

Meeting protocol

24.04.2007

Participants

- Thomas Tischler
- Stefan Zeltner
- Philipp Gruber
- Reinhard Jeschull
- Thomas Kuhndörfer

Steps done

- Spoke about the standard usage keys of the editor
- Most plugins can now parametrized by their own forms
- Many shortcuts for often needed actions were added
- Finished convex hull modifier
- Finished explosion modifier
- Finished make holes modifier
- Testversion of the plugin searcher added
- Single vertices can be added to the scene
- Scene objects can set to status hidden or freezed
- Blacksun files are now compressed via zlib
- Decided to not implement the selection using the perspective view, because it's not really necessary

Tasks until the next meeting

- Adding configuration forms for his plugins: pgruber
- Object and material browser for quick selection and material applying: ttischler
- Finishing the automatic plugin system: szeltner
- Customizable usage keys for the editor with standard template: ttischler
- Starting with the extrusion modifcator: tkuhndo
- Automatic zooming depending on the size of all selected objects rjeschull/tkuhndo
- Creating the basic implementation of a help browser using QTextBrowser for the user

documentation: [ttischler](#)

- Splitting the current action menu into 2 separate menus, one for actions and one for loaded plugins: [ttischler](#)

Next milestone

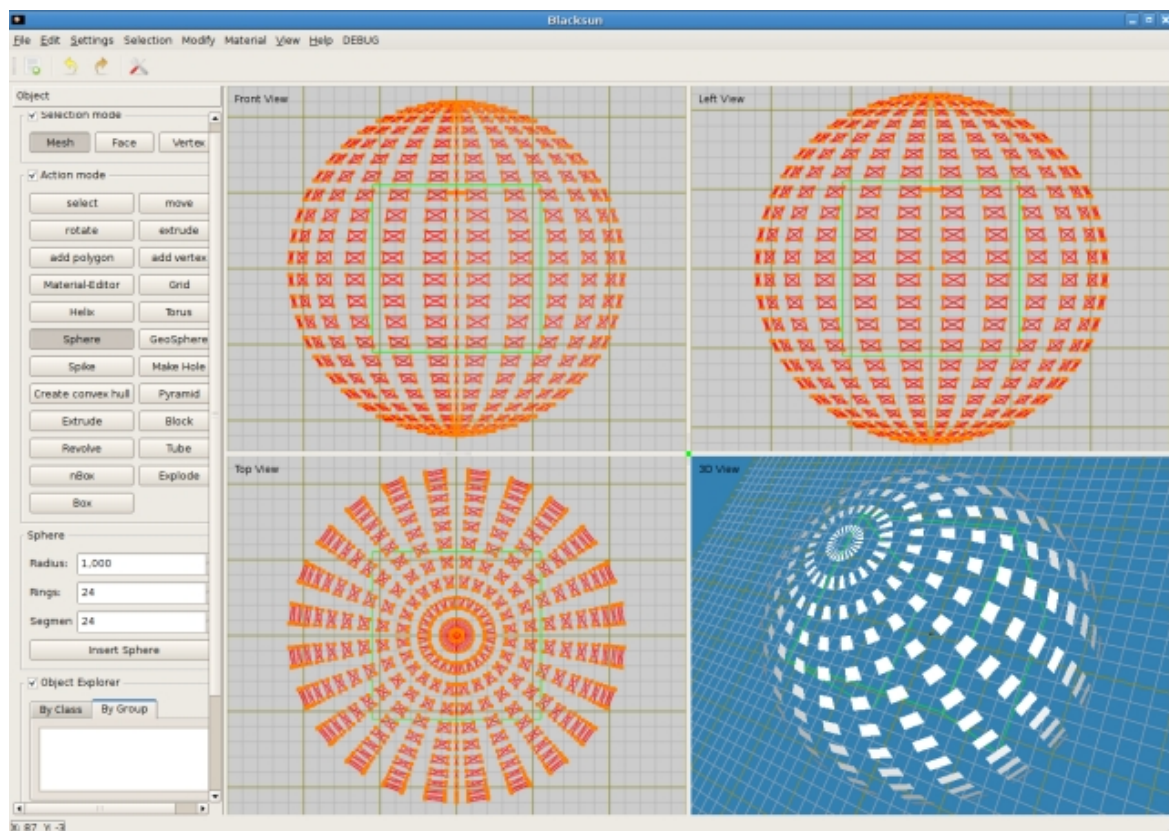
- Release candidate: 03.05.2007

Notices

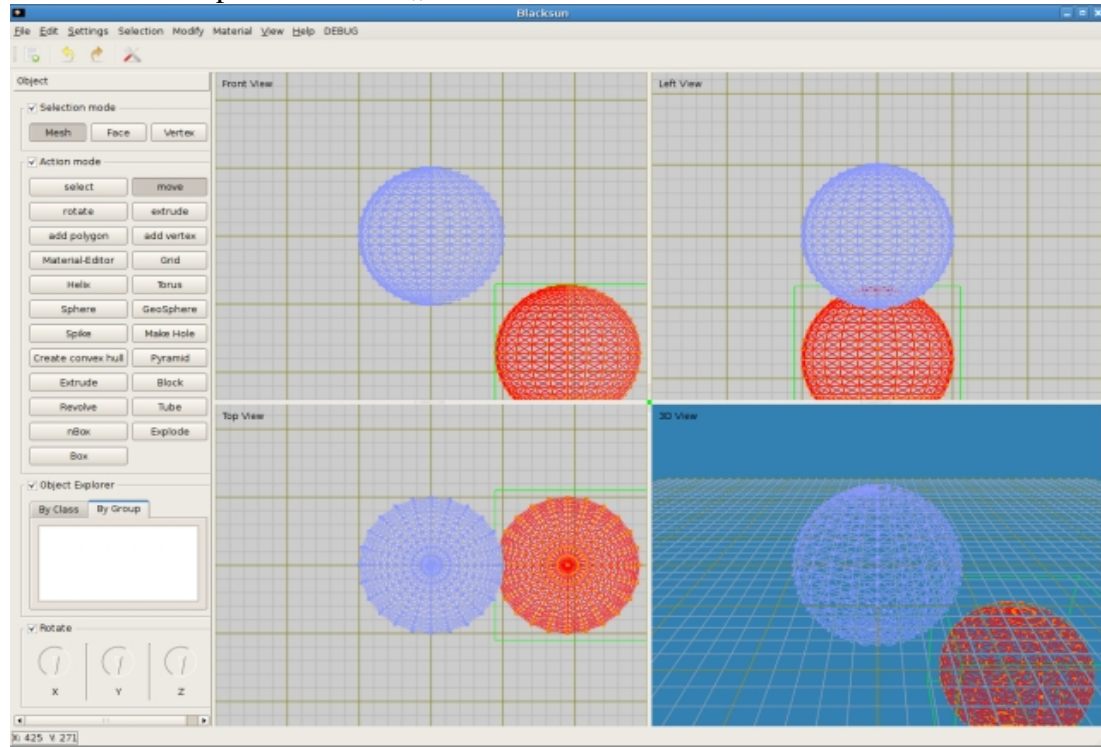
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Attachment

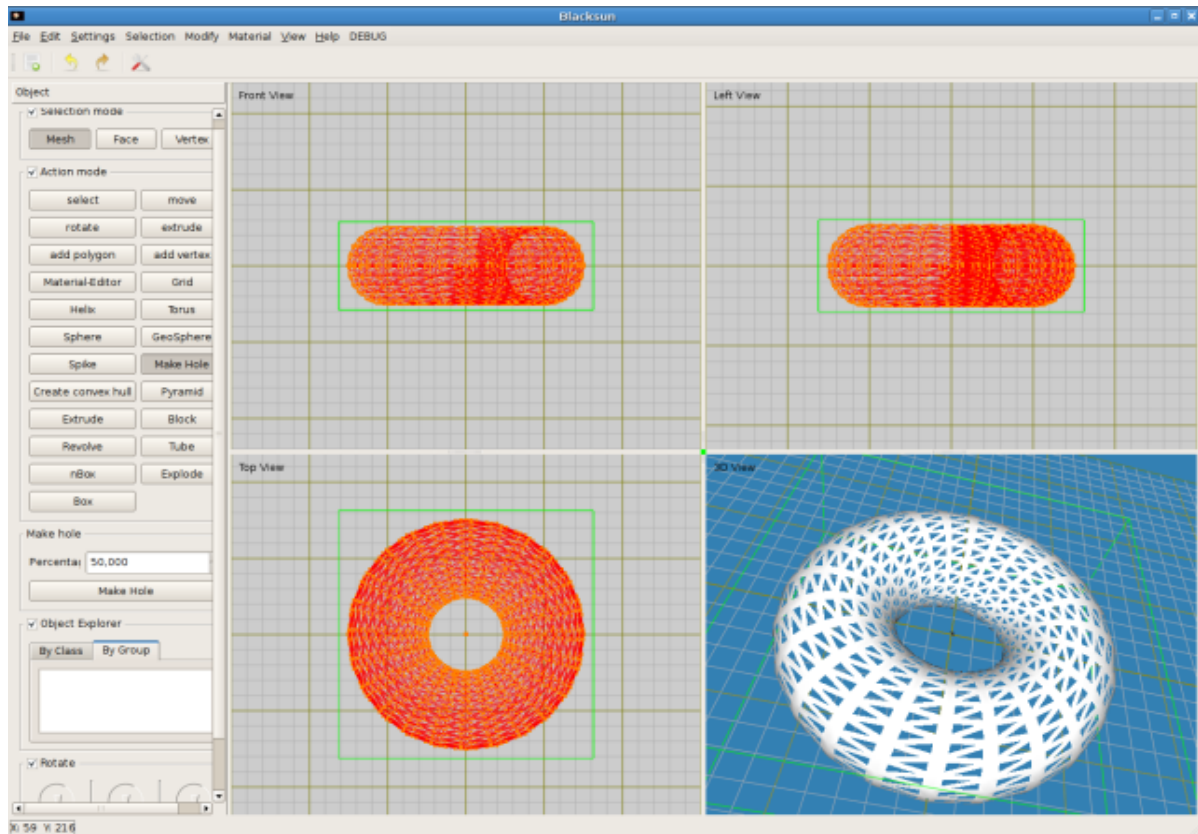
- Attachment 1: Explosion modifier applied to a sphere



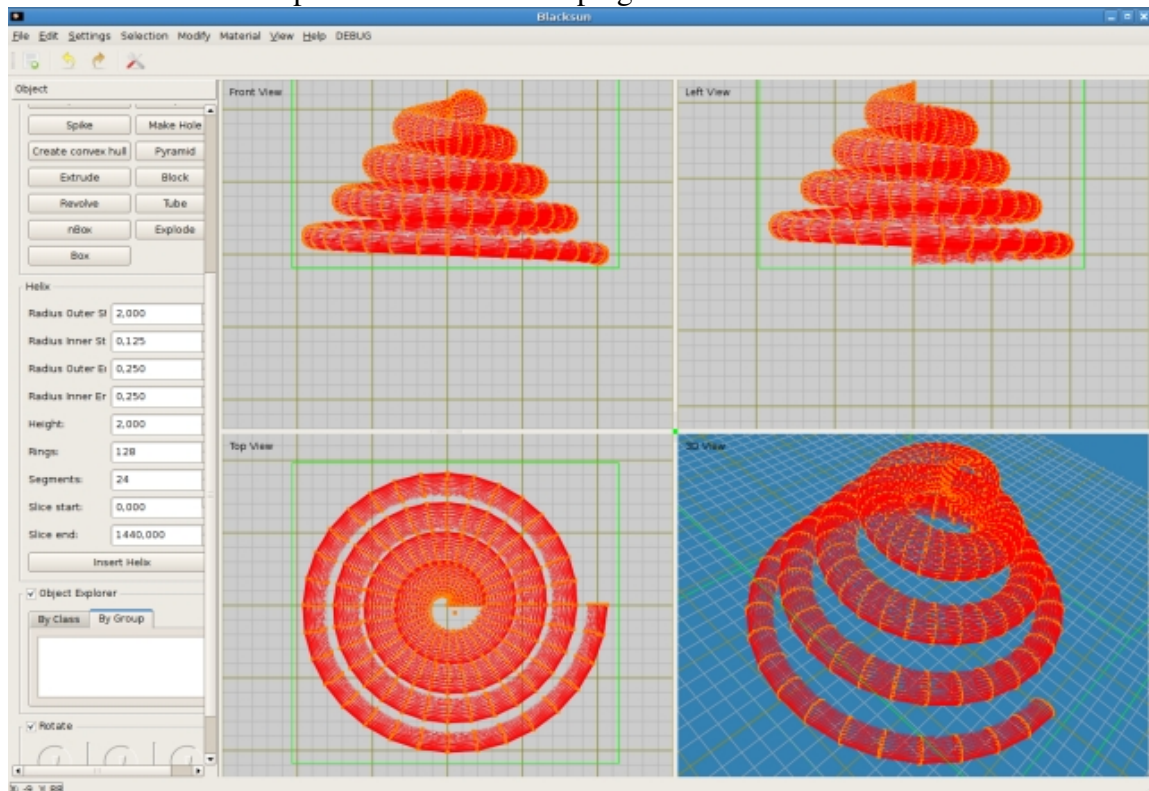
- Attachment 2: Sphere who was „frozen“



- Attachment 3: Hole modifier applied to a sphere



- Attachment 4: Example for a customizable plugin



- Attachment 5: Modifier convex hull applied to a deformed mesh

