

Server to Server Interface

SKU #780-LYNX-S2S-1



Server-to-Server (S2S) is compatible with on-premises and cloud-based servers. It facilitates mutual supervision of servers in the check-in report. S2S can be a simple back and forth system between 2 servers or a complex network of server communications:

- 1) You can set up a simple S2S connection between 2 servers so that A can be an input to B.
- 2) You may also make this a bidirectional input and output. So, server A can input to B and B can Input to A.
- 3) A central server can be a hub that serves alarms to X number of servers. So, if a user triggers an alarm on server A, then all other servers that are communicating with server A will trigger an alarm. For example, if a security officer triggers an alarm on server A, then server B, C, D, E, F, G, H, I, J, K, etc. will all have an alarm triggered.
- 4) The reverse of the above scenario is another possibility. If server B, C, D, E, F, G, H, I, J, K, etc. trigger an alarm, then server A will receive an alarm trigger.

Features and Benefits

- Enables a LynxGuide server to communicate to another server
- Enables communication between separate networks
- Enables data from one server to communicate to one or more LynxGuide Servers

Communication Protocol: All relevant servers need to be licensed for S2S, and capable of making a connection to the NodeLynx relay server at: <http://nl.live.lynxnotify.com:10777>

