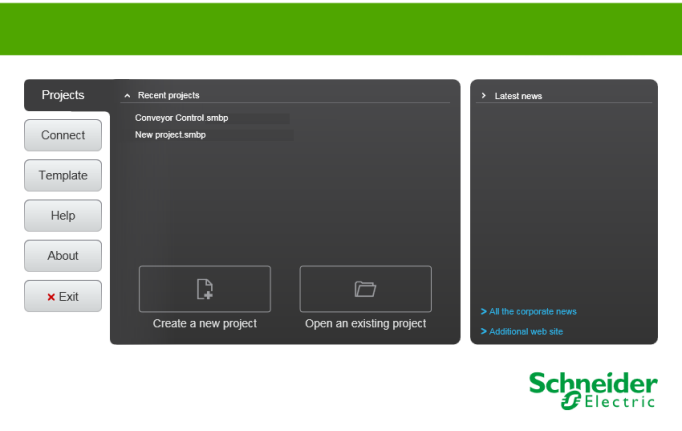


The SoMachine Basic Software

Managing Applications

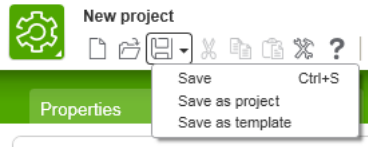
When SoMachine Basic starts, the start page is displayed with the option to open an existing project or create a new one. Recent projects are also listed to allow easy access to these.

SoMachine Basic^{1.0}



Click any listed project to open it or click the **Open an existing project** button to navigate to a folder and open a project. Click the **Create a new Project** button to create a new project.

Projects can be saved by clicking the **Save** button on the toolbar or saved as a new file by dropping down the menu and selecting **Save as project** from the menu.



Exercise - Managing Applications

Learning Outcomes

By the completion of this exercise you will:

- Create a new application
- Save and load an application

1 Start the SoMachine Basic software.

- i. Either

Double-click the SoMachine Basic icon on the desktop.

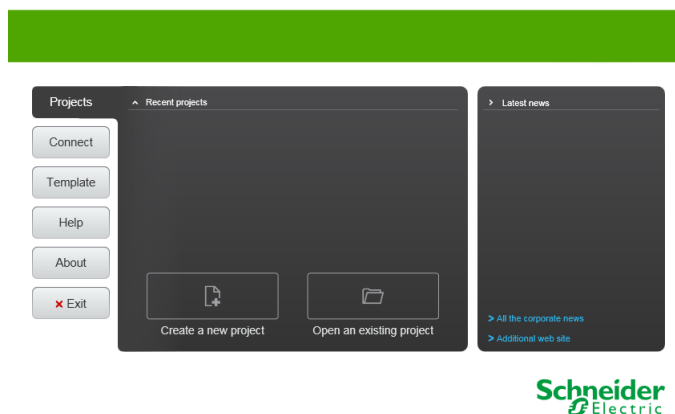
or

Go to Start » All Programs » Schneider Electric » SoMachine Basic » SoMachine Basic

2 Create a new project.

- i. From the startup page click the **Create a new project** button.

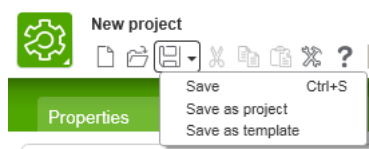
SoMachine Basic^{1.0}



- ii. The new project will be opened with a controller already configured.

3 Save the project

- i. Drop down the menu next to the Save button on the toolbar.



There are options to Save and Save as. Choose **Save** from the menu. The save can also be done using the standard key combination <Ctrl>S.

- ii. Give the project an appropriate name. One that describes the application will be helpful when trying to find an application file later.

Exercise - Managing Applications (cont.)

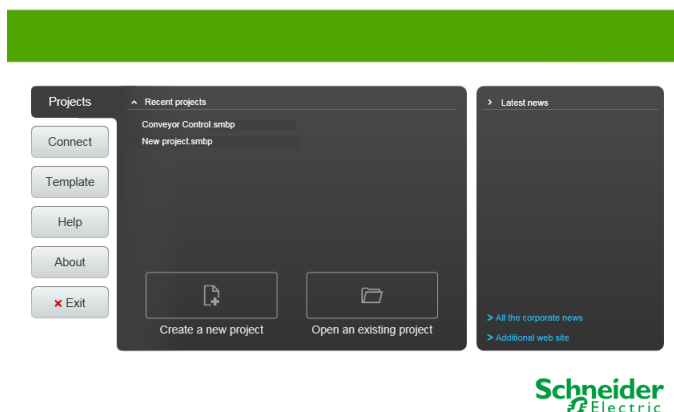
4 Load a project.

- i. Click the SoMachine Basic icon in the top left hand corner to display the start page.



- ii. The file just saved will be displayed. Click the file to open it.

SoMachine Basic¹⁰



If a message box appears stating that the latest changes will be lost and asking if you want to proceed click the **Yes** button to open the project.

