Date	Sender	Text
Mar 18, 2018 1:29:16 PM	Conor Ahern	What am I putting on the status report
Mar 18, 2018 3:25:46 PM	Connor Schultz	I looked at the graphics functions lol
Mar 18, 2018 4:12:59 PM	Conor Ahern	He said 48 hours this cycle?
Mar 18, 2018 4:22:29 PM	Conor Ahern	If you all can put in your hours for the last week on the status report even if all you did was look at stuff and not do anything that'd be good
Mar 18, 2018 4:22:55 PM	Nick Spina	I'll put my hours
Mar 22, 2018 2:07:03 PM	Conor Ahern	I got live graphics working after only 8 hours of work :)
Mar 22, 2018 2:11:37 PM	Nick Spina	Nice you probably have 48 hours already
Mar 23, 2018 7:02:44 PM	Conor Ahern	(Picture of working ATR2 graphics)
Mar 23, 2018 7:04:14 PM	Nick Spina	Nice. Can you push what you have so I can try and get it to work?
Mar 23, 2018 7:14:07 PM	Conor Ahern	yeah hang on though, I'm trying to get scans to show since apparently they should have been working all along
Mar 23, 2018 7:14:07 PM	Nick Spina	Oh
Mar 23, 2018 7:24:44 PM	Conor Ahern	The scan lines just draw diagonally from the robot and aren't updating at all
Mar 23, 2018 7:34:17 PM	Nick Spina	Oh yeah that doesn't look good haha
Mar 23, 2018 7:34:17 PM	Conor Ahern	So I got them to draw right but they're just not clearing at all
Mar 23, 2018 7:36:00 PM	Conor Ahern	Let me push this all now anyways and you can try it
Mar 23, 2018 7:44:34 PM	Conor Ahern	Ok check the graphix branch and see what happens
Mar 23, 2018 7:52:36 PM	Nick Spina	Okay
Mar 25, 2018 1:28:25 PM	Conor Ahern	I completely redid the graphics system and it works a lot better and more reliably now I think
Mar 25, 2018 3:30:36 PM	Conor Ahern	I put up a status report if anyone wants to check it over and add your hours
Mar 25, 2018 3:34:03 PM	Connor Schultz	I'll see if I can edit it from my phone lol
Mar 25, 2018 3:34:33 PM	Conor Ahern	thanks
Mar 25, 2018 3:37:16 PM	Nick Spina	Okay
Mar 25, 2018 3:37:38 PM	Connor Schultz	I got it:)
Mar 25, 2018 3:44:22 PM	Conor Ahern	I also got it to run successfully on Linux so that's cool
Mar 25, 2018 4:16:08 PM	Nick Spina	It looks good Conor. I just updated your product hours for the cycle because it still said 12
Mar 25, 2018 4:16:30 PM	Conor Ahern	oh okay thanks
Mar 25, 2018 4:53:53 PM	Conor Ahern	There doesn't seem to be a spot on blackboard to submit the reports this week so...
Mar 25, 2018 4:55:23 PM	Nick Spina	interesting...
Mar 25, 2018 4:55:35 PM	Nick Spina	should we email it
Mar 25, 2018 4:56:42 PM	Conor Ahern	I'll try
Mar 26, 2018 12:21:32 PM	Conor Ahern	Matt, we decided to start testing robots this week
Mar 26, 2018 12:22:27 PM	Conor Ahern	Would you be able to test ZITGUN, SWEEPER, TRACKER in both the original ATRobots and then in our version and write down the differences in how they all behave?
Mar 26, 2018 12:27:25 PM	Matt Frosini	Yeah ill have some free time tomorrow afternoon. Just need to figure out how to actually run the robots
Mar 26, 2018 12:28:02 PM	Conor Ahern	If you wanna let me know when you go to try I can tell you how
Mar 27, 2018 4:58:43 PM	Conor Ahern	I got rid of the graphix branches and it's all put back in the master branch now

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Mar 27, 2018 4:58:50 PM	Conor Ahern	Since it works better than what we had before anyways
Mar 28, 2018 5:03:10 PM	Conor Ahern	Matt, I made instructions on how to get Qt and open + run the project https://github.com/conorahern7/CS370-ATRobots
Mar 28, 2018 5:33:37 PM	Matt Frosini	My dudeee
Mar 29, 2018 10:07:56 AM	Nick Spina	What exactly are we testing for for the robots? I want to come up with like a checklist for each of the robots
Mar 29, 2018 11:22:40 AM	Conor Ahern	Yeah we need to figure that out
Mar 29, 2018 11:24:33 AM	Nick Spina	Stops at boundary, scans, shoots
Mar 29, 2018 11:26:54 AM	Conor Ahern	Yeah that little document I made and tried showing to him is in the Google drive as Cycle 2 - Testing or something
Mar 29, 2018 11:27:44 AM	Conor Ahern	but it's hard to write down the specifics of what we're looking for vs just "observe and take notes on how they behave in each"
Mar 29, 2018 11:28:08 AM	Nick Spina	Oh okay I must've missed it
Mar 29, 2018 11:28:43 AM	Connor Schultz	Yeah basically just note if there are any discrepancies on their behavior between the two
Mar 29, 2018 11:29:59 AM	Conor Ahern	yeah but my list is basically nothing so yeah if you can make it more legit then do whatever you want to it
Mar 29, 2018 11:33:21 AM	Nick Spina	Okay ill take a look at it
Apr 2, 2018 6:40:26 PM	Conor Ahern	oh yeah I remembered why the -S option wasn't working Nick
Apr 2, 2018 6:41:56 PM	Conor Ahern	you have to put it before the robot files
Apr 2, 2018 6:42:23 PM	Nick Spina	Ahhhhhh
Apr 4, 2018 6:22:36 AM	Conor Ahern	I did tests for btrim, ucase, and lcase. Do you want me to do more or leave the rest for you all to do??
Apr 4, 2018 10:26:04 AM	Nick Spina	You can do more if you'd like. I'm gonna do some today
Apr 4, 2018 10:26:08 AM	Connor Schultz	I'm also doing a few today
Apr 4, 2018 10:27:11 AM	Connor Schultz	Hopefully they work
Apr 4, 2018 10:32:10 AM	Nick Spina	Just mark off the ones you're doing at the bottom of the functions to Port document
Apr 4, 2018 10:41:15 AM	Connor Schultz	Ok :)
Apr 5, 2018 5:21:50 PM	Conor Ahern	SNIPER2 is spamming 2 errors in its error log
Apr 5, 2018 5:23:09 PM	Conor Ahern	1= "Stack full - Too many CALLs?" 2= "Stack empty - Too many RETs?"
Apr 5, 2018 5:23:39 PM	Nick Spina	Oh. Good
Apr 5, 2018 5:26:55 PM	Conor Ahern	so I think that means we can narrow it down to push/pop functions?
Apr 5, 2018 5:27:28 PM	Nick Spina	Yeah most likely
Apr 5, 2018 5:28:50 PM	Nick Spina	Those are the only errors I see in the log which is like 28,000 lines lol
Apr 5, 2018 5:30:58 PM	Nick Spina	(Picture of CIRCLES.AT2's error log) Circles's error log is empty so that means it works perfectly right? :)
Apr 5, 2018 5:31:23 PM	Conor Ahern	Yeah :)
Apr 5, 2018 5:31:34 PM	Conor Ahern	Wait you can see the errors without decoding the error log?
Apr 5, 2018 5:33:22 PM	Conor Ahern	Mine is saving as hex and I have to decode it
Apr 5, 2018 5:33:56 PM	Nick Spina	Yeah I can see it
Apr 5, 2018 5:39:08 PM	Conor Ahern	ooohhhh no mine is hex numbers only
Apr 5, 2018 5:39:55 PM	Nick Spina	Really? That's weird

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Apr 5, 2018 5:41:54 PM	Nick Spina	I used R to open it, it wouldn't even open in Xcode or CodeBlocks
Apr 5, 2018 6:04:15 PM	Conor Ahern	I hate computers
Apr 5, 2018 6:04:35 PM	Conor Ahern	it's ram[71] that's being set to low numbers like less than 100
Apr 5, 2018 6:05:18 PM	Conor Ahern	but the if condition in push and pop functions say it has to be greater than 768
Apr 5, 2018 6:16:16 PM	Conor Ahern	so when we set the value in ram[71] it's probably supposed to be (value) + 768 and we're just setting it to (value)
Apr 5, 2018 6:16:35 PM	Nick Spina	Hmm did you try it?
Apr 5, 2018 6:17:10 PM	Conor Ahern	Nope I left to eat dinner but that's what I thought before I stopped
Apr 5, 2018 6:27:53 PM	Nick Spina	I'm eating also lol
Apr 5, 2018 7:12:12 PM	Conor Ahern	Ok hang on I'll try to fix it now
Apr 5, 2018 7:12:57 PM	Conor Ahern	I couldnt figure it out but I added some quick useful stuff for testing and debugging
Apr 5, 2018 7:13:08 PM	Conor Ahern	Instead of + and - changing game_delay by 1 every time it changes it by 5s or 10s or more depending on what the current value is. I put the current value in the window title so it's easier to tell where you are now
Apr 5, 2018 7:13:24 PM	Conor Ahern	I also added space to pause/unpause
Apr 5, 2018 7:25:32 PM	Conor Ahern	so we can pause on specific frames or whatever and figure out what's going on
Apr 5, 2018 8:24:16 PM	Nick Spina	Oh nice I'll check it out
Apr 5, 2018 8:41:54 PM	Conor Ahern	The problem is specifically with pop and not with push
Apr 5, 2018 8:41:58 PM	Conor Ahern	Oh my god
Apr 5, 2018 8:42:37 PM	Conor Ahern	it was a thing Confer did
Apr 5, 2018 8:43:09 PM	Conor Ahern	He modified the source code he gave us from the source code he gave us in CS220 and it broke stacks
Apr 5, 2018 8:43:16 PM	Nick Spina	Seriously
Apr 5, 2018 8:44:32 PM	Nick Spina	2 breakthroughs in one day?
Apr 5, 2018 8:51:27 PM	Nick Spina	Why would he change it
Apr 5, 2018 8:51:36 PM	Conor Ahern	In 2014 he made edits to the code
Apr 5, 2018 8:52:36 PM	Conor Ahern	Pretty much all he changed was how stacks worked
Apr 5, 2018 8:53:38 PM	Conor Ahern	In the original 2.10 ATRobots they had an array named "stack" but it doesn't seem they ever used it, so in the 2014 version (2.11), he got rid of that and just had the "stack" be a single value in RAM (71)
Apr 5, 2018 8:55:02 PM	Conor Ahern	But then in the push and pop functions he made some new variables and if conditions that I don't really understand except that it's impossible for the if condition of Pop to ever be true so it fails and gets stuck
Apr 5, 2018 9:01:46 PM	Nick Spina	Can we just change it back to how they had it originally
Apr 5, 2018 9:05:36 PM	Conor Ahern	Actually I lied and I am stupid and it was a typo
Apr 5, 2018 9:05:52 PM	Conor Ahern	I fixed it so CALL/RET works now anyways which is what used the stack
Apr 5, 2018 9:07:00 PM	Conor Ahern	But now SNIPER2 just goes to a corner and gets stuck in another loop from something else
Apr 5, 2018 9:07:18 PM	Nick Spina	What about SNIPER
Apr 5, 2018 9:09:42 PM	Conor Ahern	same thing actually
Apr 5, 2018 9:16:57 PM	Nick Spina	Ahh nice
Apr 6, 2018 3:06:24 PM	Conor Ahern	I pushed the stack fix for now while I try to fix the new thing
Apr 8, 2018 6:49:39 PM	Conor Ahern	I actually did a little dirty hack for the missile drawing to make them not slow down the entire game exponentially anymore

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Apr 8, 2018 6:54:47 PM	Conor Ahern	try it and tell me if it looks good or if it's glitchy
Apr 8, 2018 7:01:36 PM	Connor Schultz	I'll try it as soon as I get home.. won't be for a bit though. What did you do
Apr 8, 2018 7:02:17 PM	Conor Ahern	Each missile was delaying the game by the # of milliseconds as variable game_delay was set to. so the more missiles on screen, the exponentially longer the game was delayed
Apr 8, 2018 7:03:01 PM	Conor Ahern	so now I set missiles to always only delay 1ms so each missile being drawn only delays the game 1ms, nearly indetectable for 20 or so missiles (only 20ms delay)
Apr 8, 2018 7:08:59 PM	Conor Ahern	it runs insanely faster now
Apr 8, 2018 7:15:16 PM	Connor Schultz	Nice. That helps alot because he did point out how slow it was going before lol
Apr 8, 2018 7:47:28 PM	Conor Ahern	Yeah I just can't get scan arcs to work which don't matter that much but it's just really frustrating cause there's no reason they shouldn't work right now
Apr 9, 2018 9:43:40 AM	Conor Ahern	Hey so the scan arcs weren't working because of an int/double thing again :)
Apr 9, 2018 10:03:03 AM	Conor Ahern	I pushed the scan arc drawing fix that I forgot to do last night.
Apr 9, 2018 2:31:30 PM	Conor Ahern	I figured out the problem
Apr 9, 2018 2:32:50 PM	Conor Ahern	I'm gonna push it later
Apr 9, 2018 2:36:49 PM	Nick Spina	Okay cool
Apr 9, 2018 5:31:21 PM	Conor Ahern	I got my fix to work on Linux confirmed :) I'll try Mac now
Apr 9, 2018 5:32:22 PM	Conor Ahern	It worked :)
Apr 9, 2018 7:48:06 PM	Conor Ahern	Nick, just add the path back to your ATR2 build in mainwindow.cpp for the ATROBS project and make sure there's a space after
Apr 9, 2018 8:00:08 PM	Conor Ahern	I got the GUI to hide when you click play and a lot of other fixes but I can't make it come back once ATR2 is done
Apr 9, 2018 8:03:43 PM	Conor Ahern	I got it to bring the UI back once ATR2 is done :)
Apr 9, 2018 8:03:51 PM	Nick Spina	Sick I'll take a look
Apr 9, 2018 8:04:06 PM	Conor Ahern	yeah I just pushed it now
Apr 9, 2018 8:30:58 PM	Conor Ahern	you still have to change the program path but you don't have to add a space anymore
Apr 9, 2018 8:32:03 PM	Nick Spina	It's opening and quiting right away again
Apr 9, 2018 8:33:56 PM	Conor Ahern	you pulled the latest?
Apr 9, 2018 8:34:18 PM	Nick Spina	Yes
Apr 9, 2018 8:34:24 PM	Conor Ahern	can you take a screenshot of what you have the string cla set to in mainwindow.cpp
Apr 9, 2018 8:35:28 PM	Conor Ahern	or just a picture and send it here
Apr 9, 2018 8:36:15 PM	Nick Spina	It's saying robot not found for circles in the atrobots folder
Apr 9, 2018 8:36:46 PM	Nick Spina	(Picture of mainwindow.cpp) It's doing the same thing as before
Apr 9, 2018 8:37:51 PM	Conor Ahern	you have to rebuild ATR2 too
Apr 9, 2018 8:40:54 PM	Conor Ahern	also I found out you don't need /Contents/MacOS/ATR2 after ATR2.app
Apr 9, 2018 8:41:08 PM	Nick Spina	It's workingggg
Apr 9, 2018 8:45:39 PM	Conor Ahern	:)
Apr 9, 2018 8:47:32 PM	Nick Spina	So apparently we can remove the robots if you click on R1 then cancel haha
Apr 9, 2018 8:48:37 PM	Conor Ahern	I hate this game

Date	Sender	Text
Apr 9, 2018 8:50:48 PM	Conor Ahern	we could make the actual remove buttons work probably
Apr 9, 2018 8:55:07 PM	Nick Spina	Probably
Apr 9, 2018 8:55:15 PM	Conor Ahern	Ok I got it to not clear it when hitting cancel at least
Apr 9, 2018 8:56:13 PM	Conor Ahern	but let me make the remove button work first before I push it
Apr 9, 2018 8:57:32 PM	Nick Spina	Okay
Apr 9, 2018 9:08:36 PM	Conor Ahern	also if you add 2 robots and then remove 1 you can do matches with just 1 robot :)
Apr 9, 2018 9:10:36 PM	Nick Spina	Ooh nice let's show that tomorrow
Apr 9, 2018 9:14:46 PM	Conor Ahern	It seems to work :)
Apr 9, 2018 9:15:01 PM	Conor Ahern	Ok pull that and just test and remove every combination you can think of
Apr 9, 2018 9:21:27 PM	Conor Ahern	Make sure each remove button works and moves everything the right way
Apr 9, 2018 9:21:27 PM	Conor Ahern	I tried in Linux with the screen resolution set to 800x600 to see what it'd look like on the projector and it barely fits vertically
Apr 9, 2018 9:21:44 PM	Conor Ahern	could you try it on your laptop to see if it still fits with the dock and everything
Apr 9, 2018 9:21:49 PM	Nick Spina	The remove buttons seem to be working correctly
Apr 9, 2018 9:21:54 PM	Nick Spina	You can still start a match with one robot tho
Apr 9, 2018 9:22:15 PM	Conor Ahern	that's ok it's our little secret :)
Apr 9, 2018 9:22:25 PM	Nick Spina	Yeah I'll check
Apr 9, 2018 9:26:25 PM	Conor Ahern	I fixed the 1 robot problem, it was in atr2
Apr 9, 2018 9:30:12 PM	Nick Spina	Oh lit
Apr 9, 2018 9:31:16 PM	Nick Spina	It's only letting me change my res to 1024x600 but it looks okay
Apr 9, 2018 9:31:47 PM	Nick Spina	1024x640*
Apr 9, 2018 9:31:56 PM	Conor Ahern	how close is it there
Apr 9, 2018 9:32:08 PM	Conor Ahern	cause the dock is probably 40-50px
Apr 9, 2018 9:33:21 PM	Nick Spina	Pretty close
Apr 9, 2018 9:33:47 PM	Conor Ahern	life is real hard and sad
Apr 9, 2018 9:33:56 PM	Conor Ahern	I'll try to shorten it another 30-50px just in case
Apr 9, 2018 9:35:01 PM	Nick Spina	Alright. It should be alright
Apr 9, 2018 9:36:59 PM	Conor Ahern	try pulling that anyways and see if it looks too ugly or not
Apr 9, 2018 9:44:40 PM	Nick Spina	Not as bad
Apr 9, 2018 9:44:52 PM	Nick Spina	That should be fine
Apr 9, 2018 9:44:58 PM	Conor Ahern	ok cool that should be enough for a 40px difference
Apr 9, 2018 9:45:43 PM	Nick Spina	Yeah