Configuring Edval to talk to Literatu

Introduction

Information is intended to flow from Edval to Literatu: the list of students & teachers and their class memberships. These communications happen when triggered by desktop Edval.

Desktop Edval

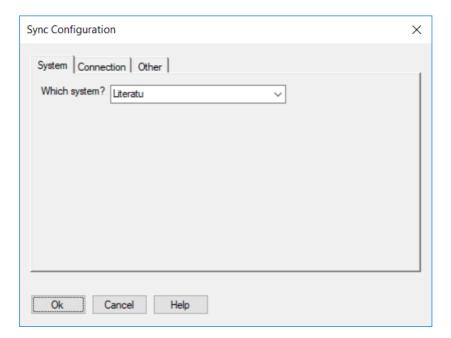
You will need a login and a password from literatu. Send an email to <u>team@literatu.com</u> with 'Edval login request' in the subject, or click here to launch your email client.

Desktop Edval

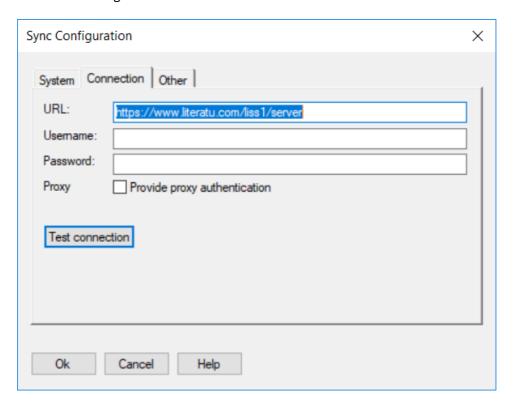
You can configure Edval to "sync on save" which means Edval will send the data to Literatu every time you save your changes. This gives you the equivalent situation of Literatu "pulling" data from Edval.

Step 1:

In Edval, select 'File > Sync with system > Configuration'. In the "System" tab, select "Literatu":



Step 2: Fill out the configuration information:

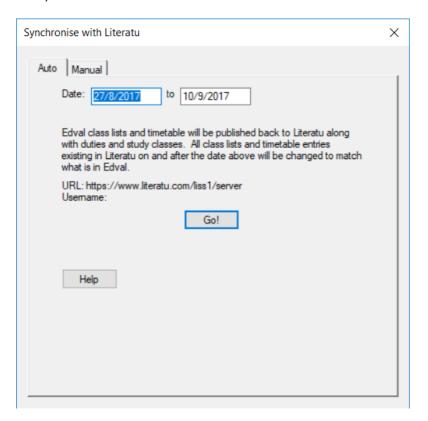


Literatu will give you the username and password that you require.

This configuration information is stored in the .etz file, so you'll need to save the file for this to be remembered.

Step 3:

Trigger a sync by selecting 'File > Sync with system > Sync now' (or using the keyboard shortcut ESC ctrl-K).



Click on the "Manual" tab of this dialog, and select the following:

- 1. Students
- 2. Teachers
- 3. Classes
- 4. Class memberships

Please make sure you send all 4, or we will be missing critical data. Please don't send any other data.

Troubleshooting

If you have any issues with the integration between Edval and Literatu, please send the following to Edval support:

- 1. The .etz file
- 2. The "debug.txt" file. This is the transcript of all communication between Edval and Literatu. To get it, tick the "Create support log file" checkbox on the sync dialog. This checkbox was recently moved from the "Manual" tab to be below the tab collection. If you do a sync after ticking this, then the "debug.txt" file will pop up in Notepad.
- 3. Proceed with the sync and send the resulting files to Edval
- 4. Please also send an example of the issue (e.g. a student code, or class code that shows the problem in question) that will allow us to recreate the problem.