

# kube

A communication and collaboration client.

# What is Kube?

- A modern Communication and Collaboration client with offline capability
- Everything that has to do with communication and collaboration:
  - Mail
  - Calendaring
  - Notes
  - IM
  - Todo's
- Built on top of a high performance core called Sink using QtQuick
- Developed within the KDE community

# Goals

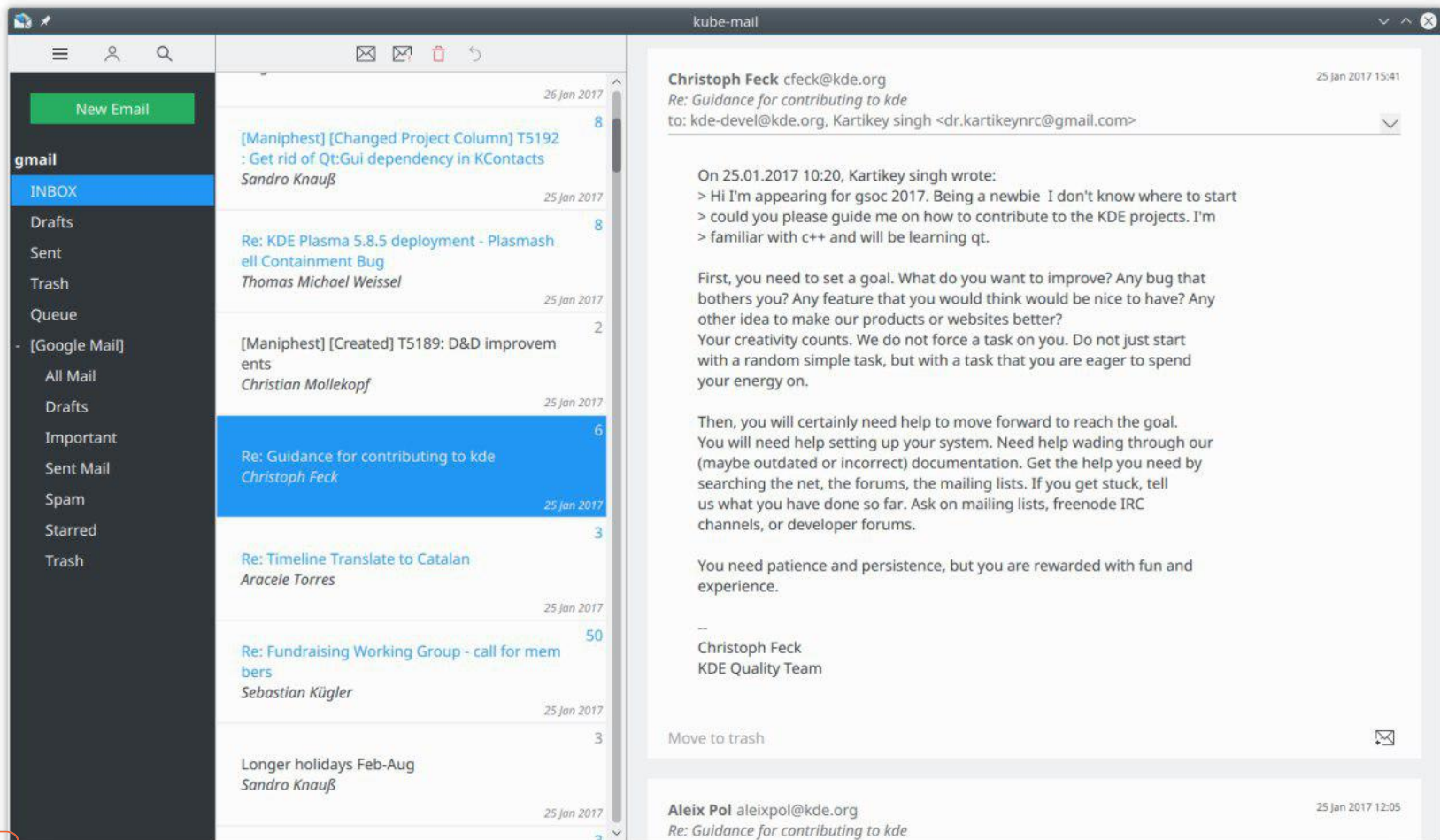
- Pretty AND useful
- Maintainable codebase, can move fast without sacrificing quality
- Deployable, cross-platform, including mobile
- High performance, low resource consumption
- Effortless security

# Current State

- Building the Framework together with an MVP
- Currently that's a simple Email Client

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**So how will we get there?**

# Workflow

- Traditionally we had different applications for different protocols
- Support the user in what he actually has to do:
  - Organize a Meeting
  - Plan a Project
  - Catch up with communication

User

# Usability

- Don't do everything
- Do what we do right
- Effortless security: TOFU, Integrated key management, Simple visualisation.



User

# Networked application

- ...with offline capability
- Almost no local data except for configuration\*.
- Open protocols (IMAP/DAV\*/...)

\* unless you use a local backend

User

Development

# Composable components

- Building blocks to build new views
- Self contained QML components using KPackage
- Can be used outside of Kube as well

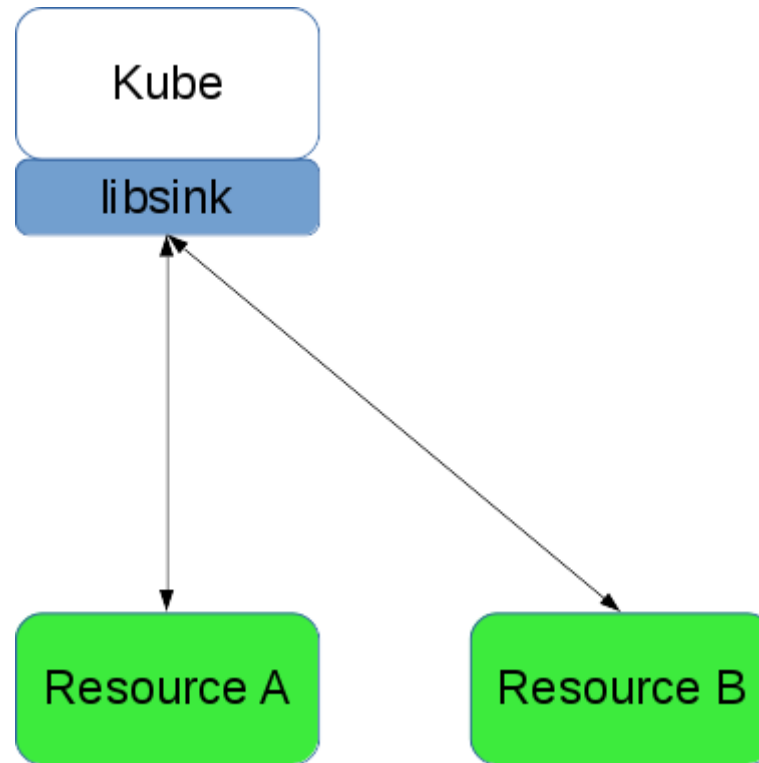
User

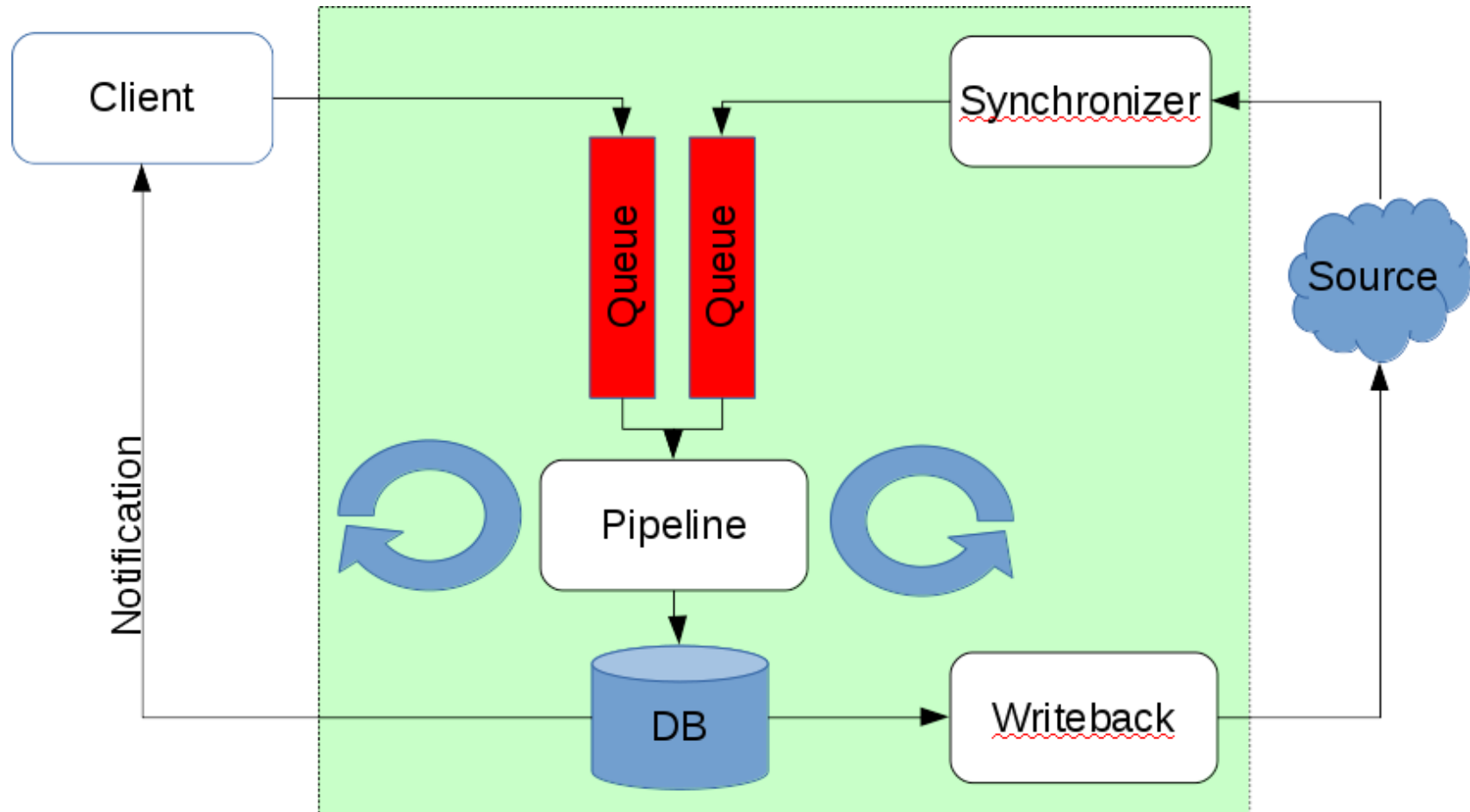
Development

# Complexity



User  
Development





User

Development

# Performance

- Don't do unnecessary work (and only do it once).
- Queriable data.
- High performance key-value store\*.
- In process access to data.

\* lmdb

User

Development

Deployment

# Deployment & Maintenance

- Scriptability with sinksh
  - Setup/Modify/Remove accounts with scripts
  - Synchronize accounts
  - Query local data
  - sinksh scripts
  - REPL
- Separation of configuration and data
- Configurable logging

# Now is the time to join!

- Sink is an interesting modern C++ codebase.
- If you like QML and know some C++ you can work on the UI.
- We need help with cross-platform builds (Mac, Windows, Android, ...)
- Weekly online meetings that are open to anyone.
- For more info: [kube.kde.org](http://kube.kde.org)



# Early tech preview

- Fedora 25:
- Flatpak
- From source

# Questions?