## What We've Accomplished (Last Semester/Winter)

* Got a basic image viewer set up using OpenGL, GDAL
* Uses GDAL rasterio instead of readblock so it's not as efficient yet
* Created a small threads header file that abstracts pthreads from window's threads complete with mutex locks.
* Began work on using Gdal's readblock method (this is how the last team did it) However we're having difficulties getting it to render properly this way.
* Created git branches for fixing memory leaks and working on the readblock method so our master branch is always the latest prototype
* The program accepts the following command line parameters
  + Image file path: required
  + window width: Optional
  + window height: Optional

## What We've Accomplished (Last Week)

* Finally got Doug and TJ set up on their windows machine
* Got the program running on a Mac with some effort since mac doesn't use the standard GL header path and it didn't support some things we were doing in the OpenGL Shaders.

## Upcoming Goals

* Shrink the height of the rendered image so that there is room for a tool bar on top
* Create icons for the tool bar (We may need both pushed/un-pushed icons)
* Get the image to render correctly with GDAL readblock