

# PRO KDE

EVERYTHING YOU NEED TO  
KNOW ABOUT KDE

PAUL MCQUADE

# Pro KDE

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Version v0.2.0-2-gb4faa56, 2020-07-28

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# Preface by Paul McQuade

I began writing this book as a way to escape from the nightmare of Covid-19. As i write i wondered what can i do to make developing software easier on people. I realise that sharing my information about coding was to way to go.

I never wrote a book before and i had very little practical knowledge about KDE Plasma and KDE Frameworks. Writing a book would force me to think.

## Acknowledgements

### Dedications

I would like to thank my family - Peter, Breda, Caitriona and Caroline for their support down through the years especially when i was sick in hospital.

# Developers

## Source Code for book

This book is hosted on gitlab.com under the following link:

<https://gitlab.com/paulmcquad/prokde>

There's a mirror copy on github.com under the following link:

<https://github.com/paulmcquad/prokde>

Please fork this book today.

## Issues

If you have an issue about the book you want to raise it on gitlab.com Issues can be errata and content changes.

## Merge Requests

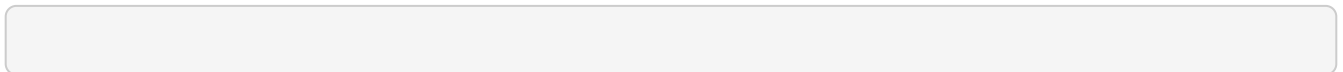
Pro KDE is always looking for developers. Feel free to submit patches through Gitlab Merge Requests.

In Gitlab go to: Left side Panel > Merge Requests > New merge request

## Thank You

Since this is an Open Source book, I want to say a big thank you to the developers who have send in several errata and content changes. Here are all the people who have contributed to the English version of Pro KDE as an open source project.

Thank you everyone for helping make this a better book for everyone.



# Getting Started

## About KDE

KDE is an international team co-operating on development and distribution of Free, Open Source Software for desktop and portable computing. Their community has developed a wide variety of applications for communication, work, education and entertainment. They have a strong focus on finding innovative solutions to old and new problems, creating a vibrant, open atmosphere for experimentation.

## KDE Projects

KDE Projects consists of three parts:

- KDE Plasma - A User Interface
- KDE Frameworks - A Collection of libraries and software frameworks
- KDE Applications - A list of Programs like Kate and Konsole

## Development of KDE

A few images of process in action:

Table 1. Development of KDE



## THE KDE CODE OF CONDUCT

When communicating in official KDE channels please observe the KDE Code of Conduct. Our Code of Conduct presents a summary of the shared values and common sense thinking in our community. The basic social ingredients that hold our project together include:

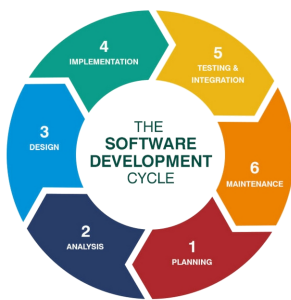
- Be considerate
- Be respectful
- Be collaborative
- Be pragmatic

Support others in the community Get support from others in the community The Code of Conduct can be found here : <http://www.kde.org/code-of-conduct/>

# Software Development Life Cycle

The 6 steps to Software Development Life Cycle are:

1. Planning - Talk to other developers.
2. Analysis - Break the problem into smaller parts.
3. Design - Put a plan together and create mockups if needed.
4. Implementation - Write code.
5. Testing & Integration - Report and fix bug issues.
6. Maintenance - Apply patches and release software.



## Setup an KDE Account

### About KDE Identity Account

In order to submit merge requests with GitLab, you'll need a KDE Identity Account.

These can be registered using the self-service Identity site. As part of this process, you will need to provide a name and email address, which has to be your own. Please note that these details will be made publicly visible on Gitlab once you have logged in there. You may therefore receive some spam as an unfortunate consequence of this.

When selecting your username, please ensure you select something which has a relation to your real name.

**A Developer Account is not needed to fork repositories and submit merge requests on Gitlab.**

Also note that this email address should be the same one that you use on bugs.kde.org. If you don't have an account in bugs.kde.org, please create one so that it can be given usual developer rights. Closing bug reports with keywords in commit comments only works if the email address associated with your KDE Developer account and [bugs.kde.org](https://bugs.kde.org) accounts match.



## How to setup an KDE Identity Account

Register with KDE Identity Account at the following:

[KDE Identity](#)

Click Register > Accept KDE Code of Conduct > Fill in Name and Email

Identity with send an email called "Account activation on KDE Identity"

Something like this:

Hello {First Name, Last Name},

In order to activate your new account please follow the link below.  
You will not be able to begin using your account on KDE Identity until you have activated your account.

If you did not request this, please inform the site administrator by replying to this email.

<https://identity.kde.org/index.php=LINK>

Thanks,  
KDE Identity site administrators.

I removed the LINK details but you get the idea.

# Tools

## Core Tools

### Git/Gitlab

#### About Git

Git is a free and open source version control system designed to handle everything from small to very large projects with speed and efficiency. It provides lots of tools for figuring out where you have gone as you edit files, as well as merging your changes with those made by other developers. You can find more about git (and download it if necessary) at:

<http://git-scm.com/>

#### Pro Git

If this is the first time hearing of Git. There's this great book called ProGit. It can be found at:

<https://git-scm.com/book>

#### About Gitlab

KDE uses Gitlab and hosts their own code on their private Edition of Gitlab:

<https://invent.kde.org/explore>

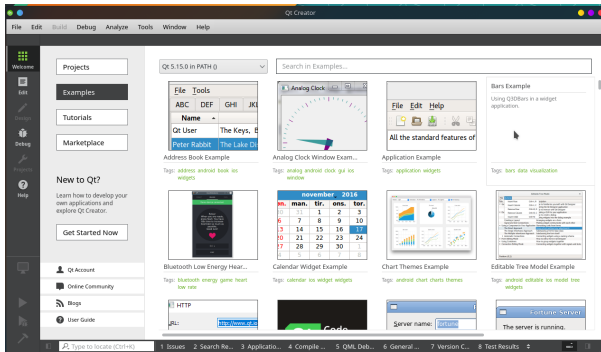
#### An IDE

An integrated development environment (IDE) allows you to do project management, testing, and other activities in a convenient way alongside your coding. We recommend that you install one of the following IDEs and do your KDE development work within it.

We recommend QtCreator for its ease of use and features, especially its built-in text editor. But it's nice to know, if you're familiar with KDevelop already, that you can use that for KDE development too.

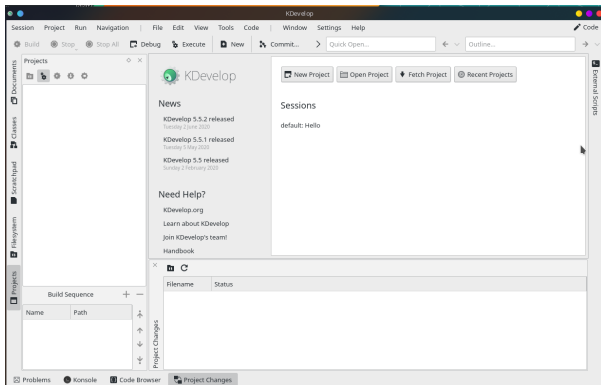
## QT Creator

Qt Creator is a cross-platform C++, JavaScript and QML integrated development environment which simplifies GUI application development. It is part of the SDK for the Qt GUI application development framework and uses the Qt API, which encapsulates host OS GUI function calls.



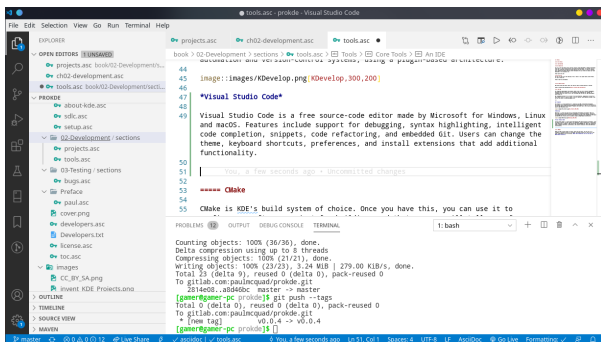
# KDevelop

KDevelop is a free and open-source integrated development environment (IDE) for Unix-like computer operating systems and Windows. It provides editing, navigation and debugging features for several programming languages, and integration with build automation and version-control systems, using a plugin-based architecture.



## Visual Studio Code

Visual Studio Code is a free source-code editor made by Microsoft for Windows, Linux and macOS. Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git. Users can change the theme, keyboard shortcuts, preferences, and install extensions that add additional functionality.



## CMake

CMake is KDE's build system of choice. Once you have this, you can use it to configure a software project for building, and that process will tell you of any other requirements you are missing.

**NOTE: KDE Frameworks can also be used in QMake-based projects.**

# Development

## Projects

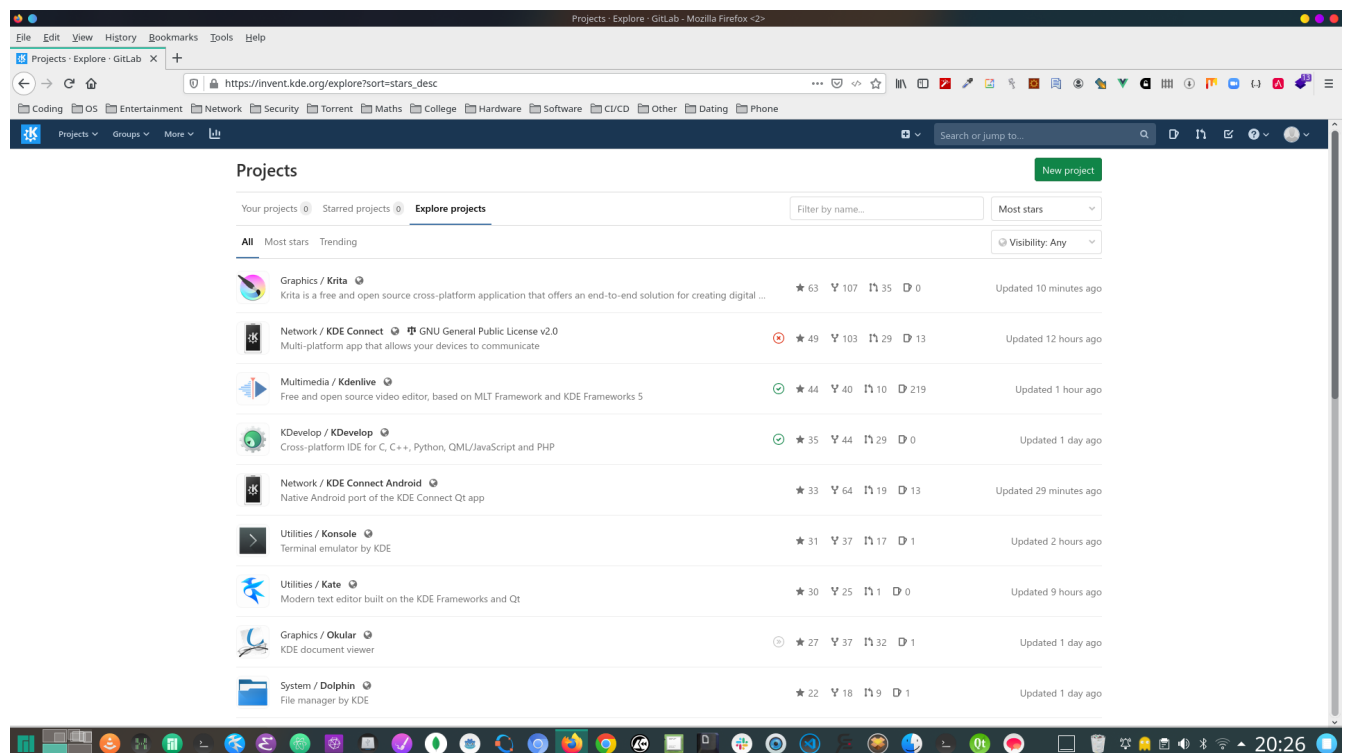
Once you setup an KDE Identity Account (see Getting Started > Setup an KDE Account). You can use your account to login to [invent.kde.org/explore](https://invent.kde.org/explore).

## Choosing a Project

When you come to KDE as a developer, you may already have a favorite project and know how you want to contribute. But it's worth looking over the various projects listed in this chapter, to find out all the ways you may be able to help. And even if you're really only interested in one project, it's useful to know what others are active because your work may interact with them.

## KDE Projects

These are general components underlying the applications and other visible parts of KDE. The team is working hard to make the libraries modular, clarify the dependencies, simplify, and increase the quality and stability.



# The QT Framework

To start developing on the KDE Development Platform you will need to get familiar with the Qt framework, which is one of building blocks of KDE development.

Qt (pronounced officially as cute) is a cross-platform application framework based on C++, that is widely used for developing application software with a graphical user interface (GUI). Thus, it is largely a widget toolkit, but is also used for developing non-GUI programs such as command-line tools and consoles for servers.

Besides the KDE Development Platform, Qt is most notably used in Autodesk Maya, Adobe Photoshop Elements, OPIE, Skype, VLC media player, VirtualBox, and Mathematica, and by the European Space Agency, DreamWorks, Google, HP, Lucasfilm, Panasonic, Philips, Samsung, Siemens, Volvo, and Walt Disney Animation Studios.

## Advantages of QT

### **Writing code once to target multiple platforms**

Qt allows you to write advanced applications and UIs that you can deploy across different desktops and embedded operating systems without rewriting the source code, saving time and development cost.

### **Creating amazing user experiences**

Whether you prefer C++ or JavaScript, Qt provides the building blocks for modern, interactive interfaces: a broad set of customizable widgets, graphics canvas, style engines, and more. You can incorporate 3D graphics, multimedia audio or video, visual effects, and animations to set your application apart from the competition.

### **Doing more (and faster!) with less**

Qt is fast to learn and to use, particularly when used together with the new Qt Creator cross-platform IDE. And Qt's modular class library provides much of the necessary infrastructure for interactive applications.

### **Blending web and native code in a single application**

Qt's integration with the WebKit web rendering engine means that you can quickly incorporate content and services from the Web into your native application, and can use the web environment to deliver your services and functionality. To learn how to use Qt, we recommend the tutorials here:

<https://doc.qt.io/>

QT Developers site:

<https://www.qt.io/developers>

# KDE API

KDE has a set of API's that can be found at:

<https://api.kde.org/>

## API

An Application Programming Interface (API) is a set of functions exposed by a program or library that can be invoked by other programmers. An API greatly extends a program by allowing third-party developers to add new functionality. It is an ideal way to allow new features to be added without the need to modify the existing, core code.

## Build Prerequisites

This section details the software requirements you must install on your system before you can start building the KDE platform. For most of these requirements, it is best to use the packages provided by your operating system distribution, but in some cases you will need to build these requirements yourself.

## Fork a Project

Once you have made some local changes that you would like to submit to KDE, you need to create a personal fork of the project and push your changes to the forked copy.

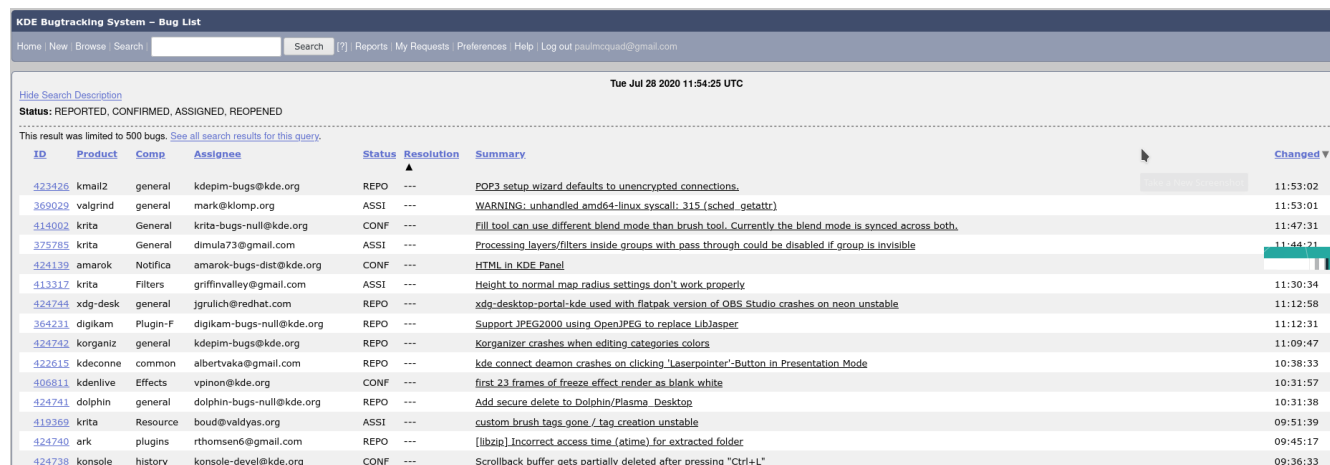
Navigate to <https://invent.kde.org/kde> and locate the project.

# Debugging

## Reporting Bugs

Report bugs to the the KDE Bugtracking System at:

<https://bugs.kde.org/>



ID	Product	Comp	Assignee	Status	Resolution	Summary	Changed
423426	kmail2	general	kdepim-bugs@kde.org	REPO	---	POP3 setup wizard defaults to unencrypted connections.	11:53:02
369029	valgrind	general	mark@klomp.org	ASSI	---	WARNING: unhandled amd64-linux syscall: 315 (sched_getattr)	11:53:01
414002	krita	General	krita-bugs-null@kde.org	CONF	---	Fill tool can use different blend mode than brush tool. Currently the blend mode is synced across both.	11:47:31
375785	krita	General	dimula73@gmail.com	ASSI	---	Processing layers/filters inside groups with pass through could be disabled if group is invisible	11:44:21
424139	amarok	Notifica	amarok-bugs-dist@kde.org	CONF	---	HTML in KDE Panel	
413317	krita	Filters	griffinvalley@gmail.com	ASSI	---	Height to normal map radius settings don't work properly	11:30:34
424744	xdg-desk	general	jgrulich@redhat.com	REPO	---	xdg-desktop-portal-kde used with flatpak version of OBS Studio crashes on neon unstable	11:12:58
364231	digikam	Plugin-F	digikam-bugs-null@kde.org	REPO	---	Support JPEG2000 using OpenJPEG to replace Libjasper	11:12:31
424742	korganiz	general	kdepim-bugs@kde.org	REPO	---	Korganizer crashes when editing categories colors	11:09:47
422615	kdeconne	common	albertvaka@gmail.com	REPO	---	kde connect daemon crashes on clicking 'Laserpointer'-Button in Presentation Mode	10:38:33
406811	kdenlive	Effects	vpinon@kde.org	CONF	---	first 23 frames of freeze effect render as blank white	10:31:57
424741	dolphin	general	dolphin-bugs-null@kde.org	REPO	---	Add secure delete to Dolphin/Plasma Desktop	10:31:38
419369	krita	Resource	boud@valdys.org	ASSI	---	custom brush tags gone / tag creation unstable	09:51:39
424740	ark	plugins	rthomson6@gmail.com	REPO	---	[libzip] Incorrect access time (atime) for extracted folder	09:45:17
424738	konsole	history	konsole-devel@kde.org	CONF	---	Scrollback buffer gets partially deleted after pressing "Ctrl+L"	09:36:33

## Bug triaging

### Summary

The KDE Bugsquad keeps track of incoming bugs in KDE software, and goes through old bugs. They verify that a bug exists, whether it is reproducible, and that the reporter has given enough information. Their goal is to save developers from doing this, **which helps them fix bugs more quickly and do more work on KDE software.**

Getting involved in the Bugsquad is a good place to start. An existing member will help you out and mentor you. One of the great things about the Bugsquad and bug triaging is that **you do not need any programming knowledge!**

That said, experience has shown that members of this team learn a lot about KDE and Qt programming during the course of dealing with bug reports, and many move on to developing the software itself. If you are just starting to learn programming, bug triaging is a great way to gain familiarity with the components and give practical support to the KDE community.

### Live chat

For live chat, we have the [#kde-bugs](#) IRC channel on [Freenode](#). Please feel free to stop by! You can also connect via [Matrix](#) if you prefer.



# KDE Bugsquad

The KDE Bugsquad keeps track of incoming bugs in KDE software, and goes through old bugs. They verify that a bug exists, whether it is reproducible, and that the reporter has given enough information. Their goal is to save developers from doing this, which helps them fix bugs more quickly and do more work on KDE software.

The screenshot displays the Phabricator web interface for KDE. The left sidebar contains navigation links: Home, Code Review, Mockups, Tasks, Repositories, Wiki, Projects, Calendar, More Applications, and Edit Menu. The main content area is divided into three sections:

- Welcome:** A message stating "Welcome to KDE's instance of Phabricator. Going forward new projects may wish to look into Gitlab, our instance of which can be found at <https://invent.kde.org/>, for their hosting requirements."
- Recent Reviews:** A table listing recent code reviews with columns for status, ID, title, reviewers, and author. The reviews include:
  - D29282: QuickEditor: Allow to take screen region screenshot under Wayland (Author: meven)
  - D29871: Enable option to show hidden folders in sidebar, plus small sidebar code fixes (eg: scrollbar display) (Author: rrosch)
  - D22074: Add image annotation via libKImageAnnotator (Author: nicolasfella)
  - D29444: [KDevelop/PHP] Implement Grouped namespaces (Author: hmitonneau)
  - D18668: Add showFloatingMessage to the View Python API (Author: NMaghfulUsman)
  - D22535: Make kimp panel a system tray applet (Author: guoyunhe)
  - D29178: [dolphin] : Mac integration (Author: rjybb)
  - D13854: Refactor Profile and ColorScheme (Author: tcanabrava)
- Recent Activity:** A list of recent events, including:
  - Today: paulmcquade is attending E686: Plasma 5.19.4.
  - PhilipB created T13454: T13078 Application Menu Mock up.
  - paulmcquade added a member for Bugsquad: paulmcquade.
  - manueljin added a project to T13451: Combine the best aspects from the various Breeze style proposals: VDG.
  - delumar added a comment to T13128: Add multiple datasets to All operations memory game activity.
  - @timotheegiet @echarruau Please review the multiple datasets description if it's all good.
  - delumar updated the task description for T13128: Add multiple datasets to All operations memory game activity.
  - abetts added a comment to T13442: Tweak the design of context menus.

## Join the Bugsquad

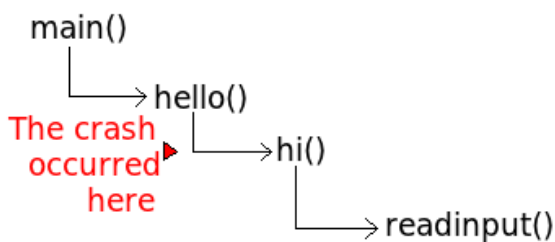
To join the [Bugsquad](#), become a member of our project on [Phabricator](#). We organize Bug Days, where we focus on a specific product, with the goal of reviewing all open bugs by the end of the day. These meetings occur primarily on [#kde-bugs](#).

# Reading Backtraces

A backtrace (also called a stack trace or stack traceback) is a report of how the program has called different functions as it goes along. It is commonly used during interactive and post-mortem debugging. It can also be displayed to the user of a program as part of an error message, which a user can report to a programmer.

Each function puts a stack frame on the stack containing its arguments and other information it needs to run. The active stack frames reflect a certain point in time during the execution of a program. A stack trace allows you to track the sequence of nested functions called up to the point where the stack trace is generated. In a post-mortem scenario, the stack trace goes up to, and includes, the function where the failure occurred. Be aware, however, that the function where the failure occurred might not be responsible for the failure; an error could well have been embedded in a higher function (for instance, by passing an incorrect value to the function where the program failed).

The following figure illustrates a stack frame, where `main()` called `hello()`, which called `hi()`, which called `readinput()`. A stack trace is likely to work down from the last call to the first, so that `readinput()` might appear first.



Backtraces are essential. They may look meaningless to you, but they might actually contain a wealth of useful information. A backtrace describes which functions were called prior to the crash, so that developers may track down in which function the mess started. Exact memory addresses can also help locate problematic data, such as in a core dump (a file left behind when a program fails, containing the contents of live memory at the time of the failure). But producing good backtraces has a downside: libraries and executables occupy much more disk space than their optimized counter parts that can't provide the information to produce a backtrace.

A Backtrace looks like this:

```
Using host libthread_db library "/lib/libthread_db.so.1".
[Thread debugging using libthread_db enabled]
[New Thread -1232783168 (LWP 7604)]
[KCrash handler]
#6 0x0806be76 in TreeM apItem::parent (this=0x0)
at /home/bram/KDE/kde3/kdeaddons/konq-plugins/fsview/treemap.h:285
#7 0x08065fea in TreeM apItemList::compareItems (this=0xbfec04a8, item1=0x0,
item2=0x0)
at /home/bram/KDE/kde3/kdeaddons/konq-plugins/fsview/treemap.cpp:720
#8 0xb7281619 in Q G List::operator== () from /usr/qt/3/lib/libqt-mt.so.3
#9 0x0806d498 in Q PtrList<TreeM apItem>::operator== (this=0xbfec04a8,
list=@ 0xbfec0468) at /usr/qt/3/include/qptrlist.h:74
#10 0x08062e18 in TreeM apWidget::mousePressEvent (this=0xbfec03ac,
e=0xbfebff1c)
at /home/bram/KDE/kde3/kdeaddons/konq-plugins/fsview/treemap.cpp:1840
#11 0xb7004a63 in Q Widget::event () from /usr/qt/3/lib/libqt-mt.so.3
#12 0xb6f6bca7 in Q Application::internalNotify ()
from /usr/qt/3/lib/libqt-mt.so.3
#13 0xb6f6ca88 in Q Application::notify () from /usr/qt/3/lib/libqt-mt.so.3
32
#14 0xb7725a84 in KApplication::notify (this=0xbfec055c, receiver=0xbfec03ac,
event=0xbfebff1c)
at /home/bram/KDE/kde3/kdelibs/kdecore/kapplication.cpp:550
#15 0xb6f0bfd2 in Q ETWidget::translateMouseEvent ()
from /usr/qt/3/lib/libqt-mt.so.3
#16 0xb6f0b8b0 in Q Application::x11ProcessEvent ()
from /usr/qt/3/lib/libqt-mt.so.3
#17 0xb6f1b761 in Q EventLoop::processEvents () from /usr/qt/3/lib/libqt-mt.so.3
#18 0xb6f82831 in Q EventLoop::enterLoop () from /usr/qt/3/lib/libqt-mt.so.3
#19 0xb6f826b6 in Q EventLoop::exec () from /usr/qt/3/lib/libqt-mt.so.3
#20 0xb6f6b72f in Q Application::exec () from /usr/qt/3/lib/libqt-mt.so.3
#21 0x0805181e in main (argc=134673960, argv=0xffffffff)
at /home/bram/KDE/kde3/kdeaddons/konq-plugins/fsview/main.cpp:55
```

# Appendix A: Getting Help

## KDE IRC Channels

The main IRC Channels on Freenode are:

Table 2. Developer/Support Channels

<b>Channels:</b>
<b>Developer</b>
<a href="#">#kde</a> - Main channel for users of KDE software
<a href="#">#kde-bugs</a> - For KDE BugSquad
<a href="#">#kde-devel</a> - For general KDE development
<a href="#">#kde-docs</a> - Official KDE Documentation Project
<a href="#">#kde-quality</a> - For KDE quality assurance
<b>Support</b>
<a href="#">#kde-chat</a> - For Off-Topic discussions
<a href="#">#kde-i18n</a> - Localization team
<a href="#">#kde-promo</a> - Promotion and communication team
<a href="#">#kde-soc</a> - The channel for Google Summer of Code and Code In students
<a href="#">#kde-vdg</a> - KDE V Design Group channel
<a href="#">#kde-women</a> - Women who use KDE software
<a href="#">#kde-www</a> - The channel for discussion regarding the KDE community web sites

Table 3. Communities by Country

<a href="#">#kde-ar</a> - KDE software in the Argentine
<a href="#">#kde-be</a> - KDE software in Belgium
<a href="#">#kde-brasil</a> - KDE software in Brazil
<a href="#">#kde-cn</a> - KDE software for Chinese speakers
<a href="#">#kde-de</a> - KDE software in Germany
<a href="#">#kde-el</a> - KDE software in Greece
<a href="#">#kde-es</a> - KDE software in Spain
<a href="#">#kde-fi</a> - KDE software in Finland
<a href="#">#kde-fr</a> - KDE software for French speakers
<a href="#">#kde-gl</a> - KDE software for Galician speakers
<a href="#">#kde-in</a> - KDE software in India
<a href="#">#kde-ir</a> - KDE software in Iran
<a href="#">#kde-italia</a> - Italian user support
<a href="#">#kde-latam</a> - KDE software in Latin America
<a href="#">#kde-nl</a> - KDE software in the Netherlands
<a href="#">#kde-pt</a> - KDE software in Portugal
<a href="#">#kde.hu</a> - KDE software for Hungarian speakers
<a href="#">#kde_ru</a> - KDE software for Russian speakers
<a href="#">#kdehispano</a> - KDE software for Spanish speakers
<b>More IRC Channels found:</b>
<a href="#">IRC_Channels</a>

# KDE Mailing Lists

The KDE mailing lists are one of the main communication channels in the KDE Community. This is a list of general mailing lists to give a quick overview. For application specific lists, please see the application's page. For a complete overview, see the full list of all mailing lists at:

[KDE Mailing Lists](#)

## General User Lists

- kde - for KDE users with questions strictly about KDE applications ([subscribe kde](#), [archive of kde](#))
- kde-announce - announcements of new KDE releases, security announcements, and notification of new KDE applications (very low traffic) ([subscribe kde-announce](#), [archive of kde-announce](#))

## General development lists

- kde-devel - for application developers (both applications in central KDE packages and contributed applications) ([subscribe kde-devel](#), [archive of kde-devel](#))

# Appendix B: Fixing Bugs

## KDE Bugtracking System

File a bug:

<https://bugs.kde.org/>

Search for bugs at:

<https://bugs.kde.org/query.cgi>

## KDE Bugsquad

Search KDE Bugsquad for Comfirmed bugs:

<https://phabricator.kde.org/>

Become a member of the KDE Bugsquad at:

<https://phabricator.kde.org/project/update/290/join/>