1   Instructions

Surfin' Editor is a collaborative editor. To run Surfin' Editor on a single computer:

1   Run `Server.java`. In the code for `Server.java` you will see that we have chosen port 1337 to connect. This can be changed to any different port if your computer is already using port 1337 for some reason.

2   Open `ClientLoader.java`. This will open an instance of the GUI. The default port entered is 1337 and the local host. Unless you have decided to change from port 1337, this should be just fine.

3   To open multiple users, just run `ClientLoader.java` as many times as you like to create new users.

4   Closing a single `ClientLoader.java` will only close a single user.

Surfin' Editor is a collaborative editor. To run Surfin' Editor on a multiple computers over a non-local host:

1   Only one computer should run `Server.java`.

2   Open `ClientLoader.java` on each computer. This will open an instance of the GUI. The users should enter in the new non-local host. The port 1337 can be left alone.