

## Colony Scout - Bug #2120

### Remove old teleop and clean up scoutsim folder

11/16/2012 05:44 PM - Alex Zirbel

<b>Status:</b>	Wontfix	<b>Start date:</b>	11/16/2012
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Alex Zirbel	<b>% Done:</b>	0%
<b>Category:</b>	Scoutsim	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
Now that we have baked-in teleop, the old one should go.			
Etc.			

#### History

##### #1 - 11/16/2012 05:49 PM - Priyanka Deo

Also as part of this clean up. Change from using the #define PI 3.14... to using M\_PI so that we are consistent across packages.

##### #2 - 02/28/2013 12:13 PM - Alex Zirbel

- Status changed from Assigned to Wontfix

Migrating to:

<http://roboticsclub.org/redmine/projects/colonyscout/wiki/ScoutsimTodo>