





# WEEKLY REPORT - WEEK 2

PROJECT: MAPPING RW COORDS TO GALVO VOLTAGE

(07.01.19 - 11.01.19)

Ina M. Sørensen

## 1 Project Summary Status

Budget		<ul style="list-style-type: none"><li>• Hours this week: 27</li><li>• Hours total: 62</li></ul>
Schedule		So far the schedule looks ok. Good progress on the task to estimate world coordinates from voltages.
Quality		<ul style="list-style-type: none"><li>• Found several articles that describe what we want to do</li><li>• Bad news: Spent a while trying to get OpenGL to work</li></ul>
Risks and issues		Continuing down the path of visualising with OpenGL could end up taking a lot of time. Might not be worthwhile if it will only be used for debugging purposes. Will have to make decision next week.

### 1.1 Overall Project Plan

- System in 2D
  - Get to know task (1 week)
  - Create virtual system (2 weeks)
  - Obtain voltage values from world coordinates (2 weeks)

- Calibration of laser system (3 weeks)
- System in 3D
  - Create virtual system (1 week)
  - Obtain voltages from world coordinates (1 week)
  - Calibration of laser system (2 weeks)
- Practical testing
  - Calibrate system using real laser points (2 weeks)
  - Test precision of system (3 weeks)

## **2 Key Accomplishments This Week**

### **2.1 Milestones Reached**

No milestones reached this week.

### **2.2 Tasks Performed**

- Found paper describing how to calibrate galvanometers
- Implemented functions estimating world coordinates from voltages
- Started implementing visualisation app using PyQt and OpenGL

## **3 Plan For Next Week**

### **3.1 Overall Goals**

- Get OpenGL to work properly
- If get OpenGL to work, start implementing visualisation app. If not, abandon this by the end of the week

### 3.2 Daily Plan

Monday	Tuesday	Wednesday	Thursday	Friday
Work on getting OpenGL to work	Work through OpenGL tutorial	Start implementing visualisation app	Visualisation app	Visualisation app

## 4 Upcoming Deliverables

No deliverables for next week

## 5 Issues

It turned out to be quite difficult to get OpenGL to work on a Mac.

## 6 Risks

Getting OpenGL to work might take a while. If can't get it to work, it will have been a waste of time. Will probably still need to implement a visualisation app and will then have to switch to Mayavi again or another library. This will again take time.

## 7 Resources Planning

NB! Need private git repository