Colony Scout - Enhancement #2114

Make it easier to make new behaviors

11/12/2012 07:15 PM - Alex Zirbel

Status:	Wontfix		**Start date:**	11/12/2012
Priority:	Normal		**Due date:**	
Assignee:	Alex Zirbel		**% Done:**	0%
Category:	Scoutsim		**Estimated time:**	0.00 hour
Target version:				

Description

Make the makefile check the behaviors/ folder and compile anything it finds there into a behavior. Auto-generate any lists which need to exist to refer to these behaviors.

History

#1 - 02/28/2013 12:15 PM - Alex Zirbel

- Status changed from Assigned to Wontfix

Migrating to:

http://roboticsclub.org/redmine/projects/colonyscout/wiki/ScoutsimTodo