



## Sharing Files over a Network where more than one P.C. will be Programming the Sign.

**NOTE:** You will need an existing SERVER or common location where database files can be stored and accessed by all the P.C.'s you want to program your sign from.

1. First create a folder on your server and name it "**Complay**" or "**LED sign**".
2. Create **3** new sub folders. The first will be "**Saved playfiles**". The second will be "**Graphics**". The third will be "**Database for Onboard Scheduler**".
3. You will need to make sure the server drive, i.e. E:\ is mapped to each of the computers you plan to use. Basically the PATH to the data files for the software has to match E:\Complay\database\_for\_onboard\_scheduler for each of the P.C.'s.
4. MOVE your saved playfiles (if you have any, they are located under "my documents" under "Complay sign playfiles) to the server folder called "Saved Playfiles"
5. MOVE your database file located in C:\Program\_files\JMStewart\Complay3\Plugins\database\databaseforonboardscheduler2k.mdb to your server using the "**Database for Onboard Scheduler**" folder you created in step #2.
6. MOVE your LED graphics to the folder on the server called "**Graphics**"
7. From inside Complay, go to the "**Onboard Scheduler**". Go to "**Tools**" and "**Options**" and click "**Change**" and tell the PC your new location for your "**Database for Onboard Scheduler**" which was moved from your PC to the server. This will need to be done on **EACH** P.C. you plan to use to communicate to the sign.
8. From inside **Complay**, you will click **OPEN** on the main screen where the squares are labeled "Blank" you will select a playfile that is now saved on your server folder under "**Saved Playfiles**". This will tell the Complay program where your playfiles are now stored.



9. Double click on a blank (brings you into the frame editor) and click on “**Graphic File**” then click “**Choose Picture**” browse to your server folder and select a graphic you have saved under “**Graphics**”. This will alert the software that your graphics are now saved on the server instead of being saved on your C:\.
10. Follow these directions for each of the P.C.’s. You will successfully be able to share the Complay program between multiple P.C.’s.
11. Double check that when you press “**OPEN**” the files are coming from the server drive.
12. Double check that when you select a “**Graphic File**” from inside the Frame Editor, it is showing you graphic files that are located on your server drive.
13. Double check from “**Onboard Scheduler**” when you go to “**TOOLS**” and “**OPTIONS**” the path shown is your server path showing where the “Databaseforonboardscheduler2k” exists.