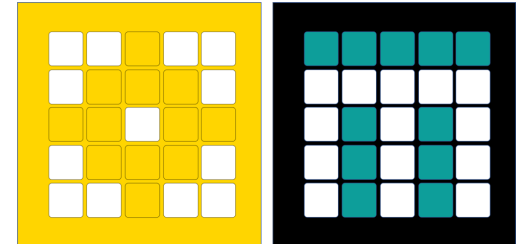


PRIME LESSONS

By the Makers of EV3Lessons



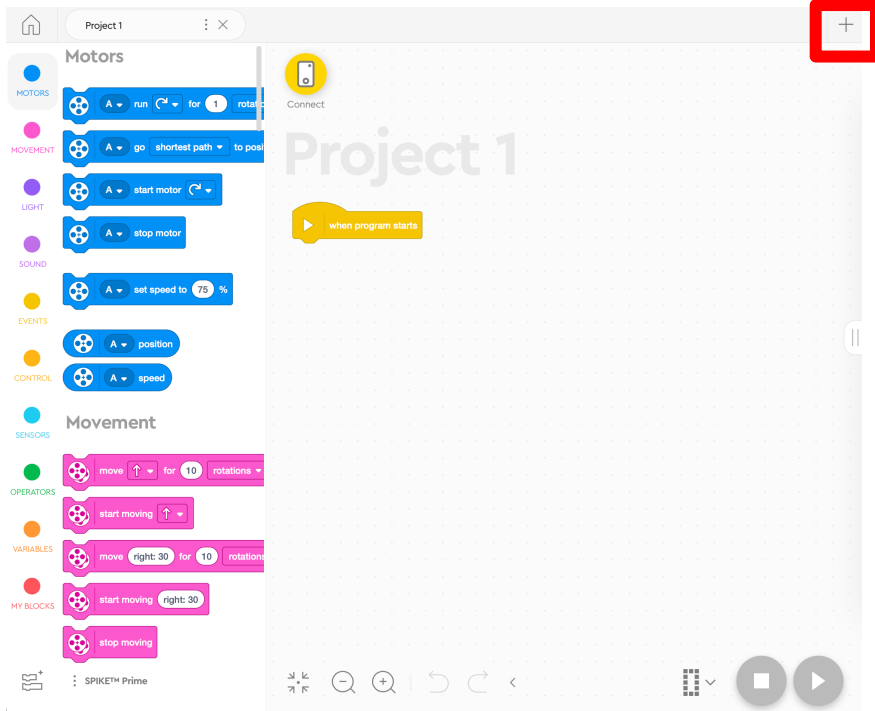
MANAGING PROJECTS

BY SANJAY AND ARVIND SESHAN

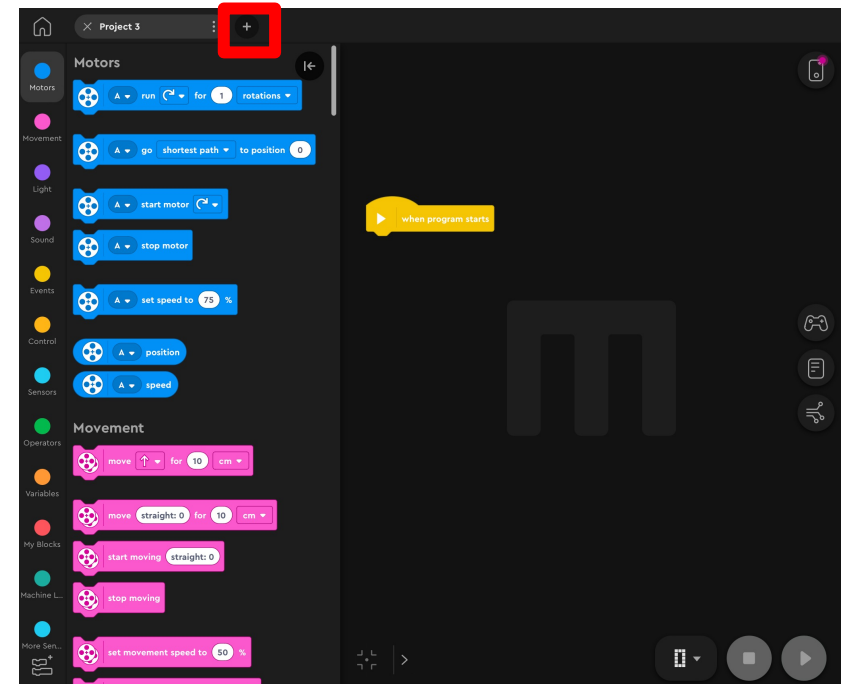
LESSON OBJECTIVES

- Learn how to create and name projects
- Learn how to duplicate and delete projects
- Learn how to copy code across projects
- Learn how to order your projects on your Hub
- Learn how to share project files

CREATE PROJECTS



To create a new project, click on the + sign in either SPIKE Prime or Robot Inventor



DELETE, DUPLICATE, RENAME IN SPIKE PRIME

My Projects

Search

SELECT ALL | DELETE | DUPLICATE | RENAME

List/icon view

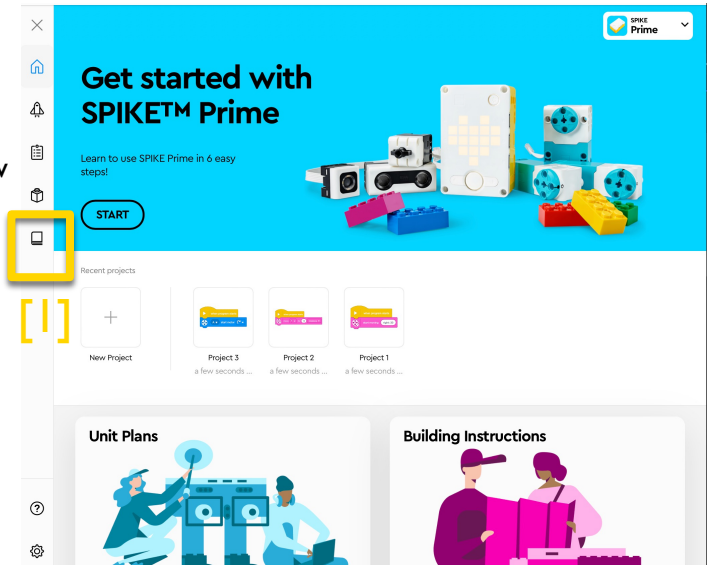
<input type="radio"/>	Name	Size	Modified	Created
<input type="radio"/>	Project 3	19 KB	3 minutes ago	May 12, 2023 9:30 AM
<input type="radio"/>	Project 2	19 KB	3 minutes ago	May 12, 2023 9:30 AM
<input type="radio"/>	Project 1	18 KB	3 minutes ago	May 12, 2023 9:30 AM

My Projects

Search

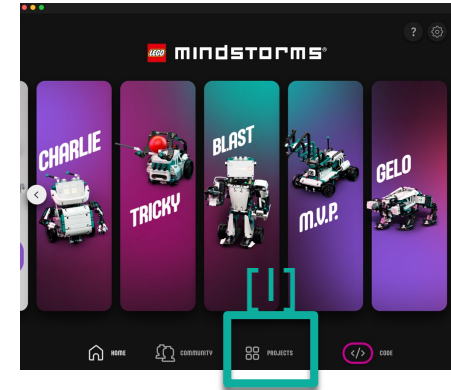
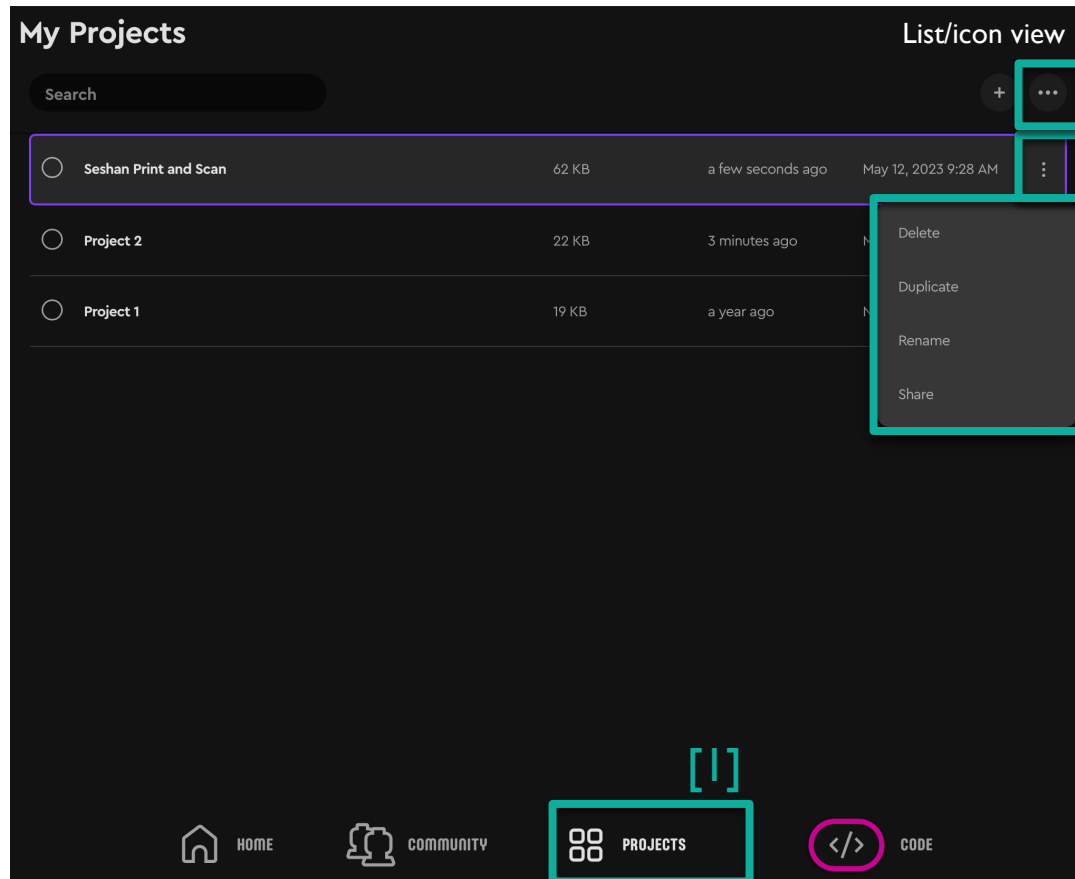
SELECT ALL | DELETE | DUPLICATE | RENAME | MOVE TO...

<input type="radio"/>	Name	Size	Modified	Created
<input type="radio"/>	Project 3	19 KB	2 minutes ago	May 12, 2023 9:30 AM
<input type="radio"/>	Project 2	19 KB	2 minutes ago	May 12, 2023 9:30 AM
<input type="radio"/>	Project 1	18 KB	2 minutes ago	May 12, 2023 9:30 AM



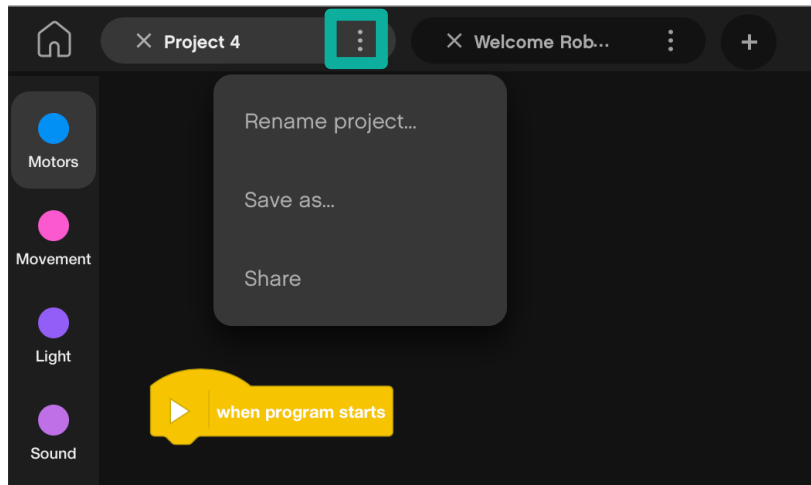
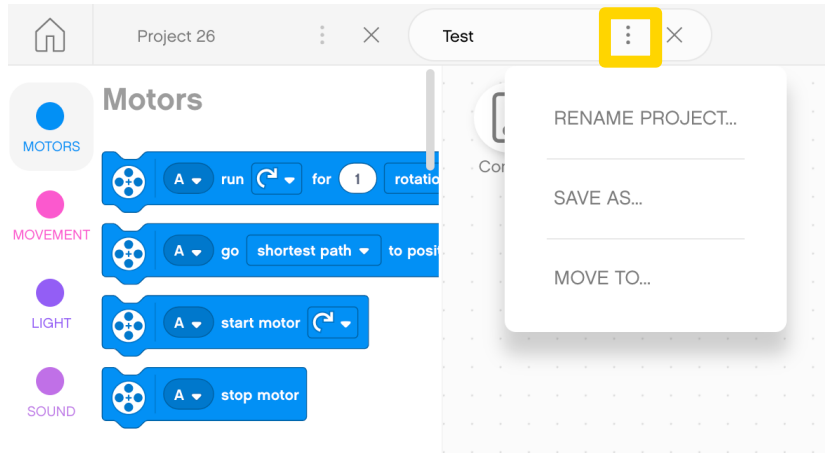
- Click on “My Projects” to view a list of the projects you have made.
- To edit an existing project click on the edit icon [2] and then select the project you want to modify. Select the desired action (delete or duplicate or rename or move) [3].

DELETE, DUPLICATE, RENAME IN ROBOT INVENTOR

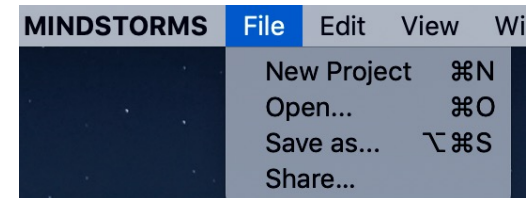
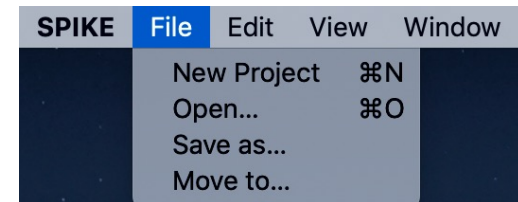


- Clicking on “Projects” at the bottom of the Home page shows a list of the projects you have made. [1]
- To edit an existing project click on the edit icon (3 dots) [2] and then select the project you want to modify. Select the desired action (delete or duplicate or rename or share) [3].

ANOTHER WAY TO RENAME PROJECTS

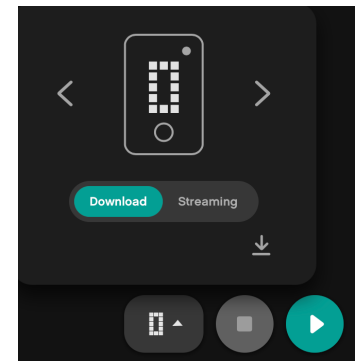
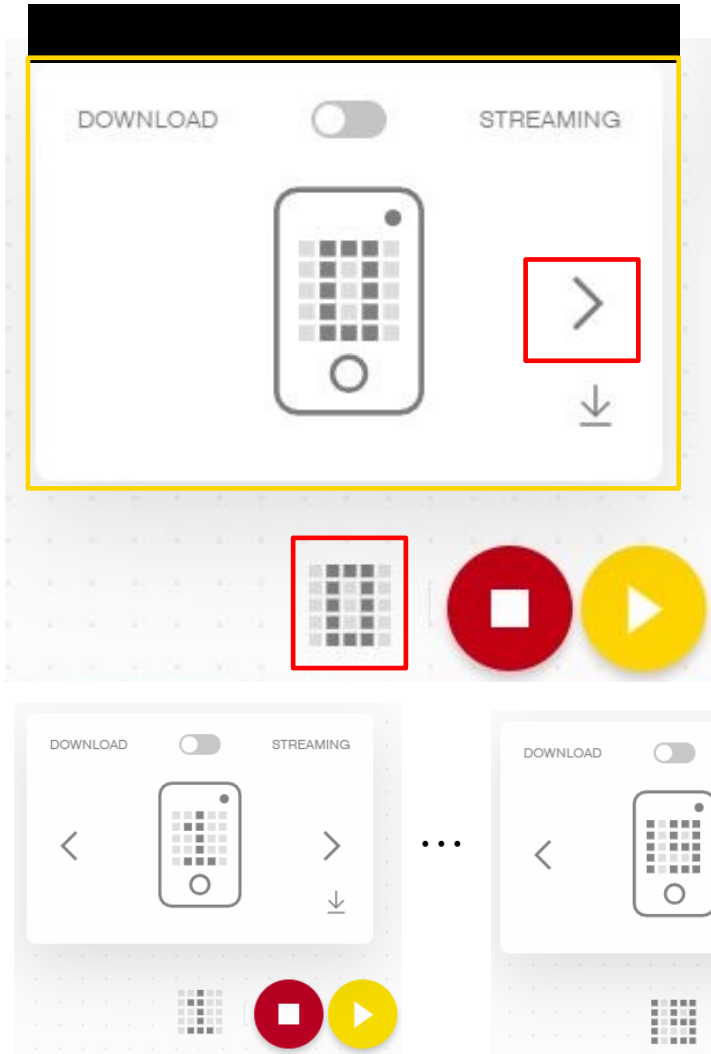


- The three dots (...) next to the Project name in both SPIKE Prime and Robot Inventor lets you rename projects and also save them to a different location
- Note: Robot Inventor lets you also share projects this way
- Some of these options are available from the App menu as well



ORDERING PROJECTS ON THE HUB

- The Download/Run Icon lets you pick the mode to download
- This is also where you can select what “slot” on the Hub you want your project to be saved in
- Use the arrow to change the number from 0 to any number between 0-19
- The Hub can store up to 20 programs
- This feature is available on both SPIKE Prime and Robot Inventor

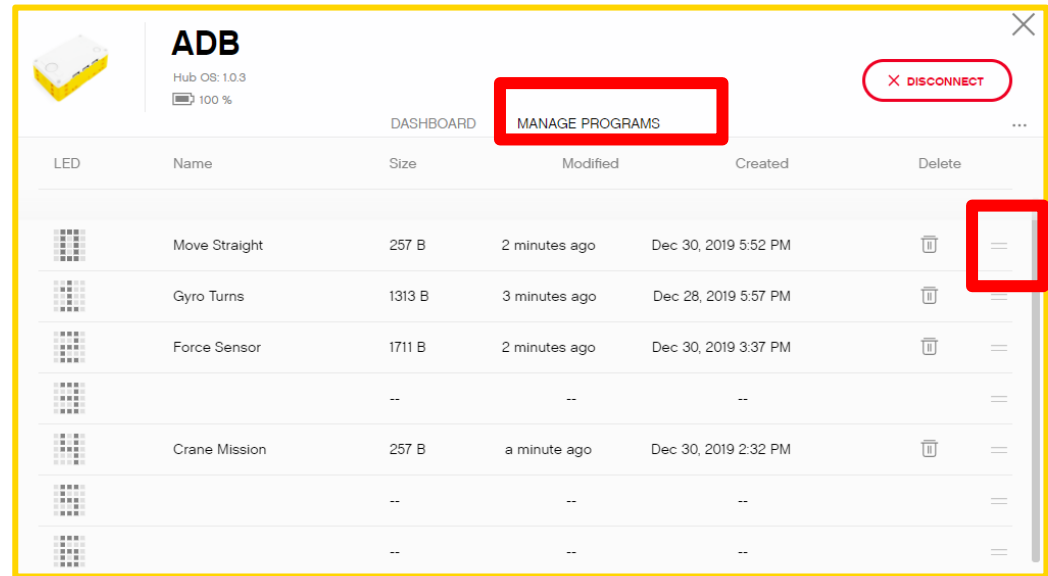


CHANGING THE ORDER OF PROJECTS (SPIKE PRIME)

Step 1: Click on the Hub icon



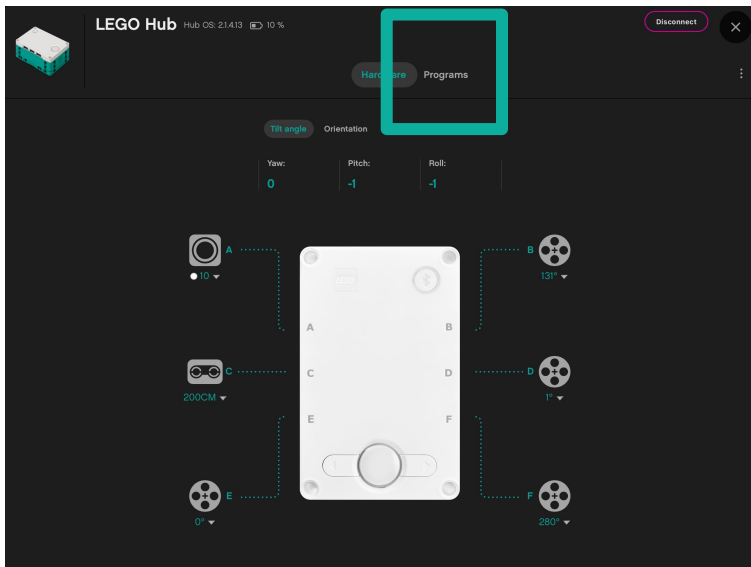
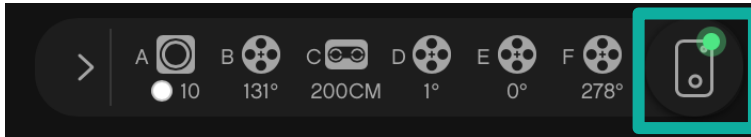
Step 2: Click on “Manage Programs”



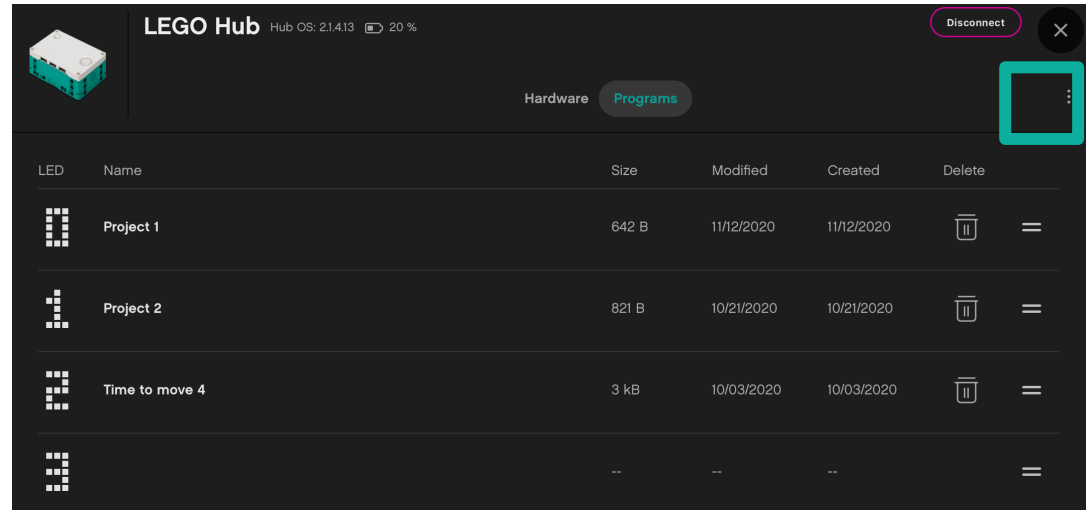
Step 3: Click on the two bars icon (=) in each row to drag the program to a new position. Use the trashcan icon to delete

CHANGING THE ORDER OF PROJECTS (ROBOT INVENTOR)

Step 1: Click on the Hub icon



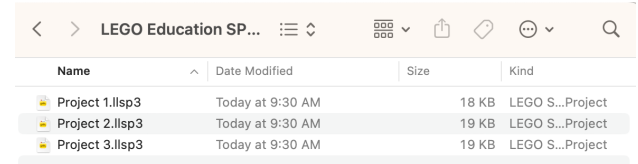
Step 2: Click on “Programs”







Step 3: Click on the two bars icon (=) in each row to drag the program to a new position. Use the trashcan icon to delete

SHARING PROJECTS IN SPIKE PRIME

- SPIKE Prime files have a .llsp (SPIKE 2) or .llsp3 (SPIKE 3) extension.
- You can find all the files saved in your My Documents folder
- You can email or share these files with anyone via email, etc.
- Projects do auto-save, however, it is good practice to backup your project files often since you cannot recover files from the Hub to your computer later

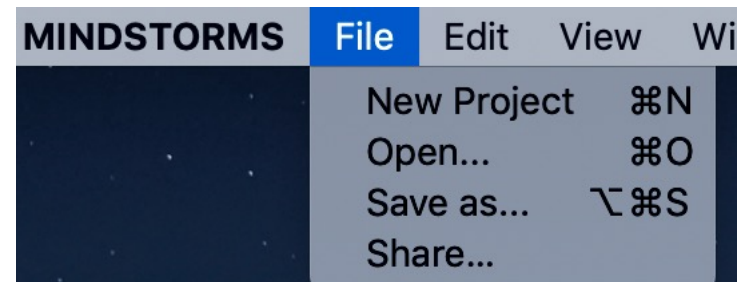
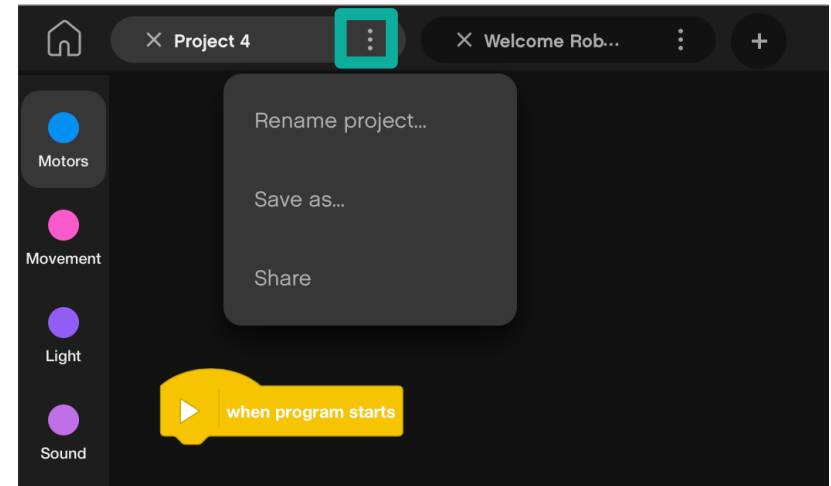


Name	Date Modified	Size	Kind
Project 1.llsp3	Today at 9:30 AM	18 KB	LEGO S...Project
Project 2.llsp3	Today at 9:30 AM	19 KB	LEGO S...Project
Project 3.llsp3	Today at 9:30 AM	19 KB	LEGO S...Project

 Crane Mission.llsp
 Force Sensor.llsp
 Gyro Turns.llsp
 Move Straight.llsp

SHARING PROJECTS IN ROBOT INVENTOR

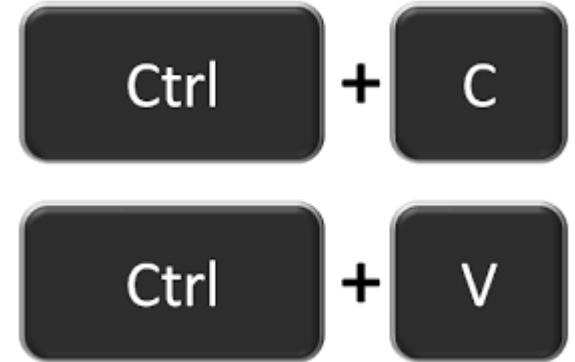
- Robot inventor files have an .lms extension
- Projects auto-save. However, if you want to change the name and location of the saved file, you can do so using the three dots next to the Project name.
- Sharing projects in Robot Inventor is very easy. The three dots next to the Project name has a Share button or you can locate the correct .lms file and share it with someone
- You can access these same features also from the menu



COPYING CODE BETWEEN PROJECTS IN SPIKE PRIME

- Click on the program stack you wish to copy to another project
- Hit CTRL-C to Copy the stack (⌘ Command-C on Mac OS X)
- Go to the other project file and hit CTRL-V (PASTE) (⌘ Command-V on Mac OS X)

- Unfortunately, using COPY-PASTE across projects does not work in Robot Inventor



CREDITS

- This lesson was created by Sanjay Seshan and Arvind Seshan for Prime Lessons
- More lessons are available at www.primelessons.org



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