# Progress report #6 – 30.04.2020

## Main purpose / focus

Voxelizer Desktop application.

## Planned activities

* Create Desktop application for using the Voxelizer engine.
  + Voxelize models with the Voxelizer engine.
  + File drop for loading 3D models
    - STL
    - glTF
    - OBJ (and MTL)
  + Internationalization (language translation)
  + React integration for GUI
  + GUI controls options
    - Shell or solid
    - Coloring
    - Clipping
  + Exporting support for the exporters provided by the Voxelizer engine.
  + Logo

## Completed work

* Electron application core setup
  + React integration
  + Internationalization (language translation)
  + Uses the Voxelizer engine
  + Uses the three-voxel-loader plugin
  + Auto updating
  + File drop for loading 3D model
    - glTF

A lot of time was spent on creating the necessary compilation and development scripts.  
Security recommendations provided by the [Electron documentation](https://www.electronjs.org/docs/tutorial/security) has also been studied.

Due to a bug in the bundling process for the [three-voxel-loader](https://github.com/andstor/three-voxel-loader) plugin, the module was not able to be imported by the Electron framework. The bundler had to be changed from Webpack to Rollup. This has also been done for the [binvox](https://github.com/andstor/binvox) package. New releases have been published.

**Et bilde som inneholder overvåke, skjerm, skjermbilde, TV

Automatisk generert beskrivelseVoxelizer Desktop application images**File drop:

**Et bilde som inneholder skjermbilde

Automatisk generert beskrivelse**Voxelized model result: