QuickDME™
DIGITAL EVIDENCE MANAGER

Installation & Activation Guide

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Preface

This guide is intended to facilitate the installation and activation of QuickDME™.

QuickDME™ is a highly flexible solution that can be deployed entirely on a single system, for testing or small office/lab environments, or it can be deployed on multiple systems in even the most complex networked environments.

In a networked environment, the installation and configuration of QuickDME™ is often a 3-step process:

1. **I.T. Setup:** First, an I.T. Administrator is typically responsible for configuring the required database account and setting up the solution's centralized storage location.
2. **Department Configuration:** After the database and storage location have been configured, a Department Administrator installs and configures the solution, customizing it to meet the agency's needs and preferences *(e.g. Customizing Crime Types, Personnel, Permissions, etc…).*
3. **Deploy to End Users:** Once the solution has been setup and configured it is ready to be deployed to other users on the network.

Network Deployment Pre-Planning

As noted above, deploying the solution in a networked environment will likely require coordination with your agency's I.T. Department. Coordination *prior* to installing and setting up the program is highly recommended.

Disclaimer

QuickDME™ is intended to be used as an evidence management solution. Use of this program should not negate department policies, standard operating procedures, or judicial precedence.

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Definitions

Below are a few common terms used throughout this document. Understanding our definitions for these terms may help you to understand the solution's hierarchy as it relates to the deployment and use of the solution's components.

End User:
> Anyone using or having access to the program for the purposes of uploading, copying, burning to disc, printing, and checking out copies of the evidence.

Department Administrator (or just Administrator)**:**
> Person or persons responsible for customizing the solution to your agency's needs, managing users, licenses, and purging of the evidence, among other things.

Downloads (or Download Records):
> Each time an End User ingests/uploads evidence to QuickDME™ a new Download Record is created within the system and associated to the related case. This unique record contains all of the evidence items associated with each upload session, as well as all of the related metadata for the upload.

I.T. Administrator:
> An I.T. Administrator is anyone who is tasked with setting up the required database account and centralized storage, installing/updating the software throughout the organization, or changing the connection parameters of the QuickDME program or QuickDME database.

Kiosk:
> A PC typically setup in a common area for shared use.

QuickDME™ Component Applications

The QuickDME™ solution is comprised of four (4) separate applications. By default the installer is configured to install all four applications, however, selecting "Custom Installation" allows you to choose only those applications required by a specific user and/or PC.

Database Setup

The Database Setup application is used to setup and manage the QuickDME™ database and the centralized evidence storage location. It is a guided wizard that walks the user through creating a new database instance, as well as setting up and testing access to the storage location, email server, and more.
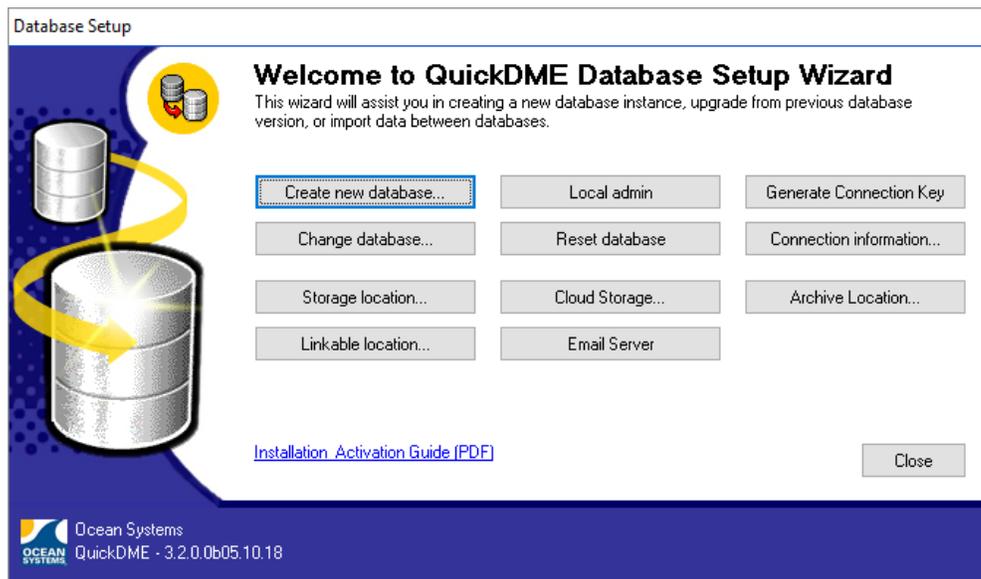
Figure 1 - Database Setup application home screen.


This is an administrative application, typically only installed and used by the I.T. Administrator and/or Department Administrator.

Admin Configurator

The Admin Configurator is the management component of QuickDME™. It is used by Administrators to customize QuickDME™, manage licensing, users, permissions, evidence purging, and other administrative settings and features.
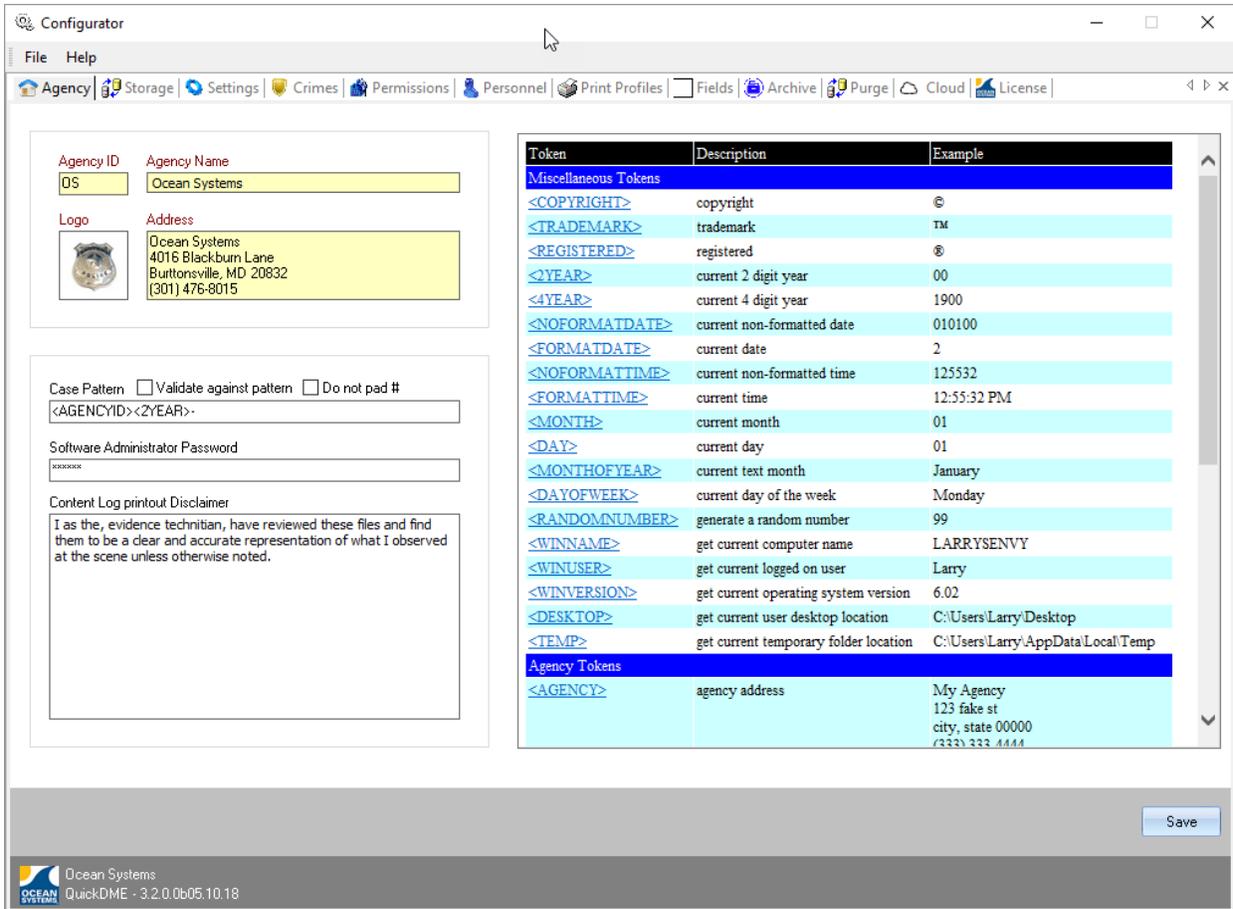
Figure 2 - Admin Configurator Displaying the "Agency" tab, where Administrators can customize the agency information, case naming pattern, disclaimer used for printing, and change the Admin Configurator's password.

This application should be installed for Administrators only. The default password for the Admin Configurator is "police" (case sensitive).

QuickDownloader™

This application is the component of QuickDME™ that allows End Users to ingest/upload evidence. It is a dynamic program that is designed to be always on and running in the background, and as such by default it automatically starts up when a client PC is booted. Computers that have QuickDownloader™ running will have the QuickDownloader™ icon displayed in the system tray.

Figure 3 - QuickDownloader™ system tray icon right-click context menu.
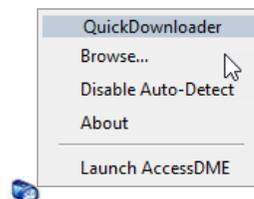
Anytime new media (e.g. CD, DVD, external drive, memory card, etc.) is inserted or connected to a PC with QuickDownloader™ running, the QuickDownloader™ interface launches to guide the user through the process of uploading files from that media.
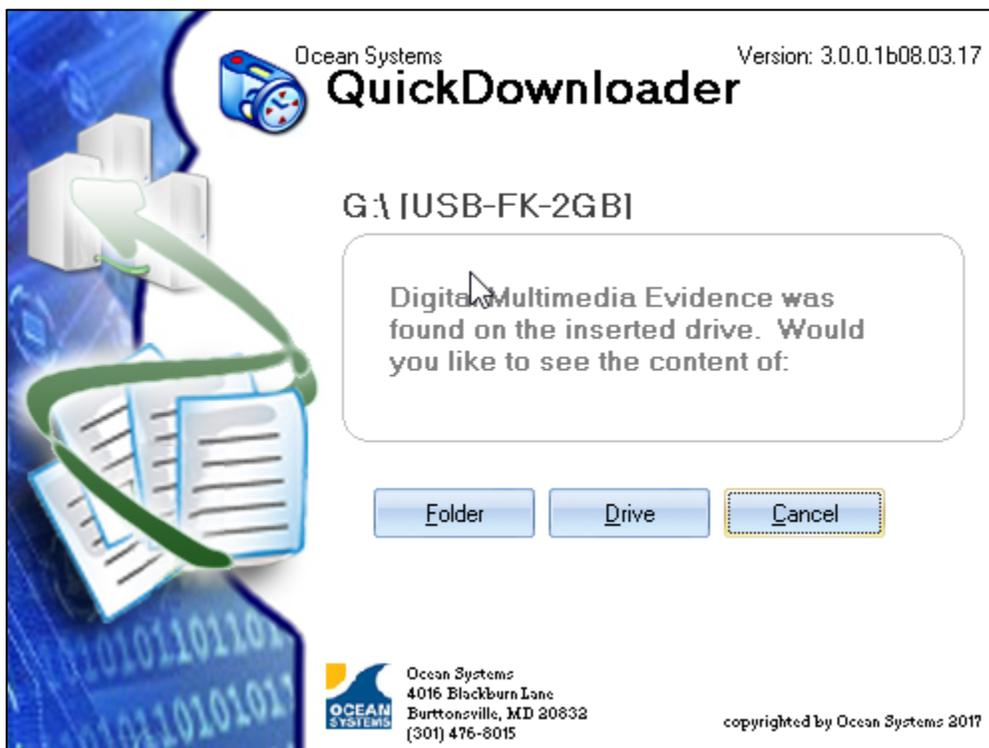
Figure 4 – QuickDownloader™ new media detected notification screen.

AccessDME™

AccessDME™ is the End User application for accessing, viewing, printing, copying, and burning to disc any evidence items or the various log files associated with a case or Download Record. AccessDME™ provides a customizable interface with dock-able and removable windows to make the most of the End User's screen real estate, including multiple monitor configurations.

File Association & Viewing
There are multiple ways to view evidence items via AccessDME™, too include the integrated QuickView window, AccessDME™ associated player, or through the End User's Windows associated player. The QuickView window provides the ability for End Users to view most standard file formats, as well as many proprietary formats, without the need to install any additional software.

End Users with the appropriate permissions can also create and manage file associations system-wide, too include the ability to ingest, manage and provide players/viewers that may be required for some proprietary files. These associations are specific to AccessDME™ and do not affect the End User's local Windows related file associations.
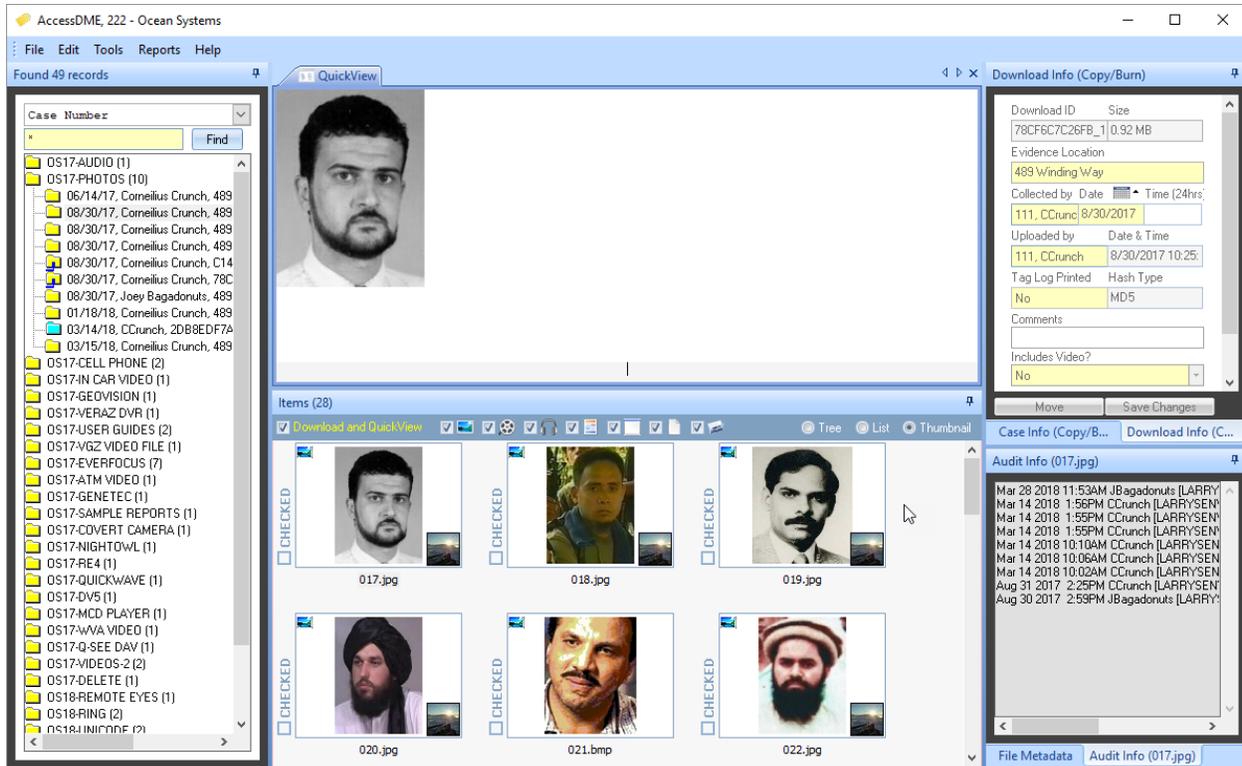
Figure 5 – AccessDME™'s default interface layout. Each of the windows within the default layout can be pinned, un-docked, or resized to maximize use of available screen real estate or accommodate End User preferences.

System Requirements

Below are the minimum system requirements for installing and running QuickDME™

- Windows XP, Vista, 7, 8, 8.1, 10
- Minimum of 8 GB's of RAM (recommended)
- 150 MB's of available free space on system boot drive*

* Required for QuickDME™ program installation and operation. Does not include storage space required for database or evidence storage when only deploying the entire solution on a single workstation (e.g. demo installations).

Installing and Updating QuickDME™

1. Locate and run the QuickDME™ installer application. The installer will automatically uninstall previous versions of QuickDME.

2. Choose "Next" on the installer's welcome screen.

3. Enter your name and your company's name, then choose whether to install QuickDME™ for all users or only the currently logged-in user account. Choose "Next" after making your selection.

4. On the next screen you're given an opportunity to change the Default Destination Folder. We recommend leaving the pre-populated default and simply choosing "Next".

5. On the Setup Type screen "Complete" is selected by default. Choosing "Custom" allows you to select which applications from the QuickDME™ suite you'd like to install. Choose "Next" to install all of the QuickDME™ components.

6. On the next screen, click "Install".

7. On the final screen you're given a checkbox option to launch QuickDME™. Leaving this selected will automatically launch the Database Setup wizard. Click "Finish".

8. QuickDME™ is now installed on your system.

   a. If you were just updating to the latest version, you're all set.

   b. If this is a new installation, the Database Setup application will open and you're ready to begin configuring the solution.

Setting Up the Required Database *(Database Setup)*

QuickDME™ uses a single Microsoft SQL Server or Microsoft Access database to manage the digital assets for all users of the program, and it stores the digital assets to a centralized storage location.

In an ideal scenario, QuickDME™ is the only resource or user on the network with read/write permissions to the database and the centralized storage location. This scenario insures that only authenticated QuickDME™ users with the appropriate permissions, managed through QuickDME™, have access to the digital assets.

Access	SQL Server
File based model	Client/Server based model
Stored in a shared folder with READ & WRITE access	Service hosted and provided by server/PC
Max database size 2 GB	Max 10 GB (SQL Express) Max 524 PB (SQL Standard or above)
Max 25 concurrent connections	Max 32,767 concurrent connections
Low security	High security
Cost: Free	Cost: Free (SQL Express only)

Microsoft Access

You do not need to have Microsoft Access licensed or installed in order to use this database platform. As noted above, this platform is inferior in many ways when compared to Microsoft SQL Server, especially when deploying the solution to multiple users in a networked environment.

The predominant reason we chose to provide the ability to use the Microsoft Access Database platform was **to facilitate quick & easy DEMO installations on a single PC**.

If deploying QuickDME™ for multiple users and/or PC's we strongly recommend using the Microsoft SQL Server platform.

It is important to note that when selecting this database platform users will need to have READ and WRITE access to the location where you choose to store the Microsoft Access database file.

1. If it's not already open, launch the **Database Setup** application. *(Start > Programs > Ocean Systems > QuickDME > Database Setup)*

2. Select "Create new database".

3. Select "Microsoft Access", then click "Next".

4. Accept the default location for the database file *(Win 7 or above = C:\ProgramData\Ocean Systems\Downloader\db)* or use the "Browse" button to specify a new location. Click "Next".

5. Give your database file a name, then click "Finish".

You are now ready to setup your [Evidence Storage Location](#).

Microsoft SQL Server

Regardless of whether you're using an existing or a new installation of Microsoft SQL Server, you'll need the following information to enter into the QuickDME™ Database Setup application:

1. Server name *(i.e. computer name)*

2. SQL Server instance name.

3. SQL Server admin credentials.

SQL Server will need to be in the same Workgroup or Domain as the QuickDME™ clients and/or the clients will need VPN access to the SQL Server's Workgroup or Domain.

1. If it's not already open, launch the **Database Setup** application. *(Start > Programs > Ocean Systems > QuickDME > Database Setup)*

2. Select "Create new database".

3. Select "Microsoft SQL Server", then click "Next".

4. In the "Server" field, enter the server name followed by a backslash and then the instance name. *(e.g. "SERVERNAME\SQLEXPRESS". Unless you changed it when installing SQL Express, the default instance name is "SQLEXPRESS")*.

5. On the same screen, choose "SQL" from the "Security Type" radio button options and enter the database Administrator credentials, then click "Test Login".

    a. If the test was successful click "OK" on the notification screen, then click "Next".

    b. If the test failed, correct the information and repeat the process until successful.

6. On the next screen give your database a name, then click "Finish".

You are now ready to setup your Evidence Storage Location.

Setting Up the Evidence Storage Location *(Database Setup)*

Once you've successfully completed setting up the database you'll need to define the centralized evidence storage location. The storage location is where all digital assets uploaded through the QuickDME™ client(s) will be stored. Ideally this is a RAID protected location that is regularly backed up for disaster recovery purposes.

Furthermore, this location should be secured such that only QuickDME™ and your organization's senior most I.T. Administrator(s) have read/write privileges to this location. To accomplish this it is recommended that your I.T. Administrator create a Domain user account for QuickDME™ to access this location, and then restricts access to that location for all other users on the network.

1. If it's not already open, launch the **Database Setup** application. *(Start > Programs > Ocean Systems > QuickDME > Database Setup)*

2. Select "Storage location…"

3. By default the "Path" field is pre-populated with "C:\Program Data\Ocean Systems\Downloader\data" for Windows 7 and above or "C:\Documents and Settings\All Users\Ocean Systems\Downloader\data" for Windows XP.

a. If this is a DEMO installation on a single PC, leave the default setting and click the "Test" button *(You do not need to enter a user name or password with this option)*.

b. Otherwise, use the "Browse" button OR enter the UNC path to your storage location on the network *(e.g. "\\myservername\myfolder")*

    i. In the "Username" field, enter the domain name followed by a backslash and then the user name *(e.g. "mydomain\myusername")*

    ii. Enter the related password in the password field, then click "Test".

4. Results of the test will be displayed below the form *(A test must be performed before the Save button becomes available).*

a. If the test passed, click "Save"

b. If the test failed, correct the information and perform the test again until successful.

Setup Linkable Locations *(Database Setup)*

Linkable locations provide you the ability to index and manage data in QuickDME without moving the data to QuickDME's primary storage location.

For instance, maybe your in-car or body worn system stores to its own network location and you'd like to be able to manage it via QuickDME without having to move all of that data and/or create duplicates of it in order to do so.

To leverage this feature the storage location must be accessible via your network, either to all QuickDME users *(not recommended)* or to the QuickDME domain user account created to access your primary storage location *(recommended method).* To add a Linkable Location:

1. If it's not already open, launch the **Database Setup** application. *(Start > Programs > Ocean Systems > QuickDME > Database Setup)*

2. Select "Linkable locations…"

3. Click "Add"

4. Enter a name for this location.

5. Use the "Browse" button OR enter the UNC path to your Linkable location on the network *(e.g. "\\myservername\myfolder")*
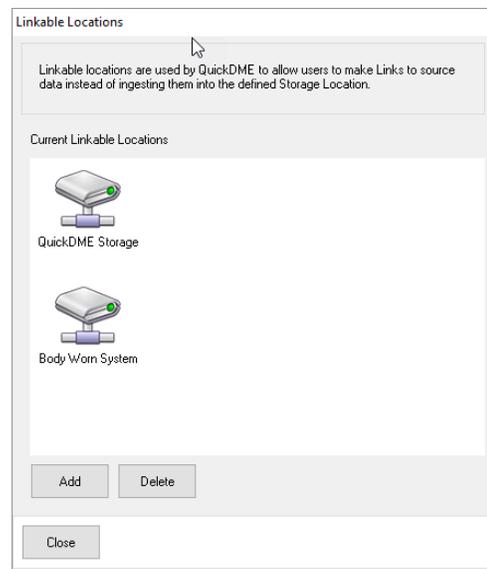
6. Click "Save" and "Close".

Figure 7 - Database Setup - Linkable Locations window

You can edit Linkable locations by double-clicking on the related icon. You can delete Linkable locations by selecting the icon and clicking the "Delete" button.

Setup E-Mail Server for Notifications *(Database Setup)*

SMTP e-mail notifications were introduced in QuickDME™ version 2.2.0.35b, and they provide a way for QuickDME™ administrators and end users to be notified about various system events.

In order to send e-mail notifications, the System Administrator will need to setup which SMTP e-mail account QuickDME™ notifications will be sent from. To configure SMTP e-mail settings for sending notifications, launch the QuickDME™ **Database Setup** tool.

Although NOT required, if the Email Server is not configured in the Database Setup tool, QuickDME cannot send ANY e-mail notifications.

Collecting the Required SMTP Information

The following information will be required to configure QuickDME™ to use your SMTP server:

1. SMTP Server Name/Address
2. Port Number (e.g. 25, 465)
3. Encryption type used (e.g. None, SSL, TLS)
4. Username
5. Password

The above information must be obtained from your email system.

Setting Up Email Server

Using the Windows Start menu, navigate to *Ocean Systems > QuickDME > Database Setup*
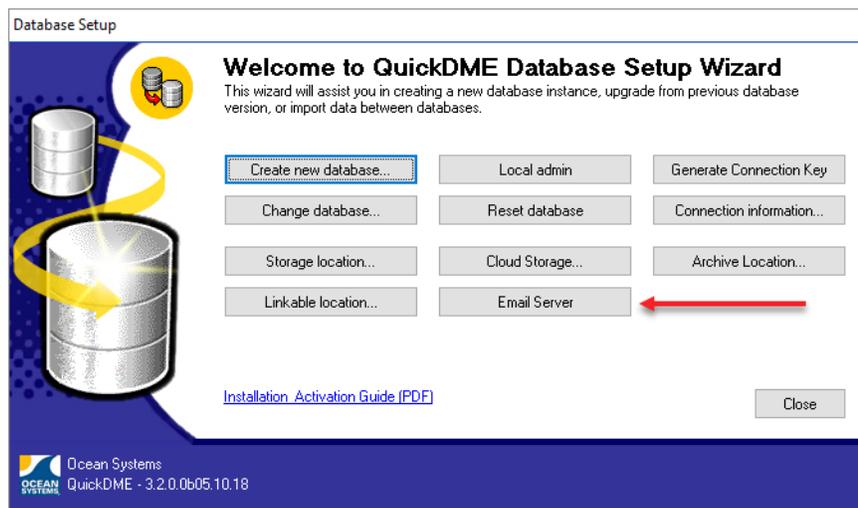
Figure 8 - Database Setup tool

Once the **Database Setup** window opens click the "Email Server" button as shown above, and the window show to the right will be displayed.

All field title's in RED are required.

1. Enter SMTP Server
2. Enter Port Number
3. Select Encryption from drop-down
4. Enter Username
5. Enter Password
6. *(Optionally)* Update OUTGOING Email Subject Pre-fix.
7. Click the "Test" button.

If the test is successful, click "Save".

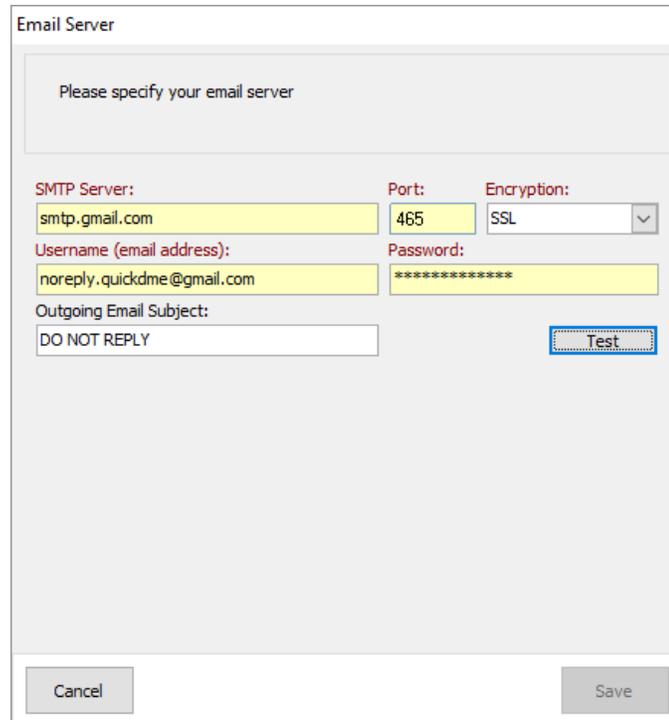If not, check your settings and repeat until the test returns successful, then click "Save".

Figure 9 - E-mail Server window

You may now close the **Database Setup** tool by clicking the "Close" button.

Setting Up an Archive Location
(Database Setup)

The Archive Location is the storage location where all assets for a case will be archived.

Simply click the **Browse** button and navigate to a storage location, then click "OK". Finally, click the **Save** button on the Archive Location window to save this location to the QuickDME™ database, then click "Close".

NOTES:

1. *Archives are created via the Admin Configurator.*

2. *Archives created via Admin Configurator do NOT included any "Linked" assets; only assets from the primary storage location will be archived.*

Figure 10 - Archive Location window.

3. *The Cloud Service radio button option displayed in the Archive Location window is currently not available and is shown greyed out. This option will be available in a future release.*
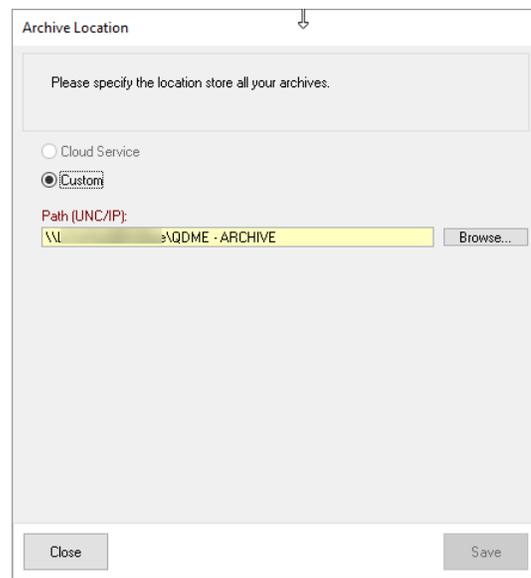
Configuring Local Admin Account *(Database Setup)*

The Local Admin account configured in the Database Setup utility is for providing escalated local-only privileges when necessary. Occasionally, proprietary video/media viewers and players may require Administrative rights to function properly. By entering a Local Admin account that is common to your PC's here, QuickDME can escalate privileges for those players only when required, without disclosing those Admin credentials to your users.

1. Using the Windows Start menu, navigate to ***Ocean Systems > QuickDME > Database Setup***
2. Click on the "Local admin" button
3. Enter the local admin account user name
4. Enter the local admin account password
5. Click "Save"

Setting Up Cloud Storage for Dissemination *(Database Setup)*

Cloud Storage dissemination was introduced in QuickDME™ version 3.0.0.1 and provides a means to disseminate assets electronically via Dropbox, with support for Amazon S3 and Microsoft Azure coming in future releases. Once a cloud storage service has been configured and tested in the Database Setup utility, users with "Copy" permissions are able to Upload and disseminate assets via the cloud through AccessDME™.

Setting Up Dropbox Cloud Storage

In order to utilize Dropbox for Cloud disseminations you'll need to obtain a Dropbox "Access Token". Administrators may choose to use either a Dropbox Personal or Business Account.

Obtaining A Dropbox Access Token
Below are the steps required to obtain a Dropbox Access Token as of this writing:

1. Browse to https://www.dropbox.com/developers

2. Log-in to your Dropbox account

3. Click "My Apps" from the Developers menu on the left

4. Click the "Create App" button, then:

   a. Choose "Dropbox API"

   b. Choose "App folder"

   c. Enter a Name for your app, such as "QuickDME Disseminations" *(This will also be the default name of the folder where all assets get uploaded/shared through AccessDME)*

   d. Click "Create app" and you'll be taken to the new app's "Settings" page.

5. Scroll down to locate the "Generate access token" field, then click the "Generate" button.

6. Highlight & Copy the complete access token displayed.

Complete & Test Cloud Storage Setup

Once you've copied the Dropbox Access Token to your clipboard return to the Database Setup utility and click the "Cloud Storage" button.

1. Choose "Dropbox" from the "Service" dropdown list.
2. Enter a "Friendly Name" for this cloud storage service, such as "XYZ County Dropbox".
3. Paste the access token into the related field.
4. Click the "Test" button.
   a. If successful, click "Save" and then "Close"
   b. In unsuccessful:
      i. Verify your Internet connection
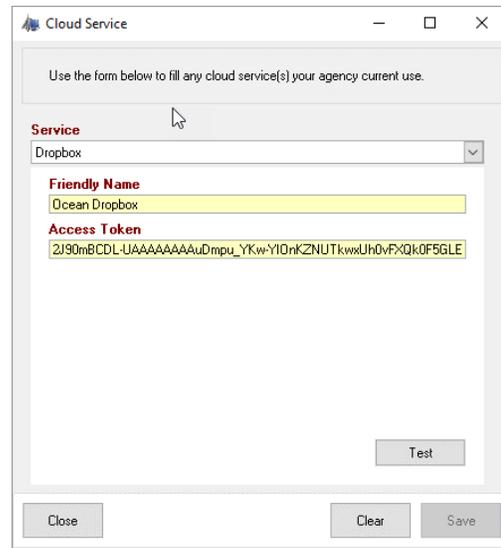   ii. Verify you have copied/pasted the complete access token

Figure 11 - Database Setup utility Cloud Storage window

Generate and Save a Connection Key *(Database Setup)*

The database and storage location information that we just configured is required by every QuickDME™ client PC. To expedite the process of configuring other clients, the **Database Setup** application can generate a Connection Key. The Connection Key is a small executable file (.EXE) that is used to automatically configure the required connection information for other QuickDME™ client PC's.

If this is a DEMO or single PC installation, it is not necessary to perform this step.

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1. If it's not already open, launch the **Database Setup** application. *(Start > Programs > Ocean Systems > QuickDME > Database Setup)*

2. Select "Generate Connection Key"

3. Browse to the location where you'd like to save the Connection Key, then click "OK".

4. Click "OK" on the "File created!" notification window.

The resulting file will be named "**QuickDME_connection-key.exe**" *(icon shown to the left).* The Connection Key will be used later when deploying QuickDME™ to other client PC's.

Activation & Licensing *(Admin Configurator)*

In order to use QuickDME™ you will need to have a valid product activation key. To obtain an activation key, you'll first need to setup your agency information within the **Admin Configurator**, as the "Agency Name" field is tied to the product licensing and activation.

Setting Up Your Agency Information

1. If it's not already open, launch the **Admin Configurator** application. *(Start > Programs > Ocean Systems > QuickDME > Admin Configurator)*

2. Enter the default password "police", then click "OK". *(The "Personnel ID" field will be pre-populated, as shown below.)*

3. Update the Admin Configurator "Agency" tab with your agency's information, then click "Save"
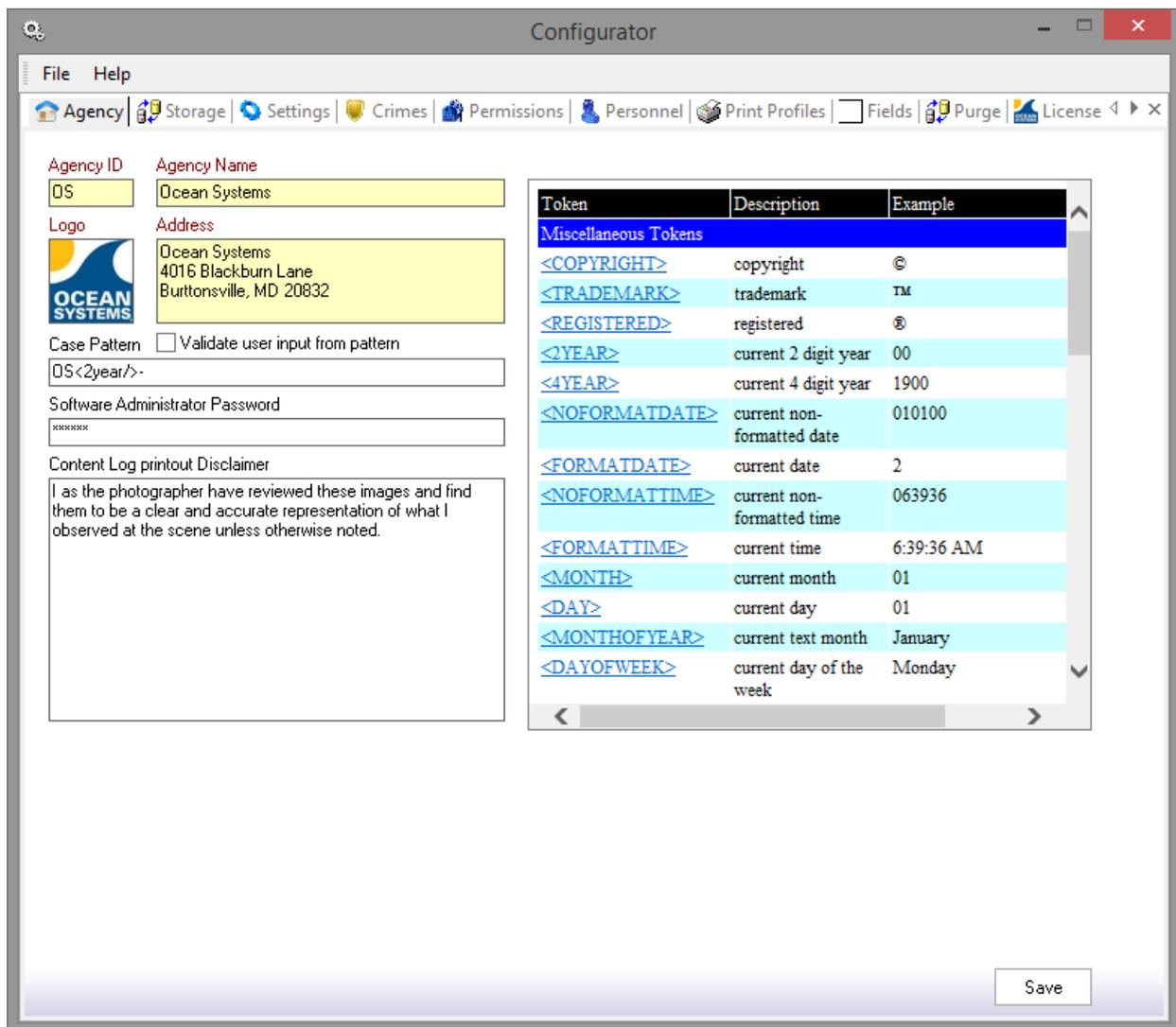
Figure 12 - Admin Configurator's Agency tab

a. **Agency ID:** Enter your agency's ID *(i.e. agency acronym such as NYPD, etc…)*
b. **Agency Name:** Enter your Agency's name.
c. **Agency Logo:** Click the logo field to upload your agency's logo.
d. **Agency Address:** Enter your agency's address.
e. **Case Pattern:** Customize the case naming pattern to conform to your agency's current pattern. You may click any of the "Tokens" in the table to the right of the form to insert that data into your case pattern.
f. **Software Administrator Password:** Change the default password for accessing the Admin Configurator.
g. **Content Log Printout Disclaimer:** Customize the disclaimer that is displayed on various log printouts.

Be sure to click the "Save" button after making any changes.

Once the Agency information has been saved, the Agency Name field should not be changed as it is tied to the product licensing and activation process.

Obtaining a Product Activation Key

To obtain an activation key, copy your **Agency Name** and **System Key** from the Admin Configurator's "License" tab and submit it to us via our QuickDME Activation Key Request form at http://www.oceansystems.com/qdme/unlock/

We will respond with a product **Activation Key**, which you will then need to enter and validate via the "License" tab.

1. If it's not already open, launch the **Admin Configurator** application. *(Start > Programs > Ocean Systems > QuickDME > Admin Configurator)*

2. Select the "License" tab.

3. Enter the Activation Key we provided you with, then click "Validate".

    a. The "License Information" window will update with your total number of licenses, as the example shows below:
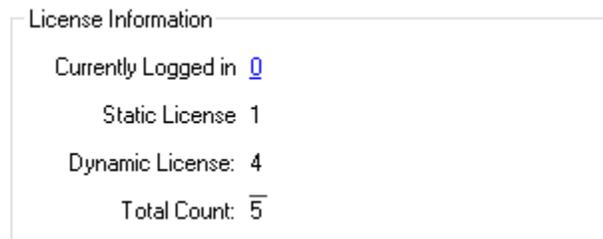
Figure 13 - Admin Configurator License tab, License Information window.

    b. If you receive and "Invalid Activation Key!" notification, verify that the Agency Name and System Key have not changed, and that the Activation Key was entered correctly. Contact Customer Support at (301) 476-8015 for assistance.

4. Click "Save".

Licensing: "Static" and "Dynamic" Explained

QuickDME™ is comprised of two types of licenses; "Static" and "Dynamic". When initially activated, all licenses will be Dynamic.

A **Static license** is a dedicated license reserved for a specific user or PC *(i.e. Kiosk).* A user or PC that has been assigned a Static license will always have the ability to log-in.

A **Dynamic license** is a floating license shared across the entire organization. Each time AccessDME™ or QuickDownloader™ is launched the application will request a license from the Dynamic license pool, unless a Static license is assigned to that particular user or PC.

Customizing QuickDME™ & Adding Users *(Admin Configurator)*

Prior to deploying the solution to other users within your agency it is strongly recommend that the Department Administrator customizes QuickDME™ to conform to the agency's policies and needs using the **Admin Configurator**. Ocean Systems' highly trained support staff provides guidance and assistance with this initial configuration for all licensed customers. Additional information is available in the Admin Configurator User Guide.

In order to ingest/upload evidence or log into AccessDME™ you'll need to add or import at least one End User account.

Adding a User Account

1. If it's not already open, launch the **Admin Configurator** application. *(Start > Programs > Ocean Systems > QuickDME > Admin Configurator)*

2. Select the "Personnel" tab.

3. Click the "Add" button, and the following window will be displayed:
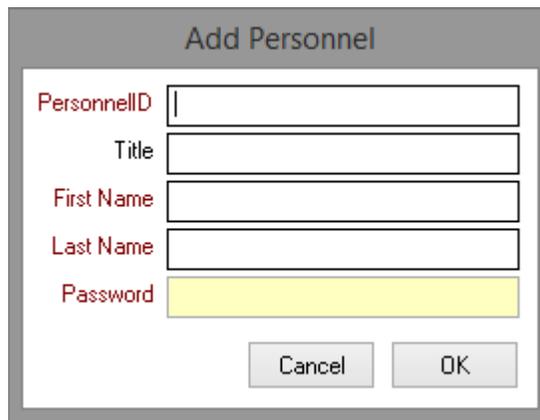
Figure 14 - Admin Configurator "Add Personnel" window.

4. Enter the user's information, then click "OK". *(Field labels in red are required)*

    a. **Personnel ID:** Badge number or other unique ID. This will be the user's log-in.

    b. **Title:** Enter the user's Title.

    c. **First Name:** Enter the user's first name.

    d. **Last Name:** Enter the user's last name.

    e. **Password:** Enter an initial password for the user. *(Users may change their password via AccessDME™)*

5. Click the "Save" button in the bottom right-hand corner of the Personnel tab.

Importing Users from Active Directory or a CSV File

1. If it's not already open, launch the **Admin Configurator** application. *(Start > Programs > Ocean Systems > QuickDME > Admin Configurator)*

2. Select the "Personnel" tab.

3. Click the "Import" button.

4. Choose whether to import from Active Directory or CSV file, then click "OK".

5. Map the required fields.

   a. **Active Directory (AD):** When connected to a domain QuickDME™ will query AD and display the list of AD user accounts.

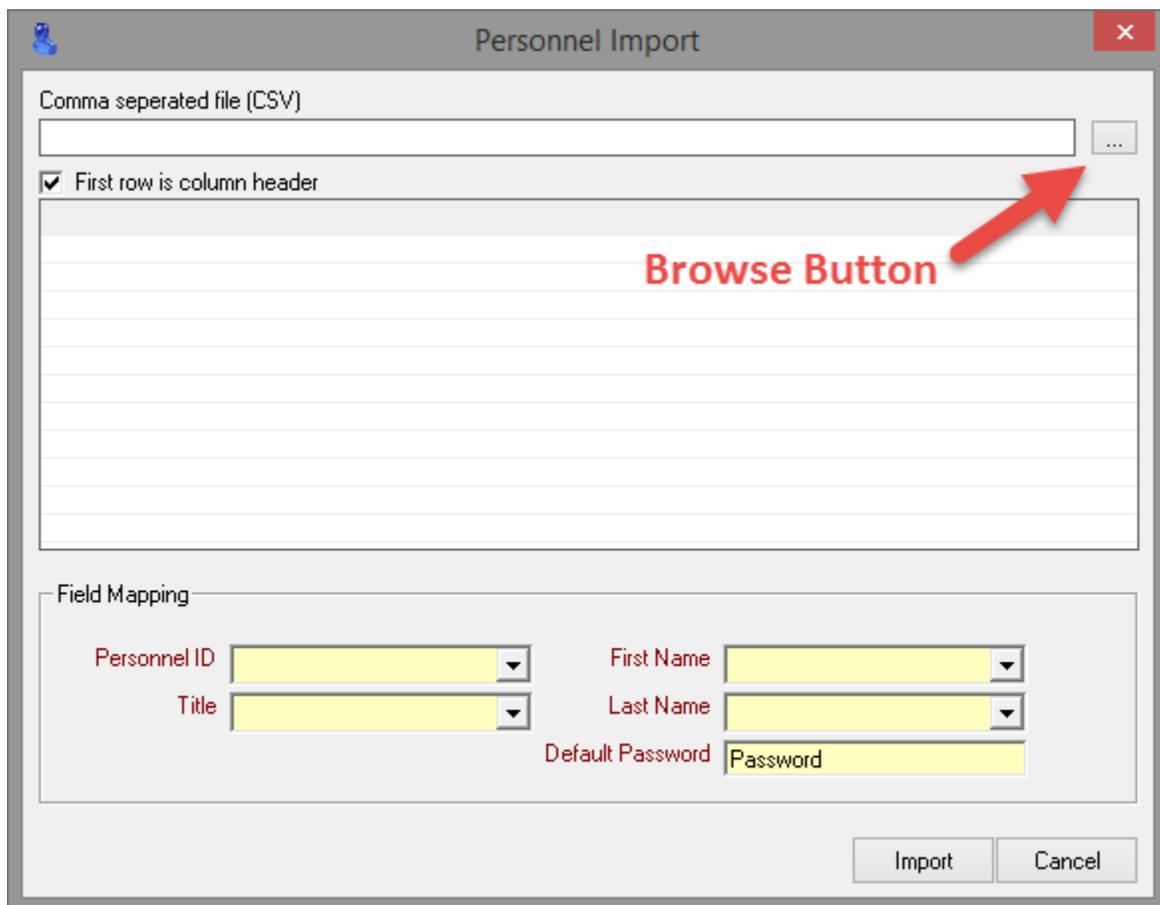   b. **CSV File:** Click the Browse button to locate the CSV file for import.

Figure 15 - Admin Configurator's Personnel tab Import from CSV file window.

6. Enter a Default Password for all users being imported, then click "Import". *(Password can be changed by user after logging in to AccessDME™)*

7. Click the "Save" button in the bottom right-hand corner of the Personnel tab.

Deploying QuickDME™ to Other Workstations

 As previously noted, we strongly recommend that the Department Administrator completes the customization of QuickDME™ using the Admin Configurator prior to deploying the solution to other workstations. Once this has been completed to your satisfaction, deploying the solution for other users is quite simple:

1. Install QuickDME™ on the workstation.

2. Run the Connection Key executable on the workstation.

That's it! You can now ingest evidence using QuickDownloader™ or access ingested items with

AccessDME™ from that workstation *(if both component applications were installed)*.

Appendices

Appendix A: Quick Start DEMO Installation Instructions

The simplest way to experience QuickDME™ first hand is to request a DEMO/trial license and install QuickDME™ on a single workstation using Microsoft Access as your DEMO database platform.

1. Run the QuickDME™ installer and install all components *(default setting).*

   a. On the final installation screen, leave "Launch QuickDME™" selected to automatically launch the **Database Setup** tool *(default setting).*

2. From the **Database Setup** main screen click "Create New Database".

3. Leave "Microsoft Access" selected and choose "Next".

4. For a single user/workstation DEMO leave the default file path as it is and choose "Next". *(Default path for Window 7 and above is "C:\ProgramData\Ocean Systems\Downloader\db". For Windows XP it is "*C:\Documents and Settings\All Users\Ocean Systems\Downloader\db".)*

   a. For multi-user DEMO installations browse to a shared storage location where all users will have read/write permissions, then click "Next".

5. Give your database file a name or accept the default, then click "Finish".

6. From the **Database Setup** main screen choose "Storage location…"

7. For a single user/workstation DEMO leave the default storage path as it is and click "Test". *("C:\Program Data\Ocean Systems\Downloader\data" for Windows 7 and above or "C:\Documents and Settings\All Users\Ocean Systems\Downloader\data" for Windows XP.)*

   a. For multi-user DEMO installations browse to a shared storage location accessible to all users.

8. Results of the test will be displayed below the form *(A test must be performed before the Save button becomes available).*

   a. If the test passed, click "Save"

   b. If the test failed, correct the information and perform the test again until successful.

8. Close the **Database Setup** tool and launch the **Admin Configurator** and enter the default password "police". *(Start > Programs > Ocean Systems > QuickDME > Admin Configurator)*

9. Update the "Agency" tab with your agency's information, then click "Save".

10. Click on the "License" tab. Copy your **Agency Name** and **System Key** from the Admin Configurator's "License" tab and email it to support@oceansystems.com

Appendix B: Supported Versions of Microsoft SQL Server

QuickDME™ can use any of the following releases of the various SQL Server Editions *(e.g. Enterprise, Standard, Business Intelligence, Express)*:

- SQL Server 2016
- SQL Server 2014
- SQL Server 2012 SP2
- SQL Server 2008 R2 SP2
- SQL Server 2008 SP2 *(or SP3)*
- SQL Server 2005 SP2 *(through SP4)*
- SQL Server 2000 SP2 *(through SP4)*
- SQL Server 7.0 SP2 *(through SP4)*

Existing SQL Server Installations

QuickDME™ is able to leverage your existing SQL Server installation providing that **1)** the SQL Server is in the same Workgroup or Domain as the QuickDME™ client PC(s) and/or the client PC's have VPN access to the SQL Server's Workgroup or Domain, and **2)** that SQL Server is configured to use Mixed Mode Authentication. You'll need the server name, instance name, and SQL Server admin credentials for entering in to the QuickDME Database Setup application.

If you're current SQL Server installation is setup to use Windows Authentication mode, you're database administrator will need to change this setting to use Mixed-Mode Authentication either via the SQL Server Management Studio or using Transact-SQL. Below is a link to Microsoft's Developer Network describing how to change the SQL Server Authentication Mode:

http://msdn.microsoft.com/en-us/library/ms188670.aspx

New SQL Server Express Installation

If you're not currently using SQL Server within your network you may choose to use Microsoft's free SQL Server Express. SQL Server Express 2014 requires a Microsoft account to log-in and access the free download. Alternatively, you can choose to download SQL Server Express 2012 via the following link:

http://www.microsoft.com/en-us/download/details.aspx?id=43351

We recommend the "SQLEXPRWT_x86_ENU.exe" (w/Tools) or "SQLEXPRADV_x86_ENU.exe" (Advanced Services) for new installations. As noted previously for existing SQL Server installations, SQL Server should be configured to use mixed-mode authentication. Note the server name, instance name, and SQL Server admin credentials for entering in to the QuickDME™ Database Setup application.

SQL Server Hardware & Software Requirements

Hardware and software requirements for installing SQL Server are available from Microsoft via the link below:

http://msdn.microsoft.com/en-us/library/ms143506%28v=sql.120%29.aspx