



Network Preparation

Keywords
network
wired
wireless

Applies to: *Auction! V3* network edition

Background: As you prepare for your event, we want to remind you of the importance of configuring your network prior to the start of your event, and having local resources available to assist you in this endeavor.

Each computer is different due to its underlying operating system, its configuration and its security settings. Please test your network at least a few days prior to your event. We now offer a **NETWORKING** section in our [On Demand Web Training](#) series. Please review the online network training courses as we are unable to provide networking configuration support for our customers.

Your physical computer network is a prerequisite for running *Auction!* in network mode; it is not part of the *Auction!* software or tech support agreement.

Network configuration can be very challenging at times, and often requires a skilled person to inspect the computers, cables, firewall settings, passwords, IP addresses, permissions, etc. for success. Note: we strongly recommend WIRED networks. Wireless networks are subject to slowdowns and external interference at event venues.

The following "quick test" procedure will verify the network is ready for using *Auction!* in network mode. It is your responsibility to configure the network and complete the test.

Definitions/Configuration

Host computer: Computer where data will be physically stored.

Data location: On the host computer, data is normally stored in the c:\auction folder. Yours may be in a different location.

Additional computer: Computer that will access and modify data stored on the host computer.

Sharing: Allowing access by other computers. The host computer data location must be shared **Read AND Write**, "Allow other users to change my files."

Mapped Drive Letter: A shortcut created on each additional computer, such as "k:", "v:" or "z:" that points to the host computer data location. Mapped drive letters are required by *Auction!*

Quick Test for Verifying Network Readiness for Auction!

1. Using something like Post-it® notes, label each computer 1, 2, etc. The host computer should be computer #1.
2. On the host computer, create a notepad file NetworkTest.txt, and save it in your data location.
3. Still on the host computer, open NetworkTest.txt, and type a line such as "I'm the host computer, Computer #1." Save the file.
4. From each additional computer, open the file <mapped drive letter>:\NetworkTest.txt. Add a line to the file "This is a test from Computer #2" etc.
5. Save the file and wait at least 10-20 seconds to verify that no write errors occur. A write error might look like "you do not have permission to write to this location."
6. When all computers have successfully read, written and saved their line of information to NetworkTest.txt, accessing it via the mapped drive letter, you're ready to use *Auction!* in network mode.