

SolveMyMath.com Mobile Graphing Calculator

Installation Guide

version 1.0

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Introduction

We would like to thank you for using our Mobile Graphing Calculator. This guide contains all the necessary information to get you started using the software: an installation guide and a features overview.

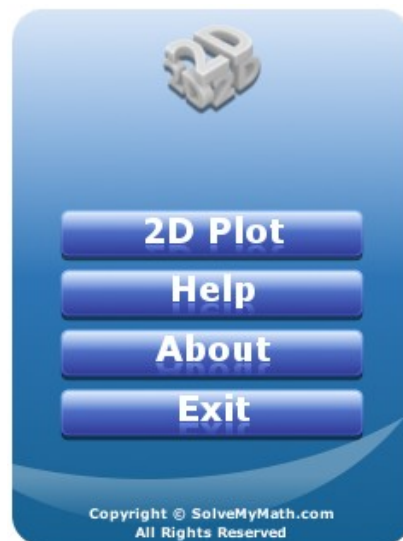
Installation

To install the Mobile Graphing Calculator a few basic steps must be completed. **These are not absolute. If you know of a better way for your phone model you should use that.**

1. Firstly make sure that your mobile phone meets the requirements:
 - a) CLDC 1.1 or better
 - b) Java(TM) J2ME MIDP 2.0 Platform or better
 - c) A resolution of 240x320 is recommended for optimum performance, however the application may scale very well on other resolutions as well.
2. If you have not yet done so, go to:
http://www.solvemymath.com/mobile/graphing_calculator.php and download the “**jar**” file” – direct link: <http://www.solvemymath.com/mobile/apps/SolveMyMathMobile2DPlot.jar>. Save the file on your computer.
3. Connect your phone to your computer using the mobile phone's data cable.
4. Copy the “**jar**” from your computer to your mobile phone's memory.
5. Disconnect the mobile phone from the computer.
6. Navigate to the folder on your mobile phone where you copied the file, select it and start the installation by pressing the “**Enter**” button on your keypad.
7. If asked if you would like to install the software select “**Yes**”
8. The software will then be installed and once it finishes you may begin using the software

Features

- 1) Fast plot of any one-variable function
- 2) Zoom in / zoom out
- 3) Pan right / pan left
- 4) Easy to use and friendly interface
- 5) Wide compatibility thanks to the Java(TM) platform



Visit <http://www.solvemymath.com/mobile/> for further information.