



NETWORK INSTALLATION INSTRUCTIONS

(FOR WIZARD TEST MAKER VERSION 8.0 OR HIGHER & EDUGAME! VERSION 4.0 OR HIGHER)

The network installation for Wizard 8.0 and EduGame! 4.0 has two parts: the **server-side databases, executables and other files** which must be installed once to a common server location that all client machines can access, and the **client-side system files**, which must be installed and registered on each client machine. Eduware provides an MSI on your CD which you may use for deploying these client system files to all of your clients, or if your school ghosts a common client image, you can let the installer put the files onto the ghost source machine for you.

If you are installing Eduware software for the first time: Create a folder named "Eduware" on your server. Ensure that the teacher users that will be using the software have **full Read, Write and Execute privileges to this folder**. You will be installing the databases, executables and other files to this folder.

If you have a Wizard version older than 8.0 or an EduGame! version older than 4.0 installed: (recommended only if teachers wish to preserve their user accounts, user-made questions and exams) Find the folder on your server where your Wizard 7.0/EduGame! 3.0 or earlier program files were installed during a previous year. You will be installing the databases, executables and other files to this folder.

Part I – Server Installation: **At any client workstation (NOT from the server)**, insert the Eduware CD and the installation will run. When prompted, choose Network Install. After selecting your programs and databases, browse to your server's Eduware folder to set the installation path. Start and finish this part of the installation. A video tutorial will run describing the activation process.

Note: Although we recommend a mapped drive (e.g. N:\Eduware), direct UNC network access (e.g. \\server\apps\Eduware) **will work** this year.

Part II – Client Installation: You now need to distribute the system files to each client. You have a few options:

- Option 1: If your network uses .MSI files to push files to your clients, you may deploy the Eduware Client System Files.MSI file available in the MSI folder on the CD. Inside the shared folder (Eduware) on your server, there are shortcuts to Wizard.exe and EduGame.exe. These shortcuts should be added to your teachers' desktops to allow them access to the software.
- Option 2: If you are creating a client image that you will ghost to all of your client machines, Part I has installed the required client files onto the workstation used to install the software. If that was not your ghost source computer, you may manually run the .MSI file described in Option 1 to install the client system files into your client image.
- Option 3: You may also manually install the client files to each client machine. On each client machine, log on as an administrator and manually run the .MSI file described in Option 1.

Once the two-part installation is complete, launch the Wizard Test Maker or EduGame! **from a workstation**. Click "Activate" on the file menu and call 1-888-EDUWARE (M-F 8:00 AM - 9:00 PM EST) to receive a unique activation code. This will activate all workstations on the server.

FOR FURTHER ASSISTANCE, PLEASE CALL 1-888-EDUWARE