

## How can I Network My CashManager?

Networking CashManager (CM) is possible. Please be aware though, that only one person can open one company at any one time, but multiple people can open separate company's at the same time.

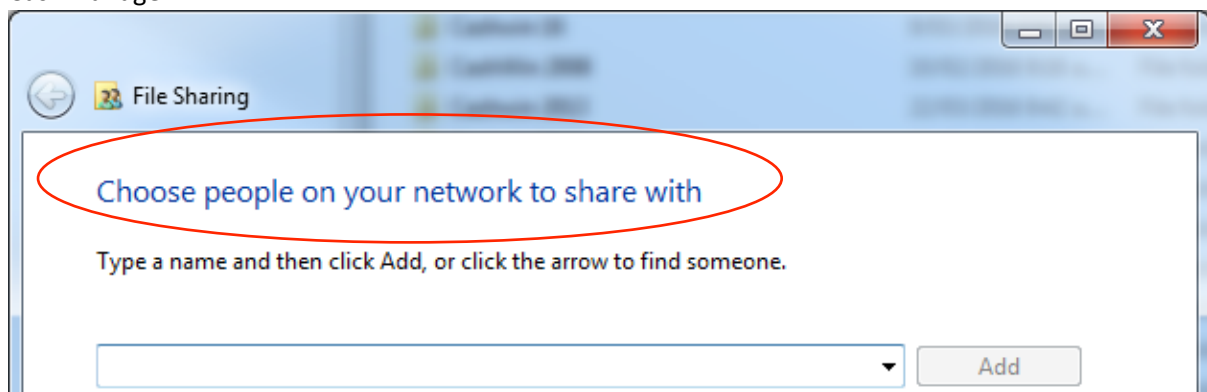
### Instructions to Network CashManager:

Make sure that you are on the main computer/file server etc., where CM is installed (or that you want CashManager to be installed to).

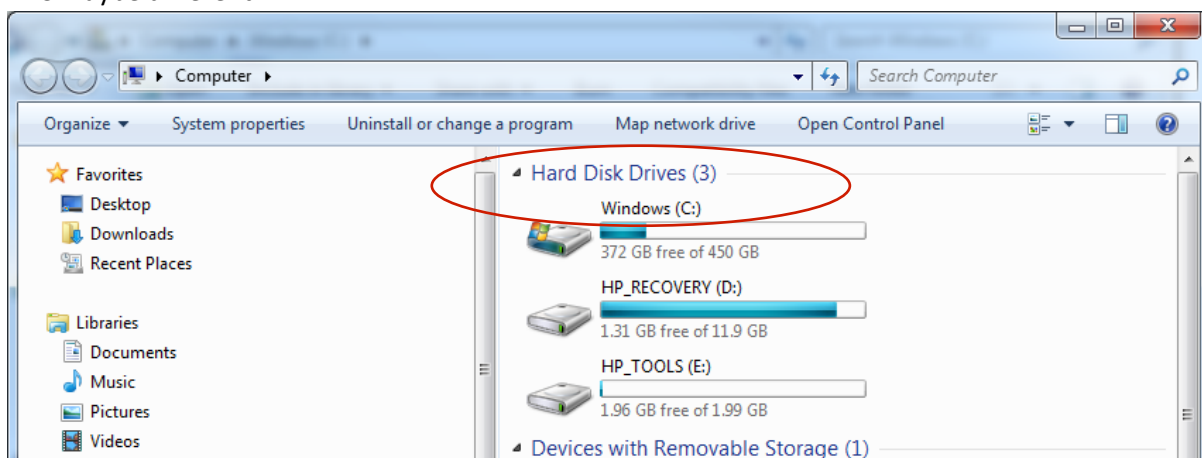
Be sure that you have installed CashManager fully to the specified location.

CashWin is the folder where CashManager is located in your Computer and it need to be **Shared** in order for you to Network.

To make the CashWin folder a shared folder, right click on the CashWin folder, click on sharing and security and enable sharing of this folder. Share with users / persons / profiles that need access to CashManager.



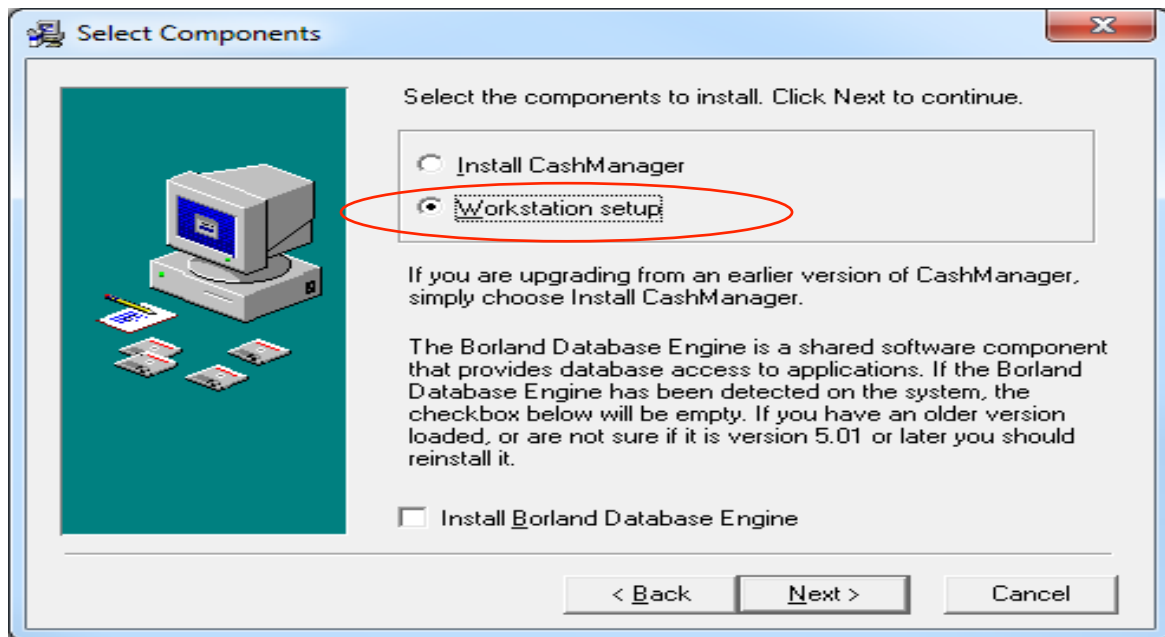
The next step is to create **network drives** on each additional computer system (or workstation). You can do this from 'Computer' area of your PC. The figure below is taken from a Windows 7 PC, your PC maybe different.



When the map network drive window appears you will need to follow the steps to locate shared drive you have created on the PC that CashManager is installed to.

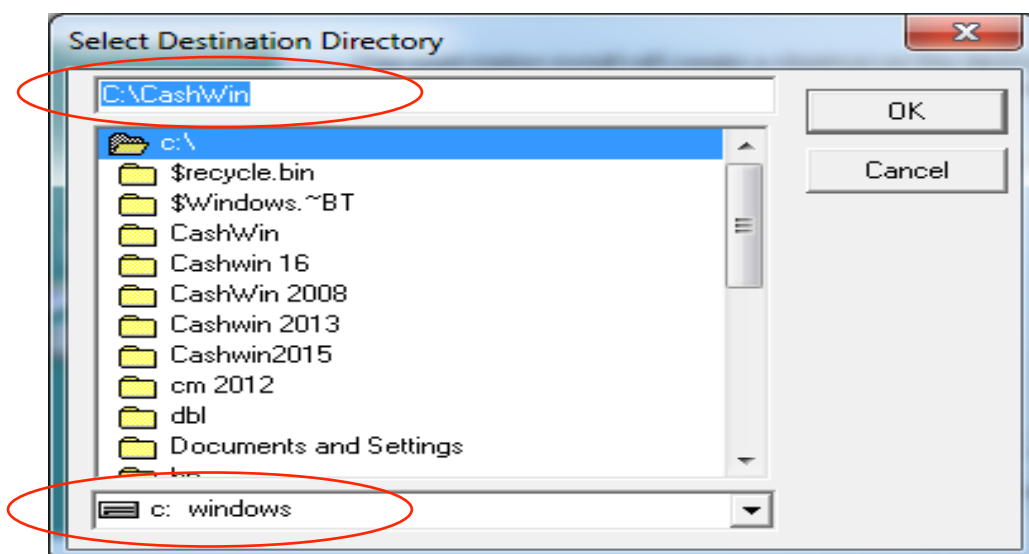
Once you have completed the above step the drive letter chosen will now point to CashWin on the main computer. Well done!

After creating the network drives we need to install CM on each alternative computer system or Workstation. Be sure to select 'Workstation Setup'.

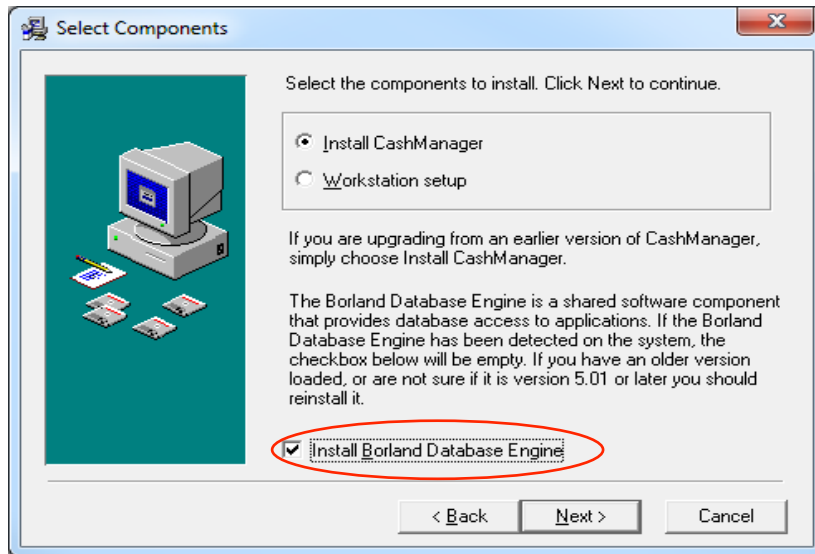


Note: You will need to browse to find the CashWin folder that you have previously 'shared'.

You will need to find the drive letter you created earlier when setting up the Shared Network Drive.



Please make sure you tick the box 'Install Borland Database Engine'.



Follow the steps through to complete the installation of a workstation to CashManager.

Test that the new shortcut (created on your desktop in the final steps of this process) is working correctly.