

## 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

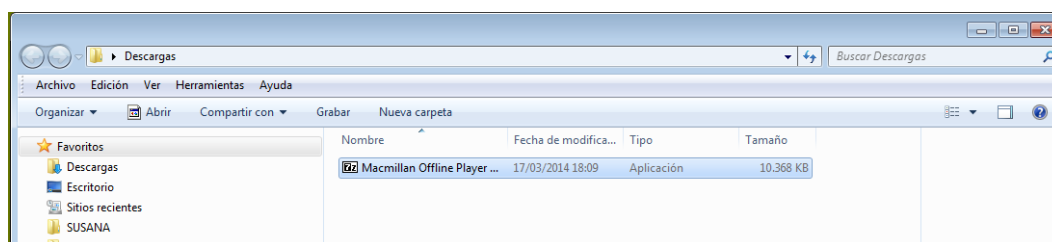
- 1. To download the offline player you will need 600 MB of free disk space
- 2. To download the offline packages of each level, you will need up to 8GB of free disk space (each book is 500 MB)

## DOWNLOAD TIME

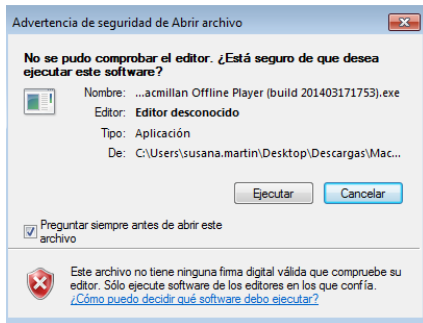
The download times for each product depends on your internet connection. You can use a wireless connection, but it will be faster if you're plugged into your internet connection.

## EXECUTING THE OFFLINE PLAYER

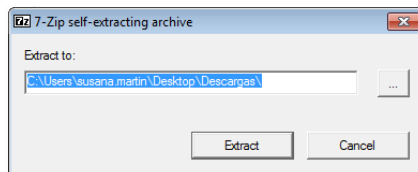
- When you access your Macmillan account on the online site, you will find a button to download the offline player.
- A file called Macmillan Offline Player will be downloaded to your Downloads folder. Double click on it.



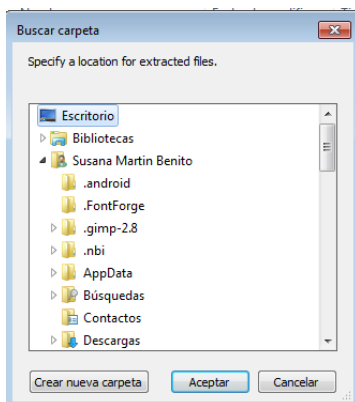
- A pop-up box appears asking for approval to execute the file. Click 'Ejecutar'



- 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:

