

COMMUNITY REPORT

4TH QUARTER, 2010 | ISSUE 16



WELCOME MESSAGE

KDE

The fourth quarter of 2010 concludes an amazing year for KDE and KDE e.V.

A lot of great things happened.

We had a wonderful Academy under the Finnish midnight sun, one of the best Akademies ever, mixing old and new people in a beautiful and wonderfully organized environment. Smaller groups met for nineteen KDE e.V. supported developer sprints throughout the year to get code done, to plan development, to build community.

We had a hugely successful summer of code and, to me even more impressive, a busy season

of KDE, driven by passion, not money. We mentored almost a hundred high-school students during Google's code-in on their way into the free software community.

Our fantastic sysadmin group did it, and migrated to git. Our promo team did wonders, with a constant flux of people coming in and going out. The release team cranked out no less than twenty-three releases, including the major 4.4 and 4.5 releases, which are accepted as stable and enjoyable even by some of the stronger KDE 4 critics.

We also launched our "Join the game" campaign which gives individuals a way to contribute to KDE as supporting members. So far, more than a hundred people

have participated. Many thanks for your continued support. You help to make KDE happen. You are KDE.

2011 promises to be another amazing year. In the summer we'll have the Berlin Desktop Summit together with our friends from GNOME. We are continuing to run developer sprints with full steam, pushing the limits of KDE. KDE will organize and participate in a large number of events bringing together the community, and showing the world what can be done with free software.

I'm thankful for a great year 2010, and looking forward to a fantastic year 2011.

Cornelius Schumacher

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Any complicated ecosystem, whether natural or of software, is composed of many smaller components. KDE is no exception. In addition to being a desktop, KDE is also a set of frameworks and foundation projects upon which other applications are built. Some of these include the Oxygen icons (top right), Akonadi search (bottom left), Nepomuk (middle), and Decibel (right). Each of the technologies has its own group of developers and community that help to drive it forward.



MEET THE SUPPORTING MEMBERS OF KDE

In June 2010, KDE e.V. launched the individual supporting membership program 'Join the Game', which is an opportunity for KDE enthusiasts to support the KDE community financially. The first supporting member, Georg Greve - the founder of the Free Software Foundation Europe (FSFE) and the holder of the German 'Bundesverdienstkreuz', Joined the Game on June 9th, 2010. "KDE has awesome technology developed by an incredible community that has had my support for years, so it's an honor to 'Join the Game!'", explaining his motivation to become a supporting member.

There are many good reasons to support KDE with a regular contribution (25€ per quarter or 100€ per year). It enables KDE e.V. to have a predictable and stable income, which can be used to support contributors and events that help speed up development of KDE software, enhance promotion efforts and help grow the community.

KDE e.V. contributors and users are scattered throughout the world and have many different backgrounds; their reasons for contributing are likely to be just as diverse. We caught up with our 125th supporting member, Paul Eggleton, to ask him why he Joined the Game.

It is no wonder that Paul is involved in free / open source software professionally (as an Embedded Linux Engineer with Intel's Open Source Technology Centre) as well as in his leisure time. Paul has been a keen user of KDE software since 2002, and also a developer, though he currently doesn't contribute code to KDE. That's why he decided to enable KDE development indirectly by 'Joining the Game'. He learned about this program

mainly from blog posts via the Planet KDE website.

From the wide range of KDE applications, the ones that Paul uses most are Dolphin, Konsole, Konversation and Kate. He uses Kontact for email every day, both at work and at home, and is interested in the new upcoming KDE PIM suite. For further improvements, he would like to see Nepomuk, Akonadi and some of the other "pillars" of KDE Platform 4 more smoothly integrated with KDE applications, in a way that is not too intrusive or unfriendly to users. Moreover, Paul is interested to see what happens with Konqueror and the Calligra suite. Broadly, the thing that most interests Paul about KDE is how the various components and applications integrate together. He believes that, if the level of integration can increase without too many hard dependencies being created, the desktop experience can be enriched even further.

Paul definitely agrees with the idea of 'software freedom for everyone'. He points out how important Free Software is to enable people from different countries to collaborate over the Internet to produce such a wide range of Free and Open Source software.

Another benefit of being a supporting member includes an invitation to KDE e.V.'s Annual General Assembly during the international KDE contributor meeting Akademy. Paul is planning to attend Akademy in the future to meet fellow supporters and the greater KDE community.

If you too would like to financially support KDE, please visit the individual supporting membership program website at <http://jointhegame.kde.org>



ALL GREAT ENDEAVORS ARE
COMPOSED OF SMALLER EFFORTS

THANK YOU TO THE MANY WHO MAKE KDE POSSIBLE

TO SUPPORT KDE, PLEASE GO TO
[JOINTHEGAME.KDE.ORG](http://jointhegame.kde.org)

KDE ACTIVITIES

Developer Sprints



SOLID SPRINT, MADRID, SPAIN

1st to 3rd October 2010

Solid is the part of the KDE Platform that handles interaction with hardware, making it easy for application developers to deal with things like network availability by abstracting underlying libraries within a familiar KDE-style API. Solid is becoming a well-defined team within KDE. Everybody is excited about the idea of attracting more developers interested in hardware support on the desktop, mobile devices, netbooks, media center and

beyond. There are now quite a few developers working on Solid, so it was a good time to get them all together for a sprint in Madrid, Spain.

Sebastian K ugler, Release Manager and KDE e.V. Board Member, combined his visit to the Solid sprint with meetings with local representatives from Madrid City Council and the central government IT Department. Sebastian and Rafael Fernandez (KDE Spain Vice President) with members of ASOLIF (the federation of free software small and medium enterprise associations), introduced KDE and KDE Spain, discussing legal, economic and management aspects of free software communities. As a

result of these conversations, KDE Spain attended SIMO Networks, the largest IT event in Madrid.

The Solid sprint was a great success. Some Solid components have moved to a more flexible, scalable, usable and energy-friendly architecture, while others have received love in usability, stability and feature-completeness. Janitor-like tasks like deprecating HAL in KDE software have been moved forward, and are expected to be completed with the next feature release of the KDE Platform in January 2011.

SPRINTS PROVIDE
KDE USERS,
DEVELOPERS, AND
DESIGNERS THE
OPPORTUNITY TO
MEET AND SOLVE
PROBLEMS FACE
TO FACE.

Left, Developers at Ovi Sprint (photo by Dan Leinir Turthra Jensen). Bottom left, KDE Developers working at Solid Sprint. Bottom right, The Solid Developer Team. (Photo by Sebastian K ugler.)





OVI IS AN UMBRELLA FOR NOKIA'S CLOUD SERVICES. AT THE OVI SPRINT, THERE WAS DISCUSSION OF HOW OWNCLOUD, A KDE TECHNOLOGY, MIGHT BE USED ALONGSIDE OTHER, EXISTING NOKIA SOFTWARE.

OVI AND KDE SPRINT, MUNICH, GERMANY

8th to 10th October 2010

Dinesh Sai

From October 8th to 10th, Nokia and KDE jointly hosted a developer sprint at Nokia's Office in Munich. Knut Yrvin, well-known community manager of Nokia, helped set up the sprint. The sprint brought together 13 members of the KDE community to work on the topic: How Ovi and KDE can mutually benefit each other - from the perspectives of both software development and a purely collaborative effort.

Ovi is an umbrella for Nokia's cloud services, and currently includes a Messaging service, Music store, an App store for Nokia Phones and a Map service. The sprint participants discussed how some of Ovi's services can already be harnessed by KDE and how the rest of them can be integrated into the appropriate KDE Applications. They also talked about how KDE might be able to help replace Ovi Files (which was about to shut down), with the ownCloud project, started by one of the sprinters, Frank Karlitschek. The sprint was also helpful to discuss the results and the future of Google Summer of Code student Dinesh's project with his mentor Sascha Peilicke.

As a token of appreciation, along with a few N900's and N97minis, Nokia graciously gave the sprinters free passes to its Qt Developer Days event in Munich. These were really useful

for the sprinters, both at a personal level and for their sprint-related research work. The results of the brainstorming sessions will soon be sent to Nokia and a fruitful collaboration expected.



KDE MARBLE SPRINT, NUREMBERG, GERMANY

5th to 7th November 2010

The Marble Developer Weekend was held in Nuremberg at the basysKom Office, where almost a dozen developers from the Marble community (the "Marbleheads") met.

Marble 1.0 will be released in January 2011. In preparation, the sprint attendees analyzed the current state of the Marble client and its Qt map widget library (libMarble). The presentations covered innovative features such as the new worldwide Online and Offline Routing capabilities in Marble 1.0.



MARBLE

Bernhard Beschow presented the first results of the OpenGL rendering development. Inclusion of OpenGL into Marble is currently scheduled for Marble 1.2; the proper integration of this capability into the Marble library was an important topic as it can offer power savings, useful for mobile versions of the software. Other developer sessions covered libmarble Qt Quick Bindings, Marble's internal OGC KML based data structures, the Mac port and improved support for Digital Elevation Models.

The current Marble 0.10.0 was the first release that brought official support for mobile platforms. So the Marble MeeGo version and the current state of Qt Mobility were at the center of discussions. Several proposals for user interface changes were made and lots of promising solutions were found.

On 7th November, the group covered topics such as community outreach, improved marketing and incubation with the OSGeo foundation. The Marble Team is looking for new volunteers to help with marketing, evangelism and documentation. The sprint ended with a hacking session where bugfixes and newly discussed features were developed.

KDE MOBILE MEETING, BERLIN, GERMANY

18th to 21st November 2010

This sprint was kindly hosted in KDAB's Berlin office, where KDE people could discuss and develop with a mobile target in mind. The objective of the sprint was to connect various KDE teams whose work in some way involves mobile platforms, so that they could share experiences and work on improvements for all mobile projects.

The KDE project has a sub-project working on an advanced mobile user interface, using Qt and QML. After receiving their Lenovo IdeaPad's at the MeeGo Conference, a group of KDE hackers set about getting KDE software running on the multi-touch capable tablet/netbook hybrid. Discussions were about how to make it easier for applications that will use QML to have the KDE convenience classes.

After these discussions, two things were clear to the KDE Mobile team: first, we will need to provide some KDE conveniences to all applications that want to use QML, and second, we want to provide QML components to ease the development of these applications.

ATTENDING TRADE
SHOWS ALLOWS
FOR KDE MEMBERS
TO INTERACT WITH
THE LARGER FREE
SOFTWARE
COMMUNITY.

Right, KDE developers and users attending the Brazilian Northeast Free Software meeting (photos by KDE-Br).

Trade Shows and Community Events

INTERGEO COLOGNE, GERMANY

5th to 7th October 2010

INTERGEO is the world's largest event for geodesy, geoinformation and land management with a large number of exhibitors and a lot of visitors. The KDE Marble team was invited to present its software at the booth of OSGeo and its German representative FOSSGIS e.V. They presented the KDE-Edu Marble application and its library on October 6th and 7th with two talks and live demonstrations at the booth for individuals.

Many people came to the booth and were interested in what is possible with KDE Marble. Many of these people saw KDE software for the first time; others already knew about KDE and were interested in what has changed in our software during the past few years.

All in all it was an interesting experience to present KDE software to a professional audience with a completely different focus.

SoLiSC, FLORIANÓPOLIS, BRAZIL

22nd 23rd
October 2010



KDE was represented again in the Software Livre Santa Catarina (SoLiSC), which is the biggest Open Source and Free Software event in Florianopolis, Brazil. The aim of the Free Software Association of Santa Catarina (organizer of this event) is to create a permanent forum for the discussion of free software in the state of Santa Catarina. Therefore, the main goals of this group are to educate people, to encourage the use of Free and Open Source Software (FOSS), to promote economic and social development through FOSS, and to create opportunities for people who otherwise would not have access to technology.

Tomaz Canabrava, a well known KDE contributor, gave a talk during SoLiSC about 'KDE Scientific Applications' including Kile, Cantor and Rocs, and got good feedback from SoLiSC attendees. It was great to see so many people interested in the KDE software and the KDE community.



In addition to the talks, there was a user group space where attendees were able to meet each other and mingle. There was also a business-focused meeting that took place during the event. It was supported by the local enterprise support organization (SEBRAE-SC), and served as a bridge between local business and FOSS experts to work towards the implementation of free alternatives in small business.

ROME LINUX DAY ROME, ITALY 23 October 2010

The Rome Linux Day was organized by La Sapienza Linux Users Group and sponsored by Novell. KDE was represented by Italian KDE blogger Giovanni Venturi.

IV BRAZILIAN NORTHEAST MEETING OF FREE SOFTWARE (ENSL) NATAL, BRAZIL

5th and 6th November 2010

The main goal of ENSL is promoting the use and development of Free Software as a path to the freedom of speech, economy and technology. This year, as part of IV ENSL, there were two national sub-events: 7^o Forum GNOME and 3^o KDE Forum. During the second edition of the 3^o KDE Brazil Forum (the first one was in International Free Software Forum), KDE Brazil members presented lectures and mini-courses about Qt/KDE community and technologies. Almost 600 participants filled out the meeting and Forum KDE Brazil talks. All 50 places in the Qt and Plasmoid Development

short-courses were taken. It was really nice to see how people are increasingly getting interested in KDE, Qt/QML, and mobile development.

LATINOWARE, FOZ DO IGUAÇU, BRAZIL

10th 12th November 2010

Sandro Andrade

From 10th to 12th of November 2010, the 7th Latin-American Conference on Free Software (Latinoware 2010) took place at Parque Tecnológico de Itaipu Foz do Iguaçu (PR - Brazil). It is the second largest conference on free software in Brazil and brought together 3125 participants from 20 countries. There were 160 talks and 20 short-courses. For three years in a row, KDE Brazil has been attending Latinoware. We have given talks and short-courses.

Left, An impromptu working group at the Latinoware conference. Right, When attending trade shows and other KDE meetings, users shared their experiences with the KDE software compilation. (Photos by KDE-Br.)





Left, KDE users catching a moment of downtime at the Brazilian Northeast Meeting of Free Software (photo by KDE-Br). Right, KDE developers catching up with members of the LibreOffice project (photo by Thomas Pyn).

This year, in a first initiative for a better KDE integration Latin America, we had with us Ronny Aizcorbe from KDE Peru, presenting a talk about "3D Development with Qt and KDE". Additionally, six other talks and two short-courses put Qt/KDE-based mobile and games development, KDE community, Plasma, and D-Bus in focus as part of the "3rd Forum KDE Brazil - Latin-American Edition". Just one week after the "3rd Forum KDE Brazil - Northeast Edition" (at ENSL 2010), KDE participation in Latinoware 2010 stood out with the presentation of "Two games in 40 minutes" talk, by Tomaz Canabrava, and a crowded booth helping people discover the newest features of KDE. It was nice to meet again openSUSE fellows and our booth-neighbors gnomies :)

MEEGO CONFERENCE, DUBLIN, IRELAND

15th 17th November 2010

MeeGo is an open source, Linux project which brings together the Moblin project, headed up by Intel, and Maemo, by Nokia, into a single open source activity. MeeGo integrates the experience and skills of two significant development ecosystems, versed in communications and computing technologies. MeeGo currently targets platforms such as netbooks/entry-level desktops, handheld computing and communications devices, in-vehicle infotainment devices, connected TVs, and media phones.

During the MeeGo Conference, KDE people had an opportunity

to learn more about what MeeGo is, how it works, and what their parts are. Many in the MeeGo community found out about what KDE is. Two communities encountering without colliding - this is just great!

LINUXDAY 2010, DORNBIERN, AUSTRIA

27 November 2010

The local KDE team attended the 12. LinuxDay in Dornbirn. They demonstrated KDE software to potential new users, and talked about upcoming features with more experienced users. Students were especially interested in KDE Edu applications. Furthermore, it was an excellent possibility to intensify the cooperation with other projects.

KDE TECHNOLOGIES ARE USED EVERYWHERE. IN THE SERVER ROOM, ON THE DESKTOP, AND IN MOBILE PHONES.



Left, Users showcase KDE to interested attendees at LinuxDay 2010.

KDE AT GOOGLE CODE-IN

Lydia Pintscher

Google Code-in is a contest to involve high-school students in Free Software projects. This year, Google selected 20 Free Software projects, among them KDE, to be mentoring organizations. They provide easy, medium and hard tasks for the students to work on in different areas like translation, coding, outreach, documentation and quality assurance.

The contest started on 22nd November 2010 and lasted for 1.5 months. During this time, nearly 100 students worked with

us successfully on over 330 tasks in all areas of KDE. They have done impressive work including creating a video ad for the community, coding small and much needed features for their favorite program, and translating software and documentation to their mother tongues. The result of their work was much more than we could have dreamed of and their enthusiasm was captivating. We hope many of them have enjoyed the experience enough to grow up to be fantastic Free Software contributors (not that they aren't already after this contest).

As prizes for their great work, Google awards each student \$100 for every 3 successfully completed tasks, up to a maximum of \$500. We're especially proud to see some of KDE's students among the 14 grand prize winners who get a trip to Google's headquarters in California.

We hope Google will run this contest again next year. Let's take part again in showing amazing kids how they can make a difference in this world by contributing to Free Software projects.



OPEN SOFTWARE, OPEN DESIGN, OPEN CULTURE

OPEN SOURCE IS MORE THAN JUST SOFTWARE. KDE IS ALSO HOME TO A VIBRANT COMMUNITY OF ARTISTS, DESIGNERS, HOBBYISTS, AND IDEALISTS. HERE ARE A FEW OF THE IMAGES THEY'VE SHARED WITH THE COMMUNITY.



Talbot - Johan B. - Belgium (Look:KDE).

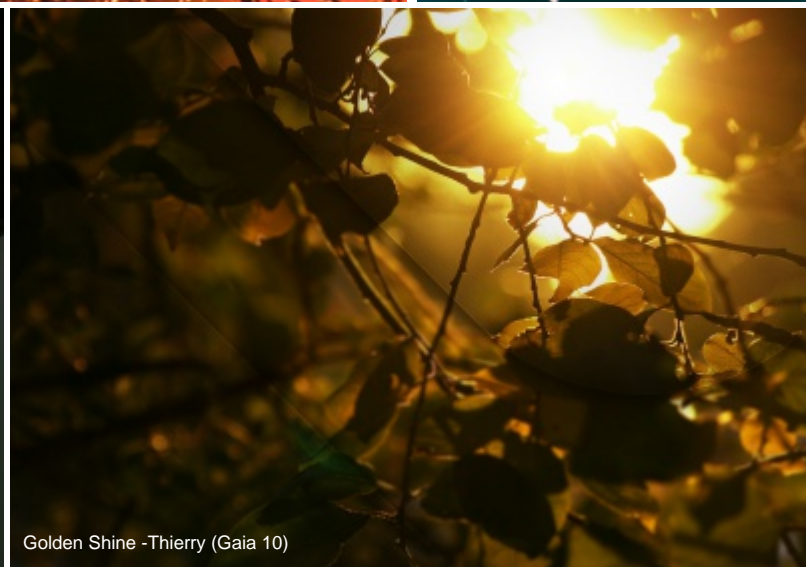


Winter Coast - Pera (Look:KDE).



Rain on the Windshield - Maciek Komorowski - Poland (Look:KDE).

Teardrop - Darya Naz (Gaia10).



Spring Thaw - GollyGForce - (Look:KDE, Flickr).

Golden Shine -Thierry (Gaia 10)



Gaia -Victor van Gaasbeek (Gaia10).

Odenwald Forest - JFest - Manheim, Germany (Look:KDE).

NEW MEMBERS

KDE e.V. is happy to welcome
the following new members:

Alex Fiestas

Giovanni Venturi

Marta Rybczynska

Ryan Rix

Sjors Gielen

Thomas Thym

Thorsten Zachmann

FINANCES

INCOME (€):

Supporting membership:	2,575
Akademy 2010 sponsorship:	17,500
Google Summer of Code:	19,300
ALERT Research Project*:	7,975
Donations:	5,840
Total:	53,190

EXPENSES (€):

Developer sprints:	6,175
Trade shows and marketing:	690
Office and personel costs:	15,600
Total:	22,465

AT THE END OF QUARTER 3, 2010, KDE E.V. HAD
A POSITIVE BALANCE OF €265,840.

Note: The financial numbers provided here are approximations and are provided for informational purposes only. For a complete accounting record, please contact the KDE e.V. directly.

* ALERT is an EC-sponsored project to create a real time, collaboration platform for free and open source software development. (<http://dot.kde.org/2010/11/23/kde-experts-needed-eu-research-project>)

KDE E.V. BOARD

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Thanks to the many other
members of KDE who
contributed to this report.

IF YOUR COMPANY WISHES TO SUPPORT KDE, PLEASE VISIT THE SUPPORTING
MEMBERS PAGE AT EV.KDE.ORG/GETINVOLVED/SUPPORTING-MEMBERS.PHP.