**Walks Android notes**

I believe I have finally found the problem/solution. Here are the steps I took to get the app to run.

- In ADT, with the project imported, right click on "TownWalks", go into Build Path, then click "Configure Build Path...".

- Click on the Libraries tab, then click the "Add JARs" button.

- Navigate to the "libs" folder then select "android-support-v4.jar" hold down the Ctrl button to also select "slf4j-android-1.5.8.jar". Press OK.

- Click on the "Order and Export" tab at the top.

- Make sure the checkboxes are ticked for the android-support-v4.jar library and the slf4j-android-1.5.8.jar library.

- Select the android-support-v4.jar library and the slf4j-android-1.5.8.jar library then click the "up" until they are both above "osmdroid-android-3.0.8.jar" and "osmbonuspack\_v3.1.jar".

- Press OK to confirm the changes.

The only differences I can see between yours and mine are the "osmdroid-android-3.0.8.jar" and "osmbonuspack\_v3.1.jar" libraries are ticked in mine, on the Order and Export tab.

It seems it is still struggling to load the libraries. I recreated this error by importing from the unzipped directory (from dropbox) rather than the project directory which is inside the unzipped directory.

The best thing to do would delete the project from the workspace, then reimport from the project directory "AberystwythWalks", then follow my instructions to ensure the libraries are correct as in my previous email.

Now the app should run correctly. Any problems let me know.

Jonathan