Tools

Peter Blanchfield

GitLab

- Used principally for the Code
 - Build a gitignore (see slide 3)
 - This should allow you to upload code without uploading binaries
 - Git has text comparison
 - Cannot compare binaries.
 - But can allow you to access them so no problem with images for example
 - Just only ones that are intrinsic to your code
 - Don't store libraries here if they are commonly available ones

.gitignore

- <u>https://help.github.c</u> om/articles/ignoringfiles/
- Has a link to the Git manual

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Project Activity Repository Pipelines	Graphs	s Issue	s O M	erge Reques	ts 0	Wiki S	Snippets
corrections Peter LaValle authored 23 days ago						R e	86722ec
gitignore 708 Bytes	Raw	Blame	History	Permalink	Edit	Replace	Delete
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26 27 #							

The front page

- Has some useful information
- And some out of date
- And some really helpful
- You don't need to be the same but make it good

iBit / iBit ~
Project Activity Repository Pipelines Graphs Issues O Merge Requests O Wiki Snippets
1c0a1e19 Merge pull request #204 from drbatnott/pal.timer · a day ago by Peter LaValle

Requirements

- amd64 Windows and a Quadro K620 GPU
- Git Kraken largely because it offers a built-in merge tool and history graph
- Unity 5.1.4 32bit (direct link to Windows installer)
 - use 32bit, the 64bit WILL NOT WORK
 - every version update seems to introduce depreciation / warnings ; we're sticking with 5.1.4
- Visual Studio 2015
- SMI's iView X SDK software

TemplBit

For developments till we get the organisation

Temporary repository for new IBit

Contents

- unity-workspace/ our big master Unity5 workspace for the games
 - this is probably what you want if you're trying to get a new build
- Launcher the "TidyLauncher" we use instead of explorer.exe to start all of our stuff
- quadifier.dlls/ copies of the two binary files quadifier builds

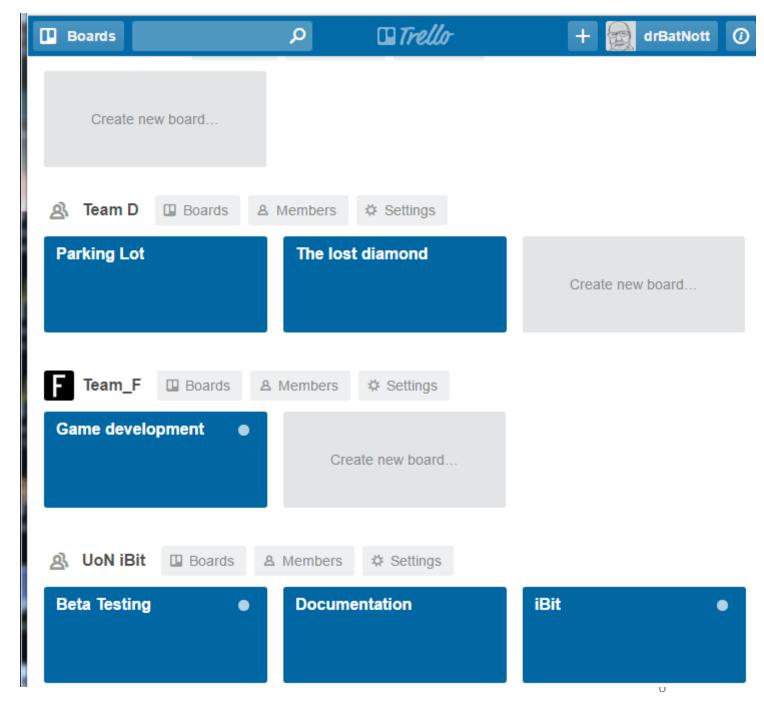
Graphs

- Really helpful
- We also have the ability to use CI but need to know what compilers you are going to run before we set this up.



Trello

- Project Management tool
- Available at Trello.com
- Good for tracking state of play



Also links to our documentation

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Documentation UoN if	Bit 🟠 🤷	Team Visible				
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		Ø 1	@ 2	P1 @1	Database Spec	
		Revision of investigator's brochure	Clinical Investigation Plan	Manufacturing SOP needed		
		Ø 1	₽6 @1	P1	I-BiT spec	
		Revision of Instructions for use	Correspondence with MHRA	Add a card		
		Ø 1	P1 @1		Eye Tracker Manual	
		Add a card	Description of Device			
			P3 Ø1		MHRA report for original I-BiT	
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Like our advertising

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Alex Foss attached SPECIFICATION_01_05_2016.docx to this card 2 May at 20:00 - Reply

Alex Foss deleted the SPECIFICATION_01_05_2016.docx attachment from this card 2 May at 20:00

New Treatment for Lazy Eyes!

- Are you interested in taking part in a research trial of a potential new treatment for lazy eye?
- This treatment requires children to play specially designed interactive games or watch a DVD with special glasses on!
- The 'I-BiT' system features a novel configuration of computer technology which sends certain information only to the lazy eye.
- The child has **both eyes** open during the treatment, which is safe and non-invasive, and it is all done **at hom e!**
- 💠 To **find out** if your child is eligible for the trial, please see below.

For more information about the research, please ask your **Orthoptist**, or contact **Rebecca Brown**, Project Manager, on 07812 270155, email <u>ibit@nuh.nhs.uk</u> or visit <u>www.lazy-i-bit.co.uk</u>

Waiting room poster - Version 1.1 - 14th July 2016 IRAS: 198518

And tracking on our documentation



We also use OneNote Online

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Expense claims for those on Industrial projects

• You need to fill a claim form and attach your receipts

What else do you need?

- I think you now need to get on and do the work
- Towards the end of the module there will be
 - Lectures on how to prepare for the Open day like how to get posters printed
- If you want to contact me E-mail
 - If I think what you are asking has relevance to the lot I will reply to the class