Development

Doubts

Who creates the mirrors and floor? -> Arena

How to automatically get the mirror orientation? Is it necessary to create it manually? Use markers to detect mirror plane.

Next Steps

Mirror – detect plane using a paper border and finding it using selected points

Arena – check calc\_plane if it works

Start Floor

TODO

Comments!

Mirror

Comment and clean Mirror set\_area()

Personalized Distance for each mirror ?

Floor

Floor Manage Window – Mask and Modifiable Values

XML

XML – Save and Load