



Classic Player v2.5 Technical Specifications

This document details the client workstation requirements for playing courses in the Classic Player.

Note: If classic content is accessed via a web platform (e.g. SkillPort, MySmartForce, or a 3rd-party LMS), the technical requirements for accessing content are determined by the platform.

Hardware	<ul style="list-style-type: none">• Minimum Pentium 166 MHz CPU required to support audio playback• Minimum 64 MB RAM (128 MB recommended)• Network connection to the web server via a web browser• Minimum video resolution of 800x600, with 16-bit color <p>Connection Speeds</p> <ul style="list-style-type: none">• Minimum 40 Kbps connection speed, 56 Kbps recommended
Operating System	32-bit Microsoft Windows operating system: Windows 95/98, Windows NT 4.0, Windows 2000, or Windows XP
Web Browsers	<ul style="list-style-type: none">• Allow cookies and ActiveX• Microsoft Internet Explorer 4.01 sp2 through 6.0• Supports Netscape 4.06 to 7.1 (except Netscape 4.60 because there is a security issue with this browser) on non-SSL sites. (Classic Player fails to launch when using Netscape 6.x or Netscape 7.x on Secure SSL Skillport sites).• Accept publisher, site, and server certificates from Skillsoft and Skillsoft Ireland• For Microsoft Internet Explorer: Disable the "Empty Temporary Internet Files Folder when browser is closed" setting• Browser cache should be configured to check for updated content on every visit• Java Virtual Machine:<ul style="list-style-type: none">– Microsoft Java Virtual Machine (JVM) version 4.79.2436 or higher– The following Sun JVM/JRE versions are supported on Internet Explorer 5.0 and higher, and Netscape 6.2 and higher:<ul style="list-style-type: none">– 1.3.1_02 through 1.3.1_08– 1.4.0 through 1.4.0_04– 1.4.1 through 1.4.1_04– 1.4.2– Enable the JIT Compiler for Java Virtual Machine– Enable Active Scripting and scripting of Java applets



Bandwidth Consumption

The Classic Player plays each course using a java applet. When a course is initiated, the Player applet is copied to the browser cache and launched. The Player applet fetches the necessary files as the learner progresses through the course.

Detailed Analysis of Files Transferred

The following table shows the files that are transferred from server to client during a learning session.

File(s)	Description	Size
LaunchPages	Includes launchJasmine.html, jasmine.js, swingcheck.class, and jasmineconfig.js	~60kb
jre.jar	Only downloaded if using JRE in IE and NS 6.2 or greater	~533kb
jrcode.jar	Only downloaded if using JRE in IE and NS 6.2 or greater	~410kb
Js.cab	Only downloaded if using IE with Microsoft VM	~1037kb
Js.jar	Only downloaded if using NS 4.*	~1637kb
Language help files	The size of the language help files will vary depending on the language used in the course. The size given here is attributed to the English language help files. Language help files will only be cached as required.	~410kb
Player interface files	The size of the player interface files will vary depending on the language used in the course. The size given here is attributed to the English language player interface files. The size of the player interface files will also depend on the content that is being played i.e. simulation, test etc. Player interface files will only be cached as required.	~231kb
Player class files	The size of the player class files will vary depending on what type of content you are playing, i.e. simulation, tests etc. The size given here is the maximum used by the player class files.	~500kb