

Changelist : 321576 (Monday October 29, 2018)

- Get rid of using std::<list>
 - Comment out anything about <list>
 - Using headparticle directly instead of <list>buffer
 - Program run faster about 1.5 times!

Original : around 130ms

After change : around 85ms

Changelist : 322412 (Saturday November 3, 2018)

- The previous change causes particle behavior different from original.
- Comment out diff_Row and curr_Row in draw()
 - Its behavior back to normal

Previous change : around 85ms

After change : around 85ms

(Not improve in time, but correct behavior)

Changelist : 322860 (Monday November 5, 2018)

- Since we don't use prev_Row, diff_Row and curr_Row anymore.
 - Comment out prev_Row, diff_Row and curr_Row in particle.h
 - Also remove the relate process in update() in particle.cpp

Previous change : around 85ms

After change : around 75ms

Changelist : 323144 (Tuesday November 6, 2018)

- Implement proper Big4 of ParticleEmitter.
 - Add copy constructor.
 - Add assignment operator.

Previous change : around 75ms

After change : around 73ms

Changelist : 323657 (Friday November 9, 2018)

- Implement proper Big4 of Particle.
 - Add copy constructor.
 - Add assignment operator.

Previous change : around 73ms

After change : around 73ms

Changelist : 324760 (Tuesday November 13, 2018)

- Change Particle to HotNode and ColdNode
 - Add HotNode and ColdNode header and cpp file.
 - Rework ParticleEmitter to use HotNode instead of Particle.
 - Since rotation only use in draw(), so it's reasonable to move to ColdNode.

Previous change : around 73ms

After change : around 73ms

Changelist : 324765 (Tuesday November 13, 2018)

- Rework draw() in ParticleEmitter
 - Pull gl stuffs and other things that not relate to *it out of the loop.
(These are constant every loop.)

Previous change : around 73ms

After change : around 70ms

Changelist : 325213 (Wednesday November 14, 2018)

- Change double to float
 - in ParticleEmitter : some gl stuffs can't change to float
(It cause particle to have weird behavior.)
 - in Vect4D

Previous change : around 70ms

After change : around 70ms

Changelist : 325222 (Wednesday November 14, 2018)

- Rework draw() in ParticleEmitter
 - pivotParticle and pivotVect not being use, so comment it out of the loop.

Previous change : around 70ms

After change : around 70ms

Changelist : 325230 (Wednesday November 14, 2018)

- Rearrange data
- Clean up

Previous change : around 70ms

After change : around 70ms