MARTe2-core - User story #931

Remove strict rules from the builder

23.08.2021 13:42 - Giuseppe Ferro

Status:	Closed		**Start date:**	23.08.2021
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
Put an option to relax the Builder on the following rules • A GAM can be executed in only one thread per state • A DataSource signal can be written only once during the cycle loop

History

#1 - 23.08.2021 13:42 - Giuseppe Ferro

- Status changed from New to Code: Impl

#2 - 24.08.2021 16:51 - Giuseppe Ferro

- Status changed from Code: Impl to Unit: Rev

#3 - 24.08.2021 16:51 - Giuseppe Ferro

- Assignee deleted (Giuseppe Ferro)

Unit tested.
RealTimeApplication configuration parameters:
CheckMultipleProducersWrites = 0 //allow multiple producers to write on the same data source signal
CheckSameGamInMoreThreads = 0 //allow a GAM to be declared in more than one RTT per state

#4 - 14.01.2022 11:36 - André Neto

- Status changed from Unit: Rev to Closed

Merged with develop in 9de51bfb0c27f844d87d85da634c5f7ebaf88e33