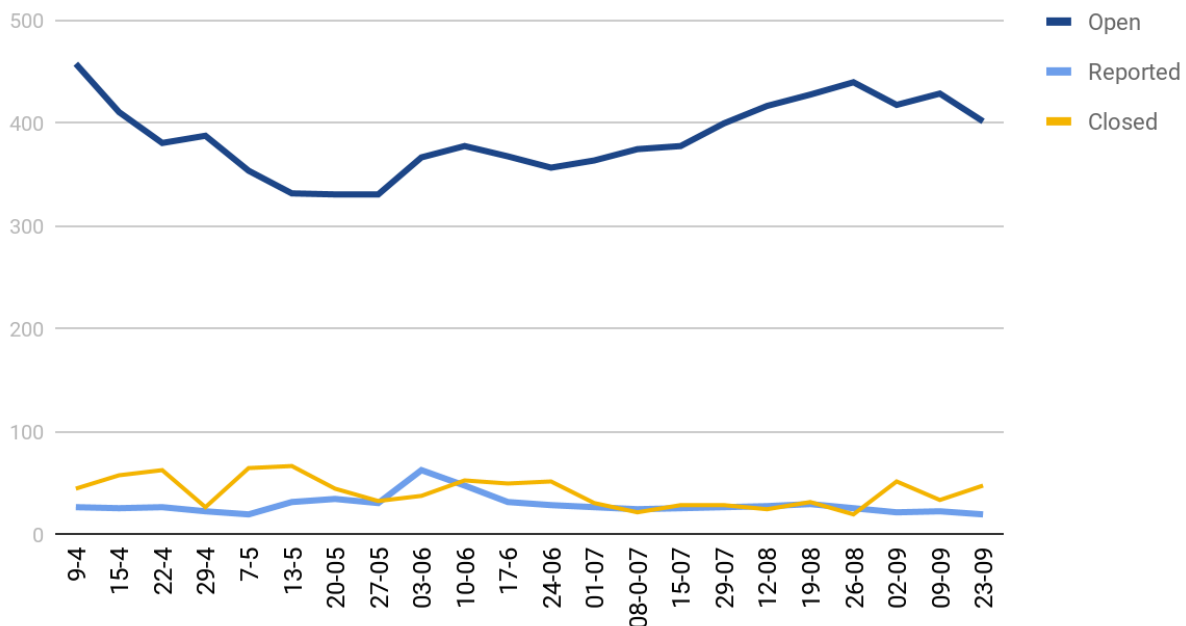


23-09-2019 Meeting Agenda and Notes

Statistics

Bug stats: [402](#) +20 -48 ([429](#) +23 -34):

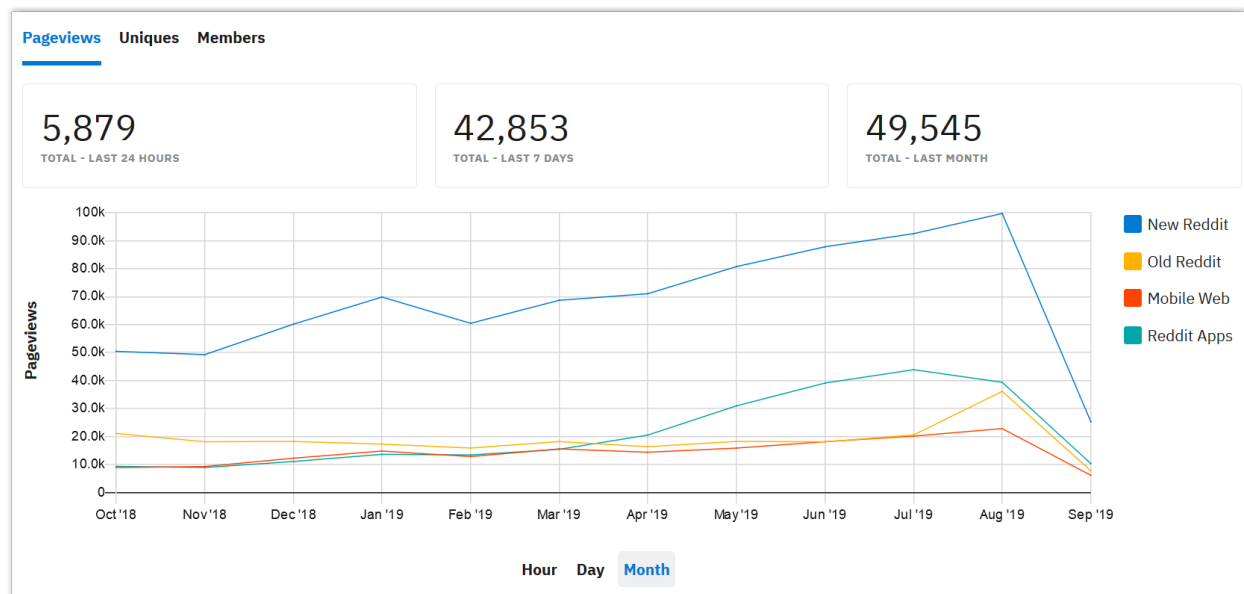
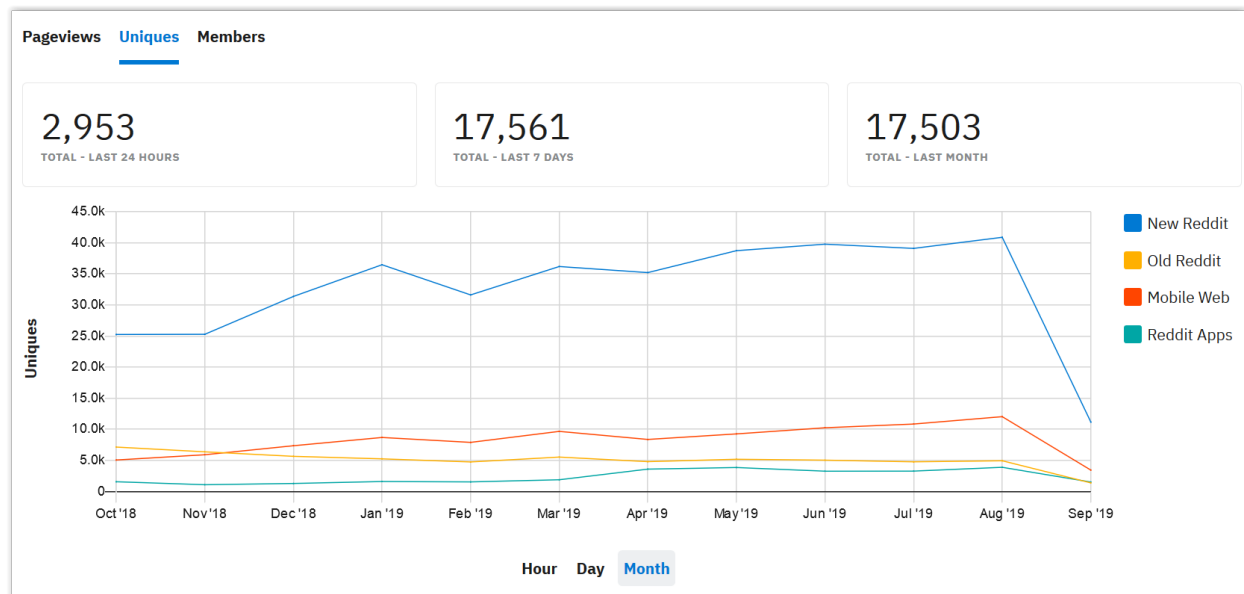
Bugs



Commits in the past week (copied from github):

- Excluding merges, **9 authors** have pushed **24 commits** to master and **47 commits** to all branches. On master, **64 files** have changed and there have been [710 additions and 236 deletions](#).
 - Excluding merges, **9 authors** have pushed **53 commits** to master and **68 commits** to all branches. On master, **75 files** have changed and there have been [1,135 additions and 970 deletions](#).
- Downloads (downloads.kde.org): **32180** unique downloads
- Web traffic: **83884** unique visitors, **249750** unique page views
- Donations: **1505,43** from **154** people. August: **3696,43** from **204** people. July: **2321** from **199** people, June: **2763,96** from **231** people May: **€2768,00** from **231** people.

Reddit statistics (last updated: September 9th)



Websites with statistics:

- <https://subredditstats.com/r/krita>
- <https://old.reddit.com/r/krita/about/traffic/>
- <https://www.reddit.com/r/krita/about/traffic>

Steam

- Localization task: <https://phabricator.kde.org/T11485>
- Steam on Linux has been announced! We sold 35 units in the past month

Youtube and video

- The next video is in the editing stage, chroma parts recorded, audio synched, brush preset pack ready.

Fundraiser

- <https://phabricator.kde.org/T10283>
- October, to coincide with 4.3, which should be the Zero Bugs release
- A list of smaller projects/targets/bugs people can choose from
- Bugs, features, all split up and estimated to one week, or all two weeks of work (granularity to be decided)
- We need some smaller rewards: what can we hand out as rewards for low pledges? Either immaterial things or something that fits in an A6 envelope and doesn't weigh more than say 50 grams.
- <https://pinsandmore.nl/pins-en-speldjes/>
- We can do a project with Ramon to provide tutorials as a reward. This could be beginners geekstutorial on working with Krita, like Muses.

Manual

- There is a phab task for the docs site organization: <https://phabricator.kde.org/T10178>
There's a task checking what needs updating this year: <https://phabricator.kde.org/T10331>
- Tusooa has drafted a manual page for building with re-used deps: https://invent.kde.org/websites/docs-krita-org/merge_requests/57
- Tiar has created a task for improving the pages about giving user support: Task 11427 "Better user support" [Open,Needs Triage] {Krita: Manual} <https://phabricator.kde.org/T11427>
- The 404 page for non-english is still broken.

Website

- Scott has created a sysadmin ticket to discuss the ID idea for logging in for the fundraiser/developer fund so people can manage their settings. This is still pending.

Release

Release procedure for stable releases:

- *We release once a month*
- *Two weeks before we release, we close the merge window: only regression fixes are allowed*
- *Two weeks before the release, we release a "beta" with a link to a survey for testing*
- *When we tag the final release, the merge window opens again*
- *And everyone is supposed to merge their backlog of fixes (or maybe we can appoint a designated cherry-picker...)*

Release dates:

- 4.2.7:
 - Beta this week
 - Release next week
 - ~~Blocker: https://bugs.kde.org/show_bug.cgi?id=411202 — this is an upstream regression (in Qt). Fixed in 5.12.5, so not a problem anymore~~
 - https://manual.limesurvey.org/URL_fields/en#Start_URL < Use this to prefill system information.
- 4.3.0
 - ???

Builds

- Updated to Qt 5.12.5
- We need to check which other libraries need to be updated. We will make a phab task for that. of cours

Any Other Business

- Krita for Children Introduction by Noemie.
 - This looks to be expensive and risky
 - <https://scratch.mit.edu/> is an example of tutorial information for kids
 - A sponsored book sprint might work better
- Krita HDR demo at Blendercon: <https://blender.community/c/events/cbbbbc/> (24-25-26)
 - Jonas wants us to be preset from Thursday until Saturday and participate in the conference, demo HDR and talk to Blender people
 - Boud cannot be there on the 25th
 - **We will propose to get one-day tickets for Thursday and commute**
- Usage statistics: Microsoft logs every exe started on every internet-connected Windows system. Krita gets started on 1.2 million different systems every month.
- Libsai report. Wunkolo is making progress on big files, but hasn't quite nailed it yet. Everything that can be loaded is now loaded, and there are tests
- Pin designs
 - Ramon's design for enamel/relief pins

- The icon for epoxy pins

Doing/Done/ToDo

Dmitry:

- Todo
 - Implement an option for working-around the "eraser-with-button" wacom bug on windows
 - Check ports about WinInk's gestures support: <https://phabricator.kde.org/T10935>
 - Bugfixes:
 - https://bugs.kde.org/buglist.cgi?bug_status=UNCONFIRMED&bug_status=CONFIRMED&bug_status=ASSIGNED&bug_status=REOPENED&email=dimula73%40gmail.com&emailassigned_to1=1&emailtype1=substring&list_id=1606933&product=krita&query_format=advanced
 - Blockers
 - asan crashes from Wolthera
- Done:
 - Fixed a lot of bugs
 - Found a bug in MinGW and reported it to Matthias Kretz (for std-simd)
 - Broke his arm, so now Dmitry is temporary left-handed :(

Wolthera:

- Done:
 - Worked on LibSai - currently waiting around for specific files to not crash.
 - Did bugtriage on all unconfirmed bugs.
 - Reviewed some merge requests.
 - Help someone with pythonscript.
 - Address someone who felt our merge down command is broken.
 - Ensure Temp folder isn't suggested as a save location.
- Needs to do:
 - Work on lag page.
 - Fix patch for openraster vector support: <https://phabricator.kde.org/D9228>
 - <https://phabricator.kde.org/D9877> (needs review)
 - Document KPL better, for inkscape devs.

Scott:

- Done:
 -
- Doing:

- Maybe play around with the cursor patch. Need to think about that with all the discussion going on

Boud:

- Doing
 - Resources rewrite: tags and then bundle storage
 - Search bar (on hold)
- Done
 - Work on getting metadata about resources (like paintop engine) into the database
- Todo
 - Fundraiser planning

Windragon

- (Doing) Looking at fixing some issues when using fractional DPI scaling
- (Todo) random bugfixes?
- (~~Doing~~ On hold) Experimenting with Rust
- (Ongoing/Todo) Improve processing of DrMingw stack dumps (needs documentation))
- (~~Todo~~) Maybe implement a hackish (probably not unlike other software that has this) WinTab mouse mode (by taking mouse coordinates with tablet pressure)
- Or alternatively, implement an actual relative mode?
- <https://phabricator.kde.org/T8050>
- (Planned for later:)
- (Todo) Update docs on building on windows

Irina

- Done:
 - Collected interviews until October-ish
- Todo:
 - ~~Figure out civirm stuff: frustrating, got stuck on default form requiring info we don't (want to) ask for~~
 - Need more interviewees (Always need more interviewees!)

Jouni ("tyyppi")

- Done
 - Animation cycles: implement more usable UI by combining concepts of "cycles" and "repeats"
- Todo

- Investigate how to lock reference images to viewport
- Fix: manipulation cursors not shown correctly on reference images
- Fix: artifacts left canvas by reference images (on QPainter)
- Transform mask keyframing

Ivan Yossi

- Done:
 - 1px bug (would need a special brush engine for optimal fix)
 - 402329 vector shape gradient not saved
 - 411981 Python set collapsed does not show update on GUI
- Doing
 - Notarized build for macOS (slowly getting to this)
 - MR 63 apply filter to completeArea of needed rect. (conflict fix)
 - MR 74, render shapes larger than max QImage size
- Todo
 - fix bug 408744: Inner shadow layer style broken
 - Fixing Soft sensor not working. (gauss fix not trivial)
 - Selection improvements on polyline (WIP)

<https://invent.kde.org/ivany/krita/commit/0589b504923aceaf9a023b549e7bfb7f9759305f> (on hold, finish assigned bugs first)

Jagholin

- Doing:
 - brush settings docker (for "favorite" brush engine settings)
 - UI mockups for possible rearrangement of brush settings window
- To do:
 - see if its possible for brush settings window to be resizable/undockable

Tiar (Tymond)

- Updated September 23th
- Done:
 - Fixed the curves: https://invent.kde.org/kde/krita/merge_requests/121
 - Autosave only saves once - https://bugs.kde.org/show_bug.cgi?id=411631
 - progress bar on saving .kra files - decided to just push the simple one and leave the more elaborated one for after fundraiser since it's more like a wish request - https://invent.kde.org/kde/krita/merge_requests/130 - also made a new system for .psd, but I guess it'll need to be left alone anyway....
 - Brushes with patterns always marked as dirty: https://bugs.kde.org/show_bug.cgi?id=406427

- Removing template: https://bugs.kde.org/show_bug.cgi?id=376675
- Doing:
 - Fixing alpha in Luminosity/Shine https://bugs.kde.org/show_bug.cgi?id=410516
 - Rec2020 https://bugs.kde.org/show_bug.cgi?id=410918
 - Exif checkboxes act as one checkbox - https://bugs.kde.org/show_bug.cgi?id=410341
 - freeze when making a filter brush - it creates filter from a wrong color space https://bugs.kde.org/show_bug.cgi?id=411917
- To do:
 - make sure the Reasons strings looks nice - requires some discussions with others
 - autosave should be removed after making sure the file was saved successfully
 - Isolated 'use' elements in a Vector Library .svg file should be ignored - https://bugs.kde.org/show_bug.cgi?id=406634
 - Converting an animated fill layer to a pixel layer removes the frames. https://bugs.kde.org/show_bug.cgi?id=405741
 - All filter brushes are dirty
 - Finish all the stuff, then we'll see

Sh_zam

- Done
 - Minor patch for android build on KDE's build factory
 - Updated status report website and submitted the evaluation
- Doing
 - Shortcut to return to rotation (<https://phabricator.kde.org/T11355>)
- Todo
 - Working on <https://phabricator.kde.org/T11355>

tusooa

- Done
 - Get the node-replace based stroke strategy working
 - https://invent.kde.org/kde/krita/merge_requests/115
 - Submitted on GSoC website
 - Add benchmark for shallow COW copying of large SVG layers
- Doing
 - https://invent.kde.org/kde/krita/merge_requests/115 resolve bugs
 - Add instructions for Windows build script to krita documentation https://invent.kde.org/websites/docs-krita-org/merge_requests/57
- Todo
 - <https://phabricator.kde.org/T10864> (UI enhancement for selection masks) -- seems viable for David Revoy; other people's opinions?

- !46 -- mixer slider docker -- use display converter for colors on canvas, instead of QColor::fromHsvF()

Blackbeard

- Done
 - documentation for the project
 - Created new kis_vectoranimatedbrush class
 - Brush tips now changes with every dab :D !!
- Doing
 - Publish a blog post
 - Fix bugs with the changing of brush tips
 - Add options like Random or Sequence to change of brush tips
 - Clean code and write comments
- Todo
 - Update phabricator
 - Update the kde page for my project

hellozee

- Done
 - Snapping fixed
 - Lazy filtering done
 - addition and removing of points done
- Doing
 - Working on the crazy filtering bug which dmitry encountered
- To Do
 - Implement Canny filter
 - interactive selection