Remake a program

Follow all steps as in creating a program.

When you get to step 9, proceed as below.

Note that the robot shall now be positioned **in front of** the marker you have planned to do the programming at.

When prompted to name the program, enter the exact name of the program you want to remake.

The display will give a warning, “Name exists, overwrite?”

- **Note that this will overwrite the previous program!**

*Press the **“YES”** button in bottom right corner. - When you have given the program a name and press “**Enter”** the robot will run forward and search for the marker. Make sure that you are placed in front of the marker before you press ”OK”.*

When you overwrite an already existing program, it will automatically be placed in the recipe where the old version were used.

Continue your programming from step 10 in the guide.

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