COMMUNITY REPORT

2ND QUARTER, 2011 | ISSUE 18

Welcome Message

Dear Members, Contributors, Users of KDE software, and Friends,

The past quarter saw the biggest KDE developer sprint ever. In early June, about 40 KDE contributors came together in the Swiss Alps to work on a variety of topics—Multimedia, Semantic Desktop, Development Environment and the underlying KDE platform. With 4 sprints co-located, some organizational muscle was needed, but at the same time, having this many developers from various disciplines in one house at the same time proved to be invaluable. Cross-pollination took place across subprojects in the KDE community, but also with several people from other Free software communities, notably the GTK/GNOME and Zeitgeist camps. Feedback was exchanged between different groups, and patches flew across borders. Of course, a bigger meeting requires more

organization, so new infrastructure in the form of sprints.kde.org was taken for a first real-world test-drive. The new sprints.kde.org website shows two things: developer sprints have been institutionalized in KDE, at the same time, the organization of them has become easier, and more scalable. When I joined the board a few years ago, there was the incidental sprint, but I remember well how much work it ended up being. Worth the effort, but non-trivial from an organizational point of view. Now, a few years and tens of sprints later, there's a developer sprint about every three weeks, and we're working with well-structured setups. There's mentoring for those who'd like to get a sprint organized, as well as funds available to invite people based on their value for the project, not based on their financial possibilities nor where they are located. KDE is probably among

the few Free software communities that have sorted out this very well, but this all is only possible with active people who want to get a group of developers together, and with our loyal supporting members, both corporate and private. These sprints, the resulting stronger bonds within and outside of our community have become an essential part of the KDE development process and the foundation of our commmunity.

Enjoy reading our report of the second quarter of 2011.

Sebastian Kügler (on behalf of the KDE e.V. Board)

KDE

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REPRESENTING THE KDE PROJECT : KDE e.V.

There is KDE with thousands of participants and members, and also KDE e.V., which supports overall activities and promotion of KDE by managing organizational procedures. KDE e.V. was established because the growth of KDE popularity required KDE to have an legal organizational entity that deals with legal and financial works exclusively.

KDE e.V. consists of a Board of Directors and staff. Members of the Board of Directors are located in different countries, while KDE e.V. has its main office in Berlin, Germany. The office is used by Claudia Rauch, the business manager and currently two new interns, Inu Kim and Florian Wilhelm.

Let's meet them here through our Quarterly Report and hear their motivations and passion for working with KDE e.V.

Claudia Rauch

Would you introduce yourself?

Claudia: My name is Claudia Rauch; I run the KDE e.V. office in Berlin. I've been working as KDE e.V.'s business manager since March 2008. Prior to that, I worked as a Product Manager for a company that offers professional education. I have an M.A. in American studies.

Claudia Rauch

How did you come in contact with KDE e.V. and what was your motivation to work here?

Claudia: Initially, I worked part time for KDE e.V. and part time for Wikimedia Deutschland e.V. for a couple of months. I came in contact with KDE e.V. through a friend of mine who was Wikimedia Deutschland's executive director back then. He offered me a job and introduced me to Klaas and Sebas, KDE e.V. board members. They were looking into hiring someone to help grow KDE e.V. and professionalize the work of the association. After a couple of months, they offered me a fulltime job, and that was that :)

What are your main tasks? How do you like it? Any advantages and difficulties?

Claudia: My main tasks are organizing our community events, like Akademy, the Desktop Summit and developer sprints, running the office and helping to raise funds for KDE e.V. through our supporting membership programs. I also go to FLOSS conferences and expos like FOSDEM and Linuxtag to represent KDE together with other community members, and to establish new contacts with other Free Software projects and companies.

I like my job a lot because I work in an international environment with a group of creative and friendly, welcoming people. And, this job never gets boring as my task are quite diverse.

One of the biggest challenges in my job is that I mostly work with a remote team, over different time zones. In the beginning, I really had to get used to communicating via mailing lists and IRC as opposed to just walking over to the desk of a colleague for a quick chat ;) I am a social person, so I make sure that I get to meet our awesome community members as often as possible. Thankfully, I get to attend some of our events, so I see a lot of KDE people throughout the year.
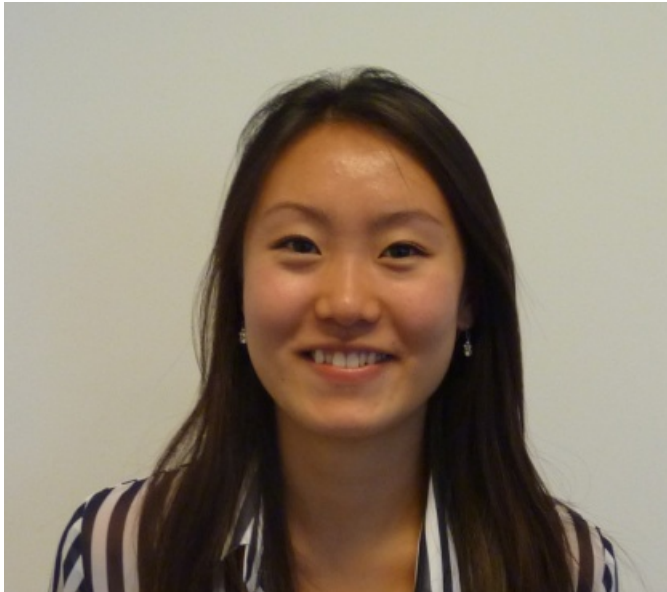
Inu Kim

Could you introduce yourself?

Inu: Hey I'm Inu, from South Korea. I've studied International Management in Japan and came to Germany for an exchange program. I decided to stay for a little longer while I do an internship.

How did you come in contact with KDE e.V. and what was your motivation to work?

Inu: I was looking for an internship at a non-profit

Inu Kim

organization or institute rather than a big corporation. During my search on the Internet, I saw that KDE e.V. is a non-profit organzation in the field of free software that was looking for an intern to participate in organizing the Desktop Summit and business communication. I thought I could get hands-on experience with non-profit organization work as well as organizing a conference. And here I am now.

What are your main tasks and how do you like it? Any advantages and difficulties?

Inu: As I've mentioned, at the moment I'm helping with organizing and preparing Desktop Summit 2011. I mostly provide information on the Wiki and the DS webpage for the participants so that things can go smoothly without a noise. As well I'm working on the Quarterly Report, collecting articles and photos. By working at KDE e.V., as I expected, I see how actual work is done in a non-profit organization which is different from corporations that make profit by selling their products. Also I get to learn about free software. We are a very small group working at an actual office together, but that's what makes me feel more excited about the Summit. I'm looking forward to meeting the people I've been working with virtually at the Summit.

Florian Wilhelm

Could you introduce yourself?

Florian: Hello, my name is Florian, I am 22 years old, worked as a programmer for three years and will begin studying computer science soon.

How did you come into contact with KDE e.V. and what was your motivation to work?

Florian: I was looking for a nice job until the semester begins and found a hint on netzpolitik.org (a well known german blog about politics and the internet) that KDE e.V. was looking for interns. I applied and was accepted.

So, what KDE does related to free software is your field of interest?

Florian: Yes, i like the idea of free software and have used it mainly since 2007. I think it would be great if we can one day replace all nonfree software with free alternatives. We're not quite there yet, but i think we're on a good way.

What are your main tasks and how do you like it? Any advantages and difficulties?

Florian: The main task so far is to help on the "join the game" campaign, which offers an easy way to support the KDE e.V. I also help prepare the Desktop Summit which will be an event for contributors to free desktop. It's an advantage that I can help free

Florian Wilhelm

software in general, which is a big plus. Anotherbenefit will be that I can attend desktop summit, which I'm really looking forward to. There aren't any serious difficulties until now and i hope there will be none at all :)

Thank you very much for your time and telling us about you and KDE e.V.

KDE Activities

Developer Sprints

KDE Edu sprint, Bilbao
7-10 April

Aleix Pol & Anne-Marie Mahfouf

The KDE Edu team gathered in Bilbao (Basque Country, Spain) to work together in the KDE Edu project, to see how to make it better and more useful to anyone who wants to use KDE for learning. This year we had some newcomers like some new developers for Rocs, KStars and Step; we also met some old timers like Marble, Rocs, Parley and KAlgebra maintainers.

We shared our work with Sabine from Vox Humanitatis (working with languages in less resourced cultures) and Bèrto from the Ambaradan project (making dictionaries for those languages). Vox Humanitatis promotes the use of Parley and KHangMan as Free Software for languages. We talked about how we can interact better, for example how to improve the KVTML format that we use for language applications.

An export of Ambaradan data into the KVTML2 format was done successfully by Vox Humanitatis. This means that Parley and other applications can retrieve the data from Ambaradan directly without intermediate conversion. Parley

was able to digest a huge file with 100,000 entries and was still fast. For the future, this means that vocabulary data can be acquired quickly, directly from Ambaradan. Further ways of co-operation with other KDE projects were discussed; we plan to come back to these points step by step. Coding work was done too. Parley became more polished, Kalzium has a new developer working on improvements and we looked at some Step and KTouch bugs. We talked about using more libraries and planned a framework to regroup some of our programs. Another big topic was promotion of KDE-Edu. Related to that, we started updating and improving our website.

We had some guests too—some KDE Spain members joined us to give us a hand with hacking and coordination, and our new website designer paid a visit too.

We worked on different stuff: we had the open day where we displayed what we were working on, we worked on specific features in some applications, we worked on organizational topics like this year's GSoC, and the new website structure and looks.

All in all it was a great week for KDE Edu. We got a lot of hacking done, a lot of new ideas came up, we had great food and interesting conversations.

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KDE UX meeting, Berlin
15-17 April

Peter Sikking

The KDE UX sprint in the mid-April was a lively meeting of KDE developers, a variety of (interaction) designers and usability folks. m+mi works contributed to the sprint with two experts.

THE WORLD COULD REALLY DO WITH MORE TRUST AMONG ALL SIDES.

Many interesting topics were discussed such as:

• What does it take to bring the same application to different platforms, e.g. desktop, tablet and mobile touch devices?

• Is it great that interaction designers can build a UI (prototype) themselves with languages like QML?

• We looked at Calligra for screen layouts of windows, toolbars, inspectors for office suite applications. Even the ms-office ribbon came up (Celeste Lyn Paul hit the nail on the head with "icon puke"). We quickly found out that the problem is highly complicated, with a lot of variables involved.

• Overarching theme for the three days: developer–designer relationships. The world could really do with more trust between all sides.
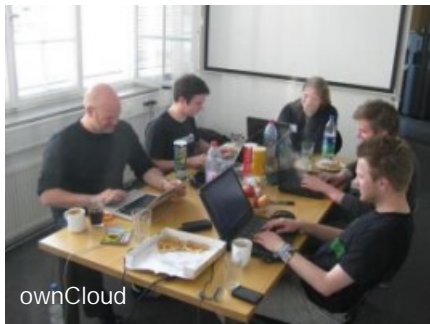
http://blog.mmiworks.net/

ownCloud Sprint, Stuttgart

15-18 April

Arthur Schiwon

For four days, starting on Friday April 15th, about half a dozen souls gathered in the hive01 headquarters in Stuttgart. The goal of this very first ownCloud sprint was to discuss, plan and of course hack on the web services project.

To kickoff, we had a brainstorming session and discussion of the topics that were to be dealt with over the following days. We extensively debated fundamental things concerning the future directions of ownCloud.

ownCloud

Releasing ownCloud 1.2

OwnCloud 1.2 is the next maintenance version of the ownCloud 1.x series. It includes several bugfixes. If you are a user of ownCloud 1.1 you should upgrade to ownCloud 1.2. Since the team decided on a new code-base at this sprint, ownCloud 1.2 will also be the final release before ownCloud 2.0 enters the wild.

Probably the most important work was done on refactoring ownCloud's initial concept and work by Jakob Sack. These changes will help to make the codebase clearer, easier to maintain and a lot more flexible. ownCloud will be easy to extend with additional applications and plugins.

In order to make the installation of extensions straightforward, we have created ownCloud Apps: an online application sharing platform that will be easily accessible via the Open Collaboration Services (OCS) API, that also acts as the backend for GetHotNewStuff.

We warmly thank KDE e.V. for sponsoring the sprint! We had a lot of fun, agreed on plenty of topics, and hacked on countless features and techniques, making the ownCloud sprint a full success.

Just 5 more minutes to world domination.

Plasma/ Tokamak 5 meeting, Nijmegen

July

Sebastian Kügler

Tokamak, the recurring sprint of the Plasma team, took place in April this year, in Nijmegen in the Netherlands. The team gathered for a whopping total of 10 days to work on improved desktop defaults for the 4.7 release, on Plasma Active targeting the mobile/embedded space, and on planning the next generation of libplasma.

Hackers from all over the world gathered, discussed, designed and hacked frantically on all aspects of Plasma. While many things have been implemented right away, the meeting provided an excellent opportunity to determine which direction the developers want to take with Plasma. Tokamak5 also provided useful input for the

Platform11 meeting, which was held in early June in Switzerland.

KDE Promo meeting, Southampton

6-8 May

Justin Kirby

The KDE Promo team wrapped up a busy weekend at their sprint in Southampton, England. The group set out with an aggressive agenda and accomplished many of their goals.

The first item on the agenda was promoting Join the Game, the membership campaign that encourages individuals to support KDE financially. In preparation for this promotional push, they've centralized the existing artwork relating to Join the Game on the Community Wiki page. The page already contains several web banners in various sizes which community members can use to advertise the campaign, including a newly created animated GIF that

KDE Promo

is quite cool. This is also the place o find the source files for flyers to hand out at conferences and trade shows.

The discussion continued to the next day. There was a big push on the redesign of the official site to make it easier for potential

supporters to understand. Much of the technical work was already in place; there was a debate over page content as we worked to describe the initiative clearly and concisely to site visitors. Another major focus of the day was on planning for the Desktop Summit in Berlin. An IRC meeting was held with some of our GNOME colleagues to discuss the schedule of upcoming press releases and areas where we would need to coordinate with the event organizers.

On the last morning, after having completed at least five iterations of the Join the Game site contents, the team reached consensus on the home page text and layout. The fruits of our effort, along with much help from Emil Sedgh and Nuno Pinheiro on the design and artwork, was unveiled at this year's LinuxTag on the one year anniversary of the creation of this important campaign.

Overall the weekend was quite productive and a lot of fun. Thank you to Southampton's School of Electronics and Computer Science (ECS) for hosting the sprint, and for giving us nice lunches each day. In particular we'd like to thank Joyce Lewis of ECS for making all the arrangements.

http://dot.kde.org/2011/05/16/promo -sprint-2011

WEBWORLD 2011 SPRINT, ESSEN

1-5 JUNE

Stuart Jarvis

In the beginning of June, nine contributors with an interest in KDE's websites gathered outside Essen in Germany at the world famous Linux Hotel.

Attendees included members of KDE's design, web, promotion, UserBase and sysadmin teams,

WebWorld

bringing a healthy mix of creativity and pragmatism. Topics that were discussed were technical, design and promotion issues facing the kde.org website and the UserBase (and, to a lesser extent, the other KDE wikis).

The UserBase team looked at technical issues with discussion pages, archived pages and "translation memory" that assists translators by improving translation guidance based on previous edits.They also updated instructions for editing pages, and tested anonymous editing to see if this could be enabled so that it would be easier for people to make their first contributions. They also modified the sidebar to make the layout easier to use and adjusted the wiki background. They cracked on with polishing up the wiki experience, tidying up codetags and clarifying and defining their use, in addition to increasing the visibility of help files with links in the sidebar.

The rest of the attendees discussed requirements for a new version of Capacity, the custom PHP framework that powers kde.org and other KDE websites. Work also began on designing the main kde.org site. This included a review of the information that is needed on the front page and the adoption, in principle, of a new menu structure developed at the KDE Promotion Team Sprint in April.

The sprint achieved a lot and was a great opportunity for some long-time collaborators to finally meet in person.

http://dot.kde.org/2011/06/08/webworld-2011-building-next-kde-web
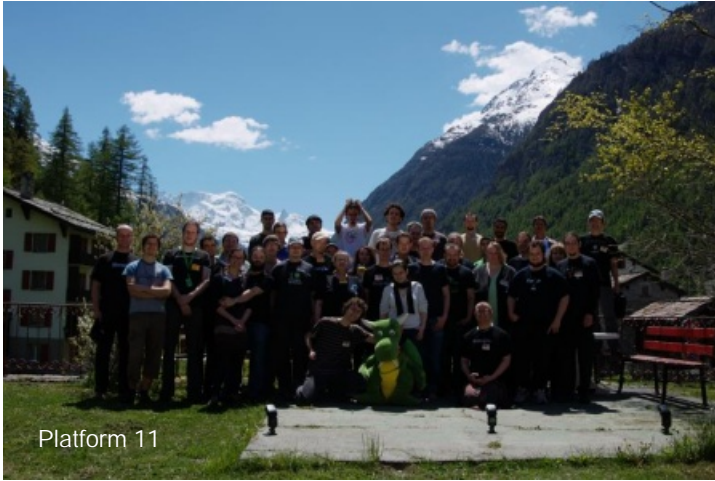
KDE PLATFORM 11 SPRINT, RANDA

1-7 JUNE

Sebastian Kügler

In early June 2011, a sizable group of KDE hackers met high up in the Swiss Alps. In Randa, four co-located meetings took place to further KDE technologies. One of these groups, Platform 11, had as its goal to take the KDE development platform to its next level. This group consisted of about 25 people who work on and around kdelibs, the build-system, distributions, and 3rd party developers, and was intended to represent needs and wishes as completely as possible, while trying to find better ways to organize the KDE development platform.

Platform to Frameworks

One of the primary results of Platform 11 was gaining consensus on making KDE's development platform more modular, with each library (or technology within it) clearly defined in its purpose and how it can be deployed for use in a Qt or KDE application. The goals are to create a more maintainable set of libraries with higher quality, to make KDE libraries accessible to the current community of Qt

Platform 1.1

developers, and to provide KDE with a set of libraries that are well-suited for use in mobile and consumer electronic devices. The end result is a shift from a "platform" to a set of integratable "frameworks". This is reflected in what will be the name for this next version of KDE's libraries and basic application runtime requirements: KDE Frameworks.

THE END RESULT IS A SHIFT FROM A "PLATFORM" TO A SET OF INTEGRATABLE "FRAMEWORKS".

All of the libraries and run-time requirements in KDE Frameworks are being placed into one of three categories:

• Functional Qt Addons, which provide a well defined purpose (e.g. configuration management) and carry no additional runtime dependencies other than Qt;

• Operating System Integration, Qt Addons that can have operating system-specific dependencies to provide their features (such as how a theoretical libktimezone would use ktimezoned on Linux but the native API in Microsoft Windows);

• Solutions, which implement a full technology or stack, including a library and mandatory runtime dependencies.

While there was certainly a lot of highly technical content, there were also less technical moments that helped draw members of the community closer together. There was a visit to scenic Zermatt, a football (or soccer to the North Americans) game and a football tournament. One of the more memorable moments, however, came when David Faure grabbed an entirely different sort of keyboard and shared his skills as jazz piano hacker.

Trade Shows and Community Events

Camp KDE 2011, San Francisco
4-5 April

Justin Kirby

Camp KDE 2011 was held April 4 and 5, 2011 in San Francisco, California at the Hotel Kabuki. This year the event was co-located with the Linux Foundation's Collaboration Summit which took place April 6 and 7. Held annually in North America, Camp KDE provides a regional opportunity for KDE contributors and enthusiasts to gather and share their KDE experiences. Co-location with the Collaboration Summit gave Camp KDE attendees a unique opportunity to learn from and share their experiences with members of many other successful open source software projects.

This year's event featured 2 keynotes, a discussion panel and a variety of exciting talks relating to four main tracks. These included managing your personal information with KDE software, an in-depth look at Qt/KDE community interaction, KDE on mobile devices, and tips for developing KDE software. The first day's keynote

LINUX IS TAKING OVER THE UNIVERSE BY POWERING EVERYTHING FROM MOBIILE PHONES TO AIR TRAFFIC CONTROL SYSTEMS

from Jim Zemlin from the Linux Foundation discussed "The State of the Linux Union" and how Linux is taking over the universe by powering everything from mobile phones to air traffic control systems and even the stock market exchanges. On the second day, Carol Smith's keynote focused on KDE's successes within the Google Summer of Code program and how we could continue to expand participation in the future. This year's education panel covered tough questions on the most pressing issues relating to KDE's presence in the world's classrooms. The event was quite successful and many lessons were learned which will be used to make next year even better.

http://dot.kde.org/2011/04/13/re-live-camp-kde-experience

Solutions Linux, Paris
10-12 May

Gaël Beaudoin

From May 10th to May 12th, the Solutions Linux fair took place in Paris.

Geoffray Levasseur and Sébastien Renard (from KDE Francophone),

Aurélien Gateau (of Gwenview fame) and Gaël Beaudoin managed the KDE booth for the 3 days.

As usual we were next to our GNOME friends. With their 3.0 release, lots of discussion happened around their new major release and how it compares to the Plasma desktop now. We met many people new to desktop Linux; explaining what the KDE community does to new people is always refreshing. There were lots of old timers too, and the usual "What's new?" question was a regular one.

There were also some professionals asking for advice or developer contact for specific needs. And young people curious and eager to try the beautiful Plasma desktop, with the OpenSUSE DVD we were giving away. We also made some people happy with the many Kubuntu goodies. A few t-shirts were sold too, spreading the love!

We even had time to spy the competition by helping demo the GNOME Shell. Nobody noticed.

We had a great time. Seeing KDE community members is always fun!

LIBRE GRAPHICS MEETING, MONTREAL
10-13 May

Lukáš Tvrdy & Boudewijn Rempt

In May, the Libre Graphics Meeting (LGM) was held in Montreal, Canada. Thanks to the sponsorship of KDE e.V., three members of the Krita team attended—Lukáš Tvrdý, Timothée Giet and Boudewijn Rempt. Lukáš, Boudewijn and Timothy represented KDE graphical applications at the conference, where most of the open/libre graphics world meets.

At the Libre Graphics Meeting users and developers of many free graphics software projects get together, meet and work together. There are professional artists, university and and art college teachers, software designers and developers. Video, 2D and 3D graphics and desktop publising are represented, as are experimental projects about generative art, experimental hardware and algorithms. It's a friendly event: while there is a lot of friendly competiton between, for instance, Krita and MyPaint, there are no inter-project fights, no flamewars—just a lot of respect for everyone's effort. It would be good if next year more KDE graphics projects were present!

Lukáš Tvrdý gave a presentation on the latest developments in Krita, while Timothée Giet gave a workshop on painting with Krita. Both presentations can be seen on River Valley TV:

http://river-valley.tv/krita-professional-digital-painting/

http://river-valley.tv/comic-book-drawing-with-krita/

New Members

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

Emil Sedgh

Harald Sitter

Finances

INCOME (€):

Supporting membership fees:	13,575
Randa meeting sponsoring:	2,800
Donations:	1,485
Total:	17,860

EXPENSES (€):

Developer sprints:	18,854
Trade shows, conferences and marketing:	3,995
Office and personnel costs:	13,718
Total:	36,567

AT THE END OF QUARTER 2, KDE E.V. HAD A POSITIVE BALANCE OF €221,230.

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

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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.