Capstone Log

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10 November, 2015

1 Progress

1. Head movement is smoother

2. C++ UDP server re-written to work with UNIX-Socket and WinSock2, however, SDK still not compiling in Windows

3. Backups of all libraries used

4. Video / Accelerometer data latency significantly improved

2 Backlog

1. Finish porting Oculus Rift accelerometer script to C++

3 TODO

1. Finish poster