

Selene Network Install Steps

- 1) Create the following folders on the server: dsn, src and nfts. They should resolve like <https://myserver.dom/dsn>.
- 2) Create a 'galleryv2' folder in the 'src' folder.
- 3) Create a 'agentv1' folder in the 'nfts' folder.
- 4) Copy the latest version of dsn.zip your server and extract the files to the dsn folder.
- 5) Move dsnreadme.php to the src folder.
- 6) Extract the dsn/docs/galleryv2.zip to the src/galleryv2 folder.
- 7) Extract the dsn/docs/agentv1_v1.2.zip to the nfts/agentv1 folder.
- 8) Create a file called 'gallery.json' in the src folder.
- 9) Copy the contents of another gallery into it. For example, copy <https://amorstyle.com/src/gallery.json> into gallery.json.
- 10) Validate JSON file is correct by using Selene Network tools like: <https://amorstyle.com/dsn/tools/?gallery=https://myserver.dom/src/gallery.json>
- 11) Edit src/gallery.json file:
 - a. Name – your custom name
 - b. homeIcon – small image that is displayed in the upper left.
 - c. Bio – remove.
- 12) Deploy Gallery smart contract via ThetaScan.io.
 - a. In Deploy Contract, use the ABI from src/galleryv2/project/galleryv2_abi.json.
 - b. In Deploy Contract, use the bytecode from src/galleryv2/project/galleryv2_bytecode.txt
 - c. The constructor parameters can be found on the top of the page in step 10 (viewing the gallery.json file).
 - d. Save the gallery smart contract address.
- 13) Edit src/dsnreadme.php setting the galleryAddr field to your smart contract and set the galleryIndex to zero.

Custom configuration settings

- 1) Edit the src/dsnreadme.php file
 - a. If you hold a website NFT, place that token number in the 'website' location.
 - b. If you are a registered agent of the network, place that number in the 'agent' location.
 - c. If you want a custom logo for the upper left hand corner, place that in the 'siteLogo' field.
 - d. The 'galleryLimit' should remain low.
 - e. The 'GalleryAddr' field should be your galleryv2 smart contract.
 - f. The 'GalleryIndex' should be set to zero (this will be the default gallery)
 - g. Both 'debug' and 'debugjs' should be set to 0 to disable debug spew.