KDE Planet - Latest News

- KDE Plasma 6.7.6, Bugfix Release for November (2026/11/03 00:00)
  Today KDE releases a bugfix update to KDE Plasma 6, versioned 6.7.6. Plasma 6.7 was released in June 2026 with many feature refinements and new modules to complete the desktop experience. This release adds two months' worth of new translations and fixes from KDE's contributors. The bugfixes are typically small but important and include: View full changelog
- KDE builder dashboard published on Invent (2026/11/02 21:59)
  After some cleanup and refactor, I've published the code of the KDE builder dashboard that I wrote about some days ago to invent.kde.org/ivan/kde-builder-dashboard. I tweaked the look a bit. Failed projects are now on the top, and missing optional dependencies only take 33% of the screen. This is what it looks like now with the breeze-dark theme (yes, for some reason, I made it themable): KDE builder dashboard in Eike's Kwi terminal To run it, just pipe the kde-builder output to it: kde-builder --whatever-flags-you-want | kde-builder-dashboard.py R.I.P. Sir Patrick Stewart – Excalibur (1981)
- October 2026 in KDE Linux (2026/11/01 00:00)
  Welcome to a new edition of This Month in KDE Linux, dedicated to KDE's next-generation operating system. October was another infrastructure-heavy month for the project. A major initiative involved migrating the OS image storage and updating system to work with KDE's new S3-based file storage server. Another consisted of moving KDE Linux's OpenQA system to a dedicated server on KDE infrastructure, and off of Harald Sitter's personal server. This very large amount of work was done by Bhushan Shah, Sky Poincet, Harald Sitter, and Ben Cooksley, so thanks to them! It should all be pretty transparent, but if you find yourself unable to update with a "Protocol error" message, see the recovery instructions here. Some other improvements made it in as well: Navya Sai Sadi added a basic slideshow to the installer: Jordan Brough fixed a bug that garbled the text of the keyboard layout indicator on the full disk encryption unlocking screen. Harald Sitter made Info Center show the active edition (for example, "testing"): Tabitha Moon enabled the ntsync kernel module by default, which improves performance in games played through Wine and Proton. Hadi Chokr added a bunch of linting and validation checks, ensuring that future contributions are checked for common mistakes, errors, and typos. Nate Graham added wayland-protocols to the base image, removing a barrier to compiling some KDE projects out of the box. How you can help KDE Linux is making progress towards its Beta milestone, and remains 85% of the way there. There's lots to do! If you're a fan of the project, please help out; there are many ways: User support: help support people on discuss.kde.org using KDE Linux. Issue reporting: install KDE Linux and report issues. Documentation: improve the docs by submitting merge requests. Flatpak: fix packaging or code issues in Flatpak-packaged apps. OS development: help build KDE Linux! There's plenty to do.
- Introducing Kwi, a new KDE terminal emulator (2026/11/01 00:00)
  I've started work on a new KDE application. It's called Kwi (pronounced kwee). Kwi is designed to provide users of KDE Plasma and other free desktops with a modern and fast terminal, built on a robust tech stack and following the latest KDE HIG and UI conventions. Here's a screenshot: In some sense, the product vision for Kwi is to be kind of unexciting: Just what you want and expect out of a KDE Plasma terminal. Of course, given the powerful nature users generally expect from KDE software, this does not make the project lacking in ambition. :-) To achieve things,

Kwi builds on libghostty-vt from the excellent Ghostty project and familiar, mature KDE Frameworks such as KPty. It has a very speedy GPU-accelerated (Vulkan or OpenGL) renderer powered by the Qt Scene Graph. Its user interface is built with the latest and greatest by Kirigami, making it blend in very well among more recent KDE applications and the Plasma desktop. In keeping with the theme, Kwi's icon/logo is a cute little terminal ghost. This is also how it came to bear its name: kwisin, or more typically gwisin, is a romanized form of 귀신 - Korean for ghost. It's pronounced a little bit like kwee-shin. Things Kwi has to offer Compared to the venerable and mature Konsole, Kwi is young and new. At the moment it offers a more streamlined feature set than Konsole, carefully realized using KDE's latest HIG patterns. The way forward will be to build on this slowly and carefully, using everything we've learned as a community about running mature design processes over the last decade or so (hello, VDG!). It's a chance to canvass the scene, take stock of how other terminals implement more recent innovations in this space, and compete with a KDE spin on things. Konsole is very intertwined with the older of the two user interface tech stacks in Qt, QWidget. QWidget typically renders using the CPU, and so does Konsole. Newer KDE software (including Plasma itself) typically uses Qt Quick and benefits from GPU acceleration via Vulkan or OpenGL instead. This is what Kwi does as well. For certain terminal applications the performance gain (3x-35x faster than Konsole depending on what's being benchmarked) can make an actual big difference in the user experience, but generally it should also help reduce battery usage. Kwi is built on libghostty-vt, a project that describes itself as an ecosystem play - provide a headless lib that takes care of all the gnarly terminal parsing and state, enable downstream projects and become sort of a rising tide that lifts all boats. It's starting to really deliver on this promise lately, outpacing other terminal implementations on support for modern TUI features and not hoarding all this good only for itself. While the library will only make an ABI/API stable v1.0 promise at some point in the next 4-6 months, it's already slowly being adopted by big and popular projects, including Neovim, Ghostel and many more. Here's a list. Kwi marries the library to the KDE/Qt tech stack, which allows the project to focus mostly on desktop integration and rendering performance, two areas where KDE's software stack is generally second to none. The combination of the two offers some improvements over Konsole already, for example: General UI lift-up to the latest KDE HIG Automatic sync to the system color scheme 3x–35x faster overall performance, depending on the benchmark E.g. 870 fps in DOOM-fire-zig on a test system, vs. 23 fps in Konsole Rendering GPU-accelerated rendering via Vulkan or OpenGL Better support for using the KDE Plasma system color scheme, including live changes Improved support for correct handling of Wayland fractional scaling Improved terminal text rendering Improved rendering of text decorations (e.g. z-sorting for complex underline styles) Improved support for ligatures, especially when they interact with coloration and selection Support for mode-2027 grapheme widths, Nerd Font icon scaling, etc. Improved support for Powerline and geometry symbols Support for Unicode placeholder images TUI app features, desktop integrations for terminal features, etc. Improved accessibility in the terminal Much improved text extraction for screen readers Better mouse/hitscan/query support for screen readers Better support for accessing actions from accessibility tools Support for CSI 996/mode 2031 color scheme queries and updates Improved, more complete support for modern TUI protocols More complete, significantly faster support for the Kitty image protocol Support for parent-relative image placement Support for the Kitty animation protocol Support for the Kitty mouse cursor shape protocol Support for the Kitty/OSC 5522 and OSC 1337 clipboard protocols More complete support for the OSC 9;4 progress protocol, including error and indeterminate states, etc. Improved support for the Kitty keyboard protocol Architecture Support for embedding into Qt Quick/Kirigami apps More fine-grained threading architecture, also improving performance Additional optimizations for running efficiently when containerized (e.g. as a Flatpak) And many more, deeper down in the weeds. Why make this, continued - a little bit about architecture Why make this? First of all, to deliver the marked advantages detailed above! But there are also a few deeper motivations at play. There's a gap we currently have in our developer offerings: Konsole, being strongly

tied into the older QWidget tech stack, offers an embeddable component used in various QWidget-based KDE apps, for example Dolphin, Kate and Yakuake (the Kwi project offers a drop-in replacement solution for these apps). It doesn't offer anything similar to KDE apps written in Qt Quick/Kirigami, however, nor can it easily. This is a (minor) factor increasing the friction to move these KDE apps to the new tech stack. It also leaves new Qt Quick/Kirigami apps without a well-realized KDE terminal component to use. Kwi installs a public Qt Quick/QML module that can be imported and used by other KDE apps, closing this gap. An aside to this is an architectural improvement over Konsole: Anyone who's ever made an app using the Konsole KPart component (I made and maintained the KDE 4 version of Yakuake for many years) knows that the Konsole main application famously isn't a consumer of its own KPart. This leads to behavioral differences and some odd limitations between Konsole and alternative UIs like Yakuake. It's also a big reason why Konsole has very complex and sometimes confusing settings UI, with options placed seemingly at random in either a primary Settings dialog or within an Edit Current Profile dialog - it's because only the latter can be opened from within apps hosting the KPart. This is addressed in Kwi as well: The Kwi application is built around the same public QML module it offers for use by others. The settings accessible from the KPart are the same as from the application. The improvements list in the earlier section also documents a pattern: In principle, Konsole is well-maintained and has also kept pace with modern terminal features. Often, however, the implementations of newer features are neither complete nor thorough, due to the high amount of effort involved in making changes to the old codebase and the highly terminal-specific expertise required. For example, Konsole does have support for Kitty images, but in practice it's just not fast or complete enough to be very useful, usually resulting in odd placement or low-res image display. The Kwi/libghostty split could be just the right one to pool and access the right resources where they are available, and increase velocity for the terminal ecosystem overall. Future Outlook There are a few more ideas further away that involve Kwi as a technology in some fashion. Linux distributions are currently moving away from the in-kernel virtual terminal to better userspace solutions, generally Kmscon. This is overall a good thing, but from a KDE perspective, still leaves some potential for further seamless product integration on the table. Kwi will allow us to experiment with building a Kmscon alternative built on the KDE tech stack, offering for the first time a VT with full accessibility and IME support and behavioral parity for the complete Linux user interface. Only time will tell if this works out, though, as it has been in no way attempted just yet! Another challenge the project will have to work on is a more seamless transition path for Konsole users. Kwi already supports Konsole color scheme files. An open problem, though, is that QWidget-based apps embedding the Konsole KPart need a one-line code change to request the Kwi KPart instead. There an elegant solution needs to be found to express a user preference, ideally somewhere central. Current Status & How To Try Kwi Kwi is well underway and has seen limited testing by a small circle of friends, but it's also so very hot off the presses there's not even a tagged v0.1.0 yet. As such, please greatly temper your expectations and expect obvious and immediate bugs :-). It is in no way a match for the 29 years of continuous development work on Konsole, used by millions every day. Please also don't mistake Kwi as some kind of announcement of the future KDE direction. For now, Kwi is an experiment and a proposal, only promising to develop an application you may choose to, and will hopefully like to, use. It's an option. The rest is a conversation to be had, and only time will tell. That said, I greatly appreciate your help and feedback. If you find a bug, you can file it on KDE's Bugzilla, against the kwi application. If you would like to take Kwi for a spin today, check out its code repository on KDE Invent. Building Kwi can be difficult today, as it has very fresh dependencies that are likely still on their way into your distro/OS of choice at the moment. Thankfully, the KDE Invent CI/CD is also producing Flatpak builds and keeps a Flatpak repo of nightly builds you can install. Both are linked from the repo README. (Be aware, however, that also the Flatpak runtime can provide too-old versions of things for a while still, in particular affecting Union theming at the moment. Update: Nate has already ninja-fixed this, many thanks!) On to lots of work ahead!

- Activities BoF report & call for action (2026/10/31 23:00)
  This is a long one, because 1) there was a lot that we discussed at Akademy, and 2) since many people are not aware of Activities, I wanted to provide some more context, so people can understand better. Overwhelming interest¶ That I think Activities are cool should come as no surprise. What was surprising though was just how much interest in Activities turns out there is the community: at the Activity BoF, we were about 30 people and it was a very constructive meeting the video recording (PeerTube, YouTube) of my Activities BoF lightning talk has already had more than 1.200 views – which I find just utterly wild completely independent from each other, apart from mine there were two other talks at Akademy that touched upon Activities and how they can be a foundation for cool advanced stuff – in the BoF we have taken some inspiration from them This is all to say: it is the right time for Activities to finally shine! Call for help¶ As I mentioned at the Tuesday BoF Wrap-Up, we unearthed a lot of (previously hidden) interest in Activities, but – as is often the case – much fewer people have the skills and time to help develop them. So if anything written below tickles your interest, you are very welcome to join in! The first point of entry is the #kactivities:kde.org Matrix channel. What are Activities (my desks analogy)¶ In the lightning talk I used a desk analogy to explain how I understand Activities. I will summarize that here, but will not go into technical details of how Activities work.1 Essentially, I consider virtual desktops and Activites as complementary or even orthogonal to each other.2 I treat virtual desktops as real estate – analogous to extending the size of my physical desk. So I can fit more tools on it to get something done. So when I am moving a window from one virtual desktop to another, it is merely (re-)positioning my tools and resources around on the desk.3 To continue with this analogy, I understand Activities as separate, specialized desks.4 Like you would not chop onions at your office desk and would not do woodwork on your kitchen counter, it makes sense to separate the tools and activity on your computer by context too. When you go get your study book, notepad and writing utensils, you also do not go browse for them through your kitchen cupboards and fridge, game collection or garden toolshed, but instead go straight to your study room where what you need is on the desk or in its drawers. This context separation and switching is what Activities enable on the computer desktop. Context is king¶ One of the first things did was to gather some information what people use Activities for and how. Very quickly a common theme emerged: almost everyone saw Activities as providing context to the task at hand. In some cases those contexts were for longer-standing activities (e.g. communication, organisation, work, study, presentations, gaming); in other cases those contexts were used for more project-based activities (e.g. writing a long document/book, work for client X, work for client Y, programming project A, programming project B, vacation planning, …). To help those, who have not had much experience with Activites yet, better understand, these are all things that are unique to an Activity and are useful to provide context: the Activity name, icon, wallpaper and layout of icons/plasmoids can jog your visual memory having a toolkit specific for that task by setting custom plasmoids and by associating/pinning individual programs, files and folders to that Activity makes it easy to reach the right resources Plasma stores file and program use history per Activity5 and that serves two purposes here – 1) by looking at the history and most used sections in KickOff you can more easily remember what you were working on; and at the same time 2) having the history only be restricted to this Activity, you can stay focused better because when searching for something in e.g. your programming Activity, you will not be shown your gaming or comic book history Presentation of Activities to new users¶ A good start is that we already mention and quickly explain Activities in the Welcome dialogue. (I apologize that in my lighting talk I forgot that fact.) But it would be even better if we could show that power and flexibility by shipping Plasma with a handful of preset Activities – for example, to get the discussion going: Main/default – as it is now Presentation – an activity that is intended just for making and presenting slides and demos, with the “automatic suspend computer” and “automatically turn off screen” options off6 Gaming – with gaming-related plasmoids and some games associated with that Activity, so they show up first on KickOff The Presentation

Activity is particularly one that several BoF participants thought was a great idea to avoid oversharing when presenting talks/slides or demos. Having a clean place, where the desktop, browser and their history is showing only presentation-relevant information would have saved many from awkward situations. With the Gaming Activity we could demonstrate how you can be playful with plasmoids in one Activity, without affecting the other, more serious Activities, like Presentation. Main/default Activity – avoid or embrace?¶ That brings us also to a problem many of us admitted to be guilty of – there always ends up this one Activity that you default to, when you are not working on any specific project. It looks like many of us felt this as a failure (of either us or the system) as this main/default/chaos/dump Activity would typically be the gateway to procrastinating, as starting a new Activity would be just a little too much work. Also, if everything was associated with the main Activity, it lost its quality as context. But perhaps a coming back to the default Activity should not be seen as a failure, but instead as a (ever new) starting point. To borrow the rooms analogy, instead of treating it as a hoarder's out-of-hand den, perhaps we should treat it as a hallway, where you choose where you go next. This needs some serious thought and discussion on how to tackle that. But it seems clear there is room for improvement and that it is possible to fix it. We are exploring this very idea right now – see the Workflow idea below. This could be a game changer! Low-hanging fruit¶ Some things seem like they might be relatively easy to implement. Activities are already hiding a lot of untapped power, remember? These things below might be an interesting single-person contribution, if anyone is looking for a small thing to dive into.7 Mentioning Activities in "find window" in KRunner/KickOff¶ Currently when you are searching for a window with KRunner, it will very helpfully tell you which virtual desktop the window is on. Unfortunately, it will equally very unhelpfully omit to tell you on which Activity it is. Which is extra confusing if you have several windows of the same app in different Activities – like Kate sessions or browser profiles. It would help a lot if instead of just saying "Activate window on Desktop 4" it would say "Activate window on Desktop 4 in Writing activity". Recently and commonly used files and apps (per Activity)¶ As mentioned, Plasma already stores the history of which apps and files were opened separated by Activity. You can already access this information through Dolphin, if you type/select recentlyused:/ in the location bar8. As you can see below, in the "Activities" Activity, that I recently made for this project, it is very useful already for quick access. Even if we look at my very old "FLA" Activity, the history there remains very useful and jogged my memory about where I can find more information about not just the latest draft, but presentations and other documents I accessed while analyzing different options. KickOff (and other launchers) show even more historic information. Confusingly though, the historic information lies under the "Places" tab in KickOff. In addition to files and folders, here we can also see application history. Not only does it show recently used files and apps, but often often used ones too! For some this has the potential to replace (or enhance) the favourite/pinned apps in the menu. Kai Uwe Broulik was so cool that he already implemented an option for the users to at least set the "Places" tab as the default tab in KickOff while he was sitting in the BoF! (I do not have the link to said merge request at hand, if I get it I will post it here.) Still, it would be great if we made this information easier to access by the user and make it more useful. If you have any ideas, there is a lot of potential here, it seems. Plasmoid to show history¶ But, surely, we can do more than that! For inspiration, we can look at the timeline demo by Scott Jenson. Per-Activity information we can already gather: file/folder history – as seen in the above screenshots application launch history – I do not know the details, but assume Plasma records timestamps for it too browser history – not out of the box, but you can use the Activity-aware Firefox wrapper together with the Plasma Browser Integration (and you enable access to browser history in its option) In addition to that, it could be very useful to also add see a ChangeLog/journal of what you did in that Activity. (See the Workflow idea below.) Perhaps as a start, as a testing ground to see if this is useful to users, someone can make a simple plasmoid to show a timeline and put all of the above info in it … and then we start using it and gather feedback whether what could be improved (or if it is a terrible idea). As Scott Jenson said, it is up to the FOSS

desktops to innovate and it seems it is the right time to do just that and play around a bit (to paraphrase Nuno Pinheiro). Context-aware clipboard / scrapbook (i.e. per Activity)¶ Another thing from Scott Jenson's talk that seems like a very powerful idea, and relatively easy to develop in Plasma is the clipboard/scrapbook demo – but with the slight change of doing it per-Activity instead of per-Document. There are two reasons for this modification: 1) as we already have Activities it should be much easier to set it up that way instead of writing a new way to associate clipboard entries to files/windows/applications, and 2) it makes a lot more sense to store all the project's information per Activity – history, plasmoids, favourite/pinned files and applications and now the clipboard/scrapbook. The obvious solution would be to modify Klipper to support Activities in some way. And the obvious caveat would be what happens when you want to copy something in one Activity to bring it to another? So a 100% separation between Activities may not be the best option. Maybe we should introduce an additional separate part of Klipper that is a per-Activity scrapbook and does not automatically get cleared. Then, the user could have the scrapbook-view of the Klipper plasmoid on the desktop (or in a panel9) for easy access. This is just brainstorming, to get ideas going and test things out. Again, Kai Uwe Broulik was already super-fast in creating a merge request in Qrca that goes a bit in this direction. Time tracking¶ "Funnily" enough, at the BoF someone suggested that it would be very useful for them to track the time spent in an Activity. Their use case was that they have a separate Activity for each paid project they do for a client, and knowing how much time they spent on a project this way would make things much easier. I say "funnily", because that functionality got removed not too long ago under the assumption that no-body uses it At least we know it is not hard to do, as it was done before. And Ivan Čukić said it was trivial to implement – sounds like a great small first project Here are some use cases for where this could be useful: count time spent in the Activity – e.g. to track work, paid projects (and offer different time statistics – per day/week/month/total) limit maximum time – e.g. to limit time for playing games, work10, doing responsive tasks like processing e-mail and work chat enforce minimum use – e.g. too force you to stay in the studying or writing mode, before being able to switch to a different Activity (and ideally prevent you from accessing stuff that's just a distraction) Do not disturb mode¶ It would be great if we could trigger the "Do Not Disturb" mode when starting a specific Activity. This would be particularly useful for the Presentation Activity and any others where the user wants to concentrate on. In the Activity settings, next to where the "do not suspend" and "do not turn off screen" options already lie, there is a great place to put it. Another one that sounds like it would be a great first contribution to KDE. The Workflow idea – the star of the show¶ While we were discussing all of the smaller and bigger things that we could do to make Activities better and compared how each of us understand and uses them, sharing papercuts and frustrations … an idea started crystallizing. And I think we are on to something that could indeed be the next big step in how we use desktops. Some friction that we all noticed with Activities is that they take time to set up – not much, but it adds up. What we need is a way to quickly start and quickly stop Activities. So we started thinking what about if we flipped the Activity creation over and instead make it more like saving a file or a session. And that snowballed into the following use case: you are working on something on your computer you decide to do something else, but want to get back to that thing later on you click "save Activity" and the dialog asks you to: provide the name for what you were working on (and icon), so you can find it later on optionally, provide the description of what this thing is you are working on (or motivational message), so you can remember better optionally, write a note on what you did (changelog) everything you were working on – the desktop setup (background, plasmoids, icons), files, application windows, scrapbook, etc. – gets shoved aside with a quick prompt you select whether you want to continue an Activity you saved before, or start a new one (from a template or blank) let us say, you decide to continue writing your thesis, that you have not touched since summer you are greeted with your last description/note and the changelog to quickly remind you where you left of a familiar desktop setup (backround, plasmoids, icons) gets you back in the mood, while scrolling through the history plasmoid's timeline and

seeing your thesis scrapbook provide the necessary context to start working on it again; you immediately see the relevant files too, as they are top on the recent and commonly used list here (or you even “favourited them”); the right Kate session is already there too, and the notifications are automatically blocked … everything you need to continue your research, apart from a nice cup of tea GOTO 1 As an analogy, one BoF participant called these “work snapshots”. To achieve this without (re-)introducing needless friction again, such a workflow needs to accommodate for: perpetual Activites – such as organizing, communication, general reading, time wasting, gaming, system tweaking, … project Activities that have a start and and end – writing your thesis or book, a research paper, a programming project, planning the next vacation, etc. single-use Activities – even shorter than projects, where you do not care about the history, you just want a clean slate to concentrate (perhaps from a template) fall-back Activity – the “hallway” from which you choose where to go next easy to create/modify Activity templates What I described above is just the simple use case we collectively thought up during the BoF session. Shortly thereafter Andy Betts was amazing and started a more detailed design document in the KDE VDG. That is where you should go next, if this “Workflow idea” interests you. There is still work to be done here and details to iron out, but this seems very achievable and it could turn out to be a killer feature of KDE Plasma. More tricky ideas¶ As opposed to the above, I think7 that the below are some ideas that would need quite a bit more work added to get them working without breaking things elsewhere. Activity-based app settings profiles¶ A common problem with Activities, and a reason for many to give up on them, is that unless a program has been specifically written to be Activity-aware, it can be a bit quirky and tricky to force it to work differently in several Activities. To combat that, an idea was to use Activities as profiles/sandboxes for application settings. That would mean that if a program is not Activity-aware, its settings would get stored per Activity so it would essentially still act differently in different Activities. There is some ongoing work here already as part of a wider settings management system, but it is very early days. If this works out, an interesting bonus would be that it might be possible to import/export settings or even sync whole Activities across different devices. There are several complications to take into consideration though. Just to name a few that were mentioned at the BoF: How to handle single-instance apps (e.g. KMail, KOrganizer, most communication apps …) that do their damnest to make sure there is only one instance of this app running? Related to that, how to make sure that an application can be used with the same settings in different Activities, if the user wants that instead? And how to we present the two options to the user? How to detect if a program works nicely with Activities or if it needs settings sandboxing? Luckily, there is already an example of how this can work (or at least similar enough) – Activity-aware Firefox]11 creates a Firefox Profiles for each Plasma Activity to separate the tabs, history, settings between them. It works pretty well, but it has some caveats. One participant presented a detailed use case on how they would like to use one Activity per client they consult. In each activity, they would like to have different Dolphin places/bookmarks, browser sessions/cookies (e.g. profile), recent files/history, projects/settings in the IDE, sticky notes/scratchpad, search settings in Baloo and separate MS Teams tenants. Better context isolation (against AI)¶ Continuing with the sandboxing, the other talk that mentioned Activities (by Eva Brucherseifer and Jan Mühlig) was about a suggestion on how one could safely (and optionally) use AI on the desktop. At the BoF we agreed that whatever we intend with Activities should work with no AI/LLM needed at all and that our scope is limited to Plasma and Activities. I will still take this opportunity to point out a few things that I found interesting regarding that talk and even more so in the hallway discussions – and here I am not speaking for the BoF, but just sharing my personal thoughts12: I found it interesting and exciting that others at the same Akademy, completely separately, decided to talk about Activities as a foundation for work separation and project-focused workflows. This reassures me that the base idea of a better and more prominent Activities workflow is sound. LLM and AI agents are a thing. While no-one should be forced to use it, IMHO it is only time until we see wide-spread “AI agent as payload” malware – and with that not just voluntary, but also involuntary AI use. From

what I heard in the hallway, the way things are right now, once you install an AI agent on any desktop – FOSS or closed-source – it basically gets complete access to do whatever the user can do on it. That is scary. Activities can be, and indeed seem like a good option, an integral part of setting guardrails around contexts, so an AI agent cannot access more than it is allowed to (within that Activity). So, IMHO even if you do not subscribe to the workflow proposed by Eva and Jan, there is a lot of good points about hardening the desktop to make sure if an AI agent gains access to it, the damage to the privacy and security can be negated or at least contained. Because this is a touchy subject, let me reiterate that this is out of scope of the Activities BoF and our current plans for making Activities easier to find and better to use. … and now back to our regularly scheduled programme … Better resource and session management with Activities¶ Resource management is also a topic, of course. If this Activity-based Workflow takes off, we need to figure out how to manage resources on devices where a dozen – or even dozens! – of Activities are running at the same time. Until a few versions ago, you were able to stop an Activity and later resume it. The idea was brilliant and I relied on it a lot in order to manage my cca. two dozen Activities. The problem was, that there were way so many edge case problems, you might as well look at a circle. So it got removed. (Some of us mourned, but it was the right decision.) Still, if we run something like two dozen Activities and each of them has its own set of applications with different settings, as well as custom wallpapers and plasmoids – things add up. An interesting idea that popped up during the BoF was that perhaps we could simply dedicate less resources to Activities that were not used in a while. Luckily on Linux and other Unix-like systems we can tweak the “niceness” of processes. So we could make it that the longer an Activity has been inactive (i.e. not currently focused), the lower the nice and ionice values for the processes in it would get. And then at some point, we could even prompt the user if they want to close (and save the session of) an Activity that has been inactive for very long. Especially the idea of closing of a session was something that we think is worth exploring even further. Even though the way Activities stopped/suspended before did not work really well, now that support for sessions in Wayland is progressing in Plasma, there is potential to do it right. From what I understand, the new xdg-session-management protocol would be key here (relevant news article). Per-Activity sessions would greatly support the Activity-based Workflow. Once you decide to do something else, when you end your current Activity, you could decide to either put it into background or stop it, so the resources it was using get released, (or delete it completely). If it runs in the background, it would become “nicer and nicer” in time. If it was stopped, the session would be saved to be later loaded up again. Some further thoughts we gathered for future consideration on this topic: What should be the default when switching from an Activity? Some suggestions to consider: Perpetual Activities, when unfocused, should not automatically ask to be stopped even after a long time. The user can manually stop them anyway. Is there any reason to ask the user when an (e.g. project or single-use) Activity gets unfocused, what they want to do with that Activity? Or is is too much chatter/friction and we should simply leave it to the “niceness and propose close session”-algorithm and the user’s direct control? On reboot/login how should Activities get loaded, by default? Some suggestions to consider: Perpetual Activities should get automatically loaded. There should be an option to set an Activity to only load if explicitly requested by the user (i.e. “do not ask on reboot/login” option). For the rest of Activities the user should get presented as suggestions to load after reboot/logging in. Maybe this specific option is a bad idea and we should only auto-load Perpetual Activities and let the user load the rest as they decide what they want to do. Varia¶ Unorganized notes¶ Some more notes from BoF participants that I do not have enough context (ha!) about to expand in more detail: private Activities (sandbox + Tor/proxy automatic setup) separate Activities in System Monitor / grouping resources premade templates power management in Activities – probably not going to happen, that was removed a few releases ago for a reason enable plugins in all subsequent sesisons for KDevelop/Kate more Activity support from apps / KDE Gear: Kate, Kaidan, KMail, … project overview in Activity Activities as profiles with data isolation switching between desktop layouts and themes

similar to profile features on mobile phone / sub-users stopped using Activities because they did not stay on one project in an Activity, but got sidetracked all the time … and then forgot Activities exist better WM support when cycling through windows clarify difference with virtual desktops; often new users find about Activities, because they want to have a different wallpaper on each virtual desktop, and then they find a recommendation online that says to use Activities instead, so you can do that (but not what else are the differences) it should be easier to build your own plasmoid, or even your own Activity layout security and privacy options per Activity I do not use Activities, but rely on virtual desktops for context separation and on (X11) session management; switching between contexts needs to be “instant”; time tracking would be useful The naming (non-)issue¶ Pretty early on in the discussion the naming issue arose. Because we were short on time and history has shown that this debate has no end, I decided to cut it short. To make up for that, let me explain myself here. To get the obvious out of the way first: Yes, I agree “Activities” is not the best word to describe all that is possible with them, but I argue that that is fine. When we think of a desktop environment, we think of windows, icons, menus and pointers – those are words we throw around every day, but have you ever thought how they bizarrely look nothing like their real-world physical counterparts13? Imagine for a minute – and really try hard to imagine the following physical objects while you are looking at your actual physical desk14: you repurpose a printed paper, intended to put on a wall instead on your empty wooden desk to make it pretty then you put a bunch of religious art on said wall-decoration-covered desk when poking a piece of religious art with a rod, a window magically appears on the desk (without a wall to support it) oddly enough “opening” a window makes it appear – usually windows first have to exist, before you can open or close them again, oddly enough, “closing” the window, destroys the window through the window you see a bunch of text and a handful of buttons that are somehow stitched to whatever magic fabric is “in” the window (possibly the same invisible material as the wall holding the windows that you can freely move around and change the sizes of) poking the buttons with the rod (through the window) sometimes makes things that you see through the window change (all of this is still happening on your actual desk, keep that in mind) there are files and folders on the desk – that at least make sense you can put files into folders, but you cannot put folders into files (sic!) in order to open a file or folder you need to poke the piece of religious art, that represents it, with the rod, and then a new window appears (“opens”) on your desk and you can see the inside of the folder through said window Now tell me which drugs you were on if any of this made sense … and can I have some? □ And then even if we get the English naming just right, the question remains how that word can get translated into the 100+ languages of KDE. Since Activities have existed since 2010 (and have their established translations), I think that it is fine to continue to use this name for them, as long as we explain and show in a better way what they actually are. If an ideal name happens to drop into our collective laps, I agree we should take it into consideration, of course. But that is a much much lower priority than basically anything else in Activities. What is Plasma anyway?¶ I recall a discussion with another participant that, just as me, has been a long-time heavy KDE user that I think is worth mentioning. At an Akademy social event I claimed that KDE 3.5 with SuperKaramba was peak old/traditional desktop and that it would be a huge pity if we threw away all that massive innovation and work that went into the Plasma 4 rewrite, if we simply removed or hide all the weird cool stuff in order to make it look like a traditional desktop again. I argued that since no-one else is innovating, we would simply re-invent the KDE 3.5 with SuperKaramba again, just with better graphics. And Jason, I think his name was15, reminded me why “Plasma” was called the way it is (I am paraphrasing): Plasma is a neither a gas, nor a solid(, nor a liquid). And similarly, KDE Plasma is a malleable thing full of potential. Panels, windows, widgets, etc. – they are all there for the user to define what they want them to be. A chat, for example, can be in a window or it can be in a widget. That widget can be on the desktop or in a panel and you can move it from one into the other. Apparently that was super noticeable on netbooks, where Activities were a central part. This is also part of the reason why quite a few things on Plasma are abstracted into Baloo,

Akonadi, etc. – because the same thing can be used in several places at the same time, sharing a common (local) backend. With all the pain that came with Plasma 4.0's instability, there was a great deal of innovation and flexibility – including Activities. And with ironing out the kinks and polishing, in time Plasma got more and more predictable, stable … and boring. And on one hand, that is great. But, on the other hand, I think we should also continue KDE's mantra of "Simple by default, powerful when needed" and not shy away from its powerful components and building exciting, fun and useful stuff with it. If you have not yet, I warmly recommend you watch the KDE Documentary and browse the KDE Timeline. Wrapping up¶ That was a long read … So to summarize the important parts: Activities are cool and we plan to improve them a lot what I wrote above are a bunch of ideas in different levels of maturity, but none are set in stone or with a dedicated developer we need help – if you are interested in any of the ideas above of Activities in general – join us on Matrix, Invent and the Activity Workflows issue You can discuss this blog post and its ideas on its KDE Discuss forum topic. hook out → I apologize that this report took way too long, but I had a lot on my plate … some of which I will blog about very soon P.S. People at the BoF complained that I used Oxygen icons. I hope my switch to Buuf made them happier Mostly because it is not as important as how people (can) use them. But also, because I am really not the right person to explain how Activities work underneath, as I have close to no clue. ↩ Back in Plasma 4.x times, there was this plugin called WorkFlow, the description and short demo videos of which may be worth looking at to get a clue on how a visual way of using them looked like. ↩ As an example, I am currently using 9 VDs, ordered in a 3×3 grid, which I have mapped to the NumPad. ↩ Some others at the BoF had a similar analogy for Activites, but with rooms – office, kitchen, gaming room, study room etc. ↩ Even if you "do not use Activities", you are actually just using one Activity, so you do not notice the difference. Once you add another Activity, you will see that the "history" and "most used" in KickOff will be different between them. You can even set an Activity to not store the history at all. ↩ Those already exist. Have for a long time. In fact, there used to be more power-management options you could trigger through Activities, but they got removed for technical reasons. ↩ Then again, I am not (much of) a programmer, so I may be grossly misestimating things here. ↩↩ In the same KIO slave, a somewhat hidden function is that you can limit it to just files with recentlyused:/files/; and to folders with recentlyused:/locations/. If I understand the KIO documentation correctly, there is more fine-grained information available there too, at least for files. ↩ Crazy idea: can we make plasmoids slide out of windows? Imagine, pressing a global shortcut and the scrapbook slides out of the active window as in Scott's demo, sharing the active window focus with the window it is attached to. If the windos is full-screen, it could slide out into the window instead, from the same edge. A repeat press of the shortcut key combination would close the scrapbook. ↩ For those of us working remotely / from home, it would be really nice to get a reminder that work time is over. ↩ Yes, I know the 1.0.0 should have been released quite a while ago, but my limited shell scripting knowledge is the bottle neck here. Some brave souls have volunteered to look into it and help out. Activity-aware Firefox 1.0.0 together with support for the new Firefox settings location should come out before end of year though. ↩ For transparency's sake, my current thoughts on AI are that LLMs are overhyped and that the bubble will burst soon-ish. In its wake, we may be left with some smaller, open-source, ethically trained, transparent local models and non-LLM AI, which if the environmental and societal negative impact can be drastically reduced, may be acceptable. I do not use LLM on my personal devices, but am open to limited other AI use (e.g. e-mail spam filters, face recognition in DigiKam, small local language model translations), again if FOSS and transparent/explainable. At work we have access to some LLM agents and while I am part of the team that reviews AI use (me, particularly, its impact on our intellectual properly), I extremely rarely use any LLM, as I typically do not find them very helpful. At this point, personally, I do not want an AI agent on my machine, but would like to have it hardened against that possibility. ↩ Let us not even start with how "water vapour in the sky" / a common meteorological phenomenon suddenly means a bunch of remote computers and similar nonesense. ↩ Bonus madness:

(Virtual) desktops are running on a desktop (computer) that used to be situated on top of a desk, but is in practice commonly beneath it. Often, said computer is replaced by a laptop, which rarely sits on top of one’s lap and is most of the time (on top of a riser) on top of the desk. So a desktop computer is under the desk, while a laptop computer is on the desk. □ ↩ I am terrible with names, I apologize. I think your name was Jason, please correct me if I am wrong. ↩

- A few days of very small things… (2026/10/31 11:56)
  So… the last few days have been mostly about Oxygen's symbolic action icons. And there are A LOT of them. Search, mail, drawing tools, dialogs, graphs, distribution, alignment… and then another icon whose name sends me off trying to figure out what the thing actually does before I can even start drawing it One of those jobs where you finish a whole bunch, look at the list, and somehow the list still looks ridiculously long. A wider selection from the workbench: search, mail, drawing, distribution, dialogs and navigation. Click to inspect the full sheet. These are just a selection. Fifty five little things, which looks like quite a bit when you put them together… and then you remember each one can need several size versions. So yes… quite a bit of work. A frankly silly amount of work. Drawing, adjusting, comparing, cleaning up the SVG, checking the other sizes, finding something that feels wrong, going back to the first one. Repeat. Repeat a few hundred more times I wrote about this before in “Small Icons, Big Problems”, but its probably even easier to miss with symbolic icons. They look simple. A few lines, a small blue detail, surely that cant take very long… heee… At 16 pixels some of those lines simply dont fit anymore. So the drawing changes. Details disappear, proportions move around, and the thing still has to explain the same action. At 32 you have a bit more room to breathe. The 24 pixel versions often use the 22 pixel drawing with padding around it, so those are not necessarily a new drawing either. Have a look at the mail icons below. Especially the forwarded/replied one. Same job, different little solutions depending on how much space there is to do it. Different size drawings, rendered smoothly. Click for the full sheet. The bigger examples above are rendered smoothly from each size's own SVG, with the small version beside them. So you can actually see what changes without needing to put your nose against the screen And then there is the other part of this work… The spreadsheet. Yes. Very glamorous. Come for the icons, stay for the spreadsheet I'm filling in an icon inventory spreadsheet, comparing whats there in Breeze, Oxygen and the symbolic set, keeping track of the different sizes and links, and adding notes as I go. What does this action mean? Where is it used? What is the distinction between these two almost identical things? Some of the notes are just there so I dont have to investigate the same thing all over again next week. Others are clarifications that actually matter when deciding what to draw. A graph icon gets a lot easier to think about once you know what the button is supposed to do I'm also noting possible names for the future. Something a bit more “freedesktop-ish”, more consistent and a little less of a guessing game. For example, dfrac has Math-fraction-display written down as a possible name. There are notes for making some of the LabPlot layout names easier to read too. These are working notes, not a finished naming scheme, and certainly not me saying everything has already been renamed. Still plenty to figure out there. The spreadsheet linked here is a snapshot of that work in progress. Expect gaps, questions and things I will probably change my mind about. Thats rather the point of writing them down So thats where quite a few of the last few days have gone. Into an enormous pile of very small drawings, their other sizes, and notes about what on earth some of them are supposed to mean. Not quite as shiny as a new application icon with an unreasonable number of reflections… but there is a ridiculous amount of care going into these little things too. And still a ridiculous amount left to do. Anyway… back to the list
- This Week in Plasma: An Avalanche of Performance Improvements and Bug Fixes (2026/10/31 00:00)
  Welcome to a new issue of This Week in Plasma! This week the Plasma team continued to polish up Plasma 6.8, fixing many bugs. Most of the

regressions reported in Plasma 6.8 have been resolved now, so the team moved onto older bugs and squashed a very large number of them! In addition, there are some nice UI and performance improvements: Notable UI improvements Plasma 6.8.2 The Power & Battery widget's "Manually Block Sleep and Screen Locking" switch now synchronizes its state across multiple instances of the widget. (Christoph Wolk, KDE Bugzilla #527560) Plasma 6.8.3 When Plasma is asked to load a third-party shell package with invalid QML in it, it no longer crashes in a loop, but rather fails to loads and shows you an error message indicating what the problem is. (Marco Martin, libplasma MR #1610 and libplasma MR #1617) When using the Window List widget, really long window titles can no longer push other widgets sharing the same panel off the end; now the maximum length is capped at a certain point, and the text elides. (Niccolò Venerandi, KDE Bugzilla #456148) Using the Kickoff Application Launcher widget's "Switch sidebar categories when hovering over them" setting no longer unnecessarily changes the height of the sidebar list items. (Niccolò Venerandi, KDE Bugzilla #524003) The Folder View widget no longer lets you configure it to use manual positioning in cases where this isn't actually supported. (Niccolò Venerandi, KDE Bugzilla #513880) If you use the Pager widget at a large size, the app icons it shows now grow when needed to fit better within their window outlines. (Niccolò Venerandi, KDE Bugzilla #518625) Plasma 6.9 Discover now lets you share and copy appstream:// URLs for locally-installed Flatpak packages too, not just ones that were installed over the network. (Taras Oleksyn, KDE Bugzilla #459827) Pressing the "Full Screen" button on a website shown in the Web Browser widget now shows the content full screen, as you would expect it to. (Niccolò Venerandi, KDE Bugzilla #507460) The Timer widget has received a significant round of visual and functional polish to make sure it looks and works well at all different sizes of panels. More is on the way for this widget, too! (Christoph Wolk, kdeplasma-addons MR #1131) Windows marked as excluded from screencasting are now also excluded from the Task Manager widget's tooltip thumbnails. (Ramil Nurmanov, KDE Bugzilla #516184) The Konsole Profiles widget now shows the default profile too, not just custom ones that you created yourself. (Niccolò Venerandi, KDE Bugzilla #465553) Notable bug fixes Plasma 6.6.8 Panel tooltips throughout Plasma that only show a single label no longer use reduced opacity for the text; now this is only done for subtitles when there's a larger title. (Filip Fila, libplasma #1611) Before After Tab buttons throughout Plasma no longer have a weird almost invisible background. (Christoph Wolk, KDE Bugzilla MR #519745) Plasma 6.7.6 Fixed a bug that could make screens that powered down in an unusual way get stuck at 30% brightness (or a similarly low level) when they woke up again. (Petru Mare, KDE Bugzilla #523988) Plasma 6.8.2 Fixed three cases where Discover could crash while checking for updates. (Aleix Pol Gonzalez, discover MR #1200, discover MR #1446, and discover MR #1447) Fixed a regression that made notifications inappropriately appear in the top-left corner of the primary screen when configured to follow the Notifications widget while the only Notifications widget was located on a different screen. (Sven Muckl, KDE Bugzilla #525536) Fixed a regression caused by a Qt change that made text in the Icons and Text Task Manager widget elide too early. (Nate Graham, KDE Bugzilla #526972) Fixed an issue that made remote desktop sessions occasionally fail to start from Flatpak apps. (Matteo Beretta, KDE Bugzilla #527555) The setting to remember the active keyboard layout on a per-application basis now works on Wayland the way it did on X11. (Marián Kadaňka, KDE Bugzilla #452445 and KDE Bugzilla #476831) Fixed a regression that made the Digital Clock widget only respect some OpenType features in the font it's using, rather than all of them. (Niccolò Venerandi, KDE Bugzilla #524257) Fixed a small bug that requires clicking the "Exit Edit Mode" button twice after the first time you entered Edit Mode after logging in. (Niccolò Venerandi, KDE Bugzilla #527738) Plasma now displays HTML tags containing single-quotes correctly in notifications. (Niccolò Venerandi, KDE Bugzilla #506733) The "Picture of the Day" wallpaper's preview thumbnail now reflects the final appearance on the desktop, taking into account the chosen scaling/cropping mode. (Niccolò Venerandi, KDE Bugzilla #505690) Plasma 6.8.3 Fixed a regression that made Plasma crash when opening the launcher widget with a keyboard shortcut on systems with a combined total of screens, virtual desktops, and

activities greater than 16. (Mauricio Šmit, KDE Bugzilla #527810) Fixed a regression that made panels cloned onto other screens forget which screen they lived on and move over to the primary screen. Unfortunately this does not fix the issue for panels that already moved around; you'll have to move them back yourself. But it does fix the issue for newly-cloned panels. (Méven Car, KDE Bugzilla #527445) Fixed a regression caused by a Qt change that made many tooltips throughout Plasma lose their styling. (Filip Fila, KDE Bugzilla #527730) The tooltip in Info Center's energy usage graph now shows the correct year, rather than a year 57 years in the future! (Shehriyar Qureshi, kinfocenter MR #321) Battery charge limits you've configured are now mentioned in the Power & Battery widget only for the batteries they affect, and not — for example — for any Bluetooth mice and headsets' batteries shown there. (Niccolò Venerandi, KDE Bugzilla #448020) The desktop context menu's "New Folder" menu item now shows its keyboard shortcut as expected. (Niccolò Venerandi, KDE Bugzilla #473045) Fixed a fairly obscure bug that would make un-favorited apps in launcher menus become favorites again after a restart under certain conditions. (Christoph Wolk, KDE Bugzilla #527651) Plasma 6.9 Fixed an issue that occasionally broke the display of window thumbnails in the Task Manager widget's tooltips. (Zhongli Wu, KDE Bugzilla #524881) System Settings' sidebar now respects the use of transparency in your color scheme or application style. (Christoph Wolk, KDE Bugzilla #507622) Fixed a glitch in the desktop's selection rectangle that could make it reset its origin point if you deleted items using the keyboard while still dragging the rectangle using the pointer. (Christoph Wolk, KDE Bugzilla #526073) Notable in performance & technical Plasma 6.6.8 Fixed the Astronomy Picture of the Day wallpaper after it broke following a data change on NASA's side. (Anuj Dhavalikar, KDE Bugzilla #526447) Plasma 6.8.2 Fixed a regression that significantly degraded game performance. (Xaver Hugl, KDE Bugzilla #527628) Plasma 6.9 The image upscaling filter used in KWin's Zoom effect now has a substantially lower performance impact. (Oliver Schramm, kwin MR #9992) Plasma now automatically cleans up stale entries for desktop file and folder positions in its config file, preventing the file from growing to a massive size over time and slowing down Plasma in a variety of ways. (Akseli Lahtinen, KDE Bugzilla #469445) KRunner's browser bookmark search feature now works with modern versions of Firefox (and its forks) that store their configuration data in ~/.config. Note that this fix only affects non-Flatpak packaging; more work will be needed to add support for Flatpak packaging. (Méven Car, KDE Bugzilla #519712) Frameworks 6.32 A major data integrity bug has been fixed at long last: progress indicators moving or copying files to an external disk are now fully accurate! Read more about it on Méven's KDE blog. (Méven Car, KDE Bugzilla #281270) Moving or copying files over locally-mounted network shares is now substantially faster. (Méven Car, KDE Bugzilla #458001) How you can help KDE has become important in the world, and your time and contributions have helped us get there. As we grow, we need your support to keep KDE sustainable. Would you like to help put together this weekly report? Introduce yourself in the Matrix room and join the team! Beyond that, you can help KDE by directly getting involved in any other projects. Donating time is actually more impactful than donating money. Each contributor makes a huge difference in KDE — you are not a number or a cog in a machine! You don't have to be a programmer, either; many other opportunities exist. You can also help out by making a donation! This helps cover operational costs, salaries, travel expenses for contributors, and in general just keeps KDE bringing Free Software to the world. To get a new Plasma feature or a bug fix mentioned here Push a commit to the relevant merge request on invent.kde.org.

- Haruna 1.9 (2026/10/30 16:00)
  Haruna version 1.9.0 is released. If you like Haruna then support its development GitHub Sponsors Liberapay PayPal Download Windows version: haruna-1.9.0-windows-mingw-x86_64.exe haruna-1.9.0-windows-mingw-x86_64.7z Availability of other package formats depends on your distro and the people who package Haruna. Feature requests and bugs should be posted on bugs.kde.org, ignoring the bug report template can result in your report being ignored. Known issues Chapter markers can have different widths when using fractional scaling The animation for the playlist

can be stuttery/slow when playback is active. You can improve it by creating two custom commands that run on startup: set display-fps-override 75 (replace 75 with your monitor's refresh rate) set video-sync display-resample These don't work for variable refresh rate monitors. Changelog 1.9.0 Features open folder, available in the file menu, hamburger menu, context menu and through the Ctrl+Alt+O shortcut Osd settings page, with control over which actions show the osd transcript panel that shows the subtitles, can be accessed with Ctrl-P and from the subtitles menu explanatory tooltips can be turned off in Settings > General > Show explanatory tooltips (can still be shown by pressing alt key) for youtube urls the seekbar shows the buffered part of the video that can be immediately seeked to improved retrival of titles and durations for youtube urls, instead of one yt-dlp process per url, now one process handles multiple urls and only 3 processes run at the same time this significantly increases the number of URLs that can be processed, from 20 to several hundred Database settings page, allows clearing database tables file metadata is cached in the database for faster loading, can be updated through the playlist's context menu simplified chapter marker to just a vertical line, chapter title is shown in a tooltip together with the time position and preview thumbnail Playlist only active playlist is loaded at startup, the others are loded when switched to playlist tabs are closed immediately with middle click rather than having to hold the button pressed moved toolbar under the tabs default playlist is saved and restored like the other playlists too, rather than being populated based on last played item extended M3U playlists are supported now, only title and duration removed compact style Bugfixes wrong playlist item marked as playing after removing an item before the playing one broken thumbnail generation subtitles settings page being slow to open

- OSM Hack Weekend October 2026 (2026/10/30 05:45)
  Last weekend I joined the OSM Hack Weekend at Wikimedia Deutschland’s office in Berlin, mainly to work on a few Transitous-related topics. OSM Hack Weekend at Wikimedia Deutschland (source) Schedule data augmentation One topic we wanted to move forward was how Transitous can augment the public transport data provided by operators and agencies, as having people from Transitous, OpenStreetMap and Wikidata together in one room is the ideal place for that. Official public transport data often only covers the bare minimum, while Transitous and apps using it such as KDE’s Itinerary are continuously increasing the level of detail. A few examples: Translated, transliterated or otherwise localized names for operators, stops, lines, etc. Extended route types rather than just “train” or “bus”. Line colors and logos. Accessibility information about stops or vehicles. Information whether a service requires a mandatory reservation or a surcharge. Information whether taking along a bike is allowed, and whether that might require an extra ticket/surcharge. Crowd-sourcing works for filling such gaps, and people are spending quite some effort on this, as seen e.g. in an 8.000 lines Lua import script patching line colors into the German public transport dataset. This isn’t really maintainable and scalable though. That’s where OSM and Wikidata come in. Some of the extra data we want is already in there, and more importantly many of the objects we want to augment already exist in there (stops, operators/agencies, public transport lines, vehicle types). Collecting data in there would also make this more widely usable than just for Transitous. Easier said than done though, as it’s not always obvious what should live in OSM and what should live in Wikidata. Public transport lines are particularly contentious, as they have a geospatial aspect but are difficult to maintain in OSM due to the way they are modeled, and likewise Wikidata wouldn’t want to see every bus stop in the world added just to model line stop sequences. Another challenge is how to efficiently collect and match all this to the existing public transport data, as that generally doesn’t come with stable identifiers we can rely on. The approach currently explored is to generate a partial pseudo-GTFS feed from the OSM and Wikidata data, which MOTIS should be able to match and merge against the schedule data with little changes, using its existing matching and de-duplication infrastructure. With another relatively small change to MOTIS we should also be able to retain and pass through Wikidata ids to clients, potentially enabling other interesting usecases there. For more details also see the meeting notes in the Transitous wiki. Mandatory

reservations and surcharges We also discussed how to model mandatory reservations and required surcharges in GTFS. MOTIS can also consider mandatory reservations during routing and avoid such services, which can be useful when you have a flat rate ticket for other services already. No matter whether operators provide this information themselves or whether it’s augmented from other sources, it needs to be properly represented in the data model though, which currently isn’t the case. This tends to be somewhat abstract work, coming up with definitions of what a reservation and a surcharge are, and working through possible similarities, interactions, conflicts and ambiguities with existing elements of the GTFS data model such as the pick-up and drop-off constraints. The best approach we could find would be an extension to the booking rules object, something currently mostly aimed at on-demand services but which should be flexible enough to also model e.g. services that require a reservation only during parts of their run, such as DB ICEs crossing into France. Transitous usage policy Something that unfortunately needs continuous attention is adapting and fine-tuning the Transitous Usage Policy. In recent weeks the main Transitous Matrix channel has been flooded with overly lengthy LLM-generated usage approval requests for LLM-generated single-use applications. These were not and are not the intended target audience of Transitous, but given their single-use nature most of those will never result in a relevant resource usage. The biggest problem they cause for now is making our main communication channel hard to use. If the usage policy is actually read and understood we should hopefully see an improvement there now. Upcoming conferences We also did a bit of coordination and preparation for the larger events coming up in the second half of the conference season and which all have their CfP deadlines (very) soon: 40C3, Dec 27-30 in Hamburg. FOSDEM 2027, Jan 30-31 in Brussels. Again with a Railways and Open Transport track. FOSSGIS-Konferenz 2027, Mar 10-13 in Heidelberg. Those are good opportunities to meet the Transitous team or the Open Transport community in general, same for the upcoming hack weekends listed on the Transitous website.

- Interview in SteamOS Gamer magazine (2026/10/30 05:00)
  Recently I had the pleasure of talking with Jonah Naylor of the SteamOS Gamer magazine for an interview about KDE’s 30th birthday! The interview appears in issue 2, which you can buy in digital or print form (or as an ongoing subscription). Here’s a preview: We had a nice discussion about KDE’s history, the Steam Deck, weird quirks about me, and my favorite video games — this latter part unfortunately being woefully out of date, as I’ve become completely obsessed with the magnificent Terra Invicta since the magazine went to press!
- Kirigami Addons 1.16.0. The material updates (2026/10/29 15:00)
  Kirigami Addons 1.16.0 is out! Kirigami Addons is a growing collection of nice components you can use in your Kirigami and QML applications. Platform Integration A huge chunk of the development for this release was dedicated to better platform integration. Material The highlight is the support for the Qt Quick Controls Material style. This means when using Kirigami Addons components with the Material style, they will blend more with a native application on Android. It’s not perfect yet and there are still some rough edges in the whole stack, but it seems promising for our flagship applications on Android like Itinerary or Tokodon. Here are some screenshots: Note that this is still missing a new release of Kirigami and there are a bunch of merge requests still under review (but the list is getting smaller). I am hoping this will make the Kirigami ecosystem more attractive to mobile application developers as they can target both Android and Plasma Mobile, while having a native look and feel. Additionally, I am working on material icons theme which goes hand to hand with this style. macOS and iOS On iOS, Máté Gyöngyösi fixed a build issue on iOS with static linking. And on macOS, Ishan Mitra made the settings dialog use a regular modal window with a title bar and close button. Similar to the material style, if anyone is interested in working on macOS or iOS styling, while I don’t have access to the hardware, I am happy to help and support this initiative. FormCard The FormCard module also received several improvements. Méven made FormCardDialog scrollable

when there is too much content. FormCardDialog also has a new API autoSeparators which is similar to the one added in the last release for FormCard. Internally all uses of FormCardDialog and FormCard now use this as this makes the code simpler. The FormLinkDelegate now has a tooltip to show the destination URL and we disabled the mobile-centric long-press menu on desktop, but it is still available via right click. There were also various small improvements and bug fixes to the AboutPage. The hard-wrapped license texts are now correctly displayed. We are now supporting bug-report addresses which are email addresses. Some visibility binding loops were fixed in the AboutPage and FormGridContainer and finally the accessibility was improved. Settings Search in the settings dialog now includes the contents of settings pages that use FormCards, and keyboard navigation has also been improved. I18n We migrated to the relatively new I18nContext system from ki18n, which means we don't rely on deprecated context properties for internationalization anymore, which helps with the modern QML tooling. Other The date and time popups are now working correctly with right-to-left layouts. ConvergentContextMenu handles actions with mnemonic text. Jonah Brüchert made KirigamiAppDefaults handle setting a QWidgets style when using org.kde.desktop style. And Bill Trần fixed a crash in KirigamiAppDefaults. Mathis Brüchert made some small styling changes to RadioSelector. Sarah Stamper fixed multi-char emojis in the Avatar and AvatarButton components. Christoph Martin improved the navigation in the documentation. Thanks to everyone who contributed fixes, ideas, and bug reports! Packager section You can find the package on download.kde.org (kirigami addons) and it has been signed with my GPG key.

- Harmonicon: Dropping the 3D View (2026/10/29 00:00)
  I honestly love the 3d view of harmonicon, but it's just eye candy. The amount of lines of code is exceeding 75.000 so I took the difficult decision to remove it, so I can focus on more important tasks. I believe that harmonicon currently is the best harmonica song editor that exists, and removing some eye candy helps me focus on what it actually needs: polish and bugfixes. That's all.
- Qt Creator 21 RC released (2026/10/27 13:40)
  We are happy to announce the release of Qt Creator 21 RC.
- Meet Clate: the First Design Tool for Real-World Experiences (2026/10/27 08:02)
  Clate Beta is out today, free for everyone. It's a no-code, AI-native UX design tool built for embedded and HMI applications, with QML under the hood, so designers can stay in control of the full user experience.
- The story behind the language of AI openness (2026/10/27 08:00)
  Explore the AI Openness Timeline by Tagoross, tracing how the language of AI openness evolved from Free Software to open source AI, open weights, transparency and digital sovereignty.
- Fixing KIO copy to USB stick and network filesystems (2026/10/27 00:00)
  I am going to tell the story of fixing a very high priority bug that was 15 years old. Arguably the worst KIO bug. In September 2011, against KDE 4.7, someone opened bug 281270: "When copying files to a removable disk, speed and progress reflect copying to the local cache not to the disk itself". The report notes the copy notification showed about 50 MB/s to a USB 1.1 device, which cannot go faster than 12 Mbit/s. The reporter had asked a kernel developer, Alan Stern, what was going on, and summed up his answer: it shows that the copying operation is finished when it has not even been started. Seventy-seven comments and 17 duplicates later, that is still how a copy to a USB stick behaves in the current release of KIO. My last post about copying was about making KIO copy faster. This one is about the opposite case, a destination that is slower than KIO, and about making the progress bar and copy completion accurate. The changes are in four KIO merge requests: MR 2506 finds out which devices are removable, MR 2517 and MR 2518 flush the device at the end of a copy or a move, and MR 2283 adds the writeback window. All of it is merged,

and will be in KDE Frameworks 6.32, released November 13th 2026. We will see the cause of the bug, its history, and what it took to fix it. Why a copy finishes before it has started The file worker copies a file by handing its data to write(). write() returns as soon as the data is in the page cache, in memory. The kernel writes it to the device later, when it decides to. On a local SSD, later means very soon, and you never notice. On a USB 2.0 stick that writes at 2.3 MB/s, it is another story. Here is a 128 MiB file: For more than a minute, Dolphin considers the copy finished while the stick is still writing. The progress bar was showing how fast KIO filled memory. Pull the stick out during that minute, and your data is gone. Network filesystems have a different symptom from the same cause. A large copy to an NFS or SMB share leaves hundreds of MiB in memory to send to the server, and the progress runs far ahead of it. On SMB it is worse than a wrong number: with the default cache=strict, looking at a file waits until its dirty data is written. Listing the folder you are copying into looks at that file. Over a 5 MB/s link, almost every listing during a 1 GiB copy waited 15 to 20 seconds. Fifteen years in one bug report The right tool actually showed up very early. Two days after the report, Christoph Feck asked whether there was a way to learn when the data is really on the disk "without causing massive slow downs that any sync type calls would cause". Two weeks later, the reporter passed on Alan Stern's answer, sync_file_range(), and Christoph replied that it looked like "exactly what we need". That was September 2011, and it is the call KIO now uses. Then not much happened for years, apart from users confirming it and seventeen duplicates. In 2021, Nate Graham raised it to the highest priority, because a move deletes the source files while the copies are still in memory. In 2022, he changed the Disks & Devices applet, so that ejecting a device explains that it is still writing. In 2024, Christoph tested the cachestat() call of Linux 6.5, which reports how much of a file is still dirty in memory, but only for one file at a time. This bug has been my white whale. I have been contributing to KIO since 2018, and I am still learning how the Linux storage stack behaves underneath it. I tried twice in 2024 and did not get sync_file_range() right. In MR 1718, the sync_file_range() path stayed commented out. In KIO MR 1764 and Dolphin MR 862, the worker waited for the writeback of the chunk it had just written, which had not started, so it never waited at all. Waiting for the window before the one just written is what makes it work. I didn't spot the issue, nor any reviewer unfortunately. Since then, another contributor proposed turning off the cache for copies, in MR 2162, which was closed. Why it took so long Making the copy correct is the easy part: call fsync() after every file, or open the destination with O_DIRECT and skip the cache. Both make copies several times slower, and they would slow down the fast local disks too, where nothing was wrong. Making it correct without making it slow is what took fifteen years, and it needed several things that were not there before. A way to wait for part of a file. POSIX only offers fsync(), which waits for everything. sync_file_range() is Linux only, and its own manual calls it "extremely dangerous": it does not write the file's metadata, so on its own it guarantees nothing after a crash. It can bound how much is in memory, but the end of the copy still needs a real flush. Knowing which destinations need it, without asking them. The filesystem type does not show whether a device can be unplugged, and asking a network filesystem anything is a round trip to a server that may be slow. KIO reads the answer from the mount table and from sysfs instead, and two earlier changes to KMountPoint made that cheap enough to do for every copied file: MR 2326, in KIO 6.30, caches mounts by the mount id that statx() returns since Linux 6.8, instead of parsing /proc/self/mountinfo on every lookup. A lookup by id became about 700 times faster. MR 2487, in KIO 6.32, reads a missing mount with statmount(), which does not walk any path, so a network server that does not answer no longer blocks the lookup. In that case, the lookup went from more than 15 seconds to about 1 ms. A place to flush at the end of a copy. The file worker copies one file per command, in its own process, and never knows which file is the last one. Only the CopyJob, in the application, knows when the whole copy is over. So the flush needed a new worker command, and a way for the worker to notify the job that a flush is needed. On the way, I found that FileCopyJob dropped the metadata that the worker sent with a copy, so the CopyJob could never have seen it. A window size that fits every destination. A window too small slows a

fast link, and a window too large never fills on a slow one. That is why it now adapts, and why the progress has to stay monotonic when the window shrinks. A writeback window Waiting for the device after every write would be correct but very slow. Waiting only at the end leaves the progress wrong for the whole copy. KIO now does something in between, with sync_file_range(), which lets a program start the writeback of part of a file and wait for it. The data is written in windows. When a window is full, the worker hands it to a helper thread, which writes it back and waits for it, while the copy fills the next window. The copy only waits when the window before the one it hands over is not written yet. So at most two windows of the copy are ever in memory and not on the device, and the progress bar is never more than one window ahead of what is really written. The helper thread was needed to accommodate CIFS, the kernel client for Samba and Windows shares. On CIFS, the call that starts the writeback of a window does more than start it: it sends the data to the server, and waits for the server to grant the credits to do so, blocking the calling thread for about 157 ms per 128 MiB window. So the copy could not fill the next window while the previous one was sent. With the helper thread making that call, sending a window and filling the next one overlap. A window holds about 200 ms of writeback, at the speed measured on the window before. It starts at 1 MiB, can at most double from one window to the next, and stays below 16 MiB, or 128 MiB on CIFS. On a fast link the windows grow, so the copy keeps its speed. On a slow link they stay at about 1 MiB, and anything that has to wait for the file waits a fraction of a second, not for the whole file. Complete means on the device A window bounds how much is left in memory, but there is still something left at the end. For a removable device, KIO now also makes the end of the copy wait for it. A file larger than the largest window, 16 MiB, is flushed with fsync(), and then its folder, before the copy reports it done. By then the window has already written all but the last two windows, so the flush is short. Small files are the hard part. The obvious fix, an fsync() for every file, made 3000 files of 16 KiB take 10 seconds instead of 0.04 seconds on a local disk. So the worker flushes no small file by itself. After a copy to a removable device, it notifies the job, and the CopyJob sends it one more command before reporting success: write back the whole filesystem of the destination, with one syncfs(). While that runs, the copy notification shows "Writing the copied data to the device...". If the flush fails, the copy fails, because the data may not be on the device. A move needed more than that. Before, KIO deleted each source file right after its copy, while the copy could still be only in memory, which is why the bug got its highest priority. Now a move to a removable device keeps its sources until the flush has succeeded, and deletes them after it. If the flush fails, or the stick is unplugged during it, every source stays. A source that changed while it waited for the flush stays too, with a warning. A copy or a move that stops on an error, or that you cancel, still flushes the device, and a move then deletes only the sources of the files that are on it. Here is the same USB stick again, with the small files added: Yes, the copies now take longer by the clock, but only because the clock now includes the time the stick spends writing. The time until the data is really on the stick did not get worse. The speed of this stick varies a lot from run to run, so the 28 seconds against 68 to 91 seconds for the large file is not a speedup I would count on. The small files never fill a window, so they only depend on the flush at the end. Which destinations get a window A local fixed disk does not need any of this, and keeps the current behaviour exactly. With the removable policy forced onto a local disk for testing, the 3000 small files took 1.55 s against 1.54 s before the change. Deciding what is removable is less obvious than it sounds. The filesystem type does not expose it: exFAT can be a memory card, and FAT is also the EFI partition of your laptop. Most USB disks do not even report removable media. MR 2506 adds a private function to KIO that asks sysfs: the disk's own removable flag, then the USB port or PCIe slot it hangs off, which the kernel marks removable when it can be reached from outside the machine, and SD cards. It follows encrypted and LVM volumes down to the disk under them. Network filesystems are easier: every mount that KIO already considers slow gets a window. That is NFS and CIFS, but also Ceph, GlusterFS, 9p, sshfs, and FUSE filesystems such as rclone. The worker finds the mount from the mount id of the destination folder, without a round trip to the server. Numbers on network shares To

measure this, I used KIO's own copy job, comparing KIO master just before the change with KIO master after it, while another thread listed the destination folder every 50 ms. The SMB server ran on the same machine, with 2 ms of delay added to its traffic, and for the slow link a limit of 40 Mbit/s, about 5 MB/s. On the slow link, the listing is the difference you would feel: The copy runs about 3% slower with the window. On a fast link, the copy keeps up: One of the five copies before the change failed with a write error from the share, so these numbers come from four rounds. The times vary between runs: in an earlier run, the copy with the window was 4% slower. Getting there took me four tries. My first version was 10 to 20% slower on the fast link, because of the CIFS behaviour described above. Then, with the windows aimed at 500 ms, listings on the slow link went up to 4.2 seconds, because each request of a listing waits behind the window being sent. Aiming the windows at 200 ms brought the listings down to 1.7 seconds. NFS, on the same machine with 2 ms of delay: The copy times are close: 11% slower in the first round, and slightly faster in the two others. Part of a frozen Dolphin Bug 423187 collects many ways in which a slow mount can freeze Dolphin. In one of its comments, Frank Gehann copied a 100 MB file to an SMB share while browsing it, and found two causes: Dolphin's main thread waiting for answers from the share, and folder listings waiting behind the queued upload. The window helps with the second cause: each request of a listing now waits behind at most two windows, about 400 ms of writeback, and a whole listing took 1.7 seconds on the 5 MB/s link instead of 5 to 11. The statmount() change helps with part of the first one. KFileItem::isSlow(), which Dolphin calls on its main thread before it reads a file to find its type, no longer waits for any server, on Linux 6.8 or later. Work is underway to fix the rest of the first cause in Frank's open MR 2484 and MR 2485. The stick that pauses One measurement sent me down a rabbit hole. During a large copy to the USB stick, listing a folder on the stick sometimes took about 15 seconds, before the change as much as after it. It looked like the writeback window was making something wait. It was the stick. Roughly every 8 seconds, a single 120 KiB write to it took 4 to 7 seconds to complete, and the listing waited for a page that was stuck behind such a write. KIO cannot fix a device that stops for seconds at a time, but at least we now know the copy is not to blame. In the runs for this post, the slowest listing took 3.6 ms during the copy of the large file, but 7 seconds during the copy of the small files, against 15 seconds before the change. Copying between two filesystems One more thing landed along the way, and this one is a plain speedup. In 2021, in Frameworks 5.88, I replaced sendfile() with copy_file_range() in the file worker, in MR 602. At the time, Linux copied with copy_file_range() across filesystems too. Linux 5.19 changed that back: between two filesystems, the call fails again with EXDEV. Since then, a copy from one filesystem to another went through read() and write() in the worker, one buffer at a time. MR 2520 now falls back to sendfile() in that case, which copies from one file to another inside the kernel: A copy to the USB stick takes as long as before, because its write speed is the limit. This one is merged too, and will also be in KDE Frameworks 6.32. Closing With all this, a copy to a USB stick now finishes when the data is actually on the stick. On network filesystems, the progress now follows what the server has received, and the share stays usable during the copy. sync_file_range() is mainly used by databases and storage engines. No other file manager that I know of uses it. Now KIO, and so Dolphin, uses it too. Happy unplugging.

- My KDE workflow with jujutsu (2026/10/27 00:00)
  Intro I've been learning Jujutsu (jj), a a version control system that serves as a frontend for git, but changes the workflow itself instead of just being a GUI or a set of aliases. The thing is cool for many reasons, but the most important one is that workflows like rebase, splitting a commit, changing history or resolving conflicts are so, so much easier than with git. You can see this in I want to move added changes in a working copy ("currently checked out commit") into a parent change and I have a working copy with too many changes and I want to split it into multiple. It also has many quality of life features, like autorebase, autostash, a literal undo and redo command, the default behavior for squashing sends

current changes to the parent commit (which is probably 90% of my squash usage pretty much), and it comes with nice TUIs for split, squash, and resolving conflicts. It has facilitated my git workflow immensely, but it also scared me when it comes to some design decisions. After all, I’m familiar with git and know how to avoid screwing things up with it; I was unfamiliar with jujutsu and didn’t know how to not screw up there. When I tried to apply it to my KDE workflow, I learned about what it does that I don’t want. Here’s my notes about it, in case anyone is interested in trying it. For the record, I've done all the following workflows before: keep all changes in semantically split commits regardless of file keep each file into its own commit <-- this is what I do most nowadays because I docs is easier this way squash everything into one commit make a single large commit, then split it into multiple Maybe I'll write about this in the future, we'll see. Configuration This section explains what I feel are required changes to the default Jujutsu settings so it matches my usage. I don't want jj to track main/master unless I do so explicitly Jujutsu has a concept of “tracked bookmarks” (where a bookmark is essentially a git branch for our purposes). When you do track a bookmark, every time you push to a remote, all tracked bookmarks get pushed at the same time. While this is handy for most people (like those who have their own small projects and don't need branches), well, in KDE we usually don’t ever commit to master unless the change is tiny and uncontroversial; instead we put our work in work/<username>/branch-name (a work branch) and make a merge request. And jujutsu defaults to tracking master/main. If a contributor has the ability to commit to master, this may be a hazard. I can easily see someone making a commit in their local master branch for testing or whatever reason (bisecting? triggering tool behavior? I don't remember what for, but I've done this before), forgetting about it after some time, and then being surprised they pushed to master. This may be an irrational fear, but I’d rather the tool cater to my own stupidity instead. Hence, I disable tracking the master branch. [git] track-default-bookmark-on-clone = falseI don't want jj to automatically track bookmarks at all I once tried this setting after being confused at the official documentation, whose listed use cases seemed beneficial to me; in reality I don’t want it at all, and I spent quite some time trying to figure out why Jujutsu was not giving me the behavior I wanted. As mentioned above, every tracked bookmark gets pushed by default when you do a generic jj git push without specifying a bookmark. Like in I don't want jj to track main/master unless I do so explicitly, there can be an accident where you accidentally push a change made to some branch you didn’t intend to push. This is probably more likely to happen here, in fact. So the jujutsu defaults for this are fine, actually, and I just make a deliberate note here to avoid setting this up, and if I ever do, it will only happen with work branches. # [remotes-origin] # auto-track-bookmarks = "work/username/*"I want jj to advance the bookmark as soon as I commit Jujutsu doesn’t have a concept of “current branch”. Instead, you work on “detached commits”, in git lingo, and just make a bookmark point to the tip of the last detached commit. This is of course incredibly annoying to do every time you want to push your branch, so the jujutsu folks implemented a feature to do this: advance branches. Every time you use jj commit, your branch is automatically advanced; in other words, the new commit becomes the tip of the branch. For this I want two settings. I want jj to only advance the bookmark in my work branches (I sometimes work on other people’s branches, I don’t want to push them to the remote accidentally): [experimental-advance-branches] enabled-branches = ["glob:work/username/*"] I don't want jj to ever move the bookmark on main/master unless I do so explicitly (again, for my (irrational) fear of accidentally committing something to master): [experimental-advance-branches] disabled-branches = ["main", "glob:push-*"] When I do want to have these settings to be different, I can just jj config edit --repo to apply that config to my specific repo. I do this for this blog's repository, for example. I want more descriptive autogenerated bookmarks Jujutsu does a neat thing where if you never specify a bookmark/branch name, it will simply autogenerate one for you in the push-randomletters format. I can see why people would want that (in principle you don't need to care about branch names if you always do PRs/MRs immediately), but I don’t want it. It’s ugly and non-descriptive. While not exactly often, KDE contributors sometimes make branches that don’t

get an MR until later in life; if I were to browse a list of non-descriptive branch names, it would be more annoying than helpful. If it ever happens, I want it to be at least somewhat descriptive. So... In the case I ever intentionally or accidentally push an autogenerated bookmark, I want jj to at least have a more readable default autogenerated branch name based on the commit name without spaces and without single quotes in lowercase: templates.git_push_bookmark = "\"work/username/\" ++ description.first_line().replace(\" \", \"-\").replace(\"'\", \"\").lower()" There's a bit of quote witchcraft going on because TOML, but this means the generated bookmark for a commit named Add setup page would be named work/username/add-setup-page. This does have the limitation of being based on the last commit (I think?), but come on, I'm not that good with jj yet. Resulting configuration The result, including username, email and ssh signing set up, resides in ~/.config/jj/config.toml: [user] name = "Your User" email = "your-email@example.com" [git] # Don't want to track main/master track-default-bookmark-on-clone = false # [remotes.origin] # Generic `jj git push` sends it to all tracked bookmarks # auto-track-bookmarks = "work/username/*" [templates] # Any autogenerated bookmarks become work/username/add-setup-page git_push_bookmark = "\"work/username/\" ++ description.first_line().replace(\" \", \"-\").replace(\"'\", \"\").lower()" [experimental-advance-branches] ## Automatically runs jj bookmark advance on commit enabled-branches = ["glob:work/username/*"] disabled-branches = ["main", "glob:push-*"] [signing] behavior = "own" backend = "ssh" key = "~/.ssh/mysshkey.pub" Instead of manually specifying the path to the file, you can just run jj config edit --user. If you want a programmatic way to set these settings, there's jj config set --user <name> <value>. For example: jj config set --user git.track-default-bookmark-on-clone false. Workflow I'm not going to explain how jujutsu works in this blog post. I am going to link you to the official documentation and to Steve Klabnik's Jujutsu tutorial instead. Here in this blog post I'm simply going to show you the jujutsu commands I use for my workflow, based on actions, so you know what you need to do in these situations. I want to turn an existing cloned git repo into something I can use jj on jj git initI want to clone a repo and have it ready for use with jj jj git clone <repo-link>I want to create a new branch, push it, and start working on it jj bookmark create work/username/i18n jj git push --bookmark work/username/i18n jj bookmark track work/username/i18n@origin It's necessary to track the bookmark so it gets pushed with jj git push later on. Otherwise you may simply jj git push --bookmark <bookmarkname> every time. I want to create a new empty working copy jj newI want to "checkout" (switch?) to a commit, change or branch, no matter if detached or not jj edit <change-or-bookmark> This is great. You don't need to do the whole git dance to edit a previous commit at all: git log git rebase --interactive mark as edit/e make a change git rebase --continue You just jj edit, edit what you want, then you jj edit back to the tip/branch. All subsequent commits are automatically rebased for you, and jujutsu will warn you of any conflicts. I want to turn a change into an actual commit and have it be the latest tip of my branch (I'm already working on a branch as set up earlier) jj new # Make a change jj describe jj bookmark advance Or, with experimental-advance-branches: jj new # Make a change jj commit I recommend using jj commit, but it's good to know that it's equivalent to jj describe + jj bookmark advance. I want to move added changes in a working copy ("currently checked out commit") into a parent change jj squash # That's the same as jj squash --from @ --into @- This is great because I feel the most common use case for a squash is from child to parent. You'd normally do git rebase --interactive and mark a commit as squash/s for this. Here you don't even need to check the log or rely on tab completion. Convenient if you're the type to squash all changes into a single commit, but you really want to jj diff your working copy first to make sure your changes are how you want them. Instead of switching to a change and editing it, I want to move added changes in a working copy to a specific change, interactively jj squash --interactive --into <change-id> # This will modify that change's change-id btw! # Don't reuse the same id from shell history. If you know the change ID or commit you want to squash into, you can actually use it with interactive mode, which provides you a nice TUI to select the exact things you want to transfer. I made a

new commit (which automatically creates an empty working copy) and want to merge the previous commit into its parent # If I don't want to leave the current working copy: jj squash --from @- --into @-- # Or if I do leave the current working copy: jj edit @- jj squash Here @ is the current working copy (like git's HEAD) and @- is the working copy's parent (like HEAD~ or HEAD~1). There's stuff like @-- which is the parent of the parent too (like HEAD~2). I have a working copy with too many changes and I want to split it into multiple jj split --interactive It doesn't matter if your working copy is an existing named commit or if it's an anonymous working copy. Let's say your case is the former: after splitting the changes, the ones that were marked will be the only things in the current named commit; the ones that you did not mark will be in a separate commit. Let's say your case is the latter: after splitting the changes, the ones that were marked will be part of the current working copy, which will get a new name like if you did jj describe; the ones you did not mark will be in a separate commit. Split does not create a new empty working copy (because you might want to split the commit further). I want to get back to the parent change jj edit @-I want to stash changes in my unnamed working copy and edit something else jj edit <commit> Yeah, you don't really do anything. You can just leave that commit and go back to it later, it's autostashed for you. See the next section. I want to get back to the child change (that's not an empty working copy) jj edit @- # Finished, I want to go back! jj edit @+ Of course, if the child change was an empty working copy, then this command fails with Error: Revset '@+' didn't resolve to any revisions, and you'll need jj new. However, if there was work in an unnamed working copy before you moved to a parent commit, then trying to edit the child change actually will restore the working copy you had (with a different change id). You can think of this as jj essentially stashing your working copy changes, and restoring them immediately upon editing it again. Let's think of a similar hypothetical scenario where, after doing jj edit @-, instead of doing jj edit @+ you were to do jj new. What happens then? Rather than abandon the changes, you branch it. The parent @- will actually have two unnamed children (that you can edit with their change ids), and jj log will show this. This distinction is only briefly mentioned in the official docs despite being awesome, so I wanted to elaborate it here. I am in an edited working copy but I want to drop changes while keeping the bookmark pointer if there is any jj abandon --retain-bookmarks You probably always want to use --retain-bookmarks. Might as well keep that in your shell history instead of jj abandon. Using jj abandon with experimental-advance-branches means the tip loses the bookmark, and you'll need to mark it again. With jj abandon --retain bookmarks the bookmark is sent to the previous commit. I wish that was the default when I have experimental-advance-branches enabled. I made an error that might have been destructive in my repo or history and I need to correct it # Acts as a literal ctrl + z jj undo This reverts the last operation in jj operation log. Particularly good when you're resolving a conflict and you accidentally confirm the changes instead of quitting! If the undo operation itself was a mistake, you can fix that with jj redo, which is a literal ctrl + y. I wish I had that in git when I was starting... I've had so much trouble even trying to read the damn git reflog. I want to change the order of my commits jj arrange This is usually done with git rebase --interactive. It's fine. I like that it semantically makes sense, though it takes a bit of effort to lose the muscle memory. I want to rebase my changes onto up-to-date master jj git fetch jj rebase --onto master@origin No need to git pull --rebase origin master or update your local master branch to in turn rebase your branch locally, jj uses the remote reference directly. It just needs to know what has changed in the remote beforehand (hence the git fetch). By the way, in KDE we rarely ever do merge commits, or that rebase process involving "merge master into commit" or something. In fact, I'm so used to our workflow that I actually don't know how to rebase that other way! I want to resolve conflicts that originate from a rebase # Upon attempting to rebase, an error message will pop up # Saying to do exactly the following jj new <first-commit-with-conflicts> jj resolve jj diff # If it's resolved jj squash # Continue resolving until everything is done jj edit <bookmark> jj git push --bookmark <branch you were working on> Probably the most elaborate process here. It helps that jj resolve gives you a nice TUI with individual changed lines with context, like a git

frontend TUI would. I want to view only the log for my current bookmark jj log --revision 'trunk()..@' This is similar to: git log master..HEAD In both jj and git it can be annoying to see the whole log, especially if the last commit on master/main was your own.

- KDE Plasma 6.8.2, Bugfix Release for October (2026/10/27 00:00)
  Today KDE releases a bugfix update to KDE Plasma 6, versioned 6.8.2. Plasma 6.8 was released in October 2026 with many feature refinements and new modules to complete the desktop experience. This release adds a week's worth of new translations and fixes from KDE's contributors. The bugfixes are typically small but important and include: View full changelog
- Options are expensive. Not having them has a cost too. (2026/10/25 18:19)
  So... I'm working on something new for Oxygen. The idea is fairly simple: giving users the option to choose between symbolic and colourful icons for actions, the little things you see in toolbars and menus. One option for people who prefer the clean, monochrome look, another for those who like a bit more colour in their interfaces. You choose, and hopefully everyone is happy. Sounds easy enough, right? Heee... well, there's a small problem with that. Oxygen is a theme, and themes are brutal things to maintain. Especially when you care about the details, and especially when you want to offer choices without making one of them feel like an afterthought. Just to give you an idea of the scale of this particular problem, Oxygen has 719 colourful action icons in the 32×32 size alone. Breeze has roughly 1,200 icons, excluding copies and symbolic links. And I'm not simply scaling the existing artwork down and calling it a day. I'm drawing new versions from scratch for 16×16, 22×22, and 32×32, with 24×24 and 48×48 derived directly from the 22×22 versions. That's a lot of little pictures. A LOT. Over 9.000!!!! So far, I've made approximately 130 new icons in each of those three sizes. You can follow the work in the symbolicActions directory on KDE Invent. with simlinks and sizes around 1150 new files in the past 4 days... And each one has to work at its intended size, with its own limitations, proportions, and details. What looks perfectly fine at 32 pixels can turn into a muddy mess at 16. A detail that makes an icon recognisable at one size can become noise at another. Sometimes you have to redraw the thing almost entirely to make it work. Multiply that by hundreds of icons, and you start to understand why maintaining a theme is such a monumental amount of work. And this is just one part of it. But there's some good news too! Over in Oxygen Labs, we now have a working prototype of a patch for the KDE settings module (KCM) that lets you choose between symbolic and colourful action icons. Which is rather the point of all this. The user gets Options in the settings. Pick the style you prefer in the size you prefer, hit save, and carry on using your computer. They don't need to know about the hundreds of files, the different sizes, or the months spent adjusting individual shapes. Ideally, it just works. So why bother? Because We think user options matter. Even when they seem trivial, even when most people will never touch the setting that is very hiden :D, even when the work required to support them seems completely disproportionate to the little checkbox or dropdown that exposes them. We all use our computers differently. We have different tastes, different habits, different ideas about what makes an interface comfortable to use. Some people love symbolic icons because they keep the interface quiet and consistent. Others prefer colourful icons because they make actions easier to recognise, or simply because they enjoy having a bit more colour around. And I cant make up my mind as i think it depends :D. Neither is wrong. And if we can offer both without compromising the quality of either, why shouldn't we? Of course, every option has a cost. Someone has to design it, implement it, test it, and keep it working. In a theme like Oxygen, that cost can be enormous, because an apparently small choice can multiply the amount of artwork that needs to exist and be maintained. But there is a cost to having no choice as well. It means deciding that everyone should use the same thing, whether it suits them or not. Sometimes that's a perfectly reasonable decision. We can't offer a setting for absolutely everything. But I don't think we should dismiss options just because the work behind them is invisible. Because apparently, giving people a choice between two kinds of tiny pictures is how I choose to spend my free

time. Anyway, there's still plenty to do, but I'm slowly making my way through this rather ridiculous pile of icons. One at a time. on the bright side my daily commits now rival Laurent :D,.... J.K. im only human On some other news, due to popular demand (all 3 of you) ;(, we are going to make a new video on the qml theming thing, I'm thinking on doing the switch element with a twist (a literal one). Wil keep you posted

- This Week in Plasma: Fixing All the Bugs, PiP, and Performance (2026/10/24 00:00)
  Welcome to a new issue of This Week in Plasma. And it’s going to be a big one, folks! This week, a familiar pattern played out: people upgraded to Plasma 6.8 and found all the bugs that nobody reported during the beta period, and the Plasma team worked incredibly hard to fix them! You’ll see the result below: tons of bug fixes. It’s clear that not enough people are testing Plasma’s beta releases to uncover and report all regressions. We’re open for ideas on how to improve this. In addition to the bug fixes, this week also saw a number of nice new features, UI improvements, and performance enhancements. Consequential stuff! Check it out below: Notable new features Plasma 6.9 After extended testing, KWin’s support for the Wayland picture-in-picture (PiP) protocol has been deemed stable enough, and turned on by default! (Vlad Zahorodnii, kwin MR #10175) Window sizes and positions are now remembered on a per-screen-arrangement basis! This means if you arrange your open windows across two screens, then disconnect one, then rearrange the windows to suit the now-single-screen arrangement… then when you reconnect the second screen, open windows will jump to the sizes and positions they last had on the two-screen arrangement. And when you disconnect a screen again, open windows will jump to the sizes and positions they had on the single-screen setup. Note that this only takes effect within a running session for open windows; it does not affect the positioning of windows that are closed and then reopened. That’s still being worked on. (Jakob Petsovits, kwin MR #10198) You can now permanently deny XWayland-using apps from asking to control the pointer and keyboard, and also see which apps have been denied and revoke their denials. (David Redondo, KDE Bugzilla #521576) In-progress downloads in Firefox that produce a nice native Plasma notification via Plasma Browser Integration can now be paused and resumed from that notification. (Simon Hürlimann, plasma-browser-integration MR #207) Plasma Browser Integration now supports the Brave browser. (Geevarghese ST, plasma-browser-integration MR #179) Notable UI improvements Plasma 6.8.2 The Activity Switcher sidebar no longer stretches wallpaper images for screens without a 16:9 aspect ratio; now the wallpaper is shown faithfully, but cropped if needed. (Niccolò Venerandi, KDE Bugzilla #478784) When you use a plain color as your wallpaper in conjunction with the “accent color from wallpaper” feature, the accent color is now set to the exact color of your wallpaper, not a generated shade of it. (Niccolò Venerandi, KDE Bugzilla #513851) Holding down a key that plays or pauses media now plays or pauses it once, rather than repeatedly. (Niccolò Venerandi, KDE Bugzilla #521448) When using the zoom feature with “Push” pointer tracking, zooming in or out some more will now center the zoom on the pointer’s current location. (Maxim Stomphorst, KDE Bugzilla #508098) Plasma 6.9 If you hold down the Shift or Ctrl keys to select multiple items on System Monitor’s Applications or Processes pages, the items in the list views temporarily stop rearranging themselves so you can actually select items properly! (Vladimir Pahomchik, plasma-systemmonitor MR #479) System Settings’ Wi-Fi & Networking page now uses the more familiar “forget” terminology for removing networks. (Taras Oleksyn, KDE Bugzilla #525844) On System Settings’ Task Switcher page, the feature to preview a new Alt+Tab window switcher style now simply triggers it to appear rather than using a simulation, which ensures that it always looks right. This also fixes a bug that made certain visualizations un-preview-able. (Kai Uwe Broulik, kwin MR #10154 and KDE Bugzilla #508088) Frameworks 6.32 When your operating system hasn’t set up PAM and KWallet properly, the wizard that prompts you to create a new wallet now steers you in the direction of a Blowfish wallet, and instructs you in how to use GPG if you choose that option but no GPG keys are found. (Thomas Duckworth, KDE Bugzilla #353960) Notable bug fixes Plasma 6.8.1 Fixed a case where Plasma could crash while screens were being connected, disconnected, or rearranged. (Marco Martin,

plasma-workspace MR #7249) Fixed an edge case that broke the lock screen for people doing an in-place upgrade from Plasma 6.7's X11 session to Plasma 6.8's Wayland session. In-place upgrades are not recommended because they can and will unearth similarly unpleasant issues, but this one is fixed now. (David Edmundson, kscreenlocker MR #383) Fixed a case where Spectacle could save an image to the wrong location after it had previously been saved to a different location. (Mohanraj Velayutham, KDE Bugzilla #526111) Fixed an issue in the color scheme editor window that would make its preview area show the wrong colors much of the time when it was opened while using a dark system color scheme. (Akseli Lahtinen, KDE Bugzilla #527382) Fixed a visual glitch in System Monitor's column configuration window. (Akseli Lahtinen, KDE Bugzilla #527190) The Meta+V clipboard popup now gets focused as expected when the system is using a higher than normal focus stealing prevention mode. (Christoph Wolk, KDE Bugzilla #527326) Remote desktop clients connecting to Plasma's built-in remote desktop (RDP) server now see pointers with the correct colors when the server uses a colorful pointer. (Zhongli Wu, KDE Bugzilla #524148) Fixed an issue in Plasma's built-in remote desktop (RDP) server that would make it only accept the first connection made by the Mac remote desktop app currently named "Windows App for Mac" (formerly named "Microsoft Remote Desktop"), and fail for subsequent attempts until the server was restarted. (Oliver Beard, KDE Bugzilla #527202) Plasma 6.8.2 Hardened KWin against crashing when given invalid global keyboard shortcut keys. (Vlad Zahorodnii, plasma-desktop MR #4097) Fixed a regression that could sometimes make files and folders on the desktop become temporarily invisible on the primary screen of a multi-screen setup. (Brodi Elwood, KDE Bugzilla #527226) Fixed two regressions with pinned tasks on the Task Manager widget: one that made them fail to open in the correct positions when using certain settings, and another that made them briefly disappear when their window was moved to another screen while using the feature to only show tasks on the current screen. (Marco Martin and Samuel Collins, KDE Bugzilla #527189 and KDE Bugzilla #527507) Fixed a regression that broke notifications using the sliding effect for people who had old non-default animation duration values in their config files. (Vlad Zahorodnii, KDE Bugzilla #527478) Fixed a regression that sometimes reset the wallpaper on certain screens in multi-screen setups. (Marco Martin, KDE Bugzilla #527150) Fixed a regression that made the lock screen stop blurring the wallpaper on the primary screen of a multi-screen arrangement while the interactive controls were shown. I think we managed to miss this one because Plasma 6.8's default wallpaper is already kind of blurry! (Marco Martin, KDE Bugzilla #527569) Fixed a regression that made the Activity Switcher sidebar slightly overflow off the bottom of the screen when there are any horizontal panels. (Marco Martin, KDE Bugzilla #527158) Fixed a regression that made the Fcitx5 CJK input method's "candidates panel" force a floating panel to un-float. (Devin Lin, KDE Bugzilla #527067) Fixed a regression that made the Activity Pager widget show two underlines for the active Activity, rather than just one. (Christoph Wolk, KDE Bugzilla #527235) Fixed an issue in Plasma's built-in remote desktop (RDP) server that showed a blank screen for client apps lacking support for hardware-accelerated H.264 video. (Matteo Beretta, KDE Bugzilla #526931) Fixed a long-standing issue that could make desktop widgets change their size on login when using a multi-screen setup. (Marco Martin, KDE Bugzilla #490687) Fixed an issue in the Sticky Keys feature that made it sometimes not work quite right. (Vlad Zahorodnii, KDE Bugzilla #509714) Fixed multiple issues relating to the names and orders of virtual desktops getting out of sync between the Overview effect and the Pager widget. (Niccolò Venerandi, KDE Bugzilla #501660, KDE Bugzilla #501808, KDE Bugzilla #506247, and KDE Bugzilla #522322) Fixed an issue with Plasma's on-screen keyboard that could make it unexpectedly appear and get stuck there in Fedora KDE's installer. (Aleix Pol Gonzalez, KDE Bugzilla #524506) Fixed an issue with the wrong window in a group getting highlighted when hovering over its Task Manager tooltip thumbnail. (Christoph Wolk, KDE Bugzilla #527229) Panel Spacer widgets now work correctly on vertical panels. (Niccolò Venerandi, KDE Bugzilla #518799) The Media Player widget now correctly displays the name of media that includes non-ASCII characters. (Niccolò Venerandi, KDE Bugzilla #503405) Scrolling on the Kickoff Application Launcher's

"All Applications" page now works properly with a touchpad when the page is configured to show apps in a grid, rather than in a list. (Christoph Wolk, KDE Bugzilla #526911) Discover no longer appears five times in the "Choose Application" window. (Taras Oleksyn, KDE Bugzilla #511886) Plasma's built-in remote desktop (RDP) server now tracks the pointer more accurately for scaled virtual screens, and resizes accurately when virtual screens are changed in size. (Zhongli Wu, krdp MR #273, krdp MR #277, and krdp MR #298) Plasma 6.9 Disabling a critical notification no longer makes it appear anyway while Do Not Disturb mode is active. (Ramil Nurmanov, KDE Bugzilla #519592) Frameworks 6.32 Did you know that you can scroll horizontally with a traditional scroll wheel mouse by holding down Alt while scrolling? Or at least you could before Qt 6.12, but we've adapted to a change made in that Qt release that broke this functionality in the custom scroll handler used by Plasma and KDE's QtQuick apps, and now it works again. (Marco Martin, KDE Bugzilla #526317) KRunner no longer incorrectly tries to pluralize the word "Hertz". (Tobias Fella, KDE Bugzilla #527386) Qt 6.12.1 Fixed a Qt bug that made Plasma hang on logout while any System Monitor widgets were present. (David Edmundson, KDE Bugzilla #527240) Notable in performance & technical Plasma 6.8.1 When Plasma's built-in remote desktop (RDP) server automatically generates a TLS certificate, it lasts for ten years, not one day. (Zhongli Wu, krdp MR #265) Plasma 6.8.2 Plasma's system monitoring widgets no longer let you configure line charts to show so much history that their data collection would make Plasma lag and freeze. (Niccolò Venerandi, KDE Bugzilla #527627) Buttons to copy text to the clipboard on websites displayed in the Web Browser widget now work as expected. (Niccolò Venerandi, KDE Bugzilla #523381) The volume feedback sound now unconditionally uses the relevant sound from the active sound theme, fixing a few edge cases where it would sometimes use the system's fallback sound theme instead. (Niccolò Venerandi, KDE Bugzilla #525954) Plasma 6.9 If you let the Plasma Login Manager sit there without logging anyone in, it will now eventually let the monitors enter power saving mode. (Raphael Erard, KDE Bugzilla #484015) Frameworks 6.32 Improved the performance of the common SVG-reading code used throughout Plasma and many apps. (Mátyás Nyilas, ksvg MR #120) All KDE software should no longer hang when a network share that was manually mounted and added to the Places panel becomes unavailable! (Méven Car, KDE Bugzilla #272361) How you can help This week there are a number of new ways to help KDE! Ask the KDE Goals champions The champions of the new KDE Goals for the 2026-2028 cycle will be answering your questions live on YouTube and PeerTube on October 29 at at 17:00 UTC. Leave them your questions at the KDE Forum post! As a reminder, the new goals are: KDE for Enterprise and Deployments: Ask David Edmundson, Kevin Ottens, Neal Gompa, and Kai Uwe Broulik about how they plan to make KDE the best choice for businesses and public institutions. Better documentation: Check in with Nate Graham, Thiago Masato Costa Sueto, and Joseph P. De Veaugh-Geiss about improving KDE's documentation. Next Generation Styling for KDE: Find out how Arjen Hiemstra, Akseli Lahtinen, and Andy Betts are working to implement a unified styling system. Donate to the fundraiser KDE's annual end-of-year fundraiser has started, and making a donation is a hugely impactful way to keep KDE financially solvent. Due to… world events… costs for travel, computer hardware, and server infrastructure are higher than ever. KDE needs your help to keep the lights on, so donate today if you can! Take the desktop icons survey Help us figure out how desktop icons should behave in various tricky situations by taking a survey on the topic. To get a new Plasma feature or a bug fix mentioned here Push a commit to the relevant merge request on invent.kde.org.

- This Week in Plasma: Fixing All the Bugs, PiP, and Performance (2026/10/24 00:00)
  Welcome to a new issue of This Week in Plasma. And it's going to be a big one, folks! This week, a familiar pattern played out: people upgraded to Plasma 6.8 and found all the bugs that nobody reported during the beta period, and the Plasma team worked incredibly hard to fix them! You'll see the result below: tons of bug fixes. It's clear that not enough people are testing Plasma's beta releases to uncover and report all regressions. We're open for ideas on how to improve this. In addition to the bug fixes, this week also saw a number of nice new features, UI improvements,

and performance enhancements. Consequential stuff! Check it out below: Notable new features Plasma 6.9 After extended testing, KWin's support for the Wayland picture-in-picture (PiP) protocol has been deemed stable enough, and turned on by default! (Vlad Zahorodnii, kwin MR #10175) Window sizes and positions are now remembered on a per-screen-arrangement basis! This means if you arrange your open windows across two screens, then disconnect one, then rearrange the windows to suit the now-single-screen arrangement… then when you reconnect the second screen, open windows will jump to the sizes and positions they last had on the two-screen arrangement. And when you disconnect a screen again, open windows will jump to the sizes and positions they had on the single-screen setup. Note that this only takes effect within a running session for open windows; it does not affect the positioning of windows that are closed and then reopened. That's still being worked on. (Jakob Petsovits, kwin MR #10198) You can now permanently deny XWayland-using apps from asking to control the pointer and keyboard, and also see which apps have been denied and revoke their denials. (David Redondo, KDE Bugzilla #521576) In-progress downloads in Firefox that produce a nice native Plasma notification via Plasma Browser Integration can now be paused and resumed from that notification. (Simon Hürlimann, plasma-browser-integration MR #207) Plasma Browser Integration now supports the Brave browser. (Geevarghese ST, plasma-browser-integration MR #179) Notable UI improvements Plasma 6.8.2 The Activity Switcher sidebar no longer stretches wallpaper images for screens without a 16:9 aspect ratio; now the wallpaper is shown faithfully, but cropped if needed. (Niccolò Venerandi, KDE Bugzilla #478784) When you use a plain color as your wallpaper in conjunction with the "accent color from wallpaper" feature, the accent color is now set to the exact color of your wallpaper, not a generated shade of it. (Niccolò Venerandi, KDE Bugzilla #513851) Holding down a key that plays or pauses media now plays or pauses it once, rather than repeatedly. (Niccolò Venerandi, KDE Bugzilla #521448) When using the zoom feature with "Push" pointer tracking, zooming in or out some more will now center the zoom on the pointer's current location. (Maxim Stomphorst, KDE Bugzilla #508098) Plasma 6.9 If you hold down the Shift or Ctrl keys to select multiple items on System Monitor's Applications or Processes pages, the items in the list views temporarily stop rearranging themselves so you can actually select items properly! (Vladimir Pahomchik, plasma-systemmonitor MR #479) System Settings' Wi-Fi & Networking page now uses the more familiar "forget" terminology for removing networks. (Taras Oleksyn, KDE Bugzilla #525844) On System Settings' Task Switcher page, the feature to preview a new Alt+Tab window switcher style now simply triggers it to appear rather than using a simulation, which ensures that it always looks right. This also fixes a bug that made certain visualizations un-preview-able. (Kai Uwe Broulik, kwin MR #10154 and KDE Bugzilla #508088) Frameworks 6.32 When your operating system hasn't set up PAM and KWallet properly, the wizard that prompts you to create a new wallet now steers you in the direction of a Blowfish wallet, and instructs you in how to use GPG if you choose that option but no GPG keys are found. (Thomas Duckworth, KDE Bugzilla #353960) Notable bug fixes Plasma 6.8.1 Fixed a case where Plasma could crash while screens were being connected, disconnected, or rearranged. (Marco Martin, plasma-workspace MR #7249) Fixed an edge case that broke the lock screen for people doing an in-place upgrade from Plasma 6.7's X11 session to Plasma 6.8's Wayland session. In-place upgrades are not recommended because they can and will unearth similarly unpleasant issues, but this one is fixed now. (David Edmundson, kscreenlocker MR #383) Fixed a case where Spectacle could save an image to the wrong location after it had previously been saved to a different location. (Mohanraj Velayutham, KDE Bugzilla #526111) Fixed an issue in the color scheme editor window that would make its preview area show the wrong colors much of the time when it was opened while using a dark system color scheme. (Akseli Lahtinen, KDE Bugzilla #527382) Fixed a visual glitch in System Monitor's column configuration window. (Akseli Lahtinen, KDE Bugzilla #527190) The Meta+V clipboard popup now gets focused as expected when the system is using a higher than normal focus stealing prevention mode. (Christoph Wolk, KDE Bugzilla #527326) Remote desktop clients connecting to Plasma's built-in remote desktop (RDP) server now see

pointers with the correct colors when the server uses a colorful pointer. (Zhongli Wu, KDE Bugzilla #524148) Fixed an issue in Plasma's built-in remote desktop (RDP) server that would make it only accept the first connection made by the Mac remote desktop app currently named "Windows App for Mac" (formerly named "Microsoft Remote Desktop"), and fail for subsequent attempts until the server was restarted. (Oliver Beard, KDE Bugzilla #527202) Plasma 6.8.2 Hardened KWin against crashing when given invalid global keyboard shortcut keys. (Vlad Zahorodnii, plasma-desktop MR #4097) Fixed a regression that could sometimes make files and folders on the desktop become temporarily invisible on the primary screen of a multi-screen setup. (Brodi Elwood, KDE Bugzilla #527226) Fixed two regressions with pinned tasks on the Task Manager widget: one that made them fail to open in the correct positions when using certain settings, and another that made them briefly disappear when their window was moved to another screen while using the feature to only show tasks on the current screen. (Marco Martin and Samuel Collins, KDE Bugzilla #527189 and KDE Bugzilla #527507) Fixed a regression that broke notifications using the sliding effect for people who had old non-default animation duration values in their config files. (Vlad Zahorodnii, KDE Bugzilla #527478) Fixed a regression that sometimes reset the wallpaper on certain screens in multi-screen setups. (Marco Martin, KDE Bugzilla #527150) Fixed a regression that made the lock screen stop blurring the wallpaper on the primary screen of a multi-screen arrangement while the interactive controls were shown. I think we managed to miss this one because Plasma 6.8's default wallpaper is already kind of blurry! (Marco Martin, KDE Bugzilla #527569) Fixed a regression that made the Activity Switcher sidebar slightly overflow off the bottom of the screen when there are any horizontal panels. (Marco Martin, KDE Bugzilla #527158) Fixed a regression that made the Fcitx5 CJK input method's "candidates panel" force a floating panel to un-float. (Devin Lin, KDE Bugzilla #527067) Fixed a regression that made the Activity Pager widget show two underlines for the active Activity, rather than just one. (Christoph Wolk, KDE Bugzilla #527235) Fixed an issue in Plasma's built-in remote desktop (RDP) server that showed a blank screen for client apps lacking support for hardware-accelerated H.264 video. (Matteo Beretta, KDE Bugzilla #526931) Fixed a long-standing issue that could make desktop widgets change their size on login when using a multi-screen setup. (Marco Martin, KDE Bugzilla #490687) Fixed an issue in the Sticky Keys feature that made it sometimes not work quite right. (Vlad Zahorodnii, KDE Bugzilla #509714) Fixed multiple issues relating to the names and orders of virtual desktops getting out of sync between the Overview effect and the Pager widget. (Niccolò Venerandi, KDE Bugzilla #501660, KDE Bugzilla #501808, KDE Bugzilla #506247, and KDE Bugzilla #522322) Fixed an issue with Plasma's on-screen keyboard that could make it unexpectedly appear and get stuck there in Fedora KDE's installer. (Aleix Pol Gonzalez, KDE Bugzilla #524506) Fixed an issue with the wrong window in a group getting highlighted when hovering over its Task Manager tooltip thumbnail. (Christoph Wolk, KDE Bugzilla #527229) Panel Spacer widgets now work correctly on vertical panels. (Niccolò Venerandi, KDE Bugzilla #518799) The Media Player widget now correctly displays the name of media that includes non-ASCII characters. (Niccolò Venerandi, KDE Bugzilla #503405) Scrolling on the Kickoff Application Launcher's "All Applications" page now works properly with a touchpad when the page is configured to show apps in a grid, rather than in a list. (Christoph Wolk, KDE Bugzilla #526911) Discover no longer appears five times in the "Choose Application" window. (Taras Oleksyn, KDE Bugzilla #511886) Plasma's built-in remote desktop (RDP) server now tracks the pointer more accurately for scaled virtual screens, and resizes accurately when virtual screens are changed in size. (Zhongli Wu, krdp MR #273, krdp MR #277, and krdp MR #298) Plasma 6.9 Disabling a critical notification no longer makes it appear anyway while Do Not Disturb mode is active. (Ramil Nurmanov, KDE Bugzilla #519592) Frameworks 6.32 Did you know that you can scroll horizontally with a traditional scroll wheel mouse by holding down Alt while scrolling? Or at least you could before Qt 6.12, but we've adapted to a change made in that Qt release that broke this functionality in the custom scroll handler used by Plasma and KDE's QtQuick apps, and now it works again. (Marco Martin, KDE Bugzilla #526317) KRunner no longer incorrectly tries to pluralize the word "Hertz". (Tobias

Fella, KDE Bugzilla #527386) Qt 6.12.1 Fixed a Qt bug that made Plasma hang on logout while any System Monitor widgets were present. (David Edmundson, KDE Bugzilla #527240) Notable in performance & technical Plasma 6.8.1 When Plasma's built-in remote desktop (RDP) server automatically generates a TLS certificate, it lasts for ten years, not one day. (Zhongli Wu, krdp MR #265) Plasma 6.8.2 Plasma's system monitoring widgets no longer let you configure line charts to show so much history that their data collection would make Plasma lag and freeze. (Niccolò Venerandi, KDE Bugzilla #527627) Buttons to copy text to the clipboard on websites displayed in the Web Browser widget now work as expected. (Niccolò Venerandi, KDE Bugzilla #523381) The volume feedback sound now unconditionally uses the relevant sound from the active sound theme, fixing a few edge cases where it would sometimes use the system's fallback sound theme instead. (Niccolò Venerandi, KDE Bugzilla #525954) Plasma 6.9 If you let the Plasma Login Manager sit there without logging anyone in, it will now eventually let the monitors enter power saving mode. (Raphael Erard, KDE Bugzilla #484015) Frameworks 6.32 Improved the performance of the common SVG-reading code used throughout Plasma and many apps. (Mátyás Nyilas, ksvg MR #120) All KDE software should no longer hang when a network share that was manually mounted and added to the Places panel becomes unavailable! (Méven Car, KDE Bugzilla #272361) How you can help This week there are a number of new ways to help KDE! Ask the KDE Goals champions The champions of the new KDE Goals for the 2026-2028 cycle will be answering your questions live on YouTube and PeerTube on October 29 at at 17:00 UTC. Leave them your questions at the KDE Forum post! As a reminder, the new goals are: KDE for Enterprise and Deployments: Ask David Edmundson, Kevin Ottens, Neal Gompa, and Kai Uwe Broulik about how they plan to make KDE the best choice for businesses and public institutions. Better documentation: Check in with Nate Graham, Thiago Masato Costa Sueto, and Joseph P. De Veaugh-Geiss about improving KDE's documentation. Next Generation Styling for KDE: Find out how Arjen Hiemstra, Akseli Lahtinen, and Andy Betts are working to implement a unified styling system. Donate to the fundraiser KDE's annual end-of-year fundraiser has started, and making a donation is a hugely impactful way to keep KDE financially solvent. Due to… world events… costs for travel, computer hardware, and server infrastructure are higher than ever. KDE needs your help to keep the lights on, so donate today if you can! Take the desktop icons survey Help us figure out how desktop icons should behave in various tricky situations by taking a survey on the topic. To get a new Plasma feature or a bug fix mentioned here Push a commit to the relevant merge request on invent.kde.org.

- Akademy 2026 Desktop Icon BoF (2026/10/23 14:46)
  I am very late to write this but anyways. But please do the survey. KDE Plasma desktop icons (the actual system that holds the icons, not the .desktop files) is a bit crusty, due to many years of people fixing bugs there. This now causes new bugs in return. So, at Akademy this year I had my own very first BoF around this topic. It was bit of a mess as I have never done a BoF before, but we had a good brainstorm session and I got good feedback. One of the good feedback was that hey, let's ask our users! Thus I made a survey, where I ask questions such as: You have icons on another screen but it gets disconnected Your screen resolution changes Link to the survey: https://survey.kde.org/355778 We want to know what is your opinion on this, so we can get this done better for future. And when there is enough data, I will make some graphs. :D We also discussed the history of the desktop icons. The original system was made in a bit of a rush and it was early times for QtQuick, so there was new things to learn too. This worked "well enough" for many years, until we began to get more features.. And that sneakily introduced bugs. This is typical thing to happen to software, so it's not surprising. I have already done one refactor to them previously: https://akselmo.dev/posts/plasma-desktop-icons-positioning-refactor/. However I was way less experienced back then, so I tried my best to not break anything.. Thus the refactoring turned out to be bit less intensive as was needed: Instead of doing a deep cleaning in a room, I just dusted the shelves. Second time is the charm, this time I'll go in with a proper plan. And for that I need your help!! So please.. Fill the survey!

https://survey.kde.org/355778 Hopefully this time we can finally get rid of the randomly moving icons and disappearances and whatnot. I also aim that there will be more code removal than code addition. Thanks for reading! And do the survey!! Even if you don't use KDE Plasma!

- Help shape the future of desktop icons (2026/10/23 14:41)
  KDE Plasma has robust support for desktop icons, just like Windows and macOS do. And it’s not going anywhere, either! But over the years, the codebase has gotten a bit crusty. You know how these things happen: conventions change but the old code isn’t updated; features are added that cut against the original design without a corresponding refactor; implementation details that were relevant in the past but aren’t anymore; and so on. This internal messiness is a source of bugs, and we’d like to correct that! So for a while now, various folks in KDE have wanted to overhaul the technical implementation and bring Plasma’s desktop icons up to modern standards. But in the process, it’s also necessary to know how we want the system to behave! It turns out there’s a lot of hidden complexity embedded in the core feature to allow manually moving icons around, and the current system doesn’t always handle it in the best way. Consider what should happen to manually-arranged icons in cases like these: You rotate a screen with icons on it You disconnect a screen with icons on it The resolution or scale factor of a screen with icons on it grows or shrinks The screen fills up with icons and then you add more This is not simple stuff! So we’d like your input. Akseli Lahtinen has put together a survey where you can share your views on how the system should handle various complex situations. You can access it here: https://survey.kde.org/355778. Responses will be used to guide future development. So if you’d like to help shape that future, make your opinions known here! Feel free to share this survey far and wide; we want as many responses as possible. Thanks, everyone!
- New Craft cache 26.10 published (2026/10/23 13:00)
  KDE Craft 26.10 was just released, and yes, we just pick whatever month we currently have. This is one of the biggest releases we ever had, as it prepares the way to proper cross compilation. With a real implementation for target and host: architecture, platform and compiler. If you squint right you might already spot traces of Windows ARM and iOS. The update is already available for KDE's CD, CI (Windows/Android) will follow in the next days. Changes (highlights) General The refactoring of CraftCompiler for the cross compilation mentioned above introduced a few breaking changes that require adjustments in blueprints. If you maintain your own blueprints repository you should run https://invent.kde.org/packaging/craft/-/blob/dev/update.ps1 It will not port everything, but it will give you a good base to finalize your changes. Initial support for MSVC 2026 has been finished and a MSVC 2026 cache is available now. Note that Craft 26.10 is also the last release to support MSVC 2022! Blueprints Qt 6.12 Gettext 1.0 Perl 5.44 Python 3.12.13 About KDE Craft KDE Craft is an open source meta-build system and package manager. It manages dependencies and builds libraries and applications from source on Windows, macOS, Linux, FreeBSD and Android. Learn more on https://community.kde.org/Craft or join the Matrix room #kde-craft:kde.org
- Web Review, Week 2026-43 (2026/10/23 10:49)
  I’ll take a short break, so no web review next week. Let’s go for my web review for the week 2026-43. Enjoy it as it’ll be the last one of October! The Slow Formation of Durable Software Tags: tech, foss, history Interesting account of Zotero history. Another venerable software which passed a nice milestone. https://newsletter.dancohen.org/archive/the-slow-formation-of-durable-software/ Men in tech #YesAllMen Tags: tech, diversity, equality, work, bias An important talk. I wish we’d do better as an industry… and as a society. It’s just not acceptable to witness this kind of issues and do nothing about them. https://media.ccc.de/v/emf2026-240-1-men-in-tech-yesallmen Apertus 1.5 Tags: tech, ai, machine-learning, apertus, gpt, research, foss Very exciting release. It’s nice to see that with care it’s possible to build a LLM which is also a common. The production of such models is fully documented and auditable. As far as I can tell the result is free of the usual negative externalities that the

industrial complex tends to ignore. Of course I advise reading the full technical report. It’s so refreshing to see where they have good solutions or where they struggle. I can’t suffer the “marketing disguised as research” coming from the big companies anymore. Now looking forward to their 2.0 release, the roadmap is interesting. https://www.apertus-ai.org/articles/2026-07-apertus-1-5/ There isn’t an easy exploit for this PHP vulnerability Tags: tech, security, php It’s clearly one of the two (4?) security topics of the week. Maybe there’s been some overreaction though? Yes, it needed to be patched. Yes, the disclosure could have been handled better. But no… there’s no working exploit in the wild. https://eliastaylor.com/noexploit/ Hit by a Bus? How to Keep Your Family’s Digital Life Running Tags: tech, self-hosting, life A good list of the things to keep in mind and prepare in case everything goes wrong and someone else need to take over the services you self host. https://www.jamesleighton.com/2026/10/how-to-keep-the-familys-digital-life-running/ Microsoft Teams is a red flag Tags: tech, microsoft, messaging, vendor-lockin This is unfortunately a common default choice indeed. I wish it wasn’t though. People using it are locking themselves in a sub par offer for a financially driven convenience… If they’d account for the impacts they’d realise it costs them way more than they think. https://blog.raed.dev/posts/microsoft-teams-red-flag/ VC isn’t VC anymore — understanding the rise of Cancer Capital Tags: tech, business, politics An important piece in my opinion. Obviously with my political leaning it all feels to me like it was just a question of time before we got there. Still it’s valuable to read this kind of insider views. https://www.anildash.com/2026/09/02/cancer-capital/?ref=DenseDiscovery-411 Why are we even doing all this? Tags: tech, ai, machine-learning, gpt, mathematics, business, ethics, life This has a satirical undertone but it has a very good point. Those companies are just sucking the life out of very human activities.
https://terrytao.wordpress.com/2026/10/15/why-are-we-even-doing-all-this/ Study explores how AI use affects performance on math and reasoning tasks Tags: tech, ai, machine-learning, gpt, cognition, research Go read the full paper of course, but in case you won’t this is a quick summary which kind of does the job. There are obvious limitations to the study: most notably time as it’s only a few minutes use each time. And yet that raises clear questions on longer term use… There is clear recovery after a few minutes but does it still exist after weeks or months of prolonged use? How fast would it be? Clearly we don’t know yet.
https://news.berkeley.edu/2026/10/09/using-ai-for-just-10-minutes-erodes-your-ability-to-persist-at-hard-things/ I forced a speech model onto the GPU for months. The CPU was faster. Tags: tech, cpu, gpu, hardware, performance, speech In a way it’s a friendly reminder that for some workloads, when latency matters, the GPU might be wrong for the job. https://altunenes.github.io/posts/reuse/ Composite objects and C++26 the std::polymorphic type Tags: tech, c++ Another interesting type introduced C++26. This should make it easier to deal with owning polymorphic types at runtime. https://mariusbancila.ro/blog/2026/10/18/composite-objects-and-cpp26-the-stdpolymorphic-type/ The Future of CSS Tags: tech, web, css Nice stuff might be coming if they make it into Interop 2027. I’m not excited about all of them but there are a few I’d like to see supported earlier rather than later. https://www.joshwcomeau.com/css/interop-2027/ The Decoherence Trap Tags: tech, ai, machine-learning, copilot, design, architecture, complexity, maintenance Interesting essay even though I don’t like the whole part about singularity. I found this section was a distraction to the more interesting arguments. Indeed, I liked a lot the concept of decoherence and its ties to complexity. The essay also makes a good job of showing how it’s something we have to deal with and likely the worst kind of technical debt. I also shows how it impacts productivity obviously. It’s all valuable and things I encounter on a regular basis. And of course, since everything has to talk about LLM these days, it builds an interesting case on how and why using those tools especially with harnesses to pump out more code is actually increasing decoherence. Exactly what we don’t want. https://maevyn.codes/decoherence How Strategy Stopped Intimidating Me Tags: tech, strategy, decision-making It doesn’t have to be something mysterious indeed. It’s a skill one can learn.

https://ryangreenhall1.substack.com/p/how-strategy-stopped-intimidating The British Etiquette Rules Nobody Will Ever Actually Tell You You’re Breaking Tags: english, culture It’s just impolite to point your flaws. Of course it makes etiquette harder to learn as you don’t notice. This is a small list of things to pay attention to. Liked the writing as well. https://englishmanmike.substack.com/p/the-british-etiquette-rules-nobody Bye for now!

From:
https://wiki.tromjaro.alexio.tf/ - **TROMjaro wiki**

Permanent link:
https://wiki.tromjaro.alexio.tf/doku.php?id=news:planet:kde

Last update: **2021/10/30 11:41**