



Status quo and future plans for the Vienna VLBI Software (VieVS)

David Mayer (1), Johannes Böhm (1), Sigrid Böhm (1), Vasyl Choliy (6), Andreas Hellerschmied (1), Armin Hofmeister (1), Maria Karbon (2), Hana Krasna (1), Jamie McCallum (3), Matthias Madzak (1), Tobias Nilsson (2), Lucia Plank (3), Stas Shabala (3), Benedikt Soja (2), Jing Sun (5), and Kamil Teke (4)

(1) Vienna University of Technology, Vienna, Austria, (2) GeoForschungsZentrum Potsdam, Potsdam, Germany, (3) University of Tasmania, Hobart, Australia, (4) Hacettepe University, Ankara, Turkey, (5) Shanghai Astronomical Observatory, Shanghai, China, (6) Main Astronomical Observatory, Kyiv, Ukraine

The Vienna VLBI Software (VieVS) has been developed by the VLBI group at the Vienna University of Technology since 2008, and in recent years important contributions have been made by other groups all over the world. The software is written in Matlab which makes it easy for students to get an insight in VLBI processing and which allows short and concise source code. The current version 2.1 of VieVS has improved capabilities in terms of the global solution and the graphical user interface compared to earlier releases. Furthermore, more sophisticated approaches are now available in terms of scheduling VLBI sessions. Presently, we are working on the new version 2.2 which will be released this summer and which will be presented at the 5th VieVS User-Workshop in September 2014. For example, it will be equipped with a source structure simulator, as well as more refined possibilities for scheduling and the global solution. In a test version, we will also provide a graphical user interface built with Qt instead of Matlab.