

**Purpose: Establish course of action**

Time: October 07, 2004 Thursday, 10:00 PM

Location: CS lab

Secretary: Matt Weinstock

Present: Brandi, Steven, Matt, Jonas, Jason

Guests: Ted Gould

**Items Discussed:**

Difficulty building

Use whatever environment, but don't break Linux compatibility

Reasons why project is good:

- every corporation has a jabber server (not quite)
- jabber is good because servers can communicate with each other
- inkscape is already a robust program
- inkscape piggybacks with tags
- open source is good, so is xml
- professor in Australia is working on adding connecting in inkscape
- inkscape was based on sodipodi (sp?) but has development community
- inkscape can use external scripts ( ie svg) in extensions interface
- making core smaller faster and more reliable
- cvs has randomization and roundedness on star tool

our target audience:

- industry
- engineers need whiteboards to communicate

Something to think about:

- Ted wanted to know if any of us wants to continue working on this for another year after
- Established importance of meeting people

Bitmaps:

- inkscape remembers how to export
- must reference on local drive
- converting from bitmap to vector based can be done but it is not an exact science
- exporting bitmaps

User interface:

- Inkscape connections in separate window or dropdown menu?
- windowed approach is probably better
- dropdown menu with share options for both p2p and chatroom and has a
- another dropdown with a list of active users, or a dockable window with show/hide
- dialogue for receiving
- flash on status bar for logging on and off
- many verbs on few actions, already in cvs

implementation:

- We will need a unique account for whiteboard as opposed to chat
- We should piggyback on existing jabber protocol

Collision detection:

- sliding window count
- authoritative host for chatroom?
- or aloha system with broadcasting, random backoffs and universal sliding window

**Next Meeting:**

*October 12, 10th hour*