

# README: One-Click Install for Windows

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The Windows download for DerbyNet is a single .zip file. After downloading, unzip the file in a folder of your choosing. **Note:** the directory containing the unzipped content, and all its parent directories, **must not contain spaces** in their names.

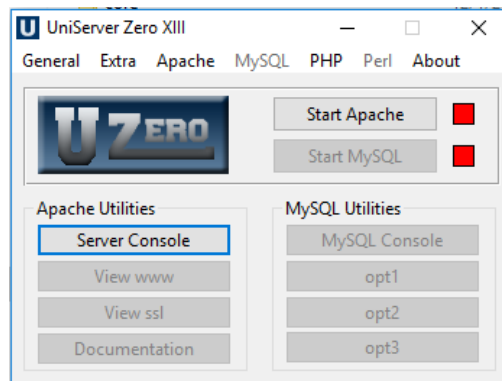
If desired, the unzipped content can be kept on a removable flash drive and transported from one machine to another. (The DerbyNet Windows download is based on Uniform Server, <http://www.uniformserver.com>.)

## About Passwords

The installation includes configuration files that establish two roles and passwords by default. For details, including how to recover and change the passwords, see the “**Default Roles and Passwords**” document that accompanies this installation guide in the **docs** folder.

## Launch The DerbyNet Web Server

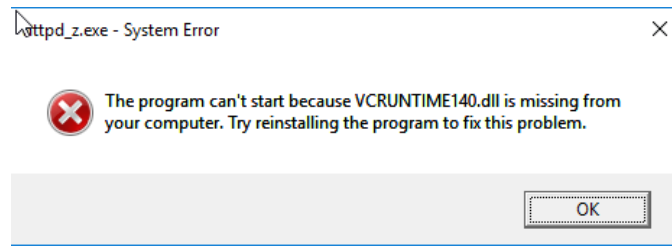
After extracting all the files from the downloaded zip file, open the **UniServerZ** folder, and double-click the **UniController** application. The UniController window will appear:



Click on the “Start Apache” button to start the DerbyNet server.

## Do You Need A DLL?

If Apache does not start, you may need to install a DLL from Microsoft, the “Visual C++ Redistributable for Visual Studio 2019.” You may see a System Error dialog like the one shown below, but possibly not. (If Apache won’t start, confirm the DLL issue by checking the Apache error log, accessible under the “Apache” menu of the UniController application.) The DLL is available from <https://support.microsoft.com/en-us/help/2977003/the-latest-supported-visual-c-downloads>. **Note that you need the X86 version of the DLL, even on 64-bit systems.**



## Disable Any Firewalls

The Apache server listens for connections from a browser. If you have a firewall like Windows Defender or McAfee, you may need to disable the firewall, especially if you want other computers to be able to connect to the server.

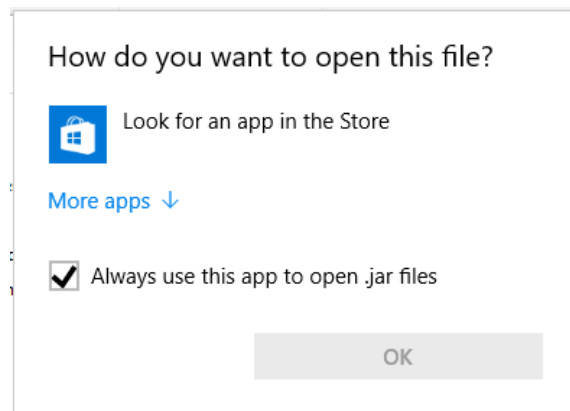
## Point Your Browser At The Server

Normally, the “Start Apache” button opens a browser when the server starts. If for some reason it doesn’t, you should open a web browser on the same machine, and enter “localhost” in the address bar.

## Launch The Timer Interface

To interface to the track timer, double-click **derby-timer.jar** (next to the UniServerZ folder).

If you see a dialog like this, you need to install Java:



Either download a Java installer from <http://java.com> for the most recent release, or use the Java installer included in the **installers** folder.

When derby-timer.jar is successfully launched, its main window will open:

Derby Timer Management

Server Connection


Server URL

Role

Password

Connect

Please enter server address




Timer Connection

ChampDevice  
FastTrackDevice

Stop Scanning

(Pausing between scans)



Enter “localhost” as the server URL.