**12 September 2014**

**Friday 2pm at WG 10th floor**

**Client: Matthew Martin**

**Attending: Evan Martin, Ben Liang, Pio Kim**

**Duration: 2 hours**

**Agenda:**

* Alastair has left project
* Project development options
  1. Start project from scratch on windows
     1. ~~test compile onto mac~~
  2. Work in CoLab 3-6pm Monday, Wednesday, Friday
  3. Install MacOSX on dedicated computer in labs hackintosh style
* Find what OF examples are useful for the project

**Minutes**

* Aotea Center can use Windows or Mac for live installation. So compiling on Windows for Mac is a non issue.
* Test OpenFrameworks videoGrabber Example
* Some more documetation of KinectCoreVision setup process at <http://creativemattersblog.blogspot.co.nz/>
* Have a launch script that asks if Mac ports have been installed, and if not install it.

**Development Notes**

* Check “Build phases” option in xcode to find compiler issues
* Configure KinectCoreVision first <http://www.patriciogonzalezvivo.com/2011/kinectcorevision/>
* Mac ports must be installed first & requires admin privileges to be installed. <https://www.macports.org/>

**Action Steps**

* Figure out the process / if its allowed to install Mac OSX on a dedicated machine in project lab