Adding a new task to SL

Getting the File

If you want to add a new task to SL, you will first have to download the file and save it in the corresponding source code folder.

- download MeinBEISPIEL_task.c from the course web page.
- save it in ~/robolab/barrett/src/

Adding the function

In SL, tasks are added through the initUsersTasks function. This function contains the calls to the user generated robot tasks.

- open the file ~/robolab/barrett/src/initUserTasks.c

In the initUserTasks function body, add the lines:

- extern void add_MeinBEISPIEL_task(void);
- add_MeinBEISPIEL_task();

Adapting iMake

Finally, the last thing you will have to do is to add the new source code file to the iMakefile:

- Open ~/robolab/barrett/makefiles/imakefile.unix

Under SRCS_XBARRETT and OBJS_XBARRETT respectively, add the lines

- MeinBEISPIEL_task.c \
- MeinBEISPIEL_task.o \

That's it. Recompile, start SL and your new task should be there.