

Robot Control Interface - Issues

| # | Tracker | Status | Priority | Subject | Assignee | Updated | Category | % Done |
|------|-------------|----------|-----------|--|-----------|---------------------|----------|--------|
| 2379 | Bug | Resolved | Urgent | Wrong URL in project description site | S. Wrede | 12/14/2015 05:22 PM | | 100 |
| 1789 | Tasks | New | Normal | RCI::Orientation should be represented as unit quaternions | | 03/06/2014 04:06 PM | | 0 |
| 1715 | Feature | Resolved | High | Provide better interface for creation of wrench | | 01/20/2014 09:03 AM | Software | 100 |
| 1714 | Feature | Resolved | High | Provide rci::wrench converter in rst-converters | | 01/20/2014 09:09 AM | Software | 100 |
| 1713 | Bug | Feedback | Normal | RCI is getting messed up with Torques, JointTorques and TorqueSensing | | 01/06/2014 08:33 PM | Modeling | 0 |
| 1712 | Bug | Resolved | Normal | RCI requires at least NemoMath0.4 but cmake does not declare so | | 01/05/2014 06:36 PM | | 100 |
| 1435 | Bug | Resolved | Normal | Wrong spelling of CartesianValues::asRotationMatrix | | 08/12/2013 02:01 PM | | 100 |
| 1434 | Bug | Resolved | Normal | Orientation::rotateby method is wrong | | 02/21/2013 01:51 PM | | 100 |
| 1255 | Enhancement | New | Normal | rci::Orientation: Check given matrix for being a rotation matrix | | 08/12/2013 02:05 PM | | 0 |
| 1254 | Bug | Closed | Urgent | LWRRaveEnvironment example is not running | D. Seidel | 01/16/2014 11:19 AM | | 100 |
| 995 | Support | Rejected | Normal | CartesianForces is only 3-dimensional | | 06/06/2012 11:07 AM | | 0 |
| 944 | Feature | Feedback | Normal | Provide pose interpolation | | 09/12/2013 04:25 PM | | 0 |
| 934 | Bug | Resolved | Normal | asCompactAxisAngles() results in 'NaN' ... | | 03/08/2012 08:00 PM | | 100 |
| 893 | Bug | Resolved | High | Copy constructor of Pose is not working | | 02/24/2012 06:10 PM | | 100 |
| 874 | Feature | Resolved | Immediate | CartesianPose: implement from/to methods for homogeneous transformation matrix | | 02/14/2012 03:19 PM | | 100 |