

## Colony Scout - Issues

| #    | Tracker     | Status  | Priority | Subject   | Assignee    | Updated             | Category       | % Done |
|------|-------------|---------|----------|---|-------------|---------------------|----------------|--------|
| 2112 | Task        | Fixed   | Normal   | Clean up GUI code                                       | Alex Zirbel | 02/17/2013 07:20 PM | Scoutsim       | 0      |
| 2122 | Bug         | Fixed   | Normal   | Standardize encoders                                    | Alex Zirbel | 02/03/2013 03:24 PM | Scoutsim       | 0      |
| 2132 | Bug         | Fixed   | Normal   | Delay before motor commands start                       | Alex Zirbel | 02/03/2013 03:23 PM | Scoutsim       | 0      |
| 2111 | Task        | Fixed   | Normal   | Make scoutsim debugging tools able to run on any scout. | Alex Zirbel | 01/19/2013 03:12 PM | Scoutsim       | 0      |
| 1824 | Task        | Fixed   | Normal   | Create ROS Node: Sonar                                  | Alex Zirbel | 10/26/2011 05:37 PM | OS             | 0      |
| 2113 | Task        | Wontfix | Normal   | Clean up scoutsim code                                  | Alex Zirbel | 02/28/2013 12:16 PM | Scoutsim       | 0      |
| 2114 | Enhancement | Wontfix | Normal   | Make it easier to make new behaviors                    | Alex Zirbel | 02/28/2013 12:15 PM | Scoutsim       | 0      |
| 2120 | Bug         | Wontfix | Normal   | Remove old teleop and clean up scoutsim folder          | Alex Zirbel | 02/28/2013 12:13 PM | Scoutsim       | 0      |
| 1724 | Task        | Wontfix | Normal   | Money Requisition                                       | Alex Zirbel | 12/02/2012 03:45 PM | Administrative | 0      |