

## Colony Scout - Issues

| #    | Tracker     | Status  | Priority | Subject                                                               | Assignee    | Updated             | Category       | % Done |
|------|-------------|---------|----------|-----------------------------------------------------------------------|-------------|---------------------|----------------|--------|
| 971  | Enhancement | Fixed   | Normal   | Remove led bar and use individual LEDs instead                        |             | 01/11/2010 08:32 PM |                | 0      |
| 1799 | Enhancement | Fixed   | Normal   | Setup support@colony scout.com                                        | Dan Shope   | 10/10/2011 04:02 PM | Administrative | 100    |
| 1469 | Enhancement | Fixed   | Normal   | Spring return on rocker pivot                                         | Alex Munoz  | 10/16/2010 03:57 PM | Mechanical     | 0      |
| 1485 | Enhancement | Fixed   | Normal   | Viability of switching Gyros (larger range, faster, cheaper, smaller) | Dan Shope   | 10/05/2011 03:43 PM | Scoutfly       | 0      |
| 1016 | Enhancement | Wontfix | Normal   | ESD Protection                                                        | Kevin Woo   | 07/29/2010 07:14 PM | Scoutfly       | 0      |
| 1017 | Enhancement | Wontfix | Normal   | Separate grounds                                                      | Kevin Woo   | 07/29/2010 07:12 PM | Scoutfly       | 0      |
| 1015 | Enhancement | Fixed   | Normal   | Resnets for LED arrays                                                | Kevin Woo   | 01/16/2010 02:47 PM | Scoutfly       | 0      |
| 1003 | Enhancement | Fixed   | Normal   | Replace giant DPAK BJTs with a smaller one                            | Kevin Woo   | 01/15/2010 04:35 PM | Scoutfly       | 0      |
| 972  | Enhancement | Fixed   | Normal   | Replace RF chip crystal with smaller oscillator                       | Kevin Woo   | 01/12/2010 09:34 PM | Scoutfly       | 0      |
| 2114 | Enhancement | Wontfix | Normal   | Make it easier to make new behaviors                                  | Alex Zirbel | 02/28/2013 12:15 PM | Scoutsim       | 0      |