The third beta of the Qt 5.13 tool-kit is now available for testing as the developers try to get this update ready to ship as stable in May.

Jani Heikkinen of The Qt Company announced this third beta today. A fourth beta is expected as they are still working to update from OpenSSL 1.0 to 1.1 this cycle. Following that, a release candidate will come once their blocker bugs are addressed. As of writing, there are just nine blocker bugs at present ranging from Android crashes to pulling in new Chrome patches to WebAssembly issues.

Kdenlive is one of those applications that catches you by surprise. One minute it seems little more than a quick Qt-built GUI wrapped around some command-line tools to concatenate video files, and the next minute it’s spending months on hiatus being rewritten and refactored into something that can genuinely start to compete with Final Cut Pro on macOS. This is what’s happening with Kdenlive; you’ll find the all new version in the KDE Applications 19.04 release. To be fair, it already was the best open source video editor available, barring perhaps Blender if you needed absolute power and had the patience to master its idiosyncratic user interface.

Many who have perhaps not used Kdenlive for a while won’t realize that it now includes some rather advanced features. One, for example, allows you to use low quality copies of a clip as proxies for edits you want to make. This saves CPU and storage resources and is perfect for our 8K future. There’s also a brilliant Title Editor toolbar that enables you to create 2D text frames without having to resort to an external package. This important function is always
overlooked in open source video editors, as they often focus on performance and clip editing. However, adding titles is equally important. You only have to look at the most popular YouTube videos to see how words, spacing, shadows, gradients, and images are spliced into video segments to create a professional and snappy video. Dropping an alpha-blended Gimp text render doesn't really cut it, unless you're creating a video about Gimp. Kdenlive has done all this for some time, which has perhaps been our only criticism: It was difficult to see where new developments were taking the project.


While my last post was still about the new cache and which compilers we should support, the pre built binaries for Craft (the cache) are now 2 years old. They are used for continues integration and to speed up user builds.

We now provide binaries for Windows, MacOS and Linux.

Source URL: http://www.tuxmachines.org/node/123388

Links: