

13-07-2026 Meeting Agenda and Notes

Round-table participants

Add yourself to the list at the bottom of the document if you want to talk about what you're working on during the round-table session. (So I don't have to copy it every time; make your name bold, and add a colon (:) that is not bold after your name...)

Absent:

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Meeting Meta

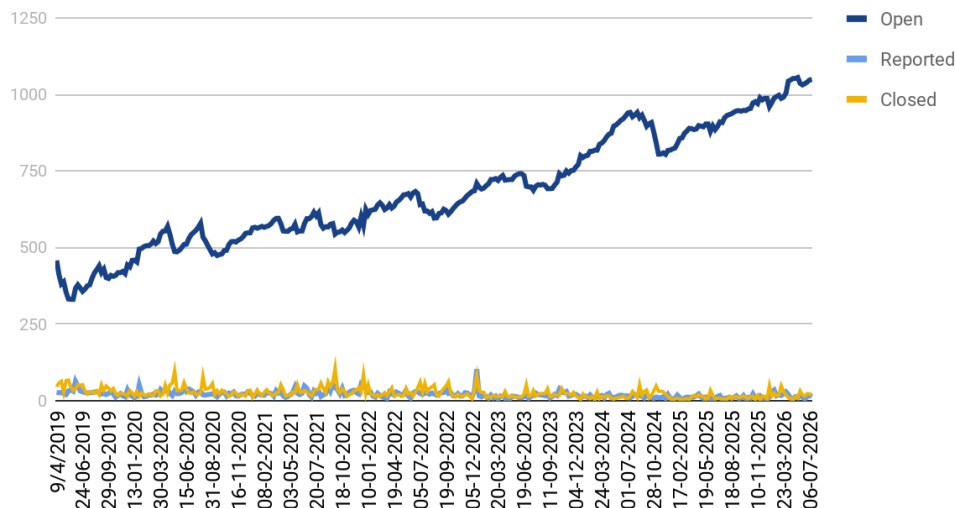
Rotation: [Wolthera, Emmet, Halla]

Today: Halla

Statistics

1049 +13 -20 (1047 +18 -22)

Bugs



Open Merge Requests



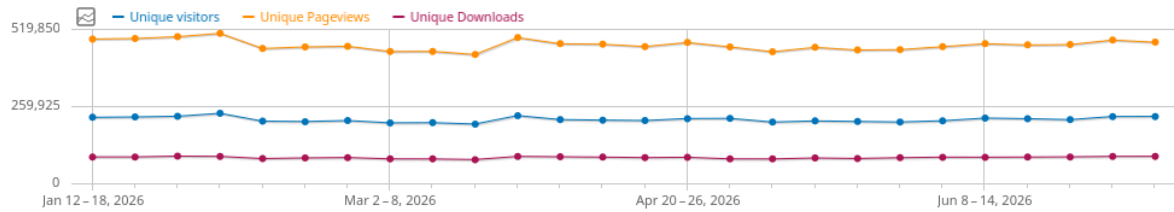
Commits in the past week

- Excluding merges, **8 authors** have pushed **50 commits** to master and **97 commits** to all branches. On master, **156 files** have changed and there have been [26,216 additions and 25,359 deletions](#)
 - Excluding merges, 8 authors have pushed 22 commits to master and 30 commits to all branches. On master, 112 files have changed and there have been 7,501 additions and 7,733 deletions

Web:

Visits Over Time

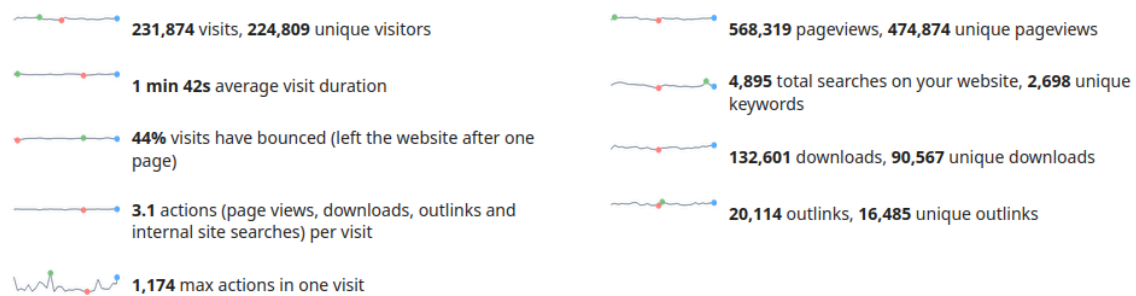
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26 ▼

Visits Overview



Community

- Recurring donations: **€2370** in the past month
- Fund.krita.org: 227 subscribers (~)
- Krita-artists.org: Pageviews last week - **277k**
 - Active Users Last week - 1.0k
 - Total Posts Last Week - 1.5k
 - Sign-ups - 24.2k
- [Mastodon](#): **9.8k**
- [Peertube](#): **903 (158 now???)**
- <https://subredditstats.com/r/krita>

Code Stuff

Regressions and Bugs

- 26 [bugs marked as Regression](#) (+2)
- 0 [bugs marked release blocker](#). (~)

Dependency jobs

- All updates are finished.
 - a. There is a deployment issue in the qt6 branch
 - b. Also, qt6 touch on windows, qt6 android support are blockers
- Qt6.11?
 - a. dmitry's fixing bugs in it.
 - b. Would be good is everyone joined in, an triaged qt6 bugs.
 - c. t build wih qt 6.11: well, you can just build an environment with qt6.11 by passing ``-b transition.now/update-qt-to-6.11.0`` to bootstrap-krita-deps.sh script
- Cmake 4?
 - a. cmake4 got merged that was the 3.29 patch (we should support cmake4 everywhere **except** android! on Android we need to update NDK to get cmake4 support)

Merge Requests

- https://invent.kde.org/packaging/krita-deps-management/-/merge_requests/72 – arm deps/builds?
- https://invent.kde.org/websites/krita-org/-/merge_requests/213 – GIT_SILENT Sync po/docbooks with svn: does this mean that translations are no longer automatically updated?

Immediate next steps:

- Work on roadmap stuff
 - So we don't lose track of it.
 - So we can let people really find the issues and then we can pin them down.
 - lets people see progress.
- technical debt
 - **qt 6 update**, kxmlgui fork issues, deps update, appimage signing, cmake4 support, tag-storage relations, asan builds, **android NDK updates**, qmdiarea.
- Fix bugs, especially because we'll have some extra spotlights at the end of april on Krita 5.3, and it'd be nice if it was a little polished.
- Android in-app purchases stuff.
- Proposal: Work on bugs and urgent issues by default. Start working on planning, not all roadmap items have issues in gitlab.
- Plan:
 - authors create issues for their points from the Roadmap and put them into "Open" column
 - we have a discussion on them and move to "Planning" and "In-Progress" columns as soon as we get an agreement
 - deadline for adding issues to gitlab is 13th of April 2026

- roadmap items will be assigned with 6.1 milestone
(<https://invent.kde.org/graphics/krita/-/milestones/13#tab-issues>)

Manual

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Website & Stores

- fund.krita.org suggestions -
 - <https://mail.kde.org/pipermail/kimageshop/2025-August/017276.html>
 - Halla replied on the ML
 - Tiar: our current version of Dev Fund is makes the initialization of the database broken and we should update it (Tiar made a MR downgrading it, Carl said it should be upgraded, then tried to update everything, then it stumbled upon the same issue: Blender uses Stripe, we use Braintree).
 - Should we replace it with what KDE is using? (What was that again? - donorbox)
 - Carl tried to upgrade fund.kde.org, but got into issues with blender changing payment providers.
- LilianaLopez is starting work on fund.krita.org
 - For this week, I started by getting the current Blender DevFund project up and running since the old Krita version was too outdated to work from. I solved some dependency and configuration issues, and make sure the latest code was running correctly.
 - I also compared the Krita and Blender repositories to understand how much they had diverged. I went through the major architectural differences and identified the core changes, especially around users, memberships, donations, and the newer systems introduced in Blender.
 - For now, I think that it makes more sense to use the current Blender codebase as the foundation and gradually port the Krita-specific functionality instead of just updating the the old Krita code directly.
- Stores assets: Steam is getting an update, store pages will be wider. May be a reason to update our image assets there again.
- https://invent.kde.org/websites/krita-org/-/issues/33#note_1427060 -- we need to diagnose what is going on with the kde planet.
- Steam Cloud is LIVE in a limited capacity (KRA files)
- MR's are piling up
 - Carl took a look at them.

Release

Release procedure for stable releases:

- We release every other month

- Four weeks before we release, we close the merge window: only regression fixes are allowed
- Four weeks before the release, we will release a "beta".
- When or we tag the final release, the merge window opens again

Releases:

Schedule

5.3/6.0 release schedule

- 5.3.3 release:
 - We need to decide next week (13th of July) whether we want to package, so we can release on the 22nd.
 - String change notification was sent.
 - it's a go, Wolthera will work on the release notes

Youtube

- Ramon is going through a rough patch, so no news.

Roundtable

- **Halla:** I was awfully sick.
- **Wolthera:** I worked on a refactor of profile colorant handling. Did some quick reviewing for the manual. Fixed some bugs with fonts. Am currently working on getting the PQ nits value in the profile sorted.
- **askmeaboutloom:** I worked on the Android animation support, getting it functional and with audio support. Rejigged the animation export dialog on Android to have a toggle between video and image sequence instead of combining them, since doing both really doesn't work and makes the dialog way too tall. Also added the same warnings like in the recorder docker when you dial the resolution beyond 1920 or FPS beyond 30, which comes up in the forum and other support channels a lot. There's a thread about testing it open in the forum.
- **Dmitry:**
 - Worked on the touch support refactoring. My plan in the following:
 - 1) [done] Move touch painting logic from KisInputManager to KisShortcutMatcher
 - 2) [done] Move touch-hold shortcuts logic from KisInputManager to KisShortcutMatcher
 - 3) [done] Cover all types of the touch shortcut interactions with unittests (via KisShortcutMatcher)
 - 4) [] Actually fix the touch support on Windows and Qt6

- 5) [] Fix MacOS touch support (since this refactoring touches it). I will need someone's help for that.
- **Tiar:** I bashed my head against SVG issue some more, we discussed with dmitryK|quack the SAP thing, I commented the gui out and then I completely removed it, and then I merged it with a merge commit on both master and krita/6.0 (the cherry-picking took quite a while because there were quite a few conflicts, and one commit I had to omit completely, cause it was related to the HDR patch Wolthera made on master). And I also fixed "KisAlgebra2D::isPolygonTrulyConvex()"
- **Emmet:** Last week I tested, reviewed and merged a couple of MRs (bugfix for quickly switching frames on large resolution animation files & sensible python API additions for accessing tool/brush/color changed signals). I also did some much needed bug triage and testing for animation, storyboarding and tools bugs. (We also have this qt6-krita specific crash about spamming "add hold frame" actions, but I think it makes sense to hold off on that until the deps update is finished). That's about it for me: MR review and bug hunting.
- **Ivan:** last week I was on vacation, nothing to report here except that I might need to extend it a bit more. I will be doing Release preps this week, some minor patches for the store and G'mic update, the latest version should have our latest patches submitted to upstream.
- **Luna:** Last week, I was still fixing the perspective transform deadlock, after finding more issues with it. I also spent a bunch of time reviewing the selection move MR, and then fixing some of the issues in my own code I discovered during the review.
- **Liliana:**

AOB

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FYI

- HDR spec doc: [Krita HDR Metadata Design Requirement](#)
- ASF: Wayland for Artists Working Group
<https://www.aswf.io/blog/academy-software-foundation-launches-new-wayland-for-artists-working-group/>
- Android animation export testing:
<https://krita-artists.org/t/testing-wanted-android-animation-export/186834>