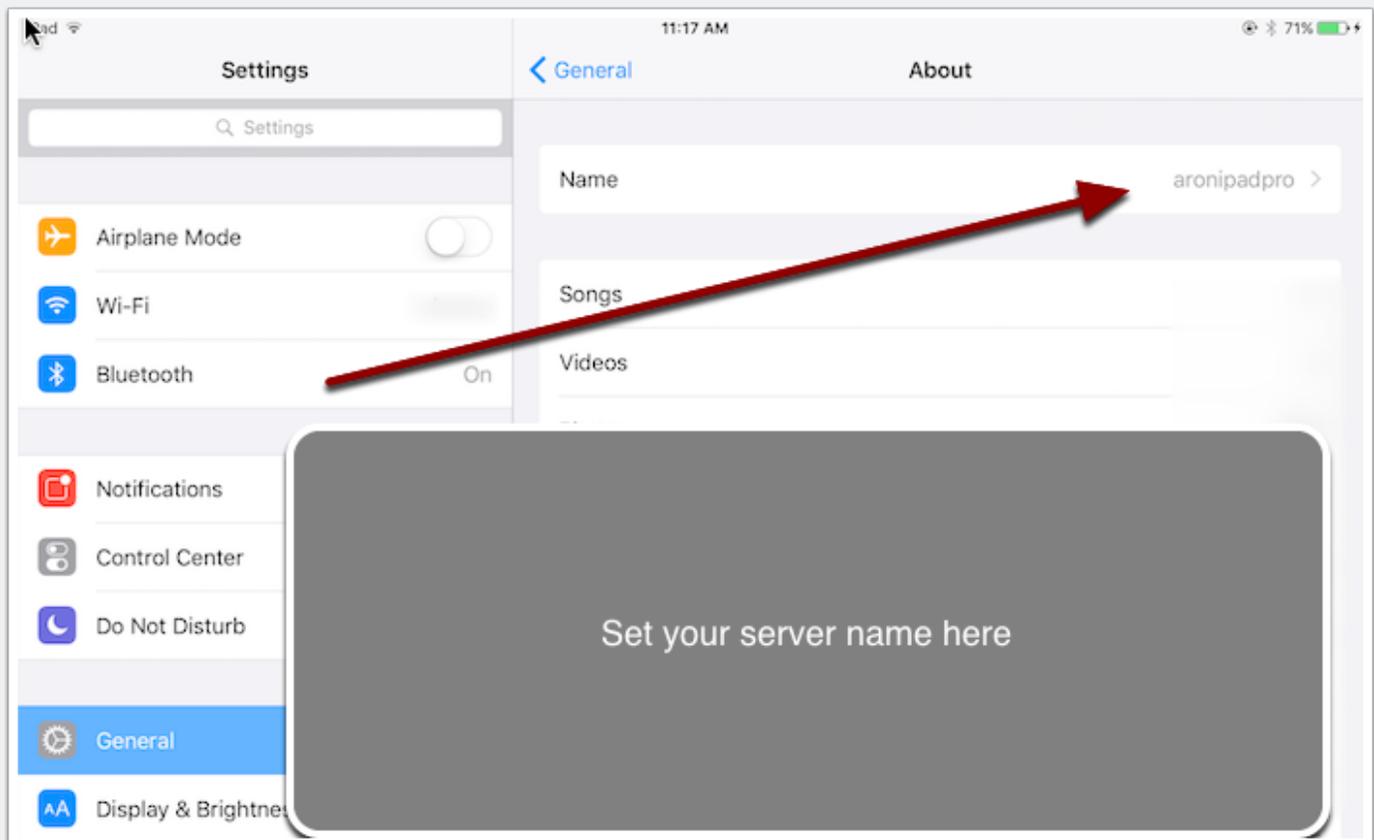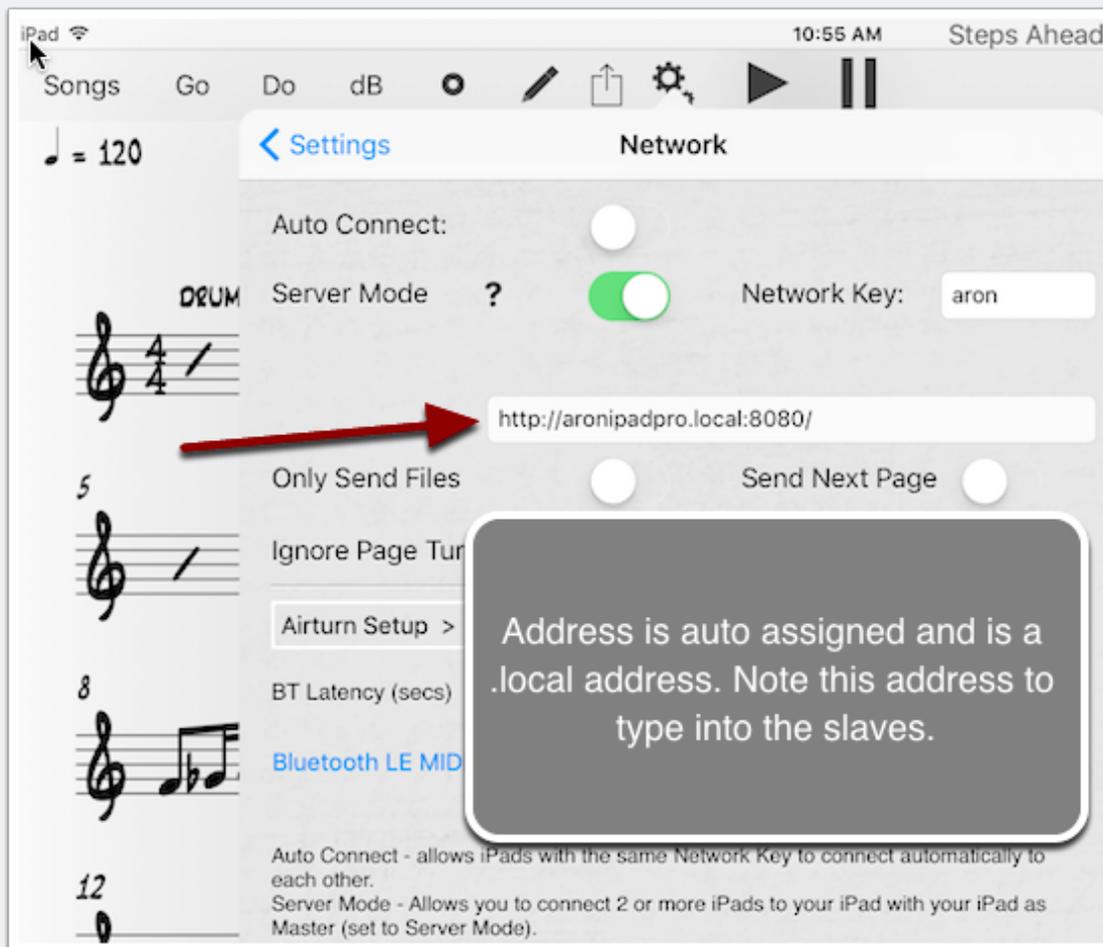# Setting up master and slave using a .local address

First, make sure that all iPads are connected to the same wifi network. This method will work off a tethered phone. The server must be a newer iPad running a iOS 9 or later. iPad 1 can be a slave but not master. You should be running unrealBook version 2.6 or later.

Go to the settings app on the iPad and under General->About set your server name. In this case it's aronipadpro

Setting up master and slave using a .local address

Go to settings->network and turn on server mode for one of the iPads. Note the http:// address which is auto assigned and is a .local address.
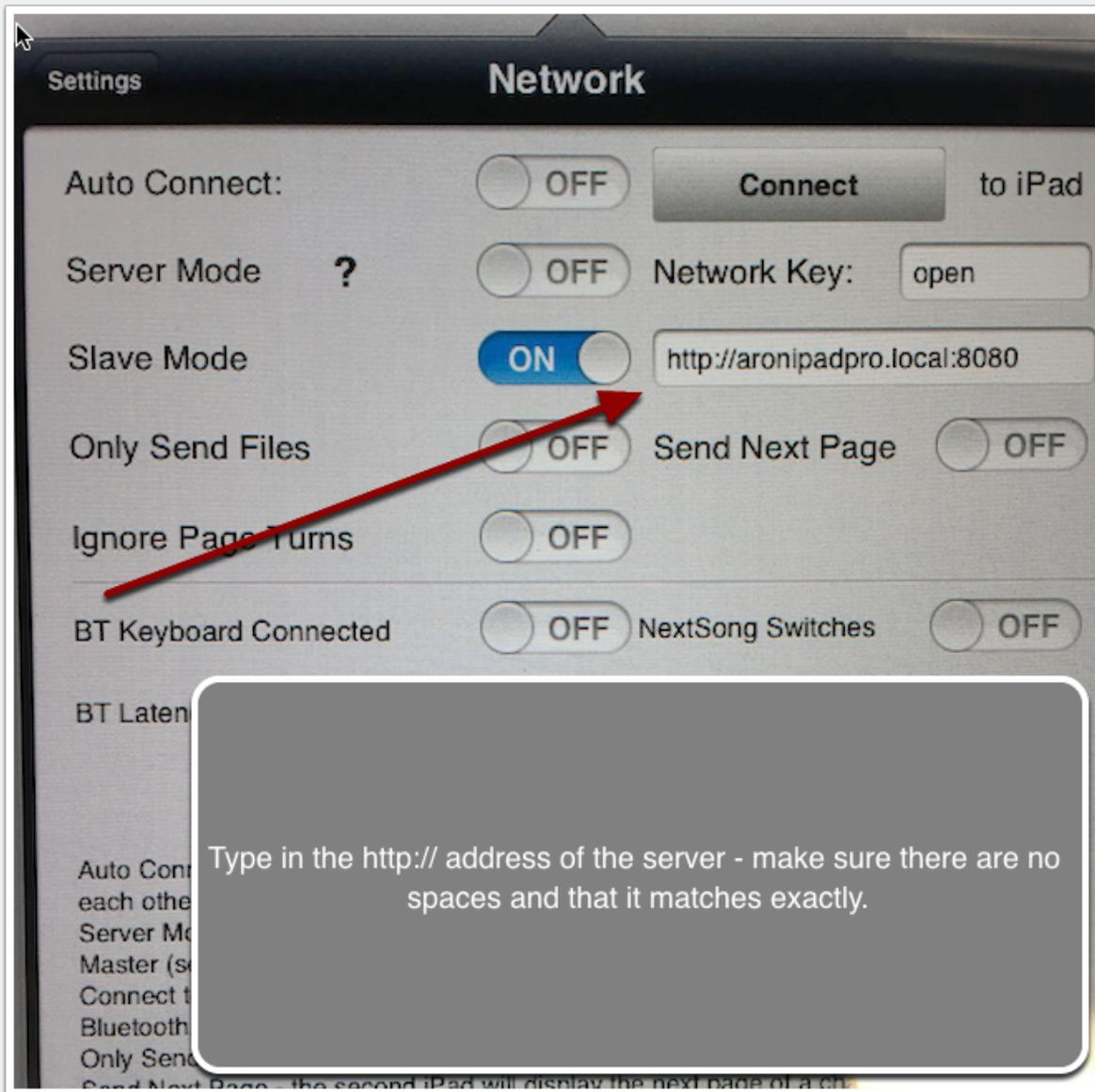
On the slave iPad, turn on slave mode in settings->network and make sure the http:// address matches the server.

In this case, the slave is an iPad 1 running iOS5 with unrealBook One.

Setting up master and slave using a .local address

Now the iPad Pro will control the iPad 1 over Wifi or tethered phone.