

CodeSchbeke Software Solutions (C2S)

WEEKLY REPORT 18.11.2005-25.11.2005

Weekly Report by Sila Arslan

This week I worked on running sample codes in ODE with MS VC++.NET 2003. But I come up with some troubles in .NET and had problem with the compile time errors. For solving the errors in .NET I read many threads in the forums but since the solutions to threads and documents were mostly related to running ODE programs on UNIX environment, they helped me to solve my problems partially.

Weekly Report by Çağla Okutan

This week I tried to configure the .NET platform for programming with OpenSceneGraph and ODE libraries. I also searched internet for any problems that may occur and comments regarding the use of these two libraries together.

Weekly Report by Hatice Kevser Sönmez

This week I managed to compile OpenSceneGraph samples located in website of OpenSceneGraph. I searched for the class hierarchy of OpenSceneGraph. Also I tried to figure out the design patterns suitable for our project.

Weekly Report by Bahar Pamuk

This week, I tried to compile some sample programs written by using ODE library in order to comprehend the general characteristics of ODE library but I could not manage the compile problems arised in .NET and could not create the executable files. Then, Cagla continued with solving the compile errors and learn how to integrate ODE with .NET. I read the tutorials and documents in the website of ODE and have some idea about the general structure of ODE programs.

Weekly Report by Ebru Doğan

This week I installed and compiled OpenSceneGraph. I built some example projects. Also I read many tutorials about what can be done in 3D by using OpenSceneGraph. We tried to build an example in ODE but we could not manage. We designed the GUI of our projects editor and tried to extent the functionalities of our system.