

## OsmoPCU - Feature #2709

### use osmo\_fsm for TBF

12/05/2017 10:54 AM - msuraev

<b>Status:</b> New	<b>Start date:</b> 12/05/2017
<b>Priority:</b> Low	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	
<b>Target version:</b>	
<b>Spec Reference:</b>	
<b>Description</b> Right now TBF uses ad-hoc implementation of FSM which is hard to debug and maintain. We should switch it to osmo_fsm which would allow us to properly integrate timers with as well.	
<b>Related issues:</b>	
Related to OsmoPCU - Bug #2407: N3101 not implemented in OsmoPCU	<b>Closed</b> <b>07/29/2017</b>
Related to OsmoPCU - Bug #1524: PACCH on the wrong timeslot	<b>Stalled</b> <b>02/22/2016</b>

### History

#### #1 - 12/05/2017 10:55 AM - msuraev

- Related to Bug #2407: N3101 not implemented in OsmoPCU added

#### #2 - 12/05/2017 11:11 AM - msuraev

- Related to Bug #1524: PACCH on the wrong timeslot added

#### #3 - 03/03/2018 09:41 PM - laforge

- Priority changed from Normal to Low