ADVANCED EV3 PROGRAMMING LESSON
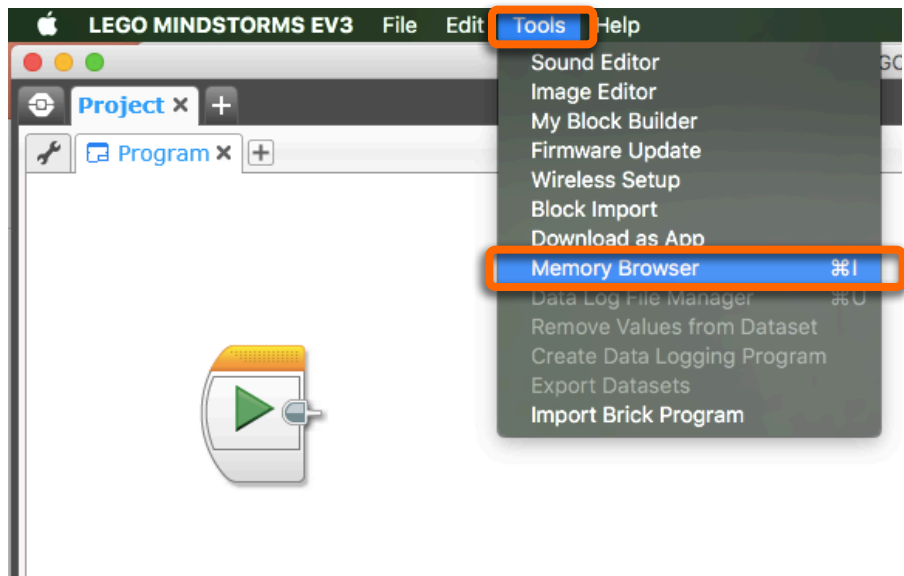
Downloading & Uploading Files
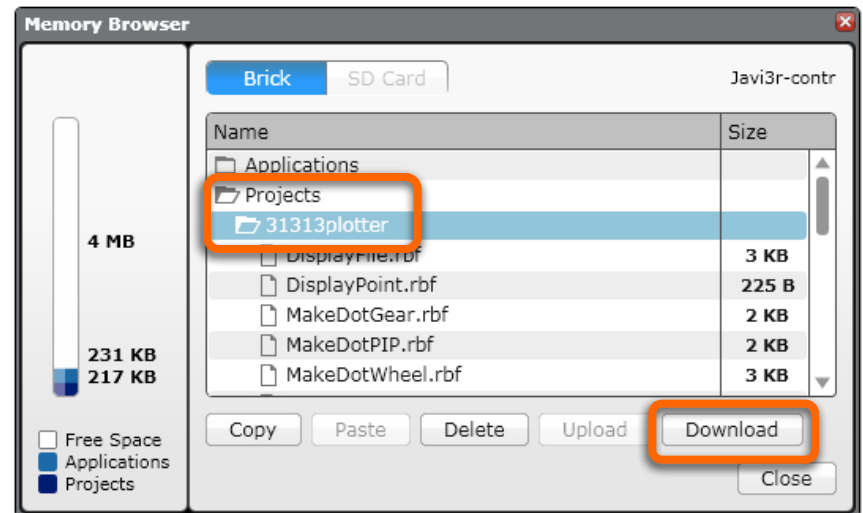
By Sanjay and Arvind Seshan

Uploading and Downloading Files

- Downloading – adding a file <u>to the brick</u> from your computer

  - Example: Our PIX3L PLOTT3R project requires that an image file be downloaded in addition to the EV3 code.

- Uploading – adding a file <u>from the brick</u> to your computer

  - Example: You want to see the what was recorded in a text file
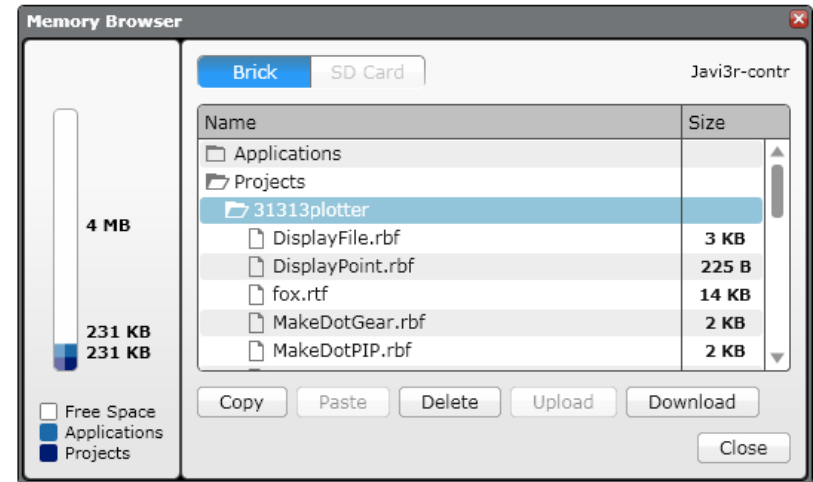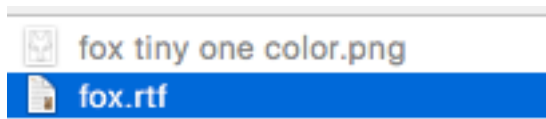
Download a File

Select Tools → Memory Browser

Select the Folder for the project you want the file added to and select Download
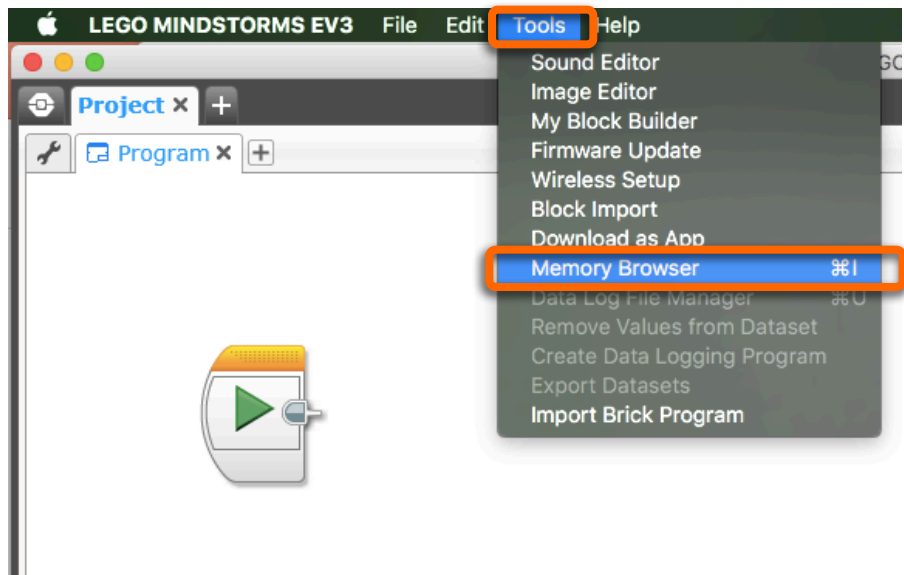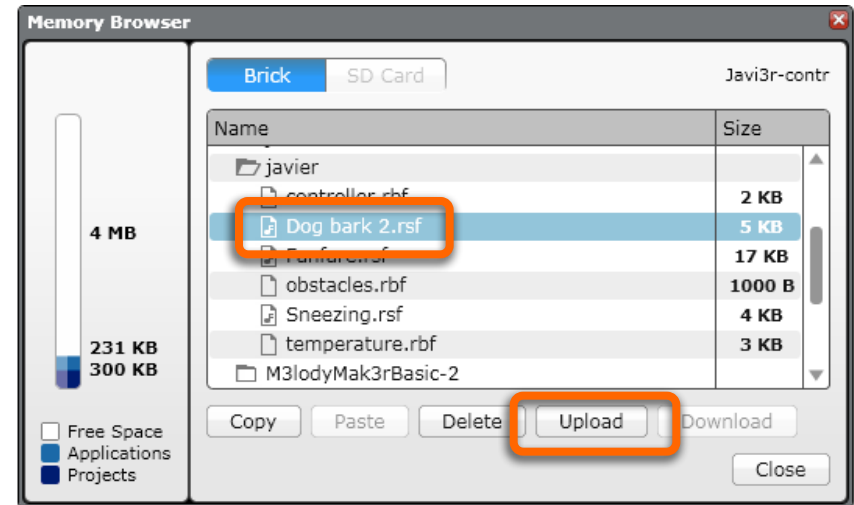
Download a File Continued

Pick the file from your computer that you want to add to the brick. In this example, the file fox.rtf is being selected.

You can now see that fox.rtf is on the brick
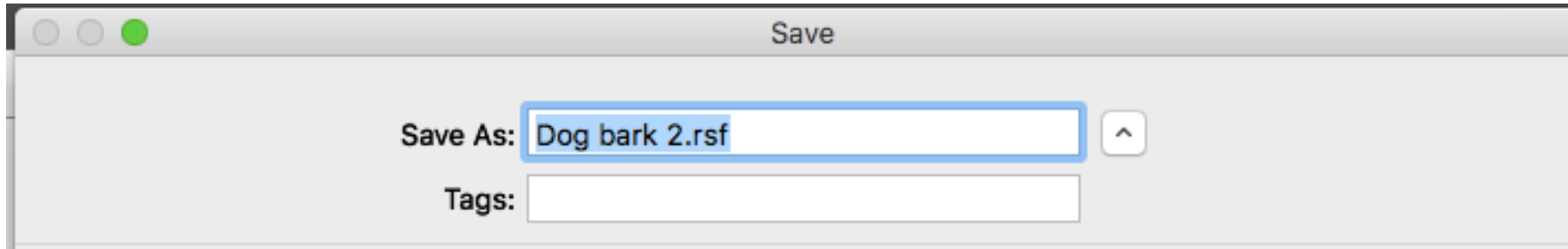
Upload a File

Select Tools → Memory Browser

Select the item inside the folder that you want to upload to your computer

Upload a File Continued

Save the file to your computer

Credits

↗ This tutorial was created by Sanjay Seshan and Arvind Seshan

↗ More lessons at www.ev3lessons.com