

## **WEEKLY REPORT BY C2S**

03.03.2006 – 09.03.2006

I implemented Path Class, updated Vehicle class accordingly. I also searched on car physics and examined some codes written using ode. I tried to integrate osgProducer to MFC.

Sıla ARSLAN

This week I continued on my process of implementing the Road class. I coded Road and RoadEventHandler classes, but it still needs more work since I could not manage to handle the overlaps and did not work on the arrangement of the count of lanes.

Çağla OKUTAN

This week I integrated our TrafficSign, TrafficLight, Object, Vehicle and Wheel classes with Bahar and Sıla. I also had to integrate our OpenSceneGraph windows with our GUI once more, due to some possible difficulties in the osgUtil::SceneView class and Producer class. Instead we planned to use a more useful class osgProducer which made the integration of Producer and osg easier. I also made some changes on my TrafficLight class and committed on CVS.

Hatice Kevser SÖNMEZ

This week, I started to implement the camera of the editor. Also I tried to convert the viewer in the gui which is osg::Util type into osg::Producer type because the classes which are going to be inserted into the gui are implemented as osg::Producer.

Bahar PAMUK

This week I implemented the timeline class. Also, I tried to integrate osgProducer to MFC. Now I am working on making picking on timeline and changing the color of that interval in the timeline.

Ebru DOĞAN