

BUILD IT

NXT Program Troubleshooting Tips

- Make sure all cables are plugged in and working before trying to change your program.
- When dragging and placing icons or groups of icons, always let the circuit expand to the appropriate size before releasing the mouse button and placing it.
- Undo (Ctrl-Z) can be your best friend.
- Use the Download and Run Selection to test out small pieces of your program. Often, even though the piece might finish very quickly, this can let you know at least whether your code can even run. If an error occurs, then you have narrowed down where the problem is.
- If a section of code continues to give you problems no matter what you do to fix it, then it may be corrupted. In that case, delete the section and build it from scratch.
- Once you have a working program, save it. When you are going to try to make some big changes, always do a “Save As...” first to create a new version of your file, thus protecting the old working one.
- A motor that seems to be stuttering is a possible sign that your program is telling it to do two different things.