

Colony Scout - Task #2111

Make scoutsim debugging tools able to run on any scout.

11/12/2012 07:13 PM - Alex Zirbel

Status:	Fixed	Start date:	11/12/2012
Priority:	Normal	Due date:	
Assignee:	Alex Zirbel	% Done:	0%
Category:	Scoutsim	Estimated time:	0.00 hour
Target version:			
Description			
Currently sonar and teleop debugging only runs on scout1, hardcoded.			
Make this be specified in some easy way from a drop-down menu.			

History

#1 - 01/19/2013 03:12 PM - Alex Zirbel

Now possible to change this via rosservice calls.

More gui changes can be requested later.

#2 - 01/19/2013 03:12 PM - Alex Zirbel

- Status changed from Assigned to Fixed