## 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://community.kde.org/Krita/Sprint2019
- KDE e.V. has okayed the budget and opened an event on <u>https://</u>reimbursements.kde.org/

### Summer of Code Remember to blog!!!

• Checklist:

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

### Youtube and video

• Ramon is finishing the first video

# Fundraiser

- <u>https://phabricator.kde.org/T10283</u>
- 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.
  - <u>https://pinsandmore.nl/pins-en-speldjes/</u>
- 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: <u>https://phabricator.kde.org/T10178</u> There's a task checking what needs updating this year: <u>https://phabricator.kde.org/</u><u>T10331</u>
- 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
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# 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: <u>https://</u>phabricator.kde.org/T10935
    - Bugfixes:
      - <u>https://bugs.kde.org/buglist.cgi?</u>
         <u>bug\_status=UNCONFIRMED&bug\_status=CONFIRMED&bu</u>

g\_status=ASSIGNED&bug\_status=REOPENED&email1=dim ula73% 40gmail.com&emailassigned\_to1=1&emailtype1=substring&li

st\_id=1606933&product=krita&query\_format=advanced

- blockers
- <u>asan crashes from Wolthera</u>

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: <u>https://phabricator.kde.org/T10805</u>
    - Work on lag page.
    - Fix patch for openraster vector support: <u>https://phabricator.kde.org/</u> D9228
    - <u>https://phabricator.kde.org/D9877</u> (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?
    - <u>https://phabricator.kde.org/T8050</u>
  - (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: <u>https://bugs.kde.org/show\_bug.cgi?id=397558</u>
    - 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

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- 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 <u>https://bugs.kde.org/show\_bug.cgi?</u> <u>id=404133 - looks like it never really worked; I didn't find out the</u> <u>actual reason yet though</u>
- 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 - <u>https://bugs.kde.org/show\_bug.cgi?id=364350</u>
  - warning if autosave fails for some reason <u>https://bugs.kde.org/</u> 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 spacenav 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

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- Add touch support to draw on canvas
- Todo
  - Debugging the common crash <u>https://hastebin.com/ecacahegeg.bash</u> (cannot reproduce again)
  - Investigate libqtforandroid.so crash (qt forum post: https://forum.qt.io/ topic/104424/how-does-one-debug-libqtforandroid)
  - Blog
- e 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
      - ٠
    - Todo

- <u>https://phabricator.kde.org/T10864</u> (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