

1. Meeting Information

Date/Time of the Meeting:	June 8th, 2016, 9:00 - 10:00
Inviting person:	Philipp Slusallek(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/_/mgty5o4b7woeinfqfw6vjezz74a

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 Vajjus-Anttila	Cyber	
Esa Posio	Cyber	
Juho-Pekka Viuhkola	Cyber	Yes
Toni Alatalo	Playsign	
Erno Kuusela	Playsign	
Jonne Väisänen	LudoCraft	yes
Cvetan Stefanovski	Adminotech	yes
Jonne Nauha	Adminotech	

Ari Okkonen	Adminotech	Yes
Matteo Ligas	Adminotech	
Antti Kokko	Adminotech	
Manuel Escriche	TID	Yes

3. Agenda

- [Review of Action Points from last call](#)
- [Review of FIWARE Calls and Activities](#)
- [Planning of Sprint 5.3.3](#)
- [Planning for Release 5](#)
- [Future of POI GE](#)
- [Collaboration after the end of FI-Core](#)
- [Future of XML3D/WebTundra](#)
- [WebUI Roadmap until end of project](#)
- [Overview of current activities](#)
- [AOB](#)

4. Minutes of meeting

Review of Action Points from last call

- **AP:** Ari to prepare report and send it to mailing list (Future of POI DP)
 - Nothing received yet, again promised for next week
 - Ari: Almost done, but will be finished this morning and sent around then
 - Ari added 13:50 for comments:
 - <https://docs.google.com/document/d/1VoaQuKbs8x6qU6g0iUuRZHA0jHe4zLCv13wsqXer7io/edit?usp=sharing>
 - Done
- **AP:** Collaboration after FI-CORE: Please discuss this internally until then.
 - Would make sense to develop a rough roadmap going forward.
 - Philipp: Request in TC call to inform about whether there are any more development and changes in GE planned after the end of project. (e.g. not continuing GE anymore;)
 - All partners, please come up with how work is continued. This can then be discussed in the WebUI call, and we can compile a report to provide to FIWARE.
 - This may also include discussion with management, as changes may also affect financing of work
 - Please collect information until next week
 - No one in the call who is responsible for organization / financing of GE

- Done
- AP Torsten:
 - Contact person responsible for the FIWARE organization repos and inform about the problem
 - Done. Pablo Fernández Moniz suggested checking the Web hook URL, as it changed some time ago, and trigger a manual update. Cvetan checked, and the Repo is using the correct URL. Manual update was triggered, but problem seems to persist?
 - AP: Create ticket to address issue in TC Calls
 - Post ticket to resolve question about where to store the minutes
 - Done
 - Done

Review of FIWARE Calls and Activities

- The minutes of previous meetings as well as pre-minutes of the upcoming confcalls can be found going to the FIWARE wiki home under "FIWARE Community Resources" --> "FIWARE Technical Committee" --> "Links to consolidated minutes and pre-minutes of next FIWARE TC"
 - http://forge.fiware.org/plugins/mediawiki/wiki/fiware/index.php/FIWARE_Technical_Committee
- Demo review meeting is now integrated into TC schedule Monday mornings (10:30-11:30h). Our first slot will be June 27th and will likely stay at the end of each month.
 - The first round of demos were this week (see minutes above)
- There are two remaining issues with email lists/FIWARE membership:
 - Playsign emails: Toni and erno@playsign.net
 - VTT: johannes.peltola@vtt.fi
- The QA team reported on their results. They tried to address WebUI (2D-UI (!), and 3D-UI) but realized (Philipp actually told them from the start) that they are client side and that their methodology does not really apply, so they gave up. Philipp asked that test creation be done in collaboration with the GE owners. Test scripts and environment will be available in the future and could be refined together.
- Push for Active Contributor registration has ended now in advance of the elections. You should be shown on a FIWARE web page and receive email soon, if you are registered. Active contributors can still register at any time and will be handled as they come in.

Planning of Sprint 5.3.3

- Led by Manuel
- Help Desk - Tech channel - Clean
- Urgent Desk - Overdue - ticket for 5.3.3 retrospective and architecture deliverable

- impeded.
- Chapter backlog - ok, issue from TSC about chapter info assigned to running spront
 - Augmented Reality - QA bug scheduled for running sprint
 - Cloud rendering - QA bug scheduled for running sprint
 - Fives - planned - OK
 - GIS provide - issue with GIS expert moving - looking for another expert. To know internally what to do with current story identified in the sprint. To be defined.
 - Interface Designer - another story to be created until deadline (10.June)
 - POI provider - plan not finished, to be completed until deadline (10.June)
 - Adding POI from several european countries.
 - Synch-Tundra - planned with 1 story.
 - Clarification on the approach to finish the development in August. Documentation work and bugs in September.
 - WebTundra3D - plan not finished.
 - Extending feature [ECHtmlBillboard](#)
 - XML3D - not planned yet.
 - Comment to focus effort on finishing the open feature: [WebUI.XML3D.InteractiveDeclarative3D.RenderStateMaterials](#)
 - 2D-3D - some bugs from QA team scheduled for running sprint.
 - 2D-UI - a ticket to be clarified: <https://jira.fiware.org/browse/WEB-1009> by Philipp with Laura about a course.

Planning for Release 5

- The guidelines document is the same as for R4:
 - <https://docs.google.com/document/d/1wa15t2dSEucSA1xD7FyOLpP0ymihYYry0mhALV6GsXU>
- Upcoming Deadlines:
 - August: Open Specs for R5 available on Wiki, and Apiary projects updated
 - September: Deliverable documents, GE software, Manuals
 - Detailed list of different deadlines
 - https://docs.google.com/spreadsheets/d/1I5UTqhUn86ForyAsk6BMOW6sK9iBkL_SARuE3DvwUss/edit#gid=0
 - All deliverables are updated versions of resources we have already delivered for Release 4. Please check already if these resources are up to date with the current releases of the GE, and start updating already, where possible.
- New Spreadsheet to summarize R5 deliverables:
 - <https://docs.google.com/spreadsheets/d/1sEz5L97MLRi7n0Gedfy-PtJ1YU0ikCauXy34HBM4M4Y/edit?usp=sharing>

Future of POI GE

- Postpone until Philipp is here again. For now, no plans to include additional development

in POI DP

- Pick up the discussion again next week, after evaluation by Ari
- Based on the recent availability of NGSv2 (see emails), we have to decide how we plan to proceed with the POI GE.
 - **AP:** Ari to prepare report and send it to mailing list

Collaboration after the end of FI-Core

- Since FI-Core end this fall, we should start to discuss the collaboration after the funding end
 - DFKI will continue supporting its GEs (XML3D, FiVES, etc.) based on other projects
 - Tundra/WebTundra will likely continue based on the Open Source work in realXtend and other projects
 - Good support by Oulu University for next two years
 - GIS/POI are relevant for the projects there too
 - **AP:** Will pick up this topic again in the next call. Please discuss this internally until then.
 - Would make sense to develop a rough roadmap going forward
- 3D-UI-XML3D / Synchronization FiVES are planned to be continued
- Augmented Reality will be considered to be continued, too
- Cloud Renderer:
 - Cvetan: Currently plugin in Tundra, but no plans to be maintained after the end of FI-CORE
- UI Designer:
 - Cvetan: Plans to maintain it after end of FI-CORE
- POI Data Provider:
 - Maintenance of POI DP planned, also depending on financing
- Synchronization / Tundra
 - Details need to be decided internally
- WebTundra Avatar:
 - Currently not supported as individual GE, no plans for the future to maintain it. More detail to be clarified for next calls

Future of XML3D/WebTundra

- 3D-UI:
 - An XML3D variant with variable renderer component (for example Three.js) is currently developed as prototype
 - 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?

WebUI Roadmap until end of project

Comparison document now published here:

- <https://docs.google.com/document/d/1TowrKt9U-IrU0SD6mu5Q0ksC81prKC5d6F1rxNJO/Wsc/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 :)
- DRAFT version of updated Architecture:
http://forge.fiware.org/plugins/mediawiki/wiki/fiware/index.php/FIWARE.ArchitectureDescription.WebUI.Synchronization_-_UPDATED/_DRAFT
- 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/12Hjn6IVd7GmBlvQ-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:**
 - Planning of sprint 5.3.3 completed.
- **DFKI:**
 - Several bugfixes in FIVES, finished the NGSi-Response-Handler Story
 - Planning of Sprint 5.3.3
- **Adminotech:**
 - POI
 - The Global Instance is running at http://poi.lab.fiware.org/poi_dp . The associated demo browser is at <http://poi.lab.fiware.org/pois> .
 - Cleaning up the access_control version before merging to master branch.
 - Populating the Global Instance with POIs from the OpenStreetMap.
 - WebTundra:
 - Sprint planning
 - Interface Designer:
 - Sprint planning
- **Playsign:**
 -

AOB

- Cyberlightning: Juha Hyvarinen moved to other challenges on June onwards. Process started to arrange resources for GIS GE.