Meeting protocol

23.11.2006

Participants

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

Steps done

- Unification of the build process to work only with qmake instead of a mixture of qmake and standard makefiles. In addition, now also the build process works fine under win32 platform

- By assistance of some example 3D modelers we specified more details of the user interface

  - To change a single viewport to fullscreen of the client area, a doubleclick on the title is enough

  - A seperate window for the log output, which is show-/hideable, needs to be added

  - Changes to a viewport can be made via a context menu, accessed by right click

  - If an 3d object is inserted into the scene, it gets a random color

  - 2 or 3 presets of layouts for the user interface should be present

  - Common sense functions under „Edit" menu entry like *Cut*, *Select All*, etc. must be added

  - Objects can be marked as protected

  - The font of the splashscreen is to small to be readable under win32

  - A deliberate concept for *undo* has to be worked out

  - The number of *undo steps* can be changed in the global settings dialog

Tasks until the next meeting

- Integration of the discussed user interface criterias into the gui-project: ttischler

- Complete draft for the renderer using UML with RSM: rjeschull

- Complete draft for the scene management using UML with RSM: tkuhndo

- Creation of first plugins: szeltner, pgruber

- Completing the log class and create the according documentation: pgruber

Next milestone

- Beta-Build: 21.12.2006

Notes

- UML 2.0 models will be created using RSM, the „Rational Software Modeler", because we use the program at the software engineering internship, too. Also we all got an student licence, so we can work with the program without any time restrictions.