**Offline Setup**

* Install node.js (Windows installer) from:

<https://nodejs.org/download/>

* Install GitBash from:

<https://gitforwindows.org/>

* Download the project (zip) from GitHub: <https://github.com/joaocarloscardoso/AITAM>.
* Extract and install the project in the selected folder.
* Open Git Bash in the root folder of the project and, in the command line, write:   
  **npm install (may need the parameter --force)**

(it will start installing all the modules and dependencies present in package.json)

* install the electron package into your app's devDependencies:

**npm install --save-dev electron**

* The main file to launch the project is main.js. If changes happens app.js reflect in main.js
* At ./ a preload.js must exist to change the paths of global variables
* At ./credentials.js
  1. Comment de object attributes:

PlugInsPath

AuditTemplatesPath

LogFilesPath

CoreSetPath

WorkSetPath

WorkSetLangPath

* 1. Define new global variables (at end of file):

global.PlugInsPath='';

global.AuditTemplatesPath='';

global.LogFilesPath='';

global.CoreSetPath='';

global.WorkSetPath='';

global.WorkSetLangPath='';

* Replace in **all project (all files)**:

credentials.PlugInsPath -> global.PlugInsPath

credentials.AuditTemplatesPath -> global.AuditTemplatesPath

credentials.LogFilesPath -> global.LogFilesPath

credentials.CoreSetPath -> global.CoreSetPath

credentials.WorkSetPath -> global.WorkSetPath

credentials.WorkSetLangPath -> global.WorkSetLangPath

* Start command (in Git Bash) will let you open your app in development mode:

**npm start**

* Add Electron Forge as a development dependency of your app, and use its import command to set up Forge's scaffolding:

**npm install --save-dev @electron-forge/cli**

**npx electron-forge import**

* Create a distributable using Forge's make command:

**npm run make**

* Electron Forge creates the out folder where your package will be located
* Copy the following folders to the executable folder generated in out:

./coreset

./log

./public

./work