

Handy things to know about our software – VLE Content and Games

Prerequisites of our software:

Shockwave Player

The Shockwave Player will need to be installed on each workstation that will be running the software or accessing our content from the Internet. It will automatically attempt to install the Shockwave Player when a page containing Shockwave is loaded. To manually download the Shockwave Player go to <http://get.adobe.com/shockwave/> and follow the instructions.

If the Shockwave Player doesn't load properly or holds on the message 'Downloading Compatibility Components...' you may need to download the standalone installer for the software.

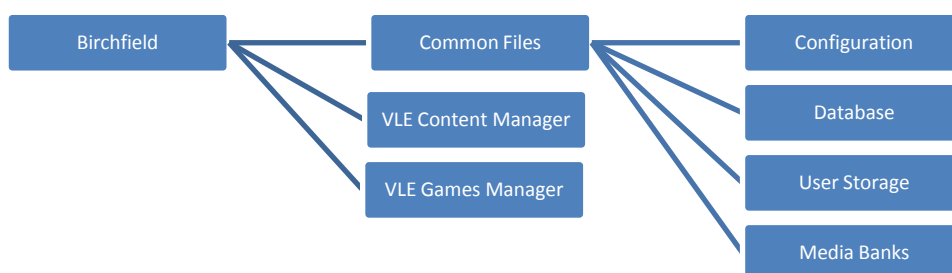
To download an MSI or EXE of the Shockwave Player installer you will have to apply to be able to Distribute Shockwave and fill out a form. This is a free process and can be accessed by clicking on the **Distribute Shockwave Player** link from the address above or going to http://www.adobe.com/products/players/sw_distribution1.html and following the onscreen instructions.

Installing on a Server

Structuring the folders

There are two main components to the Content Manager and the Games Manager, the Software and the Common Files. It is important to make sure that everything goes in the correct folder structure. The software can either be installed on the server or clients.

Before installing the software create the following folders in the shared folder on the server:



The VLE Content Manager and VLE Games Manager folders only need to be created if you are planning on running the software from the server. When performing the **Advanced** install you will now be able to choose these folders on your server to install to.

Paths and Configuration

When installing the software on a server, make sure that you use the correct UNC path (\\ServerName\Birchfield\) or mapped drive letter (P:\Birchfield\) that the clients will need to access this shared folder. If you cannot access the folders on the server from the client machine using Windows Explorer then the software will not be able to see the folders.

Below is a table of the locations of the files for a typical default installation. During the advanced install, you will be asked to choose different locations for the Software and the Common Files.

Table 1 - Default file locations for VLE Content Manager and VLE Games Manager

Software	VLE Content Manager	C:\Program Files\Birchfield\VLE Content Manager\Software\
	VLE Games Manager	C:\Program Files\Birchfield\VLE Games Manager\Software\
Common Files	C:\Program Files\Birchfield\Common Files\	
Configuration File	C:\Program Files\Birchfield\Common Files\Configuration\ vle_config.ini	
Database	C:\Program Files\Birchfield\Common Files\Database\ assess.mdb	
User Storage (CM)	C:\Program Files\Birchfield\Common Files\User Storage\	
Media Banks (CM)	C:\Program Files\Birchfield\Common Files\Media Banks\	
Update Database¹	XP	C:\Documents and Settings\All Users\Application Data\Birchfield_[XXXXXX]\
	Vista or above	C:\ProgramData\Birchfield_[XXXXXX]\
Temporary Folder² (can be found by typing %temp% in the address bar in Explorer)	XP	C:\Documents and Settings\[user]\Local Settings\Temp\
	Vista or above	C:\Users\pgray\AppData\Local\Temp\

Note: It is important to note that the update database folder cannot be changed and will always be relative to the workstation computer. The workstations will need the correct permissions (modify) to the folder to enable software updates and errors may occur if access is restricted to this folder.

Preparing files for multiple users

If any Birchfield software will be installed on the server with the intention of having multiple users running the software at the same time, there are a number of files that need to be marked as Read-Only. The easiest way to achieve this is to do a search in the root of the Birchfield folder for files with the extension *.cxt and another search for files with the extension *.dxr. Once the search is complete, select all of the files, right-click and choose properties and then tick the Read-Only box until it shows a tick. This will ensure that multiple users can run the software at the same time.

¹ This is where the software saves the details of the updates downloaded and installed. The correct permissions need to be granted to this folder for the software to work.

² This is where the page previews are temporarily decoded to preview in Content Manager and Games Manager and where the update files download to before being copied to the software folders.

Proxy Settings and Firewalls

The software will attempt to connect to the internet to access our servers for the purposes of checking for updates and also for checking the status of registration. Activation codes are no longer used as the software can be activated via a connection to our web server. There are two main reasons why the software may not be able to connect to our server, proxy settings and firewalls.

Proxy Settings

If your school uses a proxy server, you will need to setup our software to use it. The software will attempt to detect the proxy settings from Internet Explorer if you have not specified any settings. In most cases this will be sufficient for proxy servers that do not require authentication (i.e. user name and password).

There are two methods by which you can specify the proxy settings, the proxy wizard or directly in the configuration file.

The Proxy Wizard

The proxy wizard can be found in a sub-folder called **ProxyEditor** in the configuration folder (the default folder is listed above). Run **ProxyEditor.exe** and follow the wizard. You will be able to test the connection at the end. If the connection was successful the settings will be saved automatically in the configuration file.

The Configuration File

You can also directly edit the proxy settings in the configuration file (default path is listed above). Open up the configuration file and you will see a section about proxy settings that looks as follows:

```
...
use_proxy=0
proxy_type=HTTP
proxy_IP=0.0.0.0
proxy_auth=0
proxy_un=
proxy_pw=
proxy_port=8080
...
```

To use the proxy settings, change `use_proxy=1`. You can set the `proxy_IP` to either the IP address or the name of the proxy server. If your proxy server requires authentication, set `proxy_auth=1` and enter in the username and password in the spaces provided.

Firewalls

The software will attempt to connect to a few of our servers for different reasons. It is important that the following servers are put on the safe list of your firewall.

Registration	http://www.birchfield.co.uk/dev/autoreg/checkreg.php
Update server	http://www.birchfield.co.uk/dev/autoreg/checkupdate.php
Update file locations	http://birchfield-downloads.com/updates