# Client-Server Applications – Technical Specifications

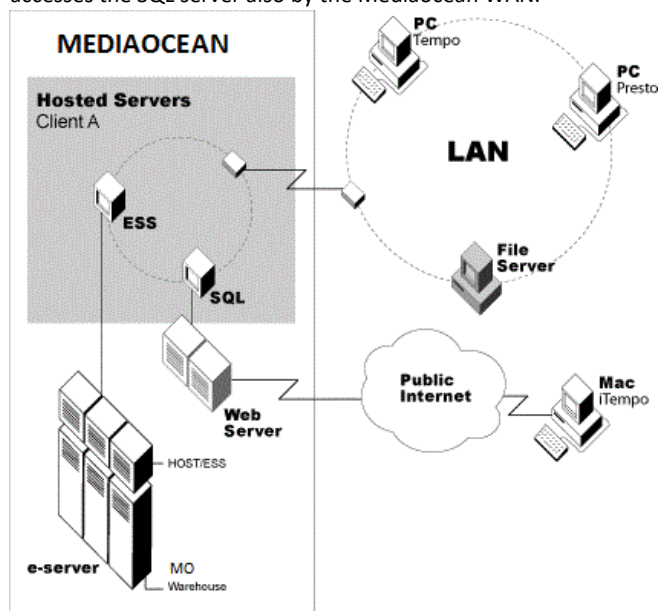Mediaocean Professional Services
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## General Requirements

Mediaocean client-server applications require access to two LAN-based servers:

- An SQL server, used to store all data created or used by client-server applications.
- An ESS server, to handle mainframe-to-LAN data transfer. (ESS can also support "standalone" file transfer from the mainframe with the Mediaocean RDR application.)

Mediaocean manages and supports ESS and SQL servers at Mediaocean on our clients' behalf. These are dedicated to the use of the client; clients are responsible for hardware and software costs and pay a nominal hosting fee to Mediaocean. As of 2002, ESS and SQL servers for all new client-server installations are hosted at Mediaocean. This policy does not apply to existing servers already set up at client sites.

The following diagram shows a typical installation of Presto, Tempo, and iTempo. Users run the applications from a LAN-based applications server. They have direct access via the Mediaocean WAN to data stored on an SQL server hosted at Mediaocean. SQL data is synchronized with data on the e-server by a dedicated ESS server, also hosted at Mediaocean. iTempo accesses the SQL server also by the Mediaocean WAN.



## Server Requirements

ESS and SQL servers require use of dedicated PCs running Windows 2000 or greater with the most recent service packs from Microsoft. ESS software, developed by Mediaocean, requires at minimum a low-end server-class PC running Windows 2000 and Microsoft's Host Integration Server.

SQL servers run Microsoft SQL Server. Hardware should be sized (or capable of expansion) to handle the anticipated number of transactions and users. A multi-processor-capable Pentium server is a typical choice. Mediaocean applications are compatible with SQL 7 and 2000 (iTempo requires SQL Server v7.0.). SQL software must be licensed for the maximum number of concurrent users.

Client applications can be installed on an existing application server running Windows 2000 Server and above. Applications require use of IP protocol. Mediaocean client-server products are not supported in any other LAN environments.

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