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# NTS Server List Overview

## Overview

Although most **NexTalk** systems will have just one server, some busy or system critical sites may want to have more than one as backup. The NexTalk system supports multiple servers in one NexTalk domain with automatic load balancing and fail over. Multiple NexTalk servers are necessary to scale up the capacity of an NexTalk system. In addition, multiple NexTalk servers provide system redundancy; the loss of one server does not impact overall system operation. NexTalk provides a separate license file for each server so that they can run in parallel to each other.

If an NexTalk system has more than one server, the NexTalk Server List governs which and in what order **RPS** gateways are used by the NexTalk Client programs.

# Options

## **Menu Bar**

File | Close

This option closes the NexTalk Servers module.

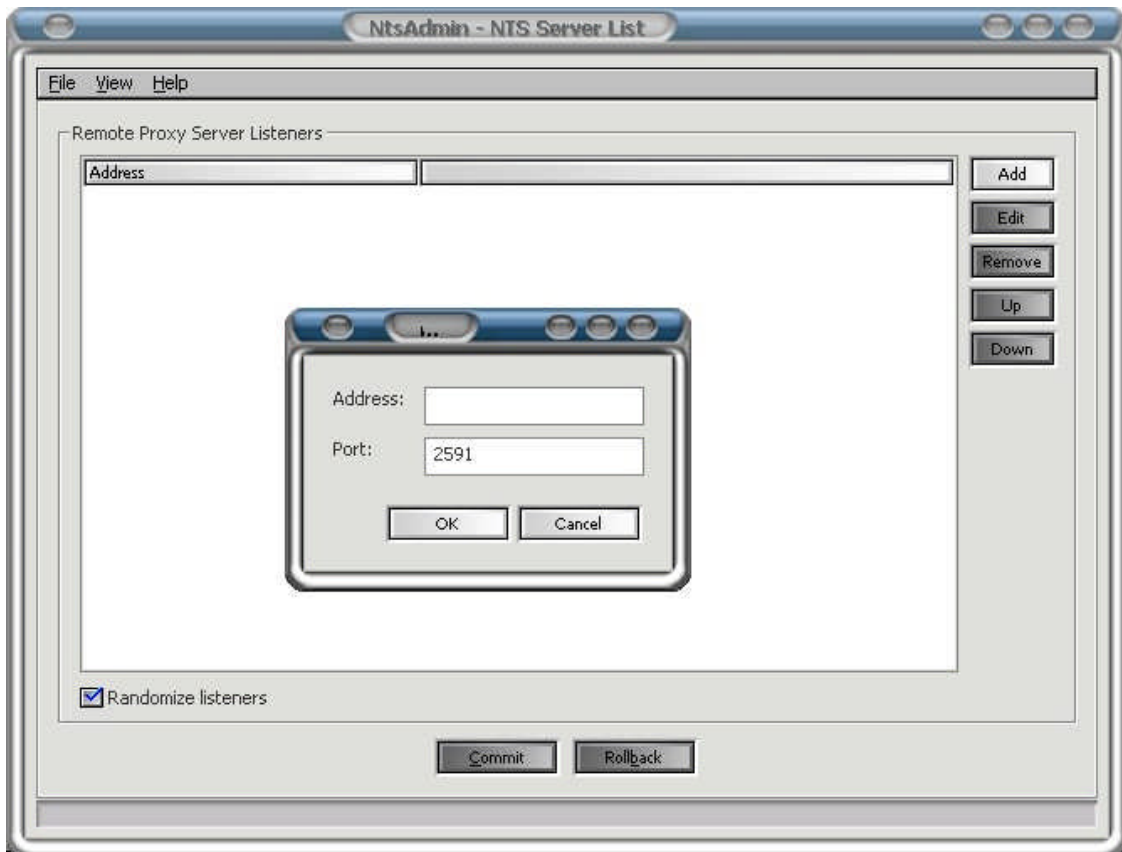
View | Always on Top

This option keeps the NexTalk Servers window in front of all other open windows.

# Managing the NTS Server List

## Add, Edit, and Remove NexTalk Servers

Open the NexTalk Server List from the Admin Menu. Choose the “**Add**” button to enter the IP address and port of the additional NexTalk Server.



The “**Up**” and “**Down**” buttons control the order of the entries. An entry can also be edited or removed by selecting it from the list and choosing the Edit or Remove button.

Each entry in the table represents the location of a single **RPS** gateway in the NexTalk system.

## Randomize Listeners

The option to “**Randomize Listeners**” affects the way the NexTalk Clients will connect to the NexTalk server. If Randomize Listeners is selected, the NexTalk Client will randomly choose which **RPS** gateway, of the ones entered in the table, to connect to. If Randomize Listeners is not selected, the NexTalk Client will

## NTS Server List

connect to the first RPS gateway listed in the table. If the first RPS gateway is not available, the Client will move sequentially down the list until it finds an available one. Randomizing is a simple mechanism of load balancing. NexTalk Client connections will be distributed across multiple RPS gateways. The Randomize Listeners setting is also stored in the "NtsConfig.ini" file. On startup, the NexTalk Client will attempt to connect to an RPS Gateway based on this setting.

A NexTalk Client will only connect to RPS gateways that are listed in the NexTalk Server list. Suppose there are three RPS gateways in an NexTalk system and only two are entered in the table. Connections will never be made to the third RPS gateway.

### **RPS Gateways**

The way NexTalk is set up, when a user logs into the NexTalk Client program a single TCP/IP connection is made to the NexTalk server via an **RPS** gateway. This encrypted connection is the only connection between the NexTalk system and the Client program. The NexTalk Servers List allows the NexTalk administrator to define and control which RPS gateways are used for this persistent connection.

**Note: The NexTalk Servers list does not affect the operation of NexTalk "services." NexTalk services do not use RPS gateways.**

When a NexTalk Client program first starts, there are three ways it can find the IP address of the RPS gateway on the NexTalk server.

#### Method 1

At the login window, the NexTalk user manually types in the IP address and port of the RPS gateway on the NexTalk server.

#### Method 2

NexTalk compiles a special version of the client software "hard coded" to a certain IP address or DNS name. This has been done for the www.nextalk.net freeware.

#### Method 3

## Managing the NTS Server List

A file called “**NtsConfig.ini**” can be edited and installed along with the client software. When the NexTalk Client is started, it reads the “NtsConfig.ini” file. In the file, it finds the IP addresses and ports of available RPS gateways (if there is only one NexTalk server, there may only be one available RPS gateway). If a connection cannot be made to one RPS, the Client program will attempt to connect to all other IP addresses in the file until a successful connection is made. Once a NexTalk Client successfully connects to an NexTalk server, it reads the NexTalk Server List. The Client program will then update its local NtsConfig.ini file with any changes to be used the next time the Client program is started.