

UNITYSYNC[®] Installation and Licensing Options

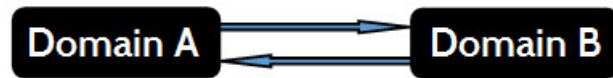
UnitySync has a modular design to accommodate different directory and server environments. There are several ways to implement UnitySync – and we're happy to work with you on a unique configuration for your needs – but let's take a look at three of the most common options.

2 Directories (simple)

If you only have two directories to synchronize, one copy of UnitySync with connections to both directories works best.

This implementation solution is perfect for:

- two companies that have merged
- two interdependent organizations



To install UnitySync on any server in your network you'll need:

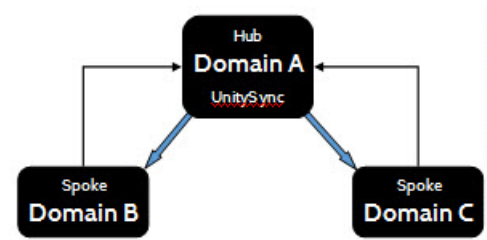
- a license for one copy of UnitySync
- a directory license for each directory being synchronized
- a license for an optional lab copy if you do a lot of testing

Multiple Directories (centralized)

If there are multiple directories, synchronizing with a master / hub directory is a better option. We call this a master / hub-spoke implementation.

This implementation option is perfect for:

- multiple interdependent organizations
- a parent organization with three or more sub-organizations
- a parent company with three or more autonomous subsidiaries
- an umbrella organization with multiple interdependent parts / sub-organizations



To install UnitySync near or on the master / hub directory server you'll need:

- a license for one copy of UnitySync
- a directory license for each directory being synchronized
- a license for an optional lab copy if you do a lot of testing

Alternate - Multiple Directories Option (decentralized)

If a regular master / hub – spoke directory implementation isn't the best solution, there is yet another implementation option. Installing UnitySync on or near remote directories gives admin control to each site / directory location.

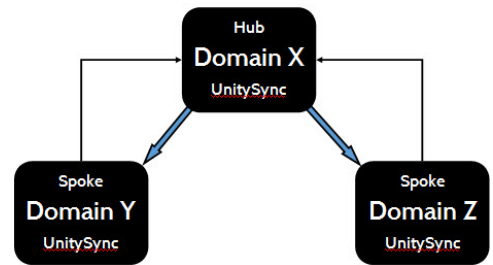
This implementation option is perfect for:

- low bandwidth or irregular connectivity situations
- when administration at each directory site is required or preferred

To install UnitySync this way, you'll need:

- a license for the initial copy of UnitySync
- a license for each additional copy of UnitySync, per server
- a directory license for each directory being synchronized
- a license for an optional lab copy if you do a lot of testing

Each of these options have multiple variations and can be adapted to all kinds of environments. Not sure which works best for you, or have a special situation? Feel free to ask us!



A Word on Security

Security, like licensing, heavily depends on the installation environment. If we talk about a simple or centralized installation, we are talking about a controlled environment with stable connections. These two environments are secured with one administrator who has read / write access to all directories and has the ability to receive update notification emails. It's also the least expensive option.

In a decentralized environment, there are multiple local administrators with read access to all directories and write access to their own. When a copy of UnitySync arrives at the remote site, add a local admin account and choose how / when to synchronize with the master/hub directory. Notification emails can be sent to the local admin and the master / hub directory's admin. Since the local administrator is the only one with write access to their own directory, it is the most secure of the 3 environments, but also the most expensive.

The last thing to keep in mind is that UnitySync processes with LDIF (Lightweight Directory Interchange Format) files to enhance stability and security of data. A synchronization run reads the source directory, writes to an LDIF file, reads the LDIF file for changes (deltas), writes the deltas to the destination directory, and does the same in reverse.

Tips for Installing and Configuring UnitySync

Customers often ask us about best practices when installing UnitySync. While each situation is unique, there are a couple of important things to remember when setting up any synchronization process in any environment.

1. It's important to be clear and descriptive when naming connections during the set-up process, e.g., Office 1 to HQ or HQ to Office 3. Using the words push or pull in the name will cause confusion later.
2. It's equally important to remember to exclude the synchronization container to avoid looping. Otherwise, the synchronization run will synchronize duplicate contacts back to their originating directory.

Ready to Put UnitySync to Good Use?

Whatever your environment, UnitySync's modular design is meant to be flexible enough to suit your needs. Questions? Email us at sales@dirwiz.com. We'll work together to find an implementation solution that suits your till have a question? Email our support department at support@dirwiz.com. We'll see what we can do to help!