Weekly Report

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Week Number 29 on 12 September 2010

Summary of activities since last meeting

- Frontend re-worked (Cube navigation with mouse)
- Backend classes restructured and organised
- Many various dVP transmitter/receiver implementations tested
- Website updated
- Capture file replay with variable speed aspect designed
- Settings panel and XNA component in client linked via reference

Last meeting: 23 August 2010

Next meeting: 13 September 2010

Goals and Work targets

Goals for this week

- dotNetVis protocol finalisation
- dotNetVis client (display capture files by timestamp values with variable replay rate)

Goals Achieved

- dVP issues with TCP communication so dVP not finalised
- dotNetVis client receiving packets from server with timestamp represented as a 64-bit 'long' value type
- Usage of 'pointers' in c# to optimise performance and allow a single collection of packets to be stored

Proposed goals for next week

- TCP connection sending and receiving dVP packets correctly and in order
- An attempt at displaying packets from server in cube according to the timestamp value
- Variable playback speeds via settings panel

Rate your work performance

- How did you feel you worked ? Well
- Did you achieve all your goals ? No
- What were the issues you had trouble with? TCP connection - I couldn't implement a proper way of sending variable data sizes over TCP in a byte array. I have found a possible solution but lack of support on the net has definitely had an effect on my progress.
- How can you improve your performance? -
- Provide a rating out of 10 in addition to the above. 8

Tasks/Learning

- What is the most useful/interesting thing you learned or did this past week? Working with reference types in c#; how TCP works in c#
- Even bad weeks usually yield something positive

Research

- What is the most useful/interesting paper you read this week? -
- List what you have been doing research wise - papers read/written/resources found
- Research should be ongoing.