

Robotics Systems Types - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	Category	% Done
2416	Bug	Resolved	Normal	Python bindings are not build if both python3 and python2.7 are installed and python3 is set to be the default	J. Wienke	11/17/2015 04:29 PM	Build System	100
2507	Tasks	Resolved	Normal	Add license information to manual		03/08/2016 01:50 PM	documentation	100
1270	Tasks	Resolved	Normal	The manual should explain how to document new data types		09/28/2015 05:36 PM	documentation	100
1079	Bug	Resolved	Normal	RST Debian packages usage instructions cannot be found in the manual		09/28/2015 04:00 PM	documentation	100
1076	Enhancement	Resolved	Normal	Installation documentation: How does it relate to the different language packages?	J. Wienke	09/03/2015 04:21 PM	documentation	100
604	Tasks	Resolved	Normal	Document Best Practices for Developing User-Type to RST-Type Converters	J. Wienke	09/28/2015 05:42 PM	documentation	100
2453	Enhancement	Resolved	Normal	Deprecate euroc types		01/28/2016 10:39 AM	protocol	100
2452	Enhancement	Resolved	Normal	Deprecate FloatSoundArray and FormattedSoundChunk		01/28/2016 10:39 AM	protocol	100
2263	Feature	Resolved	Normal	Automatic creation of container Messages for any available RST	J. Wienke	10/02/2015 06:00 PM	protocol	100
492	Enhancement	Resolved	Urgent	Rename proto-file containing motion definitions	J. Wienke	09/03/2015 03:40 PM	protocol	100
1623	Tasks	Resolved	Normal	site.py hack does not work with recent setuptools versions	J. Wienke	09/03/2015 03:30 PM	python	100
2505	Tasks	Resolved	Normal	Review, improve and promote sandbox types for 0.13 version		03/02/2016 01:00 PM	Type Proposal	100
2483	Feature	Resolved	High	RST types for HLC / Flobi	J. Wienke	03/02/2016 05:33 PM	Type Proposal	100
2478	Enhancement	Resolved	Normal	Add Highlight Target type	J. Wienke	01/06/2016 12:50 PM	Type Proposal	100
2450	Tasks	Resolved	Normal	extend face type with gaze informations	J. Wienke	12/21/2015 04:07 PM	Type Proposal	100
2449	Feature	Resolved	Normal	Modify existing types to completely represent the information available through Kinect2	J. Wienke	01/28/2016 10:33 AM	Type Proposal	100
2445	Bug	Resolved	Normal	Proto for a set of recognition results	J. Wienke	03/02/2016 05:34 PM	Type Proposal	100
2436	Feature	Resolved	Normal	Add TextToSpeech to the sandbox	J. Wienke	11/30/2015 04:41 PM	Type Proposal	100
2385	Feature	Resolved	Normal	Add new type TrackedPolygonalPatch3D to Sandbox	J. Wienke	09/14/2015 12:19 PM	Type Proposal	100
2384	Feature	Resolved	Normal	Add new speech hypotheses types to sandbox	J. Wienke	09/14/2015 11:02 AM	Type Proposal	100
2381	Feature	Resolved	High	new rst proto JointAccelerations	J. Wienke	09/03/2015 03:30 PM	Type Proposal	100
2364	Feature	Resolved	Normal	Instance identifier for ClassifiedRegion3D	J. Wienke	08/31/2015 04:25 PM	Type Proposal	100
2350	Feature	Resolved	Normal	Add MotorCurrents type	J. Wienke	08/13/2015 02:59 PM	Type Proposal	100
2154	Feature	Resolved	Normal	Add new dialog types to sandbox	J. Wienke	09/14/2015 11:02 AM	Type Proposal	100