**Some things to know about Momentum:**

**Random names of things you run.**

* First you need to write a ‘Process’
* This then needs to be encompassed in an ‘Experiment’ that says where the containers in the process come from. Usually these start with ‘E\_’
* This can also be contained in a ‘Campaign’, but we haven’t really used this so far.
* When you run something you need to load a ‘WorkUnit’. This can be done either with the orange plus or the ‘Load WorkUnit’ button.
* When a ‘WorkUnit’ is running you can click on Run/Runtime Activity to watch things happen.
* After a ‘WorkUnit’ has run you need to remember to unload it so the next user doesn’t have to deal with it.
* After a ‘WorkUnit’ is run you can look at any info about it using the History/Load Archive button.

**Updating Infinite and EVO scripts in Momentum**

* If you make a new Infinite or EVO script that you want to run through Momentum you will need to take that instrument offline and ‘Refresh Properties’.
* To ‘Refresh Properties’ for the Infinite you will need to take the whole system offline by clicking Run/Normal.
* Then your new script should appear in the Script name or Protocols list under ‘Values’ ‘Edit...’.

If you update the EVOware password, you can update this in View/Editors/Profile and double click on ‘EVO’. System needs to be offline to edit the password.