GitHub Paid account to maintain private repos if that is still desired. Otherwise you can use public repos for free.

This should be set up by Steph and managed by her.

NIC account for domain name management. (I use PairNIC in Pgh)

This should be set up by Steph and managed by her.

Audio Rendering

Configure a Google Cloud account with TTS support. The development machine must have Google Cloud Keys installed.

Desktop debug environment

Apache or other web server to serve the development folder. Care must be taken in the server configuration for CORS

Chrome (or FireFox - untested) may be used for debugging. This requires audio assets to be built.

Android debug environment

Android Studio must be installed with a suitable USB driver.

The DeviceOwner app has notes on managing debuggable instances of the Android support apps.

The running tutor in WebView may be debugged directly on the desktop using Chrome.

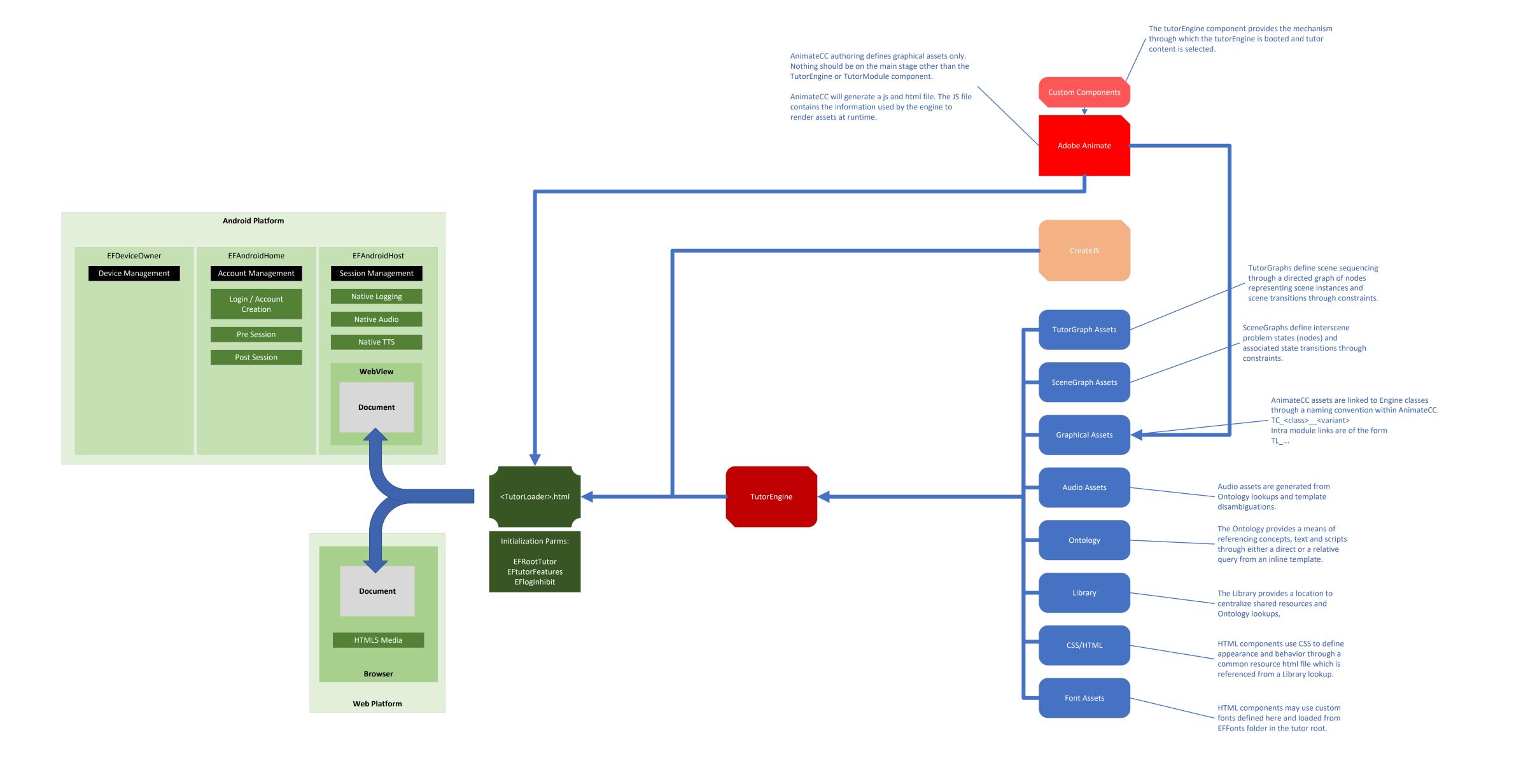
Note that the transition from a QR installed image to a debug image has complications.

Note: The EFDeviceOwner QR image must be served from a HTTPS host. That address is encoded in the QR code itself.

.git .vscode archive components dist docs **EFFonts** EFMod Algae EFMod_Balloon EFMod_Crystal EFMod_DedReason EFMod_GrHouse EFMod_lceMelt EFMod_ManualScript EFMod_MatsSurvey EFMod_PrePost EFMod_Ramps EFMod_RQSelect EFMod_Sinking EFMod_Soda EFMod_Startpage EFMod_TEDInstr EFMod_TEDIntro EFMod_TEMPLATE **EFTutorBuilder** EFTutorEngineOne EFTutorLoader **EFTutors** images node_modules gitattributes .gitignore **EFInclude.json** BuildModule.cmd BuildModuleData.cmd BuildTutor.cmd odr.html EFComponents_Dev EFMod_Algae.html FFMod_Algae.js EFMod_Balloon.html EFMod_Balloon.js EFMod_CodeTest.html EFMod_Crystal.html EFMod_Crystal.js EFMod_DedReason.html EFMod_DedReason.js EFMod_GrHouse.html FFMod_GrHouse.js EFMod_IceMelt.html FFMod_lceMelt.js EFMod_MatsSurvey.html EFMod_MatsSurvey.js EFMod NavTED.html EFMod_PrePost.html FFMod_PrePost.js EFMod_Ramps.html EFMod_Ramps.js EFMod_RQSelect.html FFMod_RQSelect.js EFMod_SceneTest.html EFMod_SignIn.html EFMod_Sinking.html FFMod_Sinking.js EFMod_Soda.html FFMod_Soda.js EFMod_startpage.html EFMod_TEDInstr.html FFMod_TEDInstr.js EFMod_TEDIntro.html FFMod_TEDIntro.js EFProdLoader.html EFProdLoaderB.html EFProdLoaderR.html EFProdLoaderT.html EFProdLoaderT1.html EFProdLoaderT2.html EFTutorLoader.html EFTutorLoader.js GUIDGenerator.cmd intro.html ▼ ISP_Tutor.code-workspace mats.html package.json package-lock.json rg_bl.html 💿 rq_c.html rq_nc.html ted_c.html ted_nb.html tutor_instrseq_config.json tutor_seq_baseline_3day.json tutor_seq_baseline_4day.json tutor_seq_choice_3day.json tutor_seq_choice_4day.json tutor_seq_nochoice_3day.json tutor_seq_nochoice_4day.json

When properly configured your development folder should be somewhat like this.

This folder should be somewhere on the local webserver path so it can be accessed from localhost.



ISPTutor

TutorEngineOne

_EFInclude.json

Files migrated to the production image by AdminClient MAKE_PRODIMAGE routine

components

AnimateCC custom components

dist

Runtime libraries

EFFonts

Global font resource library

EFMod_...

Module specific resources:

code_exts - Module Specific Components

code_mixins - scene mixins.

EFaudio - scripts and built mp3 assets
EFBuild - runtime data assets
EFdata - LIBRARY / ONTOLOGY etc
EFfonts - fontfaces.css

EFfonts - fontfaces.css
EFgraphs - scenegraphs.json

EFMod_..xfl - Adobe Animate project file

LIBRARY - AA resources EFconfig.json - AA module GUID

EFTutors

Contains the tutor descriptions.

The EFRootTutor global identifies the named target tutor subfolder within this folder.

Subfolders contain tutor globals which are built using the enclosed VSC workspace.

Tutor Dependencies etc are defined in turoconfig.json and the tutorgraph.json is defined here as well.

images

Adobe Animate resources

lih

Runtime libraries

.js / .html pairs (ignore .html – not used)

AA generated module resources

tutor_seq_...

Tutor Instruction sequence description. Used by AndroidHost to launch user specific tutor based on progress.

tutor_instrseq_config.json

Tutor Instruction options and default. Used by updated Android DeviceOwner / AndroidHome when assigning default user condition.

EFProd...html

Desktop debug launch configurations

dr/mats/ted/rq...html

Tablet webview launch configurations

ISPTutor/EFTutorBuilder

AdminClient

General utilities to manage tablet images and user data.

TutorBuilder

Generate all module specific assets. (Except tutor globals)

AudioBuilder

Generate module specific audio assets. Called from TutorBuilder

DataBuilder

Generate module specific data assets. Called from TutorBuilder

Module Builder

Generate module specific AnimateCC GUID.

One time event for new modules