

THE KDE FREE QT FOUNDATION

Olaf Schmidt-Wischhöfer

Most of KDE's software uses a library named Qt. This Free Software toolkit can be considered the foundation for the KDE Development Platform, and therefore also for the KDE Plasma Workspaces and for KDE Applications. In other words, Qt is vitally important for KDE. So how do we ensure that the Qt library stays available for KDE?

There are two strong reasons why Qt is guaranteed to be always available to KDE.

The first guarantee is the license. Qt is available both under the LGPL 2.1 and under the GPL 3.0. These licenses contain wide-ranging distribution and modification rights. The licenses were written by the Free Software Foundation and are well-known for their legal quality. In the future, KDE will also be able to shape new Qt versions by taking part in the development process itself. Nokia, the company developing Qt, is moving Qt development to an "open governance" model, which means that other interested parties such as KDE can better participate in Qt development. The open governance model has the potential to bring together a large number of projects and companies that use Qt.

नशिुलुक क्यूटी फाउंडेशन

means that even if other companies contribute to the X11 version of Qt, Nokia is still obligated to release these contributions as Free Software and to grant a full license to the KDE Free Qt Foundation.

HISTORY OF THE KDE FREE QT FOUNDATION

The Norwegian foundation was founded in 1998 by KDE e.V. and Trolltech, the company that used to develop Qt.

In May 2004, a first update to the agreement was made. This agreement addressed the purpose in a more precise and complete way. The intention and basic content, however, were not changed. In July 2009, the agreement was updated again to respond both to the relicensing of Qt to the LGPL license and to the merger of Trolltech into Nokia. In November 2009, the statutes of the Foundation were further updated to better fit the new situation.

Additional changes to the agreements are planned, such as extending the agreement to cover other platforms in addition to X11.



The second guarantee is a legal structure named "KDE Free Qt Foundation". Its purpose is to obligate Nokia to make all changes to the X11 version of Qt available as Free Software. The agreement with Nokia also ensures that Nokia will continue to release new Qt versions containing bug fixes, performance enhancements and new functionality. The legal contracts of the KDE Free Qt Foundation explicitly state that the contract stays valid in case of a merger or buy-out, and also if the Qt library is renamed or re-defined in scope. This

The foundation has two board members sent by the KDE Free Qt Foundation, two board members sent by Nokia, and the two Trolltech founders as non-voting advisory board members. In the case of a tie, KDE has an extra vote. More information about the KDE Free Qt Foundation is available online at:

[KDE.ORG/COMMUNITY/WHATISKDE/
KDEFREEQTFUNDATION](http://KDE.ORG/COMMUNITY/WHATISKDE/KDEFREEQTFUNDATION)

(Left) William Desborough - Taj Mahal, Look:KDE. (Middle) Paul Rudd, Sikh pilgrim at the Golden Temple (Harmandir Sahib), Wikimedia Commons. (Right) PICQ, Kutia Kondh Woman, Wikimedia Commons. (Facing Page). (Top Left) Bobinson. Muchilottu Bhagavathy Theyyam, Wikimedia Commons. (Top Right) Bobinson, Bhadrakali Mudiyyettu, Flickr. (Middle) Humayunn Peerzaada, Haji Ali Dargah in the Mahim Bay of Mahalaxmi, Wikimedia Commons. (Bottom Left) Bobinson, Bhadrakali Mudiyyettu, Flickr. (Bottom Right) Ajay Kumar, Golden Buddha Temple at Coord, India, (Gautama Buddha Temple, Coorg Karnataka, India) Look:KDE.



Developer Sprints



KDE PIM MEETING
OSNABRÜCK

February 2011

Thomas McGuire

केडीई पीआईएम बैठक

In February, the KDE PIM team got together in Osnabrück for their 9th annual meeting, which was kindly hosted by Intevation GmbH.

One of the key issues covered was the release of the first Akonadi-based KDEPIM. Some blocking bugs, for example in data migration, were identified and fixed, increasing the likelihood of a release in the near future. Architectural points were also addressed, such as a new design

for exporting free/busy information that will support more calendars like DAV and eventually Exchange.

During the sprint, support was started for Facebook as a data source for contacts, events and more. With multiple contact sources, the address book of a user might contain the same person more than once, and therefore ideas and plans for contact merging with the help of Nepomuk were discussed.

Several interesting projects were presented. Kontakt Touch, the version of Kontakt for devices with touch screens, was presented on several gadgets, including a Windows CE phone and a MeeGo tablet. Cornelius Schumacher showed Polka, his innovative new address book user interface, and new member Christian Mollekopf

demonstrated notetaker, his new application to manage notes, events and todos easily. Ingo Klöcker has completed the migration of the PIM website (community.kde.org/KDE_PIM) to a wiki.

The meeting was a great opportunity to see old and new community members face-to-face, which improves collaboration a lot.

KONTACT IS A LARGE SUITE OF APPLICATIONS THAT MAKES IT EASIER TO ORGANIZE PERSONAL INFORMATION THAT IS DEVELOPED BY THE KDE PIM TEAM. THE KDE PIM SPRINT ALLOWS THE DEVELOPERS OF THESE PROGRAMS TO COME TOGETHER, COORDINATE, AND SOLVE COMMON CHALLENGES.

(Left) The KDE Games Developers. From left to right Josef, Laszlo, Felix, Shantanu, Arjen, Dan, Stefaan, Friedrich, Julian and Jeffrey. Photo by Felix Lemke.

(Bottom) A few of the participants who took part in KDE conferences and developer sprints. Photographs taken by Kushal Das.



THE KDE GAMES TEAM HAS BEEN WORKING ON TWO TECHNOLOGIES, GGZ AND GLUON, WHICH ALLOW FOR MUCH BETTER NETWORK GAMING AND EASIER DEVELOPMENT.



KDE GAMES MEETING

DRESDEN

March 2011

Stefan Majewsky

केडीई खेलों बैठक

Just before the end of the first quarter of 2011, ten developers gathered in Dresden to discuss and implement the future of KDE Games. The local KDE community was well represented by four developers, plus two from the nearby German capital, Berlin.

While the local students Felix Lemke and Jeffrey Kelling used the opportunity to continue work on their own game ideas and present them to their fellows, newcomer Julian Helfferich committed the first bits of his work towards a level editor for KBreakOut.

Friedrich Kossebau, motivated by his packaging work in the MeeGo community, assessed the playability of KDE Games on devices with small screens and touch-input, and started on a patch to add fullscreen capability to all games.

Apart from these individual projects, the hottest topic (and initial motivation for the sprint) was to strengthen the bonds and to define the relationship between the different subprojects in the KDE Games community.

Dresden-based developer Stefan Majewsky spoke about his work in Project Tagaro which strives to

create a libkdegames "2.0" that makes the existing codebase competitive and easier to maintain for the next few years. The other host, Josef Spillner, presented his work on the GGZ project which enables gaming over the network and creates client and server tools for managing social networks of gamers. GGZ technology is already available in a handful of KDE Games, but the existing KGGZ libraries need an update. Delivery by Tagaro is expected in the near future.

Gluon, the other ongoing library effort in the KDE Games community, was represented by four developers from other parts of the world. Gluon delivers a comprehensive set of libraries for game development and an IDE that allows for games to be created with as little code as possible. The associated GamingFreedom.org website will allow game creators to share their products, and gamers to interact with the creators.

Gluon uses the Open Collaboration Services protocol (OCS) for its social networking features, while GGZ has implemented similar features for years with a custom protocol. However, Josef Spillner committed initial support for an OCS export in GGZ to allow for integration with OCS-enabled applications like those from the Gluon project. Everyone agreed to collaborate on interoperable protocols in those areas where OCS cannot be used.

Trade Shows and Community Events

FOSDEM 2011

BRUSSELS, BELGIUM

5-6 February

Jonathan Riddell

स्वतंत्र और खुला स्रोत सॉफ्टवेयर

KDE were, as always, present at FOSDEM in 2011, the largest free software developer meeting in Europe. In the expo, we demonstrated the 4.6 releases, Kontakt Touch, Plasma Netbook, KDE on Windows and KDE on Mac. Many of the people who stopped by were impressed to see KDE in unexpected places and uses. We gave away over 1000 Kubuntu, openSUSE and Pardus CDs and DVDs. We also sold a lot of t-shirts and other merchandise.

We had a strong showing at the Cross Desktop developers room which was organized along with Gnome. There were talks on developer topics such as Qt Quick and Phonon. Lydia spoke on mentoring in her talk "Let me teach you how to fish". Different projects in KDE were introduced such as KDE Edu and KDE on Windows. There were also talks on projects related to KDE and potentially useful to other desktops such as the games platform Gluon and the application distribution project Breizen.

There were other talks on subjects of interest to KDE outside the



FOSDEM IS THE LARGEST OPEN SOURCE MEETING IN EUROPE. THIS YEAR, KDE HAD A STRONG SHOWING WITH A BOOTH AND MULTIPLE PRESENTATIONS.

developer room. "Qt Tales from the Embedded Trenches" covered some tips for working on handheld devices while Boud gave a technical introduction on using Calligra to make an application understand OpenDocument.

All the above was washed down with suitable amounts of Belgium beer while KDE developers met with each other and developers from many other projects to discuss problems and solutions to world domination.

SCALE 2011
LOS ANGELES, USA
26th and 27th February 2011

Wayne Speir

स्केल

The ninth annual Southern California Linux Expo (SCALE) had around 1800 attendees and 75 talks (unfortunately, none on KDE). The KDE booth was staffed by three volunteers with a surprise guest appearance Saturday morning by Jos Poortvliet. KDE also received exposure at the openSUSE and PC-BSD booths.

The power of people was evident at the KDE booth this year. We didn't have the prettiest booth or the biggest screens, but we had people like Aaron Johnson who can connect with anyone and share KDE. He even used American Sign Language once! More than one person started a conversation with "Well, I'm not really all that interested", or "I use GNOME", or "I loved KDE 3.5 but 4.x not so much", and ended up saying

"Wow, really? I'm going to try that when I get home!"

We demoed KDE 4.2 and 4.4 on laptops, a desktop and a netbook in many one-on-one and one-on-few sessions. There were frank discussions about the strengths and weaknesses of KDE 4.x. Overall the impressions were positive.

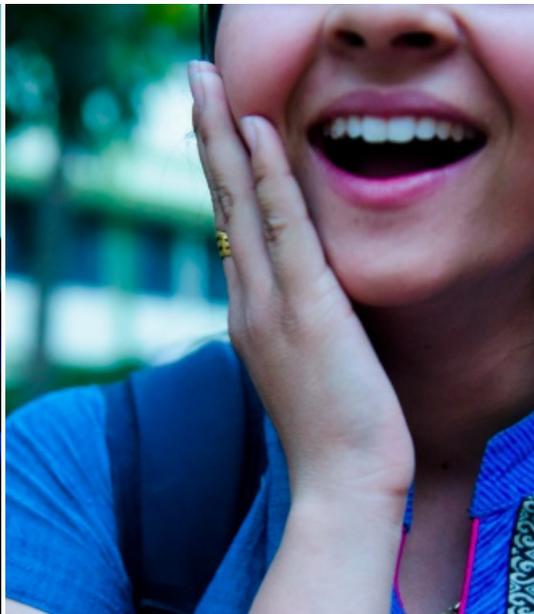
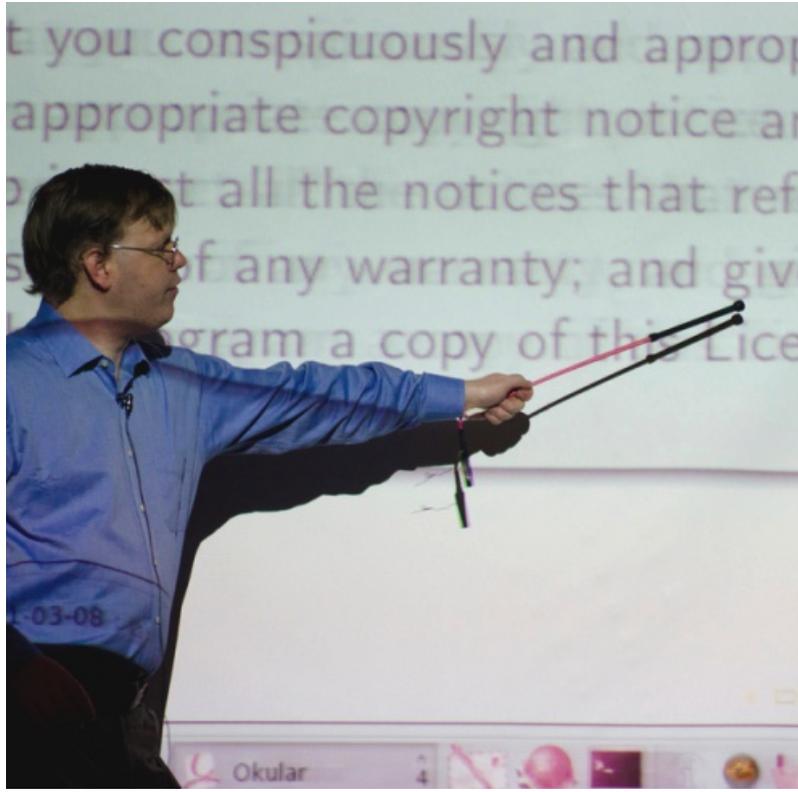
Around one hundred fifty discs of various distributions with KDE were handed out.

We expect that many hours spent interacting with attendees sparked an interest in our community as well as our technology.

THE KDE VOLUNTEERS AT SCALE GAVE OUT MORE THAN 150 DEMO DISCS.

(Left) The KDE booth in a rare quiet moment with demo machines for KDE on OSX, KDE on Windows, KDE on Linux Netbook Edition, and KDE on Linux Desktop Edition running a KOLAB server. (Right Top and Bottom) Conference participants at FOSDEM 2011 from KDE. (Photos by John Layt.)





CONF.KDE.IN
BENGALURU, INDIA
9-13 March 2011

Pradepto Bhattacharya

भारतीय सम्मेलन

conf.kde.in, India's first KDE and Qt conference was co-organized in Bengaluru by KDE India and R.V. College of Engineering between 9-13th March 2011. KDE developers from India and abroad joined to share their knowledge with the conference delegates, mostly students from various colleges and universities in India. A total of 300

attendees from 14 different states of India were part of the 5 day event which included talks and tutorial sessions by KDE contributors including long timers, Google Summer of Code / Season of KDE participants and new contributors. This was the first and biggest ever KDE-related gathering in India and probably also in all of Asia.

There were 6 keynotes during the main conference. 2 on each of the main conference days. They were given by long time KDE contributors - Lydia Pintscher, Runa Bhattacharjee, Adriaan de Groot,

Eugene Trounev, Knut Yrvin and Sirtaj Singh Kang, one of the first KDE hackers from KDE 1.0 days.

The sessions ranged from beginner level talks and practical sessions to advanced topics on KDE and Qt development. Moreover, there were many talks on non-coding topics such as community, marketing, documentation, localization, artwork, and packaging. Delegates had the chance to interact with, exchange ideas and learn from core KDE developers and also from other FOSS projects like OpenSuse, Fedora, Kubuntu and



CONF.KDE.IN, THE FIRST KDE CONFERENCE IN INDIA, BROUGHT TOGETHER 300 CONTRIBUTORS FOR 3 DAYS OF HACKING, PRESENTATIONS, AND FUN.

Debian. Representatives of Chamba Open Cinema Project were present at conf.kde.in. They gave a talk at the event and showcased their work to the delegates.

One of the most important elements of the event was recruiting new contributors into KDE. Tutorial and hands-on practical sessions on “Your First KDE Application” and “Bug fixing sessions” were organized for beginners by KDE experts. BoFs on

how to market KDE-Edu in schools in India was organized by Supreeth Vattam, Inge Wallin, Anne-Marie Mahfouf and others. Corridor discussions between delegates and speakers about KDE, pet projects, GSoC and more happened during each conference day. Knut Yrvin performed his awesome boogie dance twice at the event, and his performance was loved by all. After dinner, hacking and brainstorming sessions happened in various hotel rooms.

The event was helped by wonderful sponsors from India and abroad. KDE e.V. handled travel and accommodation costs for most of the speakers. In addition, Forum Nokia India, Qt Development Frameworks, VCreateLogic Pvt. Ltd, Alok Software Pvt. Ltd., and Spoken Tutorial helped to make the conference happen. Janastu, a non-profit organization helped the conference organizers with all banking/financial infrastructure and help.



NEW MEMBERS

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

Ingo Malchow

Luigi Toscano

Torgny Nyblom

Thomas Baumgart

नया केडीई सदस्य

FINANCES

INCOME (€):

Supporting membership fees:	27,425
Camp KDE 2011 sponsoring:	2,500
Donations:	1,780
Total:	31,705

EXPENSES (€):

Developer sprints:	8,325
Trade shows and marketing:	1,420
Office and personnel costs:	15,430
Total:	25,175

AT THE END OF QUARTER 1, KDE E.V. HAD A POSITIVE BALANCE OF €262,025.

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.

वर्तित
आय

खर्च

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

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