

Status	Priority	Description
General		
Not Started	Low	Buttons not responding. Example is color button for chipcup
Not Started	Low	Hard to select certain buttons
Spectro		
Completed	Low	Need a "run time" capability -- we will need to present a given signal for a certain amount of time (we haven't selected the time, yet, but it will probably be less than one minute). We would like to have a "timer" available as an OPTIONAL signal variable. This might be shown as a "Run Time" button on the signal definition screen (i.e., the screen that allows you to select the colors and intensity).
Completed	Medium	Screen Title - The signal type selection page (with the different temporal signals you can select) should have a title, so you can distinguish it from the Preset page.
Completed	Medium	Start Button - When you select a signal type (e.g. 6 Hz, SOS Mod, etc.) it takes you to the signal definition screen (to select colors and intensity). It is possible to press the "Start" button even if the signal has not been completely specified (e.g. you only put in 2 colors for a 3-color Chipp). If you do this, the screen just sits there. A better way to handle this situation would be either (1) gray out the Start button until the signal has been completely defined, or (2) provide an error message.
Not Started	High	Timer Functionality- Optional for a signal, stop overrides timer
Not Started	Low	It would make more sense to put the "Set Intensity" button below the intensity field on the left side of the screen.
Completed	High	"Current Pattern" field - When you select a new pattern, that pattern name should be immediately displayed as the "Current Pattern" in the top left section of the screen. As it currently works, you select a new pattern, but the OLD pattern name is displayed until you select "Start". This is confusing, since you aren't sure which pattern will be generated. On the other hand, the "Intensity" information works correctly, as soon as you enter a new intensity, it gets updated in the upper left section of the screen. Make the Current
Completed	High	Give the Presets screen a title ("Presets"), so the user knows they are in that screen and not in the signal selection/definition screen.
Completed	High	Do not "Start" a Preset signal until the Start button is selected - Currently, as soon as you select a Preset from the list, it automatically begins to run. Please require that the user press the Start button in order to turn on the signal (that's the way the non-presets work). We need to select our signal and then WAIT until it's time to turn it on.
Completed	Medium	There are currently only 12 Presets Available. It would be nice to have 16-20 presets (one full screen of choices).
Completed	High	We need to be able to DELETE Presets as needed. Currently, you can only delete a Preset when the entire screen of the preset is all white (where there are 12 presets saved). If I only need 2 Presets saved, then only 6 should be in the Preset List. Please add a Delete button to the Preset screen: if I select a given Preset signal and then Press Delete, that signal should be deleted from the Preset list.
Completed	High	If the Preset list is full, and you create another signal and press "Save as Preset," give an Error Message (such as "Preset list full; you must delete a signal before you can save"), OR, gray out the "Save Preset" button and write "List Full" below it.
In Progress	High	Because of the touchscreen reliability issues above, the user needs some kind of feedback after pressing the "Save as Preset" button. Several times when I pressed the button, it didn't work, but when I looked at the Preset page, it wasn't there. Maybe if it is actually saved, you could show "Saved" above the button. (Or is that button supposed to take you to a new screen?)