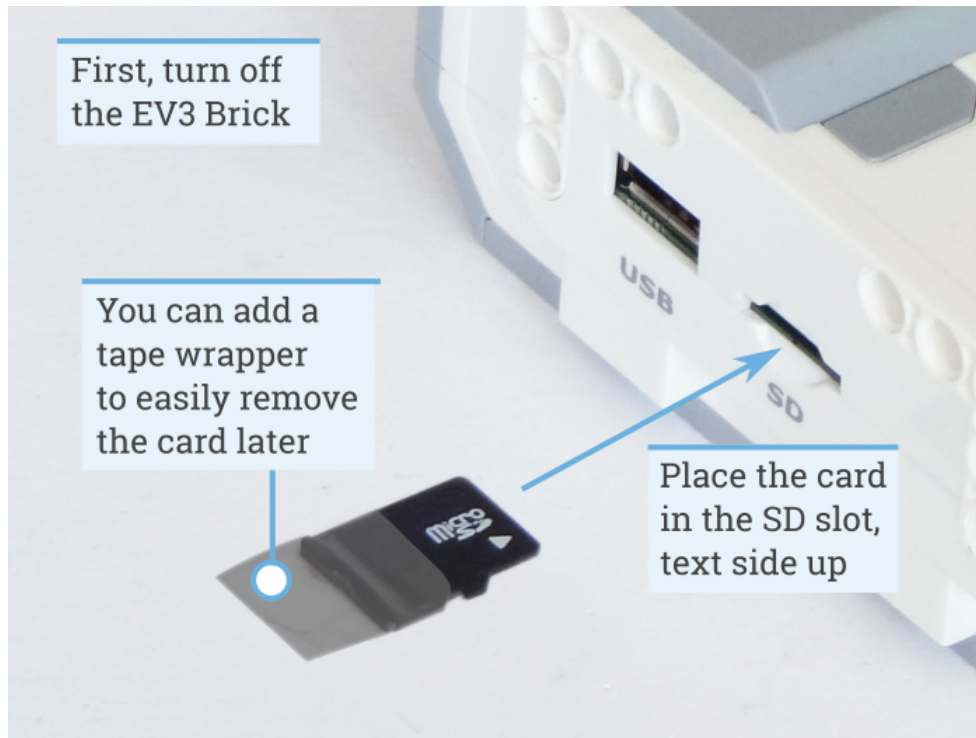


## Using the EV3 Brick

Make sure the EV3 Brick is turned off. Insert the microSD card you prepared into the microSD card slot on the EV3 Brick, as shown in [Figure 4](#).



*Figure 4 : Inserting the flashed microSD card into the EV3 Brick*

## Turning the EV3 Brick on and off

Turn on the EV3 Brick by pressing the dark gray center button.

The boot process may take several minutes. While booting, the EV3 Brick status light turns orange and blinks intermittently, and you'll see a lot of text on the EV3 screen. The EV3 Brick is ready for use when the status light turns green.

To turn the EV3 Brick off, open the shutdown menu with the back button, and then select *Power Off* using the center button, as shown in [Figure 5](#).

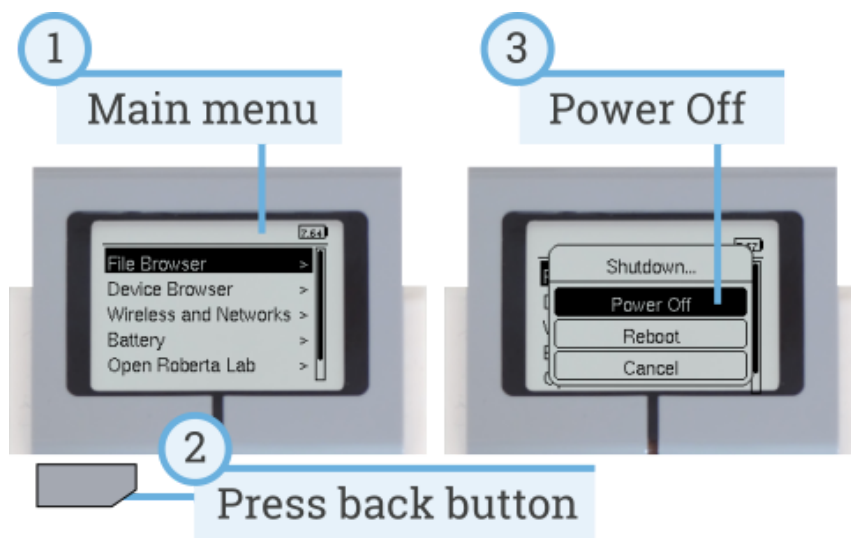


Figure 5 : Turning the EV3 Brick off

## Viewing motor and sensor values

When you're not running a program, you can view motor and sensor values using the device browser, as shown in [Figure 6](#).

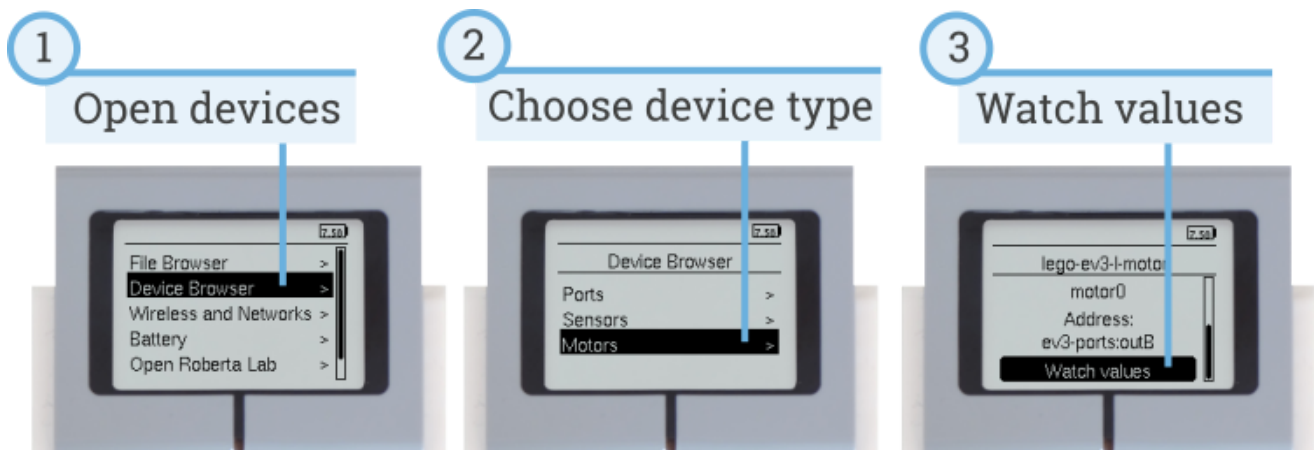


Figure 6 : Viewing motor and sensor values

## Running a program without a computer

You can run previously downloaded programs directly from the EV3 Brick.

To do so, find the program using the *file browser* on the EV3 screen and press the center button key to start the program as shown in [Figure 7](#).

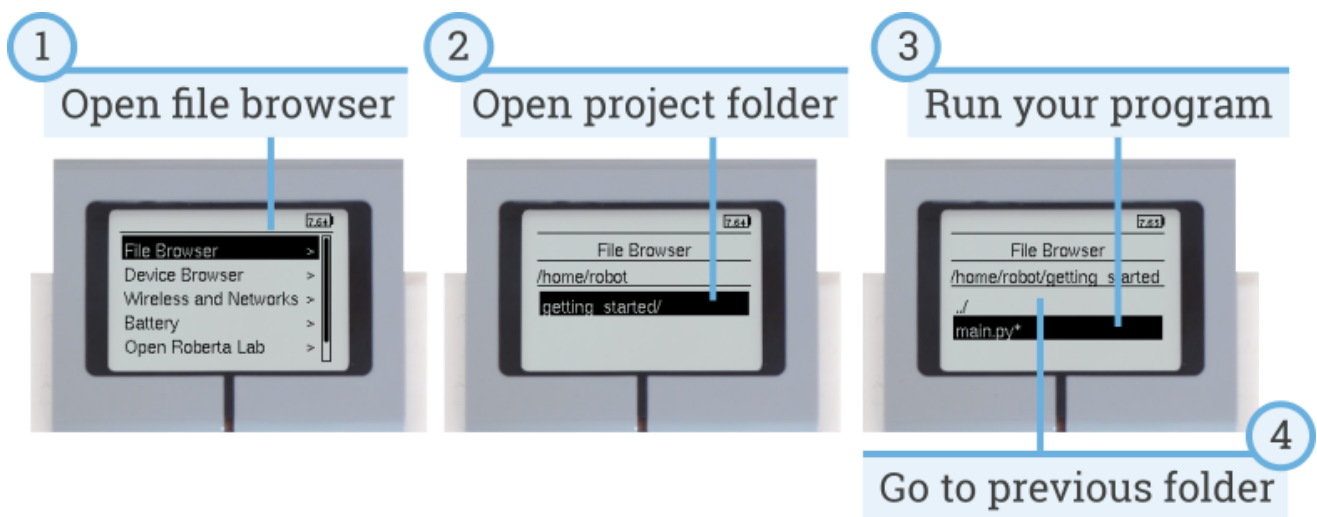


Figure 7 : Starting a program using the buttons on the EV3 Brick

## Going back to the original firmware

You can go back to the LEGO® firmware and your LEGO programs at any time. To do so:

1. Turn the EV3 Brick off as shown above.
2. Wait for the screen and brick status light to turn off.
3. Remove the microSD card.
4. Turn the EV3 on.