Brutal CMS///*GETTING STARTED GUIDE*

Due to the raw nature of Brutal CMS, getting started is simple.

System Requirements

Your server will only need **PHP 5.3** or newer. No database is needed, as all data is stored in CSV and XML files.

FTP access is recommended, but not required, as long as you have access to edit source files (such as control panel file manager).

Installation

[1] Download the *Brutal CMS* package from either of the below locations:

https://github.com/pinecreativelabs/BrutalCMS

- OR -

https://www.brutalcms.com

[2] Extract and upload the package to the directory where you'd like your application to run. The extracted files should look like this within the root of your selected directory:

Filename	Filesize	Filetype
..		
bos		File folder
articles.php	6,469	PHP Script
blueprint.php	11,656	PHP Script
crude.php	6,855	PHP Script
daily-content.php	12,728	PHP Script
error.php	1,179	PHP Script
index.php	7,926	PHP Script
sitemap.xml	254	XML Docu...

If you are using a control panel file manager, you can upload and extract the compressed ZIP file within the directory of your choice.

Note that there are approximately 800 files, so it may take a moment to extract.

[3] **Login** to BOS as the superuser and change the default password. To access BOS (*Base Operating System*), navigate to:

your-website.com/bos

Use the following login credentials:

Username: **bosadmin**

Password: **rootpass**

It is strongly advised to immediately change your password. Once logged in, "boot" up BOS, and you'll see a key icon within the "WHOAMI" pane. You can change your password here.

User Logins

There are four accounts that come pre-configured:

Username Password	bosadmin rootpass	admin pass333	editor pass333	member pass333

Each account has different access permissions to BOS.

Running BOS Within a Subdirectory

You can run BOS within a subdirectory, such as:

your-website.com/my-subfolder/bos

However, you will need to modify the *sysconfig.php* file, found at:

/bos/sat/sos/sysconfig.php

Here, you'll need to specify the BASE_DIR variable. This is the name of the sub-folder you're running BOS in.

Simply modify the following line of code from:

`define('BASE_DIR', '');`

to

`define('BASE_DIR', 'my-subfolder');`