

Picobot

Rules

```
#
# Hashtag lines are optional comments
#

# state 0 with nothing N: go one step N
0 x*** -> N 0

# state 0 with something to the N: go W + into st 1
# ** This will crash if picobot has a wall to the W! **
0 N*** -> W 1

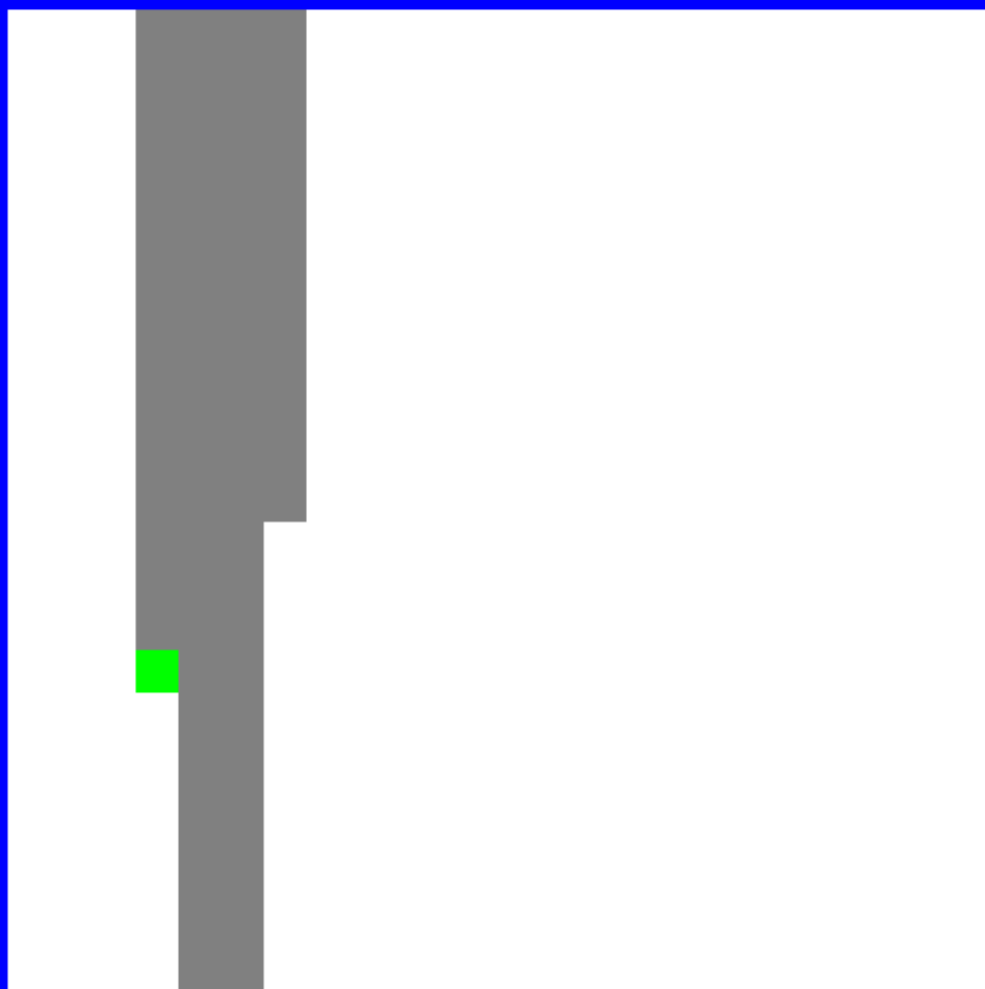
# state 1 with nothing to the S: go one step S
1 ***x -> S 1

# state 1 with something to the S: stay put + into state 0
1 ***S -> X 0
```

Enter rules for Picobot

Be sure to hit "Enter rules" after making changes.

Messages



Go

Stop

Step

Reset

<..

MAP

..>

1

State

xxxx

Surroundings

455

Cells to go

1 ***X -> S 1

Previous Rule

1 ***X -> S 1

Next Rule

West

East

- Teleport Robot -

North

South