Thursday, March 17, 2005
Meeting Log

Purpose: Continue towards 2nd release
Time: March 17, Thursday, 8th hour
Location: Sun Lab
Secretary: Jason Segal
Timekeeper: Steven Montgomery
Present: Brandi, Jonas, Jason, Steven

Status Reports:
Inkscape-side (Jason, Brandi) – Connection and sharing dialogs can now display error messages.

Jabber-side (Jonas, Steven) – The bug tracking system is being researched, as well as the possibility of creating release binaries.

Items to discuss:
Problems with null Buddy Lists– The buddy list features seem to be causing problems (crashing when the list is empty).

Log-in Crash – Crashes consistently result from the following sequence:
1. Connect to a jabber server through Inkscape
2. Open a second instance of Inkscape and try to log in with a user who is a buddy of the user from step 1
3. The second instance of Inkscape will crash

inkTest3 Crash – The test user inkTest3 cannot log in to a jabber server through Inkscape without immediately causing the program to crash

Bad Formatting Crash – Inkscape crashes when it receives certain types of messages, such as buddy list requests

Off-line Messages – Inkscape needs to ignore messages received before a sharing link is established, particularly messages that are waiting on the server when the user logs in.

Remember to Submit Weekly Hours worked on Sunday Night

Pizza preferences:
Steve – Supreme, Meat Lovers', or Cheese Lovers' / Pan from Pizza Hut
Jonas – Anything without anchovies or black olives
Jason – Pepperoni or cheese
Brandi – Hawaiian or Ham and Pepperoni

Buddy List – The buddy list will be passed between functions as a pointer to a (doubly)

linked list of Buddy objects.

Goals for this week
- Implement Chatroom Features
- Make Inkscape capable of sending all object types
- Fix bugs that prevent Inkscape users from logging in successfully

Things to Schedule/Assign:
Continue work on current goals

Next meeting- Monday, 8th hour, CSSE Conference room