

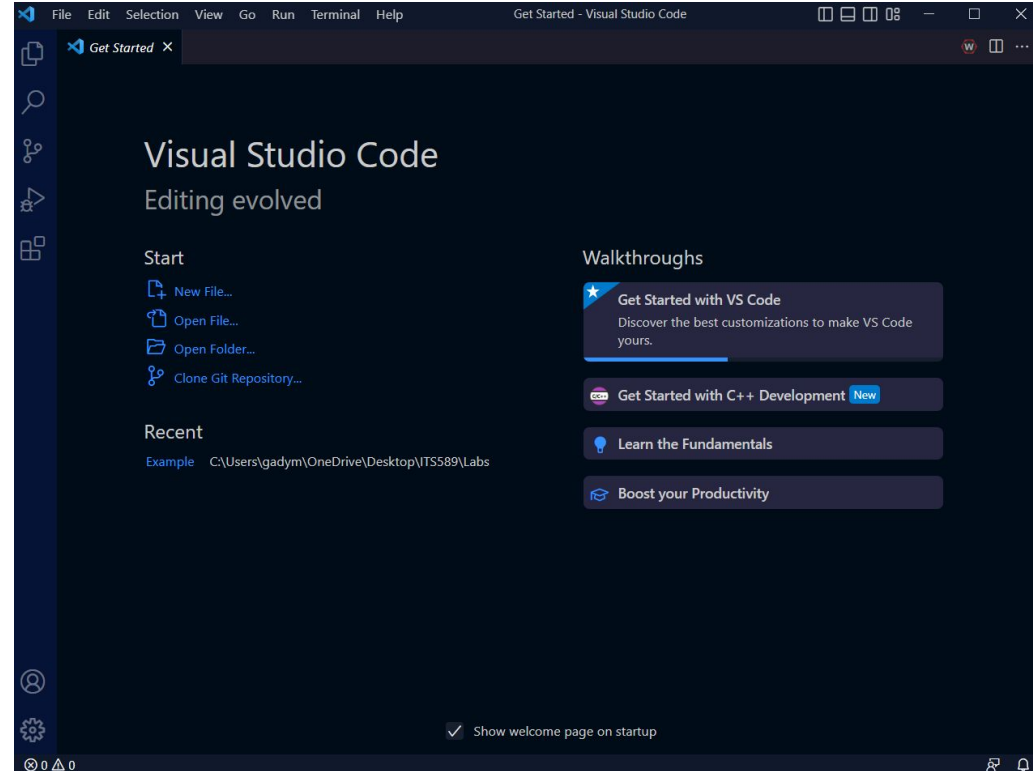
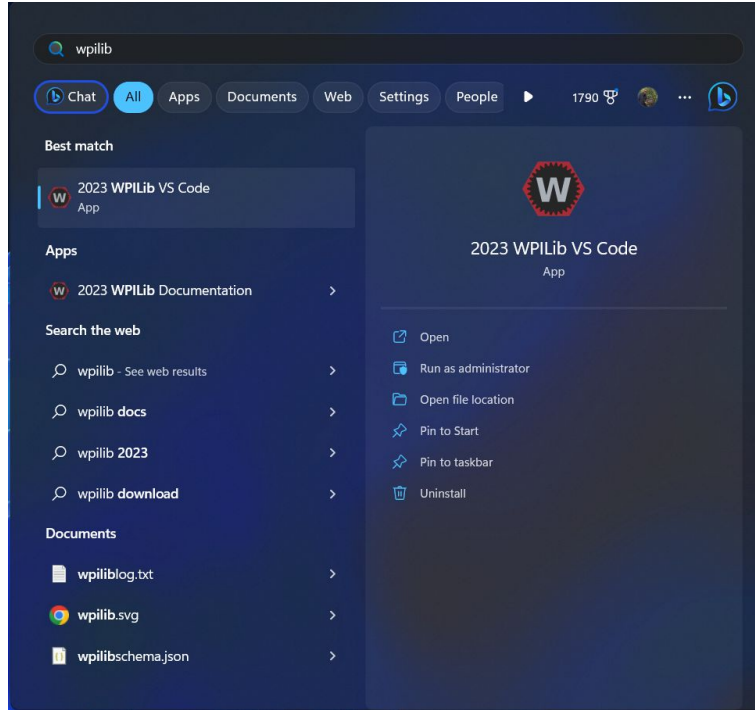
Creating a WPI project

589 Falcon Robotics

1. Install WPI Library + Game Tools

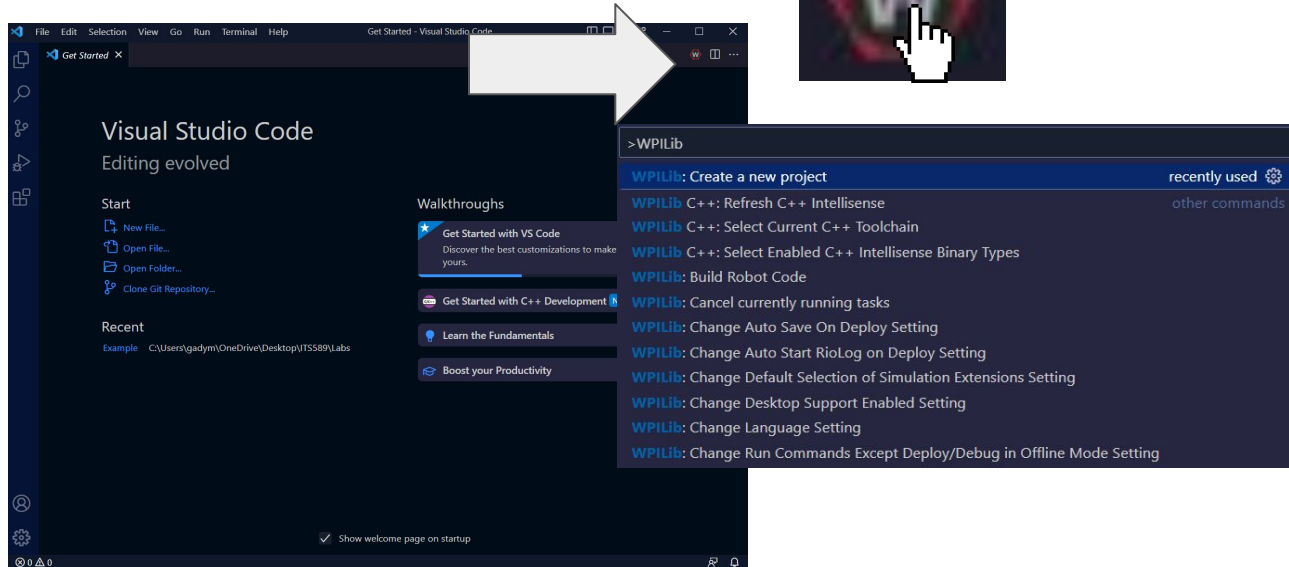
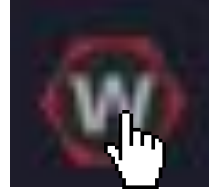
To install WPILib and game tools follow [this link](#), make sure to install everything.

2. Open WPILib VScode



3. Creating a WPILib Project

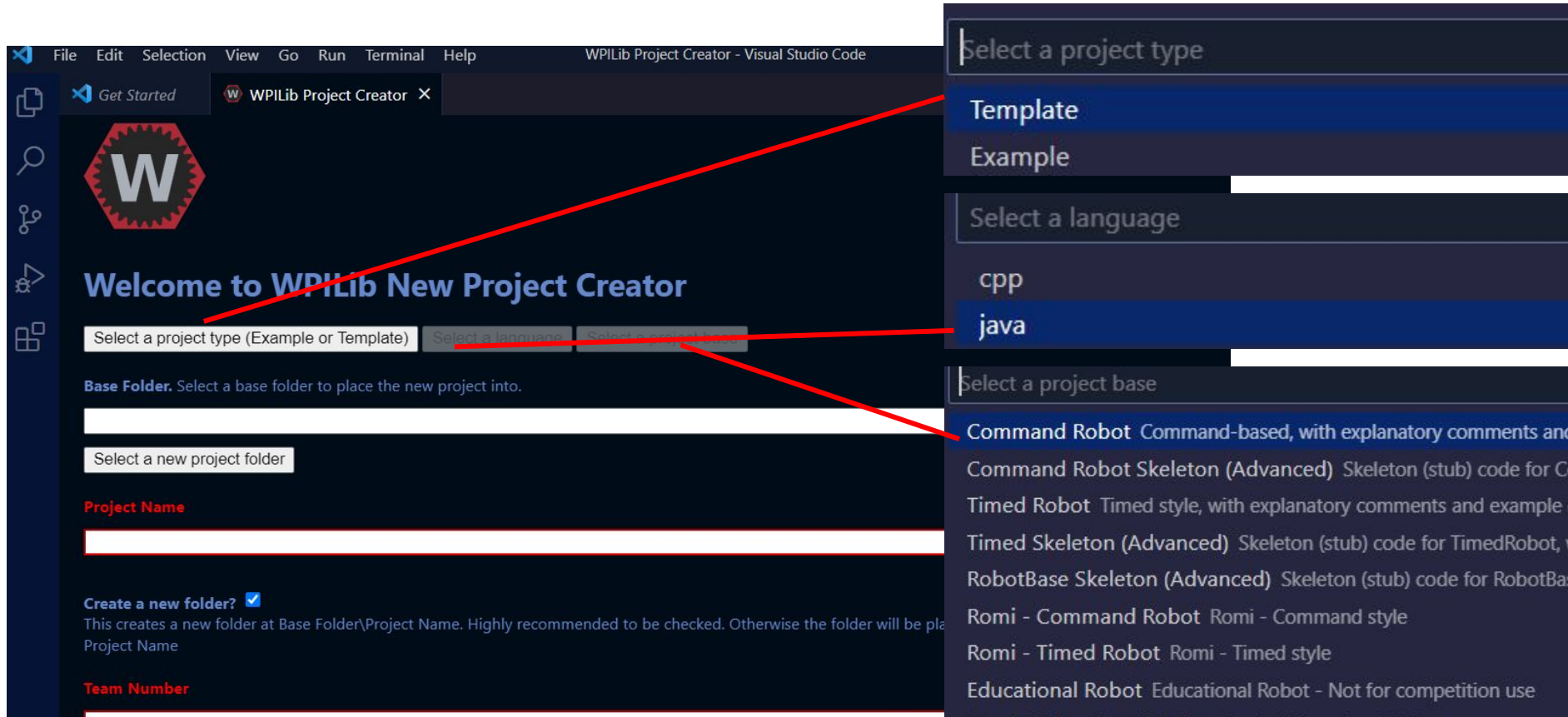
Click the “Magic W”, and the command palette for the WPILib Plugin should open, choose “Create a new Project”



Side note:

The “Magic W” is what you will be using to interact/deploy code and is the WPI Library extension that helps us create

4. Configuring the Project



The screenshot shows the WPILib Project Creator interface in Visual Studio Code. The main window displays a welcome message and several input fields for project configuration. A red arrow points from the 'Select a project type' dropdown in the main window to the 'Template' option in the configuration menu. Another red arrow points from the 'Select a language' dropdown in the main window to the 'java' option in the configuration menu. A third red arrow points from the 'Select a project base' dropdown in the main window to the 'Command Robot' option in the configuration menu.

WPILib Project Creator - Visual Studio Code

File Edit Selection View Go Run Terminal Help

Get Started WPILib Project Creator X

Welcome to WPILib New Project Creator

Select a project type (Example or Template) Select a language Select a project base

Base Folder. Select a base folder to place the new project into.

Select a new project folder

Project Name

Create a new folder? ☒

This creates a new folder at Base Folder\Project Name. Highly recommended to be checked. Otherwise the folder will be placed in the Base Folder

Team Number

Select a project type

- Template
- Example

Select a language

- cpp
- java

Select a project base

- Command Robot Command-based, with explanatory comments and example code
- Command Robot Skeleton (Advanced) Skeleton (stub) code for Command Robot
- Timed Robot Timed style, with explanatory comments and example code
- Timed Skeleton (Advanced) Skeleton (stub) code for TimedRobot
- RobotBase Skeleton (Advanced) Skeleton (stub) code for RobotBase
- Romi - Command Robot Romi - Command style
- Romi - Timed Robot Romi - Timed style
- Educational Robot Educational Robot - Not for competition use

4. Configuring the Project Cont.

File Edit Selection View Go Run Terminal Help WPILib Project Creator - Visual Studio Code

Get Started WPILib Project Creator X

Welcome to WPILib New Project Creator

Select a project type (Example or Template) Select a language Select a project base

Base Folder. Select a base folder to place the new project into.

Select a new project folder

Project Name

Create a new folder? ☒
This creates a new folder at Base Folder\Project Name. Highly recommended to be checked. Otherwise the folder will be placed at Base Folder and not utilize the Project Name

Team Number

Enable Desktop Support ☐
This is needed for simulation and unit testing support, however there are some cases where this will do some unexpected things during build. In addition, not all vendor libraries support desktop. This option can be set with the command "WPILib: Set Desktop Support" at any time.

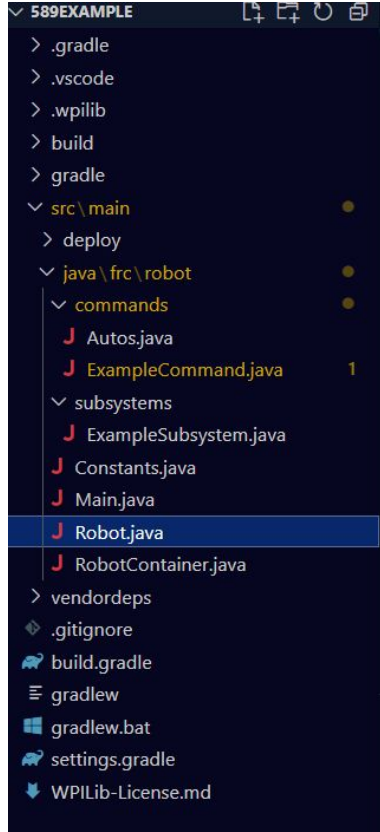
Generate Project

Any project
name

589

When done,
Generate
Project!

5. Finalizing Configuration



After the initial gradle build, your file tree should look similar to this.

Congrats you are ready to start coding!