This week, I went on implementing animation module, and did some tests on frame issues and adjusted the frame operations and corrected the bugs.

Sıla ARSLAN

This week I joined Sıla with implementing AnimationWindow class. We are currently dealing with some problems related with adjusting correct speed values in the animation. But as a second plan, we are experimenting with osg::AnimationPathCallback class.

Çağla OKUTAN

This week I implemented the right-click menus of the OSGEventHandler class and managed the communication between MFC and OSG. I also handled some bugs related to osgEventHandler class.

Hatice Kevser SÖNMEZ

This week I added a camera to the animation part that follows one of the vehicles during the animation. Also, I adjusted the views of the editor and added some callback functions that handle the inputs coming from the right, left, up and down buttons of the keyboard to change the position of the camera of the editor rather than the look at points.

Bahar PAMUK

This week I have implemented CommandInsertVehicle and CommandRotate classes. I implemented addFrame and deleteFrame functions with Sıla. Beforetime trafficLight was in the Frame class which means, each frame had its own trafficLight objects. Now every frame has the same trafficLight objects and I wrote a code that changes selected trafficLight object’s color. I added more functionality to CommandX classes so that they can be used for rightClickMenu events. Also I changed the place of GUIEventHandler so that undo and redo operations became global, not special to frames. Now I am trying to change the color of the clicked quad of timeline.

Ebru DOĞAN