

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>