

Tímový projekt - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	Estimated time	Target version
126	Feature	New	Normal	[TextPosModule] Analyza kalibracie	Martin Petluš	02/20/2014 08:54 am	2.0	07
125	Feature	New	Normal	[TextPosModule] Testovanie vstupu a výstupu do modulu	Martin Petluš	02/20/2014 08:52 am	4.0	07
124	Feature	New	Normal	[OpenGL] Základné zobrazovanie textu	Martin Petluš	02/20/2014 08:52 am	8.0	07
123	Feature	New	Normal	[OpenGL] testovanie ovladania	Peter Hamar	02/20/2014 08:53 am	4.0	07
122	Feature	New	Normal	[OpenGL] zakomponovanie horizontu do hry	Peter Hamar	02/20/2014 08:53 am	6.0	07
121	Feature	New	Normal	[OpenGL] prevzatie a zobrazenie horizontu na scene	Peter Hamar	02/19/2014 09:35 pm	10.0	07
120	Feature	New	Normal	[Kinect] Implementácia nového spôsobu kalibrácie kinectu	Jakub Mercz	02/19/2014 09:29 pm		07
119	Feature	New	Normal	[Kinect] Analýza nových spôsobov kalibrácie kinectu	Jakub Mercz	02/19/2014 09:29 pm		07
118	Feature	New	Normal	[Kinect] Testovanie a úprava kalibrácie kinectu	Jakub Mercz	02/19/2014 09:29 pm		07
117	Feature	New	Normal	[Mobil] Pridanie prvkov na interakciu	Róbert Sabol	02/19/2014 09:14 pm	4.0	07
116	Feature	New	Normal	[Mobil] Vytvorenie obrazovky na interakciu s turistickou appkou	Róbert Sabol	02/19/2014 09:13 pm	1.0	07
115	Feature	New	Normal	[Mobil] Odosielanie GPS dat	Róbert Sabol	02/19/2014 09:09 pm		07
114	Feature	New	Normal	[Mobil] Prijatie signalu o spusteni videa	Róbert Sabol	02/19/2014 09:11 pm	4.0	07
113	Feature	New	Normal	[Mobil] Nastavenie pohyboveho ovladania	Róbert Sabol	02/19/2014 09:11 pm	2.0	07
112	Feature	New	Normal	[Mobil] Zadavanie IP adresy v aplikacii	Róbert Sabol	02/19/2014 09:11 pm	3.0	07
111	Feature	New	Normal	[OpenCV] Testovanie/uprava detekcie horizontu na zaklade videa	Patrik Polatsek	02/20/2014 09:04 am	6.0	07

110	Feature	New	Normal	[OpenCV] Casova analyza detekcie objektov	Patrik Polatsek	02/20/2014 09:04 am	6.0	07
109	Feature	New	Normal	[OpenCV] Testovanie/uprava detekcie objektov na zaklade videa	Patrik Polatsek	02/20/2014 09:04 am	6.0	07
108	Support	Closed	Normal	[Mobil] vlozenie doxygen komentarov	Róbert Sabol	12/11/2013 04:19 pm	1.0	06
107	Support	Closed	Normal	[Poloha] Vlozenie Doxygen komentarov	Martin Petluš	12/11/2013 04:04 pm		06
106	Feature	Closed	Normal	[Architektura] Doxygen komentare		12/09/2013 12:18 pm		
105	Feature	Closed	Normal	[Architektura] Prepojenie modulu hry - tcp servera - androidu		12/09/2013 12:15 pm		
104	Feature	Closed	Normal	[OpenGL] Opravenie spojenia s lukasovou castou	Peter Hamar	12/09/2013 10:28 am	1.0	05
103	Support	Closed	Normal	[OpenGL] Napojenie na git, gerrit a doxygen komentare, spojenie s lukasovou castou	Peter Hamar	12/09/2013 09:42 am		04
102	Support	Closed	High	[Dokumentacia] 2. kontrolny bod		12/15/2013 11:57 am		06
101	Support	Closed	Normal	[OpenCV] vlozenie doxygen komentárov	Patrik Polatsek	12/08/2013 09:23 pm	3.0	06
98	Bug	Closed	Normal	[OpenCV] opravit chybu s heap vo vs 2012	Patrik Polatsek	12/08/2013 08:21 pm	2.0	06
97	Bug	Closed	Normal	[OpenCV] opravit modul spracovania obrazu	Patrik Polatsek	12/08/2013 08:21 pm	2.0	06
96	Bug	Closed	Normal	Git - pouzit systemove premenne namiesto priamych ciest (OpenCV)	Martin Petluš	12/15/2013 12:12 pm		05
95	Bug	Closed	Normal	Nainstalov programy na pc v skole	Martin Petluš	12/15/2013 12:13 pm		04
94	Bug	Closed	Normal	Dokoncenie Gerritu	Martin Petluš	12/15/2013 12:14 pm		04
93	Bug	Closed	Normal	[Poloha] Testovanie mojho kodu	Martin Petluš	12/15/2013 12:15 pm	1.0	03
92	Feature	Closed	Normal	[Poloha] Zabalit moj kod do C++ tried (prisposobit to nasmu projektu)	Martin Petluš	12/15/2013 12:15 pm	0.5	03

91	Support	Closed	Normal	Git spravit na PC v skole - rozbehat projekt	Martin Petluš	12/10/2013 03:18 pm		06
90	Feature	Closed	Normal	[Kinect] Určenie vstupných bodov pre inicializáciu v reálnom priestore	Jakub Mercz	12/15/2013 12:05 pm		06
89	Feature	Closed	Normal	[Kinect] Detekcia bodov pre inicializáciu	Jakub Mercz	12/15/2013 12:06 pm		06
88	Feature	Closed	Normal	[OpenGL] prepojiť sa s robom - ovládanie pomocou mobilu	Peter Hamar	12/09/2013 09:57 am	4.0	06
87	Support	Closed	Normal	[OpenGL] Nastavenie kniznic	Peter Hamar	12/08/2013 09:15 pm	1.0	06
86	Support	Closed	Normal	[OpenGL] vloženie doxygen komentárov	Peter Hamar	12/08/2013 09:15 pm	2.0	06
85	Support	New	Normal	[Mobil] Vložiť Controller do Gitu	Róbert Sabol	12/15/2013 11:56 am	1.0	
84	Support	Closed	Normal	[Mobil] Otestovanie ovládania hry	Róbert Sabol	12/08/2013 09:14 pm	2.0	06
83	Support	Closed	Normal	[Mobil] Pripraviť GPS instaláciu na web	Róbert Sabol	12/08/2013 09:13 pm	1.0	06
82	Feature	Closed	Normal	[OpenCV] začlenenie modulu spracovania obrazu do projektu	Patrik Polatsek	12/08/2013 09:12 pm	1.5	05
81	Feature	Closed	Normal	[OpenCV] finalizácia detekcie horizontu	Patrik Polatsek	12/08/2013 09:12 pm	2.0	05
80	Feature	New	Normal	[OpenGL] Hranie hry s horizontom	Peter Hamar	12/08/2013 09:11 pm	20.0	
79	Feature	New	Normal	[OpenGL] Skóre v hre	Peter Hamar	12/08/2013 09:11 pm	8.0	
78	Bug	Closed	Normal	[Mobil] Prerobiť server časť	Róbert Sabol	12/15/2013 12:05 pm		05
77	Feature	Closed	Normal	[Mobil] Voice recognition	Róbert Sabol	12/11/2013 04:17 pm		05
76	Feature	Closed	Normal	[Kinect] Výpočet transformácie matice	Jakub Mercz	12/08/2013 09:10 pm		05
75	Feature	Closed	Normal	[Mobil] Vytvoriť základné ovládanie	Róbert Sabol	12/11/2013 04:17 pm		05

74	Feature	Closed	Normal	[Mobil] Prispособenie vzhladu GPS	Róbert Sabol	12/11/2013 04:17 pm		05
73	Feature	Closed	Normal	[Mobil] Pridanie GPS modulu	Róbert Sabol	12/15/2013 12:03 pm	3.0	05
72	Support	Closed	Normal	[Kinect] Dummy modul	Jakub Mercz	12/08/2013 09:07 pm	3.0	05
71	Support	Closed	Normal	[Mobil] Refaktoring GPS logger	Róbert Sabol	12/08/2013 09:06 pm	1.0	05
70	Feature	Closed	Normal	[OpenCV] uprava funkcionality detekcie objektov do projektu	Patrik Polatsek	11/27/2013 10:07 pm	2.0	04
69	Feature	Closed	Normal	[OpenCV] funkcia vracajuca polohu oblohy	Patrik Polatsek	12/15/2013 12:14 pm	4.0	04
68	Feature	Closed	Normal	[OpenCV] fake funkcionality modulu spracovania obrazu	Patrik Polatsek	11/27/2013 09:53 pm	2.0	04
67	Feature	Closed	Normal	[Android] Fake gps pozicia	Lukas Sekerak	12/08/2013 09:05 pm		04
66	Feature	Closed	Normal	[Carlos] Integracia modulov	Lukas Sekerak	12/08/2013 09:04 pm		04
65	Feature	Closed	Normal	[Architektura] Konfiguracia pre Carlos	Lukas Sekerak	12/08/2013 09:02 pm		04
64	Feature	Closed	Normal	[OpenGL] Zobrazenie textu v hre	Peter Hamar	11/26/2013 06:10 pm	4.0	04
63	Feature	Closed	Normal	[OpenGL] Vytvorenie hernej logiky	Peter Hamar	12/08/2013 09:00 pm	8.0	04
62	Feature	New	Normal	[OpenGL] zobrazenie realneho horizontu od pata	Peter Hamar	12/08/2013 08:52 pm	20.0	
61	Feature	Closed	Normal	[OpenGL] Dokoncit zobrazenie videa	Peter Hamar	12/08/2013 12:04 pm	2.0	04
60	Support	Closed	Normal	[Dokumentacia] Projektova dokumentacia a Dokumentacia riadenia		12/02/2013 09:15 pm		03
59	Feature	Closed	Normal	Instalacia gerritu	Martin Petluš	12/11/2013 04:30 pm		03
58	Feature	Closed	Normal	Redmine	Martin Petluš	12/15/2013 12:18 pm		01

57	Feature	Closed	Normal	[Architektura] Spracovanie sprav z Androidu	Lukas Sekerak	12/11/2013 04:28 pm		04
56	Feature	Closed	Normal	[Architektura] Riadiaci modul	Lukas Sekerak	12/11/2013 04:27 pm		04
55	Feature	Closed	Normal	[OpenGL] Drzat lietadlo na horizontom	Peter Hamar	12/11/2013 04:35 pm	12.0	03
54	Feature	Closed	Normal	[OpenGL] Pripravenie sceny za lietadlom	Peter Hamar	12/11/2013 04:36 pm	10.0	03
53	Feature	Closed	Normal	[Databaza] OOP Mapovac a DB Service	Lukas Sekerak	12/11/2013 04:31 pm		03
52	Feature	Closed	Normal	[Architektura] Vygenerovanie diagramov a dokumentacie	Lukas Sekerak	12/11/2013 04:31 pm		03
51	Feature	Closed	Normal	[OpenCV] detekcia horizontu	Patrik Polatsek	12/09/2013 11:01 am		03
50	Feature	Closed	Normal	[Kinect] Vypocet suradnic bodu z pohladu kinectu	Jakub Mercz	11/17/2013 05:40 pm		03
49	Support	Closed	High	Vytvorenie stranky timu	Martin Petluš	12/15/2013 02:42 pm	7.0	01
48	Feature	Closed	High	Rozbehnanie servera	Martin Petluš	12/15/2013 02:41 pm	5.0	01
47	Feature	Closed	High	Rozbehnanie gitu	Martin Petluš	12/15/2013 02:41 pm	11.0	02
46	Feature	Closed	Normal	[OpenCV] uprava spracovania/registracie obrazu	Patrik Polatsek	11/12/2013 05:33 pm		03
45	Feature	Closed	Normal	[OpenGL] Vypisovanie textu v okne	Peter Hamar	11/16/2013 09:03 pm	3.0	01
44	Feature	Closed	Normal	[Kinect] Rozpoznovanie hlavy	Jakub Mercz	12/11/2013 04:15 pm		03
43	Support	Closed	Normal	[Kinect] nainstalovat kniznicu pre Kinect	Jakub Mercz	11/08/2013 03:00 pm		01
42	Support	Closed	Normal	[OpenGL] Nastudovat zaklady OpenGL	Peter Hamar	11/17/2013 03:15 pm	10.0	01
41	Feature	Closed	Normal	[Mobil] ukladanie gest	Róbert Sabol	11/08/2013 02:32 pm		01

40	Support	Closed	Normal	[Architektura] prvotna analiza architektury	Lukas Sekerak	11/16/2013 09:02 pm		01
39	Support	Closed	Normal	[OpenCV] nastudovat zaklady OpenCV	Martin Petluš	12/15/2013 04:02 pm		01
38	Support	Closed	Normal	[OpenCV] prestudovat dostupne metody na detekciu objektov	Patrik Polatsek	12/09/2013 11:01 am		01
37	Support	Closed	Normal	[Mobil] analiza kodov na rozoznavanie gest	Róbert Sabol	11/08/2013 02:14 pm		01
36	Feature	Closed	Normal	[Mobil] ukladat gps polohu		11/08/2013 02:12 pm		01
35	Feature	Closed	Normal	[Architektura] Fake ovladanie	Lukas Sekerak	12/11/2013 04:31 pm		03
34	Feature	Closed	Normal	[OpenGL] Pohyby 3D modelom	Peter Hamar	11/16/2013 09:06 pm	12.0	03
33	Feature	Closed	Normal	[Kinect] detekcia tváre	Jakub Mercz	12/11/2013 04:40 pm		02
32	Feature	Closed	Normal	[Mobil] TCP komunikacia z Androidu	Róbert Sabol	12/11/2013 04:40 pm		02
31	Feature	Closed	Normal	[TCP] TCP modul do C++ projektu	Lukas Sekerak	12/11/2013 04:40 pm		02
30	Support	Closed	Normal	Doxygen		12/02/2013 09:16 pm	4.0	03
29	Feature	Closed	Normal	[OpenCV] rozoznanie objektu na obrazku	Patrik Polatsek	12/11/2013 04:40 pm		02
28	Feature	Closed	Normal	[OpenGL] Pridanie 3D modelu	Peter Hamar	12/11/2013 04:40 pm	8.0	02
27	Support	Closed	Normal	[OpenCV] analyzovat a pouzit kody M. Raceva	Patrik Polatsek	12/11/2013 04:40 pm		02
26	Feature	Closed	Normal	[Databaza] Zedefinovanie entit ktore su v databaze	Lukas Sekerak	12/11/2013 04:40 pm		02
25	Feature	Closed	Normal	[Databaza] C++ Wrapper, pripojit sa na databazu	Lukas Sekerak	12/11/2013 04:40 pm		02
24	Feature	Closed	Normal	[Architektura] Prototyp	Lukas Sekerak	12/11/2013 04:40 pm		02

23	Feature	Closed	Normal	[Architektura] Hlavny algoritmus	Lukas Sekerak	12/11/2013 04:40 pm		02
22	Feature	Closed	Normal	[Architektura] Nacitavanie DLL suborov	Lukas Sekerak	12/11/2013 04:40 pm		02
21	Feature	Closed	Normal	[Architektura] Definovanie tried pre moduly	Lukas Sekerak	12/11/2013 04:40 pm		02
20	Support	Closed	High	[TP Cup] Prihlaska do sutaze	Patrik Polatsek	12/11/2013 04:40 pm		02
18	Feature	Closed	Normal	[OpenGL] Praca na jednoduchej hre	Peter Hamar	12/11/2013 04:40 pm	7.0	02
17	Feature	Closed	Normal	[OpenCV] registracia obrazu	Patrik Polatsek	12/11/2013 04:40 pm		02
16	Feature	Closed	Normal	[Mobil] demo pre rozpoznávanie giest	Róbert Sabol	12/11/2013 04:40 pm		02
14	Feature	Closed	Normal	[Architektura] Nacitanie videa	Lukas Sekerak	12/11/2013 04:40 pm		02
13	Feature	Closed	Normal	[Architektura] Thread cast	Lukas Sekerak	12/11/2013 04:40 pm		02
12	Feature	Closed	Normal	[Architektura] TCP socket cast	Lukas Sekerak	12/11/2013 04:40 pm		02
11	Support	Closed	Normal	[Databaza] Nainstalovat databazu	Lukas Sekerak	12/11/2013 04:40 pm		02
10	Support	Closed	Normal	[Architektura] Analyza a definovanie interfaces	Lukas Sekerak	12/11/2013 04:40 pm		02
9	Support	Closed	High	[Architektura] definovat' aké vstupy a výstupy má každý modul		12/11/2013 04:40 pm		02
8	Feature	Closed	Normal	[Kinect] hĺbkova informácia	Jakub Mercz	12/11/2013 04:40 pm		02
6	Feature	Closed	Normal	[OpenGL] Odskúšať objavujúce sa a miznúce objekty	Peter Hamar	12/11/2013 04:40 pm	6.0	02
5	Feature	Closed	Normal	[Poloha] modul na vypocet polohy objektov na okne	Martin Petluš	12/15/2013 02:41 pm	16.0	02
4	Feature	Closed	Normal	[OpenCV] detekcia objektov so streetview fotkami	Patrik Polatsek	11/02/2013 11:22 pm		02

3	Feature	Closed	Normal	natocit videa s gps informaciou		10/24/2013 11:59 am	5.0	02
2	Feature	Closed	Normal	vytvorit webstranku projektu	Martin Petluš	12/15/2013 02:40 pm		01
1	Feature	Closed	Normal	[OpenCV] prvy prototyp modulu detekcie objektov	Patrik Polatsek	11/17/2013 02:42 pm		01