Vorgangsname	Anfang	Dauer	02. Dez '13	09. Dez '13
			F S S M D M D F S S	M D M D F S
UI, Rendering, Settings	**Fr 29.11.13**	**11 Tage**		
Settings	Fr 29.11.13	5 Tage	Constantin	
GeoCoordinates, Tile	Fr 29.11.13	2 Tage	Fabian, Tom, Sebastian	
TextureManager (Platzh.)	Di 03.12.13	1 Tag		
ProgressManager	Fr 29.11.13	2 Tage	Christof, Gabriele	
LocationManager (Platzh.)	Fr 29.11.13	1 Tag		
Swing-UI	Mi 04.12.13	5 Tage		
Renderer-Main	Do 12.12.13	2 Tage		
PlaneTesselator	Fr 29.11.13	7 Tage		
SphereTessellator	Fr 29.11.13	7 Tage		
Vertex buffer objects	Di 10.12.13	2 Tage		
Matrix / Vektor	Fr 29.11.13	1 Tag		
PlaneGeometry	Sa 30.11.13	6 Tage		
SphereGeometry	Sa 30.11.13	6 Tage		
Camera	Sa 07.12.13	4 Tage		
Renderer-Scheduling	Mo 09.12.13	3 Tage		
HTTPUtils	Mo 09.12.13	3 Tage		
Tessellator-Test	Fr 29.11.13	11 Tage		
Settings-Test	Fr 29.11.13	11 Tage		
Matrix- / Vektor-Test	Fr 29.11.13	11 Tage		
ProgressManager-Test	Fr 29.11.13	11 Tage		
HTTPUtils-Test	Fr 29.11.13	11 Tage		
Externe Daten	**Mo 16.12.13**	**5 Tage**		
SRTMBinarySource	Mo 16.12.13	1 Tag		
SRTMTileSource	Di 17.12.13	2 Tage		
HeightMap	Do 19.12.13	2 Tage		
OSMTileSource	Di 17.12.13	2 Tage		
RequestDistributor	Mo 16.12.13	2 Tage		
TextureSource / -Cache	Mi 18.12.13	1 Tag		
FileSystemCache	Mo 16.12.13	3 Tage		
MemoryCache	Mo 16.12.13	3 Tage		
TextureManager	Do 19.12.13	2 Tage		
HeightMap-Test	Mo 16.12.13	5 Tage		
Caching-Test	Mo 16.12.13	5 Tage		
SRTMTileSource-Test	Mo 16.12.13	5 Tage		
Texture Loading-Test	Mo 16.12.13	5 Tage		
Suche, POIs	**Mo 06.01.14**	**5 Tage**		
NominatimSource	Mo 06.01.14	2 Tage		
OverpassSource	Mo 06.01.14	2 Tage		
LocationManager	Mi 08.01.14	2 Tage		
Renderer: Overlays	Mo 06.01.14	4 Tage		
JoglEarth-Main	Fr 10.01.14	1 Tag		
Nominatim-Test	Mo 06.01.14	5 Tage		
Overpass-Test	Mo 06.01.14	5 Tage		
Location-Test	Mo 06.01.14	5 Tage		
Benutzerhandbuch	Fr 29.11.13	20 Tage		

Vorgangsname	16. Dez '13						23. Dez '13						30. Dez '13					
	S	S	M	D	M	D	F	S	S	M	D	M	D	F	S	S	M	D	M	D	F	S

UI, Rendering, Settings
Settings
GeoCoordinates, Tile
TextureManager (Platzh.)
ProgressManager
LocationManager (Platzh.)
Swing-UI
Renderer-Main
PlaneTesselator
SphereTessellator
Vertex buffer objects
Matrix / Vektor
PlaneGeometry
SphereGeometry
Camera
Renderer-Scheduling
HTTPUtils
Tessellator-Test
Settings-Test
Matrix- / Vektor-Test
ProgressManager-Test
HTTPUtils-Test

Externe Daten
SRTMBinarySource
SRTMTileSource
HeightMap
OSMTileSource
RequestDistributor
TextureSource / -Cache
FileSystemCache
MemoryCache
TextureManager
HeightMap-Test
Caching-Test
SRTMTileSource-Test
Texture Loading-Test

Suche, POIs
NominatimSource
OverpassSource
LocationManager
Renderer: Overlays
JoglEarth-Main
Nominatim-Test
Overpass-Test
Location-Test
Benutzerhandbuch

Vorgangsname	06. Jan '14							13. Jan '14							20. Jan '14					
	S	S	M	D	M	D	F	S	S	M	D	M	D	F	S	S	M	D	M	D	F	S

UI, Rendering, Settings

Settings
GeoCoordinates, Tile
TextureManager (Platzh.)
ProgressManager
LocationManager (Platzh.)
Swing-UI
Renderer-Main
PlaneTesselator
SphereTessellator
Vertex buffer objects
Matrix / Vektor
PlaneGeometry
SphereGeometry
Camera
Renderer-Scheduling
HTTPUtils
Tessellator-Test
Settings-Test
Matrix- / Vektor-Test
ProgressManager-Test
HTTPUtils-Test

Externe Daten

SRTMBinarySource
SRTMTileSource
HeightMap
OSMTileSource
RequestDistributor
TextureSource / -Cache
FileSystemCache
MemoryCache
TextureManager
HeightMap-Test
Caching-Test
SRTMTileSource-Test
Texture Loading-Test

Suche, POIs

NominatimSource
OverpassSource
LocationManager
Renderer: Overlays
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Nominatim-Test
Overpass-Test
Location-Test
Benutzerhandbuch