

Robotics Systems Commons - Issues

| # | Tracker | Status | Priority | Subject | Assignee | Updated | Category | % Done |
|------|-------------|-------------|----------|---|-------------|---------------------|------------------------------|--------|
| 1430 | Bug | New | Normal | Fix debian packaging to conform more strongly to debian policy | | 02/27/2013 01:25 PM | Packaging | 0 |
| 1292 | Bug | Feedback | Normal | Do not set EXTERNAL_INCLUDE_COMMANDS in rsc/rst.pc.in by default | | 05/28/2013 11:39 AM | | 0 |
| 1646 | Tasks | New | Normal | Document logging system configuration | | 10/16/2013 03:32 PM | Documentation | 0 |
| 1451 | Tasks | Feedback | Normal | Clarify configuration, when different rsx version installed | | 12/09/2013 04:33 PM | Configuration | 0 |
| 166 | Tasks | New | Normal | Make windows subprocess test meaningful | | 04/27/2015 11:16 AM | Subprocess | 0 |
| 655 | Tasks | New | Normal | Add a TaskExecutor implementation for many delayed tasks | | 06/30/2016 12:37 PM | Threading | 0 |
| 654 | Enhancement | New | Normal | Improve cancellation of Tasks in the delay time | | 06/30/2016 12:37 PM | Threading | 0 |
| 2063 | Enhancement | In Progress | Normal | simplify clumsy usage of DebugTools | | 06/30/2016 12:38 PM | Debug Tools | 90 |
| 2184 | Enhancement | Feedback | Normal | improve logging system to nicely play with log4cxx | | 10/16/2017 09:23 PM | Logging | 50 |
| 2538 | Enhancement | New | Normal | Include SIGHUP in signal handling code | | 10/16/2017 09:23 PM | | 0 |
| 746 | Bug | New | Normal | Logger-Tree in LoggerFactory is not cleaned from abandoned loggers (pruning?) | | 02/02/2018 07:20 PM | Logging | 0 |
| 2472 | Bug | In Progress | Normal | Under windows rsc::misc timestamps are in milliseconds. | J. Moringen | 02/02/2018 09:12 PM | Operating System Abstraction | 80 |
| 1836 | Enhancement | New | Low | Move printing of property values into separate function | | 04/11/2014 08:45 AM | Util | 0 |
| 2550 | Feature | New | Low | synchronized priority_queue | | 06/15/2016 12:39 PM | Threading | 0 |