README: Roles and Passwords

Default Passwords

When DerbyNet server is first installed, the following roles and passwords are established by default:

- **RaceCoordinator**, password "doyourbest" (without the quotes): this role can do anything at all.

- **RaceCrew**, password "murphy" (as in Don Murphy, not Murphy's Law): this role can do things like check racers in, but not erase the database.

In addition, the roles **Timer** and **Photo** are also established, but these are intended for non-interactive purposes.

Changing Passwords

Assuming you don't expose your web server to the public internet, you probably don't face significant security threats in running DerbyNet. However, keep in mind that, say, a resourceful youth on-site who gains access to your web server could cause some mischief at your event, so it's perhaps worth taking some basic precautions like changing the default passwords.

Roles and passwords are defined in a file named "config-roles.inc," located in the "local" subdirectory of the web site. If you used the default installers:

- For Windows, this would be UniServerZ\www\local\config-roles.inc.

- For Macintosh, this would be /Library/WebServer/Documents/derbynet/local/config-roles.inc.

- For Debian (including Raspberry Pi), this is /var/www/html/derbynet/local/config-roles.inc.

Timer Password

The derby-timer.jar program intermediates between a track timer device and the DerbyNet web server. When you launch derby-timer.jar, you enter a role name and password to connect to the DerbyNet web server.

The **Timer** role is intended for use by the derby-timer.jar program. By default, the **Timer** user has an empty password, so it is not necessary to enter any password in derby-timer.jar. However, this password, like all passwords, can be changed by editing config-roles.inc.

Photo Password

You can upload photos to the web server via HTTP, using the **Photo** role. The default password for the **Photo** role is "flashbulb."

For an example of this, see extras/photostand/photostand.sh, a shell script for automated photo capture. (More description at http://www.derbytalk.com/viewtopic.php?f=25&t=8253.)