Quickstart
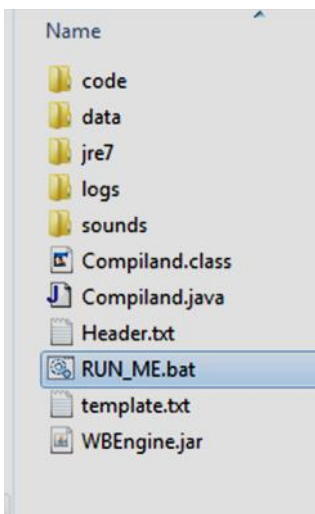
Installation

If you have downloaded the engine from our website, then you can unzip the folder to your own memory stick or place it on your desktop, or wherever you like. When you have unzipped the folder, you should see the folder **WBEngine_2020_01_EarlyYears**

First Run

1) Open the folder and you will see the following

2) Double-left-click on "RUN_ME.bat" and the engine will open. The first run may take a while, so be patient. Resist the temptation of a second double-left-click. Then press the "run" button (centre icon on the toolbar and you will see this:
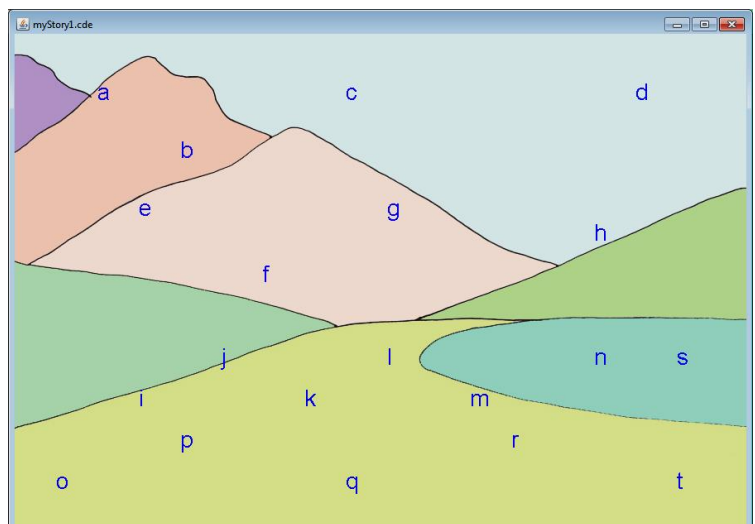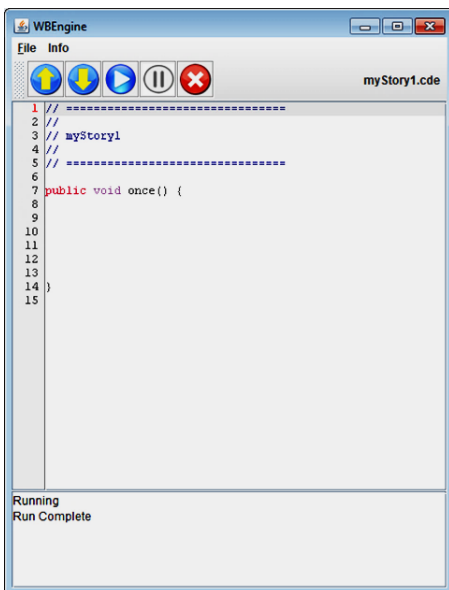
3) Now, in the code-entry box on the left, type the first line of code from Book 1 on line number 9

        add(bigtree,r);

4) Then press the "run" button and you should see the bigtree.

5) Now type the lines the other lines of code in the book and then press the "run" button again.

Saving and Opening Files

To save the work you have just completed, select **File** from the menu then hit **Save**. Your file will be saved, so next time you start the engine, your code will appear on the left. But it is more useful to save a file with a name, so you can save many different programs. Choose **File** then **SaveAs**. The following dialog box will appear
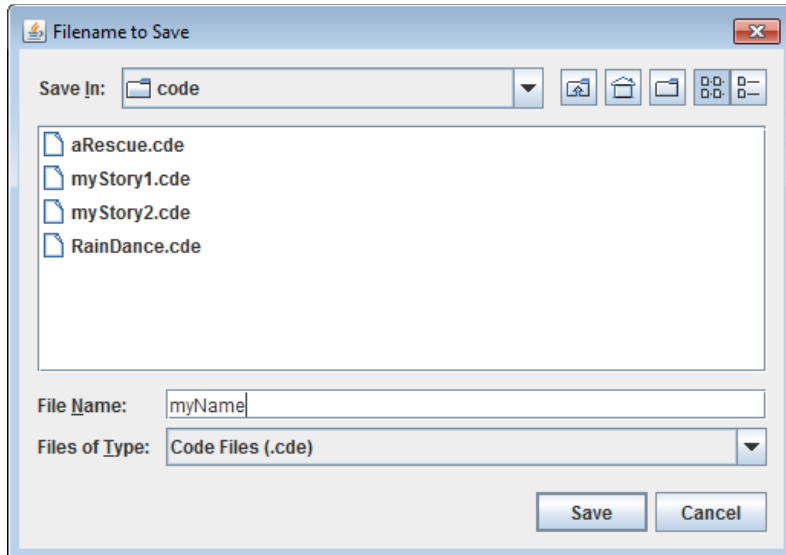
Choose a filename, I have chosen **myName** and hit **Save.**

When you want to load a file into the engine, then select **File, Open** and you will get a dialog box. Click on the file you want and then **Open**.