**OpenGL Broadcast App Maintenanced**

**Daily/Weekly Status Report**

**For week ending 03/06/2011**

**Project Manager:**Joshua Kolden, Voxygen

Milestones

**Planned Dates**

**Actual Dates**

**Comments**

OpenGL Broadcast App Maintenance

4 months =

In progress

In progress

**For week ending 03/06/2011**

• Ported ImageMagick to MSYS

• Modified bonjour implementation on Linux and Windows so the integration is more robust.

• Compiled and tested all features implemented so far on Linux, Darwin and XP Sp3

• The features implemented so far are –

• 2 buffer system

• Fixed Pixel aspect ratio/ fixed image resolution

• Automatic connect upon Bonjour discovery

• Universal app which works on both iPhone and iPad.

**Planned for next week –**

**• Accomlish fixed pixel aspect ratio/fixed image resolution without ImageMagick**

**• Make the image occupy the entire screen.**

**• Implement a tapping mechanism so controls appear when tapped.**

**For week ending 03/20/2011**

**1. Implemented earlier set of comments. ImageMagick library no longer used**

**2. Moved OpenGL implementation to a new file CCOpenGLNew.cpp temporarily. This does not use separate OpenGL class and namespace but is instead implemented as a set of routines.**

**This is since I wanted to use x86\_64 assembly language to flip pixel buffer on y-axis and was having trouble writing directly to video memory. Look at functions Flip4 and Flip8. This is work in progress.**

**3. Functionality of OpenGL Renderer thread has improved considerably. But since we do jpeg compression in the same thread, there is a small lag.**

**4. Improved performance of JPEG compression routine.**

**For week ending 03/27/2011**