

## Colony - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	Category	% Done
325	Task	Fixed	High	Control Robot Processes	Brad Neuman	03/21/2009 12:51 PM	Simulator	0
347	Enhancement	Fixed	High	Deal with speed issues	Brad Neuman	03/21/2009 12:51 PM	Simulator	0
324	Task	Fixed	High	Share Motor Values with Simulator	Andrew Yeager	03/21/2009 12:51 PM	Simulator	0
333	Task	Fixed	High	Simulate Multiple Robots	Brad Neuman	03/21/2009 12:51 PM	Simulator	0
345	Task	Wontfix	Normal	Circles in Environment	Nico Paris	10/02/2010 07:25 PM	Simulator	80
339	Task	Fixed	Normal	Clean up memory for multiple robots in simulator	Brad Neuman	04/03/2009 05:09 PM	Simulator	0
331	Enhancement	Fixed	Normal	Cleanup on Closure	Brad Neuman	03/21/2009 12:51 PM	Simulator	0
346	Task	Fixed	Normal	Collisions with Obstacles	Ben Poole	04/03/2009 05:10 PM	Simulator	0
326	Task	Wontfix	Normal	Display Robots in GUI	Siyuan Feng	09/25/2010 03:14 PM	Simulator	0
332	Task	Wontfix	Normal	Environments	Nico Paris	10/02/2010 07:11 PM	Simulator	0
365	Bug	Fixed	Normal	Fix race condition in simulator	Brian Coltin	03/26/2009 01:54 PM	Simulator	0
419	Bug	Wontfix	Normal	Fix Rangefinder numbering in simulator	Rich Hong	09/30/2010 08:18 PM	Simulator	0
446	Task	Wontfix	Normal	Implement the BOM in the Simulator	Brad Neuman	09/30/2010 08:17 PM	Simulator	0
348	Task	Wontfix	Normal	Manage Robots through GUI	Siyuan Feng	09/25/2010 03:15 PM	Simulator	0
367	Enhancement	Fixed	Normal	Prevent loading of non robot code into the simulator	Brad Neuman	04/10/2009 05:13 PM	Simulator	0
328	Task	Wontfix	Normal	Simulate Motors		10/02/2010 07:11 PM	Simulator	0
350	Task	Wontfix	Normal	Simulating Wireless		09/25/2010 03:16 PM	Simulator	0
470	Enhancement	Wontfix	Normal	Simulator Ideas		09/30/2010 08:04 PM	Simulator	0
447	Enhancement	Wontfix	Low	add debugging support in simulator	Brian Coltin	09/25/2010 03:11 PM	Simulator	0
327	Task	Fixed	Low	Simulate Rangefinders	Nico Paris	03/21/2009 12:51 PM	Simulator	0
349	Task	Wontfix	Tabled	Simulator Logging		09/30/2010 07:50 PM	Simulator	0