

# CPR E 492 Bi-Weekly Report 2 MAY15-19 (2/23/15 - 3/12/15)

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**Advisors:** Manimaran Govindarasu [gmani@iastate.edu](mailto:gmani@iastate.edu)

**Client:** Brock Ascher, ECpE Department

**Members (roles):** Randy Groh (Leader), Brandon Kuha (Webmaster),  
Brylee Raupp-Timmons (Key Concept Owner), Maria Vognsen (Key Concept Owner),  
Aaron Zatorski (Communications Director), Alex Haynes, Ian Rosenbery

**Project Title:** CyRIS wall - phase II

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## Weekly Summary and Accomplishments

We have continued working on our respective applications during the first part of the semester, and recently have set up our new meeting time with our advisor to fit our new schedules. Unfortunately, as we have a larger group, there is no meeting time that everyone can make, so for now Randy won't be able to make our meetings. Most of us have been a little slow to start as we have been working on non-project courses, but we are soon going to adjust our timeline appropriately to ensure work starts being accomplished consistently and on time.

## Meeting notes:

### 2/27 Meeting with Advisor

**Duration:** 1 hour      **Members Present:** All except Randy Groh (New time doesn't work with his schedule)

#### **Purpose and Takeaways:**

Met with advisor, discussed goals and details for FAN club event along with current progress

### 3/6 Meeting with Advisor

**Duration:** 1 hour      **Members Present:** Ian, Aaron, Brylee, Maria, Brandon

#### **Purpose and Takeaways:**

Reaffirmed goals for FAN club event, made timeline goals to have some features of Stellarium and InCadence for a demo next Friday.

## Pending Issues:

None of note.

## Plans for next 2 weeks

Aaron – Work on editing stellarium application to fit our specific needs, remove unneeded features

Brandon – Continue work on Research/Club Spotlight application

Maria – Continue work on Ticker application

Ian – Work with Brylee on the InCadence application UI and updating main UI.

Alex – Continue working on the Ticker application

Brylee – Continue working on InCadence UI

Randy – Continue working on Research/Club Spotlight and the Daily Brain Byte app

# Individual Contributions

## **Brandon:**

2/27: meeting with Manimaran 1 hr  
3/1: work on website 3 hr  
3/6: Meeting with Manimaran 1 hr  
3/7-8: work on website 3 hr

## **Maria:**

2hrs – 2 weekly meetings with Manimaran  
3hrs – research/practice with JSON  
6hrs – setting up IntuiFace for Ticker

## **Ian:**

2hrs – 2 weekly meetings with Manimaran  
2hrs – Working with Brylee on getting source control set up properly for my computer and some detail for InCadence and Cymaps  
2hrs – Working on UI for Incadence

## **Randy:**

1 hr - creating a new rss feed from a website using "feed 43". Now have both fact and pun rss feeds. Fact one will poll every 6 hours (works just fine for us).  
1 hr - Got both rss feeds into the main presentation (I think). Also added a hard coded value in case the daily fact has the word "Sex" or "sex" in it as I saw a few might have. TODO: Get them to rotate every few hours.  
1 hr - Got the rss feed stuff put into our main project. I also did some sizing work and added some javascript to make sure that we don't have a fact or pun larger than our text area. If so we use a hardcoded value.  
1 hr - Looking over VM stuff texting with Alex. Sent an email to Steve about our VM when we couldn't get access.

## **Alex:**

0.5 hr - Created XHR request in DirectorySearch.js  
0.5 hr - Researched Same-Origin policy and workarounds  
0.25 hr - Reached out to the webmaster of the ISU Directory to ask them how they would approach the problem  
1 hr - Meeting with Manimaran discussing release schedule

## **Brylee:**

3.25 Hr working on maps.  
3.25 Hr working on Maps and InCadence Main UI research  
1 hr Jason Meeting - Getting access to main Wall  
1 hr making map's UI a little better  
2.25 hr in lab trying to test things on big wall.  
3.5 Hrs on Keyboard UI and synth sound selection  
1 hr fixing UI text centering  
3 Hrs Writing comments and fixing instrument sizes and writing equation to make correct instrument initial sizes as well as adding UI detail to Keyboard synth.  
2 hrs working on updating to the big screen and fixing small UI details.  
2.5 Hrs Researching and working on bounding MTComponents within the frame when dragging. 2 Hrs Creating custom instrument menu MTComponent so that you can destroy instruments that you don't want to play anymore.

## **Aaron:**

2/27:  
1.0 hr - meeting with Manimaran

3/3:

1.0 hr - meeting with Jason. We showed Jason the progress of our project and presented our case for gaining access to the wall. Jason then allowed us to have access, creating an account for us and showed how to run the Intuiface Player properly.

2.0 hr - Transferring our Intuiface project into a more presentable Intuiface project to show Jason. Also worked on a bit of scripting for the Stellarium Screensaver

3.0 hr - Work on CyMaps application with Brylee to bind the dragable portion of the map to only the city of Ames as opposed to the entire world.

6.0 hr - Downloading Qt, Qt Creator/Designer, Bazaar, CMake, zlib and other components to work with Stellarium

- Discovering which files to modify in order to remove the gui settings bar and replace the exit button.

- Building Stellarium source and making sure changes I made in the code actually did change something in the application.

1.0 hr - Drawing up a plan for Stellarium feature additions and removals.

1.0 hr - Meeting with Manimaran

3.0 hr - Re-building Stellarium and setting procedure in a fashion that allows for easy transport and execution on the CyRIS wall. Much more difficult then it would seem.

0.5 hr - Wrote proper instructions for building Stellarium from source and editing GUI elements because theirs weren't sufficient.

1.0 hr - We're now able to hide different Stellarium buttons! Still need to test on larger scale.

2.25 hr - Working with Brylee to get our applications on the big screen. Ran into errors and will look into at a later time (possibly with java jdk version).

0.5 hr - Working on FAN Club emails / Images (Some carryover from other days)

0.75 hr - Creating GIMP Images for Incadence.

1.25 hr - SDL testing on the big screen. Now waiting for Jason to install 64bit JDK and visual studio 2013 redistrib package.

0.75 hr - Setting up SourceTree, downloading source and adding Stellarium to the repository. Some troubleshooting was required.

## Total contributions for the project

| Person               | Time    | Total Time                       |
|----------------------|---------|----------------------------------|
| Randy Groh           | 4hr     | 41.25hr                          |
| Brandon Kuha         | 8hr     | 50.50hr                          |
| Brylee Raupp-Timmons | 24.75hr | 124.75hr (adjusted from miscalc) |
| Maria Vognsen        | 11hr    | 58.00hr                          |
| Aaron Zatorski       | 25hr    | 82.25hr (adjusted from miscalc)  |
| Alex Haynes          | 2.25hr  | 33.5hr                           |
| Ian Rosenbery        | 6hr     | 46.00hr                          |