

26-02-2018 Meeting Agenda and Notes

Statistics

Bug stats: [313](#), +32, -49

Commits (copied from github):

- Excluding merges, **11 authors** have pushed **114 commits** to master and **123 commits** to all branches. On master, **746 files** have changed and there have been [19,376 additions and 11,071 deletions](#).
- Last week: Excluding merges, **7 authors** have pushed **78 commits** to master and **86 commits** to all branches. On master, **167 files** have changed and there have been [1,333 additions and 1,402 deletions](#).

Dev fund subscriptions/money: Now: **75**, was **73 from a top of 76**

Donations: As of writing: **2089** (including 400 euro to the bank), from 1662 last week, January: about 2200.

Other news:

- Closed the brushes Survey: <https://share.kde.org/index.php/s/bG2rlJybgxq6XuK>

Presets

- After the discussion got out of hand last week, I decided after asking Scott and Wolthera to sponsor Deevad to integrate his preset bundle with the current 4.0 bundle, make it consistent, weed out duplicates fix brokenness and prepare tags. David owns this task now, so we're going to avoid the too-many-cooks syndrome which was bugging the process. The work is being done here: <https://cgit.kde.org/krita.git/log/?h=deevad/brush-presets> in the following steps:
 - A.) Fix the thumbnail of what we have now, family by family of presets.
 - B) Merge Deevad's brushkit when necessary (eg. nothing to do for my eraser, or basic rounded brush)
 - C) Probably sort the brush with a prefix in name. (a. , b. z.) so, special brush can be together. I'll keep the naming scheme of actual
- Boud proposed a project to Ramon Miranda about creating a bundle for painters. Not decided yet whether that'll be shipped with 4.x or be put up in the shop or share.krita.org.

Tags

- Tagging: versioning the tag file also gives problems. What should we do?
 - Remove versioning or also load unversioned files?
 - Remove 3.x system tags?

- Remove empty tags when the gui asks for it?
- Re-use the old tags for the new set?
 - --> For now, with a combination of weeding out empty tags before the user sees them (but only empty tags that are default in 3.3; users do want to see empty tags they created themselves), and reusing some of the more generic tags for the new preset bundle.

2018 Summer of Code

- KDE is in. Scott, Boud and Dmitry have applied as mentor. We have two students who have shown interest, one of them has done recent coding, the other did some coding last year. Michael is in touch with Wolthera, Dmitry is in touch with Nataly.

Manual

- <https://phabricator.kde.org/T7665>
 - Python plugins are now documented in the Krita itself.
 - Masked brush needs to be rewritten
 - Help is needed filling the pages with screenshots

Python

- All scripts now have a manual which is shown in the plugin manager
- Last week we worked on fixing issues with scripting
- Bundled python scripts license
 - Scripter and comic book manager: gplv3+
 - All other scripts: CC0 to encourage copying

Build/Sign Infra

- OSX: we have a developer account now. Now we only need to figure out how to sign our packages.
- The windows pipeline is down for maintenance
- There is now a working appimage pipeline

Steam

- Boud has contacted Stuart through twitter to see whether he can package 4.0. He's going to look into it tonight. Wlan has found steamworks documentation: <https://partner.steamgames.com/doc/sdk/uploading>

Vectors/Text tool

- Three kinds of issues: workflow problems, bugs in the shape itself after setting new text, bugs translating between html and svg.
 - Vector bugs: <https://phabricator.kde.org/T6369>
 - Dmitry and Wolthera will discuss the remaining issues
 - Text tool notes: <https://phabricator.kde.org/T1004>
 - People happy with the text tool:
https://www.reddit.com/r/krita/comments/7y6pm6/new_krita_4_development_builds_with_an_updated/duuahf5/ , 11:23:04 < deevad> boud: I'm also using it; I like it
https://www.peppercarrot.com/extras/temp/2018-02-26_screenshot_112034_net.jpg , sure there is room for improvement for ergonomics but it's already doing the job and I had no crash/bug with it.

Contributors Handbook

- Outline:
<https://docs.google.com/document/d/1xIhmocYvbNf4FsW6k9LuerFi0ojDrTGiyR6UsXYVVFo/edit>
- Phabricator task: <https://phabricator.kde.org/T7666>
- Note that there is already this book: <http://archive.flossmanuals.net/kde-guide/>
- Add subtasks to the phabricator task with the text.
 - For now, boud will work on the building from source and dmitry on updating the strokes framework architecture page.

Intel Project 2 Update

- Codewise, we're mostly done. Two big new features ready for 4.1: reference images tool and window/session management.

Sprint?

- Let's aim for the second half of May
- Topics:
 - Fund raiser? (When, how, what kind?)
 - Resource management rewrite?

4.0.0 release cycle

See also the sprint meeting notes for details

(<https://docs.google.com/document/d/1TnrwAqLPfjPO-0VES2FaJQTgxgQNYsX4UiPPNjAE0aE/edit#heading=h.54y2fm856kki>).

Release blockers:

https://bugs.kde.org/buglist.cgi?bug_status=UNCONFIRMED&bug_status=CONFIRMED&bug_status=ASSIGNED&bug_status=REOPENED&keywords=release_blocker%2C%20&keywords_type=allwords&list_id=1497937&product=krita&query_format=advanced

Sneak preview of the new splash:

https://www.dropbox.com/s/3gzgr8poa16hega/electrichearts_20171205_kiki_b.png?dl=0

Release notes:

<https://krita.org/en/krita-4-0-release-notes/>

Release Preparation

- ~~• Updated dependencies~~
- Steam Store needs to be updated
 - When windows builds are done, ~~Boud contacts Stuart about the update~~
- Update Windows Store
- The manual needs to be updated: beta features are no longer beta.
 - **CHECK** whether opening manual from Krita works on all platforms.
 - See <https://phabricator.kde.org/T7665> (Needs screenshots)
- The release notes need to be polished (**WARN about vector layer format change!**)
- We need a release video (~~ask g'dquest and other to help out~~)
 - Dmitry knows someone who can make a video. It doesn't need voice-over, only music (creative-commons! Not copyrighted!) and subtitles.
- ~~• We need splash screen!:- Tyson is already busy~~
- Marketing pack needs updating
- Update the icon on the website, social media branding, steam, windows store, splash screen
- Update screenshots on website

Platform Problems

- Linux: Krita Lime and AppImage
 - Snap only if the snap volunteers come up with it
 - Flatpak is externally maintained
 - ~~◦ G'Mic: works on Windows. The appimage g'mic is not appimage ified.~~

- Audio support in appimage: probably not going to happen
 - ~~the appimage also needs updating to linuxdeployqt~~
 - ~~Ffmpeg included in appimage (problem: appimage _cannot_ handle multiple binaries in one appimage)~~ Not: needed:
- OSX: DMG
 - No g'mic at all
 - No pdf
- Windows: zip, setup.exe x64, x86 (if possible for the jenkins build job), store appx, steam

Schedule

- Beta:
 - ~~String Freeze: December 31st~~
 - ~~Test Build: Jan 3rd — after updating the appimage scripts?~~
 - ~~Release: Jan 10th~~
- ~~Preset test build: end of this week~~
- Branching: March 1st
- Final
 - Test builds by March 7th
 - Final release March 14th

Any Other Business

- More bugs for Dmitry!

Individual Done and Todo

- **Dmitry:**
 - Todo:
 - Check D10685 from windragon
 - Check reports about Progress Reporting eating too much CPU power
 - (?) Fix copy-pasting animation frames, by pasting them into an animated layer with only one frame
 - Done:
 - Discarded the shapes handles topic (formulated all the problems in <https://phabricator.kde.org/T8021>)
 - Fixed a lot of small (majorly vector) bugs
- **Wolthera:**
 - Done:
 - Added some screenshots to the manual.
 - Added manuals to each bundled python script.
 - Worked a lot on CPMT.

- Spend a ton of time trying to figure out some issues with the author to exiv/iptc export. Have not managed to figure out what is up with it not exporting to the last of the three, as, as far as krita cares, everything is exported.
 - Fixed a bunch of little niggles and bugs.
 - Needs to do:
 - Make a colorspaceinfoobject so we can get info like filenames, databytearray, etc for the palette export scripts
 - Extend resource python api
 - Work on contributors guide.
 - Work on lag page.
 - Fix patch for openraster vector support: <https://phabricator.kde.org/D9228>
 - <https://phabricator.kde.org/D9877> (needs review)
 - Organise demo video stuff.
- **Scott:**
 - **Done:**
 - **Doing:**
 - Try to get kikibot going on KDE server with daemon
- **Boud:**
 - **Done**
 - Focused on scripting issues mostly
 - **Working on**
 - More bugs for Dmitry
 - Smarter loading of old tag files
 - Bug fixing, release stuff
 - **Long term Todo**
 - ~~Integrate aniketh's gsoe branch in master~~
 - Vertical text in Qt
 - ~~Contact wacom~~
 - Fix custom resource folder bugs (T3694, D2725)
 - Spriter plugin bugs
 - Still need to figure out how to package gstreamer in an appimage.
 - Fix Channel and Selection classes in the script
 - Think about extending KisAction with an arguments api, so actions can be made callable objects.
 - Expose the svg dom to libkis
 - Figure out a way to make all dialogs remember their settings automatically
- **Laurent**
 - **Done:**

None previous week, sorry :S

- Todo:
 - Top priority: solve https://bugs.kde.org/show_bug.cgi?id=384100
 - Sync printing size units with resolution units automatically. -> shouldn't we add an option for that ? For example I'm used to set my printing size in cm but my resolution in dpi so automatic unit synch would be bothering for me :S
 - Implement multiple unit transform in unit spin boxes
 - Use unit spinboxes everywhere possible, even when the unit is degree or time. This is a bit too much work regarding the fact that I'm in the second half of my master project... so a bit under pressure. I will probably be able to do it in June or July (Sorry :S)
- **Windragon**
 - (Done) Random bug stuff :\
 - (Ongoing) Improve processing of DrMingw stack dumps (needs documentation)
 - (Ongoing) Checking some possible bugs in the WinTab code:
<https://phabricator.kde.org/D10685> (waiting for Dmitry)
 - (Todo) Random bug stuff? :/
 - (Planned for later:)
 - (Todo) Update docs on building on windows
 - (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>
- **Irina**
 - Done:
 - More interviews (scheduled for 19/2 and 5/5). Sent out 3 more requests.
 - Todo:
 - inventory the shop and take pictures of merchandise
 - Communicate with Dawid for an article about his game art
- **Eliakin:**
 - **Done**
 - Finish exams of the university
 - **Working on**
 - Implement Multifill Script
 - High Pass Filter
- **Jouni ("tyyppi")**
 - **Done**
 - Fixes for Intel project

Pending Kickstarter features

- ~~Only Reference images docker:~~ <https://phabricator.kde.org/T1613> (reference images tool will be in 4.1)

Steam

Timotimo has to give up on this: Stuart can still make builds. I haven't been able to get in touch with him, though We should release 4.0 as the successor to Krita Gemini for life-time purchasers.