

Robotics Service Bus - Tasks #119

Handle exceptions in dispatch callbacks

09/09/2010 04:51 PM - J. Wienke

Status:	Resolved	Start date:	09/09/2010
Priority:	Normal	Due date:	
Assignee:	J. Wienke	% Done:	100%
Category:	C++	Estimated time:	0.00 hour
Target version:			
Description			
<p>Neither not catching exceptions in called user-functions nor using catch(...) is an elegant way, but these exceptions must be handled in any case. Maybe there are compiler-specific functionalities to generate a backtrace of an exception at runtime. Otherwise I would propose a configuration property to either completely crash on an exception (development usage) or generate a maximally meaningful log message (production use).</p>			

Associated revisions

Revision bae2e8d7 - 05/03/2011 04:41 PM - J. Wienke

add a variable to ParticipantConfig to maintain the error strategy

refs #119

Revision 0990296c - 05/03/2011 06:18 PM - J. Wienke

- Modify ParallelEventDispatchingStrategy to use the ErrorStrategy.
- Add tests and a death test facility

refs #119

Revision 98e1324a - 05/03/2011 06:23 PM - J. Wienke

pass error strategy to event processing strategy from listener

fixes #119

History

#1 - 05/03/2011 02:23 PM - J. Wienke

- Assignee changed from S. Wrede to J. Wienke

#2 - 05/03/2011 06:18 PM - J. Wienke

- Status changed from New to In Progress

#3 - 05/03/2011 06:23 PM - J. Wienke

- Status changed from In Progress to Resolved
- % Done changed from 0 to 100

Applied in changeset r788.

