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| **Mechanical Issues** | |
| 1 | Why use an alternator? Is it just for resistance? |
| 2 | Using Disk break or magnetic disc breaks to give bike resistance? |
| 3 | Can we use the hydraulic piston breaking system for the Flycycle in turn as an actuating system? |
| 4 | Engineering Drawings for the Flycycle? |
|  |  |
| **Software Issues** | |
| 1 | Sharing the Project code for the Visual Studio C++ 5 as the applications are just executables (.exe files). |
| 2 | How are the application connected? Mainly the **Flystart application in flystart folder and Flycycle application in dreamality folder.** |
| 3 | Are there any additional applications linked or needed to run all the games? |
| 4 | Are any additional drives needed to run the software? |
| 5 | What is the ATR games ATR control executables for? Are they linked to the Flycycle application? |
| 6 | **When I run the Flycycle app, it gives me this error –**  **The 3D display driver has run out of memory trying to set up the view to the current size.**  **Try reducing the window size by dragging a corner of the main window.** |
| 8 | Even if Flycycle app open up, I can just hear noise no visual feedback |
| 9 | Significance of Ubuntu Partition? |
| 10 | Conforming that the third partition is just a backup!!  Cause its .PQI format and I am unable to extract it. |
| 11 | Would duplicating the same OS on other system help debug? |

**Things to Ask**

**Custom windows 95 driver with a stack of parallel resistors to interact with the four joystick buttons.**

**Each Joystick has 2 analog inputs and 2 button inputs and 2 joysticks make 1 gameport on the flycycle.**

**OpenGi and OpenIRS**

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