

Changes I have made:

1. I restructured the different projects in TopMod to use Qt project utility and avoid hacking behavior. It is now easier to change project configuration and debug the project.
2. I updated the source code according to Qt 5.13.2 (MSVC 2017, 32 bit) standards.
3. I created the TopMod\DeployScript.py which creates a release package. This script had been tested and proved to work with g++ (MinGW.org GCC-8.2.0-5) 8.2.0 compiler. Please note that since Qt creator is compiled with MSVC 2017, 32 bit you may need to add some MSVC dll files.

Changes that need to be made:

1. OpenGL uses "Fixed Function Pipeline". This is slow and outdated. We need to update it to use shader programs.
2. The project is basically written in c++98 format. It can be compiled with c++14, but does not compile with c++17 and c++20 standards of g++ compiler. There are numerous compiler warnings that need to be fixed. This is crucial for the project to be maintainable and survive.
3. There are several crash scenarios that need to be fixed. I recommend that user with computer science background use the Qt creator to run TopMod so that when crashing the debugger will point them to the crashes. That way it would be easier to locate and fix the bugs.
4. I created the following files for branch-covering idea. But I did not complete it. Maybe it is a good idea to disable them when they are not completed.
 - D:\TM\TopMod\topmod\BranchCovering_CornerCutting_Widget.cc
 - D:\TM\TopMod\topmod\BranchCovering_CornerCutting_Widget.hh
 - D:\TM\TopMod\topmod\singlelayerbranchcover.hh

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