

Installation instructions:

Android:

The installation of the android application is the exact same as the installation of any other .apk file.

Once you installed the app, make sure to create a ***new, empty*** folder named '***AALessons***' in the root directory.

Desktop application:

In order to run the desktop application, first you need to copy the file 'jmtpl.dll' and paste it in the following directories:

Windows/System32

Windows/SysWOW64

Once you did so, you can run the JAR file 'desktop app' by double clicking it.

If the app won't start, or if you encounter an error message, that indicated that you tried to run the app with a 64-bit JVM.

In order to run the app with the proper arguments, follow the next steps:

1. Open you command prompt (from your desktop, click 'Start' or hit the windows icon on your keyboard. Then type in 'cmd' and press Enter).
2. In the command prompt, type in:
C:\Program Files (x86)\Java\<jre>\bin\java.exe
(Where <jre> should be replaced with your installed JRE.
If you are not sure what JRE you have installed, go to:

C:\Program Files (x86)\Java

And copy the name of the folder that is found there).

Next, type in the prompt:

```
-jar -d32 <JAR_PATH>
```

Where <JAR_PATH> should be replaced with the path in which you've put the executable JAR file of the app.

This should run the app normally.

When you're ready to move the lesson to the device, click on 'save' from the lesson editing screen (look at the help manual for more information).

[NOTE: the following section is for advanced users who are familiar with JVM environment variables:

You can permanently change the 'path' environment variable manually to be the one of 32-bit, and then the app will start normally every time you'll double click the JAR file]

if you've encountered any problems following the above instructions, you can shoot us an email at:

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