This week the bug squashing continues at full speed! We've made short work of tons of bugs throughout our software stack, including the infamous login sound bug, some very important and longstanding issues with extended attributes, and a ton of quality-of-life improvements for the Plasma Wayland session.

But we also managed to add a few nice new features that I think you'll like.
The bug fixing in KDE land continues and ends the month with a "bug massacre", for how KDE developer Nate Graham describes it in his weekly recaps.

Graham also commented of this week's KDE efforts as "bug squashing continues at full speed!" Some of the work that got addressed this week for KDE includes:

- The KDE Plasma Wayland session no longer requires manually setting an environment variable to make NVIDIA GPUs with the proprietary driver properly function. This change is with KDE Plasma 5.20.2 for offering a better KDE Wayland out-of-the-box experience on NVIDIA's proprietary driver. This is addressed by automatically detecting the NVIDIA proprietary driver and EGLStreams rather than making the user set KWIN_DRM_USE_EGL_STREAMS.

Source URL: http://www.tuxmachines.org/node/143873

Links: