## Wizardawn

You have downloaded your own personal Wizardawn server, which works on Windows 10, using a portable web/database server. Since you extracted these files, you may not have the "Wizardawn" folder in a proper place. In order for this to function, you need to place the "Wizardawn" folder on the root of a drive of your choice.

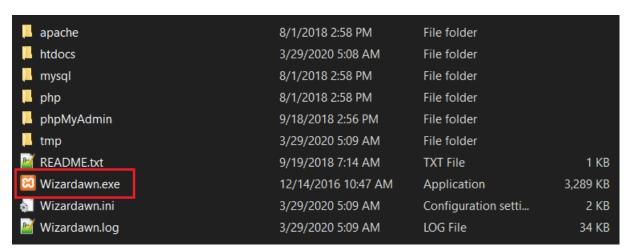
## Example:

C:\Wizardawn ...if you want to run it on your PC.

D:\Wizardawn ...if you have another hard drive in your system or...

E:\Wizardawn ...perhaps you want to run it off of a thumb drive.

Once you place the folder in the appropriate location, you can run the "Wizardawn.exe" file that is within the folder.

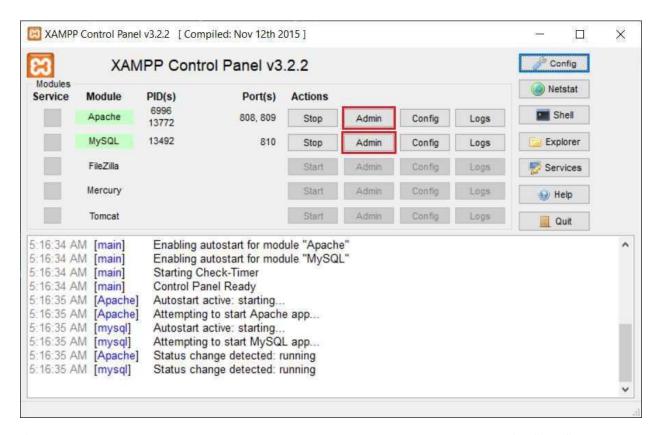


When you run this for the first time, Windows may ask you if you want to allow this to go through your firewall. You can press "Cancel" since you don't need to do that as this is your own private web server. You will know if the web server successfully launched when the windows below appears and both Apache and MySQL turn green. I tried to use odd ports like 808, 809, and 810 so it wouldn't conflict with other things you may be running.

If you want to launch your web browser to use your personal Wizardawn, press the "Admin" button in the Apache row shown on the next page.

If you want to launch your web browser to use the database portion of Wizardawn, press the "Admin" button in the MySQL row shown on the next page.

If for any reason you press the top-right "X" of the window shown below, it will go to your task bar next to your clock on the lower-right. Simply double click that icon to reopen this window.



If you want to shut down your Wizardawn web server, simply press the buttons for "Stop" in both the Apache and MySQL rows. Once the green colors go away, you can press the "Quit" button and then the program will close (see image below).

Now you can leave this running for the entire time you are using your computer. If you have it running and shut down your computer, nothing bad will happen. So it is up to you if you feel the need to shut down the web server or not, and how you do that.

Your personal version of Wizardawn has the map image downloads enabled, since your personal version does not have the file size limitations that public web servers have. So if you produce a huge world map, or a large dungeon, there will be a save button to make an image of the entire map.

Everything that makes Wizardawn what it is, is included in this personal web server. You don't need the Internet to use it, as it is running on your computer.

The code works, as time has shown, but this is something I started over 10 years ago and I was new at web application development. It was good practice and I learned a lot of things doing this. So if you try to look over the code your eyes will begin to strain because it is a chaotic mess of duct tape applications all stitched together over time. Where I have something on Wizardawn that takes 100 lines of code to accomplish, I could probably recreate it with only 10 lines today. The interface of Wizardawn hides this fact, but this package allows you to use all of the tools I have created here and keep them forever (or as long as a computer will run these types of things). This personal web server allowed me to set it up for you so you don't have to worry about knowing how databases talk to web pages, or the other plethora of server settings a system administrator would need to know. You can just run it and game.

