



Adapting ONELAB to Android and iOS

GRAULICH Maxime (ULg / ISET)

Me and the project



- Student at ISET (Liège)
- Undergoing training at ULg (ACE) for 3 months
- I had to port Gmsh/GetDP to Android and iOS

This presentation

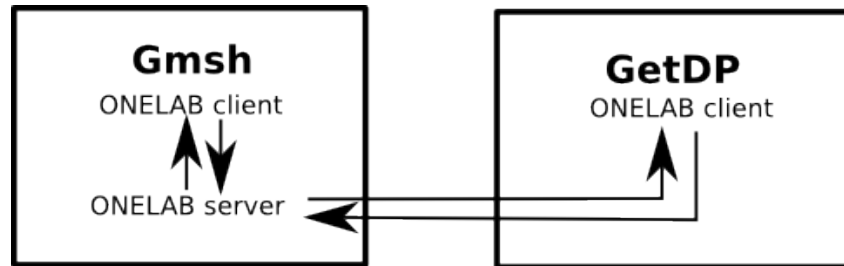


- What did I have to add or modify in Gmsh/GetDP ?
- What did I have to create or adapt for the mobile version ?
- What is available now ?
- What is next ?

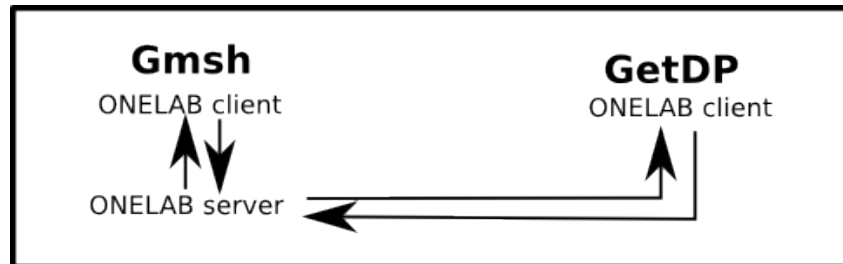
Added or Eddited in Gmsh/GetDP



Before:



After:





- FLTK → Native User Interface
- OpenGL → OpenGL ES

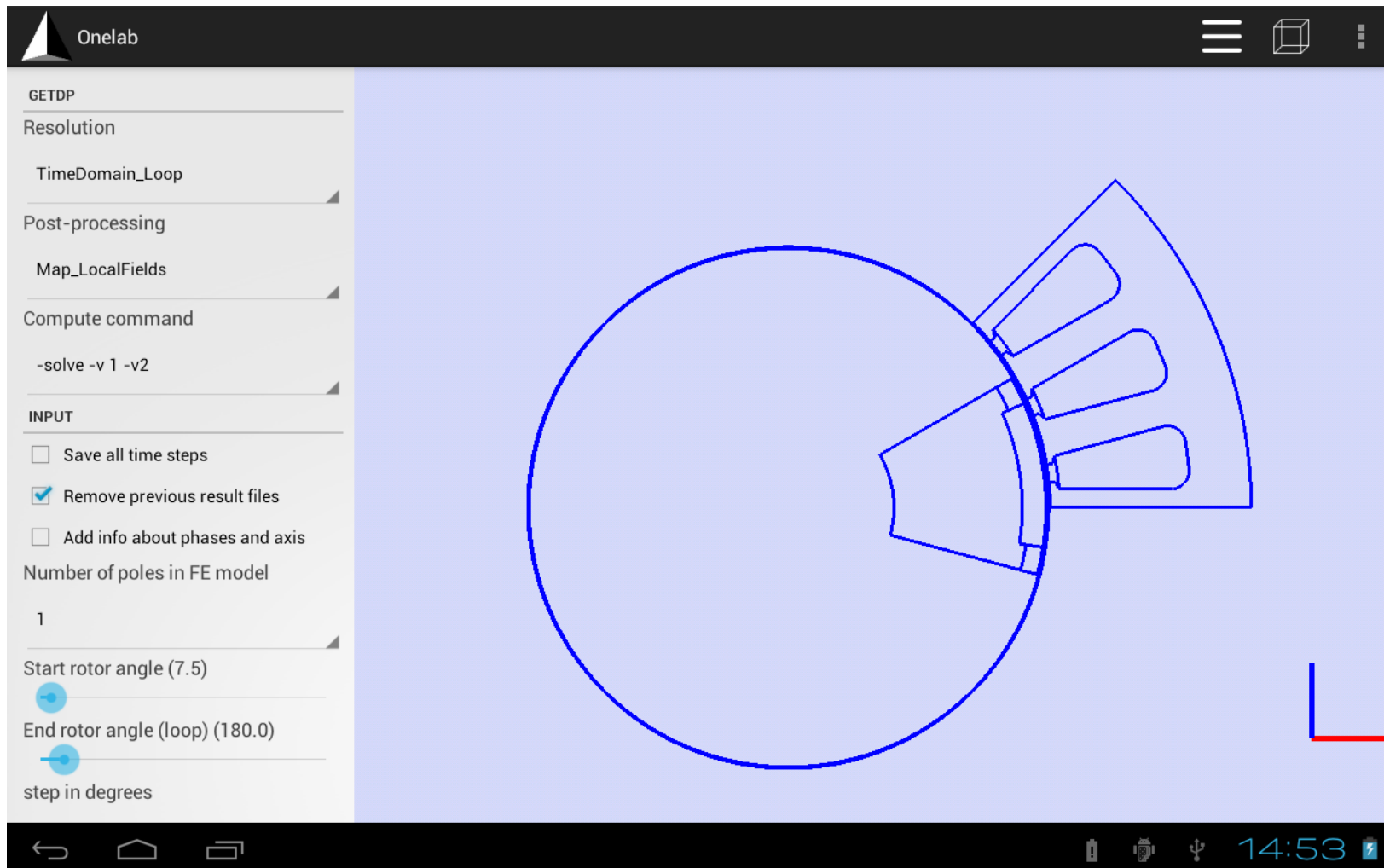
Already done



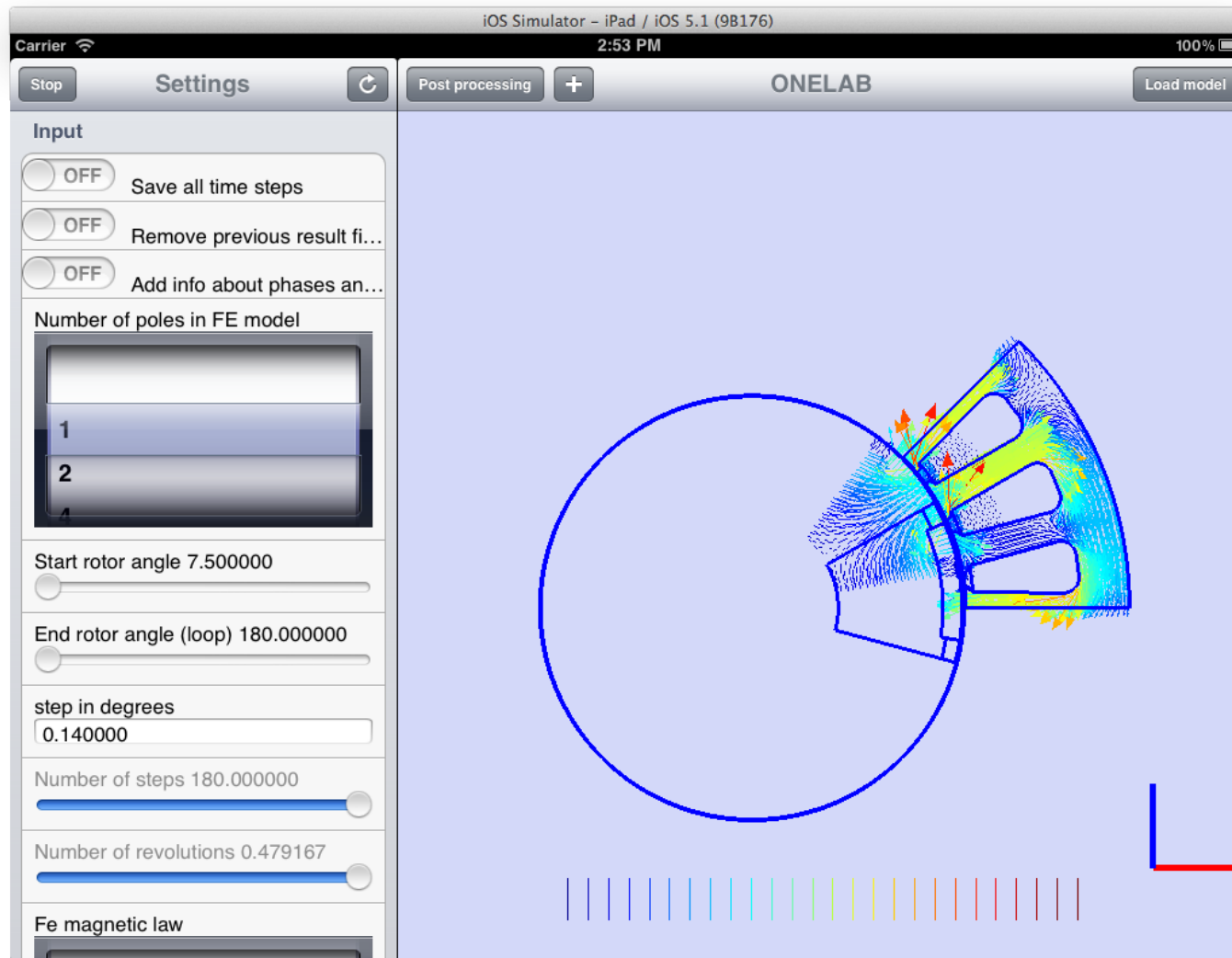
Android & iOS version

- Load
- Mesh
- Compute
- Show the results

Already done - Android



Already done - iOS



What's next ?



- Allow compute/mesh from other hardware
- Add glyph (axes, scale values, ...)
- Better interaction with the model
- Download models from ONELAB's website
- Fix future reported bugs
- ...

Questions



Thank you for your attention

Any questions ?