Robot Control Interface - Tasks #288
Refactor ControlMode

05/12/2011 02:44 PM - Anonymous

Status:	Closed		**Start date:**	05/12/2011
Priority:	Urgent		**Due date:**	
Assignee:			**% Done:**	100%
Category:			**Estimated time:**	3.00 hours
Target version:				

Description

Refactor ControlMode. Right now the set of possible control modes is somehow hard-coded, which is *baaad*. One idea:

- Define a basic ControlMode class (cosists of name and uuid)
- Different control modes are _instances* of this control mode class
- Define a CompositeControlMode to inherit from ControlMode
- Implement compare operators on ControlModes
- Define *contains* method on Composite

History

#1 - 05/13/2011 08:32 PM - Anonymous

- Status changed from New to Closed

- % Done changed from 0 to 100

Done.

See LWRControlMode for an example on how to combine ControlModes.