

08-07-2018 Meeting Agenda and Notes

Statistics

Bug stats: 375 +25 -22 (364 +27 -31)

- Bug graph <https://pasteboard.co/In0N1KA.png>
- Commits in the past week (copied from github):
 - Excluding merges, **9 authors** have pushed **28 commits** to master and **51 commits** to all branches. On master, **91 files** have changed and there have been **1,583 additions** and **1,327 deletions**. (*this excludes work done in forks, like gsoc work*)
 - Last week: 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**.
- Downloads (downloads.kde.org): **42807** unique downloads
- Web traffic: 79649 unique visitors, 244755 unique page views
- Donations: **656,00** from 55 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 <https://reimbursements.kde.org/>

Summer of Code

Remember to blog!!!

- Checklist:
 - Tusooa: <https://phabricator.kde.org/T10901>
 - Researching undo commands for vector layers: <https://invent.kde.org/tusooaw/krita/tree/tusooaw/T10901-vector-layer-undo-commands>
 - Sh-zam: <https://phabricator.kde.org/T10784>
 - Added touch support and rotation: krita now uses QTouchEvent instead of mouse events. Boud wants to test this on other systems as well.
 - hellozee: <https://phabricator.kde.org/T10894>
 - implemented checkpoints in the magnetic lasso tool, is debugging the algorithm now
 - Blackbeard: <https://phabricator.kde.org/T10930>
 - Worked on functions, has some trouble with collecting them into a class(asked ivan and scott's help here), has some issues pushing to git.

Youtube and video

- Ramon is editing and adding effects for the first video and is editing a video from the talk at ESlibre

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>
- Wolthera is trying to get back into the manual now that her thesis is done

Website

- Nothing new

CiviCRM

- Needs to be in good shape before the fundraiser.

Release

- 4.2.3: August 1st
 - The problems people have with transparent windows on Windows and crashes on startup are very worrying, but dmitry might have a fix for the startup crash problem by tomorrow. Boud will make an interim release for that fix.
 - Anna and Tiar are looking into problems with saving: <https://phabricator.kde.org/T11194#191210>
 - Boud will do backporting tomorrow morning
- 4.3.0
 - September/October

Builds

- No news: we won't update to Qt 5.13 for now

Any Other Business

- Ramon has made new brushes for his student who creates comic art with AZ Drawing. See <http://pasteall.org/pic/abc328e0bdaa0e776cbd05427058d3e2>
- David Tschumperle might be able to hire an FTE and make them work on Krita's gmic-qt plugin (fix missing modes, add macOS support).

Doing/Done/ToDo

- Dmitry:
 - Todo:
 - Check hellozee's branch in main repo again: [kuntalmajumder/T10894-magnetic-lasso-2](https://phabricator.kde.org/T10894-magnetic-lasso-2)
 - Finish "Krita-crash-on-start" fix
 - Implement an option for working-around the "eraser-with-button" wacom bug on windows
 - 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&bug_status=ASSIGNED&bug_status=REOPENED&email1=dimitula73%40gmail.com&emailassigned_to1=1&emailtype1=substring&list_id=1606933&product=krita&query_format=advanced
 - [blockers](#)
 - [asan crashes from Wolthera](#)
- Done:
 - Spent the entire week on trying to fix "krita-not-start on OpenGL 2.1" crash.
 - It happens because of Small Color Selector widget
 - Implemented a switch for software rasteriser using WARP. Works faster than OpenGL2.0+KisQPainterCanvas, but slower than OpenGL2.1+KisQPainterCanvas
- Wolthera:
 - Done:
 - Did a crash fix :3
 - Needs to do:
 - 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:
 - Did a small update to fix the paypal subscription amounts on krita.org for all languages
 - Doing:
 - Working on a patch for some opacity animation stuff. Need to figure out how to get opacity keyframes working with the animation cache without screen flickering
- Boud:
 - Done
 - Bug fixing and bug triaging
 - Merged master to the resource branch
 - Implemented adding new resources, removing resources and importing resources, working on updating resources
 - 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:
 - Collected interviews until mid-August, if all prospects send something in I have interviews until mid-September
 - Todo:
 - Cycle youtube featured channel next week
 - 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:
 - reported and fixed bug https://bugs.kde.org/show_bug.cgi?id=409564 , awaiting feedback
 - Finished New impl fix for https://bugs.kde.org/show_bug.cgi?id=407405 awaiting revision.
 - 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: merge
 - Added missing reload button to python scripiter
 - fixed regression on liquify tool (reverted "fix" for 290383)
 - colorChooser on macOS gives wrong color: https://bugs.kde.org/show_bug.cgi?id=407880
 - Doing
 - Guide bug: https://bugs.kde.org/show_bug.cgi?id=397558
 - Vanishing point assistant rays should hide https://bugs.kde.org/show_bug.cgi?id=396158
 - Ctrl and outline https://bugs.kde.org/show_bug.cgi?id=376007 inRevision
 - Selection improvements on polyline (WIP) <https://invent.kde.org/ivany/krita/commit/0589b504923aceaf9a023b549e7fb7f9759305f>
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 - Todo
 - Fix GMIC on osx

- Investigate why on some macOS systems performance lingers. is it OpenGL?
- 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:
 - Tried to install Mint on my desktop, has problems with RAID/AHCI (don't want to reinstall Windows and the common solution doesn't work)
 - Another attempt on 32bit artifacts, failed, I unassigned myself from the bug report and made sure the commit with disabling optimization is on master
 - Tried to find out why the segfault happens on one of my files; but it only happens on this file and it's related to Transform Mask/scalar keyframes/update projection issues
 - Color profile in New image dialog switches to default when trying to set up bit depth https://bugs.kde.org/show_bug.cgi?id=406700
 - Made a phabricator task for saving issues that are investigated by Anna M: <https://phabricator.kde.org/T11194>
 - Doing:
 - I'm planning to make another round of small bugs this week
 - List of things to write in the user support recruitment
 - To do:
 - crash in Overview docker <https://pastebin.com/FKKr9Y82>
 - disappearing content with Move Tool after locking and unlocking transparency https://bugs.kde.org/show_bug.cgi?id=402770
 - Some curves are unnecessarily restored from the previous preset after resizing the brush https://bugs.kde.org/show_bug.cgi?id=353481
 - 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
- 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 (spacnav) plugin with dial support +krita
 - (F) 2019-04-29 add button support to spacnav 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
 - Touch support to draw on canvas
 - Add rotation action

- Doing
 - Fix wobbliness on canvas (happens on hdpi touchscreens)
 - Add `KisZoomAndRotateAction` to `kritadefault.profile` (?)
- 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>)
- tusooa
 - Done
 - Fix flake tests under ASan
 - Doing
 - Undo commands for editing vector layers
 - Todo
 - <https://phabricator.kde.org/T10864> (UI enhancement for selection masks) -- seems viable for David Revoy; other people's opinions?
 - Add instructions for Windows build script to krita documentation (questionable) -- Dmitry tested it, with some problems--CMAKE_SH and symlinks
 - Add benchmark for shallow COW copying of large SVG layers
 - !46 -- mixer slider docker -- use display converter for colors on canvas, instead of QColor::fromHsvF()
- 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~~
 - ~~Checkpoints Implemented~~
 - Doing
 - Debugging the cases where the algorithm fails to get an edge