1. Meeting Information

Date/Time of the Meeting:	April 1st, 2015, 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/_/gwatrniyn5fr2rwvf3kf3ah2fma

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
Kari Autio	UOULU/CIE	
Jarkko Vatjus-Anttila	Cyber	
Esa Posio	Cyber	
Sami Jylkkä	Cyber	yes
Toni Alatalo	Playsign	
Erno Kuusela	Playsign	
Jonne Väisänen	LudoCraft	yes
Tiina Hynninen	Adminotech	yes
Cvetan Stefanovski	Adminotech	yes
Jonne Nauha	Adminotech	

Ari Okkonen	UOULU/CIE	yes
Arto Heikkinen	UOULU/CIE	
Timo Mukari	UOULU/CIE	
Mikko Levanto	UOULU/CIE	
Matteo Ligas	Adminotech	
Antti Kokko	Adminotech	
Manuel Escriche	TID	

3. Agenda

- [Review of Action Points from last call](#)
- [Review of FIWARE Calls and Activities](#)
- [Sprint / Release Demo for 4.2.3](#)
- [Overview of current activities](#)
- [AOB](#)

4. Minutes of meeting

Review of Action Points from last call

- All:
    - Catalogue:
        - In Terms and Conditions tab, only use this link to Lab Terms and Conditions:
        http://wiki.fiware.org/FIWARE_LAB_Terms_and_Conditions
    - Closing Sprint 4.2.3:
        - Please provide Retrospective
- CIE:
    - Provide link to POI document. Status?
- DFKI / CIE:
    - Find suitable date for POI discussion
        - DFKI: Still open, Stefan is currently not available
    - Toni:
        - Request for POI from Juanjo already since last year
        - Efforts started still then, also included in dynamic POI demos
        - Discussions in weekly calls with Philipp in others also concerning IoT and Context Broker integration
        - Interesting approach: WebSockets for real time / streaming updates for browser clients -> Synchronization GE useful

Review of FIWARE Calls and Activities

- Status of Virtual Worlds bundle?
  - Already published: WebTundra + Synch is the respective bundle
    - there is a comment by Toni in JIRA that explains this to Manuel or Miguel but could not find it there now though searched a lot .. found one mention in emails about a ticket listing many GEs but that ticket had been deleted from JIRA
  - Bundles are published, just deployment and testing does not work

Sprint / Release Demo for 4.2

- Sprint Review meeting postponed to April 13th
- **ALL:**
  - Please provide summary of progress, e.g. finished features, in last sprint in the review meeting slides:
    - **https://docs.google.com/presentation/d/13v75aAmymtZgVhJUy9z-GJzzDWpO6RoCtDyZJgKcbeU/edit#slide=id.p**
  - If you have demos that show the new features, please add a slide that describes the demo and consider joining the review meeting for a live presentation
  - Demo suggestion from last time: https://docs.google.com/document/d/1a-juiPxh7cmEy6Rh_6Pu6tw6JJWfXYyxMt4JwkqVRTA/edit

Overview of current activities

Please fill this out ahead of the call.

- **Cyber:**
  - 1st phase of the octet-stream resolution server side support done in sprint 4.2.3, work continues in 4.3.1
  - sprint 4.2.3 closed and planning for 4.3.1 started
- **DFKI:**
  - Ongoing work on XML3D 4.9
  - Finished open issues for sprint 4.2.3
  - Review meeting live demo preparation
- **Adminotech:**
  - Retrospective done
  - Interface Designer user guide simplifying.
  - Better support for XML3D in Interface Designer
- **Playsign:**
  - Updated catalog for the new terms for WebTundra GE
  - Checked status with naming etc. for WebTundra / 'VW' bundle, seemed OK
  - three.js refactoring etc. changes work
- **Ludocraft:**

- - Fixed Virtual Character backlog features
- **UOulu:**
  -

AOB

- Torsten: Ask Philipp about eLearning material

5. Action Points

APs from this meeting (new approach is adopted - **now using JIRA** where appropriate but also track them here)

Number	Description	Owner	Deadline