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LEGO® Education WeDo™ Frequently Asked Questions

Questions Related to Hardware

Q: Are the Sensors and Motors from LEGO® MINDSTORMS® Education compatible with LEGO® Education WeDo™ products?

A: No, LEGO® MINDSTORMS® Education Sensors and Motors are not compatible with the LEGO® Education WeDo™ Construction Set.

Q: What does the Motor do?

A: The Motor can be programmed to turn this way or that way and to move at different power levels. Axles or other LEGO® elements can be attached to the motor.

Q: What does the Tilt Sensor do?

A: The Tilt Sensor reports the direction it is tilted. The Tilt Sensor detects changes within six different positions: Tilt This Way, Tilt That Way, Tilt Up, Tilt Down, No tilt and Any tilt.

Q: The Tilt Sensor indicator is not accurate in some cases, what can I do?

A: Due to the mechanics of the Tilt Sensor, vibrations can sometimes affect the sensitivity of the Tilt Sensor. If you experience this, we suggest that you try building a model with the Tilt Sensor isolated from the Motor vibrations.

Q: What does the Motion Sensor do?

A: The Motion Sensor detects objects within a range of 15 centimeters depending on the design of the object.

Q: How many Motors or Sensors can you add to a project?

A: You can use a maximum of three LEGO® USB Hubs (6 motors or sensors) at the same time.

Q: Why is labeling useful?

A: Using labeling, two motors or two of the same sensors can be attached to the LEGO® USB Hub, but can be programmed separately.

Questions Related to the Software

Q: How do I type in the text box?

A: Drag your cursor over a text box. The cursor will turn into a “T”, now you can type, you don’t need to click just type.

Q: What is the maximum amount of characters I can enter in the text box and bubble?

A: You can type up to 100 characters in the text box and bubble.

Q: Why does the cursor turn to a “T” over the text box?

A: This indicates that you are able to begin typing.

Q: Can I name my project?

A: To name your project, move your cursor over the word project in the upper right hand corner of the screen. The cursor will turn to a “T” allowing you to type what you would like to call your project. If you do not name it yourself the name will be ‘project’ and a number.

Q: How do I STOP a running program?

A: To stop running a program, click the red square which is located on the bottom right hand side of the screen.

Q: How do I CLOSE the program down?

A: To close the program down, place your cursor over the title in the upper right hand side of the screen and click. Now you can click on a red cross which will close down your program.

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Q: How do I save my projects and where are they located?

A: Projects are saved automatically with the file name that is in the title box in the upper right hand corner. The default location for the saved files is: My Documents/LEGO creations/WeDo/projects

Q: My Sound #1 no longer plays or plays a different sound. What happened?

A: When you record a personal sound it overwrites sound #1. To get the default sound back you just have to open a new project. The recorded sound will always be in the same project, you will have to reinstall LEGO® Education WeDo™ Software, or rerecord your own personal sound. You can only record one personal sound per project

Q: How do I add custom backgrounds and sounds?

A: The default folder for custom backgrounds and sounds is located in: **PC:** C:\Documents and Settings\All Users\Documents\LEGO Creations\WeDo\Backgrounds **or** C:\Documents and Settings\All Users\Documents\LEGO Creations\WeDo\Sounds **Mac OS:** /Users/Shared/LEGO Creations/WeDo/Backgrounds **or** /Users/Shared/LEGO Creations/WeDo/Sounds The file for backgrounds should be JPG and for sounds files it should be WAV.

Q: What languages is the LEGO Education WeDo Software available in?

A: Languages available include English, Spanish, Portuguese, German, French, Dutch, Danish, Swedish, Norwegian, Japanese, Chinese and Korean.

Q: I have installed the software, but the Activity Pack is in English and not the same language as the software.

A: The Activity Pack is not available in all languages. If the software is installed in a language that the Activity Pack is not available in, it will by default install the Activity Pack in English.

Q: How do I install the Activity Pack and Teacher's Notes on Mac?

A: Choose 'Customize' and then choose 'Installation of Activity Pack' and 'Teacher's notes'.

Q: How can we install WeDo™ software on a system without a CD drive?

A: Copy the contents of the CD to a USB stick or a Network drive, navigate to the WeDo folder and double click the "LEGOEducationWeDo.exe" file; then follow the on screen instructions.

Q: What are the differences between software version 1.1 and 1.2?

A: Performance improvements including light block in the programming tools, Support for Windows 7 and Snow Leopard, as well as activity material integrated in the software.

Q: Can I share programming strings with computers using different software versions?

A: Yes, but if the programming string includes the light block it can only be used on computers with software version 1.2

Q: What is the microphone for?

A: The microphone allows users to record custom sounds to play in their programs.

Q: How does the microphone work as a sensor?

A: You can program your model to react when a loud sound is heard; for instance counting every time you clap your hands.

Q: Can I lock the WeDo™ Background (canvas)?

A: Yes, you can change the default setting and “lock” the canvas so that it doesn’t move. To change the CanvasLock INI token follow this procedure:

1. Open the WeDo.ini file located at:
 - o On **XP** -> C:\Documents and Settings\All Users\Documents\LEGO Creations\WeDo
 - o On **Windows Vista** and **Windows 7** -> C:\Users\Public\Documents\LEGO Creations\WeDo
 - o On **Mac** -> /Users/Shared/LEGO Creations/WeDo

2. In the INI file add the following lines at the end:

```
[Scrolling]
CanvasLock=True
```

3. Save and close the file. Canvas will now be locked in WeDo™. If you re-open the WeDo.ini file and change the value of CanvasLock from True to False, canvas scrolling will be enabled. For the changes in the INI file to take effect you will have to restart WeDo™.

Q: There are programming blocks for lights, but no physical lights in the set?

A: The Power Function lights are supplementary and can be purchased from your local LEGO® Education distributor; a list of distributors is available on LEGOeducation.com

Questions Related to the Activity Pack

Q: I have installed the LEGO® Education WeDo™ Activity Pack, but the head icon is still not active, what can I do now?

A: This is because the WeDo.ini file is corrupted or your My Documents folder isn’t in a default location due to your network set up. Locate your WeDo.ini file and delete it, the default location will be different from PC operating systems and Mac operating systems, it’s best to use your search tool.

Q: How do I find and install the Teacher’s Guide?

A: If you have **software v. 1.1** you have to install the Teacher’s Guide from the Activity Pack CD-ROM. If you have **software v. 1.2** you have to mark the Teacher’s Guide when installing. We recommend that you copy the Activity Pack into your local hard drive. We also recommend that you print it and keep it in a binder to use as a resource book.

Q: How do I find the activity menu?

A: Click on the yellow LEGO® brick on the top left hand side of the computer screen. To find the activity menu click on the head in the upper left hand corner. If the Activity Pack has been installed the head will be yellow and can now be accessed.

Q: Where is the shortcut list?

A: The shortcut list is located on page 23 of the Teacher’s Guide.

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Q: Where can I find Teacher's Tips and Tricks?

A: There is a list of Teacher's Tips and Tricks in the Teacher's Guide after each of the Teacher's Notes for Getting Started.

Questions Related to the Building Instructions

Q: Where are the building instructions located?

A: The building instructions are located on the Activity Pack CD-ROM (Version 1.1) and on the WeDo software 1.2 DVD and can be accessed by opening the activity that you want to build.

General Questions

Q: What is the full detailed information on the compatibility with different platforms?

A: The **WeDo™ software 1.1** is supported on Windows XP and Vista operating systems with the latest service packs. It is also supported on the Mac 10.5.xx operating system with Mac Intel processors. A minimum of 512 MB Ram is required and 300 MB of hard disc space. The **WeDo software 1.2** is supported on Windows XP, Vista and Windows 7 operating systems with the latest service packs, as well as the Mac 10.5.xx and Mac 10.6.xx operating systems with Mac Intel processors. A minimum of 512 MB Ram is required and 300 MB of hard disc space.

Q: Our system Firewall blocks the WeDo™ Software and prevents it from launching, what can we do?

A: To allow WeDo™ software through your firewall go to your firewall program and find your exception list. You should be allowed to add exceptions to your list. Browse the WeDo.exe file and add it. Your firewall help file should be able to give you detailed instructions.

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