

Robot Control Interface - Issues

| # | Tracker | Status | Priority | Subject | Assignee | Updated | Category | % Done |
|------|-------------|----------|----------|--|----------|---------------------|----------|--------|
| 2321 | Tasks | New | Low | Implement Weights type | | 06/12/2015 03:12 PM | | 0 |
| 2056 | Feature | New | Low | Calculate scalar angle between orientations | | 10/10/2014 03:23 PM | Software | 0 |
| 1789 | Tasks | New | Normal | RCI::Orientation should be represented as unit quaternions | | 03/06/2014 04:06 PM | | 0 |
| 1713 | Bug | Feedback | Normal | RCI is getting messed up with Torques, JointTorques and TorqueSensing | | 01/06/2014 08:33 PM | Modeling | 0 |
| 1656 | Bug | New | Normal | rci::Orientation->asRotationMatrix() crashes when build against /vol/amarsi/x86-64-precise/trunk | | 11/11/2013 10:56 AM | | 0 |
| 1598 | Tasks | Feedback | Normal | Release rci 0.4 | | 08/21/2013 01:12 PM | | 0 |
| 1506 | Bug | New | Normal | call to implicitly-deleted copy constructor of 'ControlAspectPtr' | | 08/12/2013 01:47 PM | | 0 |
| 1431 | Enhancement | New | Normal | debian package should confirm more strongly to the debian policy | | 09/12/2013 04:25 PM | | 0 |
| 1255 | Enhancement | New | Normal | rci::Orientation: Check given matrix for being a rotation matrix | | 08/12/2013 02:05 PM | | 0 |
| 1043 | Bug | Feedback | High | Modelisation of Wrench seems wrong | A. Tuleu | 01/20/2014 08:59 AM | Modeling | 80 |
| 1021 | Enhancement | New | Low | Use sphinx' citation feature in manual | | 09/12/2013 04:25 PM | | 0 |
| 978 | Tasks | New | Urgent | NaN when converting in singularities | | 09/12/2013 04:25 PM | | 20 |
| 944 | Feature | Feedback | Normal | Provide pose interpolation | | 09/12/2013 04:25 PM | | 0 |
| 904 | Feature | New | Normal | Orientation interface methods for euler angles zyx | | 03/07/2012 12:15 PM | | 0 |
| 883 | Tasks | New | Normal | Rethink shared pointers | | 08/12/2013 02:09 PM | | 0 |
| 278 | Feature | New | Normal | Check on making constructors protected/private to just use boost pointers | | 08/12/2013 02:16 PM | | 0 |