This week I started to implement physics class, I searched ways of running the motor with right parameters. I examined some vehicle animation programs that are using ode. Finally I tried to understand mechanics of a real motor.

Sıla ARSLAN

I continued to code Road class from where I left off; I corrected the problem of unremoved triangles between the overlapping areas of road and the plane. I am continuing with the intersections now.

Çağla OKUTAN

This week first we completed the integration of previous week’s source codes. After that I tried to handle the problem of loosing the focus of active OSG window in MFC, I found a temporary solution for that just for now and left it to be handled later. I mainly worked on the OSGEventHandler Module. I set up the main conditions and somehow finished the creation of objects at the left-clicked places, it creates the objects but not complete due to some button incompleteness on the GUI. I also progressed on the selecting objects on the scene and associating this selected node with the Object instance in our program. In order to achieve this selection I updated the Object class and its derived classes.

Hatice Kevser SÖNMEZ

This week, I started to implement the Command classes and finished the ComandHelp class. I continue with the CommandView Class since it is related with the Camera class that I will implement.

Bahar PAMUK

This week I redesigned GUIEventHandler module and started to implement it. Classes that I have implemented are Command, CommandDelete, GUICommandManager. I established working mechanism of Command Pattern and now working on implementing CommandX classes.

Ebru DOĞAN