Meeting 01.02.2018 with supervisor Jason (Noura is missing)

1. Problems working on Linux to Windows

-Strings (libraries, headers)

-It compiles now

2. Problems with glfw3 being used multiple times

-beware of platform that uses the headers ad where it looks for headers

-tell compiler where directories are (doesn’t work on Windows)

-save settings for project (git might cause problems) instead of doing a make file

-VSX project files? – in the website for c++ cw

3. Timestamp problem

-pass an object -add an & after object:

TS&f(..)

Return: this->myTS

or

return the TS pointer

4. GUI is going well, might demo it soon

5.Scope of rendering has to be increased

6.Planes per second (suggested by Jason)