QGIS PSC Meeting 21th June 2022

Present

- Marco
- Jürgen
- Paolo
- Alessandro
- Andreas
- Anita
- Tim (last half hour)

Excused:

-

Chair: Marco
Secretary: Anita

Video / Audio Channel

https://meet.jit.si/QGIS-PSC

Previous meeting minutes

https://docs.google.com/document/d/1uN-t4hNJ5Zoq00Z7hD1lVVUiTKs3B9fb7BmwNcQdmrw/edit?usp=sharing

Next meetings

See calendar

17:00 -18:30

Tickets

https://github.com/qgis/PSC/issues/

Agenda

Andreas: Financial report will be ready in the next couple of days

Marco: AGM
- Invitation ready: 🗎 QGIS AGM invitation 2022
  - Long period to accommodate summer holidays (25th Sept is the final date)
  - To be sent out when the financial report is ready
- Still old?
  https://www.qgis.org/en/site/getinvolved/governance/charter/index.html#the-project-steering-committee-psc
  - Where is the new process? → See
    https://docs.google.com/document/d/1FcChHYgoI4FlURrZRYBjD8kB6IBW_BaG0Ieg8TDT0pM/edit
  - TODO Anita: Translation to German and send to Andreas for proof reading
  - TODO Anita: Put English version on the website at
    https://www.qgis.org/en/site/getinvolved/governance/charter/index.html#the-project-steering-committee-psc

Marco: HF Firenze
- Status https://github.com/qgis/QGIS/wiki/24th-Contributors-Meeting-in-Firenze
  - Andreas managed to reserve 25 rooms for 29 participants close to the venue
  - QGIS.org covers the food and reserved rooms
  - Marco & team will stay at an apartment
- Travel grants
  - TODO Marco: announce availability of travel grants on community & dev mailing list
  - Recipients should provide a short report of their activities afterwards
  - Encourage people to take the train

Marco: HF 2023 do we communicate? https://github.com/qgis/QGIS/wiki#qgis-hackfests
- Netherlands ('s-Hertogenbosch) in spring
- Switzerland in autumn
- Further candidates: Slovakia, Portugal, Sweden

Marco: MoU
- OSGeo is aware that QGIS would like to have more certification funded / fees waived
- Marco in contact with Paul Blottiere to get the process started

- Andreas: FOSSGIS is also thinking about OGC associate membership

Marco: Github security issue
- Background: Some apps that are installed on repos could have gained additional privileges
- TODO Alessandro: check if any QGIS repos are affected

Anita: next release names
Next ones:
- Firenze
- Den Bosch?
- Fallback whenever we run out of meeting locations: ask user groups for suggestions (in chronological order): https://docs.google.com/spreadsheets/d/1Htp5-Cgycm5vdro47juJZEltvN2U9XxfroiISg_C38Y/ → next one: Peru?

Tim (on behalf of Ethan Snyder) Revolt chat platform - community proposal to make an official QGIS presence there
(for reference: https://qgis.org/en/site/forusers/support.html#communication-channels)

"The QGIS community is getting big, and is out-growing the current community sites. Although this is a problem, it's a good problem to have (QGIS is popular!).
The Telegram chat is pretty much the largest group-chat ever created, and unfortunately, questions and posts can get drowned by the sheer number of messages on a single-thread platform.

IRC has its own problems (it was great for its day, but this is 2022, not the early 2000's), and Matrix tries to solve many of them, but being still limited to a single room/channel like Telegram.

We need a new community site which can handle the large number of active people in this great and continually growing community.

I mention this in my QEP #229
(https://github.com/qgis/QGIS-Enhancement-Proposals/issues/229)

This is where Revolt comes in (https://revolt.chat). Revolt is a FOSS (Free Open Source Software) designed to be an alternative to proprietary Discord.
In that QEP, I mention Rocket.Chat, but Revolt is better suited for this community (as Rocket.Chat is a Slack alternative).
Discord is a very popular site to host communities due to its plethora of features, and everything under one login (more about that later).

The reason for wanting a Discord alternative is what Discord offers.
Discord offers a platform where a single server can have multiple channels/rooms for various topics (both text chat rooms and voice/video chat rooms).
Discord's concept of a server is different from that of IRC and Matrix.
IRC and Matrix's concept of a server is like a storage rental place, where each storage unit is independent of the others.
Discord's concept of a server is more like a house, where the house contains one group, but has many rooms with specific purposes; and the Discord server itself is a large development full of houses.
There are also roles and role-based permissions that can be used to control access to certain rooms within the server.
For example, I have a room for just moderators to discuss internally what course of action to take against a subordinate member.

Revolt offers these features, plus is a completely free, open source platform.
The developers of Revolt have stated that they are committed to Revolt being completely free and open source.
Everything from the back-end, front-end, to the API are all open source and available on GitHub (https://github.com/revoltchat).
The developers have also stated that there would be no pay-walls for any features (unlike Discord with Nitro), so all features are available to everyone at the same cost of free.
Discord has several features locked behind the pay-wall of "Nitro" and "Server Boosts" which allow for better Video/Audio call quality, more custom emojis, large file upload size, and other cosmetic things.

Moderation is easy though the use of the official AutoMod bot, which is completely optional.
Moderators would be current platform moderators who wish to join the new community site, and given the moderator role by existing admins (currently me (as server "owner") and Tim)
Designated moderators can execute AutoMod commands against a user to warn, mute, ban them for violation of the community rules.
I have also implemented a Read-Only role in the server that when applied to someone, revokes all write-access to any otherwise viewable room.

Presently, Revolt is still in active development and has an open public beta with new features arriving all the time (it is this public beta that the QGIS Revolt server is on).
Currently, some Discord features such as custom emojis, message reactions, threads, message pins, and video calls are not supported but are on the list of future features that are going to be added.

Revolt does not plan on supporting "federation", the concept that several self-hosted instances can access each other like Matrix with its Home Servers.

Revolt can be self-hosted, but recommends using the public server to keep things cohesive, so that people won't need individual logins for each self-hosted instance they're a part of.

This is the big difference between other platforms, as many having limited free hosting and full featured hosting costs make self-hosting more common which adds to this multiple logins problem.

The usage of Revolt's server is completely free from charge, and without any restrictions/paywalls for any features.

Being free, there are no ads within Revolt, and Revolt has stated they will never sell personal info, so **all operation and development costs are fully funded by community donations.**

This community site can be published in one of two ways, the first would be if the PSC wants to "jump in" and make it official as the new platform.

The other would be to state that this community is a proof of concept, and would like to see what the community thinks about it.

To which the PSC could decide whether the new community is well suited to move to an official new platform state, or to abandon.

The advantage of the second option would be that the people who join this new platform know in advance that this might go away; with the disadvantage being a smaller number of people trying it out initially.

Having the title of official" would add validity to the platform for new users to join, and current members to migrate.

There is great potential for the QGIS community with Revolt being a better fit for this large and active community."

Marco: we definitely do not want to host this ourselves
Tim: will answer Ethan that we can announce a test run for the QGIS Open Day

[withdrawn] ~~**Anita: Naming 3.28 release after Zaporizhzhia**~~
~~As proposed by Tim " I would have proposed Zaporizhzhia to call attention to the city where Alex lives, currently preparing for siege conditions"~~
~~https://lists.osgeo.org/pipermail/qgis-psc/2022-June/009781.html (and similar message by Giovanni)~~

OLD Agenda

Anita: US Server offer

Server is up and running (Richard is in contact)
Open question: how to verify hosted packages are ok/trustworthy?
Still unclear if download speed in the US is really bad
Hosting official packages on unknown infrastructure is very risky → idea: ask Richard if he has any other ideas for how to use the server; or Denis for CI?

Anita: South america QGIS Certification Application
TODO Marco: follow up with involved parties to get a better understanding

Marco: QGIS chile (company)
● Marco sent mail but no response yet

Alessandro: Manual tests
● Infrastructure exists https://github.com/qgis/QGIS-Enhancement-Proposals/issues/180
● Open issue: writing more tests and actually performing the manual tests requires more time
● Allesandro: I have asked Alex Neto and Giovanni about the test cycles, they mentioned that they didn't' have time to run the tests this release. They also mentioned that the time available from the packages ready to the packages released was not sufficient. I think they need to talk to Juergen to organize the test cycles for the next release. Also, they are preparing a spreadsheet where the activities will be logged for the PSC feedback.

Marco: QGIS Portugal
● Organization (ESOP) is interested in supporting QGIS.ORG (somehow, unclear yet).
● Alessandro: follow-up -> Giovanni will look into it

Marco: GH PR situation (mail in psc-private)
Jürgen: Is there an actual consensus that everything needs to go through PRs and review?
Rules could be less strict for core committer contributions to reduce stress on reviewers. -
Marco: there are multiple devs that insist on the current rules.
Andreas: Increasing paid PR queue management requires more sustaining members.
Alternatively, companies with larger dev group should be approached to contribute to PR management with man power.
TODO Marco: reach out to involved parties -> in progress

Long-term issues

Andreas: Approaching larger sponsors who support FOSS4G
- **TODO Marco:** try to identify promising contacts and reach out to them as chair
- **TODO Marco**: follow-up on Google 10 most important C++ projects

Gatekeepers, Community roles draft
TODO Marco: still ongoing at [here](#)

Andreas: [2y LTR (QEP)](#)
Open question #1: Will we have overlapping LTRs, i.e. one LTR per year? Or only one LTR every second year? → No overlaps are preferred since it's less work for the project and less confusing for the users (i.e. there are not two LTRs at the same time)
Open question #2: Do we need to manage "stable libraries"? → Let's try without.

TODO marco: follow-up vision meeting → [Goals of QGIS](#)

TODO: invite Tim to one of the next PSC meetings
To follow up on **Tim's idea "Young staff."** Tim suggests reserving 20-30k € (annual salary) for a person in a less-developed country that could work on bug fixing, maintenance, documentation, …
Could be proxied/employed f.e. through Kartoza.
- Alessandro suggests picking only people who are already contributing on a voluntary basis to the project and are not motivated by money only - at least for development and bug-fixing work. For infrastructure work it is different - it is the boring work that people don't tend to do on a voluntary basis.
- Marco suggests focusing paid staff on working on project-related tasks that are not directly related to QGIS Desktop/Server.
- Anita suggests identifying tasks that could be done by such a paid staff and then discussing this suggestion with the community → **TODO Tim** to create a shortlist and post it to PSC list

QGIS Website update
- Scope: update theme & improve navigation
- TODO: focus group at the hackfest (Marco, Tim, Richard, …)
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Voting platform
- Old discussion never concluded
- We have an non centralized solution that is hard to track:
  - Google forms for community votes are hard to follow and take time to create
  - ML discussion on votes is nearly nonexistent

- Resolutions copying to website is neglected (last copy in June by Anita)
- Marco: re-suggest centralizing all voting to a single **loomio** instance (as OSGeo-board is doing - https://www.loomio.org/g/kdSmIwxu/osgeo-board)

Conclusion: create PDFs of the Google Docs to put on the wiki (if possible) or the website → Tim will ask someone from Kartoza

Update: 2021-10-05 unfortunately this approach does not work / https://github.com/qgis/QGIS/wiki#psc-meetings is not up to date

Update 2022-02-01   Anita: I ping Tim every once in a while to update the list