01-07-2018 Meeting Agenda and Notes

Statistics

Bug stats: 364 +27 -31 (357 +29 -52)

- Bug graph https://i.imgur.com/V6RBmN6.png (sorry, pasteboard.co is down) Commits in the past week (copied from github):
 - Excluding merges, **9 authors** have pushed **32 commits** to master and **44 commits** to all branches. On master, **38 files** have changed and there have been **588 additions** and **776 deletions**.
 - Last week: Excluding merges, **10 authors** have pushed **74 commits** to master and **128 commits** to all branches. On master, **351 files** have changed and there have been **7,814 additions** and **4,843 deletions**.

Downloads (downloads.kde.org): 44346 unique downloads

Web traffic: **83089** unique visitors, **256699** unique page views

Donations: **137,00** from 9 people. June: **2763,96** from **231** people May: **€2768,00** from **231** people.

Sprint^WKritaCon

- 6 9 August
- https://communitv.kde.org/Krita/Sprint2019
- KDE e.V. has okayed the budget and opened an event on https://reimbursements.kde.org/

Summer of Code

Remember to blog!!!

- Checklist:
 - Tusooa: https://phabricator.kde.org/T10901
 - three weeks ahead of the timeline.
 - next: undo/redo with shallow COW document clones
 - Sh-zam: https://phabricator.kde.org/T10784
 - adding touch support is going well
 - hellozee: https://phabricator.kde.org/T10894
 - working on optimizing the bounding box algorithm and completing the ui
 - The current branch is broken on anongit, we need a new branch
 - Blackbeard: https://phabricator.kde.org/T10930
 - has been sick, has started coding again

Youtube and video

• Ramon is finishing the first video

Fundraiser

- https://phabricator.kde.org/T10283
- September/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 tutorial 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
- Nothing new today

Website

Nothing today

CiviCRM

• Needs to be in good shape before the fundraiser.

Release

- 4.2.3
 - The problems people have with transparent windows on Windows and crashes on startup are very worrying
- 4.3.0
 - September/October

Builds

No news

Any Other Business

- Boud will be more AFK this week since Animtim and Aiswarya are visiting.
- Tiar is working on the list of things to write for the user support recruitment post
- Ivan wants to publish Krita videos on his own channel; irina will put it in the rotation

Doing/Done/Todo

- Dmitry:
 - Todo:
 - Check Tusooa's python plugin: https://invent.kde.org/kde/krita/merge_requests/46
 - Check Tusooa's COW-flake MR: TODO-link-TODO
 - Check Hellozee's branch in main repo: kuntalmajumder/T10894magnetic-lasso
 - Benchmark new hash table on 8+8 cores system and compare results to the old one. Preliminary results on 4+4 system are mixed.
 - 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&bu

g_status=ASSIGNED&bug_status=REOPENED&email1=dim
ula73%

40gmail.com&emailassigned_to1=1&emailtype1=substring&list_id=1606933&product=krita&query_format=advanced

- blockers
- asan crashes from Wolthera
- Done:
 - Tried to fix "stylus button as eraser" bug, but failed (wacom driver problem)
 - Tried to fix opengl startup crash problem, but failed
 - Finally applied for visa for the sprint!
- Wolthera:
 - Done:
 - Passed her thesis!
 - Needs to do:
 - Work on translatable images: https://phabricator.kde.org/T10805
 - 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.
 - Should mirror youtube vids onto peertube.
- Scott:
 - Done:
 - Update website to have OSX have a minimum of 10.12
 - Doing:
 - Maybe try to work on some animation curve fixes and usability improvements
- Boud:
 - Done
 - Bug fixing and bug triaging
 - Merged master to the resource branch
 - Started working on the resource branch again
 - · Working on
 - Bug triaging and fixing
 - Resource rewrite
 - 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:
 - Scheduled interviews until mid-July, if all prospects send something in I have interviews until early September (looks like that's happening)
 - Cycled youtube featured channel (this is the off week for interviews)
- Todo:
 - Figure out civicrm 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")
 - Doing
 - Animation cycles:
 - Testing and fixing validation logic
 - Remaining UI actions
 - 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:
 - reverted Deform Color artifacts because of new bug: https:// bugs.kde.org/show_bug.cgi?id=409280
 - Fixed Ctrl and modes not working on outline selections https://bugs.kde.org/show_bug.cgi?id=376007
 - Finished impl fix for https://bugs.kde.org/show_bug.cgi?id=407405 awaiting revision.
 - Doing
 - Guide bug: https://bugs.kde.org/show_bug.cgi?id=397558
 - Selection stroke bug: https://bugs.kde.org/show_bug.cgi?id=409254
 - Safe assert copy pasting animation https://bugs.kde.org/show_bug.cgi? id=408421
 - Todo
 - Fix GMIC on osx
- Eliakin Costa
 - Doing:
 - Write documentation to implement Actions, Widgets and Buttons at Scripter
 - Code Completion(keywords, scope variables and libkis API)
 - new Toolbar.
 - Done:
 - Scripter System Watcher
 - Refactoring at the Editor Code and Action ToolBar to make easier to add new buttons and features
- 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 24th June)
 - Done:

- Artifacts on 32bit images https://bugs.kde.org/show_bug.cgi?
 id=404133 looks like it never really worked; I didn't find out the actual reason yet though
- Duplicating layers with scalar keyframes other than opacity keyframe
- Saving layers with scalar keyframes other than opacity
- Doing:
 - Proper update projection in animated transform masks? And trying to figure out which commit broke it even more.
 - List of things to write in the user support recruitment
- To do:
 - Failed saving still saved to Recent Documents
 - Remove the spriter impex plugin
 - (check) warning if there is not enough room for the new file when saving https://bugs.kde.org/show_bug.cgi?id=364350
 - warning if autosave fails for some reason https://bugs.kde.org/show_bug.cgi?id=393112
 - Why Krita doesn't save images for some people -> just read the whole code and patch every possible leak of error handling I can see
- CandyAngel
 - (C) 2019-04-29 set up +krita compilation
 - (C) 2019-04-29 write test plugin +krita
 - (D) 2019-04-29 bind spacenay dial to canvas transformation +krita
 - (D) 2019-04-29 write spacenavigator (spacenav) plugin with dial support +krita
 - (F) 2019-04-29 add button support to spacenav plugin +krita
 - (F) 2019-04-29 bind space buttons to tool switching/target switching? +krita
 - (M) 2019-04-29 add support for LCD (transform information?) +krita
- Sh_zam
 - Done
 - Save state in android, to prevent data loss.
 - Doing
 - Add touch support to draw on canvas
 - Todo
 - Debugging the common crash https://hastebin.com/ecacahegeg.bash (cannot reproduce again)
 - Investigate libqtforandroid.so crash (qt forum post: https://forum.qt.io/topic/104424/how-does-one-debug-libqtforandroid)
 - Blog
- tusooa
 - Done
 - Refactor flake out of derived d-pointers and q-pointers, no more tests broken than on master
 - Fix a bug on snapshot docker -- some assistants won't clone --by tiar
 - Blog on snapshot docker: https://tusooa.github.io/2019/06/21/ Snapshot-Docker/
 - mixer slider docker https://invent.kde.org/kde/krita/merge_requests/46
 -- waiting for dmitry to correctly install and review it
 - Doing
 - , _ _ _
 - Todo

- https://phabricator.kde.org/T10864 (UI enhancement for selection masks) -- seems viable for David Revoy; other people's opinions?
- Add instructions for <u>Windows build script</u> to krita documentation (questionable) -- Dmitry tested it, with some problems--CMAKE_SH and symlinks
 - Add benchmark for shallow COW copying of large SVG layers
- Blackbeard
 - Done
 - documentation for the project
 - Created new kis_vectoranimatedbrush class
 - Doing
 - Publish a blog post
 - Write a derivated class from kis_brushes_pipe to use it to change brush tips and index
 - Todo
 - Update phabricator
 - Update the kde page for my project
- hellozee
 - Done
 - Reuse the already written Laplacian of Gaussian
 - Write the heuristic function for astar search
 - working on the wrapper for using KisPaintDevice as boost::graph
 - complete the algorithm
 - Initial UI work
 - Doing
 - Working on the bounding box algorithm
 - Completing the UI