ENTRYPASS PLATFORM 1

SERVER REDUNDANCY MODULE

Redundancy is a module within Entrypass Platform1 Server which is designed as an active resource duplication service that will allow two separate Entrypass Platform1 Server systems to monitor each other's uptime status and to intervene by taking over the system operation whenever the 'active' server is not in operation. This module is very much applicable for mission critical operations that demand uninterrupted stability within a premise.
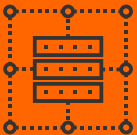
High system availability

In the event of computer failure or system maintenance, operation interruption can be minimised. When primary server fail, a secondary server will take over and all functional operation of the primary server can be performed at secondary server.
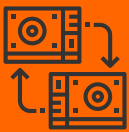
Data redundancy

Data stored at primary server will be replicated to the secondary server and vice versa. This ensures that same piece of data exists in both primary and secondary server. In this way, if data at primary server is lost or corrupted, there is another copy of data available at secondary server.
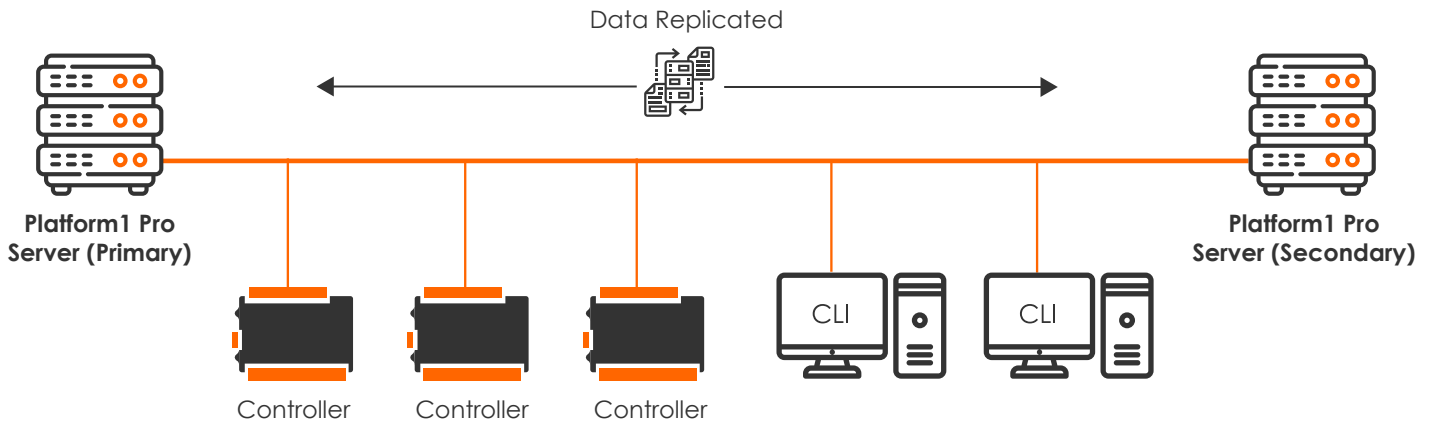
Data loss prevention (fail over)

If downtime of primary server is long, data stored in controllers may be overwritten. With this module, when the primary server fails, controllers will begin to transmit data to secondary server. This prevent data got overwritten at the controllers and thus prevent loss of data.

System Architecture

Architecture wise, primary server will be termed as Active Server, whereas secondary server as Standby Server.

ENTRYPASS

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P1 SERVER REDUNDANCY

Data Replicated

Platform1 Pro Server (Primary)

Controller   Controller   Controller

CLI   CLI

Platform1 Pro Server (Secondary)

During the period when both servers are up and running, all data (source database) from the main server (Active) will be asynchronously copied (through the process of 'Replication') to the secondary server (Standby) updating the secondary server's data (target database).

All changes like settings, controllers, staff details etc. performed on main server will be reflected across the secondary server. It is important for system administrators to note that changes to the system can only be performed on the 'active' server while the 'standby' server will have all its editing functions disabled and can only view settings and transactions.

When the active server is down (or incommunicable), the standby server will change its status to 'active' from 'standby', taking over the role of the previous main server and when this happens, all transactions will be routed to the new main server. All editing functions previously disabled on this server will be activated and the new 'active' server will serve as the main server.

Ordering Information
EP. P1.P2PR   Entrypass P1 Redundancy Module License

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