

13-03-2016 Meeting Agenda and Notes

Stats: [337](#) (+19, -4 in the past week, last meeting was 372). 10.8k twitter followers.

Survey has closed with over 1000 responses. Wolthera has been working on crunching the data. <https://share.kde.org/index.php/s/ECdTXvoqloQdZ2R>

Tax situation:

- There is funding outside the foundation to let Dmitry continue working on Krita for some months.
- I have funding outside the foundation to let me work on Krita for half a year, but it's not quite enough to actually live on, so I need some additional income.
- I've been in touch with DBO accountants, and they are now in touch with the tax authorities and will try to straighten things out.

Unittests: Same as last week: we've got 13 failures, and from an early investigation it looks like these are real issues, with for instance `kis_layer_test` showing a deadlock. There are also issues with resources that are not being found. See <https://build.kde.org/job/krita%20master%20kf5-qt5/PLATFORM=Linux.compiler=gcc/906/testReport/>. There are also 65 unittests known broken. So a total of 78 borked tests.

Summer of code: haven't seen concrete proposals yet. Some people tried to contact me on irc, but I haven't seen them back and they didn't leave contact information.

1. Individual Done and Todo

- Dmitry:
 - Todo:
 - Finish the Vector bugs :(Hope I'll manage to finish them finally.
 - Look at <https://phabricator.kde.org/D4719> :)
 - Done:
 - Sent out all the postcards (http://nonaynever.ru/pub/krita_postcards_done.jpg)
 - Fixed a set of serious bugs in Vector handling: mostly, double painting of some shapes or leaking shapes
- Wolthera:
 - Done:
 - Made a diff for the color palettes work: <https://phabricator.kde.org/D4719> This needs reviewing. :(
 - I am working on modernizing the calligraphy tool: <https://phabricator.kde.org/T5411> I managed to get to the stage that the

tool is now using kispaintinfo and is processing the interpretation of that in the stroke. It now uses the global brushsize for example.

- Did some investigating into QText during stay at boud and irina's.

- Scott:

- Doing:

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- Boud:

- **Done**

- Had a vacation.
 - Been in touch with the art academies of Breda and 's Hertogenbosch, who want me to present Krita to their students.
 - Been road-testing krita during my vacation. Found half a dozen issues, but didn't have a compiler with me, so did lots of painting instead of hacking.
 - Been in touch with <http://www.x-agon.com/en/> about them publishing Krita in Japan in webshops.
 - Been in touch with Intel about a plan to improve use of multi-cores. They are now comparing and avx and non-avx build.
 - Triaged a ton of bugs
 - Had a mini-sprint with Wolthera, where we looked into a bunch of things, ranging from color selectors, to the smudge paintop to the calligraphy tool. We also played a bit with implementing the ux design for the ng text shape. Wolthera figured out how to use QTextDocument and QTextLayout properly. We didn't discuss the next fundraiser yet.

- **Todo**

- Look at <https://phabricator.kde.org/D4719>
 - Ping Clemens about getting Scott in touch with the share.krita.org and related websites people.
 - Write project proposal for Intel.
 - Finish scripting module
 - Triage our bugs and start fixing them for 3.1.3
 - Make a 3.1.3 and 4.0 release plan

- Animtim

- Doing:

- Finishing the videos about animation in krita (should be ready by the end of the week, for spring time :))

- Laurent

- Imagesize plugin almost completely refactored.
 - Worked on a paper about TV-norm based separation of specular and diffuse components in images. A priori nothing about krita, except maybe the algorithm can be reused for denoising and inpainting in krita...

- Tyyppe:

- Fixed some animation bugs, got a build env working again

- Nimmy:
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- Windragon
 - Fixed the appveyor build
- Irina
 - Todo: put usb sticks in the shop
- Eliakin
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3.1.3 Release Status

Should do a planning session this week!

Blockers:

- https://bugs.kde.org/show_bug.cgi?id=375585: the copying of the image before saving means the projection isn't rendered completely. We should also copy the projection!
- https://bugs.kde.org/show_bug.cgi?id=376098 Saving read-only files fails silently.

Dates:

4.0.0 Release status

Blockers:

- Scripting must be merged
- SVG branch must be merged

Dates:

Kickstarter

Everything has been sent out, Deutsche Post sucks. (4 failures until now, 3 in Germany and 1 in Norway because the bloke moved without telling us)

Scripting plan:

1. Implement some unittests
2. Implement operators

3. Fix some more bugs
4. Work with Eliakin on a plan for expanding the API for his GSOC proposal

Vector Plan

- 1) Fix the reported bugs
- 2) Make dev builds
- 3) Patterns editing
- 4) Filters loading/saving/rendering and selecting

Steam

- we have a Series almost fully set up for Secrets of Krita. the descriptions and subtitles are in, there's a screenshot for each of the episodes, but I haven't uploaded the excerpt to show as a trailer yet
- One more "major" thing is we need a few "capsule images", i.e. very wide and not terribly tall images that'll show up in many places on the steam store. a smaller one that should definitely have "krita painting app" written on it, and a bigger one that doesn't need it as badly: we should create a Phab project with the specs for the images that are needed
- We need a new trailer and more screenshots, and a full new description that also talks a bit about the situation with "buy it to get krita + DVDs", "life-long upgrade", stuff like that
- We need to do a call for video data that we can use as a trailer
- Boud will check the rest of the open bits in the krita 3 application
- ~~• it'd be nice to have a short introduction for the excerpt since it'll be put onto the steam store page without much introduction otherwise, it'll just autoplay when the user opens that page the video already starts with an introduction card.~~
- ~~• Boud will ask Ramon for high quality exports of Muses~~
- Have to re-encode all the other DVDs to h264 for steam to be happy.

Add Shape Docker

- To be rewritten as a KoResource based selector