

Colony Scout - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	Category	% Done
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
2130	Bug	Fixed	Normal	Running a scout then starting teleop	Hui Jun Tay	02/28/2013 12:14 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
2136	Task	Fixed	Normal	Change teleop_on behavior.	Hui Jun Tay	02/28/2013 12:12 PM	Scoutsim	0
2138	Bug	Fixed	Normal	Look into timestamps in sonar	Hui Jun Tay	02/28/2013 12:11 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
2129	Bug	Fixed	Normal	Killing and respawning makes a scout uncontrollable	Yuyang Guo	02/17/2013 07:25 PM	Scoutsim	100
2112	Task	Fixed	Normal	Clean up GUI code	Alex Zirbel	02/17/2013 07:20 PM	Scoutsim	0
2131	Bug	Fixed	Normal	Resume button doesn't work	Yuyang Guo	02/17/2013 07:19 PM	Scoutsim	100
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