Remake a program

Follow all steps as in creating a program.

The display will give a warning, "Name exists, overwrite?"

remake.

the programming at.

Note that this will overwrite the previous program!

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

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

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