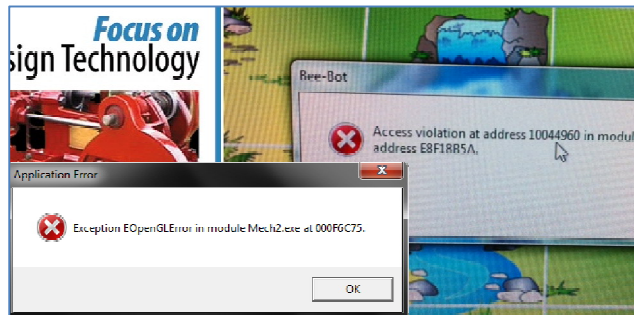


# How to Fix Focus Educational Software Program Crashes Related to OpenGL Errors

Several Focus software programs utilise OpenGL 3D graphics. These include: Bee-Bot Lesson Activities 1&2, Focus on: Mechanisms, Metals, Graphic Products, Design and Create, Mechanical Toys, Fairground Rides and River Studies.

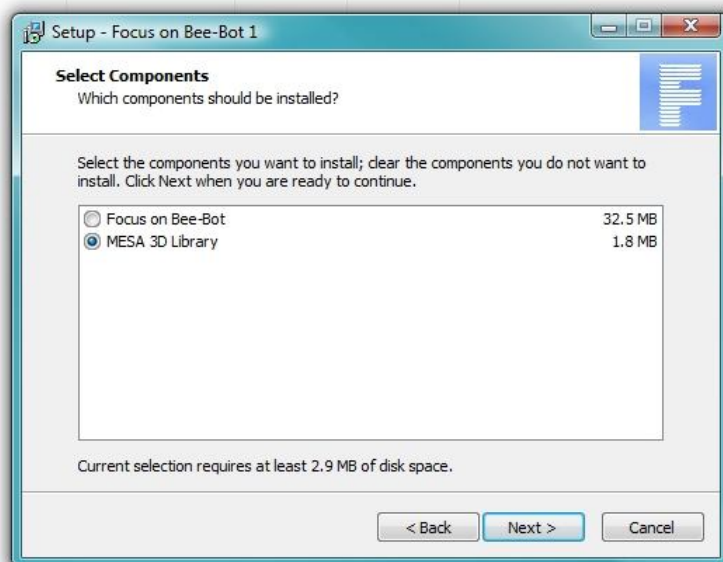
PCs with low specification graphics cards may not be able to display OpenGL without the installation of a MESA 3D Library (opengl32.dll). This file is included on the CD and in the single file install program and should neither be confused with, nor copied to, the Windows folder.

1. After installing a Focus Software Program you may encounter an error message similar to these:



2. **Program Fix Following a Single File Download Program Installation.**

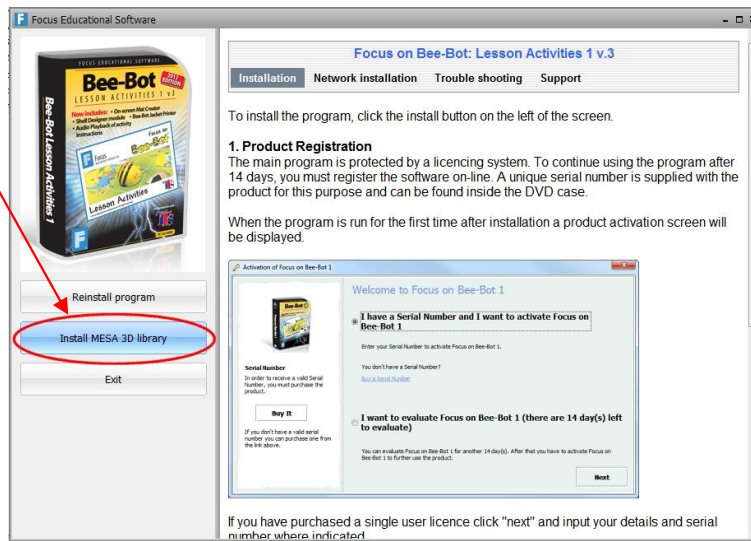
If you have installed the program from a single file website download e.g. BeebotSetup.exe simply double click the setup file a second time without uninstalling the previously installed program. You should see a window similar to this one:



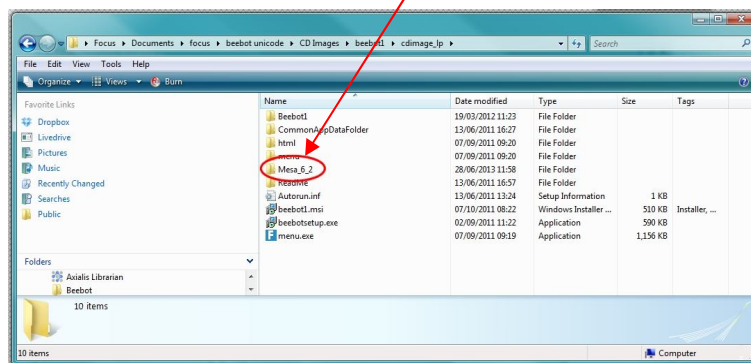
3. Select **MESA 3D Library** and click next. The file will automatically be copied to the program installation folder on the PC hard drive. The program should now run.

Continued.....

4. **Program Fix following the installation of a program from CD onto a standalone computer**
5. Insert CD into drive. The install menu screen (menu.exe) should autorun displaying an option to Install MESA 3D Library. Click this button to automatically install the MESA 3D Library file. The program should now run.



6. **Manual installation of opengl32.dll from CD onto a Standalone PC or Network Drive**
7. If you've installed a program using the MSI on the CD then the automatic install from CD using menu.exe won't work. In this instance the process can be carried out manually.
8. Open Windows Explorer and navigate the CD. Open **Mesa\_6\_2** folder and copy opengl32.dll to the clipboard.



9. Paste the file into the same folder where the program exe file has been installed.

