

MAUS - Bug #808

Go buffer

29 November 2011 17:05 - Rogers, Chris

Status:	Rejected	Start date:	29 November 2011
Priority:	Normal	Due date:	
Assignee:	Rogers, Chris	% Done:	0%
Category:	common_py	Estimated time:	0.00 hour
Target version:	Future MAUS release		
Workflow:	Closed		

Description

Go.py stores a buffer before it starts processing maps.

1. The buffer size is hard-coded to 128 - should be a user defined parameter
2. Not sure how the buffer works for online... we run 128 DAQ events before processing starts or what? This can't be right...

History

#1 - 05 December 2011 12:27 - Rogers, Chris

In conversation with Tunnell - buffer should be removed

#2 - 05 December 2011 17:27 - Rogers, Chris

- Workflow set to *Awaiting Merge*

#3 - 21 November 2012 17:02 - Rogers, Chris

- Status changed from *Open* to *Closed*

- % Done changed from 0 to 100

- Workflow changed from *Awaiting Merge* to *Closed*

This was done ages ago

#4 - 23 November 2012 08:49 - Rogers, Chris

- Status changed from *Closed* to *Rejected*

- % Done changed from 100 to 0