Create tracks

Learn how to create tracks.

Overview

Generally speaking, there are four steps to creating a track:

1. Create the initial track (either from scratch, a template, or an existing track)
2. Add challenges and scripts
3. Test it
4. Publish it

Create tracks from templates

Creating tracks from templates can save you time because templates provide a pre-defined sandbox, and some
challenges to build off of.

🌐 Web UI💻

Click **Create track** on the *Content page,* followed by **Use template** from the
dropdown.

Click the template you wish to use.

Input a **Track title** and a **Track slug**.

Finally, click **Create**.

A **track slug** is a unique identifier for your tracks, often used in URLs.

💻 Instruqt CLI

Run the following command to create a track:

instruqt track create

Input a track title.

When asked to select a build method, input 2 to select *From a template*.

When asked to select a template, input a number corresponding to the desired
template.

Create tracks from scratch

Creating tracks from scratch lets you define every aspect of a track, from the start.

🌐 Web UI

Click **Create track**, followed by **Start from scratch** from the dropdown.

In the **Settings** section, click **Edit**.

In the **Track name** field, input the track name.

💻 Instruqt CLI

Run the following command to create a track:

Copy

instruqt track create

Input a track title.

When asked to select a build method, input **1** to select *From scratch*.

Duplicate tracks

🌐 Web UI💻

Click ••• on the track you want to duplicate, followed by **Duplicate track**.

Input a track title and slug.

If you are a member of multiple teams, select which team you want to duplicate to.

Click **Create**.

💻 Instruqt CLI

Run the following command to duplicate an existing track:

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instruqt track create --title "Blah" --from <team>/<existing-track-slug>