Shit So Far

* 2 main libraries
  + vcg
    - Created templated classes MyMesh, MyFace, MyEdge, MyVertex and a struct MyUsedTypes
      * All of these extend prebuilt classes so we can use those public functions
    - Created a class MyDelaunayFlip.
      * Not quite sure what it does, but is a part of the hole filling algo
    - Import export etc. working
    - Created a ransac function that doesn’t work
      * No idea the fuck’s wrong
      * Picked up the example from trimesh\_ransac.cpp in vcglib/apps/sample/trimesh\_ransac/
    - Created a hole filling function that doesn’t quite work
      * Prolly the face normal issue. See github issue #1
      * Picked up the example from trimesh\_hole.cpp in vcglib/apps/sample/trimesh\_hole/
    - Need a view model function at a later stage
    - Need to complete printVertexLocation
    - Need to complete createBoundingBox
      * I think this would be required to follow that density calc method that I talked about
  + pcl
    - point cloud stuff
    - PSD data format
      * Can import OBJs
    - Can perform statistical outlier removal and radius outlier removal.
      * None seem quite useful so far.
      * Need to test with varying parameters.
    - Some problem with the conditional outlier removal
    - Some problem with the view model function
    - Most stuff requires pointers to work (i.e. internal functions etc.)
      * Can create a pointer or const pointer using makeShared
      * See second line of importOBJAsPSD function
* Created a main class, ProcessXYZ, that houses all the functions etc. for the whole project
  + At some point, we should create header files and move the custom class definitions there.
* Shit to be done
  + Fix a lot of the code
  + Conversion function between point cloud and mesh
  + Outlier removal testing
  + Documentation
  + Implement either ransac or the density thing for plane detection + isolation + corner + edge detection to create outer bounds for the room