

Date	Sender	Text
Jan 24, 2018 11:55:02 PM	Conor Ahern	If any of you could figure out how wxWidgets works so we could have a GUI demo for him that would be nice bc I can't figure out how to get it to compile
Jan 25, 2018 7:08:32 PM	Matt Frosini	Hey guys sorry i havent done much yet. Ive been overworked af lately. I have some time to sit down and actually get work done tomorrow and this weekend so ill have stuff uploaded by then
Jan 25, 2018 7:09:29 PM	Conor Ahern	Nick and I got something to compile but we didn't test it at all yet
Jan 29, 2018 5:17:22 PM	Conor Ahern	I got wx to work on Linux too
Jan 29, 2018 5:24:20 PM	Matt Frosini	Im assuming you got it working on windows after i left then?
Jan 29, 2018 5:25:46 PM	Conor Ahern	Yes
Jan 30, 2018 5:18:59 PM	Connor Schultz	I've got sound working guys, super basic, but it plays some "menu music" I'll work on adding some code to make the sound start and stop with a keypress
Jan 30, 2018 8:37:20 PM	Connor Schultz	I have key press functions working too
Jan 30, 2018 8:51:55 PM	Nick Spina	Good work. I have the vm working for Linux, I'm gonna try to get wxWidgets going tomorrow. I'm also gonna look more into Visual Studio
Jan 30, 2018 8:53:17 PM	Conor Ahern	I was gonna try visual studio too and see what happens, but did anyone else happen to figure it out?
Feb 1, 2018 12:34:32 PM	Connor Schultz	Hey guys, I'm going to do a screen capture of the keyboard events/sound events executable and add it to the PowerPoint and I'll put the source code on git. Like I said it's super basic but it works so we can say we have those things accomplished.
Feb 1, 2018 12:45:25 PM	Nick Spina	Alright no worries
Feb 1, 2018 12:49:06 PM	Matt Frosini	Does anyone want to meet up this weekend i feel like im missing too much of what we're doing lol
Feb 1, 2018 12:51:09 PM	Conor Ahern	Saturday at 1 maybe?
Feb 1, 2018 2:31:36 PM	Nick Spina	Connor, can you put what you have for the encode function on the GitHub so we can take a look at it?
Feb 1, 2018 2:32:10 PM	Connor Schultz	Oh yeah, sorry I completely forgot to put that up
Feb 1, 2018 2:35:30 PM	Nick Spina	Okay, no problem
Feb 1, 2018 2:36:33 PM	Connor Schultz	I'll put up the sound one too. I'll put the actual .wav file with it too because it has to be in the same directory for now.
Feb 1, 2018 2:38:59 PM	Nick Spina	Okay sounds good
Feb 1, 2018 3:08:28 PM	Connor Schultz	The sound file is too big to add to git, I'll email it to you. When you run the program just click escape to make it play the sound lol
Feb 1, 2018 3:10:53 PM	Connor Schultz	Or just add some .wav file called sound to the directory. I had to use audacity to change an mp3 to a wav file because wav are hard to find for free for some reason.
Feb 1, 2018 3:13:51 PM	Nick Spina	Thanks, we're testing it out right now
Feb 1, 2018 3:17:00 PM	Conor Ahern	Connor, did you do this in Visual Studio or something else?
Feb 1, 2018 3:17:17 PM	Connor Schultz	The encode had a bunch of errors but I think at least 7 of them were because it was calling undeclared variables from the other bits of code. A couple of them I just couldn't figure out.
Feb 1, 2018 3:19:02 PM	Conor Ahern	We're just trying to get the sound one to run first and it won't in CodeBlocks
Feb 1, 2018 3:19:44 PM	Connor Schultz	Oh yeah that's in codeblocks.
Feb 1, 2018 3:19:59 PM	Connor Schultz	That one has 0 errors on my computer lol.
Feb 1, 2018 3:20:03 PM	Connor Schultz	Oh ok I know what it is
Feb 1, 2018 3:20:09 PM	Connor Schultz	Hold on takes a second to type this
Feb 1, 2018 3:21:18 PM	Connor Schultz	Go to settings//compiler//linker settings and link this library(winmm)

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Feb 1, 2018 3:21:35 PM	Connor Schultz	Just click add and then ok it should work then
Feb 6, 2018 1:34:12 AM	Conor Ahern	I got ATRLock to work
Feb 6, 2018 8:19:26 AM	Nick Spina	Nice!
Feb 6, 2018 9:49:17 AM	Nick Spina	Conor, did you ever get a chance to check and see what cord they use in the classroom?
Feb 6, 2018 11:31:13 AM	Conor Ahern	I'll go run over there
Feb 6, 2018 11:34:43 AM	Conor Ahern	Is everyone happy with the project proposal? I'll print it out now
Feb 6, 2018 11:35:48 AM	Matt Frosini	Yeah as long as you guys think everything is good. Im about to leave work so ill meet you guys at the library im assuming?
Feb 6, 2018 11:36:28 AM	Conor Ahern	Yeah see you there
Feb 6, 2018 11:55:40 AM	Connor Schultz	Don't forgot to fill out your peer evaluations and print them. They are on blackboard as an excel spreadsheet.
Feb 6, 2018 1:04:53 PM	Conor Ahern	oh yeah they have HDMI and VGA
Feb 6, 2018 1:05:31 PM	Nick Spina	Okay cool
Feb 11, 2018 2:50:28 PM	Conor Ahern	Also we need to decide who's going to be assigned to which features
Feb 11, 2018 2:55:10 PM	Connor Schultz	I'm okay with anything. I could obviously vastly improve on the sound lol and add it to the GUI
Feb 11, 2018 2:59:57 PM	Conor Ahern	I can put you down for a drawing shapes demo but that's probably not going to be a lot of hours if we're all aiming for 36
Feb 11, 2018 3:05:29 PM	Connor Schultz	Yeah more like 2 hours realistically. But I'm cool with working on that or doing work with sound in the gui and stuff
Feb 11, 2018 3:06:23 PM	Nick Spina	I'm good with whatever. We have to have 2 people on each feature right?
Feb 11, 2018 3:06:50 PM	Conor Ahern	(picture) This is what I have so far. The features' hours on top only even add up to 95 out of the 144 hours
Feb 11, 2018 3:06:56 PM	Conor Ahern	And yeah at least one tester and one coder on each feature
Feb 11, 2018 3:07:10 PM	Conor Ahern	But I put us all down for just the robot matches because that's huge
Feb 11, 2018 3:12:01 PM	Nick Spina	Okay cool. Are we supposed to have the feature descriptions and constraints written out today?
Feb 11, 2018 3:13:58 PM	Conor Ahern	We're supposed to have them written out but it's not for this report we're submitting so we can do that tomorrow
Feb 11, 2018 3:16:24 PM	Conor Ahern	Oops I didn't assign anyone to test feature #1
Feb 11, 2018 3:19:13 PM	Nick Spina	Did you end up meeting with him Friday? Just wondering
Feb 11, 2018 3:19:46 PM	Conor Ahern	Nope, got up too late, my bad
Feb 11, 2018 3:20:40 PM	Conor Ahern	We need one person to just not work on the main ATRobots at all and just be a tester
Feb 11, 2018 3:24:03 PM	Nick Spina	All good. Can't we just switch either matt or Connor to test for 1 since they're both on 2?
Feb 11, 2018 3:25:34 PM	Conor Ahern	Yeah, whichever of you two want to only be a tester for 1 that would be good
Feb 11, 2018 3:33:40 PM	Connor Schultz	I'll do it
Feb 11, 2018 3:35:43 PM	Nick Spina	What are we gonna do for hours this cycle? ...lol
Feb 11, 2018 3:51:19 PM	Conor Ahern	Matt, either you or Connor have to be testers for the main ATRobots and can't code for it
Feb 11, 2018 3:51:40 PM	Conor Ahern	You two can decide who can be the tester
Feb 11, 2018 3:52:42 PM	Matt Frosini	Ill do whichever connor
Feb 11, 2018 3:53:29 PM	Nick Spina	Connor said he would do it. I changed it already
Feb 11, 2018 3:53:52 PM	Conor Ahern	Oh okay yeah then that works
Feb 11, 2018 4:10:27 PM	Connor Schultz	Up to you guys, I'm cool with whatever
Feb 11, 2018 4:11:19 PM	Connor Schultz	Ohhh. Well i can help code if Matt wants to do the testing. I didn't realize I wouldn't be able to help code it lol.
Feb 11, 2018 4:14:26 PM	Matt Frosini	Sign me up for anything. Im a terrible programmer but i can do whatever

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Feb 11, 2018 4:23:06 PM	Conor Ahern	I think how we have it now works fine if everyone is happy with it
Feb 11, 2018 4:27:41 PM	Nick Spina	Yeah, go ahead
Feb 11, 2018 4:57:01 PM	Conor Ahern	Just submit it, should all be taken care of
Feb 12, 2018 11:54:31 AM	Nick Spina	We got the feature descriptions and restraints done from the status report
Feb 13, 2018 3:29:45 PM	Connor Schultz	I'll have the shape demo doing some thing Thursday.
Feb 15, 2018 2:09:52 PM	Conor Ahern	Which functions should I start porting
Feb 15, 2018 2:12:43 PM	Nick Spina	Do you want to work on the one that you started to edit last class? I could start on the next one
Feb 15, 2018 2:15:17 PM	Conor Ahern	yeah I'll do that
Feb 16, 2018 6:06:43 PM	Conor Ahern	I did all of the global variables and structures he defined last night, going to keep working on the parse1 function and some more tonight
Feb 16, 2018 6:07:56 PM	Connor Schultz	I've coded a decent amount of the moving shapes demo, I'll have it done next week
Feb 16, 2018 7:18:47 PM	Conor Ahern	Yeah ok, sounds good
Feb 18, 2018 12:41:15 PM	Connor Schultz	I spent a few hours on the moving shapes demo, I just haven't got the inputs for the keyboard to work quite right.. And the boundaries thing isn't set so it just flies off the screen lol
Feb 18, 2018 12:45:34 PM	Nick Spina	I'm working on the lock gui
Feb 18, 2018 1:31:01 PM	Nick Spina	I got it to compile and open but idk if it's actually locking the robot when I click lock
Feb 18, 2018 1:36:49 PM	Conor Ahern	What's happening when you click lock
Feb 18, 2018 1:41:58 PM	Nick Spina	Nothing happens in the gui
Feb 18, 2018 1:42:18 PM	Nick Spina	Isn't it supposed to create a locked file somewhere
Feb 18, 2018 1:42:24 PM	Conor Ahern	does it generate a file?
Feb 18, 2018 1:42:42 PM	Nick Spina	Trying to figure that out
Feb 18, 2018 1:42:45 PM	Conor Ahern	In the directory the executable is built
Feb 18, 2018 1:43:03 PM	Conor Ahern	it's in the project folder and then like Release/bin or something
Feb 18, 2018 1:46:29 PM	Nick Spina	The atrobots folder or GitHub?
Feb 18, 2018 1:47:41 PM	Conor Ahern	Wherever you started the project for Qt
Feb 18, 2018 1:49:46 PM	Nick Spina	Yeah that was in the GitHub folder, there's no bin
Feb 18, 2018 1:51:09 PM	Conor Ahern	Go to Documents > Qt Creator
Feb 18, 2018 1:52:59 PM	Nick Spina	It's the same project as before
Feb 18, 2018 1:53:08 PM	Nick Spina	The untitled one on GitHub
Feb 18, 2018 1:53:44 PM	Conor Ahern	Yeah but Qt doesn't seem to actually build where the project is like every other program does
Feb 18, 2018 1:53:56 PM	Conor Ahern	Mine it's in my documents even tho the project is in the GitHub folder
Feb 18, 2018 1:56:35 PM	Nick Spina	Okay the executable is in a folder called build-untitled... in the GitHub folder
Feb 18, 2018 1:58:14 PM	Nick Spina	It's not creating a file
Feb 18, 2018 1:59:16 PM	Conor Ahern	:(
Feb 18, 2018 2:01:53 PM	Nick Spina	Even tho it opens and compiles, I'm getting that red line, which is probably the problem
Feb 18, 2018 2:08:36 PM	Conor Ahern	you wanna push it to the git and I'll look at it?
Feb 18, 2018 2:08:49 PM	Conor Ahern	make sure it's not still in the Architectural Spike folder tho

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Feb 18, 2018 2:09:05 PM	Nick Spina	Okay sure
Feb 18, 2018 2:29:31 PM	Conor Ahern	I think it's just how the arguments are being passed in
Feb 18, 2018 2:34:35 PM	Conor Ahern	You either do it with the Slots or Actions but I'm not sure which
Feb 18, 2018 2:34:44 PM	Conor Ahern	if you can't figure it out then we can just put it as an obstacle for next week
Feb 18, 2018 2:38:54 PM	Nick Spina	I did it with the slots
Feb 18, 2018 2:40:10 PM	Conor Ahern	you got it to work with slots? or just you did the buttons with slots in general
Feb 18, 2018 2:41:05 PM	Nick Spina	I did the buttons with slots. It doesn't work haha
Feb 18, 2018 2:46:38 PM	Conor Ahern	yeah I'd just say if you can't figure it out then that's a good obstacle to put down
Feb 18, 2018 2:46:56 PM	Conor Ahern	also if you did any of the ATRobots functions and wanna put them up I can merge them
Feb 18, 2018 2:47:06 PM	Nick Spina	Alright I'll put it there for now
Feb 18, 2018 2:47:32 PM	Nick Spina	Okay
Feb 18, 2018 3:47:12 PM	Conor Ahern	So are there no functions of yours I need to add?
Feb 18, 2018 4:00:17 PM	Nick Spina	Soo I looked at the ones you did and I'm pretty sure I did some of the same ones....
Feb 18, 2018 4:02:19 PM	Conor Ahern	oh okay my bad
Feb 18, 2018 4:02:35 PM	Conor Ahern	I just started going down the list after I did parse 1
Feb 18, 2018 4:02:43 PM	Nick Spina	Reset_software
Feb 18, 2018 4:03:04 PM	Nick Spina	And print_code maybe
Feb 18, 2018 4:03:39 PM	Conor Ahern	We should probably make an actual list of who should do what either Monday or Tuesday
Feb 18, 2018 4:03:53 PM	Nick Spina	Yeah
Feb 18, 2018 4:04:08 PM	Conor Ahern	I did reset software but I didn't do print code if you wanna add that
Feb 18, 2018 4:04:22 PM	Conor Ahern	hang on I forgot to push the stuff I added in the last hour
Feb 18, 2018 4:04:43 PM	Nick Spina	Okay yeah I couldn't find your reset software. That makes sense now
Feb 18, 2018 4:09:08 PM	Conor Ahern	Okay, just added your stuff and synced it all again, thanks
Feb 18, 2018 4:13:27 PM	Nick Spina	Oh okay. Nice work man it's looking pretty good so far. Does it compile?
Feb 18, 2018 4:14:04 PM	Conor Ahern	Yeah but we definitely don't have enough for it to do anything when we run it
Feb 18, 2018 4:14:09 PM	Conor Ahern	but yeah it compiles
Feb 18, 2018 4:15:06 PM	Nick Spina	Yeah I gotcha. Were you going to submit the status report again or do you want me to do it?
Feb 18, 2018 4:15:16 PM	Conor Ahern	What am I saying for objectives for next week about the shapes demo
Feb 18, 2018 4:15:40 PM	Conor Ahern	I can do it once we fix the stuff he got angry at on Tuesday
Feb 18, 2018 4:16:21 PM	Conor Ahern	This is what he commented on last class
Feb 18, 2018 4:17:59 PM	Nick Spina	We can say for accomplished, we have a gui with a shape that flies off the screen. The objective would be to set the boundary and get the key presses to work
Feb 18, 2018 4:18:27 PM	Connor Schultz	Have boundaries so the shape can't go out of the window, have more refined key input controls.
Feb 18, 2018 4:18:37 PM	Connor Schultz	Now if you press a key it just goes that way forever so lol
Feb 18, 2018 4:19:08 PM	Nick Spina	And we should take the shapes demo off of the features list because he said it's more of a spike
Feb 18, 2018 4:20:54 PM	Conor Ahern	Connor, what do you think you'd do next for the shapes demo?

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Feb 18, 2018 4:22:53 PM	Connor Schultz	Work on the key inputs. I can literally have it done done in an hour, I'm just at work. Then I can obviously focus my attention elsewhere which is wherever you guys want me too lol
Feb 18, 2018 4:22:57 PM	Conor Ahern	And Connor how many hours do you want me to put down for that demo
Feb 18, 2018 4:27:08 PM	Conor Ahern	Matt, what do you want me to put for your hours
Feb 18, 2018 4:28:11 PM	Connor Schultz	I would just put 3
Feb 18, 2018 4:32:00 PM	Connor Schultz	I am also supposed to be helping decode the robots right. I spent maybe an hour looking over that stuff, but didn't actually get alot done
Feb 18, 2018 4:34:49 PM	Nick Spina	Shoot what am I the tester for now lol
Feb 18, 2018 4:35:18 PM	Conor Ahern	you could probably also do 1a?
Feb 18, 2018 4:35:48 PM	Conor Ahern	I can kick myself off being a coder for 2 if you want to give my half of that to Connor instead
Feb 18, 2018 4:36:11 PM	Conor Ahern	or we can just keep it how it is right now
Feb 18, 2018 4:37:19 PM	Nick Spina	Idk if it makes sense that they're both only coders for 1a
Feb 18, 2018 4:37:54 PM	Conor Ahern	how about that?
Feb 18, 2018 4:38:30 PM	Nick Spina	Could we put Connor on coding 1 also? I feel like that would be helpful
Feb 18, 2018 4:38:53 PM	Conor Ahern	yeah sure
Feb 18, 2018 4:39:21 PM	Conor Ahern	yeah I think that's decent for now
Feb 18, 2018 4:39:39 PM	Nick Spina	Okay cool
Feb 18, 2018 4:40:00 PM	Conor Ahern	should I submit it now?
Feb 18, 2018 4:40:20 PM	Nick Spina	Sure I'm fine with it
Feb 18, 2018 4:43:55 PM	Conor Ahern	we just have one more of these to do for the 25th and then we don't have to do another one till March 18 :)
Feb 18, 2018 4:45:43 PM	Nick Spina	There's not one for the week after next?
Feb 18, 2018 4:51:07 PM	Conor Ahern	Nope
Feb 25, 2018 2:12:49 PM	Conor Ahern	Can you guys send me whatever functions you've done when you can
Feb 25, 2018 2:12:57 PM	Conor Ahern	I'll start putting them in the main file
Feb 25, 2018 2:32:03 PM	Connor Schultz	Yeah as soon as I get home from work
Feb 25, 2018 2:56:05 PM	Nick Spina	I pushed the file with functions I did to the github
Feb 25, 2018 3:33:56 PM	Conor Ahern	Ok thanks, it's all together now and compiles without error
Feb 25, 2018 3:36:02 PM	Nick Spina	nice
Feb 25, 2018 3:36:57 PM	Conor Ahern	I'm gonna keep trying to do a bit more functions until 5
Feb 25, 2018 3:37:39 PM	Conor Ahern	Connor, do you want me to log your hours for you?
Feb 25, 2018 3:44:57 PM	Connor Schultz	If you could, please. Does our Monday meeting count too? That's 2 hours.
Feb 25, 2018 3:45:01 PM	Conor Ahern	Yes. And what progress am I putting down for the shapes demo?
Feb 25, 2018 3:45:13 PM	Connor Schultz	Then I'd say 4 or 5 porting functions over
Feb 25, 2018 4:01:18 PM	Conor Ahern	And then the last thing I need to know is what the goals are for the shapes demo for next status report, and again what's been changed in the demo this last week
Feb 25, 2018 4:03:45 PM	Connor Schultz	Maybe put a goal to load in image in to move? Right now it just is a circle lol
Feb 25, 2018 4:05:20 PM	Conor Ahern	We'd only want triangles anyways so the circle is fine

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Feb 25, 2018 4:15:34 PM	Conor Ahern	Matt, if you want to add your hours you have to do it before I submit the report at like 4:50
Feb 25, 2018 4:20:50 PM	Matt Frosini	Yeah sure ill do it rn. Whens our next presentarion?
Feb 25, 2018 4:22:40 PM	Conor Ahern	Thursday
Feb 25, 2018 5:39:33 PM	Matt Frosini	Im going to be out of town thursday. Would you guys be alright if i emailed confer to see if we can do our presentation tuesday?
Feb 25, 2018 5:46:07 PM	Conor Ahern	He said before it's fine if just one person misses one of the presentations, I don't think we'd be ready Tuesday
Feb 25, 2018 5:47:50 PM	Connor Schultz	Yeah we could just do Thursday without, nbd.
Feb 25, 2018 5:48:14 PM	Connor Schultz	Rather do that than move it up lol
Feb 25, 2018 5:49:10 PM	Nick Spina	I agree.
Feb 26, 2018 2:20:56 AM	Connor Schultz	So my codeblocks program to move the circle would not cooperate, I wanted to use QT creator (found a tutorial) don't have enough space on my laptop, wrote the code on desktop, all works but one of you will have to compile and run it because I know you have QT on your laptops. I must be an idiot because it keeps telling me I need over 300 gigabytes of temporary space to install it which obviously my laptop doesn't have.
Feb 26, 2018 2:23:39 AM	Connor Schultz	I pushed all 3 files to the git. I'm sure we can get it working tomorrow morning.
Feb 26, 2018 8:09:57 AM	Conor Ahern	yeah that's fine we can figure it out
Feb 26, 2018 9:45:29 PM	Conor Ahern	I got a decoder working :)
Feb 26, 2018 10:08:19 PM	Conor Ahern	Locked programs weren't working cause we were taking all spaces out, something I added last minute
Feb 26, 2018 10:08:37 PM	Conor Ahern	we have to figure out how to take out when there's more than 1 space, but leave it if it's only 1 space
Feb 26, 2018 10:30:24 PM	Conor Ahern	What else did we have to ask about tomorrow besides about a status report for this last week?
Feb 26, 2018 10:31:26 PM	Connor Schultz	Make sure he doesn't wanna see code in the presentation lol
Feb 26, 2018 10:32:11 PM	Conor Ahern	Oh yeah okay
Feb 26, 2018 10:32:18 PM	Conor Ahern	I'm just writing down a list because I know I'll forget
Feb 27, 2018 7:43:23 PM	Conor Ahern	Connor, whenever you get a chance could you upload those functions that weren't on GitHub yet
Feb 27, 2018 8:25:27 PM	Connor Schultz	I have get_from_ram to put up still.
Feb 27, 2018 8:26:03 PM	Conor Ahern	oh yeah ok whenever you can then would be good
Feb 28, 2018 8:08:58 AM	Matt Frosini	Hey guys i wasnt able to get thise functions working last night. I have work and class until 8pmish ill try to finish them up after. I can do some work on our presentation too if that helps
Feb 28, 2018 8:10:33 AM	Matt Frosini	I took off work tomorrow and dont leave for break until noon so i can spend the morning working on everything
Feb 28, 2018 8:27:23 AM	Connor Schultz	I have most of the in_port function done. Just working on those case switches now. Never had to do them before so I'm learning as I go
Feb 28, 2018 12:21:28 PM	Connor Schultz	That function is done on the github. I honestly don't know if I even did it close to right, but there are only a couple small errors. The case/switch stuff is all new to me so idk if I set it up right.
Feb 28, 2018 12:28:47 PM	Conor Ahern	Yeah that's okay if you could put that and get_from_ram up that would be good
Feb 28, 2018 12:30:12 PM	Connor Schultz	It's in my Connors functions folder. I keep forgetting to do the ram function lol
Feb 28, 2018 12:34:15 PM	Conor Ahern	yeah if you could do that soon cause a lot of things use that
Feb 28, 2018 12:35:19 PM	Connor Schultz	Yeah I'll go grab my ipad
Feb 28, 2018 12:38:08 PM	Conor Ahern	thanks