

Journal Report 5

9/30/19-10/6/19

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Daily Log

Monday September 30

Today I researched ways to link a pre-existing button to the back-end script. I found two different ways. One would be to use the Unity "on click" module in the Canvas button menu and link a method to do something every time a button is clicked. The second way is to use something called InputHandler.

Tuesday September 24

Today, I tried using InputHandler but it didn't work. I didn't spend too much time on it, so I tried using the "on click" option and this one worked perfectly. Now, a cube moves closer and closer every time the button is clicked.

Thursday September 26

Wednesday night I remembered there is a difference between a Unity click and a HoloLens gesture tap. Sure enough, when I checked to make sure that that I did on Tuesday worked for a HoloLens gesture tap, it was actually only picking up Unity clicks. SO, when the app is deployed to the HoloLens, it won't work. I researched how to get the InputHandler to work and I have some ideas to try on Monday.

Timeline

Date	Goal	Met
September 29	Create a simple, table-sized map where the robot will rest and will eventually move.	No, because I am trying to get the buttons to work first.
October 6	Create the other buttons to move the robot/cube right and left	No, because I am trying to get the move forward button to work properly first.
October 13	Create a surface for the robot to rest and move on. Have the robot move only on this surface	
October 20	Have the buttons output text on the code playground whenever it is clicked.	

Reflection

I feel like I am actually learning a lot about the setup process for the HoloLens app. I don't have too much experience with the initial/basic setup process, so it is nice to get to learn all of this.

I realized that for the code playground it might be a little harder than expected to have the code blocks drag and drop to the run area. It is definitely possible, but seeing the progress so far, I am not sure it is worth the time I will have to spend to get the drag and drop to work. Rather, it might be better to have text appear every time the button is clicked. Both ways serve the same process to let the user know what they have entered in so far, so I am inclined to just have the text appear in the run area for the sake of time.