

# EE492 Project File Storage

Fall 2006

We have set up network folders for each EE492 project. One folder is intended for you and your teammates to keep your shared project data files (documentation, data sheets, software source code, etc.), and the other folder is where you will place your project web page(s).

## TO ACCESS THE SPACE FOR FILE STORAGE:

1. Log onto a computer using the authenticated account that you listed on the signup sheet, i.e., your MSU domain account.
2. Map the following network drive by right-clicking on My Computer:  
<\\ohm\seniordesign>. If you are on a computer that you use on the network all the time, click the 'reconnect at logon' box.
3. Once the mapped drive is connected, you will see all the project folders.
4. You can put any files you want to share with your team in your assigned project directory. The permissions should be set so that you can only save files in your own team's project folder.

## TO ACCESS THE SPACE FOR YOUR PROJECT WEB PAGE:

1. Look for the `html` folder in the mapped senior design network drive.
2. There is a web folder for each project in the `html` folder, and a simple `index.html` file for your project. Feel free to change the contents of that file, add additional files, include images, and so forth.
3. There is an introductory page at URL: <http://www.coe.montana.edu/ee/seniordesign> which has links to the `index.html` file in each project web folder.
4. Each individual project can also be linked via a direct URL to the project folder, e.g., [http://www.coe.montana.edu/ee/seniordesign/mems\\_mask](http://www.coe.montana.edu/ee/seniordesign/mems_mask).

<code>mems_mask</code>	Andy Lingley, Matt Leone, Brad Pierson
<code>beamformer</code>	Cory Kuffner, Charlie Keith, Patrick Roche
<code>sat_sensors</code>	Nathan Greenfield, David Meyn, Josh Miller
<code>sat_power</code>	Kyle Sternberg, Kelli Grabbe, Mark Myers
<code>ecebot_power</code>	Merlin Long, David Knapp, Tim Macke
<code>x_band</code>	Lance Ang Li, BJ Hilliard, Jonathon Shafer
<code>phone_ringer</code>	Clay King, James Masee
<code>power_monitor</code>	Kevin Majerus, Chad Hayward, Dave Sherwin
<code>ecebot_rf</code>	Daniel Colson, Andrew Edwards, Loo Chee Yang, Ali Alniemi
<code>electronic_gaming</code>	Tyler Haffner, Brent Hanson
<code>aurora_detector</code>	Dan Balster, Jesse Way, Hans Coate