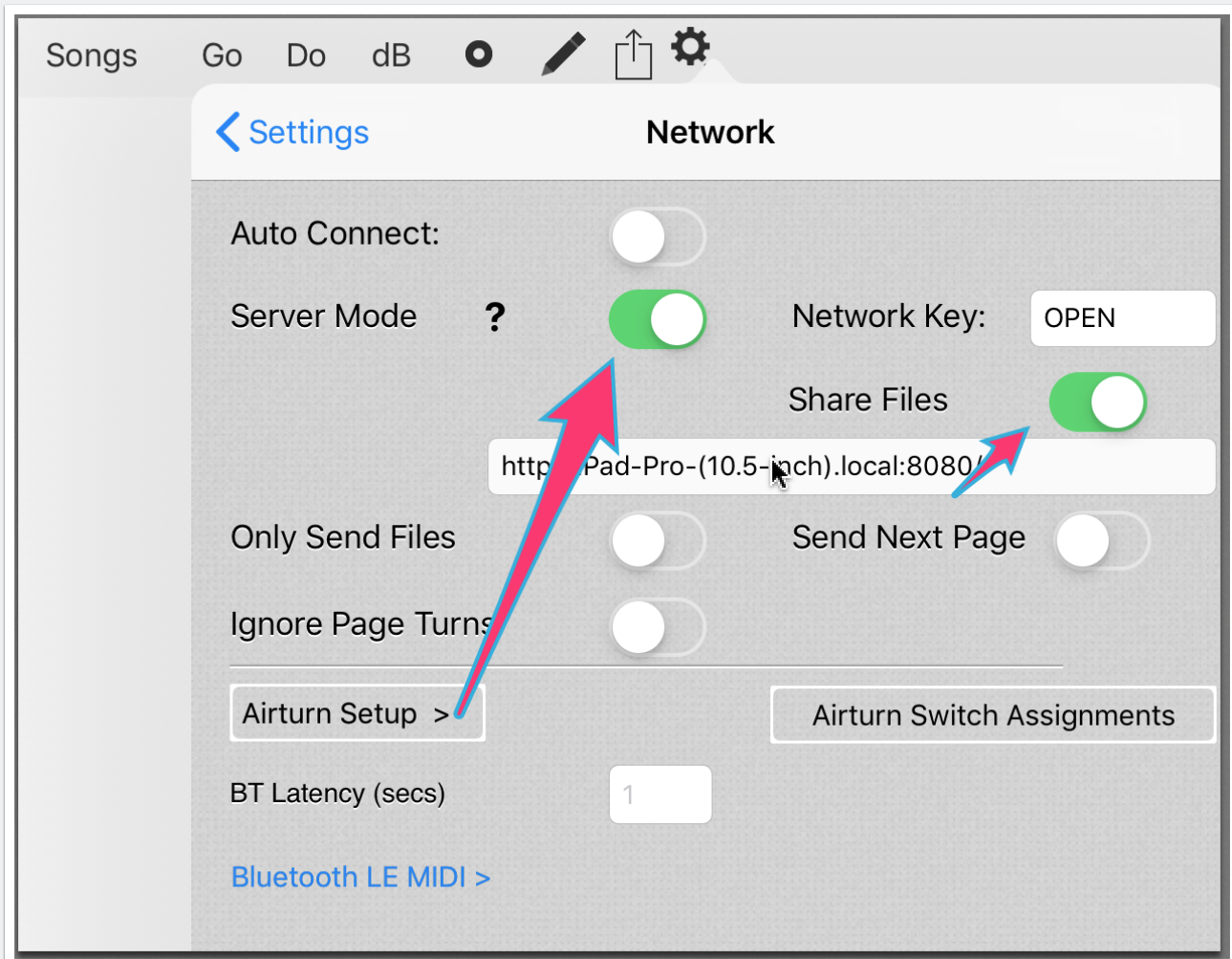# Master to Slave Sharing of Files

It is possible to have unrealBook send files to a slave when the file is not present in the slave.

Configure Master and Slave
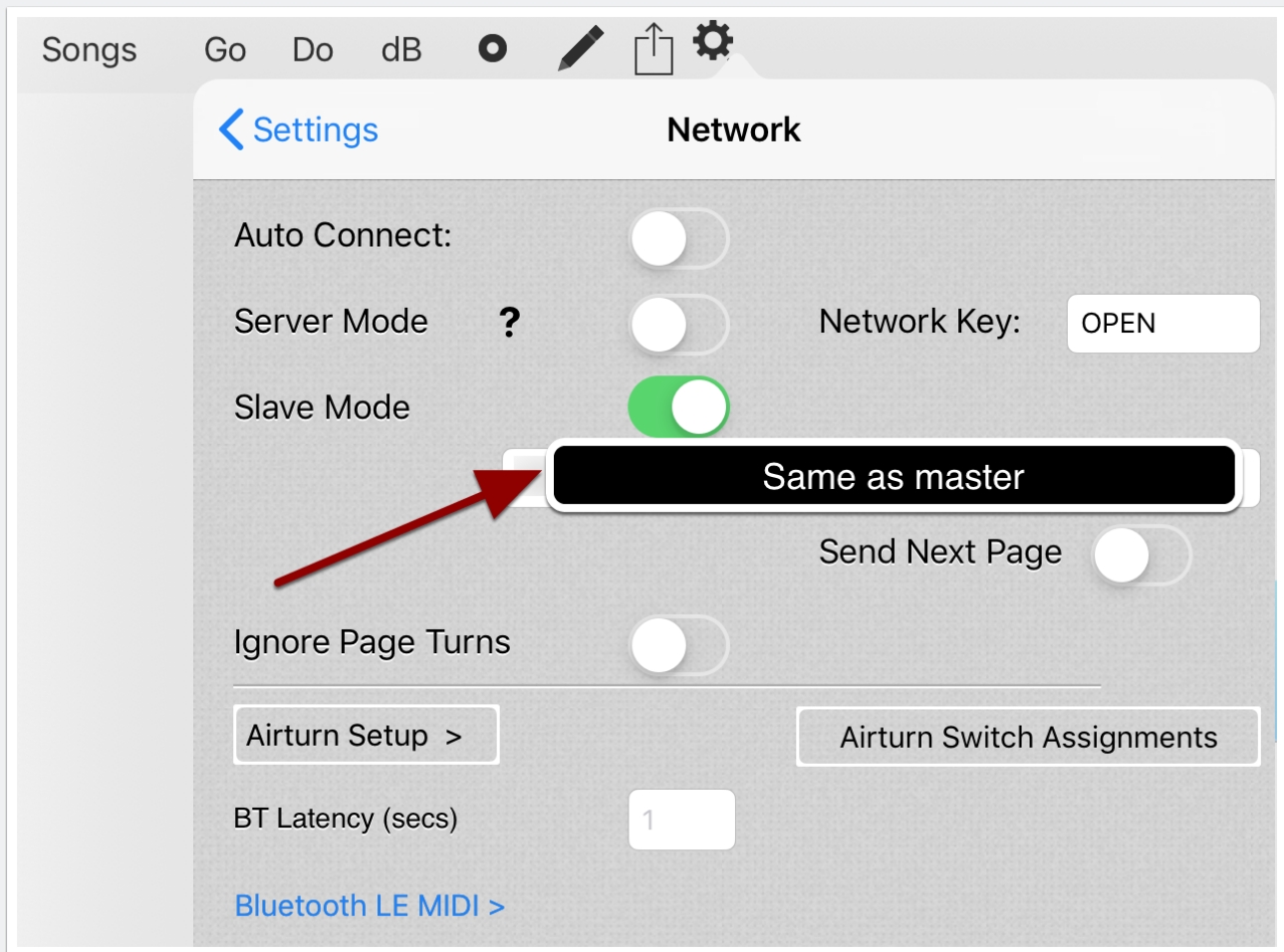
On the master - make sure Server Mode is ON and Share Files is ON

For the slave, set Slave Mode ON

Make sure that the http:// field is exactly the same as the master.

Finally in Settings->Globals->Functions, make sure that Ask For Files From Master If Not Found is ON

Master to Slave Sharing of Files