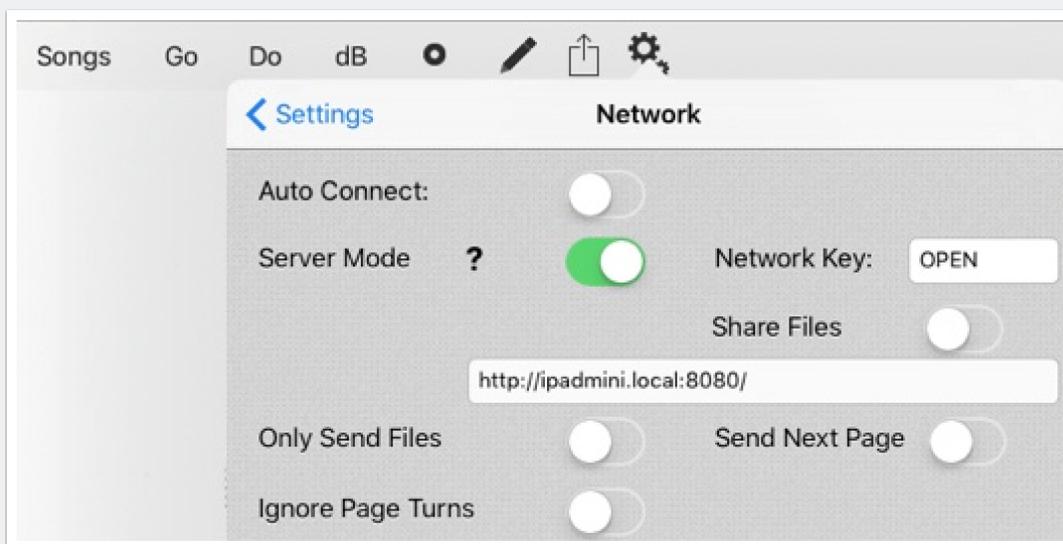# Debugging unrealBook Server/Slave connections

unrealBook's server/slave mode can be debugged using a web brower. The server iPad is basically a web server. The clients are like browsers, just browing the page of the server.

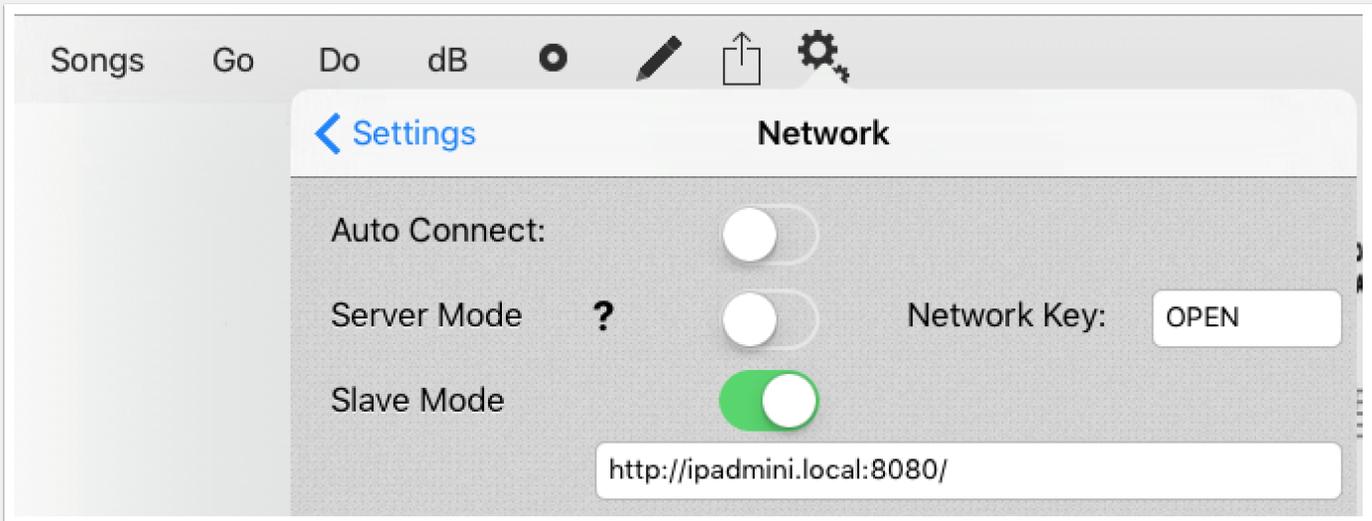## Keep your ipad name simple. Lower case, no apostrophes, short. In this case the name of the iPad isipadmini

Note the URL address: http://ipadmini.local:8080/

In the slave, make sure the http:// address is exact.

The http:// address needs to be exactly the same.

In the Settings app->Wi-Fi, all the devices need to be connected to the same Wi-Fi network.

Connect all devices to the same Wi-Fi network.

Debugging unrealBook Server/Slave connections

On the slaves, type the http:// address into the Safari browser search field.

In this case the slave is an iPhone. The http:// address of the master is typed into the Safari browser.
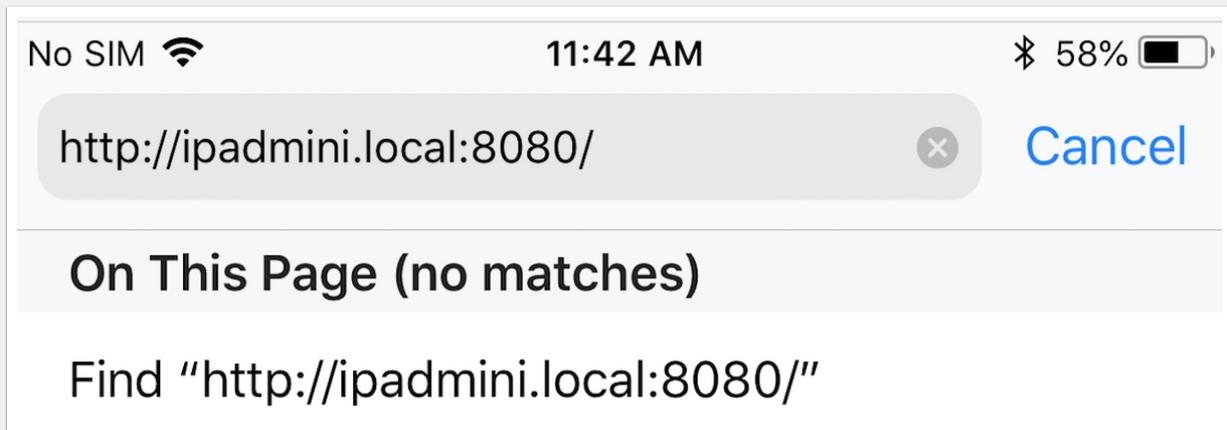
Press enter and you should see something like this....

In this case, the ipad mini is showing unrealBookhelp.pdf and page 2. If you don't see this, the problem is somewhere in the Wi-Fi router connection. If you DO see this, but the slave is not reacting, either it is not on slave mode or there is a typo in the http:// address somehow. Or the name of the master has an apostrophe or some other character causing problems.