**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 arnt 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 GetLoacalName(string) and GetPreviousPatch() to make it more clear