Özgür Yazılım

Fırat Erdoğan
I installed OGRE (which is a 3D Open Source Graphics Engine) and tried to create simple objects (like cubes, cylinders, walls, etc.). By this way, I am getting familiar with this library. I also examined and analyzed the samples created using OGRE. We aim to be able to create a room with some objects in it until Sunday.

Onur Demircan
I have written a simple chat program with Visual Studio 2005. Server listens one of the port and client sends some data to this port. After server takes the data from client, it gives a respond to the client through the same port. Then client takes this data. I have also searched internet to find a network engine. The raknet designed by Rakkarsoft is a special engine for multiplayer online games. I started to learn this engine. I am reading tutorials which are from the website of Rakkarsoft.

Abdulkerim Mızrak
This week I have searched about OGRE. At the weekend I looked at the demos of OGRE, and I installed some package of it to my computer. But I could not use it with Visual Studio 2005 yet.

Özgür ÖZGÜR
After dividing the work to be done into two (as network and graphics) in our group, I took responsibilities especially about network part. I started (but couldn’t spend much time on it) analyze on RakNet Network Engine, which we have recognized that can be helpful in our work. Since I couldn’t have much time last week, I will work harder on it this week. Furthermore, we have experienced a simple program to send messages as server and receive from another machine as client, but needs to be worked on to be more efficient and stable.