

JOC VERSION 5 - SERVER REQUIREMENTS

OS Platform:	Linux (CentOS 5.x) x86_64	Works on other distros too but the folder or binary executables structure may differ)
CPU Requirements:	Intel/AMD quad > 2.3 Ghz	Minimum required. The more computing power the better
RAM Requirements:	4 GB DDR2/3 minimum.	The more RAM server has the better the app will work
Disk Space Requirements:	2x146 GB 10000 RPM SCSI HDD	Minimum recommended. More HDD space available, more storage
Domain:	Valid .TLD domain required	The domain also requires wildcards enabled in the DNS zone
IP Information:	Public, static IPv4 IP required	Atleast 1 public, static IP is required -Additional IPs required if Mobile or STB Modules are integrated
DNS Services		DNS has to be configured and propagated prior JOC install
Backup Strategy:	Offsite backup / external attached storage backup	It can be done on a remote server over LAN or an external drive attached
Backup Scheduling:	Off peak hours	It must be done during off peak hours to avoid service degradation
Remote Access Enabled:	Optional	Used only for external server support
Apache version	Apache v 2.2.x	It must have the following modules present (mod_ssl, mod_rewrite, cgi, suexec, suphp)
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PHP version	PHP 5.2.x	Compiled with the following modules (apc, curl, ffmpeg, filter, ftp, gd, json, mbstring, mcrypt, memcache, memcached, mhash, mysql, openssl, PDO, pdo_mysql, session, soap, sockets, SPL, uploadprogress, xml, xmlreader, xmlrpc, xmlwriter, zip, zlib, SimpleXML, Reflection, posix, date, dom, calendar, bcmath) and with the extension (Ioncube PHP Loader) php.ini values: memory_limit = 64M, magic_quotes_gpc = Off, post_max_size = 128M, upload_max_filesize = 128M, safe_mode = Off
MySQL Version	mysql v. 5.0.x	
FMS v. 3.5.x or Better	Adobe Flash Media Interactive Server	http://www.adobe.com/products/flashmediainteractive/
cPanel + WHM (optional)	www.cpanel.net	cPanel can help in compiling the Apache + PHP with the required modules making it easier to setup.
Mono - Required for Silverlight Uploader	http://www.mono-project.com/Main_Page	For CentOS we use this: http://ftp.novell.com/pub/mono/download-stable/RHEL_5/x86_64/ (only these packages: mono-addon-libgdiplus0-2.6.7-6.1.x86_64.rpm, mono-addon-data-2.6.7-6.1.x86_64.rpm, mono-addon-core-2.6.7-6.1.x86_64.rpm)
ffmpeg	http://www.ffmpeg.org/	Recommended version: git-8759ce6 or Better
ip2location	www.ip2location.com	DB4

NOTES:

1. Install Mono

After mono is installed a symlink is created from /opt/novell/mono/bin/mono to /usr/bin/mono

2. Start Silverlight Storage

Silverlight storage contains 2 folders (WSPolicy and WSStorage). WSPolicy must be executed as root while WSStorage must be executed as the user under which the website is deployed. These 2 folders must reside in a folder called monster which will reside in user's home under which the website is deployed (Example: /home/example/monster)

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3. Firewall Settings:

If firewall is present on server it must be configured to allow external connections on following ports (80, 443, 21, 1935, 1111, 943, 4502:4532)

4. Any other missing dependency for the required packages has to be installed by the one in charge of the server administration

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