

Colony - Bug #560

BOM and rangefinder donot work together

09/03/2009 08:27 PM - Brad Neuman

Status:	Fixed	Start date:	09/03/2009
Priority:	High	Due date:	
Assignee:	James Kong	% Done:	0%
Category:	Library	Estimated time:	0.00 hour
Target version:			
Description			
I suspect this is due to a problem with analog8			
I also noticed that the bom_refresh() function always re-starts the analog loop, even if the loop wasn't running before it was called, which is probably a bug.			
See the code in hunter-killer/main.c for an example of something that I think should work but doesn't.			
Also the documentation and behavior dealing with analog_init is poor.			

Associated revisions

Revision 1406 - 09/09/2009 10:31 PM - James Kong

Merged analog and bom changes from analog branch. Tested and working. Fixes #560

History

#1 - 09/09/2009 10:32 PM - James Kong

- Status changed from Assigned to Fixed

Tested and merged.