WELDER.APP
Edit a project

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After creating a project, you can edit it and add more specifications to it.

In your Profile page you can access to your project board, where you can edit all the project you're involved in. Click on the project title to open its edit page.
The browser will present you with an overview of the basic information you provided in the creation of the project.

From here you customize all the projects settings (with the yellow *Edit* button) and add more material to describe your project.
The set of blue buttons in the upper right corner provides a set of global functionalities for the project.

These are:
- **Project settings** (the cog icon);
- **Project history**;
- **Clone repository**;
- **Questions & feedbacks** (the comic balloon icon);
General Functionalities – Project Settings

The **Project settings** button will prompt you a window displaying the options you provided in the Step 1 of the Create Project process. From here you can change them, or even irreversibly delete your project if you want to start the documentation from scratch.

The **Members** button will give access to the tab where you can invite other Welder members to your project, allowing them to modify the documentation.
In the **Project history** you can see all the changes that were committed to the project page since its creation. This is very useful in the case of a large team working on the same project.
General Functionalities – Clone and Questions & Feedback

The **Clone** button will make you download the full repository of the project on your computer through the **Welder app**.

**Questions & Feedback** will take you to the comments left by other Welder members to your project, so that you can reply and interact with them.
The file tree panel is where you can add more content to your project. In here you can add files, assembly guide and all the content that you consider relevant to your project divided in a directory tree of your preference.

Clicking on the + button will give the option of adding a **File** or a **Folder**, or an **Assembly Guide**.
Adding files to your project is rather straight-forward. Choose them via the navigation window or just drag & drop them to add them to your repository.

By pressing the **Create New Folder** button you can set and create the folder where the file will end in your file tree, but due to the version control system's internal functioning you cannot create a folder without a content. Always add a file if you want to create a folder.
After you added your files, they will appear in the file tree. Welder will also preview certain compatible file extensions such as PNG, JPG, SVG, PDF and STL.

The set of blue buttons in the file preview will let you copy a link to it, check the file history, download it or delete it. Remember that a folder cannot exist without a file. If you delete the only file inside a folder this will remove it as well.
When you add a new folder, you can also create nested folders by using a slash symbol to separate the folders.

This will significantly speed up the process of creating many folders in a project, but remember that folders can exist with a file inside of them. If you have many nested folders relying only on a file at the bottom of the structure, deleting that file will remove the whole stack.
An **Assembly Guide** is an instructional text where you describe step-by-step how to obtain the desired result of your project (being it the whole project or just a stage).

If you want to create an assembly guide in your file tree, you'll be presented a template to add the content of your first step. You can insert the step title, images & video links for exposing the passages involved, and a bullet point list.
Assembly Guide - Bullet points

The bullet point list features formatting and linking capabilities. Furthermore you can set the indentation level in order to create sub-lists.
After saving the first step of the assembly guide, you'll see it in the file tree preview, where you can add further steps or edit the previous ones.

You can have different assembly guides in your project - which is very useful especially for large project with many sub-systems - but you can't have two assembly guides in the same folder. Navigate through your file tree and choose the proper directory for every assembly guide you want to make.
Clicking the **Edit Guide Info** yellow button in the assembly guide preview will let you insert more information not specific to a step.

**Difficulty** and **Hours Required** is where you suggest a skill-level and approximate time required to complete this assembly.

**Add Components** and **Add Tool/Fabrication Machine** fields can be used to define materials and tools that are best suited for your project’s realization.

Putting some effort in these sections will greatly improve your documentation and ensure the least amount of misunderstandings. Anyone trying to replicate your project is surely interested about what you used on what.