

MARTe2-components - User story #2114

Fix bug RealTimeThreadSynchronisation

20.02.2025 15:07 - Llorenc Capella

Status: New	Start date: 20.02.2025
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	Spent time: 0.00 hour
Git branch (link):	SVN commit (link/?p=rev):
Git merge to develop (link):	
Description When the first signal of the RealTimeThreadSynchronisation is not consumed, the rest of the signals are wrong. DoD <ul style="list-style-type: none">• Add a test with the usecase above.• Fix the bug.• Q&A• Merge changes to develop	