

# Server System Requirements and Load Options

V15.0

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## 1 SYSTEM REQUIREMENTS

Message Server & Alert Server (web application for content managers):

- Windows Server (2008-2012-2016-2019) with IIS
- CPU: Intel Xeon E5 or better
- RAM: minimum 4 GB
- HD: minimum 20 GB free disk space
- A fast network connection
- Microsoft SQL Server (2008 or higher) or MySQL 5.1 or higher
- Microsoft .NET Framework 3.5
- Microsoft .NET Framework 4.0
- Microsoft Visual C++ 2012
- Microsoft SQL Native Client 2012 (when using MS SQL Database)
- Microsoft ODBC Driver 11 (when using MS SQL Database)
- Message Server web interface: Minimum Internet Explorer 10 or a similar browser

Media Server (server application for dynamic content):

- Windows Server (2008-2012-2016-2019)
- CPU: Intel Xeon E5 or better
- RAM: minimum 4 GB
- HD: minimum 20 GB free disk space
- A fast network connection
- Microsoft .NET Framework 4.0
- Microsoft .NET Framework 4.7

Mass Notification Server (server application for SMS, e-mail and push notifications):

- Windows Server (2008-2012-2016-2019)
- CPU: Intel Xeon E5 or better
- RAM: minimum 4 GB
- HD: minimum 20 GB free disk space
- A fast network connection
- Microsoft .NET Framework 4.0

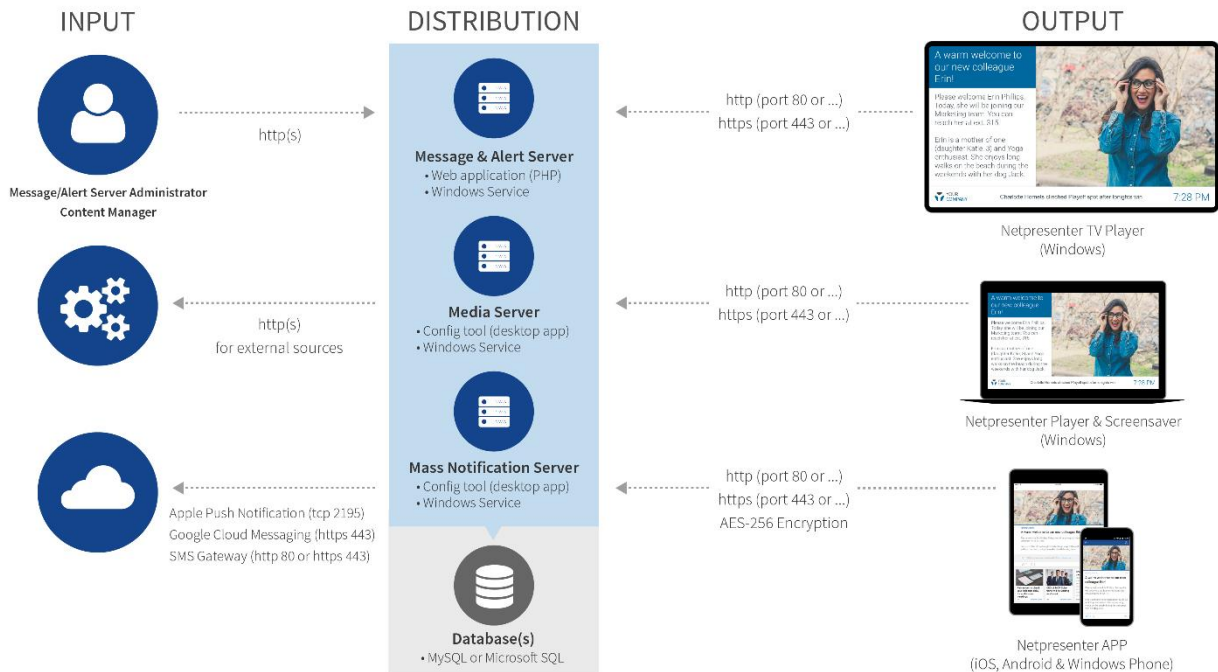
*Note: these applications can be installed on the same (virtual) server instance.*

## 2 VIRTUALIZATION

The Netpresenter software does not require physical machines, it is perfectly possible to use virtual machines.

## 3 ARCHITECTURE

Please find a schema showing the Netpresenter architecture below.



## 4 LOAD OPTIONS

In general, around 2000 PCs can connect to one central server with an update interval of 60 seconds.

If you have more than 2000 PCs there are 2 possible solutions: raising the update interval or using multiple servers.

### Raising the interval time

This needs little explanation. For example, when you have between 4000 and 6000 PCs, you could increase the update interval of the clients to 2 or 3 minutes. The Netpresenter support team can advise you on this, because the used figures can vary if, for example, the network or server is already heavily loaded.

### Using multiple servers

To bring the update interval down for a large number of clients, you could distribute the Player load across a number of (web) servers. To do this, the other (web) servers need to serve the same content. Please keep in mind that the extra servers need to have IIS if the clients will connect to them using HTTP.

## Distributed server setup

Depending on the size of your organization and details of your license, it is possible to use multiple content servers in a distributed setup. This way, clients can get local content from the local server, while corporate content can be served from a central content server. Corporate content can also be replicated to the local servers to limit WAN traffic even more. Please note that this type of setup requires a separate client installation package for each local server.

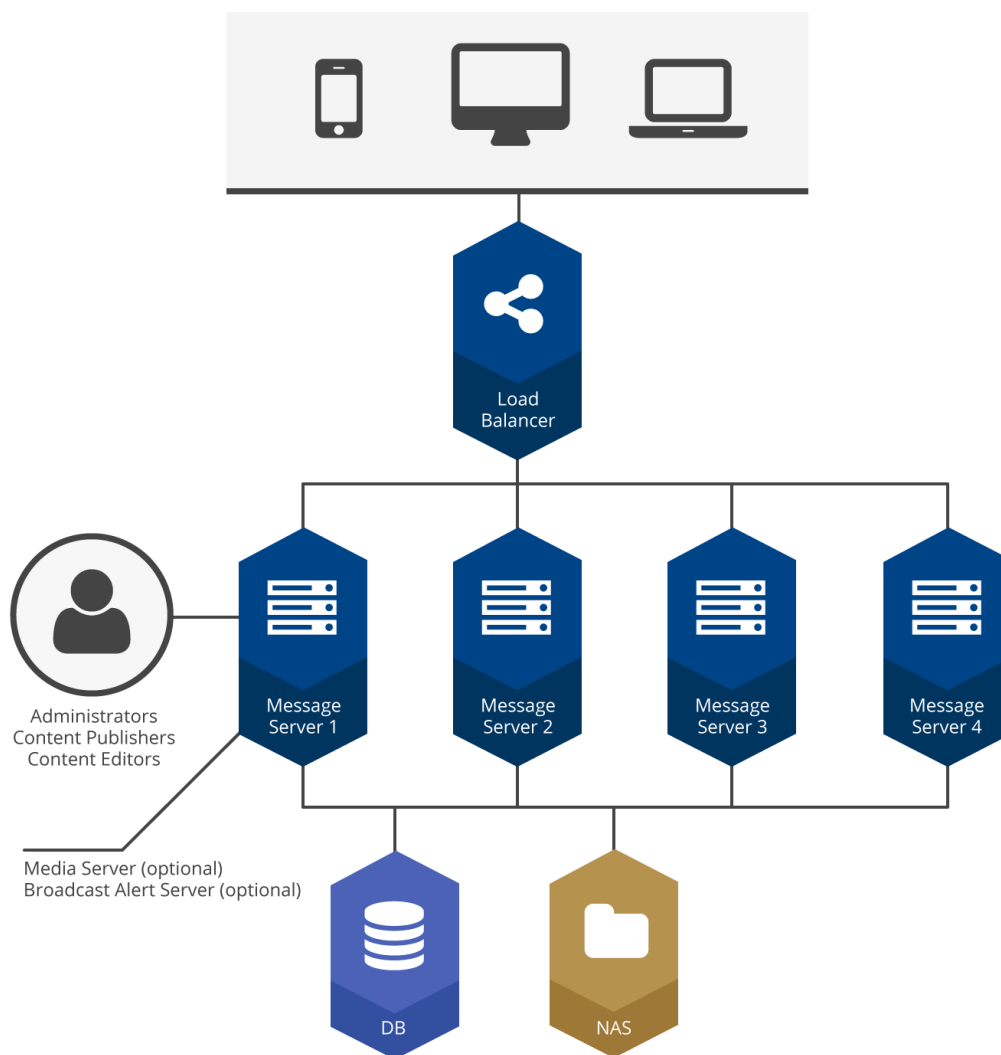
*Please contact Netpresenter support for more information before building your environment.*

## Load balanced setup

Using a load balanced setup to provide the clients with content gives you a very scalable and redundant solution. Clients will connect to the load balancer and content will be served by one of the web servers behind it.

Using a central data storage (NAS) for all servers means it is very easy to add extra web servers afterwards, it also gives you extra (passive) Message Server(s) as a failover for the first Message Server. Please note that this is a simplified schema, and variations to this setup can work equally well.

*Please contact Netpresenter support for more information before building your environment.*



Example schema for a load balanced server setup