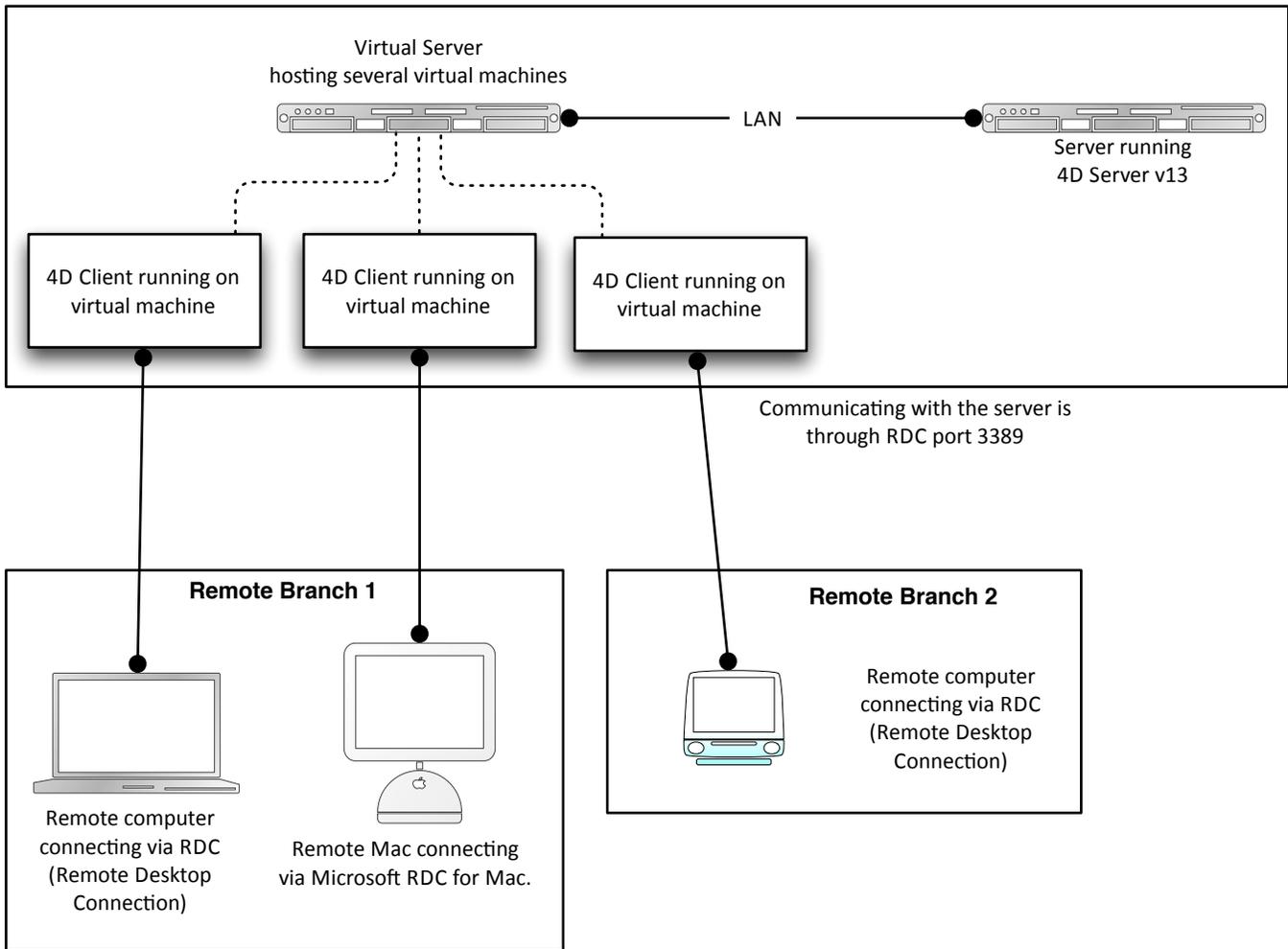


Running 4D Client on a Virtual Machine Server



Pros:

- Easy to setup especially for client computers
- One server has to be assigned to host the virtual machines
- Since 4D Client is running on the same network as 4D Server, data loading is very fast
- Changing the virtual machine RAM and hard requirement is pretty easy.
- If the internet connection is lost at the branch, the session is still alive on the virtual machine and reconnecting will bring back the user to the same screen it left

Cons:

- The host server has to have enough RAM and server power to host all computers.
- The hardware setup can get expensive as the setup grows
- * It requires high speed internet, but T1 or T3 are not necessary