

Leftovers: KDE

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- [Getting more out of Qt Quick with OpenVG](#) [2]

In Qt 5.9 is now possible to render Qt Quick applications with OpenVG when using hardware that supports it. This is made possible by a new scene graph adaptation that uses EGL and OpenVG to render Qt Quick scenes. When using Qt for Device Creation, it means that it now be possible to run with graphics hardware acceleration on some devices where today only software rendering is available.

- [Qt 5.9's OpenVG Renderer For Hardware Lacking OpenGL](#) [3]

One of the many new features for the upcoming Qt 5.9 is an OpenVG renderer for hardware acceleration on some embedded platforms that lack OpenGL capabilities.

OpenVG for the uninitiated is a 2D vector graphics API backed by The Khronos Group. It hasn't been updated in almost one decade with OpenGL ES largely taking over on the mobile/embedded front, but there still is some embedded hardware out there with still having OpenVG v1.1 drivers. There used to be an OpenVG state tracker in Mesa's Gallium3D, but that's long been dead.

- [Kdenlive status update](#) [4]

Ever since the port to QT5/KF5 in 2015, Kdenlive has seen an increasing momentum to developing its full potential in being a stable and reliable video editing tool which the FLOSS community can use to create content and democratize communication. In 2016 the project saw

a redesign of its visual identity (logo, website), the reintroduction of some much requested tools like rotoscoping and a Windows port. During these couple of years we've seen a boom in the size of the community.

- [Kdenlive's Status Ahead Of 17.04](#) [5]

The Kdenlive video editor project in the KDE camp has published a new status update concerning the health of the project.

Kdenlive developers continue seeing momentum building around their video editor since reviving it with the transition to Qt5 and KDE Frameworks 5. Over the past year they have added many tools, a Windows port, and other efforts to make Kdenlive pro-capable.

- [Tearing with Nvidia Proprietary Drivers on Plasma? Try this.](#) [6]

This is a neat little trick that's been making the rounds, and after seeing success with several people on Reddit I thought it was worth posting somewhere more visible. This will look at removing screen tearing (often entirely) when using Nvidia Proprietary graphics on the Plasma Desktop.

- [\[Krita\] Game art course released!](#) [7]

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- [Krita 3.1.3 Alpha released](#) [8]

We're working like crazy on the next versions of Krita ? 3.1.3 and 4.0. Krita 3.1.3 will be a stable bugfix release, 4.0 will have the vector work and the python scripting. This week we've prepared the first 3.1.3 alpha builds for testing! The final release of 3.1.3 is planned for end of April.

We're still working on fixing more bugs for the final 3.1.3 release, so please test these builds, and if you find an issue, check whether it's already in the bug tracker, and if not, report it!

- [Linux Thursday with Btrfs, Internet Privacy, KDE Hate](#) [9]

It's Thursday! And you know what that means? It's Linux Day on the Lunduke Hour! In today's episode Matt Hartley and I take a boat load of questions from the viewers on Btrfs, KDE, Internet Privacy, the ending of the Linux Action Show, Linux Marketing issues, and the weirdness (or lack of weirdness) of Linux.

[KDE](#)

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- [4] <https://kdenlive.org/2017/03/kdenlive-status-update/>
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