

Studio 2.0 - Tech Tigers Guide

Install Process:

- Download Studio 2.0
- Open Package
- Download Lego + 3rd party website
- Open 3rd party software

Windows:

1. First, you should go to this website:
<https://www.bricklink.com/v3/studio/download.page>
Once there, click on the download link in the middle of the screen. It is a yellow button with black text, and is labeled "Download Studio 2.0 for Windows."
2. Once the download has been completed, open up the executable file (.exe) and finish the download. You will want a desktop shortcut as it will make opening up the file easier.
3. Now, you should download the new software for spike prime. We have compiled these parts into a ZIP file, and here is the link:
<https://drive.google.com/file/d/1A8uqTGt6o2qAfPD2IkUw9WbljhKhsYK4/view?usp=sharing>
4. Finally, you have to move and unpack this ZIP file. Once opened, you will want to click on the folder "Studio 2.0 Custom Parts" select all 3 folders inside (collider, connectivity, and Custom Parts). Then, go to the search feature on your windows machine and search up "C:". Then, you must go into "Program Files", and open the Studio 2.0 folder. Inside, open ldraw and then be ready to unpack.
5. Copy all 3 folders from inside the ZIP file and paste into ldraw. Then, a notification will show up. Click the "Let me decide for each file" and then click the top left button for "all of the files in ldraw". Once the move has been completed, you can open up the Studio app and click on the left side button called "Master", choose Custom Parts, and you should be able to see the Spike Prime Parts!

Well done!

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Mac:

1. First, you should go to this website:
<https://www.bricklink.com/v3/studio/download.page>
Once there, click on the download link in the middle of the screen. It is a yellow button with black text, and is labeled "Download Studio 2.0 for Windows."
2. Once the download has been completed, open up the executable file (.exe) and finish the download. You will want a desktop shortcut as it will make opening up the file easier.
3. Now you should download the new software for spike prime. We have compiled these parts into a ZIP file, and here is the link:
<https://drive.google.com/file/d/1A8uqTGt6o2qAfPD2IkUw9WbljhKhsYK4/view?usp=sharing>
4. Finally, you have to move and unpack this ZIP file. Once opened, you will want to click on the folder "Studio 2.0 Custom Parts" select all 3 folders inside (collider, connectivity, and Custom Parts). Then, you must go into Finder, search, and open the Studio 2.0 folder. Inside, open ldraw and then be ready to unpack.
5. Copy all 3 folders from inside the ZIP file and paste into ldraw (Options key & Drag). Then, a notification will show up. Click Merge twice, and then close the file explorer. Once the move has been completed, you can open up the Studio app and click on the left side button called "Master", choose Custom Parts, and you should be able to see the Spike Prime Parts!

(We would like to thank Professor Bruno for the Spike Prime files, as we only rearranged them for matters of accessibility. Please show him some support, and thank him in the comments. Here is the channel link:

https://www.youtube.com/channel/UCFx_Jplois8urPGaR-uDvHQ)