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Settings	Fr 29.11.13	_															
GeoCoordinates & Tile	Fr 29.11.13	2 Tage															
TextureManager (Platzhalter)	Di 03.12.13	1 Tag)						
LocationManager (Platzhalter)	Fr 29.11.13	1 Tag			_												
Swing-UI	Mo 02.12.13	3 Tage															
GUIEventListener	Do 05.12.13	3 Tage												l		L	
Renderer-Main	Do 12.12.13	2 Tage														5	
PlaneTesselator	Fr 29.11.13	9 Tage				-							-			H	
Sphere Tessellator	Fr 29.11.13	9 Tage				-							-			H	
Matrix / Vektor	Fr 29.11.13	1 Tag		h													
PlaneGeometry	Sa 30.11.13	6 Tage									h						
SphereGeometry	Sa 30.11.13	6 Tage									Н						
Camera	Sa 07.12.13	4 Tage											-			۲	
Renderer-Scheduling	Do 12.12.13	2 Tage															
SphereTessellator Test	Fr 29.11.13	11 Tage															
PlaneTesselator Test	Fr 29.11.13	11 Tage															
Settings Test	Fr 29.11.13	11 Tage															
Matrix / Vektor Test	Fr 29.11.13	11 Tage															
Plane-/SphereGeometry Test	Fr 29.11.13	11 Tage															
Sources, Caching, HeightMaps	Sa 14.12.13	6 Tage															
HTTPUtils	Sa 14.12.13	2 Tage															
SRTMTileSource	Di 17.12.13	2 Tage															
HeightMapManager	Do 19.12.13	2 Tage															
OSMTileSource	Di 17.12.13	2 Tage															
RequestDistributor	Sa 14.12.13	2 Tage	-														
TextureSource	Di 17.12.13	_															
FileSystemCache	Sa 14.12.13																
MemoryCache	Sa 14.12.13	_	-														
TextureCache	Sa 14.12.13		-														
TextureManager	Do 19.12.13	_															
HeightMapManager Test	Sa 14.12.13	6 Tage															
HTTPUtils Test	Sa 14.12.13		-														
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Suche, POIs	Sa 21.12.13	16 Tage															
NominatimSource	Sa 21.12.13		1														
OverpassSource	Sa 21.12.13	_															
LocationManager	Fr 03.01.14	_															
Renderer: Overlays	Sa 21.12.13	_															
Main	Fr 10.01.14	_	-														

Vorgangsname	16. Dez '13									23	23. Dez '13							30. Dez '13					
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