

Krita in 2019 and 2020

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Created *14/01/2020 - 7:52pm*

Submitted by Roy Schestowitz on Tuesday 14th of January 2020 07:52:34 PM Filed under [KDE](#) [1]

Let's have some statistics first! Statistics are fun! (And notoriously unreliable) We started 2019 with about 450 open bugs ? and that's how we ended 2019. That said, we had 1236 new bug reports and closed 1272. Still, our 2018 fund raiser was all about getting rid of bugs, and that seems to be a tough proposition.

According to openhub, we had 2271 commits from 60 contributors. This excludes translation commits, because those are still done in a subversion repository, apart from Krita. We had nine releases (4.2.0 to 4.2.8) in 2019, slightly less than we'd planned, we'd wanted to have twelve releases. We had four Google Summer of Code students, and most of their work has already been merged and will be in Krita 4.3.0: a new magnetic selection tool, the history docker and the android port.

Next to fixing bugs, we're work on that 4.3.0 release, but the main reason why 4.3.0 didn't happen in 2019 was because rewriting the core system for loading brushes, gradients and so turns out to be much more work than we had ever thought. We should have approached that much more gradually, but we couldn't figure out how to make that work.

We had 2,346,618 unique downloads from the download page on this website; that excludes downloads from other download sites, downloads from release announcements or downloads from the various stores. At a guess, we'll have

topped 3,000,000 downloads in total this year.

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