

# Minutes for March 5, 2009

Moderator: KE

Minute-taker: SL

Approve Minute from Jan 09: Approved without notice

## Agenda and minutes

Oct minutes: Martin will look into it.

Nov minutes: Sune will look into it.

Jan minute: Has been approved and uploaded.

Status on trunk and branched: They are killed and job done!

## Improving OT Deployment

- Appendix a
  - GLUT
    - Parm: Rough port of existing framework to QT. GUI and QT will should run asynchronous.
  - DevIL
    - Will be removed in favour of QT image-handling (Parm?).
  - Image class and texture class
    - Will be removed as well.
  - Shader issues:
    - Conclusion: Shader programming is to be removed entirely.
    - T4 GPU scan should be rewritten for CUDA (Jesper).
    - Skinning must be converted to GLSL(Kasper). Then is must be moved into demo app.
    - Vol. Vis should be nuked.
    - texture display should be nuked.
    - Cg wrapper dies.
    - GPUProgram dies.
    - utility\_gl folder. Which utilities must will a which must die. (Sune)
  - GLEW:
    - Must be removed from OT.
  - Visualization
    - Everything must go into DEMO app. (Perhaps DemoTissue).
- Status on ATLAS
  - ATLAS can be turned off.
  - ATLAS shall NOT be bundled with OT.

- Jesper will compare ATLAS and non-ATLAS.
- Cmake2.6
  - – deferred.
- Separate copyright notice
  - – deferred.
- Ogre3D integration example (Kasper).
  - WIP that seems promising.
- Cleaning up internal dependencies
  - Tool for analyzing header dependencies. Small steps, one chunk at the time.
  - When doing singleton – do unit test and documentations.

## OpenTissue Tutorial

Trip is cancelled. KE write to Francois and explains that participation is not possible because OT is currently in a transition phase.

## Progress Report on CUDA

- Jesper: Two articles on CUDA.  
Sune Løje – Poisson solvers.
- Stefan – Tesla.
- Jens – Sparse Matrix using CUDA.
- Two guys, distributed Stable Fluids on CUDA.

## Next Time

Where to place CUDA code?

Everything regarding Søren's comments. Everything has been considered and is on the road map.