1. Meeting Information

Date/Time of the Meeting:	**March 23rd, 2016, 9:00 - 10:00**
Inviting person:	**Torsten Spieldenner (DFKI)**
Minutes takers:	**Torsten Spieldenner, all**
Purpose of the meeting:	**FI-WARE WebUI Chapter Weekly meeting**
Venue:	**Google Hangouts**
Phone details (if PhC):	**Hangout Link:** https://plus.google.com/hangouts/_/mgty5o4b7woeinfgfw6vjezz74a

2. Attendees

Please mark your name in the table below if you are attending the meeting.

Name	Partner	Attended?
Philipp Slusallek	DFKI	
Torsten Spieldenner	DFKI	Yes
Jarkko Vatjus-Anttila	Cyber	
Esa Posio	Cyber	
Juho-Pekka Viuhkola	Cyber	
Toni Alatalo	Playsign	
Erno Kuusela	Playsign	
Jonne Väisänen	LudoCraft	yes
Cvetan Stefanovski	Adminotech	yes
Jonne Nauha	Adminotech	

Ari Okkonen	UOULU/CIE	yes
Matteo Ligas	Adminotech	
Antti Kokko	Adminotech	
Manuel Escriche	TID	

3. Agenda

4. Minutes of meeting

Review of Action Points from last call

- Make a copy of current Synchronization Open Spec to draft updated version:
    - http://wiki.fiware.org/FIWARE.ArchitectureDescription.WebUI.Synchronization_-_UPDATED_/_DRAFT
    - The Open Spec page is then generated with the Architecture page above as main content.

Review of FIWARE Calls and Activities

- No TC and coordination meetings since last call

Future of POI GE

- Based on the recent availability of NGSIv2 (see emails), we have to decide how we plan to proceed with the POI GE.

Future of Augmented Reality GE

- In previous TC calls, we agreed to continue AR as incubated GE
    - AP: Communicate new GE state to issue raiser. Where can the original message or JIRA ticket be found?
- In this status, it will be maintained and developed by DFKI, but not funded from FIWARE
- DFKI is currently in the process of announcing the official GE owner

- ○ Fork existing repo https://github.com/Chiru/FIWARE-AugmentedReality to repo maintained by DFKI

- Testing team of AR noticed that library in current implementation uses GPL license, thus enforces emerging products to be published under the same GPL
- Catalogue entry needs to be updated according to guidelines in Juanjo's email
  - ○ How to hand over catalogue account to new owner?

WebUI Roadmap until end of project

Comparison document now published here:

- https://docs.google.com/document/d/1TowrKt9U-IrU0SD6mu5Q0ksC81prKC5d6FIrxNJOWsc/edit#heading=h.y2m2ii3eciq
- This document could work as the place where to collect further thoughts and ideas on the synchronization GE. It's currently focused on FiVES, neither claimed to be correct, nor exhaustive :)
- Next steps:
  - ○ I may have gotten not all concepts of the Tundra implementation correctly. Feel free to edit and comment the document wherever I am missing important parts, or where anything is unclear!
  - ○ It would also be very interesting to have explanations added how the concepts of Tundra (and FiVES) are re-implemented in the Urho server implementation
  - ○ The goal of the document should be to find a common feature set of Tundra / Urho and FiVES, that would then constitute the final GE Spec. We should also consider updating Specs and documentation accordingly, as soon as we decided for this feature set
  - ○ Strong candidates are the already shared concepts of component blueprints, dynamic components (which can be modified during runtime), and the common REST Scene API

List of thoughts collected from previous WebUI calls:

We already addressed this topic shortly when re-organized the GE in our chapter earlier this year. This is to bring the topic back into focus:

- 3D-UI:
  - ○ Repeatedly topic in coordination call: We have two versions of 3D-UI which are not fully compatible
  - ○ We should define clearly (also for users) what the shared part of implementations really is
    - ■ For example by the XML3D 5.0 spec (find shared features there)
    - ■ What part of the Spec is supported by both implementations, which parts are not implemented in both?

- - - ■ Same for features of WebTundra, like for example Audio Support
    - ○ What subset of the Open Spec is considered minimal for alternative GEi implementations?
        - ■ DFKI is consolidating a list of features here
        - ■ Current Spec of XML3D 5.0: http://xml3d.org/xml3d/specification/5.0/
    - ○ How does a proper integration of 2D-UI into 3D-UI look like?
    - ○ How does a proper integration between 3D-UI and Virtual Character look like?
- ● Synchronization:
    - ○ Also here, what is the minimal subset of the Spec to be implemented?
        - ■ Concerning REST Scene API ?
        - ■ Concerning real-time Synchronization and binary protocol?
    - ○ How does the Urho3D server implement these?
    - ○ Agreed on copying current Open Spec page to a draft version where changes are applied
        - ■ List features and API which are shared by both implementations there, currently in particular
            - ● Component Blueprints
            - ● Dynamic Components
            - ● REST API
            - ● Simplified / Generic serialization, first version simple name-value JSON string serialization
            - ● For features specific to a certain implementation, like efficiency optimized tundra serialization, these will be highlighted in the GEi guides
        - ■ Philipp: We should probably report on this briefly also in the Demo/Review meeting
- ● POI DP:
    - ○ How should we proceed with POI Data Provider w.r.t to Context Broker?
    - ○ What should be the added values of using POI over Context Broker with NGSI v2?
- ● Augmented Reality:
    - ○ May be continued by DFKI in the scope of another project.
        - ■ Decided that DFKI takes over support for AR for now
    - ○ Was the current, last, release by Adminotech tested against the new 3D-UI-XML3D version?
        - ■ Not in Adminotech
    - ○ Organization for Workshop "AR/VR in the Web" https://docs.google.com/document/d/12Hjn6lVd7GmBlvQ-mnnzgv0d18TKENuCQjBLRxyiFgk/edit#
- ● Cloud Rendering
    - ○ DFKI doing development in the Dreamspace EU project
    - ○ Possible plan to include that in our GE after the March time frame.
- ● Use of JSON-LD or similar activities for POI of other interfaces (see study below).

Overview of current activities

Please fill this out ahead of the call.

- **Cyber:**
  -
- **DFKI:**
  - GitHub badges and badges, as well as readthedocs-styles for FiVES updated
  - Badges and Styles for XML3D prepared
  - Continued implementation of FiVES NGSIv2 support
- **Adminotech:**
  - POI
    - GitHub README.md with badges and webhook, as well as readthedocs-styles updated
    - Configuring SSL (https) connection tested and documented
    - Starting exploring KeyRock authentication
  - WebTundra:
    - Particle system development
    - Preparing demo scenes for next sprint review meeting
- **Playsign:**

AOB

- Keyrock contacts:
  - jsalvachua@dit.upm.es
  - aalonsog@dit.upm.es