The Unity Client has a few dependencies prior to installation.

Launch Internet Explorer with one of the following two methods using Windows 10:

Click inside the "Type here to search" box on the taskbar and type "internet explorer":

**Method 1:**

![Image of Internet Explorer search bar]

**Method 2:**

Right Click the Windows Start button on the taskbar and select "Run":

![Image of Run dialog box]

Type "iexplore" and click "OK":

With Internet Explorer (IE) open, perform the following steps:
1. Click the cogwheel in the upper right corner, and the "Internet Options" in the dropdown

![Internet Options](image1.png)

2. Click the "Security" tab, then click "Trusted sites", followed by "Sites" button

![Internet Options - Trusted Sites](image2.png)
3. In the textbox "Add this website to the zone:" enter:  
https://onbase.mines.edu  
Click "Add", followed by "Close"

4. Click "OK" in the Internet Options window to accept and close.
5. Using the currently opened Internet Explorer window, copy and paste the URL below into the navigation bar and hit ENTER on the keyboard:

https://onbase.mines.edu/UnityClientMinesOnbase/UnityClientMinesOnbase.application

6. A popup will briefly display followed a prompt to install:

Once that initial popup closes, you will need to verify that the application "From" address is "onbase.mines.edu", and then click "Install" once you have verified it is the correct source.

7. A progress bar will appear to show the client is being downloaded to your workstation:
8. The Unity Client may take a few moments before launching for the first time. Please note that the client will show "Onbase (Onbase)" in the main window title bar. If this is not what you see, contact IT&S.

9. When you close the Unity Client, it will still be running in the system tray. Double clicking the icon on the desktop will only work when Onbase is not running in the system tray. To launch Onbase after closing the window, simply double click the icon within the system tray to launch it. We suggest leaving Onbase running in the system tray so that the Banner integration will work as expected - please see supporting documentation for "Onbase App Enabler" for more information.