ELEC 490 Software Documentation

Megan Gardner

Preparing Qt GUI

1. Retrieving previous 490
   1. Do a fork of the Megan’s ELEC 490 git (<http://www.github.com/mgardner99/ELEC490>)
   2. Take this copy and do what you will with it – my personal suggestion is git
2. Download Boost Libraries (Version 1.52)
   1. Extract from Joey’s text file
3. Download MinGW if you don’t already have it
4. Qt Download
5. Qt Configuration
   1. Your System PATH variable should be C:/Qt/{versionNumber}/{compilertype}/bin. This path will allow for a proper compiler build.
6. 490UIAPP.pro Project File
   1. Change the boost library in include and libs to reflect what your boost library and MinGW folder is called
   2. Do not try to build the 490UIAPP.pro file – it will throw an error about not having a target to create a .o file, which you don’t need. As long as you save and build the entire project, your changes will be reflected.
7. Foot picture location
   1. Line xxx has footmask.load(“C:/…”); Change the location to wherever the picture has been saved.

Specs:

* 60 Hz frame rate
* Video Formats
  + .wmv
  + .mov (upside down though)

Running the code

1. Building the code: about 250 warnings (don’t worry about these)
2. Running the code: about 700 warnings (don’t worry about these)

Things to Address

1. What is right/left arrow slot do?
2. Test new VideoPlayer code
3. What kinds of video files does it work on?
4. How are the log files saved?
   1. As .log
   2. Still need a file system

Log

* 10/25/13
  + Got the GUI to run
  + Still testing video player code
  + GUI shows everything except newly added components (obviously…)
  + What is a slot?
  + Browse -> Open file (can we rename?)
  + Need to mirror left foot as right foot still – should be straight forward
* 11/28/13
  + The start recording button and check connection buttons don’t actually do anything…
  + Downloading videos from Jack – will test what types the player can handle
  + Add file system
  + Add functionality to change data and change skater buttons
* 11/29
  + Pause functionality added
  + Issues with right food addition – left works fine, but right causes tons of errors
  + .movs play…just upside down
  + Rotate now works – but not its on top of the skip – may need to move
  + Need to play with size of vertical rotate bar