

Colony Scout - Issues

| # | Tracker | Status | Priority | Subject | Assignee | Updated | Category | % Done |
|------|-------------|---------|----------|---|-------------|---------------------|----------|--------|
| 2138 | Bug | Fixed | Normal | Look into timestamps in sonar | Hui Jun Tay | 02/28/2013 12:11 PM | Scoutsim | 0 |
| 2136 | Task | Fixed | Normal | Change teleop_on behavior. | Hui Jun Tay | 02/28/2013 12:12 PM | Scoutsim | 0 |
| 2134 | Bug | Fixed | Normal | Concurrency Issue with Behavior Overwrite | Yuyang Guo | 02/18/2013 06:48 PM | Scoutsim | 100 |
| 2133 | Bug | Fixed | Normal | Adding scout with an empty name is bad. | Yuyang Guo | 02/18/2013 06:48 PM | Scoutsim | 100 |
| 2132 | Bug | Fixed | Normal | Delay before motor commands start | Alex Zirbel | 02/03/2013 03:23 PM | Scoutsim | 0 |
| 2131 | Bug | Fixed | Normal | Resume button doesn't work | Yuyang Guo | 02/17/2013 07:19 PM | Scoutsim | 100 |
| 2130 | Bug | Fixed | Normal | Running a scout then starting teleop | Hui Jun Tay | 02/28/2013 12:14 PM | Scoutsim | 0 |
| 2129 | Bug | Fixed | Normal | Killing and respawning makes a scout uncontrollable | Yuyang Guo | 02/17/2013 07:25 PM | Scoutsim | 100 |
| 2122 | Bug | Fixed | Normal | Standardize encoders | Alex Zirbel | 02/03/2013 03:24 PM | Scoutsim | 0 |
| 2112 | Task | Fixed | Normal | Clean up GUI code | Alex Zirbel | 02/17/2013 07:20 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 |
| 2120 | Bug | Wontfix | Normal | Remove old teleop and clean up scoutsim folder | Alex Zirbel | 02/28/2013 12:13 PM | Scoutsim | 0 |
| 2114 | Enhancement | Wontfix | Normal | Make it easier to make new behaviors | Alex Zirbel | 02/28/2013 12:15 PM | Scoutsim | 0 |
| 2113 | Task | Wontfix | Normal | Clean up scoutsim code | Alex Zirbel | 02/28/2013 12:16 PM | Scoutsim | 0 |