



CENG 492

Weekly Progress Report (last two weeks' report)

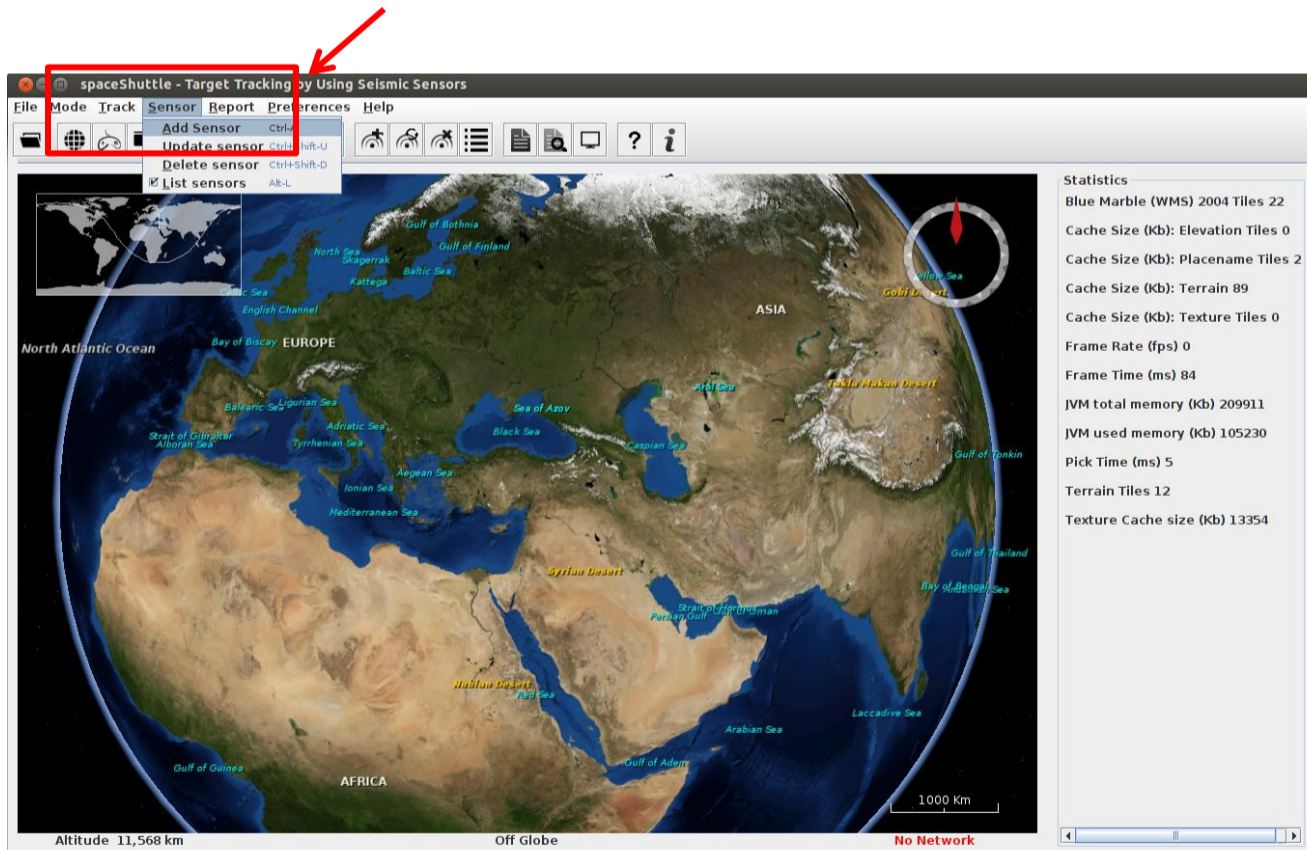
May 17, 2012

Simulation Core Component Sensor Features and Global Menu Integration

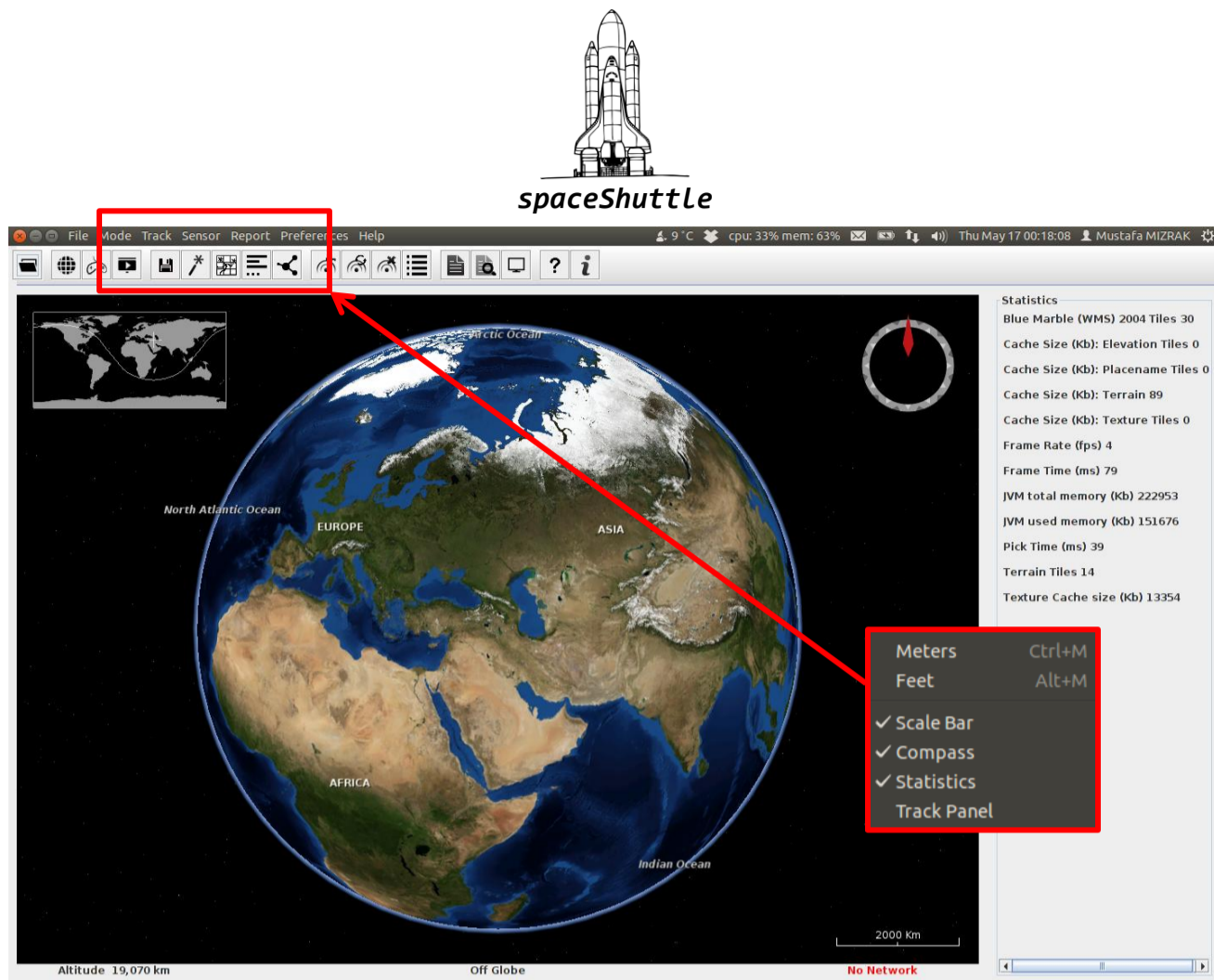
Mustafa MIZRAK

During this week, over ten hours, I focused on sensor manipulation (sensor addition, sensor deletion, sensor updating, and some other features) and global menu integration of our graduation project. I implemented to adding multiple sensors on the *layer* of *WorldWindGLCanvas* of the main screen, deleting sensors from it, updating the sensor from the map and adding autohide and pop-up information menu for sensor.

Usage/Sample Demonstration of Global Menu Functionality (GUI Improvement):



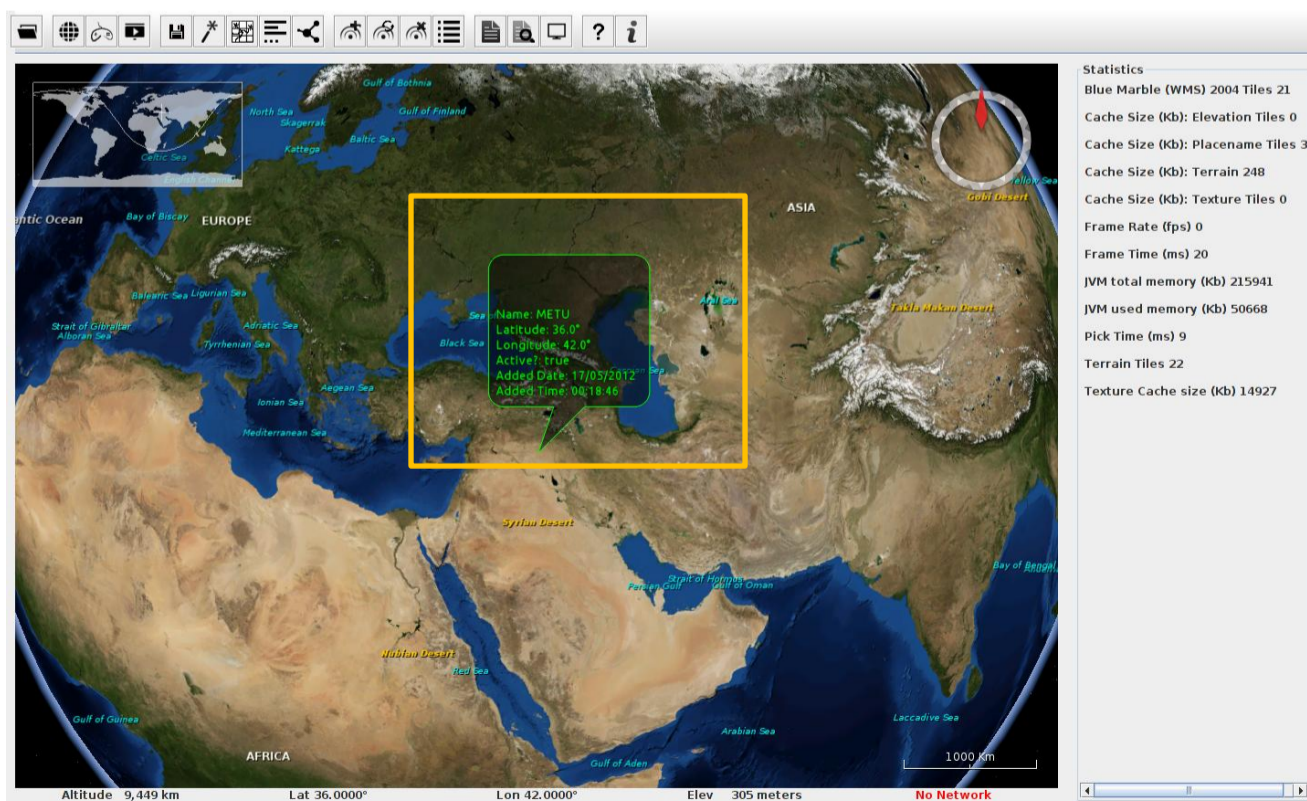
Previous version of the menu bar



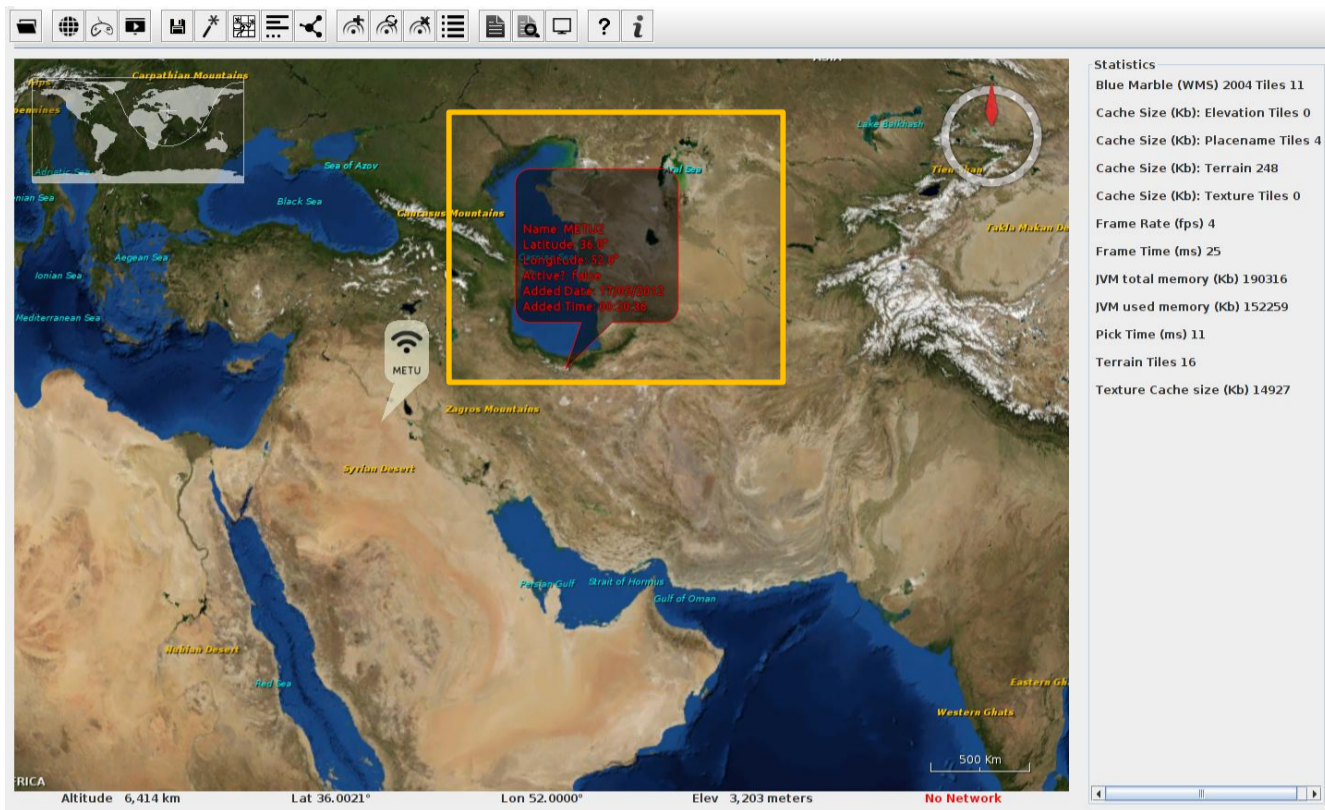
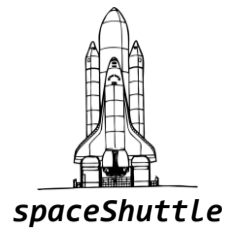
New version of the menu bar

Usage/Sample Demonstration of Sensor Manipulations:

1. After getting required information via a pop-up menu (I have detailed in the previous report), the sensor are displayed on the map. When user moves the cursor of the mouse around the sensors, a menu will be displayed according to their status (active or inactive). In other words, the colors of the fonts are all green or all red.



An Active sensor is displayed



An inactive sensor displayed

2. Sensor update is done same as sensor addition. In other words, sensor update requires a pop-up menu to get values to be changed. After that, values are updated according to those values. Its functionality is added to Menu Bar, Tool Bar and Mouse Double Click (I will show all of them in the meeting).
3. Sensor deletion is also implemented. User selects the sensor to be deleted, then clicks Menu Bar or Tool Bar 'Delete Sensor' button, and selected sensor is deleted.
4. All sensors are in the capable of drag and drop. Furthermore, all sensors have pop-menu. This is the most difficult part of the coding.

Since this iteration consist of more GUI features, it is difficult to simulate or emulate all features here. Tomorrow, a sample demo will be done.

About future works: I have completed all parts mentioned in the iterations except update a track that has already drawn/calculated. In the next week, I will work on track updating.