



QGIS PSC Meeting 4 February 2016

Present:

- Anita
- Richard
- Andreas
- Marco
- Jürgen
- Otto
- Paolo
- Tim

Video / Audio Channel

<https://talkgadget.google.com>

Previous meeting minutes:

<https://drive.google.com/open?id=1MZQ7CXOBMOuuQVi46TPzueL0LuYTTi4clFcwN5FA2EE>

Agenda:

- **Version 3.0:** How to deal with unclear decision
- **PSC :** How to make the PSC function more effectively and with strong participation from all members

Roadmap towards 3.0 - Proposal from Juergen:

Because the [loomio vote for 3.0 strategy](#) is not equivocal (with a clear majority) Tim requested a revote based on Juergen's updated proposal (which was added in the loomio) proposal:

My preferred approach would still be:

- Do a Qt5/PyQt5/Python3 branch in parallel, actually work on it until it's ready, make it master and release it as 3.0
- Meantime keep working on master (2.x) and keep releasing them every 4 months as usual

Everyone can work on the branch (s)he wants (or is hired to), but needs to consider if (s)he want to do it (or spend funds on):

- only for 2.x: knowing that it will be released soon; but might become unusable because platforms drop support for stuff it depends on sooner or later
- only for 3.x: not knowing when that will ever release or
- for both: knowing that work needs to be done twice.
- People adding features to the master branch will be responsible to ensure that their work gets merged to 3.0 branch.

As PSC we should maintain the environment for people to do something for QGIS - but we cannot tell them to - so we don't have resources we can actually plan with and that means we can either release something when the big thing is ready or what we have in fixed intervals.

Voting:

- Tim : +1
- Juergen : +1
- Marco : +1
- Richard : +1
- Anita : +1 for Jürgen's plan & let's encourage the community to focus on 3.0
- Otto : +1
- Paolo : +1
- Andreas : 0 (I am not a dev who needs to work in 2 branches)

TODO Tim & Anita: to communicate the reason why we revoted (split decision in Loomio)
+ clarification on PSC meeting where everyone was present and voiced their concerns

Improving the effectiveness of the PSC

We discussed a number of approaches to improve the effectiveness of the PSC:

Marco: Improving approachability for new and 'for fun' developers: Marco raised the idea of potentially speeding up development workflows by maybe breaking up the whole code base into multiple parts that can be compiled individually.

TODO for GIRONA with other core devs.

Tim: Requested that we re-evaluate our meeting times to come up with a fixed day and time each month. By agreement below, we will meet the second wednesday of each month. We still need to determine the time - but it will be in the evening (european time):

Andreas: flexible, evenings better, after 8 (not Fr, not first Wed in month)

Jürgen: during the day or evening after 8 (not fr)

Marco: preferred during day, evenings late (except Tue). (not wed unless late evening)

Otto: evenings late (not Fri)

Paolo: preferred during day, evenings difficult

Richard: flexible

Tim: preferred late evenings or during day (not Fr)

Anita: preferred during evenings late (not Fr)

Gary: Later is better

TODO Anita: Doodle to set a recurring meeting - same day every month

Tim: Using QGIS Funds

- idea: don't fund feature development -> write it down as a clear rule (maybe this contradicts a bit with the grant idea)
- idea: Tim propose to fund people rather than projects -> "QGIS grant" (Paolo)
- idea: stop paid bug fixing because people stopped fixing during the rest of the dev period

Appendix 1 :