

Weekly Report

7/7-7/11

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baREUcuda This week we completed most work on fluidsGL project. This included moving the relay to GNU/Linux so that we could speed up through the TCP/IP bottle neck. It was easy to do; I zipped up the SZG directory in sw, set a few paths on the sun machine and it compiled fine. The program runs much faster now in the CAVE. We have even been unable to crash the CAVE while running it, a true accomplishment considering we probably sent several gigabytes over the network.

caveMathematica Testing has gone well and now we are at the point where changes can be made for the program. My primary goal is to allow for dynamically allocated buffers. These would permit us to draw as many shapes as we wanted. Currently there are only 4 buffers for communication between SZG and mathematica. Also, the ability to draw lines will hopefully be implemented.

I am in the process of looking for/creating a good demo for caveMathematica, but have not found one.

The Phleets End user development is going well. The windows phleet now has space in the “cloud” so that now, just by updating a directory, programs that are on the winCluster are on the P:/ in the CAVE. This is my implementation of accomplishing an easily accessible bin directory. There are other ways of doing it and we are not tied to this one.

A Note on the Technology We are currently using Google code to sponsor ¹ our effort and this has greatly simplified many issues. We are looking into setting up our own bazaar server so we have full control and greater disk space but it has not yet happened. Using Google code also allows our code and executable to be publicly available online if you know where to look. Using TortoiseSVN, the SVN client, we create an easy way to interface with the SVN server and update our code and executables across several machines instantaneously. This is as close as we can get to b1 in the cross campus environment for a minimal effort.

¹This means they give us a free Subversion system and limited amount of space (100Mb.)