

# COMMUNITY REPORT

4<sup>TH</sup> QUARTER, 2011 | ISSUE 20



## WELCOME MESSAGE

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

KDE turned fifteen on October 14th, 2011. This marks an amazing milestone of one-and-a-half decades of development of Free Software on the desktop and beyond. Cornelius tells us more in the featured article.

The KDE community in its fifteenth year is working hard on getting the next major version of the KDE software compilation out of the doors. KDE 4.8 is targeted for release by end of January 2012.

While the community is focusing on the software, KDE e.V. is building a foundation to enable the community to do this amazing development. One of the big steps in this quarter was to find a location for the next annual meeting of the KDE community, Academy 2012. We proudly announced that Academy 2012 will take place from 30 June to 6 July 2012 in Tallinn, Estonia.

The other big step was to hold the first sprint focused on KDE e.V. matters. Where previously only the Board would come together to discuss, plan and take decisions, we wanted to try a more hands-on approach, invite other community members, and not just talk but do. This turned out very well, with participation from other KDE e.V. members for such efforts as individual and corporate supporting membership. Other topics included drafting a budget for 2012, working on a new policy for approving sprint funding and more.

On the development side, the KDE community has also seen some very exciting things. There was the first release of Plasma Active, KDE's offering for touch-based devices targeting a whole spectrum of hardware in October. It was followed up in December by Plasma Active Two, bringing wider support for hardware and an improved user experience. The community is also

looking beyond its own borders, with the first KDE applications becoming available in the OVI store for, among others, Nokia's N9 phone. KDE e.V. has supported this effort by helping to organize a sprint for the mobile developers to get together and solve problems shared across the community when it comes to deployment of KDE apps on mobile platforms.

We are grateful for all the supporters, contributors, donators, users, and friends who have made KDE happen over the last fifteen years. We couldn't have done this without broad support. If you would like to join in making the next fifteen years of KDE successful, consider joining the game on <http://jointhegame.kde.org> and becoming a supporting member.

On to an exciting 2012!

Sebastian Kügler, for the Board of Directors

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# 15 YEARS OF KDE

Cornelius Schumacher, KDE e.V. President



Cornelius – by Matthias Welwarsky

Fifteen years ago Matthias Ettrich started the KDE community. On 14th October 1996 he wrote his famous email to the de.comp.os.linux.misc group on Usenet. He called for other programmers to join him to create a free desktop environment for Linux targeted at end users. Many, many people joined. Thousands of developers wrote millions lines of code. We did 90 stable releases of our core set of applications alone, not counting all additional stuff and the thousands of 3rd party applications.

So now, fifteen years later, we are done. We have a wonderful free desktop environment for Linux which is used by millions of users every day. Well, are we done? Not quite. While we have reached the original goal of creating an appealing desktop that makes Linux accessible to everyone for everyday tasks, our scope has broadened. There are whole new classes of devices in need of free and friendly user interfaces, it's not only the desktop anymore. The cloud presents new opportunities for connecting computers more than ever, and presents new challenges for freedom of software and data.

We are on it. October 2011 saw frenetic activity in the KDE community. In early October, we released version 4.7.2 of our flagship product, the classical desktop. Just a week later we released Plasma Active One, our speedboat going into the waters of tablets and the device spectrum. A few days later, we

released ownCloud 2, our helicopter going into the cloud on its mission to retain your freedom and control of your data.

The KDE desktop is part of our lives. We and millions of others use it every day. It's great for getting work done. We are on par with other desktops, and we are still pushing the limits and innovating for all the users out there. This won't change anytime soon.

Plasma Active is one of the results of our innovation activities. It brings KDE to tablets, and it comes with a strong vision to create an elegant, desirable user experience for a spectrum of devices. It builds on the foundation of the KDE software, but it opens new doors, explores new areas. I'm really looking forward to what we can achieve there.

ownCloud goes beyond what we have done before. It runs in the cloud. But it's built on the values and the community of KDE. We deeply care about software freedom. Enabling users to retain control of their data and their privacy is a big part of that. ownCloud does that where other cloud solutions fall short. It brings fresh blood and energy, and opens up a space, which we weren't able to address before. Here as well I'm looking forward to what we can do.

Fifteen years of KDE is a long time. I joined the community in 1999, and I can say that KDE changed my life. I probably wouldn't have the job I have today without KDE, I wouldn't live where I live today, and I would miss a lot of great experiences and friends I wouldn't have met. In the interview I gave for the "people behind KDE" series, there was a question, what my favorite feature of KDE was. My answer was: "the community". Many other KDE people answered the same.

That's the core. KDE is an awesome community. I'm proud to be part of it, and I'm looking forward to be part of it for the next fifteen years of KDE.



# KDE ACTIVITIES

## Developer Sprints



**SOLID**  
**MADRID**  
October 2011  
Alex Fiestas

The Solid Community gathered for their annual sprint with developers, designers and other collaborators working together on different areas. This year's Solid Sprint can be summarized as follows: PowerDevil, Usability, Community and LibSolid future.

### Usability:

This year, a usability expert joined the sprint, which was very fortunate as usability was one of the hot topics this year. Over the first few days, Björn Balazs lead a usability classroom based on the work we were going to do on Network Management. After a quick introduction to usability techniques, we started defining two characters (AKA personas), each with different skills and know-how. One persona was a person with no interest in computers or coding, but was instead interested in surfing the web, watching videos, etc. (we called this persona Penny) The other one was going to be an engineer (called Amy). We decided to focus on Penny, so the goal was to make our software fit her needs.

### Network Management:

At the beginning of the sprint we mainly focused on usability, using our two personas (Penny and Amy). We went through all the features of Network Management

and envisioned different situations in order to identify different problems and needs. With that data, we started to design a solution for each of these issues. But it wasn't just about usability in the Network Management world, we also managed to release the next big version 0.9(rc1), draw a plan for the next year, and start to work on it by making libnm and libmm compile again. Lamarque became the new maintainer of Network Management and plans to work together with Ilia Kats towards the 1.0 version.

### PowerDevil:

Also during the sprint, Dario Freddi worked on perfecting power saving features in the Plasma workspaces by fixing almost all known bugs and refining the default settings based on the feedback we've got from the community and from within the Solid team. Another area of improvement was usability, focusing the efforts on integrating custom profiles into the Activity concept as well as redesigning and simplifying the configuration settings where possible.

### LibSolid:

Kevin Ottens and Alex Fiestas worked on libsolid, identifying points where the architecture can be improved, drafting a plan for libsolid2 and finishing the maintainership transition.

### Community:

What started almost as a joke—recording a video of a new tiny feature—became an important point of this sprint. We decided to interview each of the attendees so everybody within the KDE community will know more

about the Solid Team and our motivations to do what we do.

### Miscellanea:

Apart from the big hot topics, we worked on a few other topics such:

- The new screen configuration architecture was presented
- Draft how we would merge `kio_remote` and `kio_network`
- Draft a roadmap for PlacesView
- Inhibit suspension if an external screen is connected and the lid is closed.

## GLUON

### MUNICH

November 2011

Dan Leinir Turthra Jensen

Over the last couple of years, it has become almost a tradition to have a Gluon sprint prior to Qt Developer Days in Munich. This year was no different. Through much effort, a sprint was pulled together for the Gluon team, in part commemorating the first of these sprints two years ago, where the Gluon Vision was first laid down, and in part to assist in the work towards the next release.

### The Tasks

Prior to the sprint, we brainstormed discussion topics for the event, and decided that there was plenty to hack on and talk about. One of the tasks discussed was the potential for taking part in Google Code-In with the rest of KDE. Last year we had great success with this, so we decided to throw our lot in and came up with a number of possible tasks, spanning a range of topics. We



Gluon Sprint Team – by Stuart Dickson

talked about the Gluon Player organization being too much like an experiment. Now that we are reaching a serious state, we considered seriously how to organize this collection of applications. A consensus was reached to retire some of the experiments and to restructure others. A transcript of this discussion can be found on the Gluon Player wiki page. The core result is that there will be one player installed on any platform called Gluon Player in the .desktop file. We also discussed the potential for constructing a generic settings system for games, which would allow for cross platform friendly settings dialogues and the like, and the possibility of moving Gluon from the playground section to extragear (the sysadmin team willing, of course).

### Achievements

Each of the sprint participants did a good deal of hacking during the event. Some work was begun,

some was completed and some is ongoing: The GluonSmarts game AI system (a Google Summer of Code project by Pranav Ravichandran) was merged in. So Gluon now has a powerful game AI system available directly from the Gluon Creator game construction tool.

Laszlo Papp researched the potential of integrating Gluon Player with Telepathy, which is important on the Harmattan platform with integration directly into the accounts system. He also began work on the restructuring of the players that was discussed during the sprint.

Arjen Hiemstra helped push through the many topics for discussion during this sprint—picking up the markers and scribbling away. He spent time with Stuart Dickinson on Windows work, and doing some code of his own—in particular preparing a long-lived feature branch for import. Stuart reported

that during the sprint he "had an opportunity to run through the project set up process from scratch, using the Qt Creator IDE and Minigw compiler on Windows. While emerge is popular, it is not essential, and I did not have the time to build qt and kde libs." During this work, he fixed a number of CMake-related issues in Gluon's build system, and encountered an unusual signalling issue on the Windows platform. Stuart again, "Taking advantage of the Qt Experts at Dev Days, we discovered that we had stumped them too—the right objects existed, the signal was being triggered, and the destination object was not being destroyed. I believe this is responsible for some of the rendering issues we witnessed on Windows where the rendered display was not being positioned correctly in the window." Work on this is continuing, but it would have been much more difficult to diagnose had we not been able to pull in the experts. Hanna Skott worked on the new QtOpenAL library, which splits out GluonAudio into two parts, so the code can be shared between more projects more easily. She created QALBuffer, QALBufferFormat and started on QALSources shown in the diagram made during the discussion.

### What's Next?

The next version of Gluon is approaching rapidly This sprint helped us jump a great deal of the way towards it. With the team expanded by the addition of Hanna and Stuart, we have introduced fresh blood into the project—two active members with great energy to help further the ideals of Gaming Freedom in the world.

## CALLIGRA HELSINKI November 2011

Boudewijn Rempt

On the weekend of November 11, more than twenty Calligra developers braved the fierce weather of Helsinki to meet up again! Well, the weather wasn't that fierce actually, but it could have been! We met in the office



Calligra Sprint Team – by Dmitry Kazakov

tower that houses Nokia's research department during weekdays for two days of hacking, presentations and meetings. For several attendees, it was their first travel to a community gathering: welcome Smit Patel, Brijesh Patel and Dimitrios Tanis!

Some highlights: the Saturday morning meeting where we decided to have one or two additional beta releases - and the same day our Release Dude (who couldn't be present, unfortunately) came up with the same idea. It's not that we don't want to release, but the first Calligra release has to be good!

Saturday afternoon, SKF gave a remote presentation on how they are using Calligra Words as a report generator/editor in their tool. Their usage is very advanced, it includes RDF, for instance, and the presentation was a huge success. It's always great to see the results of your project in actual use!

A similar presentation was given by Nokia the next day. We were

shown how well suited the Calligra office engine is to power the Harmattan Office application on Nokia's smartphone, the N9. This being a developer meeting, a slide that showed that we're doing better than Microsoft's mobile office was followed by four slides of Highly Important Bugs in what we can improve to make Calligra even better!

But that was great as well - as great as the lunches and dinner Nokia provided for all of us. Thanks go to Nokia and KO GmbH for sponsoring travel and accommodation, and to Nokia for sponsoring food and drink for the whole group!

## KDE ON MOBILE BERLIN November 2011

Laszlo Papp

Over the last couple of years, the KDE Mobile project has been evolving as it targeted many embedded platforms. Currently, the focus is on Nokia gadgets (N9 and N950) running the platform called Harmattan. Eleven developers met in person at a recent KDE Sprint, giving a boost to porting KDE Applications onto this platform, creating new working relationships, and discussing various issues around the KDE Mobile project for handsets. The sprint was held at the Physics Institute of the Humboldt University in Berlin between the 18th and the 20th of November.

### The Goals

We began collecting critical issues prior to the sprint. Short introductions at the beginning of the sprint got people familiar with what others were working on. Despite having individual applications to port, we agreed that there was a need to establish an optimal and simplified development workflow for KDE Mobile Application developers. Therefore, we started focusing on establishing the common infrastructure.

We discussed the potential development environments available—the Harmattan Platform SDK (Scratchbox) and MADDE (Maemo Application Development and Debugging Environment). It

was important that this be discussed thoroughly, because it is crucial to reduce set-up time for our developers. Set-up was a hot topic—how to organize development dependencies such as kdelibs, kde-runtime, libkdeedu and others. We decided to use the Community Repository on the MeeGo Community Open Build Service. We agreed to continue this way with an additional point: a fallback option is needed for publishing KDE packages if the Community OBS is not functioning.

We talked about the available technologies for the UI—Harmattan and Plasma. For now, the Harmattan components will provide a more native look and feel. The next topic was the packaging workflow of the development cycle. App stores such as the Nokia OVI Store accept only applications, no libraries or plugins. After a thorough discussion of the available approaches, we grabbed the idea of getting our dependencies into the same package. We also discussed testing and debugging applications on target devices efficiently after development, and tighter integration of the KDE Software Collection (especially notifications and Plasma components) with the Harmattan platform.

### Sprinters

The participants did a good amount of discussing and hacking during the event. Importantly, we achieved our goal of creating a Knowledge Base wiki page. The sprint formed a good foundation for a KDE Android sprint in the first half of the next year. Stay tuned!

When it came time to turn to individual projects:



KDE on Mobile Sprint Team – by Robert Riemann

- Laszlo Papp got a KDE Harmattan repository in place, set up the wikipage, and wrote the scratchbox guide and packaging examples. He also got the Gluon Player built on Harmattan after resolving many issues. He was a resource to others on platform issues.
- Manuel Nickschas worked on the Quassel port, and shared ideas about MADDE and other topics.
- As the local organizer, Thomas Murach took care of us, and showed off his first mobile application.
- Aleix Pol Gonzalez dealt mostly with MADDE, made a patch against kdelibs for Harmattan and created documentation about the workflow. He also started a discussion on the kde-buildsystem mailing list about a cmake and MADDE issue. He will continue his work on the KAlgebra Mobile project.
- Friedrich W. H. Kossebau studied QML and Harmattan Components for porting Okteta and dealing with his Kasten framework.
- Volker Krause was busy with hosting the KDE e.V. 2011 sprint, and worked on Kontakt Touch (video)
- Bruno de Oliveira Abinader helped with Webkit and Mobility questions and investigated the testing and debugging phase of the development cycle.
- Robert Riemann helped with local organization when Thomas was not around. He also worked on Kubeplayer.
- Albert Astals Cid dealt with getting dependency libraries packaged, while working on Blinken and KTuberling.
- Andre Heinecke worked on packaging issues such as Raptor on the Community Open Build Service and kdelibs packaging. He also continued cleaning up Kontakt Touch based on his previous Harmattan/Kontakt Touch work.
- Christian Ratzenhofer was enthusiastic about helping Manuel with the Quassel porting.

### Social event with the KDE e.V. 2011

Sprints are not just about getting technical things done, but also about having some off-topic fun. Luckily, the KDE e.V. 2011 sprint was happening simultaneously with ours. So we had the opportunity to gather everyone for a pleasant meal at a nice cafe

in Kreuzberg. Immense tastiness and good German beer helped us have an excellent evening there. The KDE folks of the two sprints made it a memorable social meeting. On Saturday evening after working hard during the day, a few of us went out for a bit of socializing at "B-Lage" where the beer was cheap and good. The place was awesome for listening to the music and chatting about non-technical issues.

## KDE E.V. SPRINT

### BERLIN

November 2011

Stuart Jarvis

Over the weekend of 19 and 20 November, KDE contributors met in Berlin for the KDE e.V. Sprint- the first ever. KDE e.V. is the non-profit organization that represents KDE in legal and financial matters and provides funding to assist KDE development and promotion. We wanted to work on some key areas to form a strong foundation for KDE e.V.'s future development, including:

- The Individual and Corporate Supporting Membership Programs
- KDE's policy on providing public thanks to donors of money, hardware and services
- Budget and goals for 2012
- Setting up a better method for approving sprint financing, planning and reporting

Most of us arrived on Friday evening and had dinner with the attendees of the KDE Mobile Sprint.

Our real work began on Saturday morning. We started with a

discussion of the topics, then split up into smaller groups to work on them. One subteam reviewed KDE's page thanking past donors, and set up new criteria for who should get a mention on the page and for how long.

The other team reviewed the Individual Supporting Membership Program—the "Join the Game" campaign—and identified improvements for the main webpage and the supporting

discussion about the tasks finished, those still to be done and KDE in general.

On the second morning, the Board members present had a short meeting, while the rest of us worked on the topic of sprints. Sprints are important to KDE because they foster collaboration and friendship in a community that mostly works online. In addition, they are effective at getting a lot done in a short time.



KDE e.V. Sprint – by Stuart Jarvis

infrastructure. We decided to make the whole program more interactive for members. Steps towards this goal include providing Supporting Members with more frequent updates on the progress in KDE and inviting them to local KDE events. We also brainstormed ideas for how to promote the program at events like FOSDEM and created an FAQ for booth volunteers. To conclude the first day, we got back together to review the results from each team and discuss the topics further. That evening was rounded off with dinner at a local Syrian restaurant. And of course we had more

In the past, sprints have been approved in an ad-hoc fashion when requested. This has not been a problem as the relatively low (though steadily growing) number of sprints has made the system workable. However, increasing sprint activity raises the concern that a limit may someday be reached. There's a need for a fairer system than what is now effectively first come, first served. We also determined that more advanced planning would provide an overview of sprint funding needs before money is allocated.

During a quick break for pizza, we

were visited by a local researcher interested in building community dashboards to discuss the potential relevance to KDE. Some of us sat down with her to discuss the KDE community, how we feel it has evolved over time, and the trends that might be interesting to track. Building a dashboard of these trends could help the community be more aware of how it is evolving and how this affects our work. This discussion helped to create some initial interest and to get everyone moving towards a common goal. We are looking forward to seeing this happen.

In the afternoon, everyone got back together to decide on the remaining topics to cover. We had a group discussion of ways to get companies already in the KDE ecosystem more involved, centered around enhancing the Corporate Supporting Membership and Patronage Programs. Agustin presented a proposal for creating a network of companies around KDE, building upon our expertise and existing contacts in companies working with KDE and Qt. We also discussed the budget for 2012. The Board's draft budget was received positively. There was discussion of the areas in which KDE e.V. spends its money, the costs associated with some of our tasks, and ways to tighten up financial management. Finally, a draft trademark policy for KDE was discussed. We studied existing trademark policies from other free software organizations and considered options for KDE. We want to protect the term "KDE" from misuse, but not make unnecessary difficulties. In the evening, most of the team went for a final dinner at a Persian restaurant on the way back to the hotel.

Overall, the e.V. sprint was productive. Progress was made on a number of issues that are essential to keeping KDE running smoothly and maintain support for our contributors.

The sprint attendees thanks KDAB for providing meeting facilities in their Berlin office.

## Trade Shows and Community Events

### GSOC DOC SPRINT - MOUNTAIN VIEW

October 2011

Supreet Pal Singh



#### GSoc Doc Sprint

With gratitude to [flossmanuals.net](http://flossmanuals.net)

The Doc Camp was held at Google headquarters in Mountain View, California. It consisted of 2 major components - an unconference and 3-5 short form Book Sprints to produce 'Quick Start' guides for specific GSoC projects. The unconference explored topics proposed by the participants. Many topics on free documentation of Free Software were proposed for discussion during the event. Each Quick Start Sprint brought together 5-8 individuals to produce a book on a

specific GSoC project. The Quick Start books were launched at the opening party for the GSoC Mentors summit immediately following the event.

Four free software projects (KDE, OpenStreetMap, OpenMRS, and Sahana Eden) each sent three to five contributors to write books about the projects this week. The KDE team consisted of four members, namely Karan, Rohan, Supreet and Valorie. Writing a book in a week is an amazing achievement, whether for a Free Software project or a publisher. In fact, the first day and last day of the sprint were unconferences, so there were only three days for

actual writing.

The books were not really finished at the end of the sprint, even though they go up for viewing and for sale immediately. This doesn't detract from the value of the material produced. It just means they need to be followed up by either successive sprints or updating and adding at regular intervals. Books that come from sprints are also quite short with a typical length is 125 pages, growing over time. The length also depends on the number of people



working on the sprint—four in this case. So we got into the process of creating a mix of fresh writing and copying material from the official KDE docs. The latter required some editing and polish to blend in with the book. Our team's focus on developer documentation spared us the open-ended discussions over scope that the other teams had to undergo. But at key points during the writing, we still were forced to examine passages that appeared too hurried and unsubstantiated. At each point we had to determine what the hidden topics were, and then whether to remove all references to them or to expand them into new chapters of their own .

The KDE book is fairly standard developer documentation, albeit a beginner's guide with lots of practical advice about working in the KDE environment with the community. Our book—Beginning KDE Development—was created with GSoC students in mind, to help them get up and running KDE trunk, if necessary, as quickly as possible. Along with the technical help, we also discussed the KDE Community, where to get help, and how to communicate -- all in one short book. I hope you will visit <http://booki.flossmanuals.net/kde-guide/>, create an account, and help us make it better!



Qt Contribution Day – by Dan Leinir Turthra Jensen

## QT CONTRIBUTION DAY - MUNICH October 2011

Dan Leinir Turthra Jensen

In June, a number of contributors and friends of the Qt project were invited to take part in the Qt Contributors Summit in Berlin. At the time the Qt Open Governance project had not yet been finalized, so many things being discussed were at the time just ideas. Since then the Qt Project was launched, and inspired by this, a number of people came up with the idea of doing a follow up event at the two Developer Days conferences.

Under the name of the Qt Contribution Day, people from the Qt project in general, and many from specifically the KDE project, got together on Monday the 24th of October, the first day of the Munich Qt Developer Days. Following the style of an unconference, nothing was

scheduled beforehand, but session topics were planned at the start of the meeting, which led to a wide range of topics being covered throughout the day. All the way from community-focused topics such as what should be on the website, over how to work with the include.org project on easing the use of Qt-based libraries which are not directly Qt sub-projects, to game development with Qt, to discussing status and further development of projects such as Necessitas, the Android port of Qt.

A number of the topics were put immediately into action, as well as discussed further on mailing lists and the like. Yet others were discussed further at the Qt Contribution Day in San Francisco, which was less heavily KDE focused. A highly active day with very energetic discussions by greatly enthusiastic people.

## AKADEMY-FR - TOULOUSE

November 2011

Anne-Marie Mahfouf

On the weekend of 26th and 27th November, the first ever Akademy-fr in Toulouse took place. It was part of a larger event called "Capitole du Libre", organized by the Toulouse LUG with a Ubuntu Party and a Drupal Camp, all at the same location, an engineering school for technology in the center of Toulouse. Around 20 KDE contributors were present, some of them working on KDE for a long time and others quite new to the community. Aleix Pol also joined from Barcelona as he is a fluent French speaker.

On the Saturday there were two talk tracks: one for people new to KDE, and one for advanced users or contributors. We also had a booth demoing KDE software on laptops and Plasma Active on a tablet. This was a huge success, people were very positive about it. I talked about KDE Edu with Aleix and about Plasma Active.

The talks were well received. There was a lot of interest in Plasma Active. The questions were interesting and quite advanced. We also had a booth with demos of a

tablet (Plasma Active One) and several laptops. The tablet was a hit with the visitors and many people said they would buy one with Plasma Active. I also showed Blinken on the desktop and on the N9 when I was on duty at the booth and that also impressed people. The perception of KDE has changed with all this: KDE's Plasma workspaces are not the heavy desktops that people think they are, Plasma Active is fluid on a tablet and apps can also run on a phone! The next day, Sunday, we held some workshops about translations, bug triaging, Zanshin, making plugins for Calligra, and more.

The event was helpful in making KDE in France more prominent, and for meeting new contributors who had never met other KDE people before. The KDE booth was at the entrance of the Install Party and got many visitors.

Thanks to Benjamin Port and Jean-Nicolas Artaud who organized the event, and to every KDE contributor who attended.

## SEASON OF KDE 2011

Lydia Pintscher

The call for applications for Season of KDE 2011—our KDE-only mentoring program running next to Google Summer of Code—received more attention than ever before. Applications had to be closed after 100 had been received. We managed to match up nearly every student with a great mentor and project to work on. Students worked in various parts of KDE including Calligra, Choqok, Kate and ownCloud.

20 students finished their projects successfully and will receive a t-shirt and certificate in the next weeks. Given the extremely low barrier to entry, this is an amazing success rate and more than double compared to last year. Some of SoK participants were also able to attend the Desktop Summit in Berlin and present their project in front of a large audience - a first for all of them. They did great and spread their enthusiasm among all attendees. We're excited to again have been able to introduce many new people to Free Software and KDE in particular and hope that many of them will stay with us and accomplish great things. They've shown they're capable of that.



Art with Krita

The Blender Foundation  
by David Revoy  
CC BY 3.0

## NEW MEMBERS

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

Carl Symons

Peter Grasch

Sayak Banerjee

Valentin Rusu

Valorie Zimmerman

# FINANCES

## INCOME (€):

Supporting membership fees:	4,650
Donations:	2,750
Donation from Nokia for Calligra sprint:	10,000
Camp KDE sponsorship from Nokia:	2,000
Server sponsorship from Nokia:	800
Google Summer of Code:	21,350
<b>Total:</b>	<b>41,550</b>

## EXPENSES (€):

Developer sprints:	19,735
Desktop Summit travel support:	4,100
Trade shows, conferences and marketing:	4,500
Office and personnel costs:	15,750
<b>Total:</b>	<b>44,085</b>

AT THE END OF QUARTER 4 2011, KDE E.V. HAD A POSITIVE BALANCE OF €157,750.

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.

# SYSADMIN REPORT

## 4TH QUARTER

- Created 42 subversion accounts; disabled 9 subversion accounts
- Created 4 kdemail.net aliases; disabled 6 kdemail.net aliases; modified 1 kdemail.net alias
- Created 7 kde.org aliases; disabled 32 kde.org aliases; modified 8 kde.org aliases
- Created 4 kde.org mailing-lists: kde-frameworks-devel kdepim-builds, kde-ev-sprint kde-notes-announce
- Disabled 4 kde.org mailing-lists: kde-cygwin kde-i18n-cy kde-quality kde-i18n-lb

# KDE E.V. BOARD

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

IF YOUR COMPANY WANTS TO SUPPORT KDE, PLEASE VISIT THE SUPPORTING MEMBERS PAGE AT [EV.KDE.ORG/GETINVOLVED/SUPPORTING-MEMBERS.PHP](http://EV.KDE.ORG/GETINVOLVED/SUPPORTING-MEMBERS.PHP).

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