Design Studio III Meeting

Date: January 10th, 2000
Location: Joint video conference

In Attendance: (Johnson City)
- JJ
- Dean Deane
- Mike Spence
- Andy McInturff
- John Ranch

In Attendance: (Oak Ridge)
- Dr. Joel Henry
- Woody Smit
- Ralph Peterr
- Don Hanlon
- Raddi Masur
- Allie Setton
- Rob White

OPEN ISSUES FOR USER INTERFACE

- Need definitions for message boxes.
- Movement between tabs should be check states.
- Make sure the graphing is working on both platform builds.
- The multi-select in the list is not working.
- Checking in the UI for certain dialogs.

OPEN ISSUES FOR UNIX BUILD

- John Ranch is working on getting our software to build under SC 4.2
- Unix side needs the graph function to come up.
- Unix graphing dialog box needs some cosmetic work.

OPEN ISSUES FOR PC BUILD

- Exit ➔ Close box does not work on the PC side. The program crashes with a GPF.
- There is a question about how to run the program in debug mode.
- Bill Steven is working some data entry items.

HIGH PRIORITIES

- John to get the SC 4.2 build to work
- Dean to get the action states working

GETTING READY FOR RELEASE

- Need a set of instructions on how to use the ClearQuest bug reporting tool.
- Installation needs to be nailed down for both platforms.
- Unix side needs extensive testing.
- Need to test cross-platform issues.
- A full release by January 28th, 2000.
- At a minimum the PC release will need to include Windows 95 and Windows/NT.
- Need to include the help files, example scripts, example models, mathscript files and the test files.

JOEL'S TODO

- Check the MatrixX license on zephy.etsu.edu
- Check with beta sites about what version of Matrix-X they are using. There could be some risk in not testing back to 6.0.3 of Matrix-X.
- To test cross-platforms, we might need a temporary Matrix-X license for SGI.

GENERAL DISCUSSION

- SC 4.2 is a definite risk factor.
- The entire file i/o work is complete by Mr. McNutt.
- There are performance issues where there are hundreds of outputs because of the recursive nature of the algorithm.

SYSTEM REQUIREMENTS

An initial stab was made a stating the minimum system requirements. These system requirements will be posted on the website.

- Pentium 90 or higher
- 32 MB RAM
- Mouse device
- 1024 X 768 display resolution
- Matrix-X 6.0.3 or higher