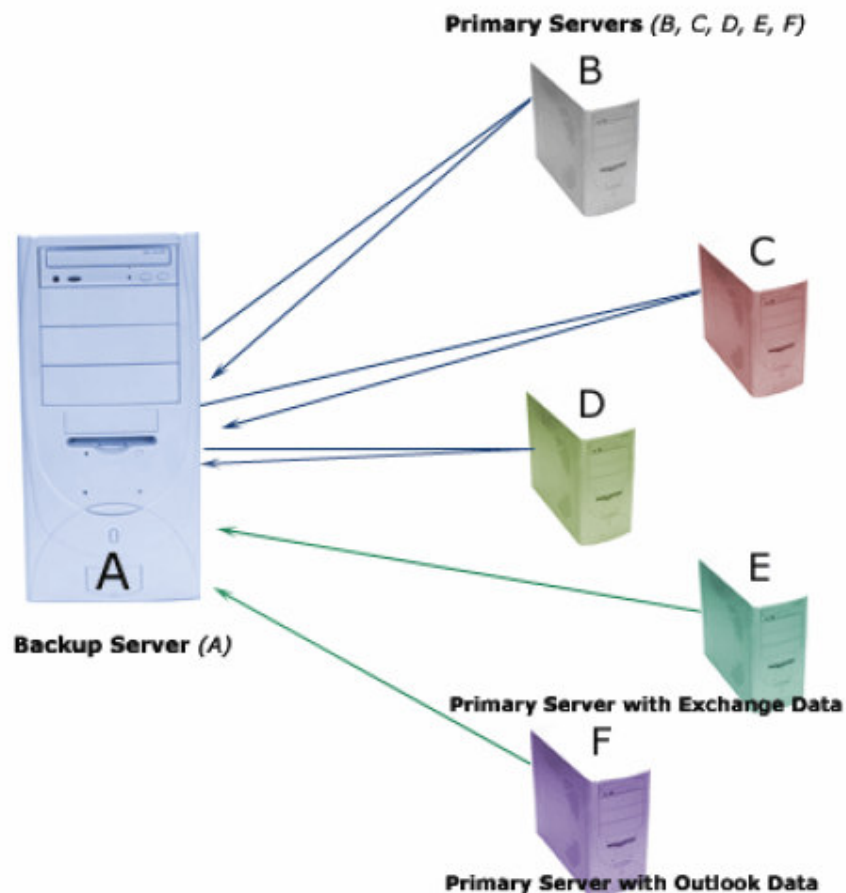


PeerSync Licensing Scenarios

Pushing Files Vs. Pulling Files



Network and Infrastructure Solutions



This document outlines the costs, advantages and possible limitations of:

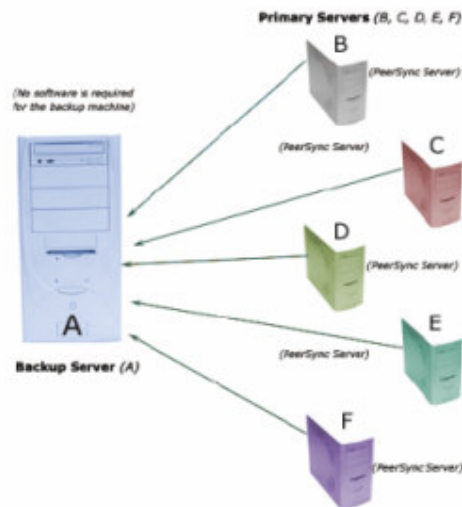
- Installing PeerSync on multiple servers and pushing files to one server or storage device.
- Installing PeerSync on one server and pulling files from multiple servers.
- Combination of pushing and pulling files.

PeerSync Licensing Scenarios

Pushing Files Vs. Pulling Files

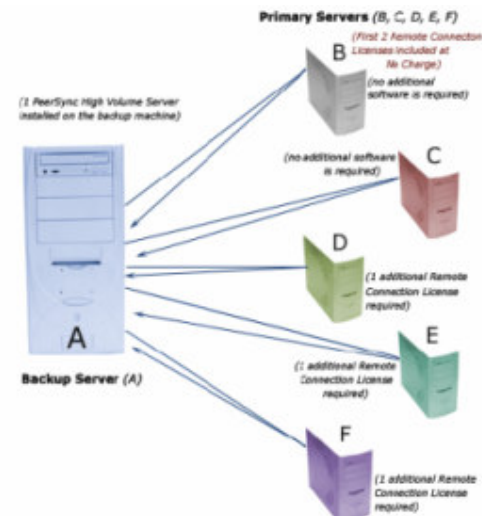
Scenario 1

- PeerSync Licenses on B,C,D,E,F
- Files pushed from B,C,D,E,F back to A



Scenario 2

- PeerSync License on A
- Connection licenses for B,C,D,E,F
- Files pulled from B,C,D,E,F back to A



	Scenario 1	Scenario 2
Price	£1645	£960
Speed	Faster	Slower*
Required Resources	Lower	Higher*
* this may not be an issue if you have small amounts of data change, low number of machines, fast connection, etc		
Runs: On demand, Timed Scheduled	Yes	Yes
Real-Time updating from B,C,D,E,F to A	Yes	No
Open and locked files on B,C,D,E,F can be copied/synchronised to A (with EOFM Option - £219 each)	Yes	No
Byte-level changes can be detected on B,C,D,E,F and copied/synchronised to machine A (with ByteReplicator option - £219 each)	Yes	Yes
SUMMARY	Higher Price/Best Performance	Lower Price/Performance Consideration

Notes:

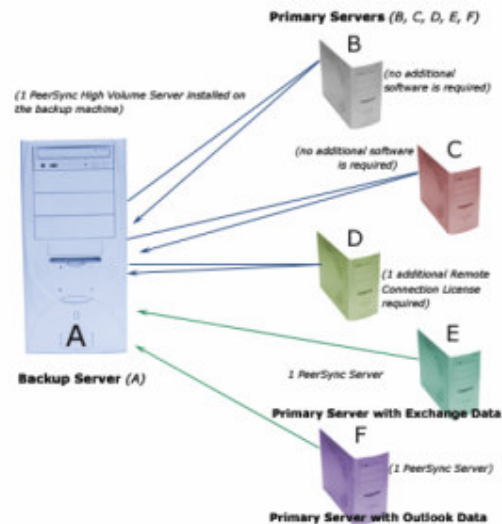
- Scenario1: B, C, D, E, F can be a Server or PC, with Windows OS – A can be a Server, PC, Storage Device or any Networked Shared Drive, with Windows OS, Novell, Linux or Unix.
- Scenario2: A can be a Server or PC, with Windows OS – B, C, D, E, F can be a Server, PC, Storage Device or any Network Shared Drive with Windows OS, Novell, Linux, Unix.
- Scenario2: We recommend PeerSync High Volume Server Edition over PeerSync Server edition. PeerSync HVS is multi-threaded. Files can be pulled from multiple servers simultaneously.

PeerSync Licensing Scenarios

Combination of pushing and pulling files

Scenario 3

- PeerSync Licenses on A,E,F
- Connection license for D
- Files pulled from B,C,D back to A
- Files pushed from E,F back to A (These two servers, E and F, contain database files that are open and locked)



Notes

Embedded Open File Manager (EOFM)

Peer Sync copies open/in use files such as MS Word, Excel, drawing files, picture files, etc. The addition of the Embedded Open File Manager (EOFM) option (£219 each) allows PeerSync to copy open and locked source files (i.e. database files, SQL, Exchange, registry files, etc).

- PeerSync and EOFM must be installed on the local machine where the locked files reside. PeerSync and EOFM CANNOT open/copy locked files remotely.
- PeerSync and EOFM CANNOT merge the content of two databases. PeerSync and EOFM makes a backup copy from the source machine to the target.
- EOFM does not run in real-time; however, if PeerSync is set to real-time monitoring, file changes requiring EOFM for access will be queued to run on an interval (default is two hours and can be set to run as often as 30 minutes).

RemoteConnection License with ByteReplicator

With our standard PeerSync, if a file changed, the whole file is copied from the source machine to the target. The addition our or ByteReplicator option (£219 each) allows PeerSync to send the changed segment of the file.

- A Remote Connection Licenses with Byte Replicator (£137 each) is required for each target machine receiving

Price	£1344
Runs: On demand, Timed Scheduled	Yes
Real-Time updating from B,C,D,E,F to A	No
Open and locked files on B,C,D,E,F can be copied/synchronised to A (with EOFM Option - £219 each)	No
Byte-level changes can be detected on B,C,D,E,F and copied/synchronised to machine A (with ByteReplicator option - £219 each)	Yes

Notes

- A can be a Server or PC, with Windows OS – B, C, D, can be a Server, PC, Storage Device or any Network Shared Drive with Windows OS, Novell, Linux, Unix – E and F can be a Server or PC (in this case with Database files such as Outlook or Exchange).
- We recommend PeerSync High Volume Server Edition over PeerSync Server edition. PeerSync HVS is multi-threaded. Files can be pulled from multiple servers simultaneously.