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Subject: Re: Change name of project  
Posted by [Lance](#) on Tue, 03 May 2016 21:05:18 GMT  
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I've done that before, but cannot remember the exact steps, so I did a test with a sample project.

Here is what you need to do:

1. Create an empty project Control in theide;
2. Delete exisint \*.h, \*.cpp in the Control directory, copy the \*.cpp, \*.h in your original NefbG2 folders to the Control folder, rename the files if so desired. Make sure you leave the Control.upp file untouched, and make sure you don't copy NefbG2.upp to the Contorl folder;
3. Back to theide, with Control as your current project, focus on the left bottom part of theide which lists all files in the current project. Remove the existing ones (Maybe Control.cpp, Control.h) and mouse right click in the region, in the popup menu, choose the very first one, "Insert package directory/file(s)", add the cpp's and h's that originally belongs to NefbG2.

Now you should be ready to go.

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