

Meeting protocol

13.04.2007

Participants

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

Steps done

- Improved the (ArcBall) rotation of the perspective window
- Selection rectangle is now available to select just parts of a scene
- Extended screenshot function with a preview dialog
- Test implementation of the undo system for inserting objects done
- Already finished block plugin was added
- Explosion modifier is nearly completed
- Importation of OBJ and 3Ds completed
- Produced source code packages that are public downloadable via Sourceforge
- Added a manuel edit form to manually edit all scene objects by their numeric values
- Changing polygons to meshes and vice versa is now possible
- Made SelectionBuffer accessible for external components

Tasks until the next meeting

- Using the 2D data of the new selection rectangle to select just part of scene objects: tkuhndo
- Finishing explosion modifier: pgruber
- Starting with the rotational solid plugin: pgruber
- Spike deformation modifier: rjeschull
- Extending the undo/redo test system with redo: szeltner
- Automatition of installer packages: szeltner
- Some changes in the behaviour by clicking / rotating the scen: ttischler
- Creating the basic implementation of a help browser using QTextBrowser for the user documentation: ttischler

Next milestone

- Release candidate: 03.05.2007

Notices

- We are now consequently using a TODO list to coordinate small tasks and discovered bugs