

Pulp - Task #37

Plugins: Design for having checksum be a first-class attribute on all units

12/18/2014 05:12 PM - Anonymous

Status:	CLOSED - WONTFIX	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0:00 hour
Sprint/Milestone:		Tags:	Pulp 2
Platform Release:		Sprint:	
Groomed:	No	Quarter:	
Sprint Candidate:	No		
Description			

History

#1 - 12/18/2014 10:18 PM - rbarlow

- Project changed from 22 to Pulp

#2 - 11/30/2015 03:18 PM - mhrivnak

- Checklist item [] One unit can have checksums stored of multiple types added
Checklist item [] Checksums are tracked on individual files, not units added

- Tracker changed from Story to Task

#3 - 04/12/2019 07:39 PM - bmbouter

- Status changed from NEW to CLOSED - WONTFIX

#4 - 04/12/2019 07:44 PM - bmbouter

Pulp 2 is approaching maintenance mode, and this Pulp 2 ticket is not being actively worked on. As such, it is being closed as WONTFIX. Pulp 2 is still accepting contributions though, so if you want to contribute a fix for this ticket, please reopen or comment on it. If you don't have permissions to reopen this ticket, or you want to discuss an issue, please reach out via the [developer mailing list](#).

#5 - 04/15/2019 11:22 PM - bmbouter

- Tags Pulp 2 added