

Double-Take[®] Availability[™] for Windows

Technical Data Sheet

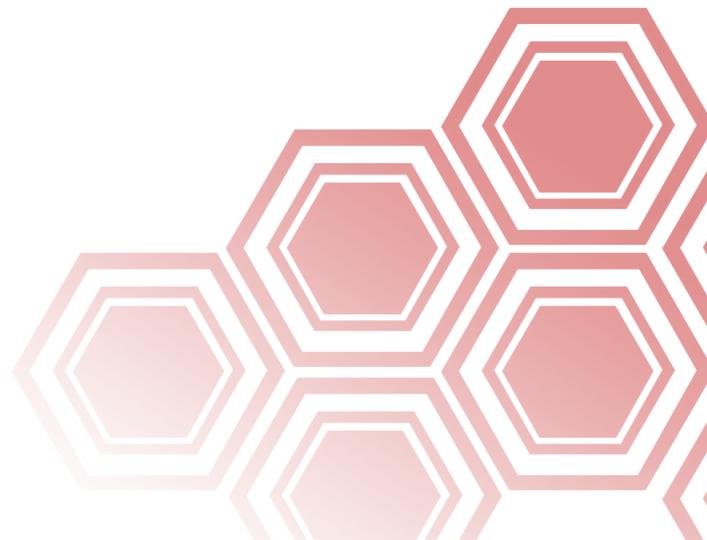


One Solution for Anything-to-Anything High Availability for Windows

Double-Take Availability provides comprehensive high availability and disaster recovery software that safeguards Windows server workloads across physical, virtual, and cloud-based resources. Whether your servers are local or across the world, are virtual, physical or in the cloud, Double-Take Availability protects your critical workloads and data around the clock, no matter what, to keep your business operating.

Key Benefits

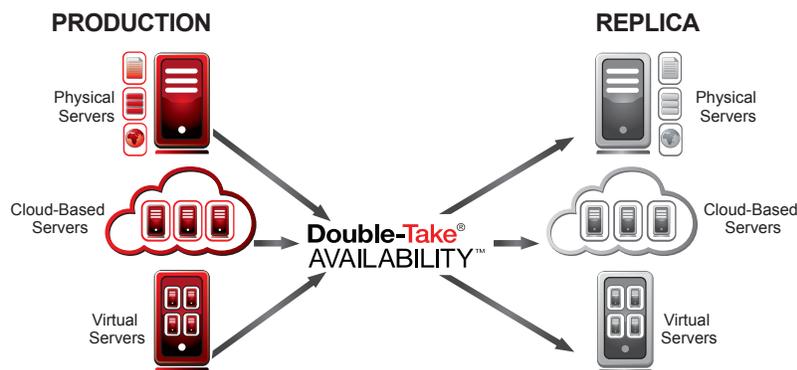
- Single provider for physical, virtual and cloud workload protection
- Agentless and agent-based options for total VM protection
- Real-time replication for more comprehensive protection than snapshots
- Efficient, affordable remote data protection for site or total disaster recovery
- Works on existing hardware, storage and network infrastructure
- Uses bandwidth efficient replication to minimize the cost of remote data replication
- Option to replicate only key application instead of entire server
- Byte-level replication minimizes bandwidth usage and the cost of offsite protection
- Simple management of complex environments
- Low TCO with no need to invest in expensive storage hardware or other costly infrastructure



How It Works

Double-Take Availability provides affordable protection for workloads running on Windows. This comprehensive solution enables immediate recovery from any server outage. Double-Take Availability continuously captures changes at the byte level and asynchronously replicates those changes in real-time to any storage across any distance, locally or globally.

Double-Take Availability also allows you to implement failover clusters without shared storage or geographic limitations, eliminating the single point of failure and giving you the freedom to locate cluster nodes wherever you want.



System Requirements

- Windows Server 2003 R1 & R2
- Windows Server 2008 R1 & R2
- Windows Server 2012 R1 & R2

