Craft seems like the no-brainer for a KDE project to use, considering it's in-house and supports all of KDE's frameworks and has packaging capabilities. Unfortunately, what sounds good on paper does not translate to what's good in execution.

When I first checked it out, the current version being shipped had incorrect code that would have failed to compile had it been a compiled language instead of Python. Heck, even running a typechecker for Python would have revealed the fact that the code was trying to call a function that didn't exist. Yet, this managed to get shipped. Not a good first impression.
After manually patching in the function into existence on my system, I ran into another hurdle: Craft's env script is broken; mangling PATH to an extent where entries like /usr/bin and /bin and other things got just truncated into oblivion, resulting in a shell where you couldn't do much of anything.

After manually patching PATH to be not mangled, I ran into another and the final hurdle before I gave up: Craft tried to use half bundled libraries and tools and half system libraries and tools, resulting in dynamic linker errors from system tools not finding symbols they needed from bundled libraries.

When I brought these issues up in the Craft chat, the answers basically amounted to a lack of care and ?go use Ubuntu.?. Not acceptable for Tok considering most of the people interested in building Tok like this don't use Ubuntu, and honestly doesn't make you have much faith in a system for porting utilities to other platforms if said system doesn't even work across the distributions of one platform.

[5]

Development GNU KDE Linux

Source URL: http://www.tuxmachines.org/node/158223

Links: