

Indirect synchronization setup with no synchronizers on servers

Source:

<http://www.tech-archive.net/Archive/Access/microsoft.public.access.replication/2006-12/msg00126.html>

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 - *Date:* 22 Dec 2006 14:27:12 -0800
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In another thread that is getting very long, jacksonmacd suggested a method for using indirect synchronization in a scenario where remote PCs have synchronizers but the server does not.

OK. Let's pursue that suggestion. General setup: Four LANs that are connected via WANs. One LAN server is the main server for the entire setup and is where I've been told I can place all of my application files.

Assume Jet Synchronizer is installed on user PCs. Assume that it CANNOT be installed on any server. Assume further that we have to use one of the user's remote PCs as the indirect sync hub for each LAN.

I don't understand the messaging in this setup. The problem with any PC on the LAN is that you can't see it. You can only see the servers. So does this mean that:

- 1) there needs to be a dropbox on a server contained within each LAN. Each user of the app will have a synchronizer. That synchronizer will send messages to the common dropbox located on the LAN server. Or is the suggestion to use direct synchronization for computers within each LAN. If I can get IT to approve synchronizers, then I would want to use indirect synchronization. After the beating I've taken about possibly using direct syncing why would I want to use it between remote PCs within the same LAN, when indirect syncing is a viable option.
- 2) The designated user's machine on each LAN is the one that will initiate the syncing of the dropbox message(s) with the replica farm on the respective LAN server. However, presumably this user is also using my app. Can his/her synchronizer handle both tasks (i.e. sending messages from the PC to the server dropbox and syncing the messages in the server common dropbox with the replica farm on the LAN server?). If so, why can't any user's synchronizer do this. After all, all user's synchronizers are sending messages to the common dropbox on the LAN server (unless the idea was to use direct syncing within each LAN).
- 3) Then we need to synchronize the replica farms on each individual LAN

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with the replica farm on the main server for this entire setup (the central server for this setup of LANs). How is this initiated?

I think I can see how the topology works on this, but I'm unclear on how the synchronizers will work since there are none on the LAN servers.