**War: Card Game Apache Configuration Instructions**

Known Bugs in Chrome:

1. The middle deck does not disappear sometimes when the player wins. This would not be a big deal, but the counter for the cards appears off when this happens.
2. The counter can be off 50% of the time when a player wins.

Known Bugs in I.E. 9:

1. The middle deck does not disappear sometimes when the player wins. This would not be a big deal, but the counter for the cards appears off when this happens.

Known Bugs in Firefox 20:

1. None that I am aware.

This program uses Zend Framework 2 and requires mod\_rewrite so the re-routing works properly. Zend Framework is included in the archive, so no need to download.

Create a Virtual Host:

<VirtualHost \*:80>

ServerAdmin whatever@wherever.com

DocumentRoot "PATH/TO/WEBROOT/War/public"

ServerName war.localhost

<Directory "PATH/TO/WEBROOT/War/public">

DirectoryIndex index.php

AllowOverride All

Order allow,deny

Allow from all

</Directory>

</VirtualHost>

On Windows, update C:/windows/system32/drivers/etc/hosts so that it contains the localhost:

127.0.0.1 war.localhost localhost

On Linux, find your hosts file (usually /etc/hosts) and do the same.

Restart Apache.

Point your browser to <http://war.localhost>.

Enjoy.