

Robotics Service Bus - Tasks #269

Either prevent filter updates or make filters observable

05/02/2011 06:16 PM - J. Wienke

Status:	Resolved	Start date:	05/02/2011
Priority:	Normal	Due date:	
Assignee:	J. Wienke	% Done:	100%
Category:	C++	Estimated time:	1.50 hour
Target version:			
Description			
<p>Currently Filters are passed around as pointers, which allows to update parameters of them after they have been added to a connector etc. This is not supported by the connectors currently. Hence, either make them observable and support updates or do not pass them as pointers to prevent changes in the interface.</p> <p>Do we really need updateable filters?</p>			

Associated revisions

Revision 0dc371a7 - 05/05/2011 04:45 PM - J. Wienke

There not much more we can do about filter modification except documenting that they are not allowed. Everything else would require a complex observation model still with the ability that clients provide an additional filter that does not match the observation model. As we have to use pointers because of the abstract base class, we can't even use real copies with a big puzzle. This would either require to store the original pointer address where the filter was copied from, or the operator== would need to check for equality.

fixes #269

History

#1 - 05/05/2011 04:33 PM - J. Wienke

- Status changed from New to In Progress
- Assignee set to J. Wienke

#2 - 05/05/2011 04:45 PM - J. Wienke

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

Applied in changeset r825.