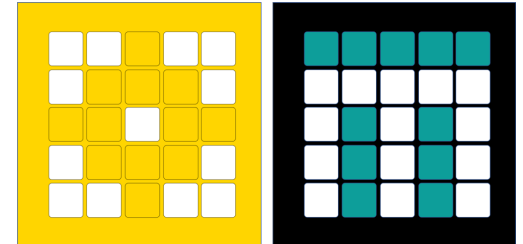


# PRIME LESSONS

By the Makers of EV3Lessons



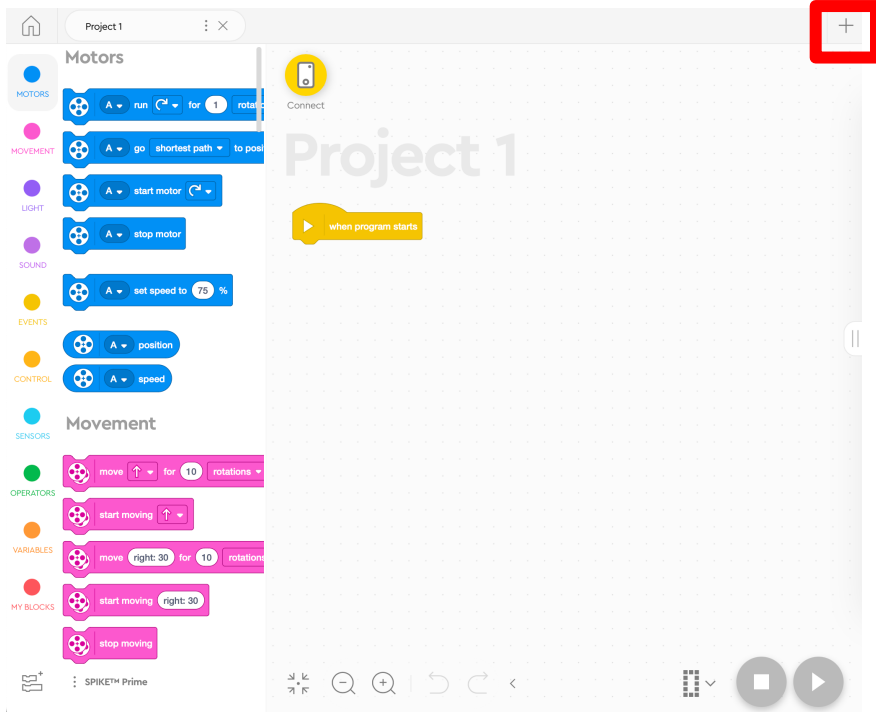
# MANAGING PROJECTS

BY SANJAY AND ARVIND SESHAN

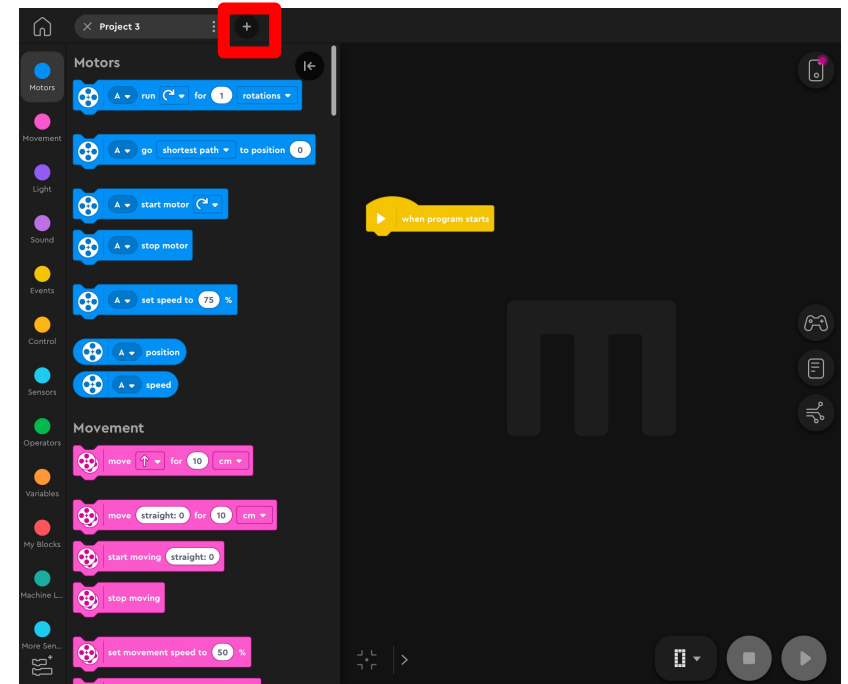
# LESSON OBJECTIVES

- 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

Name	Size	Modified	Created
Project 3	19 KB	3 minutes ago	May 12, 2023 9:30 AM
Project 2	19 KB	3 minutes ago	May 12, 2023 9:30 AM
Project 1	18 KB	3 minutes ago	May 12, 2023 9:30 AM



List/icon view

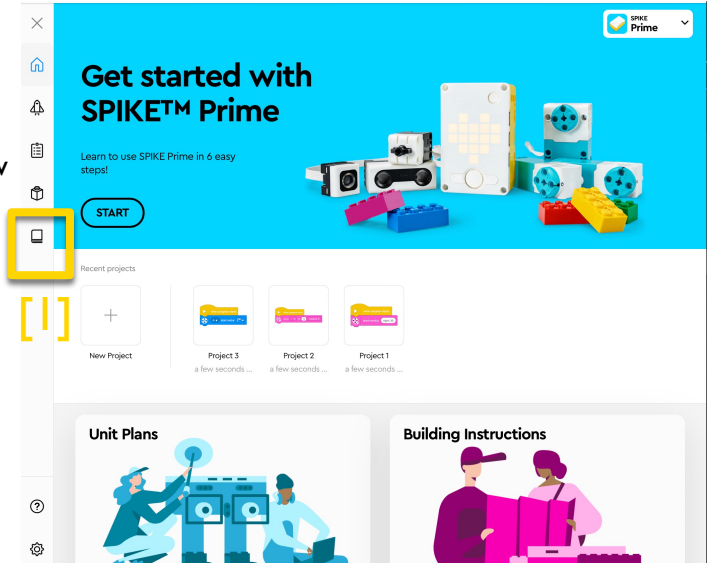
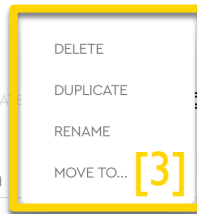


## My Projects

Search

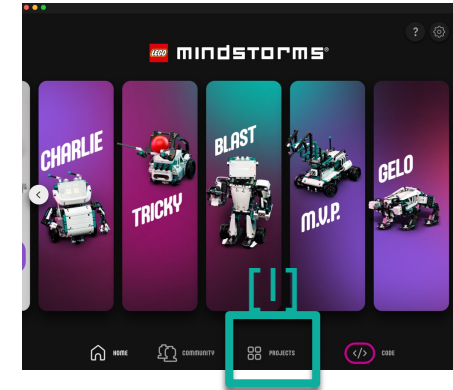
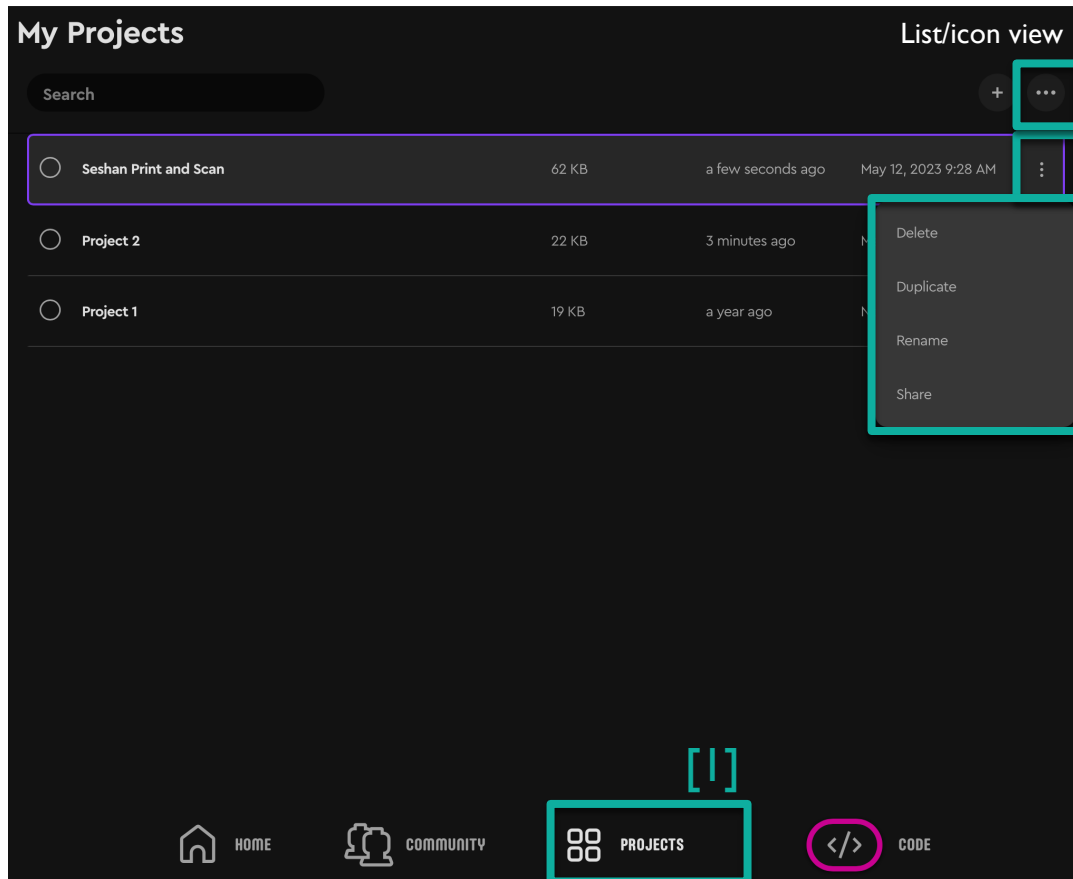
SELECT ALL | DELETE | DUPLICATE | RENAME | MOVE TO...

Name	Size	Modified	Created
Project 3	19 KB	2 minutes ago	May 12, 2023 9:30 AM
Project 2	19 KB	2 minutes ago	May 12, 2023 9:30 AM
Project 1	18 KB	2 minutes ago	May 12, 2023 9:30 AM



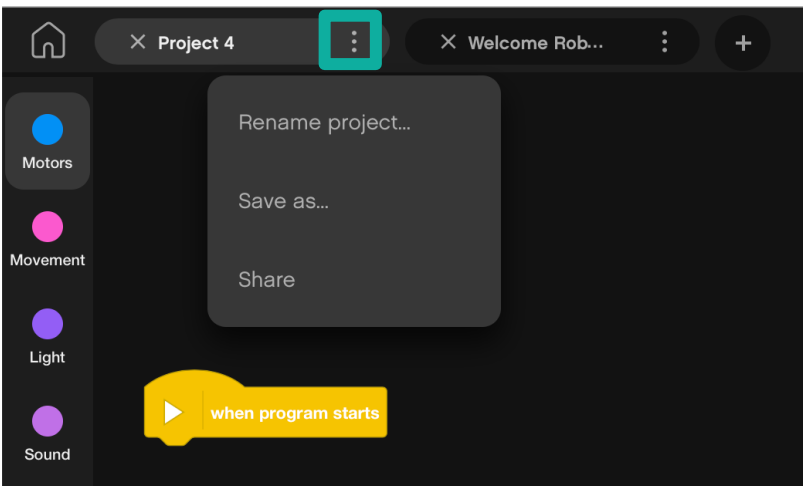
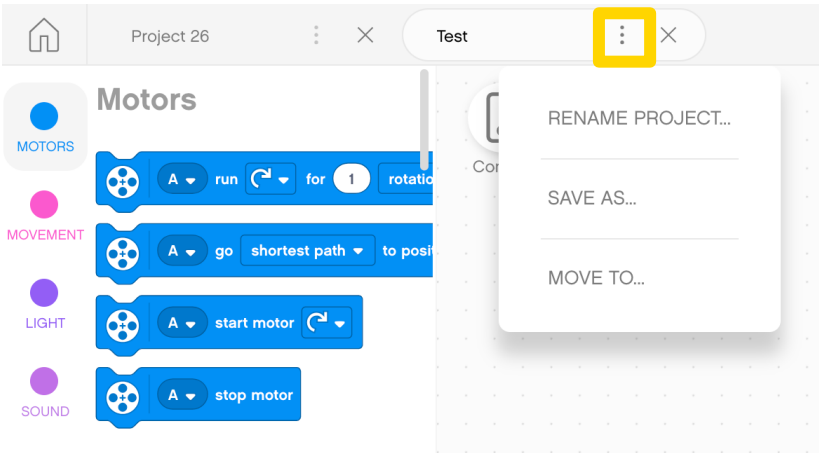
- Click on “My Projects” to view a list of the projects you have made.
- To edit an existing project click on the edit icon [2] and then select the project you want to modify. Select the desired action (delete or duplicate or rename or move) [3].

# DELETE, DUPLICATE, RENAME IN ROBOT INVENTOR

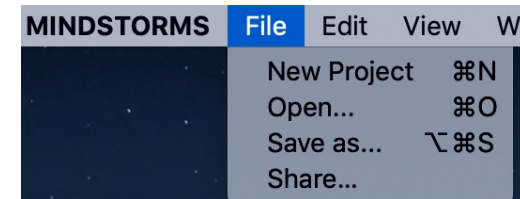
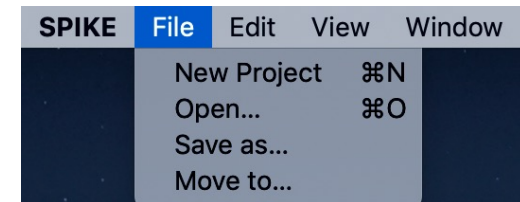


- Clicking on “Projects” at the bottom of the Home page shows a list of the projects you have made. [1]
- To edit an existing project click on the edit icon (3 dots) [2] and then select the project you want to modify. Select the desired action (delete or duplicate or rename or share) [3].

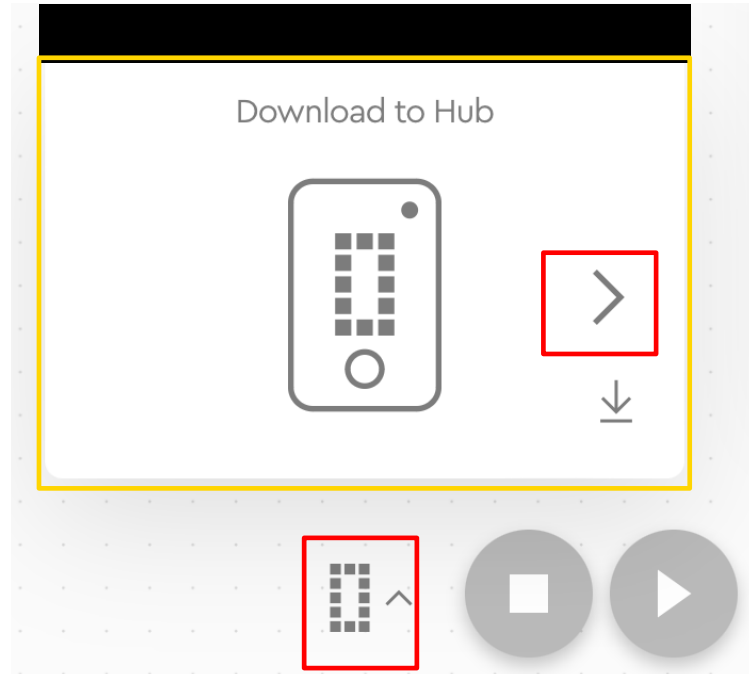
# ANOTHER WAY TO RENAME PROJECTS



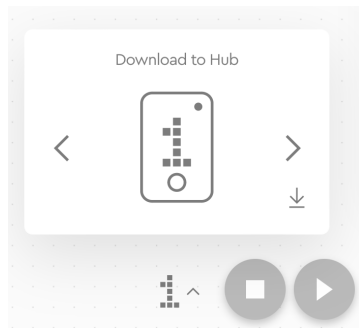
- The three dots (...) next to the Project name in both SPIKE Prime and Robot Inventor lets you rename projects and also save them to a different location
- Note: Robot Inventor lets you also share projects this way
- Some of these options are available from the App menu as well



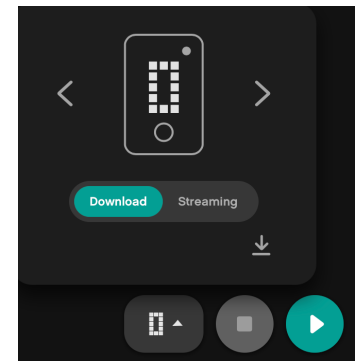
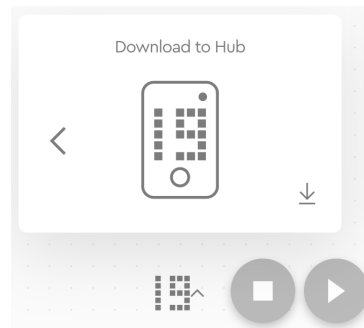
# ORDERING PROJECTS ON THE HUB



- The Download Icon lets you select what “slot” on the Hub you want your project to be saved in
- Use the right 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



...

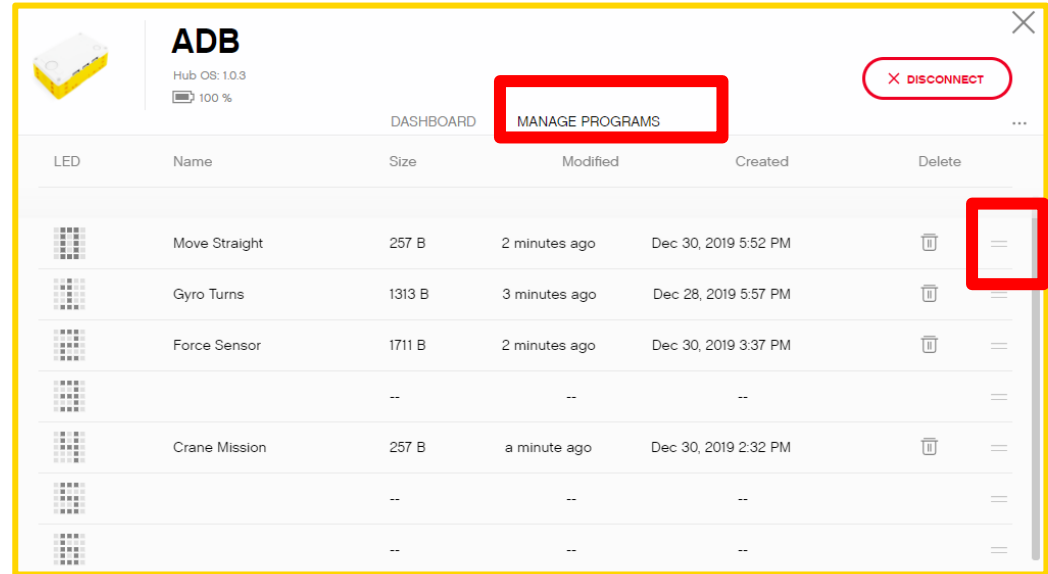


# CHANGING THE ORDER OF PROJECTS (SPIKE PRIME)

Step 1: Click on the Hub icon



Step 2: Click on “Manage Programs”

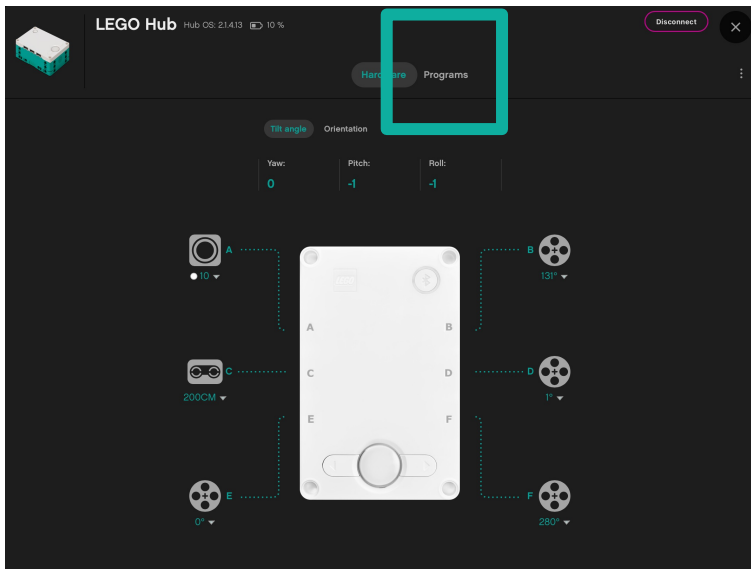
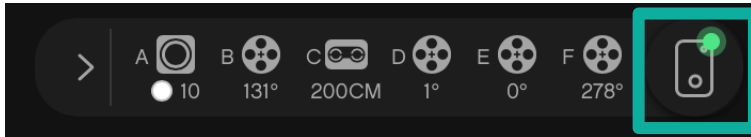


Step 3: Click on the two bars icon (=) in each row to drag the program to a new position. Use the trashcan icon to delete

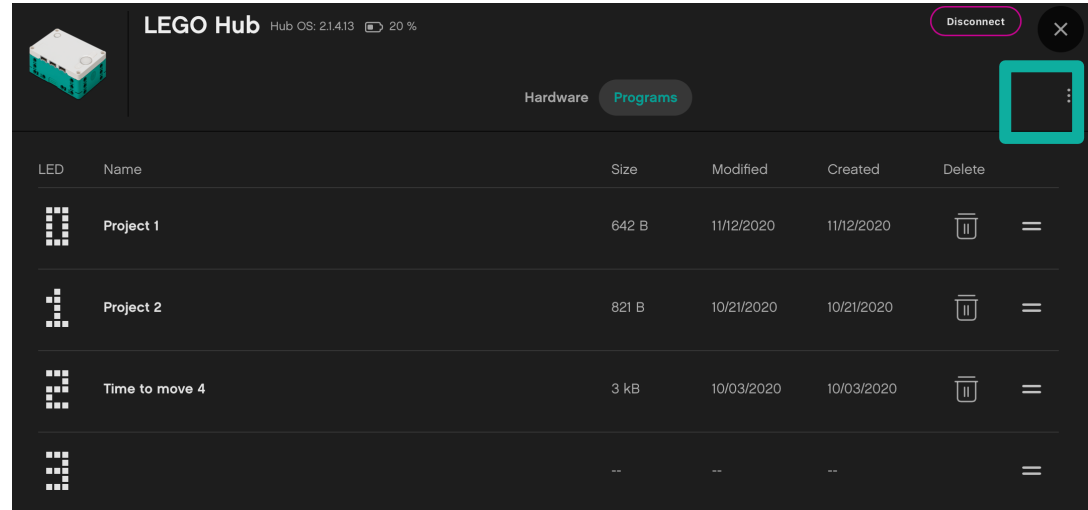


# CHANGING THE ORDER OF PROJECTS (ROBOT INVENTOR)

Step 1: Click on the Hub icon



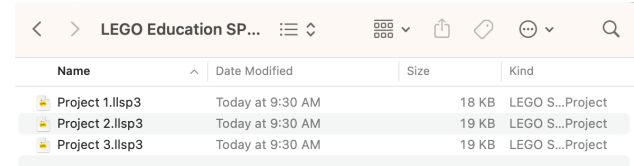
Step 2: Click on “Programs”



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

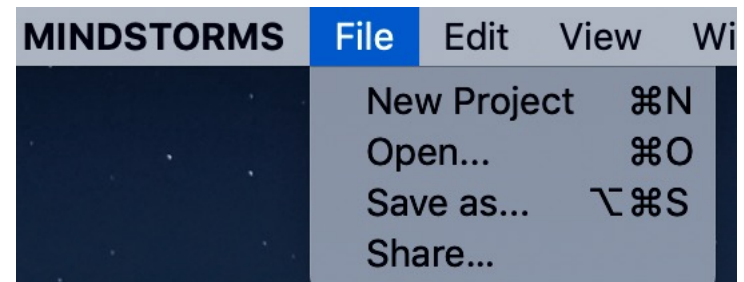
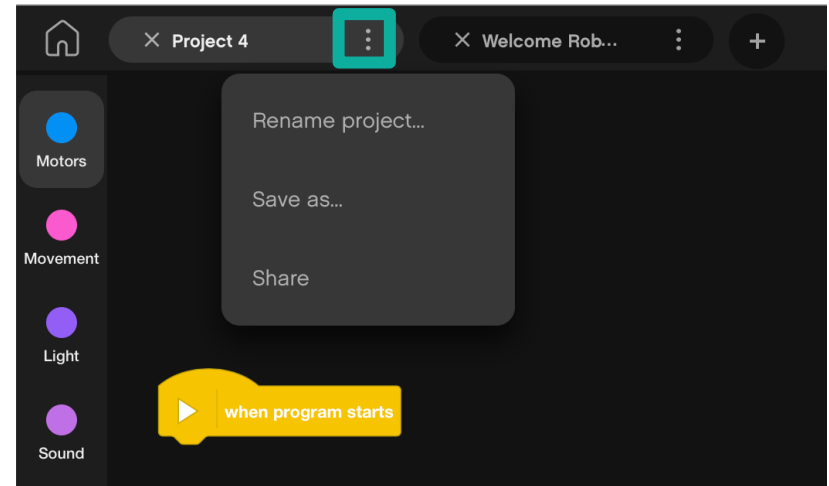


Name	Date Modified	Size	Kind
Project 1.llsp3	Today at 9:30 AM	18 KB	LEGO S...Project
Project 2.llsp3	Today at 9:30 AM	19 KB	LEGO S...Project
Project 3.llsp3	Today at 9:30 AM	19 KB	LEGO S...Project

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

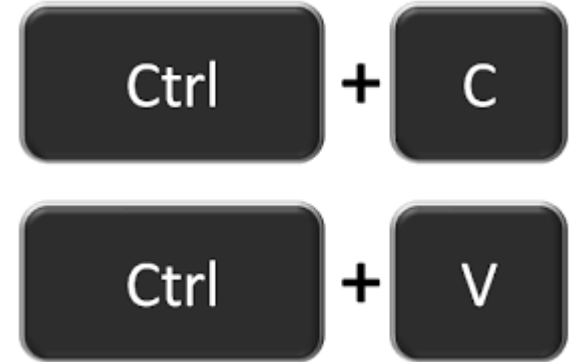
# SHARING PROJECTS IN ROBOT INVENTOR

- 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](http://www.primelessons.org)



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