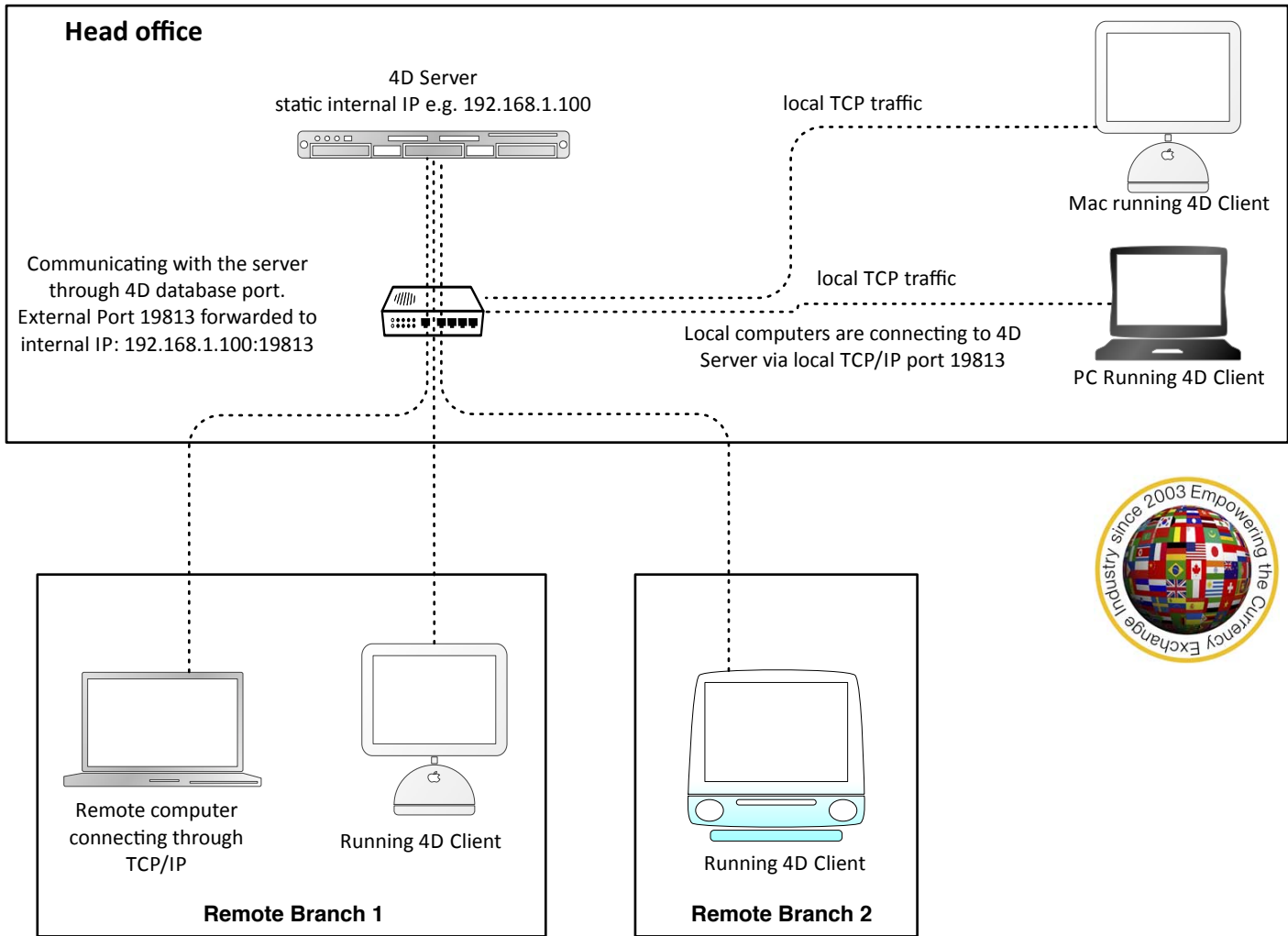


Connecting Remote Branches via TCP/IP



Pros:

- Very Easy to setup
- Data is centralized and all branches have access to other branch data
- All data is always consolidated and in sync
- A remote connection can be established from any computer anywhere in the world
- It works well in a VPN environment
- Remote branches don't need to open any incoming ports for communicating with 4D Server

Cons:

- Needs ultra fast internet to work effectively (e.g. T1 or T3)
- Losing the connection will lose the session and user may lose last data entry
- Branches cannot work offline (without internet)
- If 4D Server crashes, all branches will disconnect
- If the main branch internet is lost, no branch can connect
- Independent branches cannot have their own rates
- Security is quite loose