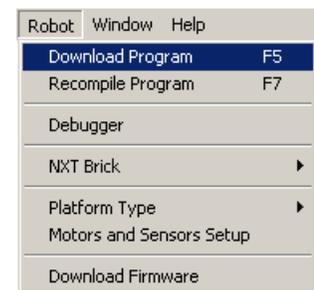


## Reference

# Running a Program

Once a program has been successfully written, it needs to be given to the robot to run. The following steps will guide you through the process of downloading your program to the robot, and then running it remotely or connected to your computer.

1. Make sure your NXT is **turned on**. Press the orange button on the front of the NXT if it isn't.
2. Make sure your robot is **plugged in** to the computer via the USB cable. The program will be loaded onto the robot through this connection.
3. Click "**Robot**" on the top menu bar of the ROBOTC window, and select "**Download Program**" or "**Compile and Download Program**" (they're effectively the same; which one you see depends on whether you have made changes since the last time you compiled).
4. You may be prompted to save your program. If so, save it in the same directory as your other programs.
5. If there are **errors** in your code the compiler will identify them for you and you will need to correct them before a successful download can be completed.



Downloading places your program on the robot to be run on command. You can run the program in two different ways.

- **Run attached**

If your robot is still connected to your computer you can run the program which was just downloaded by clicking "**Start**" in the "Program Debug" window which automatically appears upon download. This will run your program and because the robot is still connected to the computer via its cable, you can obtain live variable and sensor feedback by using such debug windows as "Global Variables" and "Devices."



- **Run Independently**

If you want to run the program while the robot is not connected just remove the cable once the program has been downloaded. On the NXT Brick select "**My Files**" by pressing the orange button, then with the same button select "**Software Files**". You will be presented with a list of all programs currently stored on the NXT. Scroll through using the left and right arrow keys and **find your program**. It will have the same name as the program you saved on your computer. When you have located it, press the orange button once to **select** it, and then once more to **run** it.

