



Mojos Dart Kit

HÅNDPRINTET I DANMARK

— DIY AUTODARTS · INSTALL GUIDE

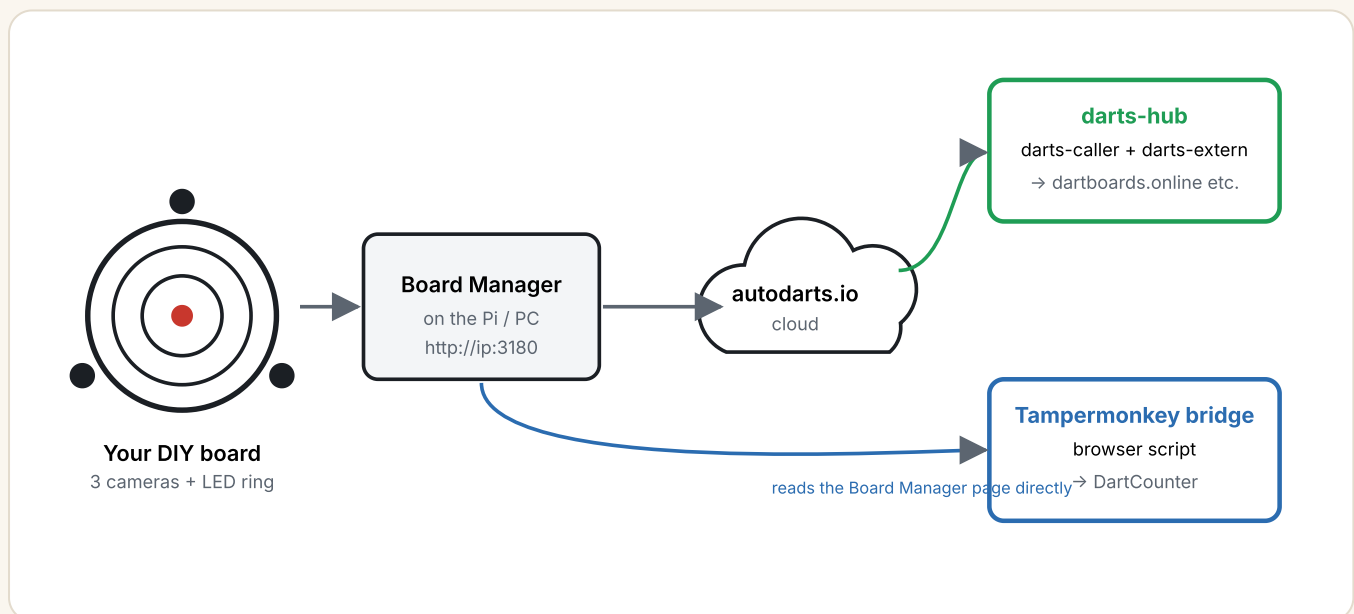
Connect your DIY Autodarts board to online dart platforms

Step-by-step installation of **darts-hub** (caller, extensions and dartboards.online play) and the **DartCounter bridge** – for Windows, macOS and Linux.

Windows

macOS

Linux / Raspberry Pi



Covers darts-hub v2.0.2.6 (Aug 2026) · AutoDarts ↔ DartCounter Bridge userscript v1.0.26 · Written 24 Oct 2026 for Morten's Autodarts project. Screenshots of darts-hub are from the project's GitHub page; other pictures are illustrations.

Before you start

Contents

1. Which route do you need?
2. Install darts-hub on Windows
3. Install darts-hub on macOS
4. Install darts-hub on Linux / Raspberry Pi
5. First start: wizard, profiles, Autodarts login
6. Play on dartboards.online (darts-extern)
7. The DartCounter bridge (Tampermonkey)
8. Troubleshooting
9. Links

What you need

Thing	Why
A working Autodarts board	Board Manager running (on a Raspberry Pi or PC), calibrated, visible at autodarts.io.
An autodarts.io account	darts-caller logs in with a device-link code – no password typed into darts-hub.
A desktop computer	darts-hub is a desktop app (Windows, macOS, Linux). It can be the same machine that runs the Board Manager, or another one on the same network.
Google Chrome (or Chromium)	Required by darts-extern. Also the easiest browser for the Tampermonkey bridge.
Accounts on the platform you want to play on	dartboards.online or DartCounter.

1. Which route do you need?

There are two separate ways to get your throws from the board into an online platform. They don't depend on each other, so you can install both.

You want to play on...	Use	How it works
dartboards.online (and Nakka01)	darts-hub → darts-extern Chapters 2–6	darts-caller receives your throws from autodarts.io and feeds darts-extern, which controls a Chrome window on the platform and enters the scores. Mature, maintained since 2021, managed and auto-updated by darts-hub.
DartCounter (app.dartcounter.net)	Tampermonkey bridge Chapter 7	A small browser script watches your local Board Manager page and types the round total into the DartCounter tab. Community script from Jan 2026 – works, but is unofficial and fragile (see the warnings in chapter 7).
Just a voice caller, LED effects (WLED), stats	darts-hub alone	Install darts-hub and start the darts-caller profile. No extern platform needed.

darts-extern cannot talk to DartCounter.

Its platform setting only offers `lidarts`, `nakka` and `dartboards`. If DartCounter is your goal, go straight to chapter 7 – you don't need darts-hub for that.

2. Install darts-hub on Windows

darts-hub is not an installer – it's a folder with a program inside. You download a zip, unpack it and run `darts-hub.exe`. Everything it needs (extensions, settings, logs) lives in that folder, so keep it somewhere permanent.

- 1 **Download the right zip.**
Go to github.com/lbormann/darts-hub/releases/latest and under Assets pick `darts-hub-windows-x64.zip`. That is correct for almost every Windows PC. (Only Surface Pro X / Snapdragon laptops need `windows-arm64`; very old 32-bit machines need `windows-x86`.)
- 2 **Make a folder.**
Create `C:\Users\<your name>\darts-hub`. Avoid *Program Files* – darts-hub writes into its own folder and needs permission to do so.
- 3 **Unpack.**
Right-click the zip → *Extract All...* → choose the new folder. You should see `darts-hub.exe` directly inside it, not in a sub-folder.
- 4 **Start it.**
Double-click `darts-hub.exe`. Windows SmartScreen will likely show "*Windows protected your PC*" because the app isn't signed. Click **More info**, then **Run anyway**. You only have to do this once.
- 5 **Allow it through the firewall.**
When Windows Defender Firewall asks, tick *Private networks* and click *Allow access*. darts-caller listens on port `8079` for darts-extern and for the phone-approval page.
- 6 **Optional – make a shortcut.**
Right-click `darts-hub.exe` → *Send to* → *Desktop (create shortcut)*. To start it with Windows, press `Win + R`, type `shell:startup`, and drop a copy of the shortcut into that folder.

Windows protected your PC

Microsoft Defender SmartScreen prevented an unrecognized app from starting. Running this app might put your PC at risk.

[More info](#) ①

Don't run

Run anyway ②

Illustration

The "Run anyway" button only appears *after* you click "More info" (①, then ②).

Antivirus.

Some antivirus products (Avast, AVG, Norton...) quarantine darts-caller or darts-extern when darts-hub downloads them, because they are unsigned executables. If an extension "disappears" or never starts, add the whole `darts-hub` folder as an exclusion in your antivirus and start the profile again.

UNINSTALL

Close darts-hub and delete the `darts-hub` folder (and the shortcut). Nothing is written to the registry.

macOS 3. Install darts-hub on macOS

Same idea as Windows: a folder with a program inside, no installer and no `.app` bundle. The extra work on a Mac is convincing Gatekeeper to run an unsigned program.

Which download?

Click the Apple menu → **About This Mac**. Look at the *Chip* or *Processor* line:

It says...	Download
Apple M1 / M2 / M3 / M4 (any "Apple M...")	<code>darts-hub-macOS-arm64.zip</code>
Intel Core i5 / i7 / i9	<code>darts-hub-macOS-x64.zip</code>



Morten's MacBook Air is Apple Silicon → **arm64**. That build (v2.0.2.6) was already downloaded to your Downloads folder.

Install

- Download**
the zip from github.com/lbormann/darts-hub/releases/latest (Assets section).
- Unpack it.**
Double-click the zip in Finder. Rename the resulting folder to `darts-hub` and move it to your home folder (Finder → Go → Home) or Documents. Don't leave it in Downloads.
- Open Terminal**
(press `⌘ + Space`, type *Terminal*, Enter) and run these two commands. The first makes the program executable, the second removes the "downloaded from the internet" flag so Gatekeeper lets it run. Drag the folder into the Terminal window if you don't want to type the path.


```
chmod +x ~/darts-hub/darts-hub
xattr -dr com.apple.quarantine ~/darts-hub
```
- Start it.**
In Finder, double-click the file called `darts-hub` (the big one, about 130 MB). A Terminal window opens together with the darts-hub window – that is normal, just leave it in the background.
- If macOS still refuses**
("cannot be opened because the developer cannot be verified"): open **System Settings → Privacy & Security**, scroll down to the *Security* section and click **Open Anyway** next to the darts-hub message, then confirm. Older macOS: right-click the file → *Open* → *Open*.
- Allow network access.**
macOS may ask whether darts-hub / darts-caller may accept incoming connections and find devices on the local network. Click **Allow** both times.

Why not the README's way?

The official instructions say `sudo spctl --master-disable`, which turns Gatekeeper off for *all* apps. The `xattr` command only clears the flag for this one folder, so prefer it. (Undo `spctl` with `sudo spctl --master-enable`.) There is also a one-line installer with autostart: `bash <(curl -sL get-add.arnes-design.de)` – you still need the Gatekeeper step. Chrome path for chapter 6: `/Applications/Google Chrome.app/Contents/MacOS/Google Chrome`.

4. Install darts-hub on Linux / Raspberry Pi

darts-hub works on any desktop Linux (Ubuntu, Debian, Mint, Fedora...) and on a Raspberry Pi with the desktop version of Raspberry Pi OS. It is a graphical app, so a headless Pi that only runs the Board Manager needs a monitor or VNC.

Option A – one command (recommended)

1 Install curl if missing:

```
sudo apt install curl
```

 (Debian/Ubuntu/Raspberry Pi OS).

2 Run the installer.

It detects your CPU, downloads the matching build into `~/darts-hub`, makes it executable and registers it for autostart:

```
bash <(curl -sL get-add.arnes-design.de)
```

3 Start it

from the applications menu or with `~/darts-hub/darts-hub`.

Remove again with `bash <(curl -sL get-add.arnes-design.de) --uninstall`.

Option B – manual

1 Find your architecture:

```
run uname -m
```

Output	Typical machine	Download
x86_64	Normal PC / laptop	darts-hub-linux-x64.zip
aarch64	Raspberry Pi 4/5 with 64-bit OS	darts-hub-linux-arm64.zip
armv7l	Raspberry Pi with 32-bit OS	darts-hub-linux-arm.zip

2 Download and unpack

into `~/darts-hub`:

```
mkdir -p ~/darts-hub && cd ~/darts-hub
wget https://github.com/lbormann/darts-hub/releases/latest/download/darts-hub-linux-x64.zip
unzip darts-hub-linux-x64.zip && chmod +x darts-hub *.sh
```

Swap `x64` for `arm64` or `arm` as needed.

3 Install the graphics libraries

the app needs (Debian/Ubuntu/Pi OS):

```
sudo apt install libx11-6 libice6 libsm6 libfontconfig1 libxrandr2 libxi6 libxcursor1
```

4 Start it:

`~/darts-hub/darts-hub`. If nothing happens, start it from a terminal to see the error message, or run `./darts-hub --debug-collect` to create a diagnostics zip.

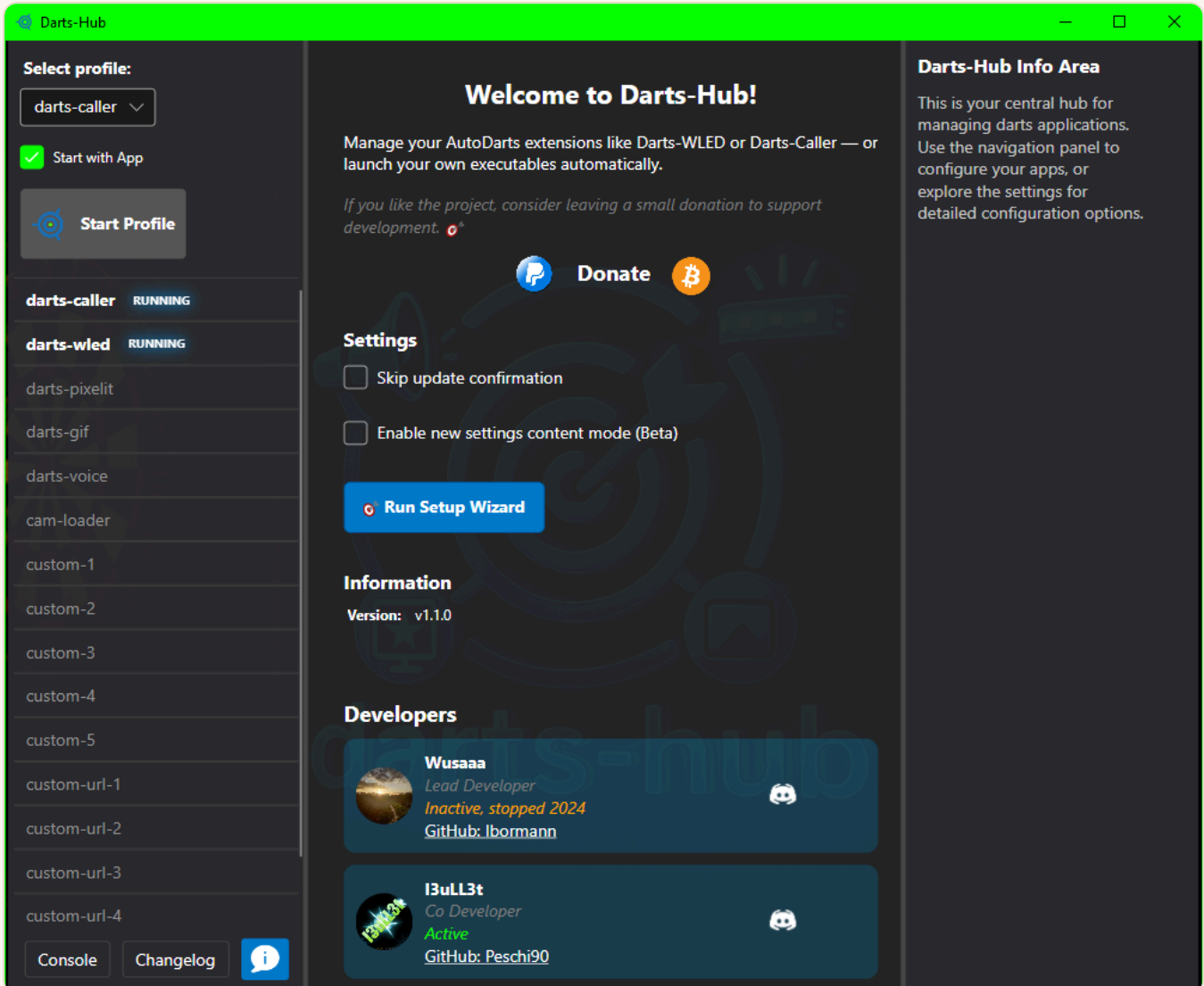
GOOGLE CHROME / CHROMIUM FOR DARTS-EXTERN

```
sudo apt install chromium # or chromium-browser, or google-chrome-stable from Google
which chromium chromium-browser google-chrome google-chrome-stable
```

Typical paths: `/usr/bin/chromium`, `/usr/bin/chromium-browser`, `/usr/bin/google-chrome-stable`.

5. First start – wizard, profiles and Autodarts login

This chapter is the same on all three systems. The first time darts-hub opens it shows the welcome screen below. On the left you see **profiles** (which extensions start together) and the list of extensions; the middle shows settings and the **Run Setup Wizard** button.



darts-hub main window (screenshot from the project's GitHub page). Left: profile selector, *Start Profile* button and extension list with RUNNING badges. Middle: settings, setup wizard and version. Note that darts-extern only appears in the list when your profile includes it.

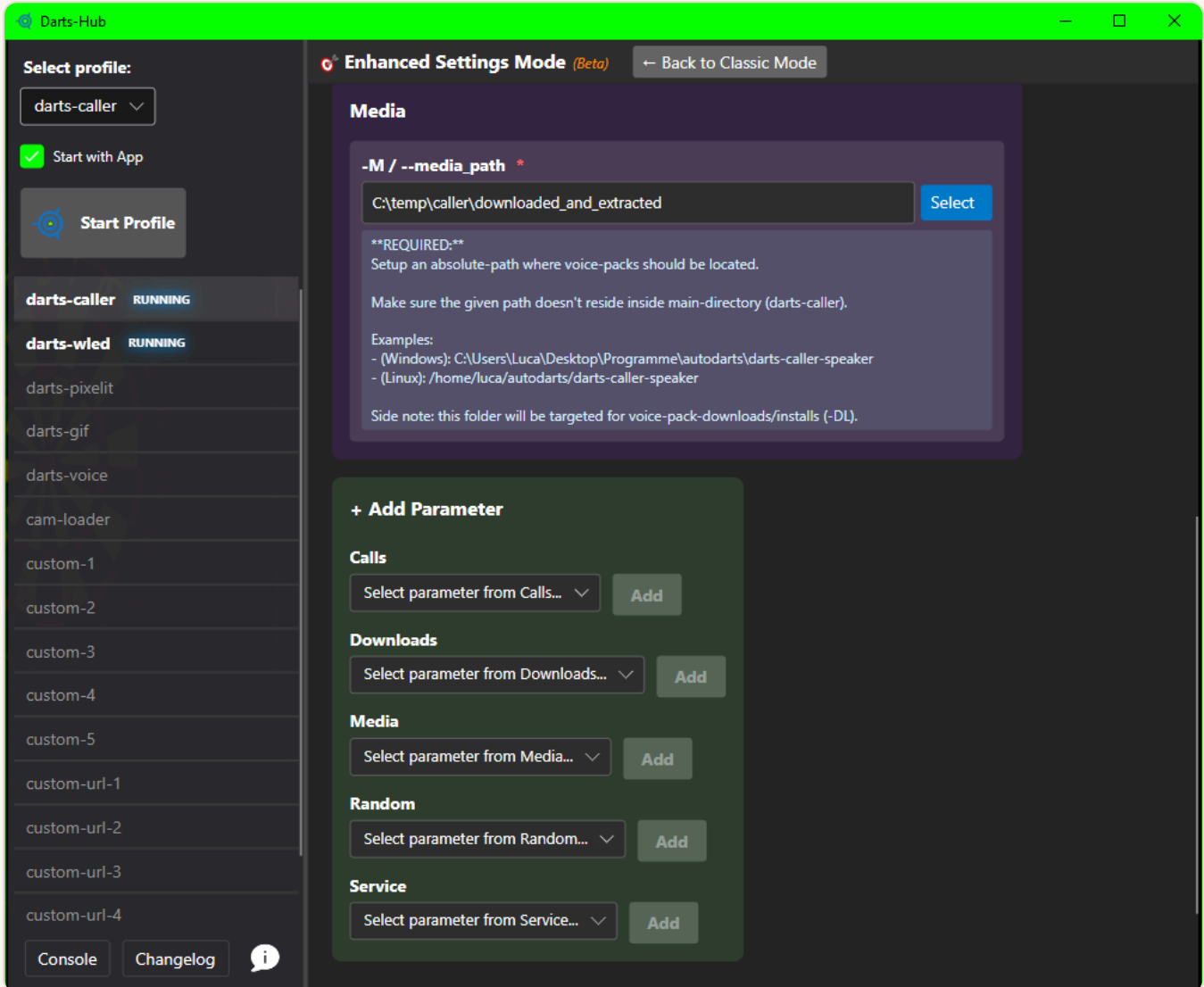
- 1 **Run the Setup Wizard.**
Click **Run Setup Wizard**. It asks what you want to use (caller, WLED, extern...) and fills in the sensible defaults. You can always change things later.
- 2 **Pick a profile.**
In the *Select profile* dropdown choose `darts-caller` for voice calling only, or the extern profile (named after the platform) when you want to play on Lidarts/dartboards.online. Tick *Start with App* if you want this profile to start automatically.
- 3 **Press Start Profile.**
darts-hub downloads each extension in the profile (first time only), checks for updates, and then starts them. Extensions that need settings open a configuration window first.

4 Link darts-caller to your Autodarts account.

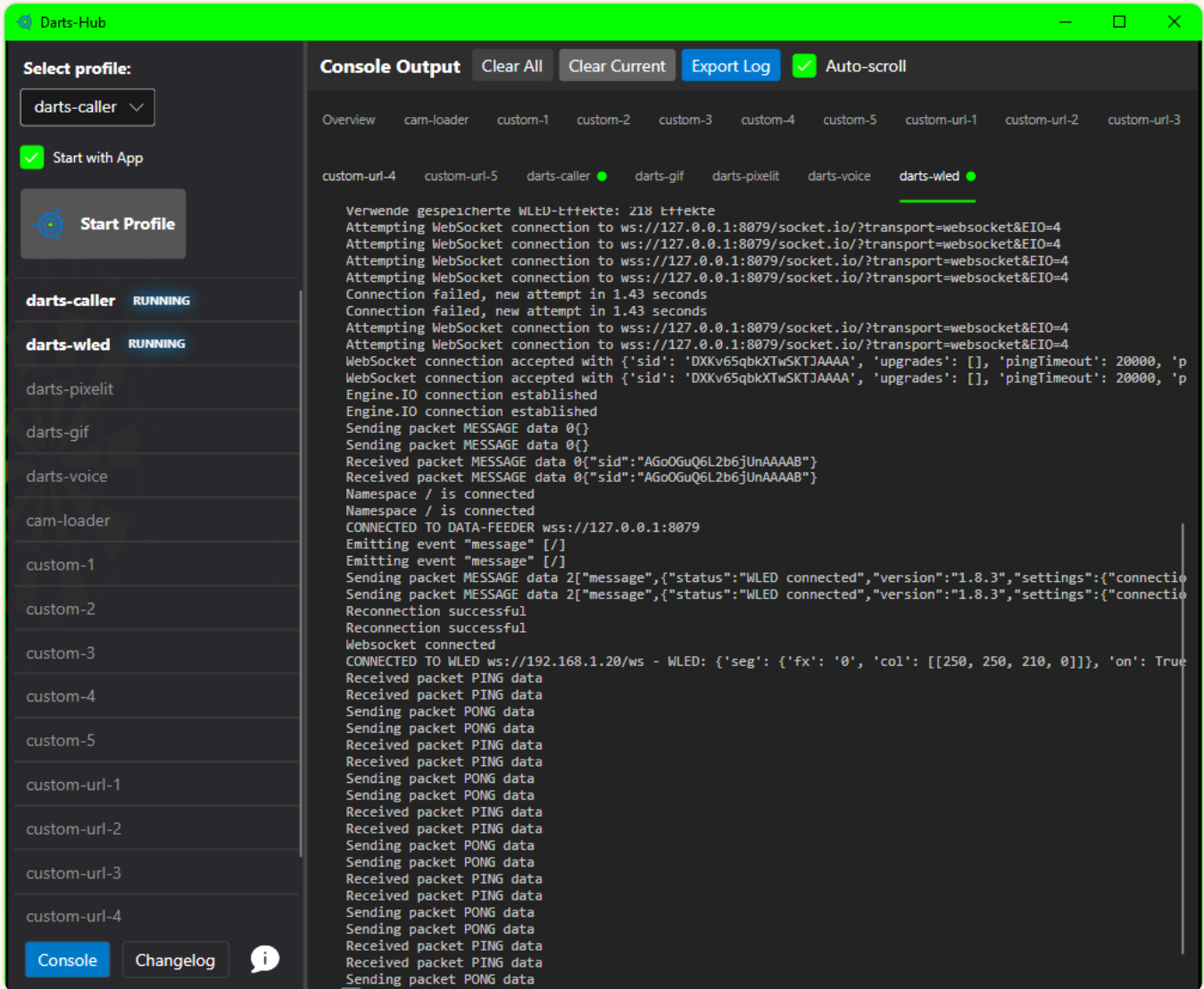
You don't type your Autodarts password anywhere. When the caller starts, a dialog pops up with an 8-character code and darts-caller tries to open your browser on auth.autodarts.io/link. Log in there, enter the code, and the dialog turns green and closes by itself. No browser on that computer? The dialog also shows a `https://<ip>:8079` address you can open on your phone.

5 Enter your Board ID.

Find it at play.autodarts.io → Boards → your board → the long ID (looks like `a1b2c3d4-...`). Paste it into the caller's `Board ID` field (marked with * = mandatory).



Configuration window for an extension (here darts-caller). Fields marked with * are mandatory. Grey fields use the extension's own default. The rubber/X icon clears a value. After changing anything, stop and start the extension again to apply.



The console (monitor icon next to a running extension, or the *Console* button bottom-left) shows what each extension is doing in real time. This is the first place to look when something doesn't work – you should see the caller report "Connected to Autodarts".

Good signs that everything works.

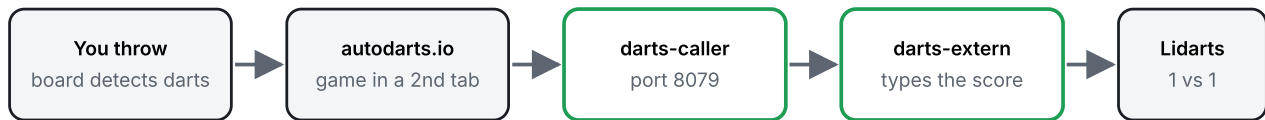
The caller shows **RUNNING** in green; the console says it is connected to Autodarts and to your board; when you throw a dart at the board, the console prints the segment (e.g. **T20**) and – if you have a caller voice selected – you hear it.

USEFUL DARTS-HUB FEATURES

Feature	Where
Rename an extension	Right-click it in the list. Empty name = back to default.
Stop one extension	Click the × next to it.
Freeze an extension on a version	Create an empty file <code>my_version.txt</code> inside that extension's folder.
Roll back darts-hub itself	Sidebar menu → <i>Version Rollback</i> (keeps your settings).
Back up / move your setup	Sidebar → configuration export/import, or <code>darts-hub --backup</code> in a terminal.
Collect logs for help	Sidebar → <i>Debug Collection</i> , then post the zip in the Darts-Hub Discord (#bug-report).

6. Play on dartboards.online with darts-extern

darts-extern is the extension that enters your scores on another website. It needs a running darts-caller (that's where it gets the throws from) and a Chromium browser, which it drives itself. Nakka01 and dartboards.online support X01 only; Lidarts also supports Cricket. Bulling for the start is done by hand on the platform.



Scores are sent when you pull your darts – until then you can still correct a throw in autodarts.io.

1 Choose an extern profile

in darts-hub (the wizard creates one, or pick it in the dropdown). It contains darts-caller and darts-extern; both are mandatory and can't be unticked.

2 Press Start Profile.

The darts-extern configuration window opens. Fill in the sections:

Field	What to enter
<code>browser_path</code> *	Full path to Chrome/Chromium: WIN C:\Program Files\Google\Chrome\Application\chrome.exe MAC /Applications/Google Chrome.app/Contents/MacOS/Google Chrome LIN /usr/bin/chromium (see chapter 4)
<code>connection</code>	Leave the default <code>127.0.0.1:8079</code> – that's darts-caller on the same computer.
<code>autodarts_board_id</code> *	Your Board ID (chapter 5, step 5).
<code>autodarts_user</code> / <code>password</code>	Your autodarts.io login – darts-extern uses it to open a matching game on autodarts.io in its own browser.
<code>extern_platform</code> *	<code>lidarts</code> , <code>nakka</code> or <code>dartboards</code> .
Platform login	Open the matching section (<i>Lidarts Settings</i> / <i>Dartboards Settings</i>) and enter that site's e-mail and password. Tick <code>...skip_dart_modals</code> so the "how many darts did you use?" pop-ups are answered automatically.
<code>time_before_exit</code>	How long (ms) the browser stays open after a match. Default 10000 is fine.

3 Save and start.

Chrome opens and logs you in to the platform automatically.

4 Start a match on the platform

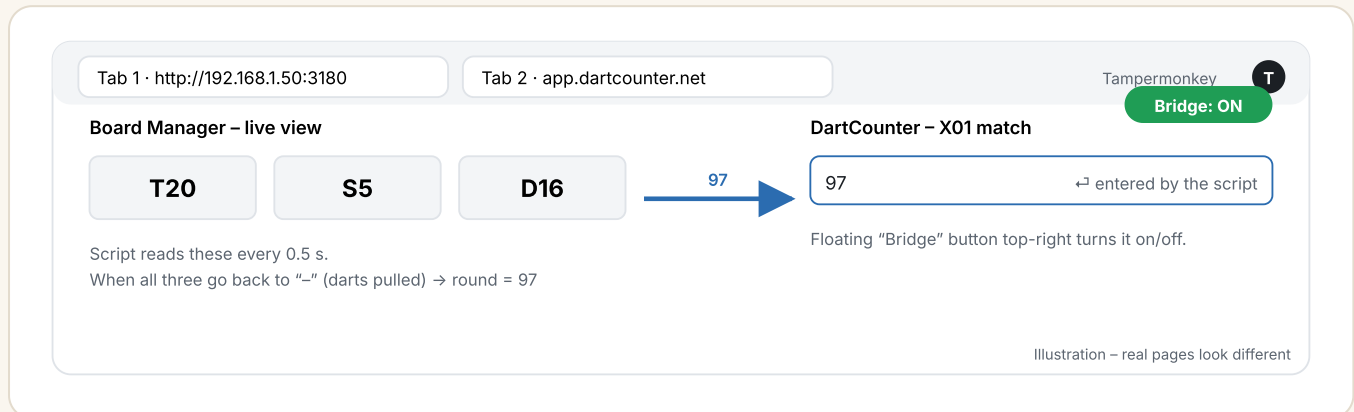
as you normally would (create or join a game on Lidarts). When the game begins, a second tab with a matching autodarts.io game opens by itself.

5 Throw.

Autodarts recognises your darts; when you pull them, the round total is entered on the platform. When a leg ends, the autodarts.io game is aborted (so it doesn't pollute your autodarts statistics).

7. The DartCounter bridge (Tampermonkey)

DartCounter has no Autodarts support and darts-extern can't drive it. What exists is a community userscript, "**AutoDarts ↔ DartCounter Bridge**" by snoopier78, that runs inside your browser. It watches the dart display on your local **Board Manager** page and, when a round is finished, types the total into the **DartCounter** tab. No darts-hub, no caller needed – only a browser with the Tampermonkey extension.



Install (same on Windows, macOS and Linux)

- 1 **Install Tampermonkey.**
 Open tampermonkey.net and click the button for your browser (Chrome, Edge, Firefox, Safari, Opera). Confirm *Add extension*. Chrome/Edge: afterwards open `chrome://extensions`, turn on *Developer mode* (top right) – recent Chrome versions need this for userscripts to run.
- 2 **Install the script.**
 Open greasyfork.org/en/scripts/561084 and click the green **Install this script** button. Tampermonkey opens a tab showing the code – click **Install**.
- 3 **Find your Board Manager address.**
 The Board Manager is the little web page served by the computer/Pi that runs your cameras, on port **3180**. If it's the same computer you're sitting at, the address is `http://127.0.0.1:3180`. If it's a Raspberry Pi, use its IP, e.g. `http://192.168.1.50:3180`. (Find the Pi's IP in your router's device list, or run `hostname -I` on the Pi. The script only accepts `127.0.0.1` or addresses starting with `192.168.`.)
- 4 **Open two tabs in the same browser.**
 Tab 1: your Board Manager address. Tab 2: app.dartcounter.net, logged in. Both tabs must stay open while you play – the script passes data between them through Tampermonkey.
- 5 **Start a match in DartCounter**
 (X01, you as one of the players).
- 6 **Turn the bridge on.**
 In the DartCounter tab click the floating **Bridge** button in the top-right corner (or Tampermonkey icon → *Bridge: Enable*). It only switches on if the Board Manager tab is alive (it sends a heartbeat every 5 s) – if it refuses, reload tab 1.
- 7 **Throw three darts, then pull them.**
 The moment the Board Manager display resets to "– – –", the script calculates the round and presses Enter in DartCounter's score box.

How the bridge scores a round

Situation	What the script enters
Normal round	Sum of the three darts (S=1×, D=2×, T=3×, outer bull 25, bull 50).
Total is more than you have left	0 (bust).
Would leave exactly 1	0 (bust).
Reaches exactly 0	Accepted only if the last dart was a double or the bull (50) – otherwise 0 . So the bridge assumes double-out rules.

Know the limits before you rely on it.

- It reads the page by its CSS class names. When Autodarts or DartCounter update their website, the script silently stops working until the author updates it (last update: Jan 2026, v1.0.26, about 50 installs). Check the Greasy Fork page for a newer version if it stops.
- Both tabs must be in the **same browser profile** on the same computer. It does not work from your phone, and not with the DartCounter mobile app.
- It decides whose turn it is by looking for the pulsing player in DartCounter and remembers it; if the player order changes mid-session, disable and re-enable the bridge.
- It doesn't verify the entry. Keep an eye on DartCounter after each round, especially busts and check-outs.
- It is not endorsed by Autodarts or DartCounter. Treat it as a hobby tool – read the code if you want to know exactly what it does (it's about 14 KB).

Tip – a cleaner alternative.

autodarts.io has its own online lobbies and 1-vs-1 play, with full statistics, and it needs no bridge at all. If your opponents aren't tied to DartCounter, playing directly on autodarts.io is the most reliable option.

Quick checklist for a DartCounter session

✓	Step
☐	Board Manager running, board calibrated (test a throw at autodarts.io first)
☐	Browser with Tampermonkey + script, Developer mode on (Chrome/Edge)
☐	Tab 1: <code>http://<ip>:3180</code> loaded and showing the dart display
☐	Tab 2: app.dartcounter.net, logged in, X01 match started
☐	Bridge button shows ON
☐	Throw 3 → pull → score appears in DartCounter

8. Troubleshooting

Problem	Try this
WIN "Windows protected your PC"	Click <i>More info</i> → <i>Run anyway</i> . Only happens the first time.
WIN darts-caller / darts-extern vanish or never start	Your antivirus removed them. Add the darts-hub folder as an exclusion, then Start Profile again so darts-hub re-downloads them.
MAC "darts-hub cannot be opened because the developer cannot be verified" / "is damaged"	Run <code>xattr -dr com.apple.quarantine ~/darts-hub</code> in Terminal, then System Settings → Privacy & Security → <i>Open Anyway</i> .
MAC Nothing happens on double-click	Did you run <code>chmod +x</code> ? Check that you clicked the 130 MB file called <code>darts-hub</code> , not <code>darts-hub.pdb</code> or a <code>.sh</code> file.
LIN "Permission denied"	<code>chmod +x ~/darts-hub/darts-hub</code>
LIN Error about a missing <code>lib...so</code>	Install the libraries from chapter 4, step 3. For Fedora use <code>dnf</code> with the equivalent package names (<code>libX11</code> , <code>libICE</code> , <code>libSM</code> , <code>fontconfig</code>).
LIN Window is blank (Wayland)	Log out and pick the " <i>Ubuntu on Xorg</i> " / X11 session on the login screen.
Caller stuck on "waiting for approval"	Open auth.autodarts.io/link manually, log in and type the 8-character code from the dialog. Or open the <code>https://<ip>:8079</code> page on your phone.
Caller says connected but hears no darts	Wrong Board ID. Copy it again from play.autodarts.io → Boards. Make sure the board shows as online there.
darts-extern: "browser not found"	<code>browser_path</code> must point to the actual Chrome executable (chapter 6 table), not to a shortcut or the <code>.app</code> folder.
darts-extern logs in but scores don't appear	Check the darts-caller console – extern only gets throws if the caller sees them. Also make sure the platform game type matches (X01, double-out).
DartCounter bridge won't switch on	Tab 1 (Board Manager) must be open and loaded in the same browser; reload it and try again within 10 seconds. Address must be <code>127.0.0.1</code> or <code>192.168.x.x</code> on port 3180.
DartCounter bridge is ON but nothing is typed	The site layouts probably changed. Check Greasy Fork for an updated version; otherwise the script's class names need editing (<code>autodartsSpanClass</code> , <code>scoreSelectors</code> in the CFG block).
Wrong player gets the score	Disable and re-enable the bridge so it re-detects the active player.
Something else	darts-hub sidebar → <i>Debug Collection</i> → create ZIP → post in the Darts-Hub Discord #bug-report. Log files are also in <code>darts-hub/logs/</code> .

9. Links

What	Where
darts-hub downloads & README	github.com/lbormann/darts-hub
darts-extern (platform bridge)	github.com/lbormann/darts-extern
darts-caller	github.com/lbormann/darts-caller
AutoDarts ↔ DartCounter Bridge userscript	greasyfork.org/en/scripts/561084
Tampermonkey	tampermonkey.net
Autodarts documentation	docs.autodarts.io
Autodarts device link (caller login)	auth.autodarts.io/link
Darts-Hub Discord (help)	discord.gg/aRhqH5WauV
Video walkthrough (German)	youtube.com/watch?v=iklm8nUlnRs

darts-hub and darts-extern are by lbormann (Wusaaa) and Peschi90 (l3uLL3t). The DartCounter userscript is by snoopier78. This guide is an independent write-up and is not affiliated with Autodarts, DartCounter or the extension authors.