

Download and setup of the program

www.webardora.net

The first thing you should do is getting the zip file containing the program. In order to do it, just go to Ardora's official website, www.webardora.net, choose your language and then click the "download" section. There, you will find a button which will allow you to download the program under different operating systems.



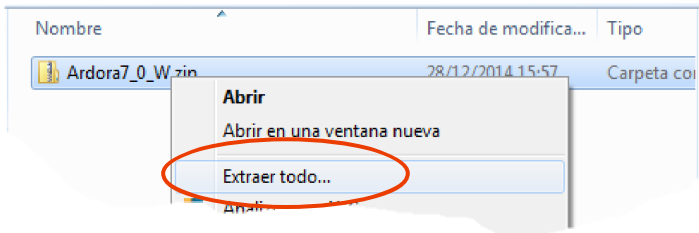
IMPORTANT: Always download the program from Ardora's official website, www.webardora.net. It is the only way of ensuring that you get the most recent original copy of the program. Remember that you will never be required to make a payment or a donation, not to send any messages, etc. Ardora is absolutely free under the terms shown in the section "License".

By clicking the link of your operating system, the downloading process will begin and you will get a zip file. Once downloaded, copy that zip file into the directory you have chosen for it. Unzip this file (almost every operating system will allow you the option of unzipping a file by right-clicking the file itself and then select the option "unzip" or "extract").

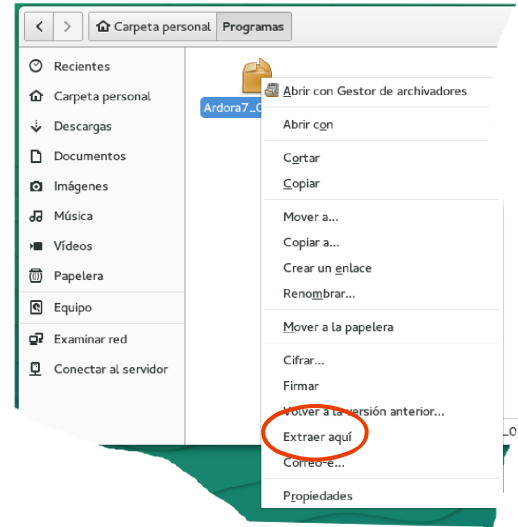
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Windows

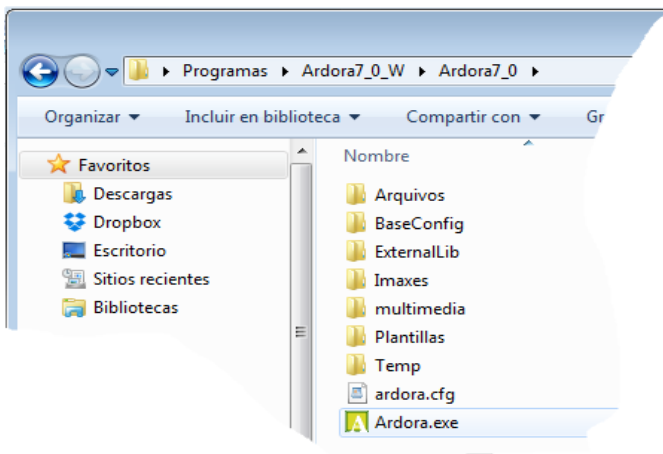


Linux



IMPORTANT: Do not unzip the file (or copy the folder containing Ardora) to a path including non-standard English characters. For example, if your username is "José" and you copy and unzip the file to your "desktop", the Ardora folder path is going to be "C:/Users/José/ desktop ...". As you can see, the path contains a non-standard English character (a written accent), therefore an error will occur in the execution of the program.

In this case, you can copy the zip file (or the folder after being unzipped) into the "C:" hard drive, and then you can create a shortcut to the Ardora executable file on your desktop.

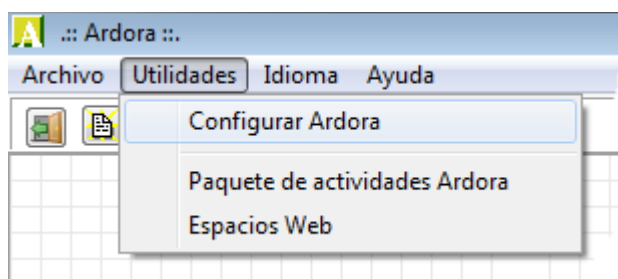


Once the file has been unzipped in the chosen directory, we will have a folder with the same name as the zip file. Inside it, you will see another folder with the name "Ardora7_x" (x will be the number indicating the corresponding version). This is the folder containing the program. If you wish, you can copy the whole folder into another directory in your computer.

Inside this folder, there is an executable file named "Ardora", which obviously you will need to double click to run the program and start working with it. Remember that if you are using a Linux system, you should probably need to give execution permissions to this file (typically right-click → properties).

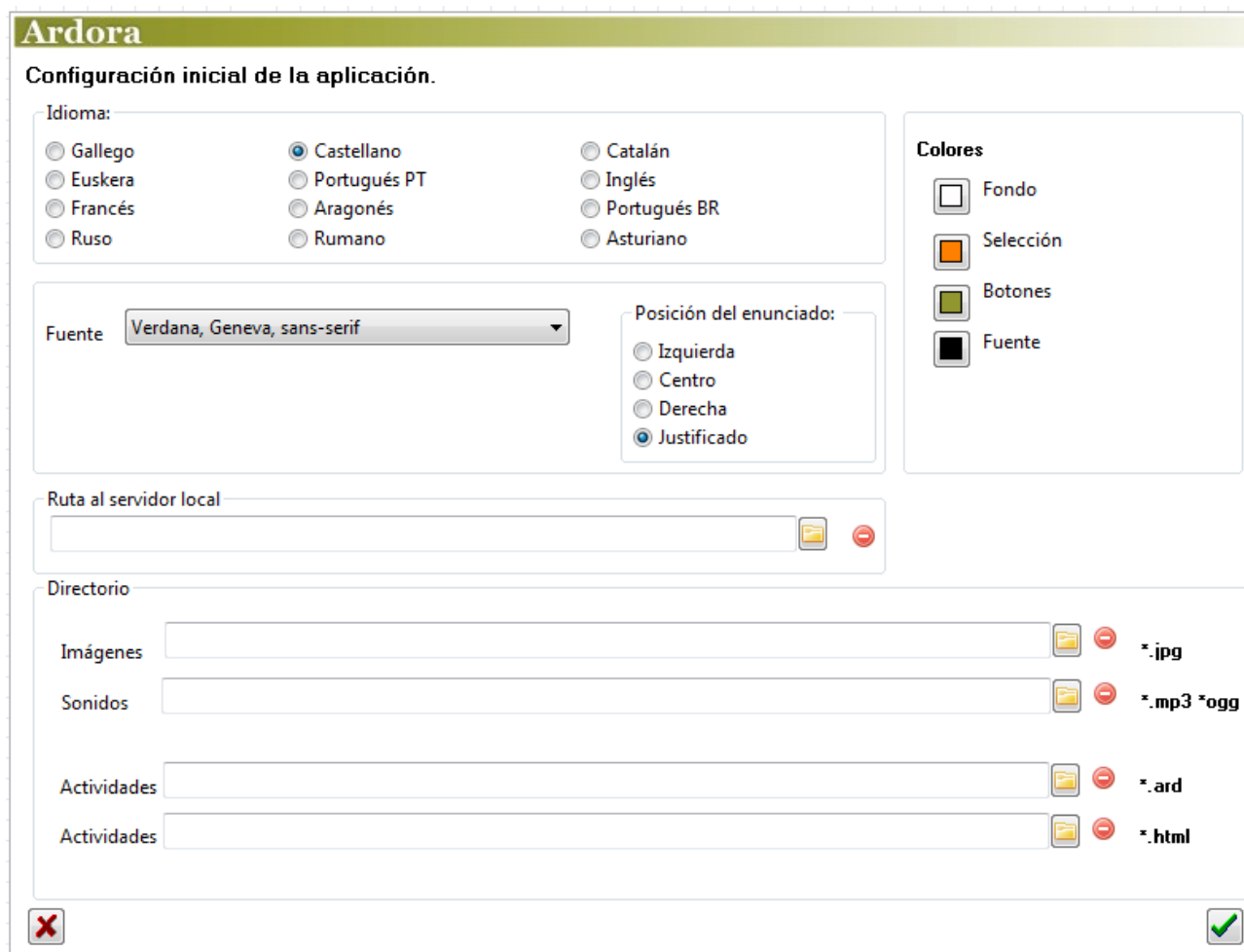
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The software is initially set to Spanish; if you want to change this, you just need to open the "Utilities" menu and select the option "Configure Ardora".

On your screen, you will see the following window:



At the “**Language**” menu you can choose the default language the program will show whenever you run it. At the “colours” section you can indicate the predefined colours for the activities designed with Ardora, although in some sections you will be able to change these colours to adapt them to a chosen theme.

In the "**Font**" section you can specify the type of font that will be shown by default whenever you design an activity. There is another tutorial explaining this issue in www.webardora.net

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In "**Path to local server**" you can specify the location of your web server. There is more information on the tutorials about the pages under a server.

Finally in the "**Directory**" section you can indicate a default folder to be opened every time you need to add an image or a sound. You can also specify where you want your ard files to be saved or where you will publish your activities (*.html) by default.