

RSBag - Feature #2526

Semantic of causes when rsbag play'ing a file

03/17/2016 01:54 PM - M. Goerlich

Status:	Resolved	Start date:	03/17/2016
Priority:	Normal	Due date:	
Assignee:	J. Moringen	% Done:	100%
Category:	Replay	Estimated time:	0.00 hour
Target version:	rsb-0.14		

Description

Currently when replaying events from a tide-file with rsbag play the EventId is fresh generated which makes perfect sense actually. But this invalidates the semantic of the cause-field since the causing element will never be found in the tide file (Hopefully, otherwise it's a collision of the UUIDs). Is it already possible to yield the original UUID instead? Otherwise this would be a great feature to work with datasets that rely on UUIDs.

Associated revisions

Revision e5a50302 - 03/17/2016 04:38 PM - J. Moringen

Configurable event id handling in src/rsb/replay/strategy-mixins.lisp

fixes #2526

- src/rsb/replay/types.lisp (header): updated copyright
(event-id-adjustment): new type; for event id handling
- src/rsb/replay/strategy-mixins.lisp (sequence-mixin): added
event-id-mixin
(process-event replay-bag-connection sequential-mixin t t t): pass
:no-fill? to `send' call if keeping event ids has been requested
(event-id-mixin): new class; mixin for event id handling
(shared-initialize :after event-id-mixin t): new method; set event id
strategy
(self strategy-event-id :before t event-id-mixin): new method;
validate supplied value
- src/rsb/replay/package.lisp (header): updated copyright
(package rsbag.rsb.replay): added exported symbols
event-id-adjustment, event-id-mixin and strategy-event-id
- test/rsb/strategy-mixins.lisp (header): updated copyright
(test suite event-id-mixin-root): new test suite; for `event-id-mixin'
class
(define-replay-strategy-construction-test event-id-mixin): new test
case; for `event-id-mixin' class

Revision 5e7a3400 - 03/17/2016 05:06 PM - J. Moringen

Describe event id handling during replay in {tool-play,news}.rst

refs #2526

- tool-play.rst (Handling of Event IDs during Replay): new section;
describe keeping or replacing event ids during replay

- news.rst (RSBag 0.14): mention new event id handling

History

#1 - 03/17/2016 04:10 PM - J. Moringen

- *Category set to Replay*
- *Status changed from New to In Progress*
- *Target version set to rsb-0.14*

#2 - 03/17/2016 04:45 PM - J. Moringen

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

Applied in changeset commit:rsbag-cl|e5a50302ce13a4ab59c73b64d4359d479eb101a4.

#3 - 03/17/2016 05:08 PM - J. Moringen

- *% Done changed from 100 to 0*

Please try with the [master version](#) like this

```
$ rsbag play -r 'STRATEGY :event-id :keep' ...  
$ rsbag play -r 'STRATEGY :event-id :replace' ...
```

#4 - 03/17/2016 05:14 PM - J. Moringen

- *% Done changed from 0 to 100*

#5 - 03/17/2016 05:40 PM - M. Goerlich

works like a charm ;).