

1 Configure MCEBuddy to Accept Remote Connections

Start *MCEBuddy* from the Window Start Menu (on the machine where MCEBuddy is running)

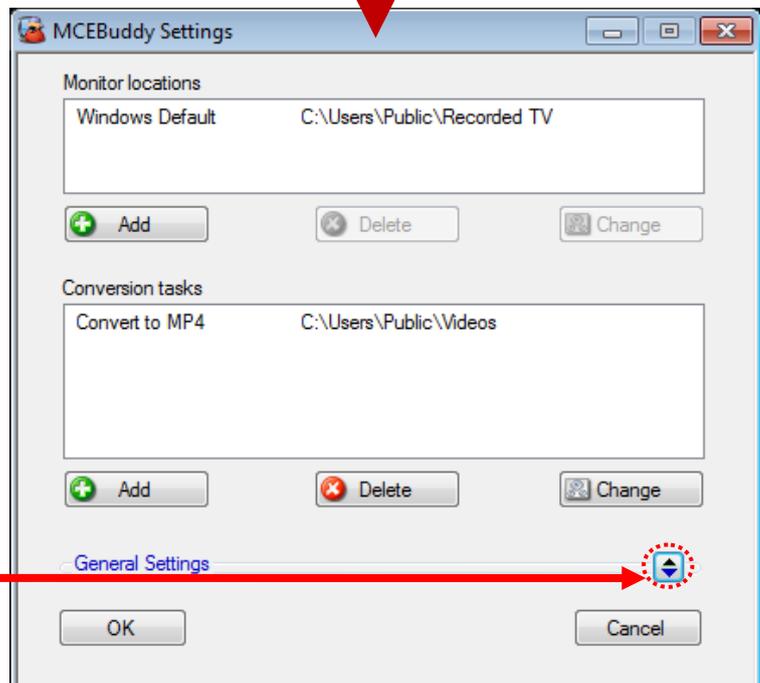
This will open a new window (*MCEBuddy Status*)

Click on the **“Settings”** button

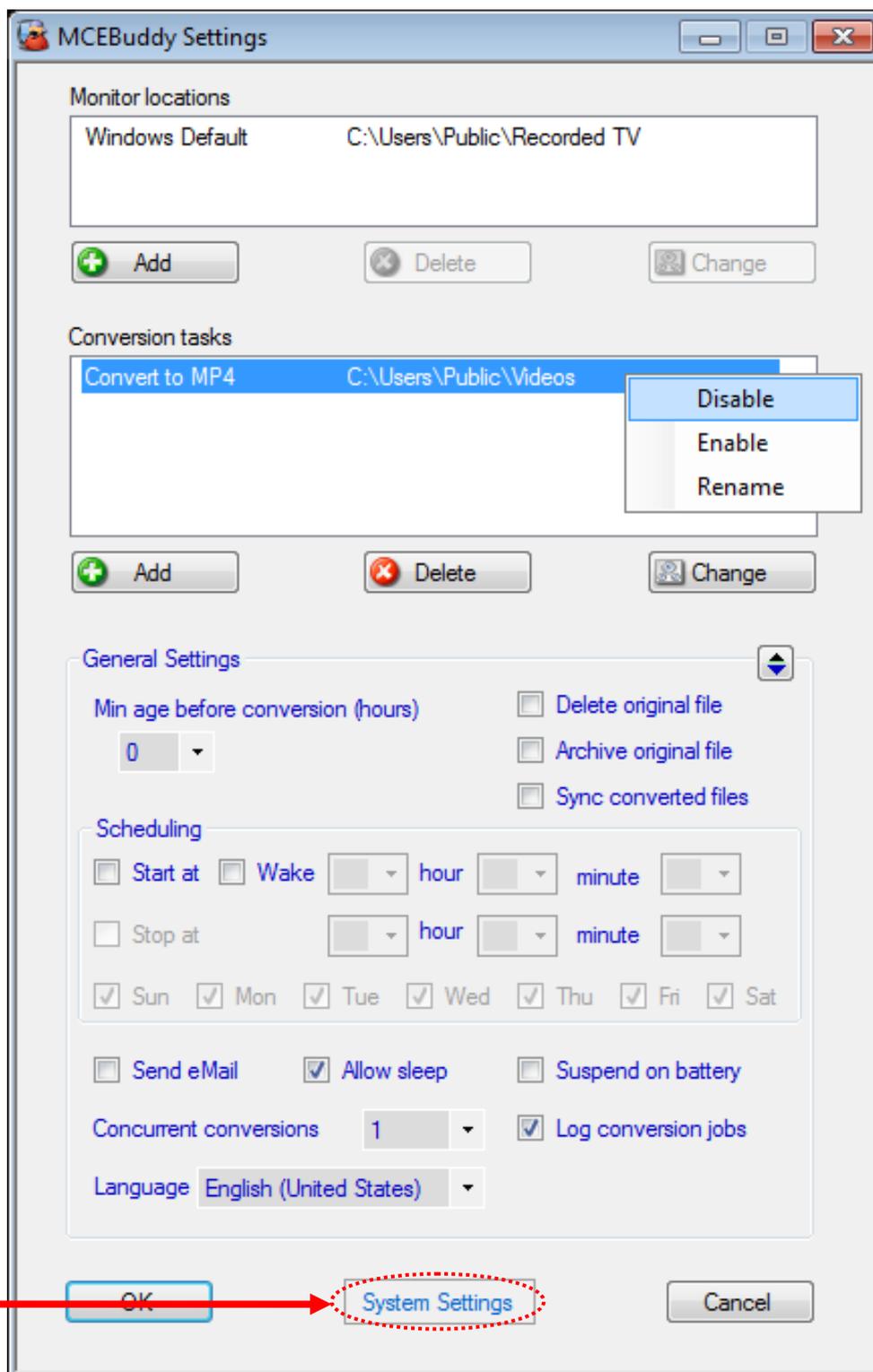


This will open a new window (*MCEBuddy Settings*)

Click on the **“General Settings”** button to expand the section

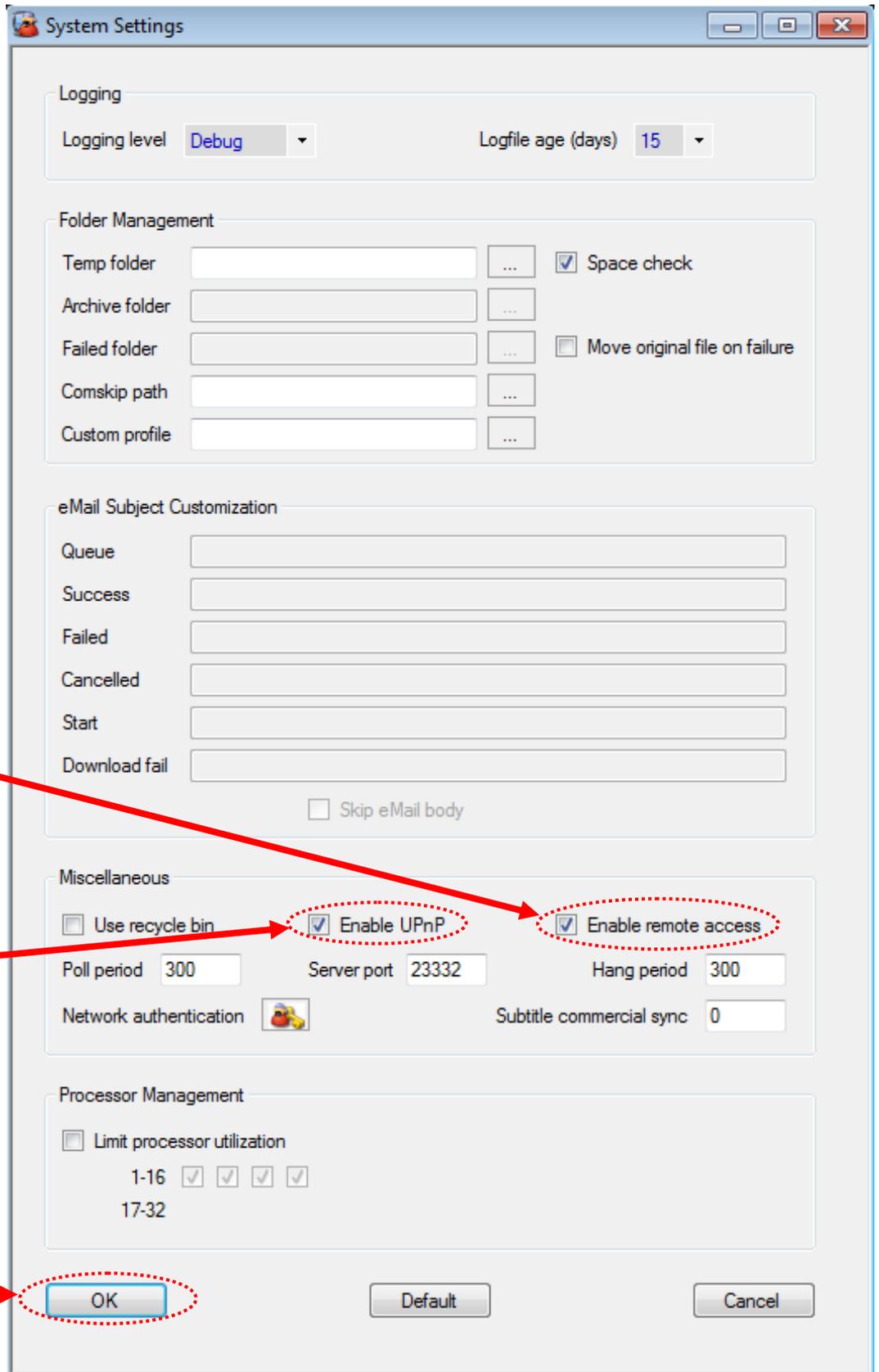


This will expand the *General Settings* section



Click on the *“System Settings”* button

This will open a new window (*System Settings*)



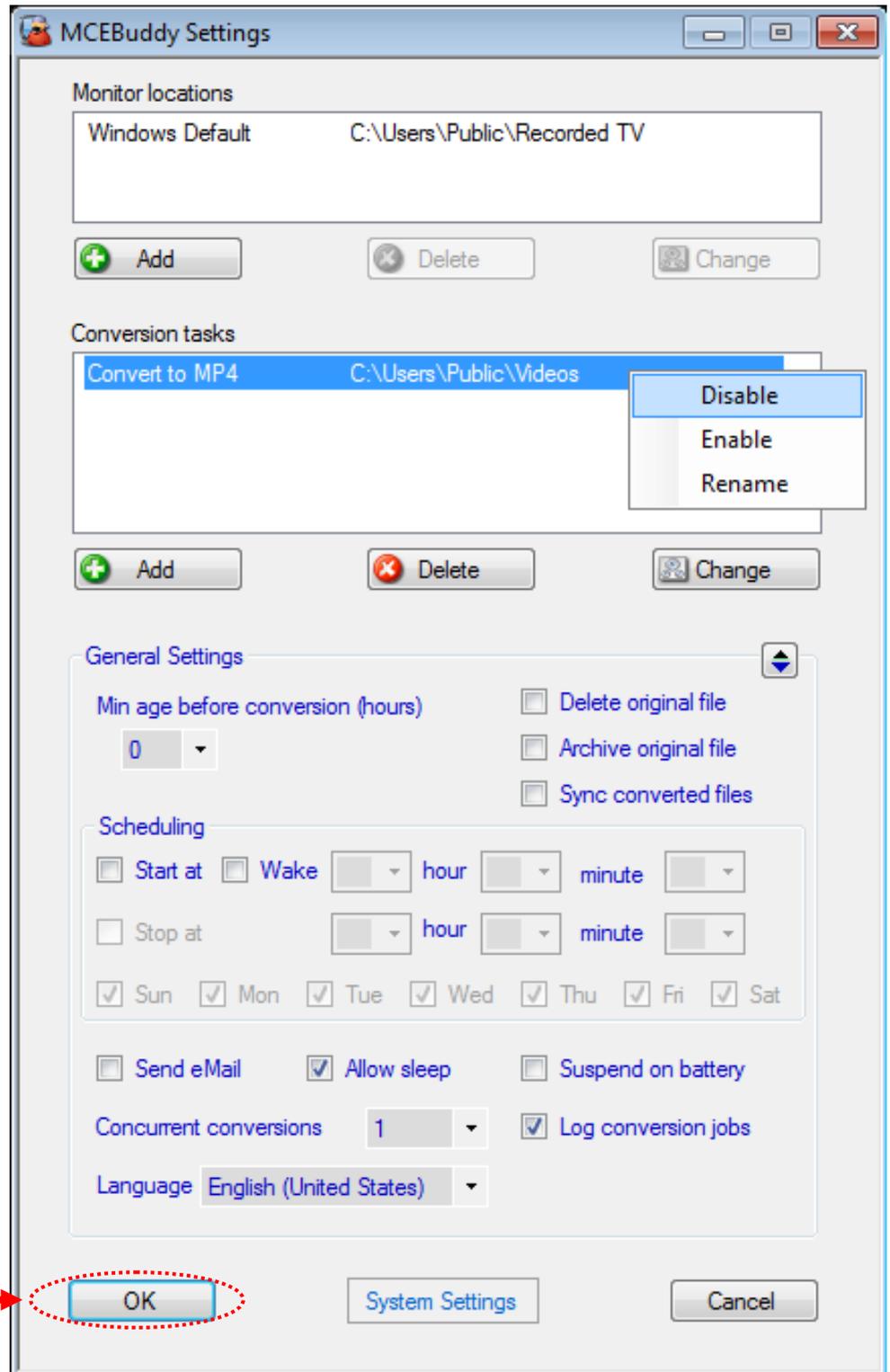
Check the “**Enable Remote Access**” box

Check the “**Enable UPnP**” box if you are connecting from behind a Home Gateway or Router (e.g. from the Internet)

Click on the “**OK**”



You're back to the (MCEBuddy Settings) page.



Click on the "OK" button

2 Connecting the MCEBuddy Remote Client

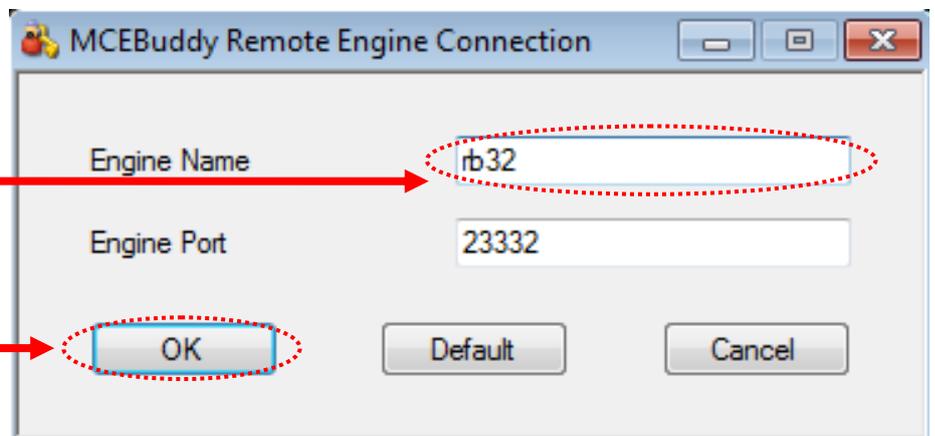
Start *MCEBuddy Remote Client* from the Windows Start Menu on the remote machine

This will open a new window (*MCEBuddy Status*)



Click on this **“Icon”** to enter the details of the MCEBuddy Engine you want to connect to.

This will open a new window (*MCEBuddy Remote Engine Connection*)

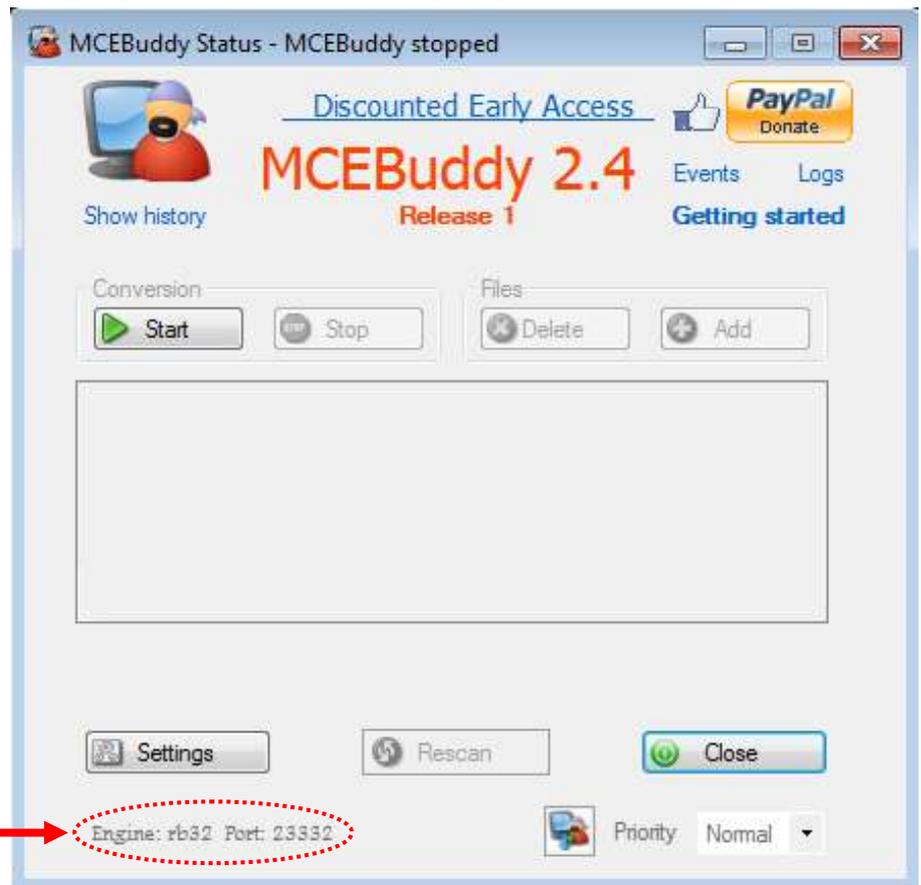


Enter the *Name* or *IP Address* of the computer where the MCEBuddy Engine is running

e.g. *rb32* or *192.168.1.34*

Click on the **“OK”** button

You're All Set!



This shows the *Name* and *Port* number of the MCEBuddy Engine the Remote Client is trying/is connected to