CodeSpace - *Stay on Target*

Um, *Target?*

In CodeSpace there is always a "Target Device" selected.
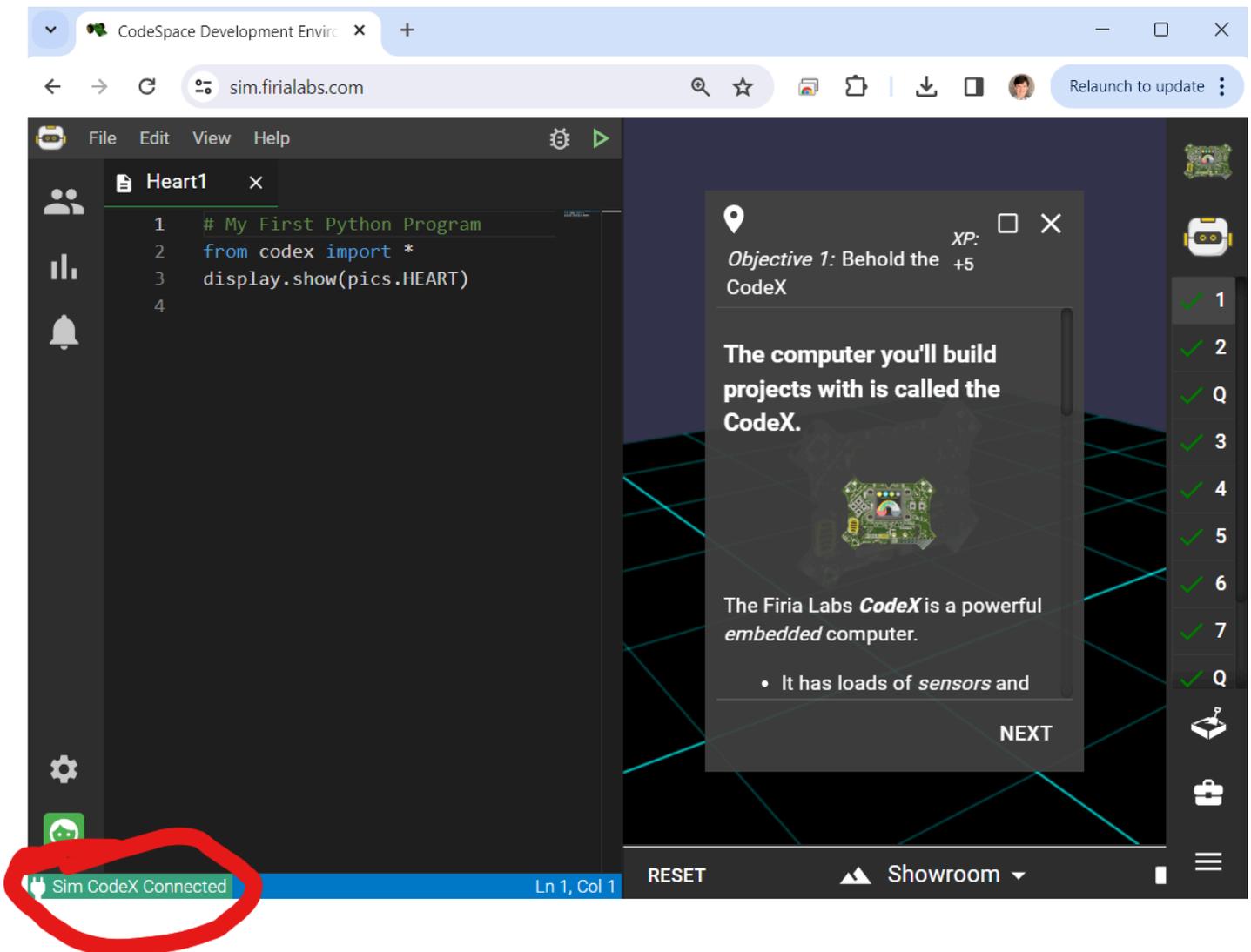- The "Target" is the device you'll be sending code to when you press the RUN button!

How's the Target Selected?

If you are in "Sandbox Mode" you get to select the Target Device manually.
But if you're in "Mission Mode" it is automatically selected based on the current Objective you are viewing.

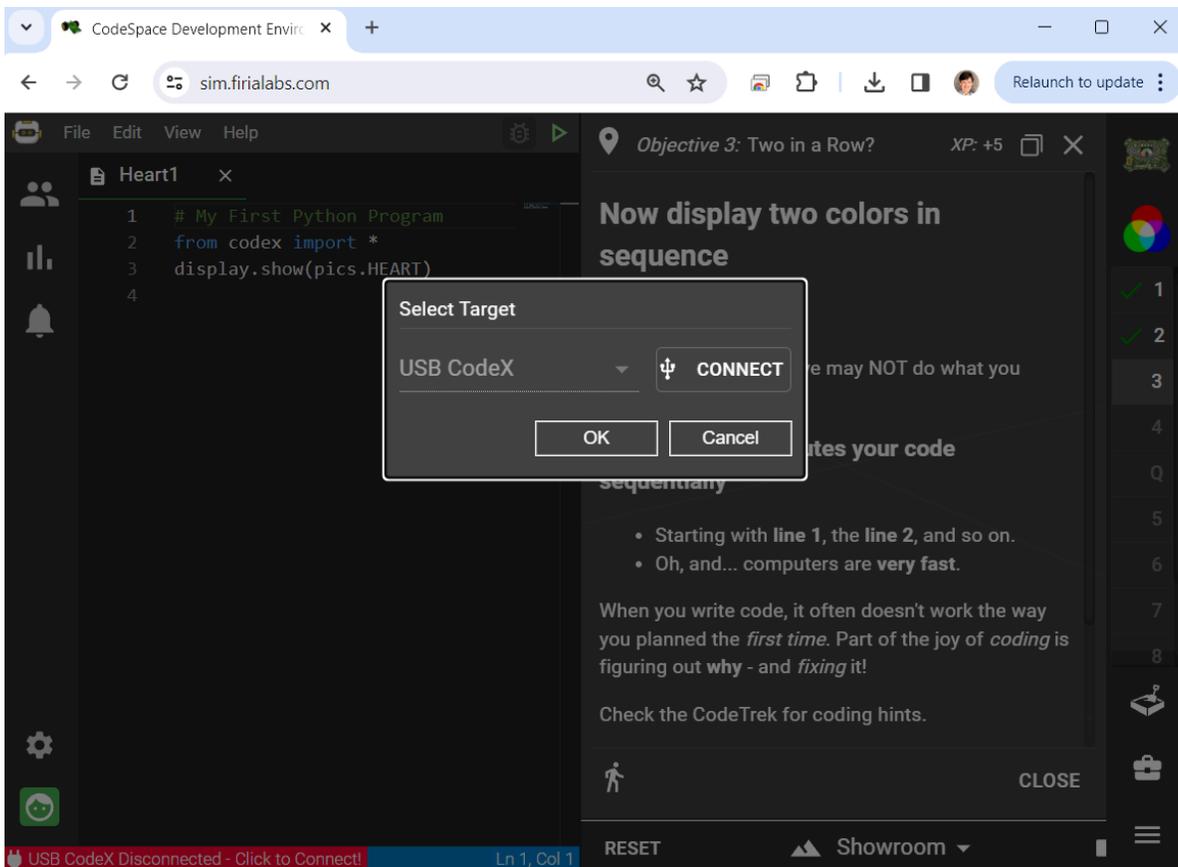## How do you check your current Target? See below for examples!

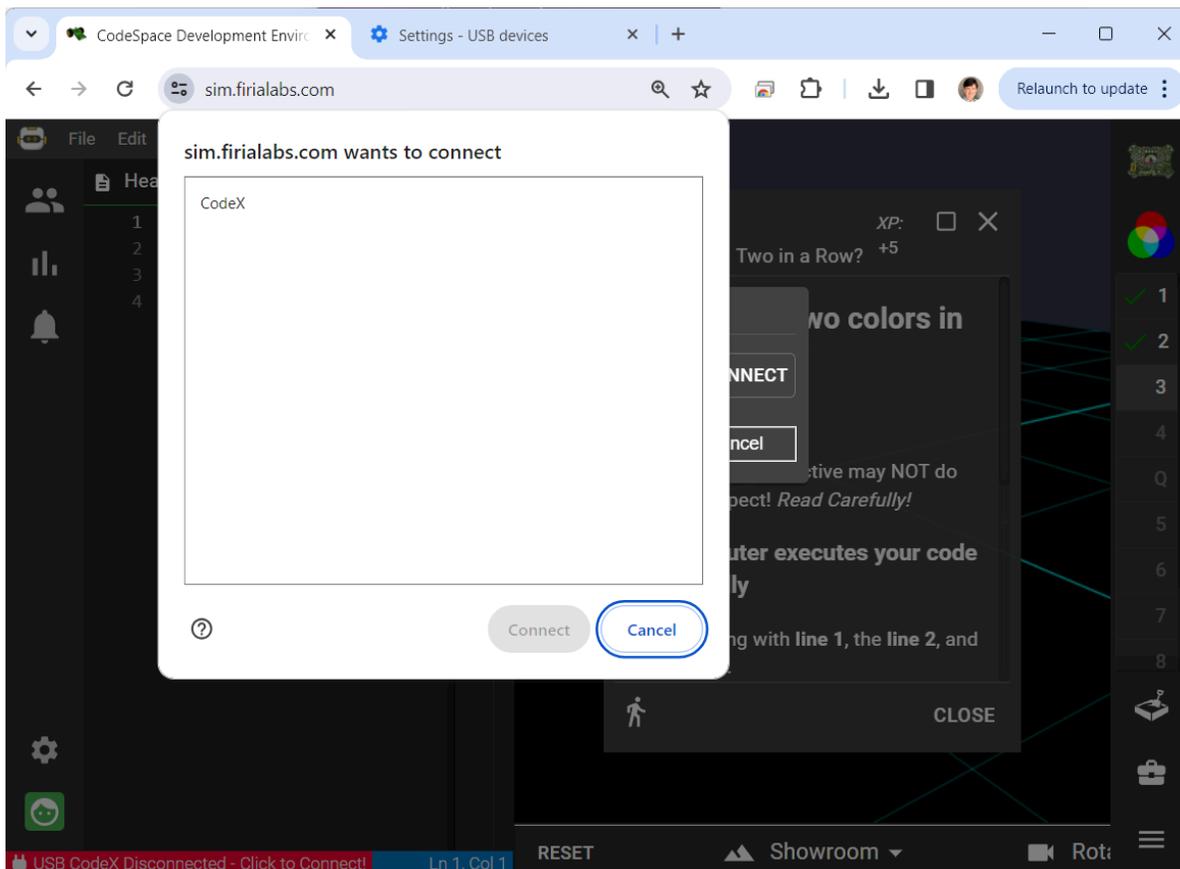Above, the selected target is "Sim CodeX" - you can't run code on the simulated CodeX… not yet.

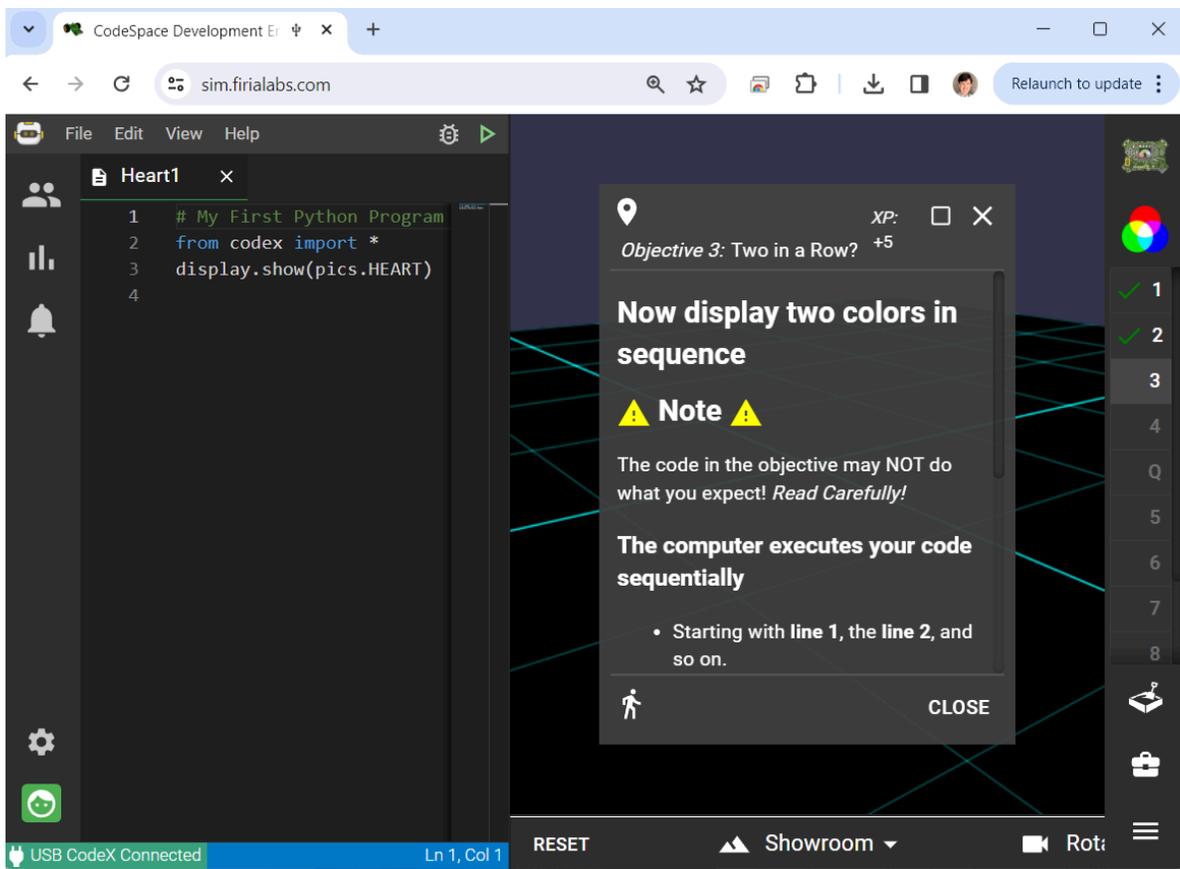**Now, on to an Objective that uses the real USB connected CodeX!**
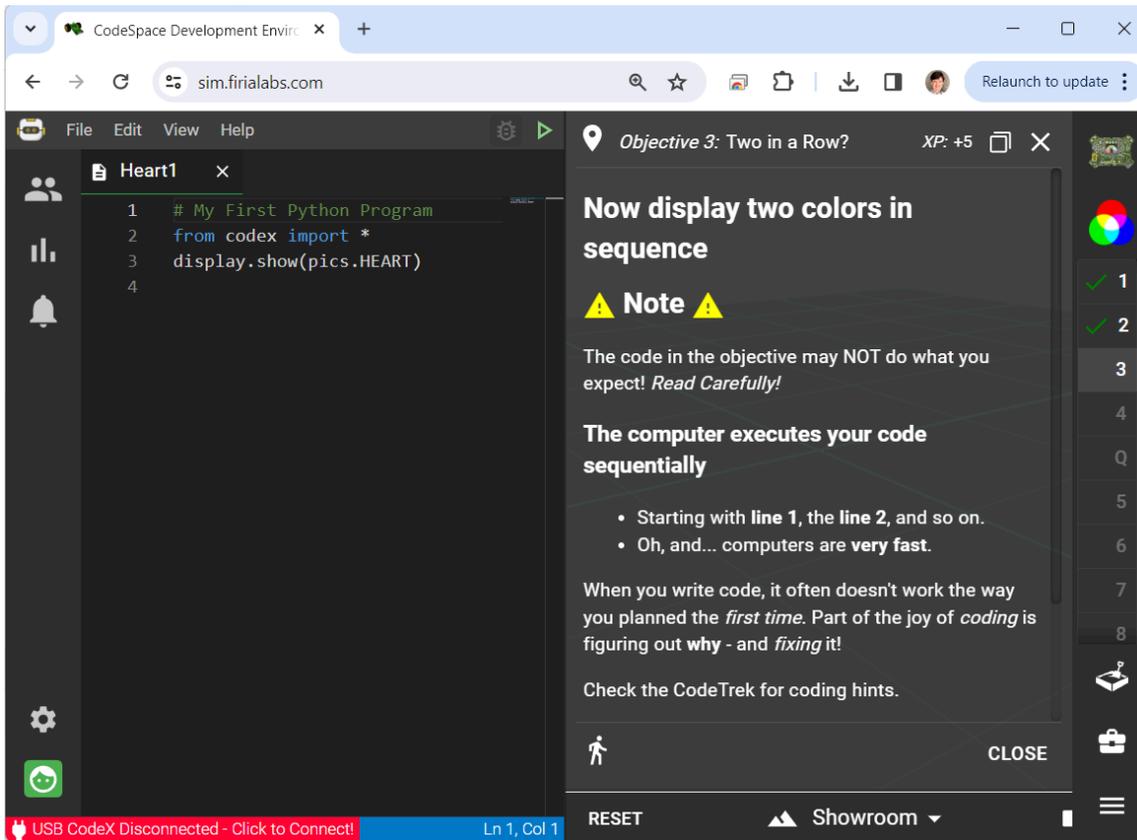
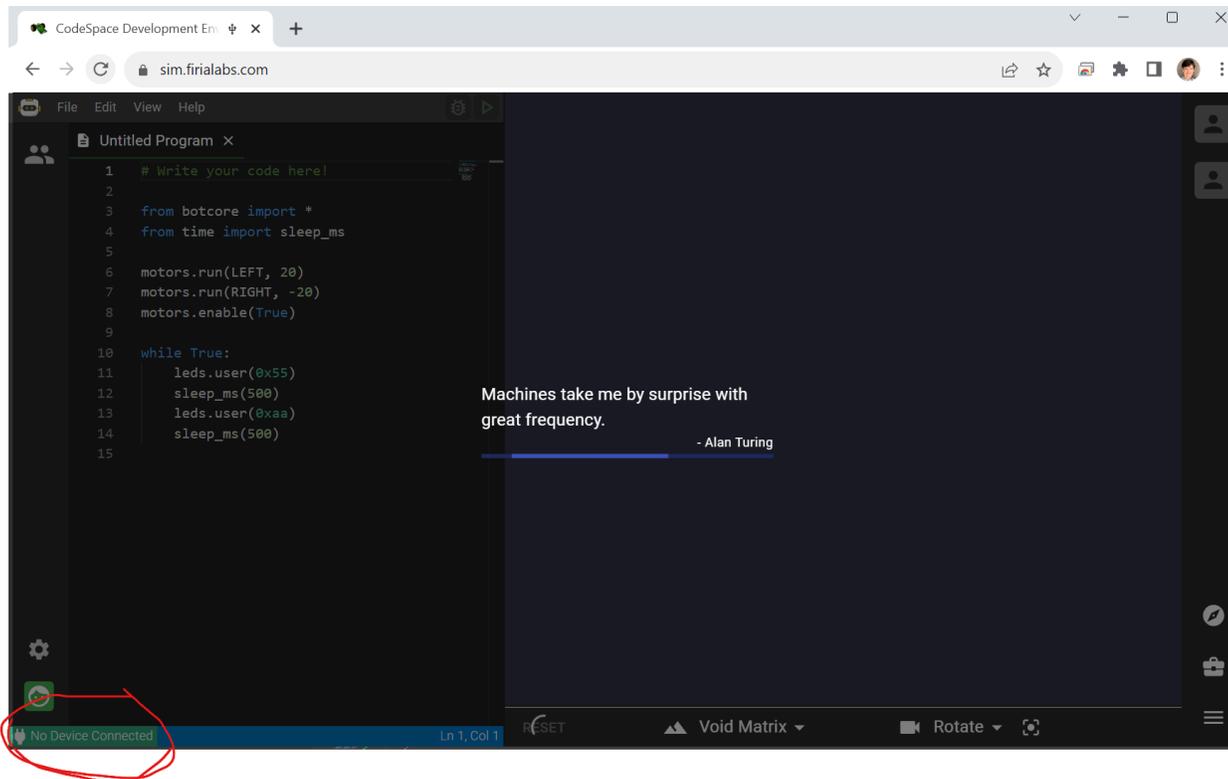Okay, now the CodeX is selected. BUT there's no CodeX plugged into my USB!

Click on the RED box at lower left and CodeSpace shows the "Select Target" dialog…

Click on the CONNECT button and the browser asks to connect. Select "CodeX" and click **Connect**!

Now the CodeX is connected happily!

If you see "No Device Connected" that means CodeSpace has not tried to connect to ANY target yet. If this happens, just try selecting a different Objective in the Mission Bar at right. Starting each Objective will always set a Target appropriate for that Objective.