

## Colony - Bug #250

### Foreign objects in scene causes a lot of interference with vision and colonet

02/11/2008 06:12 PM - Eugene Marinelli

<b>Status:</b>	Wontfix	<b>Start date:</b>	
<b>Priority:</b>	Tabled	<b>Due date:</b>	
<b>Assignee:</b>	Ryan Cahoon	<b>% Done:</b>	0%
<b>Category:</b>	ColoNet	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	ColoNet		
<b>Description</b>			
This might not apply anymore with the new vision algorithm, <a href="#">r937</a>			

#### History

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**#1 - 01/18/2009 11:19 PM - Eugene Marinelli**

- Status changed from New to Assigned

**#2 - 03/21/2009 12:53 PM - Rich Hong**

- Category set to ColoNet

**#3 - 09/30/2010 07:45 PM - John Sexton**

- Status changed from Assigned to Wontfix