

2015-08-19 Meeting notes

Date

Aug 19, 2015

Attendees

John Clyne, scott, alan

Notes

We reviewed the former user preferences and current viz features and made suggestions on how to better organize the GUI for these panels

John made the following suggestions regarding the "User Prefs"

1. Rename to "Startup Prefs"
2. Move "incidental geometry" to viz prefs
3. Eliminate all default tab settings from user prefs. To support this functionality add a "Make default" and "Restore default" button to each tab as appropriate. Automate/facilitate supporting these for the tab developer. Alternatively (if defaults must stay in user/startup prefs) organize them to resemble other tabs

John made following suggestions for Viz Features

1. Organize layout as is done with renderer tabs (subtabs and no vertical scroll bars)
2. Make the focus of this tab on appearance of scene, possibly relabeling to "scene" with the sub tabs: time annotation, geometry, axis annotation
3. Move color bar to render tabs
4. move "reload shaders" to DVR and Iso
5. Move spin animation to navigation/view
6. Move stretch factors to navigation/view
7. Be consistent with labels
 - for enabling things currently we use the terms "Show", "display", "enable", and "no annotation"
 - We use "label text size" and "font size"

Alan noted that he documented isolines and barbs and are ready for review

Alan also noted that he completed the missing functionality in menu bar and title bar.

We went over the 3.0 roadmap. Alan indicated that he had completed pretty much everything on the list and it was ready for review

Visualization Features Tab (Settings?)

We agreed on the following changes:

1. Omit Scope and Visualizer Name for 3.0 release. Doesn't seem useful. If users complain we can restore
2. Move color bars enabling and settings to Render tabs. Add an "apply to all" button to apply settings to all color bars
3. Omit spin animation
4. Move "reload shaders" to renderers

User Preferences Tabs

Agreed to following changes:

- Move "default Settings" to individual parameter panels where the setting applies. Add a "make default" and "restore default" to these panels. Defaults will only apply to some settings, indicated by an asterick, etc.
- Under 3.0 "Settings" tab we will have three subtabs: startup, visfeatures(scene), and applications settings
- Startup has only those things that only take effect at application startup (default directories, file names, and some General user preference items)
- visfeatures tab is as discussed above
- application settings are misc. items from 2.x user prefs tab that can be changed at runtime (e.g. jpeg quality, track mouse, etc.)

Defer discussion on error related stuff on user preferences until we've come up with error handling plan

Action Items

| item | Description | who |
|------|---|------|
| 1 | Implement above changes related to users settings | alan |
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