

MotionDesk

Project and Experiment Management

For MotionDesk 4.8

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How to Contact dSPACE

Mail:	dSPACE GmbH Rathenaustraße 26 33102 Paderborn Germany
Tel.:	+49 5251 1638-0
Fax:	+49 5251 16198-0
E-mail:	info@dspace.de
Web:	http://www.dspace.com

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Tel.: +49 5251 1638-941 or e-mail: support@dspace.de

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dSPACE GmbH
Rathenaustraße 26
33102 Paderborn
Germany

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About This Document

Contents

This document introduces you to project and experiment management in MotionDesk.

Symbols

dSPACE user documentation uses the following symbols:

Symbol	Description
	Indicates a hazardous situation that, if not avoided, will result in death or serious injury.
	Indicates a hazardous situation that, if not avoided, could result in death or serious injury.
	Indicates a hazardous situation that, if not avoided, could result in minor or moderate injury.
	Indicates a hazard that, if not avoided, could result in property damage.
	Indicates important information that you should take into account to avoid malfunctions.
	Indicates tips that can make your work easier.
	Indicates a link that refers to a definition in the glossary, which you can find at the end of the document unless stated otherwise.
	Precedes the document title in a link that refers to another document.

Naming conventions

dSPACE user documentation uses the following naming conventions:

%name% Names enclosed in percent signs refer to environment variables for file and path names.

< > Angle brackets contain wildcard characters or placeholders for variable file and path names, etc.

Special folders

Common Program Data folder A standard folder for application-specific configuration data that is used by all users.

%PROGRAMDATA%\dSPACE\<InstallationGUID>\<ProductName>

or

%PROGRAMDATA%\dSPACE\<ProductName>\<VersionNumber>

Documents folder A standard folder for user-specific documents.

%USERPROFILE%\Documents\dSPACE\<ProductName>\

<VersionNumber>

Local Program Data folder A standard folder for application-specific configuration data that is used by the current, non-roaming user.

%USERPROFILE%\AppData\Local\dSPACE\<InstallationGUID>\

<ProductName>

Accessing dSPACE Help and PDF Files


After you install and decrypt dSPACE software, the documentation for the installed products is available in dSPACE Help and as PDF files.

dSPACE Help (local) You can open your local installation of dSPACE Help:

- On its home page via Windows Start Menu
- On specific content using context-sensitive help via **F1**

dSPACE Help (Web) You can access the Web version of dSPACE Help at www.dspace.com/go/help.

To access the Web version, you must have a *mydSPACE* account.

PDF files You can access PDF files via the  icon in dSPACE Help. The PDF opens on the first page.

Basics and Instructions

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An experiment is the basis for carrying out a specific visualization task. A project manages different experiments belonging together.	
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You create and open projects and experiments to structure your visualization tasks for a simulation.	

Basics of Projects and Experiments

Introduction

An experiment is the basis for carrying out a specific visualization task. A project manages different experiments belonging together. The representation of a project in MotionDesk's Project Manager reflects the hierarchical structure of projects.

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[Projects and Experiments..... 8](#)

In MotionDesk, an experiment is the basis for a visualization task and a project is a container for experiments.

[Project Structure and File Storage..... 9](#)

In MotionDesk, projects and experiments are structured hierarchically.

[Migrating from MotionDesk 2.2.1 and Lower..... 10](#)

Starting with MotionDesk 3.0, COLLADA objects are used to build a scene. If you have used your own 3-D objects in previous versions of MotionDesk, you must convert them to COLLADA format. Otherwise you can skip the migration of the library.

Projects and Experiments

Introduction

In MotionDesk, an experiment is the basis for a visualization task and a project is a container for experiments. You can handle experiments and projects with MotionDesk's Project Manager.

Experiment as the basis for a visualization task

An experiment is the basis for carrying out a specific visualization task. An experiment allows you to manage all the documents related to the task, such as

- Scene – for visualizing variables
- Motion Data – MDF file for replaying an animation offline

Project as the container for experiments

A project manages different experiments belonging together, such as the different tasks for visualizing a specific car variant. It holds the experiments related to these tasks and items relevant for the entire project.

Handling projects with the Project Manager

To handle projects and experiments, MotionDesk provides the Project Manager. The Project Manager gives you easy and intuitive access to all the experiments

and project-global items of a project. The illustration below shows the **Project Manager** with a project and the items managed by the project.

To handle projects, the **Project Manager** provides a context menu with commands for copying, renaming, adding and removing items. The commands for handling individual items depend on the type of item.

Project root directories for grouping projects

Each MotionDesk project is related to a project root directory. This is a folder on your file system to which MotionDesk saves all project-relevant data, such as the experiments and documents of a project. Several projects can use the same project root directory.

Default project root directory MotionDesk will use the Documents folder as the default project root directory unless you specify a different one. MotionDesk saves all projects to the project root directory.

Specifying further project root directories You can specify further project root directories in addition to the default project root directory. This allows you to specify different destination directories for your projects, and to group projects.

Related topics

Basics

[Creating and Opening Projects and Experiments..... 12](#)

Project Structure and File Storage

Introduction

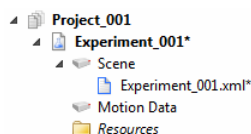
In MotionDesk, projects and experiments are structured hierarchically.

Hierarchical project structure

The structure displayed in MotionDesk's **Project Manager** reflects the hierarchical project structure. The hierarchy helps you to organize visualization tasks.


A project contains:

Experiments A project contains one or more experiments. Only one experiment can be active at a time. An experiment contains the scene containing information on all the objects in the 3-D world and the motion data.



Active items

Items that are written in bold or marked by a checkmark are active.

Symbol	Description
 Experiment_001	Active experiment

Filing according to the project structure

MotionDesk creates a folder structure for each project on your file system. The root of the folder structure is the project root directory. The project structure defines where MotionDesk stores the documents belonging to a project.

Backup and export

You can back up projects and export experiments.

- Backing up a project allows you to save and transfer the whole content of a project in one ZIP file. Refer to [Backup Project + Experiment](#) on page 24.
- Exporting an experiment allows you to save and transfer the content of an experiment in one DSA (dSPACE archive) file. Refer to [Export Experiment](#) on page 27.

Related topics

Basics

[Projects and Experiments](#)..... 8

Migrating from MotionDesk 2.2.1 and Lower

Introduction

Starting with MotionDesk 3.0, COLLADA objects are used to build a scene. This makes 3-D objects more realistic than in previous releases. If you have used your own 3-D objects in previous versions of MotionDesk, you must convert them to COLLADA format. Otherwise you can skip the migration of the library.

Migration

Basics Since MotionDesk 3.0, MotionDesk comes with a 3-D Library in COLLADA (COLLABorative Design Activity) format. COLLADA is an XML-based open interchange format for exchanging data between 3-D programs.

Note

MotionDesk supports COLLADA files of the 1.4 specification.

Requirements on graphical system Note that you need a more advanced graphics board to display advanced 3-D objects properly. For further information, refer to [Additional Requirements for 3-D Online Animation via MotionDesk \(Installing dSPACE Software !\[\]\(4729e517bc6a7cd81c8025b9646574fb_img.jpg\)](#)).

Filing system With the current version of MotionDesk, all the files of one project are stored in one project folder. This simplifies the exchange of project files.

Scene files Scenes are stored in an <Experiment>.xml file. The <Experiment>.xml files are stored in an experiment folder in the file system. You can use these experiment files as templates for scene creation.

Note

When you have migrated a scene from the VRML format to the COLLADA format, you cannot use the migrated scene in previous MotionDesk versions.

Migrating 3-D custom objects

If you want to use 3-D custom objects in VRML2 format which you used in MotionDesk 2.2.1 or earlier, you have to convert the VRML2 files into COLLADA format files. You can convert the files in the **Import Objects Dialog** of the **Library Manager Tool** the first time you run MotionDesk. You can also convert the files at any time, by using the **Library Manager**.

Migrating from MotionDesk version 2.2.1 and earlier

The current MotionDesk version cannot read MotionDesk experiments in the MDX file format (used in MotionDesk 2.1.6 and earlier) or scenes stored in the ESD format (used in MotionDesk 2.2.1 and earlier). It is therefore not possible to migrate from MotionDesk projects and experiments of these versions.

If you want to use older projects and experiments, you must migrate them using MotionDesk 3.0 up to and including MotionDesk 3.6 and then open them in the current MotionDesk version.

Creating and Opening Projects and Experiments

Introduction

You create and open projects and experiments to structure your visualization tasks for a simulation.

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How to Specify a Project Root Directory

Objective

Root directories allows you to group MotionDesk projects on the file system.

Grouping projects in root folders

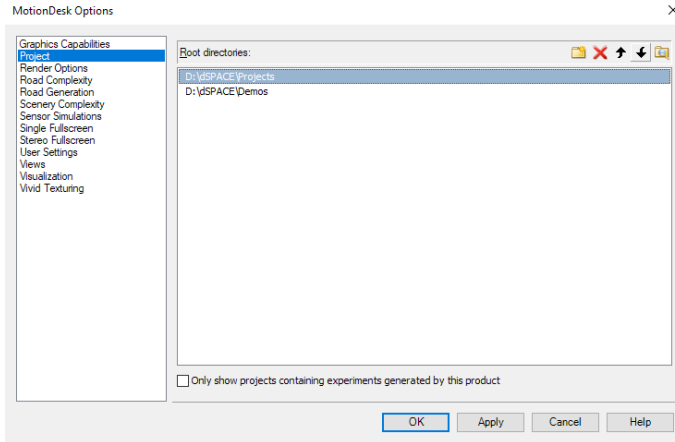
Each MotionDesk project is related to a project root directory. This is a physical directory on your file system. MotionDesk creates a folder structure beneath the project root directory and stores all the files of a project to it. Specifying different project root directories therefore allows you to group MotionDesk projects on your file system.




Default project root directory

MotionDesk uses the Documents folder as default root directory unless you specify a new project root directory.

Method**To specify a project root directory**

- 1 On the File ribbon, click General Properties to open the MotionDesk Options dialog.



- 2 On the Project page of the MotionDesk Options dialog, click , then click . The Browse for Folder dialog opens.
- 3 In the dialog, select the new project root directory and click OK. The MotionDesk Options dialog displays the new entry. The new project root directory now is at the top of the list. Whenever you need to specify a project root directory, the entry at the top of this list is preselected.
- 4 If you want to change the order, select an entry in the list and click  to move it to the top of the list.
- 5 To modify a project root directory, double-click it on the list and edit it.
- 6 Click OK to confirm your setting.

Result

You specified a new project root directory.

Related topics**Basics**

[Basics of Projects and Experiments..... 8](#)

References

[Project Options Page..... 42](#)

How to Create a Project and Experiment

Objective

You create a project and an experiment to work with MotionDesk scene visualizations and animations in the 3-D View.

You can create multiple experiments in a project to group together similar MotionDesk experiments. For example you can group the different experiments to visualize a specific car variant. Each experiment allows you to manage all the files and data related to the scene visualization and animation.

- To create a new project and new experiment, refer to [Part 1](#) on page 14.
- To create a new experiment to an existing project, refer to [Part 2](#) on page 15.

Preconditions

To define a new project, the following preconditions apply:

- At least one project root directory must be specified. For instructions, refer to [How to Specify a Project Root Directory](#) on page 12.
- No other project must be open.

Part 1

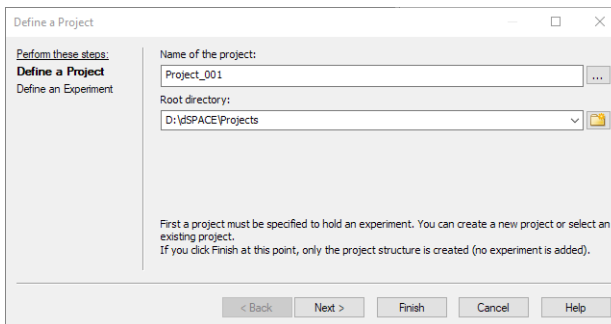
To create a project and experiment


- 1 On the File ribbon, click New - Project + Experiment.



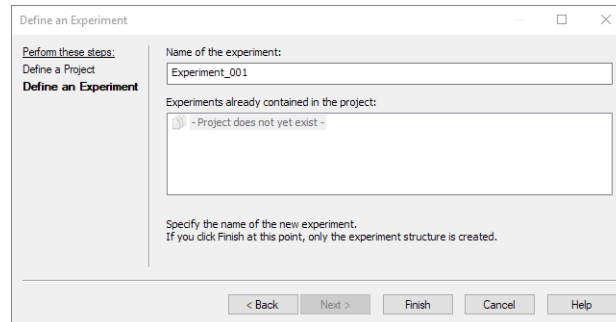
MotionDesk opens the Define a Project dialog.

- 2 Edit the name of the project in Name of the project.



- 3 Select the Root directory from the list to store the project in.
The list contains the folders added in the MotionDesk Options - Project dialog. If you want to specify a new project root directory, click .
If you click Finish, MotionDesk creates the project without an experiment. You can create an experiment later.
- 4 Click Next >.
MotionDesk creates a project and opens the Define an Experiment dialog to define an experiment for the new project.

Edit the name in Name of the experiment.



- 5 Click Finish to create the new project and experiment.
MotionDesk displays the project structure and an empty 3-D View.

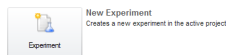
Result

You created a new project and a new experiment.

Part 2

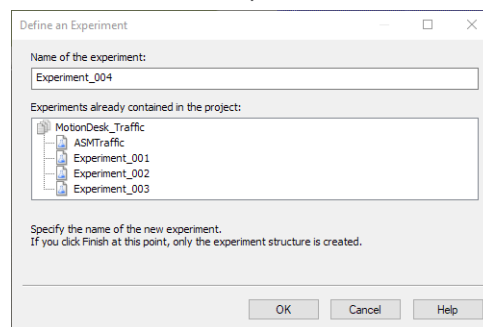
To create a new experiment in a project

- 1 On the File ribbon, click Open - Project + Experiment and select an existing project and experiment to open. For more information, refer to [How to Open a Project and Experiment](#) on page 16.
- 2 On the File ribbon, click New - Experiment.



MotionDesk opens the Define an Experiment dialog.

- 3 In the Name of the experiment field, enter the experiment name.



Note

If the project contains existing experiments, they are shown in the list.

- 4 Click Finish to create the new experiment and add it to the project.
MotionDesk displays the project structure and an empty in the 3-D View for the new experiment.

Result

You created a new experiment for an existing project.

Related topics

HowTos

[How to Open a Project and Experiment.....](#) 16

References

[Project Wizard.....](#) 34

How to Open a Project and Experiment

Objective

You must open a project and an experiment to work with MotionDesk scene visualizations and animations in the 3-D View.

Overview

On the File - Open menu there are the following options to open and manage projects.

- **Project + Experiment:** Open an existing project and experiment stored in a root folder specified in the MotionDesk Options - Project. Refer to [Part 1](#) on page 17.
- **Project + Experiment from Backup:** Open an existing project and experiment from a ZIP file in a folder location on the PC or network. Refer to [Part 2](#) on page 17.
- **Import Experiment:** Import an experiment that is stored in a folder on the PC or network in DSA format.

Tip

In the Manage Projects, you can delete projects.

Click on a project or on multiple projects by pressing **Ctrl** or **Shift** and then click Delete.

MotionDesk deletes project associated files only. The folder might remain if it contains unrelated files. You must manually delete the project to create a new project with the same name.

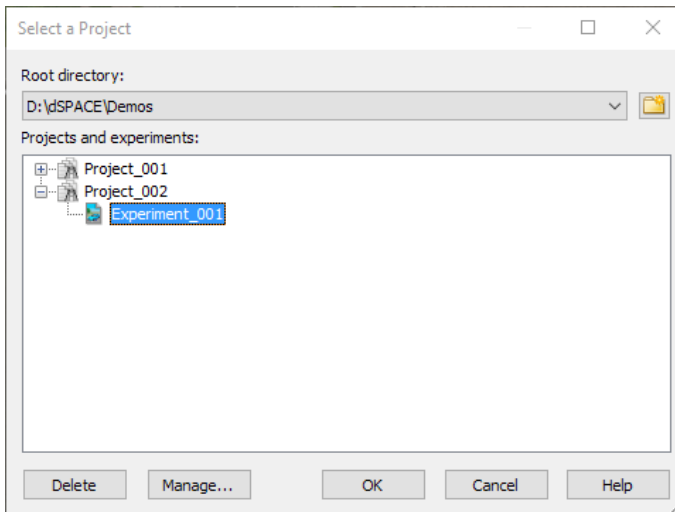
You can also open a recently used project and experiment that are displayed in File - Recently Used. For information, refer to Recent Projects and Experiments.


Note

You can open and work with the demo projects in MotionDesk that are provided with the installation.
 The demos are installed in the
 <MotionDesk_InstallationPath>\Demos\MotionDesk folder.
 For an overview of the MotionDesk demos provided with the installation, refer to [Working with the MotionDesk Demos \(MotionDesk Basics !\[\]\(919a2cb85b99741a73c0c31a427236a8_img.jpg\)](#)).

Part 1**To open a project and experiment**

- 1 On the File ribbon, click Open – Project + Experiment.
MotionDesk opens the Select a Project dialog.



- 2 From the Root directory list, select the project root directory containing the project and experiment you want to open, or click  to define a new one.
- 3 In the Projects and experiments list, select the experiment you want to open.
- 4 Click OK.
MotionDesk displays the project structure and the 3-D View.

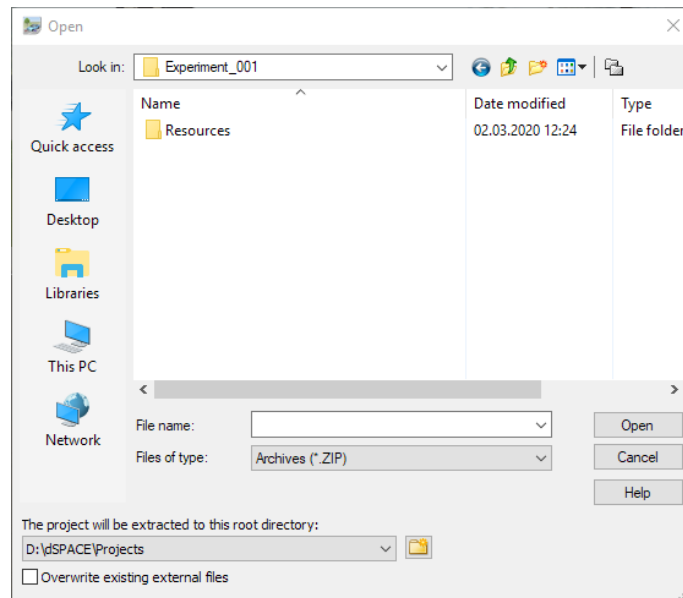
Result


You opened a project from a root folder.

Part 2**To open a project and experiment from backup**

- 1 On the File ribbon, click Open – Project + Experiment from Backup.

MotionDesk opens the Open dialog.



- 2 In the Look in field, select a folder that contains the ZIP file of an existing backed up project and experiment.
- 3 Select the folder to store the project and experiment in The project will be exported to this root directory folder. You can select an existing root folder or click  to define a new one.
- 4 Click Open.
MotionDesk closes the current project and displays the project structure and the 3-D View of the most recently activated experiment in the project.

Result

You opened a project and experiment from a backup. The most recent experiment in the project is activated.

Related topics

HowTos

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How to Activate an Experiment

Objective

A MotionDesk project usually contains several experiments, each representing a visualization and animation task. You can work with only one experiment at a time. This is the *active* experiment.

All the other experiments of the project are inactive. To work with another experiment in the project, you must first activate it.

Preconditions

A project must be open.

Method

To activate an experiment

- 1 In the Project Manager, right-click the inactive experiment you want to activate.
- 2 From the context menu, select **Activate**.
MotionDesk activates the selected experiment and displays the scene in the 3-D View.

Result

You activated an experiment.

Related topics

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To save a project or an experiment under a new name.	

Activate Experiment

Access

This command is available only for inactive experiments. You can access it via:

Ribbon	None
Context menu of	Project Manager – experiments
Shortcut key	None
Icon	None

Purpose

To activate an experiment.

Description

Within a MotionDesk project, only one experiment can be active at a time. All the other experiments are inactive. To work with an experiment, it must be active.

Related topics


HowTos

How to Activate an Experiment.....	19
--	--------------------

Backup Project + Experiment

Access

This command is available only if a project is open. You can access it via:

Ribbon	File - Save As
Context menu of	Project Manager – project
Shortcut key	None
Icon	

Purpose

To save either the loaded project and all experiments or the project and just the active experiment as a ZIP archive.

Result

Opens a standard Save As dialog that allows you to zip the loaded project. See [Save As Dialog](#) on page 44.

Description

ZIP archives contain only files that are stored within the project tree. The files are archived with relative paths. They can thus be extracted anywhere. To load a project, either it should be located below a defined root directory, or a suitable root directory should be specified in the **General Properties**. If a ZIP archive contains a file from a different file system, the absolute path is stored.

If the scene of the experiment contains 3-D object of the custom object library, they are stored in the ZIP archive including their path information. When you restore the ZIP archive, MotionDesk restores the 3-D objects at the path as included in the ZIP archive.

Related topics

HowTos

[How to Open a Project and Experiment.....](#) 16

Clear Recent Projects + Experiments List

Access

You can access this command via:

Ribbon	None
Context menu of	<ul style="list-style-type: none"> Item in the Recent Projects + Experiments list Context menu of item on Start page.

Shortcut key	None
Icon	None

Purpose To clear the list of recently opened projects and experiments.

Result The list of recently opened projects/experiments, which is displayed when you select File – Recent Projects and Experiments, is cleared.

Related topics

References

[Recent Projects and Experiments..... 36](#)

Close Project + Experiment / Close

Access You can access this command via:

Ribbon	File – Close Project
Context menu of	Project Manager – project
Shortcut key	None
Icon	None

Purpose To close the currently loaded project and all experiments belonging to it.

Description If the current project was changed since the last save operation, you are asked whether you want to save it.

Create Shortcut

Access You can access this command via:

Ribbon	None
Context menu of	Project Manager – experiment

Shortcut key	None
Icon	None

Purpose To create a desktop shortcut to an experiment.

Result A shortcut to the experiment is created on your desktop.

Description You can create a desktop shortcut for each MotionDesk experiment. This allows you to open MotionDesk and quickly load a specific experiment.

MotionDesk must be closed if you want to open an experiment via desktop shortcut.


Related topics

HowTos

[How to Start and Shut Down MotionDesk \(MotionDesk Basics 📖\)](#)

Explore Folder

Access You can access this command via:

Ribbon	None
Context menu of	Project Manager – items
Shortcut key	None
Icon	


Purpose To open the folder of the selected item in the File Explorer.

Result A file explorer window opens showing the folder of the selected item.

Export Experiment

Access

You can access this command via:

Ribbon	File – Save As
Context menu of	Project Manager – active experiment
Shortcut key	None
Icon	

Purpose

To export an experiment as a dSPACE archive (DSA) file.

Result

MotionDesk opens the [Save As Dialog](#) on page 44 to save the selected experiment and all the files belonging to it as one unit in a dSPACE archive file. The archive's file name extension is DSA.

Related topics


References

[Import Experiment.....27](#)

Import Experiment

Access

You can access this command via:

Ribbon	File – Open
Context menu of	Project Manager – project
Shortcut key	None
Icon	

Purpose

To import an experiment saved as a dSPACE archive.

Result

A standard Open dialog is displayed to import the selected experiment. It is extracted below the selected project path. The imported files are added to the project. The imported experiment is not activated.

Related topics


References

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------------------------	----

Manage Projects

Access

You can access this command via:

Ribbon	File – Open
Context menu of	None
Shortcut key	None
Icon	

Purpose

To delete projects.

Result

Opens the **Manage Projects** dialog, which lets you select a project to delete.

Manage Projects dialog

- Root directory** Lets you select the project root directory.
- Projects and experiments** Lets you browse in the list of projects and experiments available in the selected project root directory. The currently active project is not listed.
The context menu of a project provides the **Delete** command to delete the selected project(s) from the file system.
- Manage** Opens the **MotionDesk Options** dialog with the **Project** page to specify further project root directories.
- Delete** Deletes the selected project(s) from the file system. Multiple selection is possible by pressing **Ctrl** or **Shift** when clicking a project. MotionDesk only deletes those files that are associated with the project. Other files located in the folders of the deleted project are left untouched. This may result in folders remaining on your hard-disk. As a consequence, MotionDesk will refuse to create

a new project with the name of the deleted project because the folder name is already in use.

Related topics


HowTos

[How to Open a Project and Experiment.....](#) 16

New Project + Experiment/New Experiment

Access

You can access this command via:

Ribbon	File – New
Context menu of	<ul style="list-style-type: none"> Project Manager – project Project Manager
Shortcut key	None
Icon	
Others	Start page

Purpose

To define a new project or a new experiment.

Description

No project is currently open In this case, MotionDesk opens the Define a Project dialog. You have to define a new project or open an existing one before you can define a new experiment.

A project is currently open In this case, MotionDesk opens the Define an Experiment dialog. This lets you define a new experiment within the open project.

Define a Project dialog

To define a new MotionDesk project.

Name of the project Enter a new project name in the edit field, or select an existing project via the Browse button. The name you enter must not contain a point or dot as the first or last character. By default, the project is

named 'Project_nnn', where 'nnn' stands for a number that will be increased if the name already exists as a file or folder name in the project root directory.

Root directory Select a project root directory.



Opens the **Project Page** of the **MotionDesk Options** dialog. You can specify further project root directories on this page.

Next > Opens the next dialog. This button is disabled as long as the **Name** of the project edit field is empty or invalid.

Finish Lets you finish project creation without having to define an experiment. This button is disabled as long as the **Name of the project** edit field is empty or invalid.

Cancel Closes the dialog without saving any of your settings.

Define an Experiment dialog

To define a new experiment within the current project.

Name of the experiment Enter the desired experiment name. The name you enter must not contain a dot or whitespace as the first or last character. By default, the experiment is named 'Experiment_nnn', where 'nnn' stands for a number that will be increased if the name already exists as file name in the directory of the project.

Experiments already contained in the project If your project already contains experiments, they are displayed here (no changes possible).

< Back Opens the previous dialog. This button is disabled if a project is currently loaded.

Next > Opens the next dialog. This button is disabled or invalid as long as the **Name of the experiment** edit field is empty or invalid.

Finish Lets you finish experiment creation without having to add a platform/device to the experiment. This button is disabled or invalid as long as the **Name of the experiment** edit field is empty or invalid.

Cancel Closes the dialog without saving any of your settings.

Related topics

HowTos

[How to Create a Project and Experiment.....](#) 14

Open (Backstage View)

Access

You can access this command via:

Ribbon	File
Context menu of	None
Shortcut key	None
Icon	None

Purpose

To provide access to commands that allow you to open a project, for example.

Description

You have access to commands such as:

- [Open Project + Experiment](#) on page 31
- [Open Project + Experiment from Backup](#) on page 33
- [Import Experiment](#) on page 27
- [Manage Projects](#) on page 28

Related topics


HowTos

[How to Open a Project and Experiment.....](#) 16

Open Project + Experiment

Access

You can access this command via:

Ribbon	File – Open
Context menu of	Project Manager
Shortcut key	Ctrl+Shift+O Ctrl+O
Icon	
Others	Start page

Purpose

To open an experiment and the project it belongs to.

Result

Opens the **Select an Experiment** dialog that allows you to select an existing experiment to be opened.

Tip

The eight experiments opened last are available from the **File – Recent Projects + Experiments** submenu.

Description

If another experiment is already open, and the project it belongs to is closed. Then the experiment you have selected opens and is activated. If you are opening projects or experiments created in MotionDesk version 2.2 or earlier, MotionDesk migrates the project into the new format.

Select an Experiment dialog

To select an experiment to be opened.

Tip

If you want to get an overview of the project structure, the fastest way is to select a project instead of an experiment. You can activate an experiment later on.

Root directory Lets you select the project root directory.



Opens the **Project Page** of the **MotionDesk Options** dialog. On this page you can specify further project root directories.

Projects and experiments Lets you browse in the list of projects and experiments available in the selected project root directory.

Delete Deletes the selected project(s) from the file system. Multiple selection is possible by pressing **Ctrl** or **Shift** when clicking a project. MotionDesk cannot delete files that are used by other applications. This may result in folders remaining on your hard disk. As a consequence, MotionDesk will refuse to create a new project with the name of the deleted project because the folder name is already in use.

OK Opens the selected experiment and the project it belongs to. This button is disabled as long as no experiment is selected in the **Projects and experiments** list.

Cancel Stops the experiment from being loaded.

Related topics

HowTos

[How to Open a Project and Experiment.....](#) 16


References

[Recent Projects and Experiments.....](#) 36

Open Project + Experiment from Backup

Access

You can access this command via:

Ribbon	File – Open
Context menu of	Project Manager
Shortcut key	None
Icon	

Purpose

To open a project and experiment(s) from a backup file.

Result

Opens a dialog that lets you load a project and experiment(s) from a backup file.

Open dialog

Look in Lets you specify the directory where the backup file to be opened is stored.

File name Lets you specify the name of the backup file.

Files of type Lets you specify the file type of the backup file.

The project will be extracted in this root directory Lets you specify the root directory in which the project and experiment(s) are extracted. The project will be loaded from this root directory.

Overwrite existing external files Allows MotionDesk to overwrite files outside the project without a confirmation prompt.

Related topics


HowTos

[How to Open a Project and Experiment.....](#) 16

Project Manager

Access

You can access this command via:

Ribbon	View – Controlbar – Switch Controlbars
Context menu of	None
Shortcut key	Ctrl+Alt+2
Icon	

Purpose




To show or hide the Project Manager.

Description

Project Manager A software component represented by a controlbar. It provides access to projects and experiments and all the files they contain.

Management of a MotionDesk project Within the Project Manager, you can manage the items belonging to the currently open project. Depending on the selected item, the Project Manager provides a context menu, which allows you to carry out tasks.

Item type and status The Project Manager displays each item together with a symbol giving information on the item type and status:

Symbol	Meaning
	Project (only one project can be loaded at a time)
	Folder with files belonging to the project or experiment
	Active and inactive experiments

Project Wizard

Purpose

To define a new project or experiment.

Access

MotionDesk's Project Wizard consists of a sequence of 3 dialogs. You access the wizard by the following commands (depending on whether a project is currently open):

- New Project + Experiment
- New Experiment

Description

You get only the wizard dialogs relevant to the command that you selected. The following description shows the commands, and the relevant dialogs in the order in which they appear.

For details on the dialogs, refer to

- [Define a project dialog](#) on page 35
- [Define an Experiment dialog](#) on page 35
- [Configure Experiment dialog](#) on page 36

Note

Do not use Asian characters, diacritic marks (such as ö or ó), and special characters (such as & : < > ' ") in the file path. MotionDesk does not support these characters.

Define a project dialog

To define a new MotionDesk project.

Name of the project Enter a new project name in the edit field, or select an existing project via the **Browse** button. The name you enter must not contain a point or dot as the first or last character. By default, the project is named 'Project_nnn', where 'nnn' stands for a number that will be increased if the name already exists as a file or folder name in the project root directory.

Root directory Select a project root directory.



Opens the **Project Page** of the **MotionDesk Options** dialog. You can specify further project root directories on this page.

Next > Opens the next dialog. This button is disabled as long as the **Name** of the project edit field is empty or invalid.

Finish Lets you finish project creation without having to define an experiment. This button is disabled as long as the **Name of the project** edit field is empty or invalid.

Cancel Closes the dialog without saving any of your settings.

Define an Experiment dialog

To define a new experiment within the current project.

Name of the experiment Enter the desired experiment name. The name you enter must not contain a dot or whitespace as the first or last character. By default, the experiment is named 'Experiment_nnn', where 'nnn' stands for a number that will be increased if the name already exists as file name in the directory of the project.

Experiments already contained in the project If your project already contains experiments, they are displayed here (no changes possible).

< Back Opens the previous dialog. This button is disabled if a project is currently loaded.

Next > Opens the next dialog. This button is disabled or invalid as long as the **Name of the experiment** edit field is empty or invalid.

Finish Lets you finish experiment creation. This button is disabled or invalid as long as the **Name of the experiment** edit field is empty or invalid.

Configure Experiment dialog

To select a scene and to create default observer for an experiment.

Select Scene Config Lets you select a scene for the experiment. You can select an XML file that contains the description of the scene from another project. When a scene is selected, the movable objects in it are listed in the dialog.

Create default observers Indicates whether default observer are created. If the option is selected, select a movable object from the list. The default observers are attached to this object.

Related topics

HowTos

[How to Create a Project and Experiment.....](#) 14

References

[New Project + Experiment/New Experiment.....](#) 29

Recent Projects and Experiments

Access

You can access this command via:

Ribbon	File – Recently Used
Context menu of	None
Shortcut key	None
Icon	None
Others	Start page

Purpose

To open one of the most recent experiments that were open in MotionDesk.

Description

If another experiment is already open, this experiment and the project it belongs to are closed. Then the experiment you selected is opened and activated.

Recent Projects and Experiments

List of experiments Lets you select one of the most recent experiments that were opened in MotionDesk.

Open (Available from the context menu of list items) To open the selected experiment. You can also simply open an experiment by left-clicking it in the list.

Clear Recent Projects + Experiments List (Available from the context menu of list items) To clear the list of recently opened projects and experiments.

Remove from List (Available from the context menu of list items) To remove the selected experiment from the list of recently opened projects and experiments.

Size of recent experiments list Lets you specify the maximum number of list entries. You can specify a value in the range 4 ... 100.

Reset Sort Direction (Available from the context menu of the column header of the list of experiments) You can click the column headers to sort the experiments in ascending or descending order according to a column. To remove this sorting you can reset the sort direction to its default, which sorting based on the time the experiments were last opened, starting with the most recently opened experiment.

Visible Columns - Path/Opened/Modified/Version (Available from the context menu of the column header of the list of experiments) Lets you specify whether to display:

- The path to the experiment folder
- The point in time when the experiment was opened last
- The point in time when the experiment was modified last

Related topics

HowTos

[How to Open a Project and Experiment.....](#) 16

Remove (from Project)

Access

You can access this command via:

Ribbon	None
Context menu of	Project Manager – inactive experiments
Shortcut key	Delete
Icon	None

Purpose

To remove an item from the currently loaded project.

Description

The item is removed irretrievably from the project.

Tip

You cannot remove a whole project this way. You can delete a whole project via the context menu of the Select an Experiment dialog when you open a project.

Rename (Project / Experiment)

Access

You can access this command via:

Ribbon	None
Context menu of	<ul style="list-style-type: none"> Project Manager – project Project Manager – experiment
Shortcut key	None
Icon	None

Purpose

To rename the selected project or experiment.

Description

If you select a project or an active experiment, MotionDesk closes it, before it is renamed. Afterwards, it is reloaded.

Result

The **Rename Project / Experiment** dialog opens that lets you rename the selected project or experiment. The name you enter must not contain any of the following characters: * ? | < > : / \ " .

Rename Project / Experiment dialog

To specify another name for the selected project or experiment.

Enter a new name for Lets you enter another project or experiment name. The experiment name must be unique for each project and must not cause conflicts with existing folders.

Save As (Backstage View)

Access

You can access this command via:

Ribbon	File
Context menu of	None
Shortcut key	None
Icon	None

Purpose

To provide access to commands that allow you to save a project under a new name, for example.

Description


You have access to commands such as:

- [Save Project As/Save As](#) on page 40
- [Backup Project + Experiment](#) on page 24
- [Export Experiment](#) on page 27

Save Project + Experiment / Save

Access

This command is available only if a project is open. You can access it via:

Ribbon	File – Save Project
Context menu of	<ul style="list-style-type: none"> ▪ Project Manager – project ▪ Project Manager – active experiment
Shortcut key	Ctrl+Shift+S Ctrl+S
Icon	

Purpose

To save the loaded project and the active experiment.

Related topics


References

[Save Project As/Save As](#)..... 40

Save Project As/Save As

Access

You can access this command via:

Ribbon	File – Save As
Context menu of	<ul style="list-style-type: none"> Project Manager – project Project Manager – experiment
Shortcut key	None
Icon	

Purpose

To save a project or an experiment under a new name.

Description

If you save a project or an active experiment, MotionDesk reloads it, then saves it under a new name.

Result

A Save As dialog opens for you to save the selected project or experiment under a new name. The experiment name must be unique within the project.

Save Project/Experiment As dialog

To specify another name for the selected project or experiment.

Enter a new name for Lets you enter another project or experiment name. The name must be unique within the project and must not cause conflicts with existing folders.

Note

Do not use Asian characters, diacritic marks (such as ö or ó), and special characters (such as & : < > ' ") in the file path. MotionDesk does not support these characters.

Dialogs and Pages

Where to go from here

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To delete projects.	
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To specify project root directories.	
Save As Dialog.....	44
To specify the data to be exported.	

Manage Projects / Select an Experiment Dialog

Access

- The Manage Projects dialog opens when **Manage Projects** is invoked.
- The Select an Experiment opens when **Open Project + Experiment** command is invoked.

Manage Projects dialog


To delete projects or manage the version control of projects.

Root directory Lets you select the project root directory. Click  to select a new folder.

Projects and experiments Lets you browse in the list of projects and experiments available in the selected project root directory. The currently active project is not listed.

The context menu of a project provides the **Delete** command to delete the selected project(s) from the file system.

Delete Deletes the selected project(s) from the file system. Multiple selection is possible by pressing **Ctrl** or **Shift** when clicking a project. MotionDesk only deletes those files that are associated with the project. Other files located in the folders of the deleted project are left untouched. This may result in folders remaining on your hard-disk. As a consequence, MotionDesk will refuse to create a new project with the name of the deleted project because the folder name is already in use.


Manage  Lets you opens the **MotionDesk Properties** dialog with the **Project** page to specify further project root directories.

Select an Experiment dialog

To select an experiment to be opened.

Tip

If you want to get an overview of the project structure, the fastest way is to select a project instead of an experiment. You can activate an experiment later on.

Root directory Lets you select the project root directory. Click  to select a new folder.

Projects and experiments Lets you browse in the list of projects and experiments available in the selected project root directory.

Delete Deletes the selected project(s) from the file system. Multiple selection is possible by pressing **Ctrl** or **Shift** when clicking a project. MotionDesk cannot delete files that are used by other applications. This may result in folders remaining on your hard disk. As a consequence, MotionDesk will refuse to create a new project with the name of the deleted project because the folder name is already in use.

Manage Lets you open the Project page of the MotionDesk Options dialog. On this page you can specify further project root directories.

OK Opens the selected experiment and the project it belongs to.
This button is disabled as long as no experiment is selected in the Projects and experiments list.

Cancel Stops the experiment from being loaded.

Related topics

References

Manage Projects.....	28
Open Project + Experiment.....	31

Project Options Page

Access

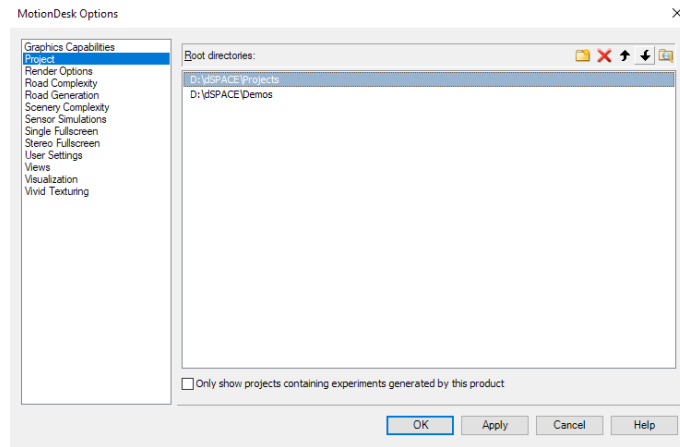
This page is part of the MotionDesk Options dialog.
You can also access it via the Manage Projects dialog.

Purpose

To specify project root directories.

Description

To define and work with projects and experiments in MotionDesk, at least one project root directory must be specified.

**Dialog settings**

Root directories Lets you specify one or more project root directories.

	To specify a new project root directory. A new line is added to the list of project root directories. You can enter a directory name in the edit field or select a directory via the Browse button.
Delete	To remove the selected directory from the list of project root directories.
Alt+ ↑	To move the selected directory up in the list of project root directories.
Alt+ ↓	To move the selected directory down in the list of project root directories.
	To browse the contents of the selected directory.
F2	To edit the selected directory in the list of project root directories.

Only show projects containing experiments generated by this product Activates a filter when you browse for projects/experiments via Open Project + Experiment.

Related topics**HowTos**

[How to Specify a Project Root Directory.....](#) 12

References

[Manage Projects / Select an Experiment Dialog.....](#) 41

MotionDesk Options (MotionDesk Basics )	
Open Project + Experiment.....	31

Save As Dialog

Access	This dialog opens when one of the following commands is invoked: <ul style="list-style-type: none">▪ Export Experiment▪ Backup Project + Experiment				
Purpose	To specify the data to export, back up or save.				
Description	The dialog is a standard Save As dialog. Depending on the purpose, it might have additional options.				
Additional options	<p>Advanced Lets you select items to be included in the export. You can exclude memory-intensive or obsolete items from being exported.</p> <div>Note If you exclude items from being exported, MotionDesk does not check the rest of the experiment for consistency. You have to ensure experiment consistency yourself.</div> <p>Backup only the active experiment Lets you specify that only the currently active experiment will be backed up.</p>				
Related topics	References <table><tr><td>Backup Project + Experiment.....</td><td>24</td></tr><tr><td>Export Experiment.....</td><td>27</td></tr></table>	Backup Project + Experiment.....	24	Export Experiment.....	27
Backup Project + Experiment.....	24				
Export Experiment.....	27				

Automation

Where to go from here

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Information in other sections

[Introduction to the MotionDesk Automation Interface \(MotionDesk Automation !\[\]\(0aff635c4179ba9e710b00f4b01d3b20_img.jpg\)\)](#)

Introduces the MotionDesk automation interface and the required user experience.

[Features of MotionDesk Automation Interface \(MotionDesk Automation !\[\]\(0b5e7e25e8775f7e7e80906ada4f0021_img.jpg\)\)](#)

Describes the features of the MotionDesk automation interface.

[Overview of the Object Model \(MotionDesk Automation !\[\]\(6bb0e4f14c4133b37d2887cb37e67ddd_img.jpg\)\)](#)

Shows you the object dependencies, object attributes and methods in the MotionDesk object model at a glance.

[Example of Automating MotionDesk with a Python Script \(MotionDesk Automation !\[\]\(bd3b31712ad9bab5a241210fa6925cdd_img.jpg\)\)](#)

Code examples demonstrate how you can automate MotionDesk with a Python script.

Classes for Project and Experiment Management

Where to go from here

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ActiveExperiment	46
To access an active MotionDesk experiment.	
ActiveProject	47
To access the active MotionDesk project.	
Experiments	52
To handle the experiments of a project.	
Experiment	53
To access an experiment.	

ActiveExperiment

Purpose

To access an active MotionDesk experiment.

Class Description (ActiveExperiment)

Syntax

```
ActiveExperiment = ActiveProject.ActiveExperiment
ActiveExperiment = ActiveProject.ActivateExperiment(ExperimentName)
ActiveExperiment = ActiveProject.AddExperiment(ExperimentName)
```

Purpose

To access an active MotionDesk experiment.

Attributes

The class contains the following attributes:

Attributes	Type	Purpose
FullName	String	To get the path and name of the experiment.
Name	String	To get the name of the experiment.
SavedWithMotionDesk	String	To get the version number of MotionDesk which has saved the experiment.

Attributes	Type	Purpose
SceneManagement	SceneManager ¹⁾	To access scene management to update the scene.
VisualizationManagement	VisualizationManager ²⁾	To access visualization management to handle movable and static objects).

¹⁾ Refer to [SceneManager](#) ([MotionDesk Scene Creation](#) .

²⁾ Refer to [VisualizationManager](#) ([MotionDesk Scene Animation](#) .

Methods

—

Related topics

References

[Class Description \(ActiveProject\)](#)..... 48

ActiveProject

Purpose

To access the active MotionDesk project.

Where to go from here

Information in this section

Class Description (ActiveProject)	48
To describe the class and its attributes.	
ActivateExperiment	49
To activate an experiment of the MotionDesk project.	
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To add an experiment to the MotionDesk project.	
Close	50
To close the MotionDesk project.	
RemoveExperiment	50
To remove an experiment from the MotionDesk project.	
Save	51
To save the MotionDesk project.	

Class Description (ActiveProject)

Syntax

```
ActiveProject = Application.ActiveProject
ActiveProject = Application.OpenProject(ProjectPath, ProjectName, SaveActive)
ActiveProject = Application.NewProject(ProjectPath, InitialExperiment, SaveActive)
```

Purpose

To access an active MotionDesk project.

Attributes

The class contains the following attributes:

Attributes	Type	Purpose
ActiveExperiment	ActiveExperiment ¹⁾	To access the active MotionDesk experiment.
Experiments	Experiments ²⁾	To get all the experiments of the current project.
Fullname	string	To get the path and name of the project.
Name	string	To get the name of the project.

¹⁾ Refer to [ActiveExperiment](#) on page 46.

²⁾ Refer to [Experiments](#) on page 52.

Methods

The class contains the following methods:

Method	Purpose
ActivateExperiment	To activate an experiment of the MotionDesk project. Refer to ActivateExperiment on page 49.
AddExperiment	To add an experiment to the MotionDesk project. Refer to AddExperiment on page 49.
Close	To close the MotionDesk project. Refer to Close on page 50.
RemoveExperiment	To remove an experiment from the MotionDesk project. Refer to RemoveExperiment on page 50.
Save	To save the MotionDesk project. Refer to Save on page 51.

Related topics

References

[Class Description \(Application\) \(MotionDesk Basics !\[\]\(4146d17f71dced09c6ad789cacceaa6d_img.jpg\)](#))

ActivateExperiment

Class ActiveProject

Syntax `MyActiveProject.ActivateExperiment(string experimentName)`

Purpose To activate an experiment of the MotionDesk project.

Parameters The method uses the following parameters:

Parameter	Type	Description
experimentName	String	Specifies the name of the experiment.

Return value –

Related topics

References

[ActiveProject..... 47](#)

AddExperiment

Class ActiveProject

Syntax `MyActiveProject.AddExperiment(string experimentName)`

Purpose To add an experiment to the MotionDesk project.

Parameters The method uses the following parameters:

Parameter	Type	Description
experimentName	String	Specifies the name of the experiment to be added.

Return value

—

Related topics**References**[ActiveProject..... 47](#)

Close

Class

ActiveProject

Syntax`MyActiveProject.Close(boolean saveChanges)`**Purpose**

To close the MotionDesk project.

Parameters

The method uses the following parameters:

Parameter	Type	Description
saveChanges	Boolean	Specifies whether the project is saved when it is closed.

Return value

—

Related topics**References**[ActiveProject..... 47](#)

RemoveExperiment

Class

ActiveProject

Syntax`RetVal = MyActiveProject.RemoveExperiment(string experimentName, bool deleteFromDisk)`

Purpose To remove an experiment from the MotionDesk project.

Parameters The method uses the following parameters:

Parameter	Type	Description
experimentName	String	Specifies the experiment to be removed.
deleteFromDisk	Boolean	Lets you specify to delete the experiment from the disk.

Return value The method returns an object of the following type:

Type	Description
Boolean	True if the experiment could be removed.

Related topics

References

[ActiveProject..... 47](#)

Save

Class ActiveProject

Syntax `MyActiveProject.Save()`

Purpose To save the MotionDesk project.

Parameters —

Return value —

Related topics

References

[ActiveProject..... 47](#)

Experiments

Purpose To handle the experiments of a project.

Where to go from here **Information in this section**

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To describe the class and its attributes.	
Item.....	53
To access an experiment.	

Class Description (Experiments)

Syntax `Experiments = ActiveProject.Experiments`

Purpose To handle the experiments of a project.

Attributes The class contains the following attributes:

Attributes	Type	Purpose
Count	Integer	To get the number of experiments.

Methods The class contains the following methods:

Method	Purpose
Item	To access an experiment. Refer to Item on page 53.

Related topics

References

Class Description (ActiveProject).....	48
--	--------------------

Item

Class Experiments

Syntax `MyExperiment = Experiments.Item(object experimentIdentifier)`

Purpose To access an experiment.

Parameters The method uses the following parameters:

Parameter	Type	Description
experimentIdentifier	object	Identifier of the experiment. The identifier can be specified as string (experiment name) or integer (index)

Return value The method returns the following parameter:

Type	Description
Experiment ¹⁾	The specific experiment.

¹⁾ Refer to [Experiment](#) on page 53.

Related topics

References

[Class Description \(Experiments\)..... 52](#)

Experiment

Purpose To access an experiment.

Where to go from here

Information in this section

[Class Description \(Experiment\)..... 54](#)
To describe the class and its attributes.

Activate.....	55
To activate the experiment.	

Class Description (Experiment)

Syntax

```
MyExperiment = Experiments.Item(identifier)
```

Purpose

To access an experiment.

Attributes

The class contains the following attributes:

Attributes	Type	Purpose
Name	String	To get the name of the experiment.
Fullname	String	To get the path and name of the experiment.
IsModified	Boolean	To get the information whether the experiment is modified.
VisualizationManagement	ViewManager ¹⁾	To get the ViewManager object.

¹⁾ Refer to [ViewManager \(MotionDesk Basics\)](#)

Methods

The class contains the following methods:

Method	Purpose
Activate	To activate the experiment. Refer to Activate on page 55.

Related topics

References

Class Description (Experiments).....	52
--	----

Activate

Class Experiment

Syntax `MyExperiment.Activate(Bool saveActive)`

Purpose To activate the experiment.

Parameters The method uses the following parameters:

Parameter	Type	Description
saveActive	Boolean	Specifies whether the current experiment is saved when it is closed

Return value The method returns the following parameter:

Type	Description
ActiveExperiment ¹⁾	The active experiment.

¹⁾ Refer to [ActiveExperiment](#) on page 46.



Related topics

References

[Class Description \(Experiment\)](#)..... 54

Troubleshooting (Project Management)

Customer 3-D Objects Are Missing After Restoring a Project

Problem	When you restore a ZIP archive, the 3-D objects of the custom object library used in the scene are missing.
Reason	If the scene of the experiment contains 3-D object of the custom object library, they are stored in the ZIP archive including their path information. When you restore the ZIP archive, MotionDesk restores the 3-D objects to the path which was included in the ZIP archive. If this path is different to the current path of custom object library, MotionDesk cannot access the 3-D objects.
Solution	<p>You have two options:</p> <ul style="list-style-type: none"> ▪ Import the restored 3-D objects into the custom object library with the Library Manager. Refer to How to Import Objects into the Custom Objects Library (MotionDesk Custom Object Library Management ). ▪ Change the location of the custom object library to the path of the restored 3-D objects. Refer to How to Change the Location of the Custom Objects Library (MotionDesk Custom Object Library Management ).

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