dreamMkr   CoadBros ⭐ 👥 Team Visible

UI - Front End

New Screen when under a certain screen size

Right side card titles font size should scale better

Create Navigation menu for Fibers
☑ 0/4

Create Matrix Popup with dropdown
📎 3

Create Nozzle Size Drop down with custom box option.

under Level Mods, add spacing between input boxes

Layers title should stay at the top when scrolling through layers

Close Sidenav on button click and
outside sidenav click

👁 📎 2 ☑ 1/2   J

make New part and download part
"collapse better" when screen gets
below 768px wide

Make Shape and re-position point
popups

Javascript - Page
Functionality

canvas snapshot with white
background

📎 1

when clicking a left side shape, a
form should come up that gives user
options: FOR POLYGON AND STAR:
radius, number of sides; FOR
STRENGTH STRIP: length, width

When you press new layer. It should
save thumbnail screen shot of your
currently working canvas in the layers
section

add workflow where you can drag layers with num of levels and starting z

make keystrokes a little more intuitive

👁   J

Reorder layers

keyboard shortcuts

☑ 0/4

max shape size

Python - Backend

Make export run faster by not syncing all the code

get equation working on boxsize and center

👁 ☰   J

inner layer detection - auto slow down

👁   J

Logger

👁

J

set up bottleneck API

👁 ☑ 0/4

J

fix outlier point anomaly

👁

J

-- write on Gcode every time there is a new wall -- write on Gcode every time there is a new level

👁

J

fix where FitToBox is centering the part...

👁

J

make Size take X, Y, Z... or maybe it should inherit from Delta??

👁

J

Change mkVertices

👁 ☑ 0/5

J

change export message

👁

J

Canvas

Add points through Upload option

👁   J

shift+backspace puts point back

👁   J

new point manipulation

👁   ☑ 0/7   J

shouldn't snap to other grid points but rather "close" option

take off freedraw

Polygon Functionality

☑ 0/2

In Progress

write API

Finished

account for errors better when importing HTML points incorrectly

👁   ☑ 0/3   J

Machine properties class

👁 J

ramp if in danger angle and over .5 in

👁 J

make calcSpeed it's own function.. own file?

👁 J

Make ending proc more robust/less calls

👁 J

Port over old dreamMkr functionality to DreamBIG.

👁 ☑ 4/4 J

Add place to enter name of part

tell if points are clockwise/anti-clockwise and adjust init sidestep sign likewise

👁 J

Level mods not working

👁   J

Add dynamic moving speed

👁   J

get Rotate and Scale working

👁   J

metadata -- filename, author, folder, etc

👁   J

part and layer results -- print time, length, dimensions

👁   J

make a mover object and make part not do any of the actual moving but just drawing points (like the canvas)

👁   J

Divide New PointManipulation into its own folder

👁   J

add a popout menu with keyboard shortcuts

Connect Site to Domain

Upload Button next to new part

Part Title that's editable and will save as that name

Border Color on canvas changes with layer

Test min fidelity with n-sided polygon

👁 J

Center Canvas on page

☰

make z compatible

👁 J

copy layer

👁 J

add a cordinate show checkbox

👁

J

make a drawCords function

👁

J

alt+drag = move

👁

J

make top of canvas positive

👁

J

shift+drag = rotate.

👁

J

figure out why canvas snap is weird

👁

J

fix text for points - make points draggable

👁

J

Make canvas fit in 12X12

👁

J

merge canvas functions to dreamMkr

👁 📎 1 ☑ 8/8   J

Add 3 dot picture for Materials button

Make material pictures local to rid errors

Make Layers Color Coded

👁   J

Organize Everything

☑ 2/2

Make materials selectable with specs

💬 4 ☑ 6/6

Add draw mode

👁 💬 1   J

Change grid on Enter

👁   J

Add height to part results

if selecting already selected, don't run functions.

tilt CC3D symbol on hover

Decide On password ok button color

👁

J

Make delete layer button automatically re-select next layer

Full Layer manipulation

👁 💬 3 📎 2 ☑ 5/5

J

Add password authentication between landing and home page

👁 💬 2

J

take out outline around quicklink buttons and make text automatically revert to normal color after clicking

☑ 2/2

Make Canvas Fade in

layers - figure out why path isn't a
child of the layer

👁 ☑ 0/1

J

maybe add some tool tips to parts on
the page (look at bootstrap for this)

fade in/out the background fade
when adding a shape

add a canvas with a border to the
middle of the page

Animations on load

Add text, check boxes and input
boxes to right side wells

☑ 5/5

on point click, prompt user for where
they want the point to go

👁

J

give adjustable grid resoluton

👁

J

make grid snap points

👁   J

Make buttons fancy

Make company name fly in

Make Logo near company name

Add thumbnails to New Part and
Download Part

make right side wells "scalable"

Give Canvas a grid

👁   J

Create separate files for css and JS

seperate paperscript in another file

👁   J

Landing Page

opacity for last layer!

👁

J

MaxSpeed based on vertex angle

👁

J

Polish Ideas

dictionary constants for calculation

when two lines overlap, make line red

👁

J

add arc option where you can pull
and drag a line segment

👁

J

Add material properties

👁

J

math on weight and resin based on
tip type

👁

J

XY YZ XZ plane switch

👁

J

Reorder Layers

Usefull notes

👁 📎 1   J

Make each Template a button

Develop simple version for mobile / table (bootstrap small and medium)

figure out why getting error when linking paperscript

👁   J

Make a new dark theme

Add mobile versions

add warning when paths cross

👁   J

Add user accounts where users have parts that they've made in the past

Create Hash Password

💬 1

Md5 function

Add animations to canvas

👁   J

in screenshot, take pic of only shape (no grid)

Revamp left side bar

make right side like cards - draggable

Add video tutorials on landingpage

Create X-Y, X-Z Layer function

Switch Material Drop down menu to whirl dropdown

Make Material Select slide out on top of faded background

Min-Height for Right Col Tiles for smaller windows

mk company logo rotate in

Edge detection import

Inkscape integration

On Hold

Responsive spacing on tiles

☑ 1/3

vertically and horizontally align canvas on page

Put shapes into a category on side nav