

## PLEASE NOTE

The Macmillan Offline Player is:

- a) A solution for schools with a slow internet connection and wifi connections which disconnect momentarily.
- b) A main course vehicle where users do not have or have very limited access to the internet.
- c) Macmillan Offline Player uses the same license as the online version but teachers and students can work offline.

However, the offline player requires an internet connection:

- a) when you first download the products
- b) whenever you want to synchronize marks from the activities in order to be able to track them on the online version (for details, see the Help Notes)
- c) from time to time an internet connection might be required to check that your license is active.

You will also need your **Tiger Live!** username and password to download the offline player.

## DOWNLOAD SPACE REQUIREMENTS

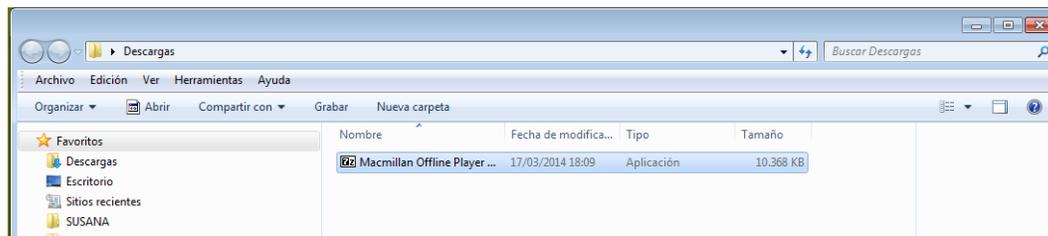
1. To download the offline player you will need 600 MB of free disk space
2. To download the offline packages of each level, you will need up to 8GB of free disk space (each book is 500 MB)

## DOWNLOAD TIME

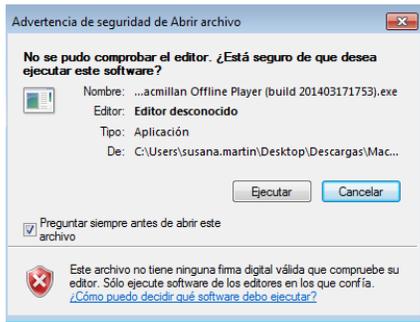
The download times for each product depends on your internet connection. You can use a wireless connection, but it will be faster if you're plugged into your internet connection.

## EXECUTING THE OFFLINE PLAYER

- When you access your Macmillan account on the online site, you will find a button to download the offline player.
- A file called Macmillan Offline Player will be downloaded to your Downloads folder. Double click on it.



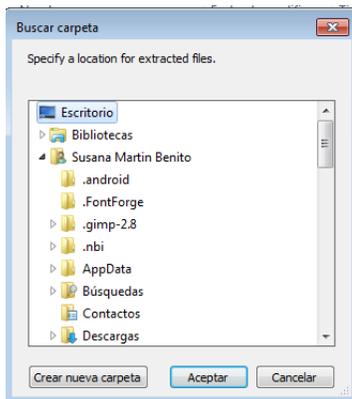
- A pop-up box appears asking for approval to execute the file. Click 'Ejecutar'



- The program will ask you where to allocate the application:



- Use the browse button to select the folder/location to extract and copy the application:



- Go to the selected folder and double click the file Macmillan Offline Player.exe to run the application:

