

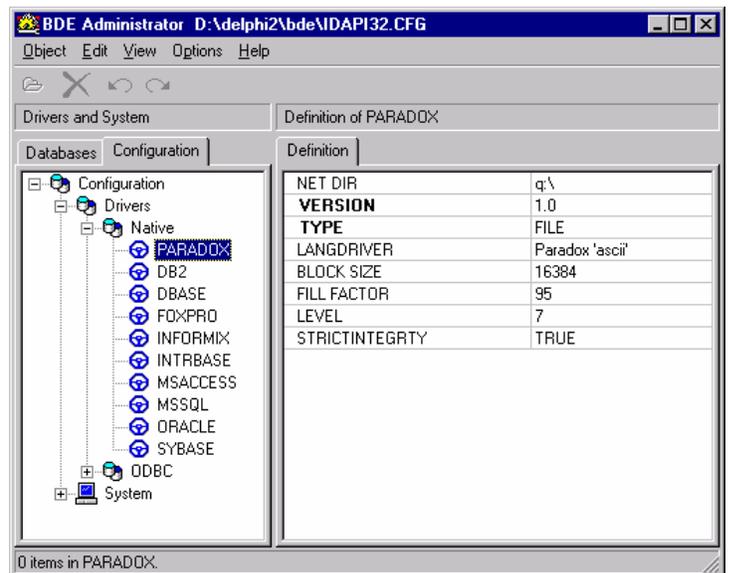
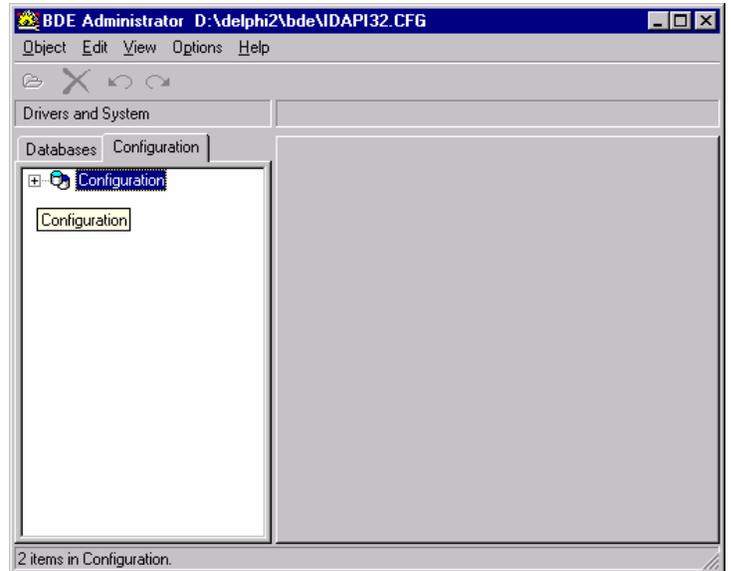
GMS / Local Network Configuration

NOTE: These instructions are only necessary if you intend to have multiple people using GMS on a network.

In order to successfully work on a local area network, GMS needs to be properly configured to tell it where the data is located and a directory that all copies can use to coordinate their actions. This is a fairly straightforward process but an important one – data corruption and overwrites can occur if it's not done.

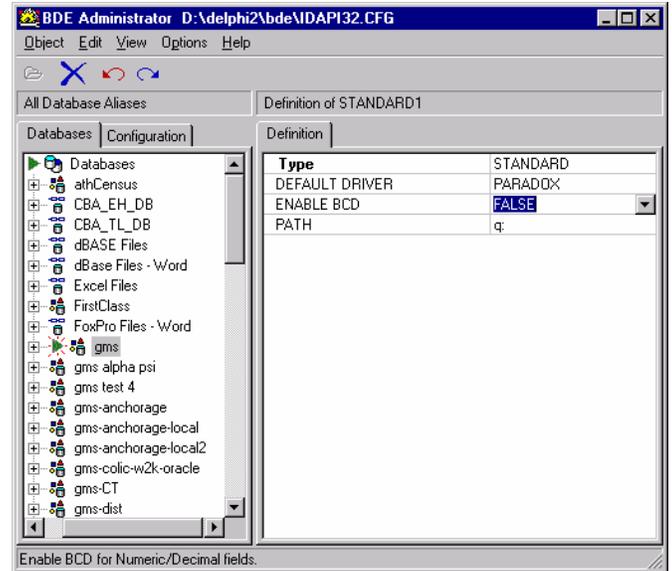
Repeat these steps on each machine on which you want to run GMS

1. Map a network drive to where your GMS data will be stored. This drive must be the same on all machines that will use GMS, including the server if it's a workstation. The rest of these instructions assume drive Q:, but you can use any drive letter you like that's available.
2. Go into Control Panel and run the BDE Administrator applet.
3. Click on the "Configuration" tab
4. Open up the [+] buttons next to "Configuration", "Drivers", then "Native"
5. Click on "Paradox"
6. Set "NET DIR" to Q:\ or to the drive that you mapped in step #1
7. Click on the "Databases" tab and then on the [+] symbol if it's there



GMS / Local Network Configuration

8. Does an entry called "GMS" exist on the list?
If no:
 - a. Click on the "Object" and then "New" menu items above
 - b. Select "Standard" and click on [OK]
 - c. Type GMS and then hit [Enter] - this will name the new entry "GMS"
9. On the right-hand side, enter Q: as the "Path"
10. Exit the BDE Administrator by clicking on the "Object" and then "Exit" menu items; tell it to save your changes when asked.



Testing

The best way to test that all of your machines are configured correctly is to have two machines try to simultaneously access the same event. Since GMS will normally prevent this, you should get an error.

1. On one machine, go into a Games and then an Event within that Games (don't open it Read-Only though!)
2. On another machine, try to go into that same Games and Event. You should get an error: "Unable to lock 'Some Event' – someone else is editing it.". If you do get that message, everything is configured correctly for those two machines.
3. Repeat step two on all the remaining machines, leaving the first machine still in the Event.