

# \_TN\_SystemCheck\_BB

See your program support page for the link to start SystemCheck. Go to the SystemCheck website, and follow the instructions for each of the following processes:

1. Select your program from the drop-down menu.
2. Click **Start**.
3. Click the **Check Your System** tab, and click **Start**.
  - a. Passing systems display a green checkmark and **All Checks Passed** at the top of the screen.
  - b. Failing systems display a red **x** next to the failing component.
4. To print the results or save a PDF, click **Print Friendly**.

TESTNAV

SystemCheck

Check Your System

Testing Capacity

SystemCheck

Start

Print Friendly

Complete

Computer Name: AUSTRAL PROCTOR  
Computer IP Address: 192.168.1.124

CHECKS PERFORMED	RESULTS	Desktop App	Browser-based Testing
Browser	Firefox 45.0	Not required	✓
Java Environment	1.8.0_65	Not required	✓
Operating System	Windows 10.0	✓	✓

VERIFICATION

After you check your system:

1. Click the **Testing Capacity** tab, and click **Start**.
  - a. The fields display any proctor caching computers you have designated, test progress, download speed, and **estimated** testing capacity.
2. You can add, edit, or delete proctor caching computers using the instructions for each below.

Remember, if you are using ProctorCache, you must install it and run it on the proctor caching computer *before* you can check its connection speed and how many testing computers it can handle.

1. Click the **Testing Capacity** tab.
2. Click **+ Add Caching Computer**, enter the details, and then click **Save**.
  - a. Display Name – appears as the computer name in the Server/Computer column
  - b. Host – the IP address of the ProctorCache machine
  - c. Port – the port on which the caching computer is running.

1. Click the **Testing Capacity** tab.
2. Click the computer name.
3. Edit the host name or port, and then click **Save**.

1. Click the **Testing Capacity** tab.
2. Click the computer you want to delete.
3. Click **Delete Caching Computer**, and then click **Continue**.