

## Step 1: creating the disk

First, we need to create the disk that we will install Dynet on. Open Minecraft or your preferred mudpack with comutercraft installed, and craft or make a new floppy disk. It's not recommended to use an already existing floppy disk, but you can, it will just make the next step slightly more complex.

Insert the new disk into a disk drive next to a computer and create a blank file on it with some random name. Remember this name! In case you don't know how to do that, type "edit disk/bla" and save the file. This is needed or the disk won't get a folder needed for step 2.

## Step 2: extracting Dynet

This is the hardest step, but don't worry, it's still quite simple. Keep Minecraft running and go to your saves directory. Different modpacks store their saves in different directories, so Google it if you don't know where it is. If you are playing through the normal launcher, it's in C:/yourUserName/AppData/Roaming/.minecraft/saves on windows.

Once you've made it to this folder, open the world you are currently playing in and that you want to install Dynet in. Inside this folder, open the "computer" folder and inside it, open the "disk" folder. There should be a bunch of folders with numbers here (or just one if you've only made 1 disk)

If you made a brand new disk, it will be the highest numbered folder. If you used an older disk, find the folder that has the file you made in it in step 1. Open this folder.

Now copy the contents of the "Dynet" folder included in the download and paste it into the floppy's folder. Congratulations, Dynet is now on your floppy and ready for installation!

## Step 3: To use DDNS, or not to use DDNS (and wired or wireless)

Dynet has 2 modes: Dedicated Dynamic Name System mode (DDNS) or Local Dynamic Name System mode (LDNS). You have to decide which mode you will use before you start installing Dynet! Here are the advantages and disadvantages for each:

DDNS (Dedicated) advantages:	LDNS (Local) advantages:
Good for power users: all domains (website names) can easily be changed from one central point	Good for "basic" users: It's a little easier to setup and simple to maintain, and uses less resources.
More debugging: If you are working on a lot of websites or are curious to know what people are doing, a DDNS server will show you all website requests and from whom they are coming from in one convenient spot.	Less maintenance: if a DDNS server crashes, though unlikely, the whole internet will stop working. LDNS doesn't have this problem.
More speed: Web browsers will start faster and the game will lag much less. LDNS could cause lag	More flexibility: if using a wireless network and running in DDNS mode, you have to be in range of

and lost packets when there's a lot of servers and/or users on the network, DDNS does not have this problem	both the DDNS server and the webserver you want to connect to. With LDNS, you only need to be in range of the webserver.
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TL;DR: DDNS is better for more advanced networks, and LDNS is better for basic networks.

You also have to choose if you want a wired or wireless network.

### Step 3: setting up DDNS (optional)

If you decided you want to use DDNS, then you need to make a DDNS server. Simply place a computer, a wireless or wired modem and a disk drive connected to the computer, put the Dynet installer into the disk drive, and enter "2" for DDNS server. If you don't see the setup screen when you right clicked the computer, hold CTRL-R for a second or so until it reboots, and then you should see the setup screen. You cannot use this computer for anything else, and it must remain on for Dynet to function

### Step 4: setting up a web server

Do the same as the above: place a computer, connect a disk drive and wireless or wired modem, insert the disk, and select "3" on the installer. If you don't see the installer, hold CTRL-R until you do.

Next, you will be asked for a website name. No 2 websites can have the same name, but it doesn't check automatically. The name cannot contain forward slashes or colons, and I don't recommend using "www." And ".com" I also don't recommend spaces and capital letters, but you can use them if you want.

Once you have chosen a name, it will search for a DDNS server. If you chose to run the system in LDNS mode, it will warn you. Simply press enter if this is the case and you want to install it in LDNS mode. If you want to run in DDNS mode and your DDNS server is out of range/not on/has crashed/hasn't been built yet, exit the installer by holding CTRL-T and fixing the issue, then using CTRL-R to restart the installer.

Next it will ask for a server preset. If you are running the installer simply to rename your website or updating to a newer version of Dynet (or you accidentally deleted important files), choose option 0. If Dynet has never been installed on this computer, do NOT choose 0, and choose 1 or 2 instead.

For your first server, I recommend you install the example server, so choose 2. If you want to make your own website, either choose 1 for a blank site or choose 2 and edit the example website to your liking later.

Once you've done that, the disk will automatically be ejected and renamed to "DYNET installer", and the server will automatically be started. To stop the server so you can edit it, hold down CTRL-T, and restart it with CTRL-R

## Step 5: making a client

This step is rather simple. Make the computer, modem, disk drive etc. as above but this time it has to be an advanced computer (the golden one). Run the installer and choose Dynet client and that's it! Simply enter the name of your website and if you did everything correctly, you should be looking at the homepage! If you chose the template, you should see "Hello, world!", and you should see something much more interesting if you chose an example server.

Now you're ready to start making your own website! There's instructions on how to do this included in the download as well.