

- Mobility

- Points of sales

- Machine to Machine



MEDIA TRANSFER

Automate and secure your data exchange

Various connected applications projects are emerging in all economic sectors. These projects focus on mobile users, such as sales forces, field service technicians and transporters, but they also address the needs of points-of-sale networks using distributed computing and of self-managed terminals and systems. Such projects are prone to integration problems with legacy systems and adapting to telecommunications network.

MediaTransfer is a communications middleware that automates transfer and data synchronization between a company's central information system and its remote computers. It enables implementation of connected applications in heterogeneous environments.

MediaTransfer includes all the functions required for securing, optimizing and carrying out transfer and synchronization. It makes data exchange and processing completely transparent for remote users.

MediaTransfer runs on Windows Mobile / CE / XP / Vista / 2000 / 2003 / 2008 and Linux. It is compatible with cellular (GPRS, EDGE, UMTS, HSDPA), wireless (Wi-Fi), and wired (xDSL, PSTN, ISDN) networks, integrates with industry messaging software, and links to any application environment. It provides a user-friendly environment for administrators and developers for managing and monitoring data exchange. This makes it the ideal integration component for mobile applications, points of sale and automated systems.

Over 180,000 MediaTransfer licenses are currently being used worldwide. Used daily in businesses of all sizes, it is recognized as a quality solution for exchanging business-critical data.



Principle

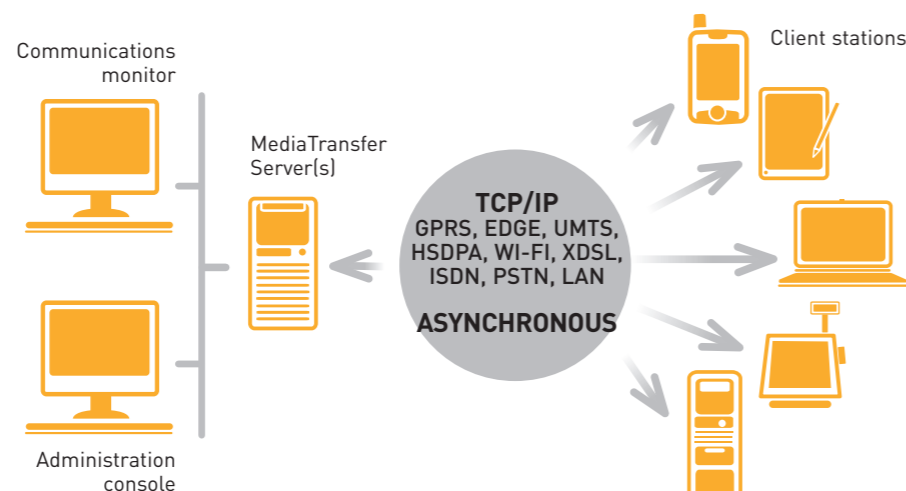
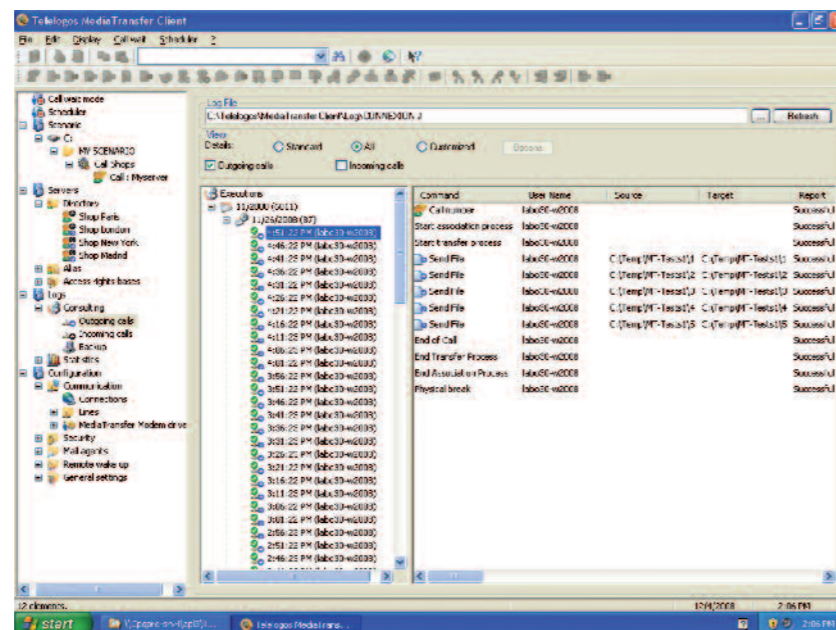
Benefits

MediaTransfer offers automatic call services, and sending / receiving / synchronization of all types of files or tree structures. It also provides messaging system synchronization, data backup and launching external programs. Fundamental to the program is the use of scenarios that contain the commands needed for applications to work together. Its adaptation to different contexts is facilitated by a set of variables and conditions.

A scenario can be triggered by the integrated scheduler, by an external application via the API, or manually. Communications can be initiated by either the client or by the server. This encompasses all the requirements for remote, fixed or mobile information system architectures.

Exchange security is guaranteed by encryption of transmitted data and by a certificate-based authentication. On the fly compression, differential synchronization, dynamic bandwidth management and checkpoint restart optimize communications and ensure their reliability.

Event logs can generate detailed reports that can be viewed, exported or distributed via the messaging system.



MediaTransfer reduces the implementation time for your connected applications. It is easily deployed on remote workstations and allows for a unique integration and production environment, providing reduced acquisition and ownership costs too.

● For companies using the solution

MediaTransfer automates exchange and synchronization processes for all your business data and your corporate messaging system. It enables your applications to communicate in a fully transparent fashion, eliminating all handling errors on the part of remote users. Compression and differential synchronization ensure reliability of exchanges and reduce communication costs. Centralized administration simplifies the operation by providing logs and detailed statistics.

● For application software publishers

MediaTransfer enables you to speed up the design cycle for your applications. By avoiding the complications of custom developments, you are able to focus on your core business. Telelogos' expertise in telecommunications lets you benefit from a durable and scalable solution. Additionally, you will achieve synchronization of messaging and office application data, together with the data from your business applications.

● For solutions integrators

The MediaTransfer middleware covers all your customers' requirements: Data exchange, security, operation and use, and heterogeneous platforms and networks. It enables you to reduce the production lead times and enhance the value of your services.



● Scenarios

The automation instructions are organized in scenarios created from an administration console.

Triggering of scenarios can be automated by an external application via an API, or by the integrated scheduler.

These scenarios integrate a conditional language and variables inserted in file names, which ensure dynamic execution.

An application can execute scenarios through the scheduler by placing them in a queue with priority management.

● Commands

- › Call
- › Transfer of files or tree structures
- › Synchronization of files or tree structures
- › Back up of files before or after transfer
- › List of files in a folder
- › Deletion of files
- › Renaming of files
- › Execution of local and remote commands on or off line
- › Time / date synchronization
- › Execution of a sub-scenario
- › Directory import
- › Sending of SMTP messages
- › Display of messages on screen

● Conditions

- › IF, ELSE and ENDIF
- › Logical operators: equal to, greater than, greater than or equal to, less than, less than or equal to, not equal to
- › Apply to local / remote files or folders, specific variables or system environment variables
- › Analyze the presence or absence of files or folders, the time or date since the last modification of a file, size or content of a file, etc.

● Variables

- › Month / Day / Hour / Minute / Second / Day of the week / Day of the year
- › Caller / Callee ID
- › Caller / Callee company name
- › Contact's name or attributes (alias)
- › Defined environment variable with a value on the local or remote system
- › Number of files sent
- › Return code of last command

● Directory

- › Integration of existing centralized directories (LDAP, Active Directory, DBMS), automatic import
- › User and broadcast list management

● Architecture

MediaTransfer consists of a server and clients deployed on remote workstations.

The full or "light" client (no user interface) can be installed to facilitate remote distribution.

- › Symmetrical architecture: The server can call the client and the client can call the server
- › Slave mode: a client can call the server and let it control the execution of a scenario once the connection is established
- › Distribution of scenario execution over several machines
- › Inter-server communications for divisionbased architectures
- › Up to 512 simultaneous channels, distributed across several communication servers, each managing up to 64 channels
- › Backup server management
- › MIB SNMP (SNMP TRAP on MediaTransfer alarm)
- › Unicode support (UTF-8 format)
- › Compatibility with MOM (Microsoft Operations Manager) supervision architecture
- › Automation from the server for deployment of clients and updates

● Administration Console

- › Authentication based on Windows login name
- › Management of multiple rights with configuration by roles.
- › User friendly graphical interface, programming of scenarios by simple drag and drop moves
- › Communications monitor for real-time follow-up
- › Event logging (Microsoft SQL Server)
- › Detailed logs and generation of statistics in HTML format, for export (XLS, CSV), or to be sent by e-mail (SMTP or MAPI)
- › Server alarms sent by mail, SMS
- › Activity reports

● Communications

- › TCP/IP or asynchronous
- › HTTP protocol support
- › Wake up on SMS / Wake up on call: a central application can trigger the execution of a scenario on a disconnected remote IP terminal (local process or call to the server; specifically enabling data push)
- › Differential synchronization (independent of file formats) with configurable activation (size, extension, etc.)
- › Check point restart
- › Compression on the fly (based on the LZW algorithm)
- › Fractioning of transfers and synchronization across several sessions
- › Dynamic bandwidth management at data terminal end with interactive applications having priority over data synchronization

- › Static bandwidth management at server end with configurable limit
- › Detection of IP address changes enabling data to be pushed from the server (cellular or xDSL networks)

● Security

- › Online encryption of transferred data (SSL Protocol / TLS - AES 128 bits)
- › Authentication (remote servers and clients) by numeric certificate
- › Access rights database for "caller" contacts controlling access to system resources (read / write access, execution of procedures)

Supported Environments

Server configuration

- › Windows 2008 / 2003 (32 bits and 64 bits) / XP (32 bits) / VISTA
- › Disk space required : 60 MB
- › Memory: 15 MB +2 MB per channel

Client configuration

- › Windows 2008 / 2003 (32 bits and 64 bits) / 2000 (32 bits) / XP (32 bits) / VISTA, SEVEN (32 bits and 64 bits) / XP embedded, Wepos
- › Disk space required : 60 MB
- › Memory: 16 MB
- › Windows Mobile 6.x / 5.x / 2003 / CE (TCP/IP communications)
- › Memory : 1Mb
- › Linux Red Hat / SuSE (TCP/IP communications)

Messaging agent

- › Outlook (Windows, Windows Mobile)
- › Outlook Express (Windows)
- › Lotus Notes (Windows)

Networks

- › TCP/IP: cellular (GPRS, EDGE, UMTS, HSDPA), wireless (Wi-Fi), wired (xDSL, ISDN, PSTN), LAN
- › Asynchronous

DBMS (server logs)

- › Oracle, Microsoft SQL Server, Microsoft SQL Server Desktop Engine (MSDE), MySQL

Languages

- › English and French



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