

WEEKLY REPORT BY
CODSCHBEKE SOFTWARE SOLUTIONS

(23.02.2006 - 2.03.2006)

This week, I implemented more than half of Vehicle and Wheel classes, tried to integrate catmull-rom splines to our road design, tried to re-design the physical properties of vehicles according to the spline algorithms.

Sıla Arslan

This week I read materials about Catmull-Rom splines for the implementations that we plan to use for our Road and Path classes. I have searched internet for how these splines can be used for determining the steering of the cars. I have also examined a road implementation in OSG examples.

Çağla Okutan

This week, I participated in the preparation of configuration management plan. After that, I implemented the TrafficSign and TrafficLight classes. I then integrated one more OpenSceneGraph windows with user interface that is the main scenario window. Now I am trying to get mouse-keyboard inputs from the OpenSceneGraph window and to lead them to the appropriate classes.

Hatice Kevser Sönmez

This week I implemented the Object class and committed to CVS. There may be some additional functions or variables for the derived classes, so the Object class may have additions in future. To try the Object class, I derived a sample class from it that draws a triangle. Then I added the Object class to the GUI by creating a new view.

Bahar Pamuk

This week, we finished writing our configuration management plan. I searched for implementing our road models. Then I wrote a code, depending on catmull-rom splines, that draws curves taking callback from the user. We plan to use that code, while implementing the path class. Also, I wrote a code that draws roads by getting help of the osgdelaunay example.

Ebru Doğan