Diary

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Pretty much decided to use the 'pipes' library for data streaming. As for graphics packages, so far we have:

- gloss
- dynamic-plot
- dynamic-graph
- Chart
- diagrams
- typed-spreadsheet
- plain OpenGL bindings

Going ahead with using gloss, mainly for ease of use (esp. since I have no prior background in any kind of graphics programming).

2017-09-22

Decided to use Haskell's STM library to handle shared mutable state between gloss and the rest of the program. A gloss process is kicked-off with access to a TVar, which is modified by a pipe that continuously reads data from stdin (one line at a time). All it does, currently, is plot a stream of x, y-coordinates onto a blank, white canvas.

2017-09-24 — 2017-09-25

On a new branch, `anim->play` (which was, in hindsight, not a very good name for a branch), began the migration from the animateIO function to the playIO function to allow for custom event handling, which is no doubt needed. This lead to creating a barebones MVC-style backend, which should allow for much more complex features to be added in the future.

2017-09-26

Merged `anim->play` with `master`. Work has begun on a new branch, `axes`. This will deal primarily with drawing the axes, although it may end up involving writing a more robust view framework. Inside the viewport, you can have any number of 'frames', which are distinct viewing areas, each having their own dataset, zoom level, styles, etc.