

CMPT 371 Material Inspection

Date: March 14, 2017, 1pm

Location: Thorvaldson S371

Material under Inspection: FileBrowser1.cs and related game objects in the Unity project

Creators: Mackenzie, Heramb;

Inspection Facilitator: Kyle

Notetakers: Heramb

Members Present: Nhi, Brianne, Kyle, Evan, Heramb, Ix, Mackenzie, Janelle, Jack, Kevin

Comments

- Using vectors because they are easier to understand compared to quaternions.
- Line 48: NumberOfButtonsPerColumn may be removed (doesn't do anything yet)
- Browser does not follow users headset currently
- Get rid of main camera (OVR camera is enough)
- There may be a built in to convert the array obtained from Directory functions to list
- Cancel and Back button don't need to be changed so they are created separately from the file and directory buttons
- Force users to navigate or use browser before browser disappears
- Line 107: CreateButtons() requires a non null list of files, directories and current directories (needs to have a valid and accessible current directory)
- A lot will have to change once we made browser a child element so positioning will have to change
- Use better name for i,j in loops when assigning strings
- Create file buttons and directory button functions are being rewritten (adjust columns to users preferences)
- Line 181: typo withing -> within
- May have to adjust destroy functions (unity tests send errors about it)
- Back button just says back but stores previous directory name
- Line 219: fix typos in comments for convert and send images
- Does texture2D take in arbitrary numbers in parameter?
- CreateBackButton(path) does not take a location because it is fixed
- Maybe add one function for creating buttons instead of separately
- Get rid of some debug logs which are not required
- Get local name doesn't work on mac because of backslashes in files
- Files which aren't implemented can throw unimplemented assertion

Changes to Implement

Implement now:

- Add assertions to CreateButtons() non null list of files and directories. Valid current directory
- In CreateButtons() change variables in loop to something more meaningful (directories)
- Add assertion to ConvertAndSendImage() to check the file is null and actually a valid image format
- Implement user friendly column numbers in CreateButtons()
- In ConvertAndSendImage() call disable function instead of setting instead of this.enable()

- Add pre and post conditions to `GetLocalName(string)`
- Add comments to `GetLocalName(string)` and `GetPreviousPatch()` to make it more clear