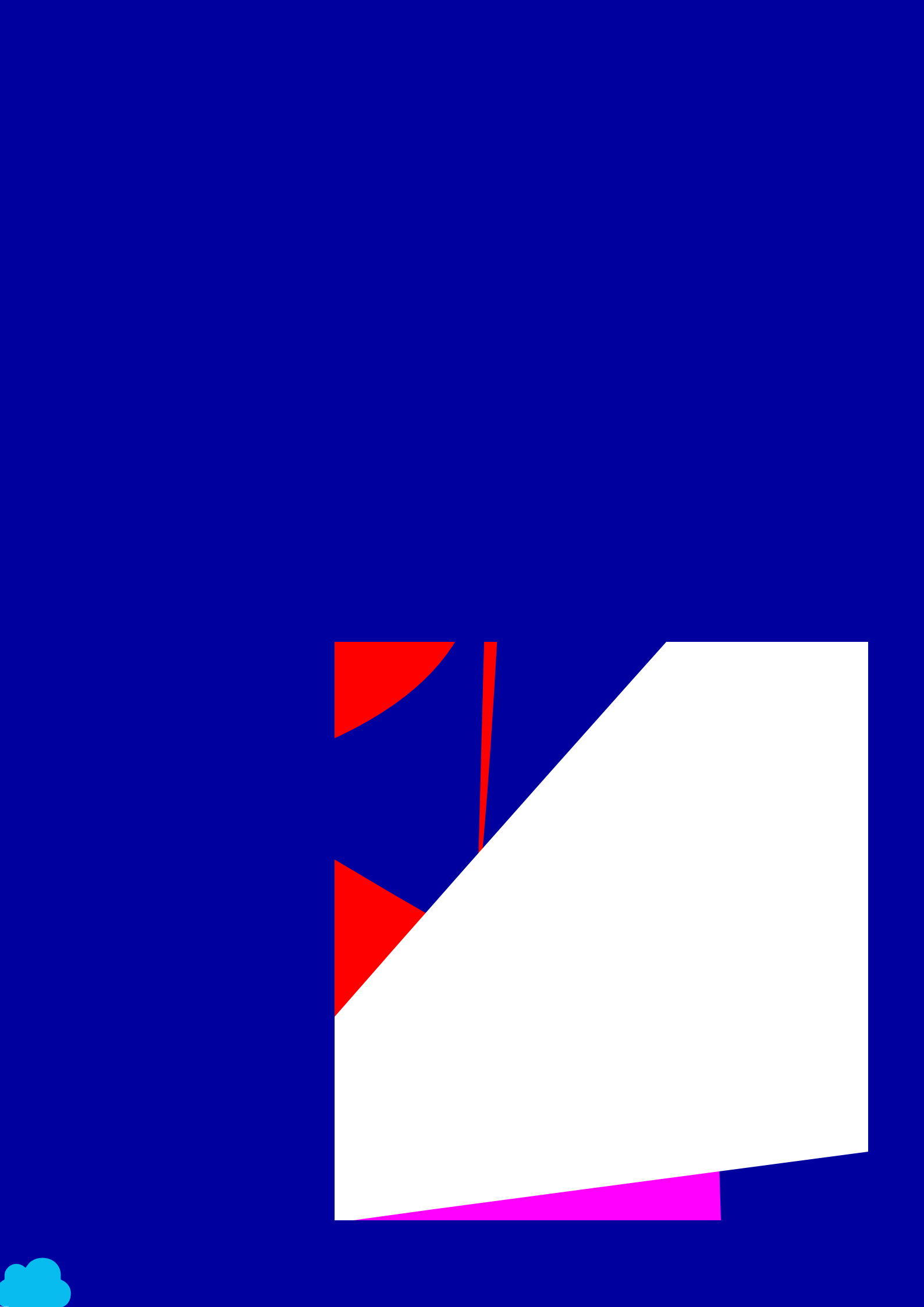

opentext™

N d , d

Availability continuously replicates changes from the source environment into a secondary target anywhere in the world. Once the initial seeding is complete, changes are transmitted in real time, ensuring the replica is in sync. The software replicates files, applications or an entire server, including its system settings.

d f d m

In the event of a disaster to one system or an entire data center, a failover to the secondary location can be easily invoked. The secondary systems spin up and users are rerouted with only a few seconds or minutes of interruption.

N g gy f m m

The production servers protected by Availability will not experience any performance degradation due to the replication. As changes are captured and transmitted at the byte level, impact to network performance is minimal.

P m

Physical systems, which are typically critical to operations, are often left out of the disaster preparedness plan. To ensure all IT systems are protected, the Availability solution can replicate Microsoft Windows or Linux servers on any underlying platform and to any target: physical, virtual or cloud. This enables IT to unify its business continuity solution across all platforms in a single solution.

Availability uses patented replication technology to capture changes at the byte level and replicate them between any source and target environment: physical, virtual or cloud. First, the technology is deployed to all the servers being protected. Through the management console, the target secondary environments are configured and replication begins with a seeding process. All data transmitted is encrypted using AES-256 encryption, and compressed using three tiers of bandwidth-saving mechanisms. Once the seeding is complete, the solution updates the target with any changes in real time. In the event of an outage, administrators can manually or automatically fail over users to the secondary server in minutes or secondLun[illegible]crn m[illegible]

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