

Team Name: sddec21-11

Team Members: Colin Firth, Tary Todd, Aaron Martin, Chris Johannsen, Dale Young, Addison Ulrick

Report Period: Feb 28-Mar 14

Summary of Progress in this Period

- Continued rewriting C# code into MatLab
 - Finished writing function to create gcode for an infill voxel pattern (rasterized 0 degrees)
 - Finished writing function to create gcode for an infill voxel pattern (rasterized 90 degrees)
 - Began writing function to create gcode for single layer of cube
 - Obtained LabView code from Dr. Bigelow for COM functionality
 - Read documentation on VXM commands
 - Submitted second lightning talk
 - Began work on Design Document v2
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Pending Issues

- Training for lab equipment will be needed at some point in the future
 - The previous groups used some unintuitive obfuscation in their C# code. Prof. Bigelow gave us the contact information for an undergrad who spent some time documenting and commenting the code.
 - Need to Implement infill algorithms in the stl-gcode folder.
 - Communication on COM ports needs to be implemented.
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Plans for Upcoming Reporting Period

- Have a meeting with a member of the previous team in order to get a better understanding of the details that have been made with this project so far.
 - Continue to review and understand the source code and the project overall.
 - Continue to refactor the source code and convert from C# to MatLab.
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