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…*)
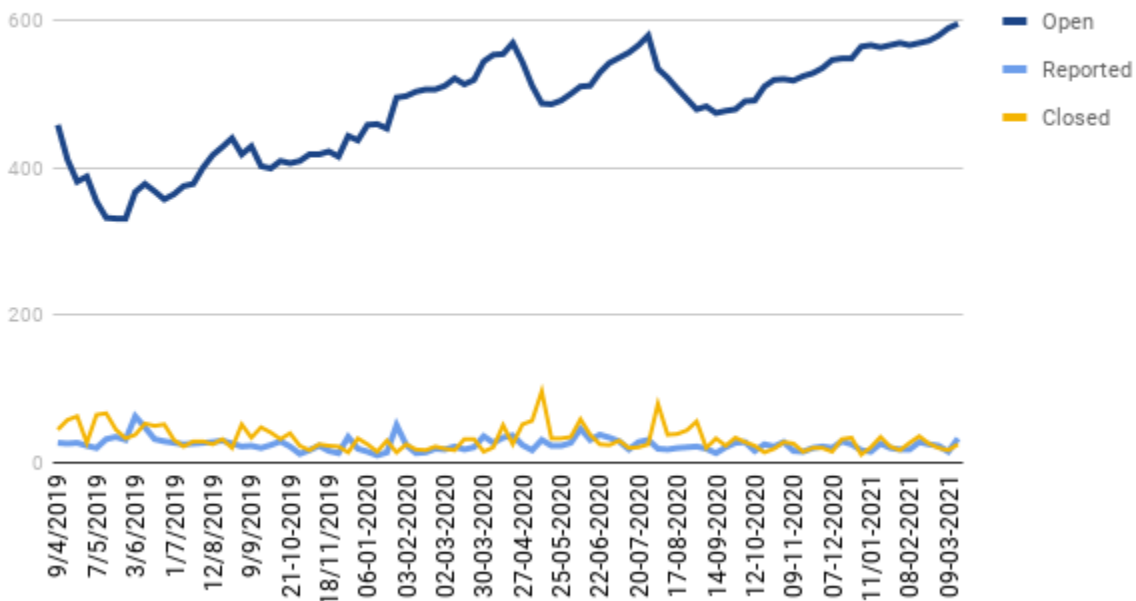
Absent
> **Halla, Wolthera**

Statistics

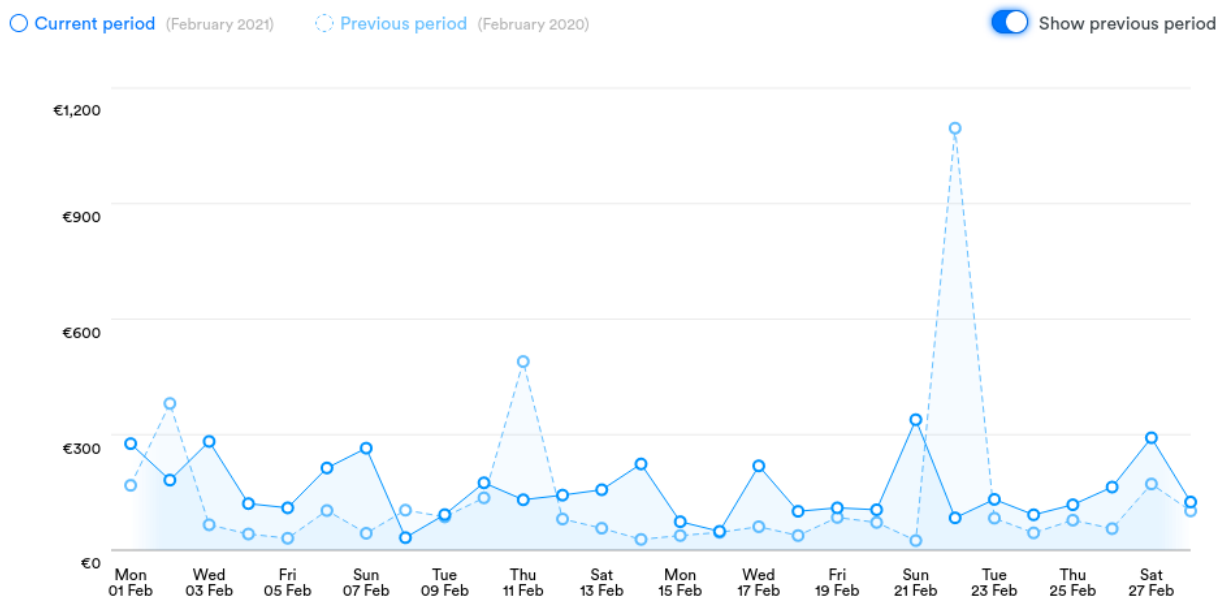> 579, +23, -20 (572, +25, -26)

Bugs

Commits in the past week (copied from github):
- Excluding merges, **18 authors** have pushed **76 commits** to master and **92 commits** to all branches. On master, **212 files** have changed and there have been **3,685 additions** and **1,092 deletions**.
    - (01-07th of March) Excluding merges, **11 authors** have pushed **70 commits** to master and **109 commits** to all branches. On master, **1,010 files** have changed and there have been **362,639 additions** and **405,265 deletions**.
- Downloads (downloads.kde.org): **???** unique downloads last week.
- Web traffic: **???** visits, ??? unique page views last week. (And we're over one million visits a month)

- Donations: **2473.18** from **204** people (February: **4410.14** from **394** people, January: **4,670.18** from **409** people, December: **5,415.39** from **402** people)

- Krita-artists.org: Total users - **8,7k** (All time) Total Post - **70,2k** (All time)
    - Active Users Last week - **591**
    - Total Posts Last Week - **1,3k**
- https://subredditstats.com/r/krita

Bugs and Merge Requests

- Autosave bug – it only autosaves once. But happens only on master.
- We have 49 bug reports about crashes :(Crashes
- We have lots of bugs reported last week (Dmitry says: bug count may be explained by the released betas)

Regressions

Other

- **Bug 433603** - Brush strokes are dashed/jagged when very low pressure is applied to create near 1px width strokes

Assigned bugs

- Assigned bugs: 68

Merge requests

- (Eoin and Emmet absent) Animated Colorize Masks - https://invent.kde.org/graphics/krita/-/merge_requests/661
- ~~new Resource Manager - https://invent.kde.org/graphics/krita/-/merge_requests/704 (there is a new sheet in the Resource Rewrite Spreadsheet at the end with all the tasks, tiar and Lynx3D are working on them but anyone can join the fun, but please do announce it beforehand)~~
- amyspark completed the update pass https://invent.kde.org/graphics/krita/-/merge_requests/722 but that's probably for after the beta? (Halla: yes, since we're in beta now.)
- ~~https://invent.kde.org/graphics/krita/-/merge_requests/732 (paste into layer)~~
- ~~https://invent.kde.org/graphics/krita/-/merge_requests/693 (add more tool invocations)~~

Manual

- Milestone page for 5.0.

Website

- Rethink Krita development fund task https://phabricator.kde.org/T11352
    - We have a working fund.krita.org dev site that now needs integration with braintree, and a check for content and looks.
        - KDE infra is trying to figure out how to handle credentials without embedding them into the source code.
    - We need to discuss which levels and rewards we have

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 release a "beta" with a link to a survey for testing*
- *When we tag the final release, the merge window opens again*

Release dates:

- 5.0.0
    - Will contain voronwe's color smudge patches (rgba tips, gradient texture and a new colors smudge engine), resource rewrite, mypaint brush engine, storyboard, mesh gradients.
    - HDR gradient rendering + dithering.
    - MRs from Mile Stone.
    - Massive library update: https://invent.kde.org/graphics/krita/-/merge_requests/718
    - LittleCMS Fast Float plugin: https://invent.kde.org/graphics/krita/-/merge_requests/717
    - https://krita.org/en/krita-5-0-release-notes/
- 4.4.3
    - Beta 1 Feb 24th.
    - Beta 2 March 12th
    - No new features (that aren't alread in krita/4.3)
    - No backporting of features from master

Resources Rewrite Update

- Main task: https://phabricator.kde.org/T379
- Bugs and issues sheet: Resource bugs spreadsheet
- Tag task: https://phabricator.kde.org/T12044
- Resource manager redesign task: https://phabricator.kde.org/T11921
    - GUI mockup: https://phabricator.kde.org/M168
    - MR: https://invent.kde.org/graphics/krita/-/merge_requests/704
- Tiar merged Resource Manager into master (it's not 100% bugfree and 100% implemented yet, but most is implemented, you can certainly test the UI).
- Tiar asked on KA about updating a bundle: https://krita-artists.org/t/update-bundle-ui-ux-design-question-to-all-bundle-creators/20260/
- There are problems with bundle manager UI but it's a bit overwhelming

Youtube

- Youtube we are growing about 500 subscribers per week
- i think there are lot of comments and i answer as much as i can. Also i redirect to KA so i hope not overwhelm the forum
- the video about perspective is in recording stage. i am adding lot of tips. So i think is not only about perspective as tool but also in real life. Not explaining everything of course ;) hard video btw

Roundtable

- **Tiar**: so I merged Resource Manager to master after making the history a bit more builable at least, then I finished my long-due MR about porting histogram to strokes, then I started to think more in terms of what needs to be finished in RR, and I reported like 6 bugs or something, at least 3 different crashes
  there are at least two I still need to report
  I'm a bit overwhelmed about the bundle creator, I'd like to talk to someone about it
  also I have a problem with tag selector widget - and I guess I'd like to talk about it with dmitryK|quack? except that the code in question is already on master, so I'm not sure where to have this discussion - I guess on IRC? Can I get an appointment? :P
  I mean I have trouble with Qt there and I don't know how to fix it

- **Dmitry**: well, the last week was not very good work-hours-wise
  (because of the family reasons)

though I reviewed some MRs and spent about half a day on investigating code in qt6 (all results are in the task)
I also had to spent the weekend to prepare the presentation for the HDR workshop
now it is sent and I'm just waiting when they publish that :)
this week I'm going to check the MRs today-tomorrow and try to return to the colorsmudge task

- **Eoin**: So emmetpdx and I have been working on some of our remaining tasks, including trying to finish up the multi frame filter MR. We need to continue some design changes, but we clarified dmitryK|quack and I think we have a good path forward that. We took over the storyboard undo/redo merge request and finished it up, and merged it, since having undo redo support is essential if we want the storyboarding in Krita 5.0. I also made other QoL improvements to the storyboard docker where I could -- though I still have some reservations about how it all works. Lastly, we did some work on updating the animation templates and some other tasks like image presets.
  Oh, and also reading into the Qt6, OpenGL debacle -- which I have some thoughts on but we'll save that for the next meeting haha

- **Amyspark**: Hmm. I completed the suggestions for Wolthera's AVIF MR, I also sent Dmitry the changes the AppImage Dockerfile needs. I tested them locally and they work, I have two test AppImages ready from that.
  I also set up KDAB's Hotspot, and ported the curve linearization functions to plain SSE thanks to OCIO's SSE.h header. Sadly, it's not compatible with Vc because it's limited to one pixel at a time
  (Dmitry) who is limited to one pixel at a time? vc or ocio?
  (Amyspark) the AVIF code operates one pixel at a time. trascendental functions operate on one channel at a time, so most I can do is vectorize the four channels and SSE them
  (Dmitry) 1) afair, the whole color channel plane is available, so you can process all the pixels of the plane.
  (Dmitry) 2) I do really insist that you should first try to use LUT before trying the SSE optimizations
  (Amyspark) 1) not possible iirc, since we use fromNormalisedChannelValues
  (Dmitry) SSE optimizations are extremely expensive maintainance-wise
  (Amyspark) 2) not possible either, please see how we use powf in the functions; at least two of them do heavy processing parameter-wise
  (Dmitry) you can embed fromNormalizedChannelsValue into your code
  (Amyspark) I'm aware of it; that's why they are copy-pastes of Wolthera's code, while vectorizing the execution
  (Amyspark) .... they're traited >.<

- **Ivanyossi**: I worked on my assigned bug list (since I want to assing new bugs): Bug 430366 can only be triggered if the grid is "on" when the document is loading. if the

grid is shown after the document is open there is no crash.

KDE bug 430366 in krita (OpenGL Canvas) "Crash when creating an 32x32 pixel image" [crash,] https://bugs.kde.org/show_bug.cgi?id=430366

(Eoin) Strange, that bug gives me some deja vu. I swear we had an issue like this before. Does this crash still occur on osx when animation caching is disabled?

(Ivanyossi) havent checked, let me try

(Ivanyossi) bug: 407380 softness in the dab mask can be done if blur is applied softly to the brush mask (https://bugs.kde.org/show_bug.cgi?id=407380)

(Eoin) Ok try that out and see. That might give you a head start

(Ivanyossi) made a plan but didn't actually code

(Ivanyossi) I check almost all my bugs since I los 2 days trying to restore the DTK (Apple's M1 transition kit) to send back to apple. The device is bricked.

(Ivanyossi) after NVRAM and PRAM deletion (following apple's manual) it entered DFU mode (firmware recovery) and n omatter what macos I use or version it gives me an error and can't be recovered at all (im using a second mac for recovery as instructed, but no versino of big sur can recover the damn thing)

(Ivanyossi) and I started looking for along term project, perspective assistant from deevad as a suggestion from halla is a good idea :)

- **Sh_zam**: I started with answering some questions on the Qt6 task. Then I did some testing of the demo QRhi app on Windows and noted it in the task. Next I worked on refactoring out QUrl -> QString transitions (MR! 742).
  Then I worked on a minor feature to handle mimeTypes on Android. Finally after the discussion on thursday, I've been reading up/integrating Kirigami window inside Krita.

AOB

- Nextcloud
  - Nextcloud is disappointing: massive lag on scrolling, other issues (reverting changes on "Do you want your changes or someone else changes"), difficult to navigate, difficult to get the correct formating (last two: by tiar, writing this...)
  - Alternatives: Etherpad, Cryptpad, wiki app in both phabricator and gitlab (worst case scenerio, there is always Google Docs...)
  - Alternatives will be reviewed by **Ivanyossi**
- Next big meeting
  - What should we do with gmic-qt
  - What should we do with PyQt
  - What should we do with Qt6

- clang-tidy, clang-format...?

FYI

- Registration for LAS is open: https://conf.linuxappsummit.org (but creating an account is broken)

Next week

- **Halla**
- Backup: **Wolthera**

Older items --