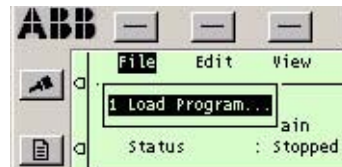# 3 Loading a Program

A program can be read from a diskette or from the robot's mass memory. To open a program, do as follows:

• Choose **File: Load Program**.

The following dialog box will appear (see Figure 2).

Figure 2   The dialog box displays a list of all available programs.

A - Program list

The Mass memory unit field indicates:

>   - **flp1** to denote a diskette
>   - **hd0a** to denote the robot's internal memory (the flash memory)
>   - **bd0** to denote a USB flash disk device
>   - **fd** to denote a USB floppy device

• Press *Unit* until the desired unit is displayed.

• Choose the desired program – use ArrowUp ⬭ or ArrowDown ⬭ to scroll

through the list: select . . to go up one level and press ⏎ to go down one level.

• Press *OK*.