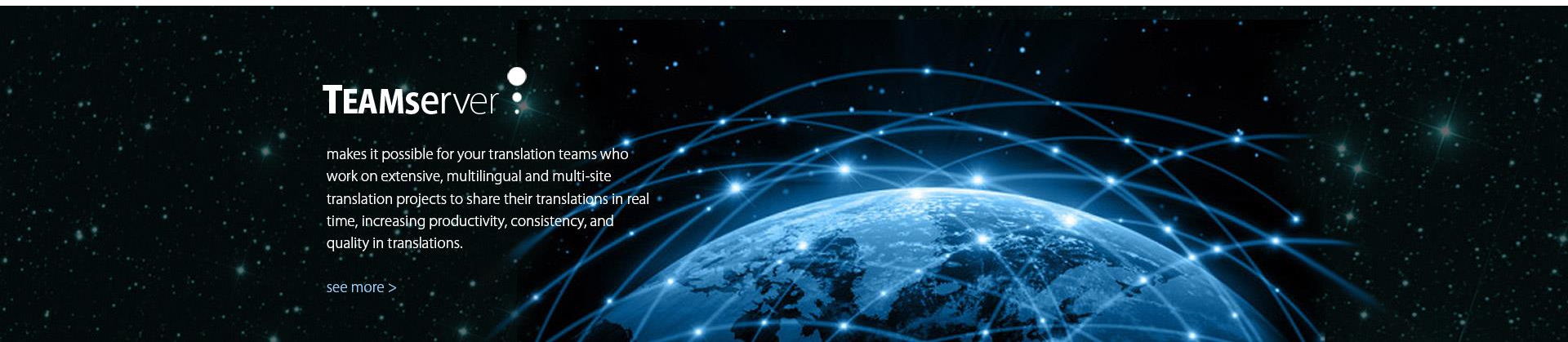# Installing TEAMserver

Technical requirements and recommendations

2014

TEAMserver

makes it possible for your translation teams who work on extensive, multilingual and multi-site translation projects to share their translations in real time, increasing productivity, consistency, and quality in translations.

see more >

Installing TEAMserver

Before installing the TEAMserver, we would like to know:

- What is the hardware used?

- Are you planning to install TEAMserver and SQL Server on different servers?

- Are you opting for floating licenses?

  – If so, please provide us with the public name (DNS) of the server

    (example: teamserver.clientname.com)

Installing TEAMserver

To carry out the installation of TEAMserver, you must provide:

- Access to the server with a user account with Administrator privileges
  - You can create a new user and grant access by Remote Desktop.
  - You can also use Teamviewer, GotoMeeting, etc., to allow access using an existing user account.
- The user must have full access to the SQL Server.
  - The user account used to install the TEAMserver will run a script that creates a new database in SQL Server. Therefore, this account must have the necessary permissions in SQL Server.
- Ability to send or download files
  - We must be able to download, or send, the installer for the TEAMserver.
  - Configuring the Floating License Service will require the ability to download or send several files created in our premises to the server.

See requirements and recommendations on next slides to provide best answer.

Software requirements

- Microsoft Windows server

    - Microsoft Windows Server 2003

    - Microsoft Windows Server 2003 R2

    - Microsoft Windows Server 2008

    - Microsoft Windows Server 2008 R2

    - Microsoft Windows Server 2012

    - Microsoft Windows Server 2012 R2

- Microsoft SQL Windows server

    - Microsoft SQL Server 2005 (Standard or Enterprise Edition)

    - Microsoft SQL Server 2008 (Standard or Enterprise Edition)

    - Microsoft SQL Server 2008 R2 (Standard, Web or Enterprise Edition)

    - Microsoft SQL Server 2012 (Standard, Web or Enterprise Edition)

Hardware recommendations

- Single-Server installation

TEAMserver and SQL server installed on the same machine

Number of simultaneous users	CPU	Disk size	RAM
1 to 5	1 logical processor, 2.4 GHz	120 GB	4 GB
6 to 10	2 logical processors, 2.4 GHz	250 GB	8 GB
11 to 20	4 logical processors, 2.4 GHz	500 GB	24 GB
21 to 50	8 logical processors, 2.4 GHz	1 TB	48 GB

Hardware recommendations

- Dual-Server installation (*TEAMserver and SQL server installed on 2 different*

Number of simultaneous users	CPU		Disk size		RAM	
	TEAMserver	SQL Server	TEAMserver	SQL Server	TEAMserver	SQL Server
1 to 5	1 logical processor, 2.4 GHz	1 logical processor, 2.4 GHz	20 GB	120 GB	2 GB	4 GB
6 to 10	2 logical processors, 2.4 GHz	2 logical processors, 2.4 GHz	20 GB	250 GB	4 GB	8 GB
11 to 20	4 logical processors, 2.4 GHz	4 logical processors, 2.4 GHz	20 GB	500 GB	8 GB	16 GB
21 to 50	4 logical processors, 2.4 GHz	8 logical processors, 2.4 GHz	20 GB	1 TB	16 GB	32 GB
More than 50	4 logical processors, 2.4 GHz	16 logical processors, 2.4 GHz	20 GB	2 TB	16 GB	64 GB

Recommendations for Virtual Machine

In case you decide to use a Virtual Machine, here are our recommendations:

– TEAMserver's use of SQL Server requires high I/O throughput

– Installing TEAMserver in a virtualized environment is **not** recommended, unless:

- TEAMserver runs in a VM and SQL Server runs on a physical server

    or

- SQL Server runs on a VM **but** the databases are stored in either fast

    direct-attached storage or a high-performance SAN

Network authentication

External Connection Requirements

- If you intend to give access to external translators to TEAMserver, you need to expose your installation server on the Internet. That means you have to create the public DNS of the machine so that it will be used when accessing the TEAMserver from the Internet. To complete the installation from ATRIL side, we need the 'public name' (DNS) of the server.

- Otherwise, we need to know the name used to identify the server on you network.

- Using the server's IP address is possible, but if the IP address changes the TEAMserver must be reconfigured by ATRIL to work with the new address. Hence, a DNS name is preferable.

Network authentication

Firewall related recommendations

- The firewall should not be inspecting or interfering the HTTP traffic. If so, it is not ensured that the connection from DVX3 to floating license will succeed.

- Be default, ports 80 and 8081 will be used to access the TEAMserver and the Floating Licenses service, respectively. These ports, or whatever ports you use instead, must not be blocked by your firewall.

- Configuring your firewall to redirect incoming traffic to a different port is not recommended. Some of TEAMserver's services (notably, the Floating License Service) may respond unpredictably in these circumstances.

Any questions?

contact smita.bonde@atril.com

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