Local Web Server Instructions

This is small, lightweight, portable, web server for use with the straight HTML/JS/CSS. It is written in Google GO, which is a cross platform language.

You must compile the source code for your machine.

1. Go to <https://golang.org/> and download Go.
2. Download the binary release suitable for your machine <https://golang.org/dl/>
3. Install Go on your machine
4. Open a Terminal, or Command Prompt, navigate to the folder with the webserver.go source code.
5. Compile the source code
   1. go build webServer.go
6. Copy the webServer.config file to webServer.wscfg
7. Open the webServer.wscfg file and change <Local IP Address> to your machine’s local IP address.
   1. Save the file
8. Start the web server
   1. webServer 8223 webServer.wscfg

This will start the web server listening on your local machine on port 8223.

1. Open a browser
2. In the address box type http://<your IP>:8223
3. Press Enter.
4. You should see the AudioStaq home page.
5. Login with your credentials.

Note: You will not see any images for shows and episodes. These are stored on the production web servers, not on your local. You can add them to your local, but we don’t want to save them in source code.

You can run the DragonCastWS project locally to debug uploading files, etc.

1. Instead of port 8223, use port 8823
2. Change C:\Program Files (x86)\IIS Express\AppServer\applicationhost.config and D:\Documents\IISExpress\config\applicationhost.config
   1. Add the following lines to the <customHeaders> section
      1. <add name="Access-Control-Allow-Origin" value="\*"/>
      2. <add name="Access-Control-Allow-Headers" value="\*"/>
      3. <add name="Access-Control-Allow-Methods" value="GET,PUT,POST,DELETE,OPTIONS" />