

## MAUS - Feature #188

### refactor SConstruct

08 November 2010 15:46 - Tunnell, Christopher

<b>Status:</b>	Rejected	<b>Start date:</b>	08 November 2010
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>	Rogers, Chris	<b>% Done:</b>	0%
<b>Category:</b>	Build System	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Future MAUS release		
<b>Workflow:</b>			
<b>Description</b>			
per Roger's request. It could be cleaned up and documented a bit: ie. use_root stuff.  needed before release			
<b>Related issues:</b>			
Has duplicate MAUS - Feature #342: scon cleanup		<b>Closed</b>	<b>23 February 2011</b>

### History

#### #1 - 23 February 2011 16:52 - Tunnell, Christopher

- Assignee changed from Tunnell, Christopher to Rogers, Chris

in duplicate [#342](#) Rogers said he'd do this

#### #2 - 24 February 2011 09:18 - Rogers, Chris

- Should also enforce dependency tree
- Should also check clean really cleans

#### #3 - 15 April 2011 10:09 - Tunnell, Christopher

this done?

#### #4 - 15 April 2011 15:26 - Rogers, Chris

still open...

#### #5 - 30 April 2011 10:55 - Tunnell, Christopher

see r465. it's yet another cleanup where I used pylint disable-msg.

Also, Scons -c works now and has for a while. What's required to close this for v1.0?

#### #6 - 10 May 2011 18:35 - Tunnell, Christopher

- Target version changed from MAUS-v0.0.1 to Future MAUS release

Ping. This closed?

#### #7 - 11 May 2011 10:32 - Rogers, Chris

Nope

#### #8 - 07 October 2011 23:28 - Tunnell, Christopher

What's left on this?

#### #9 - 10 October 2011 09:22 - Rogers, Chris

- Status changed from Open to Rejected

Most of it. I still don't think the code is very clear. I'll just reject the issue until I have time (probably never).