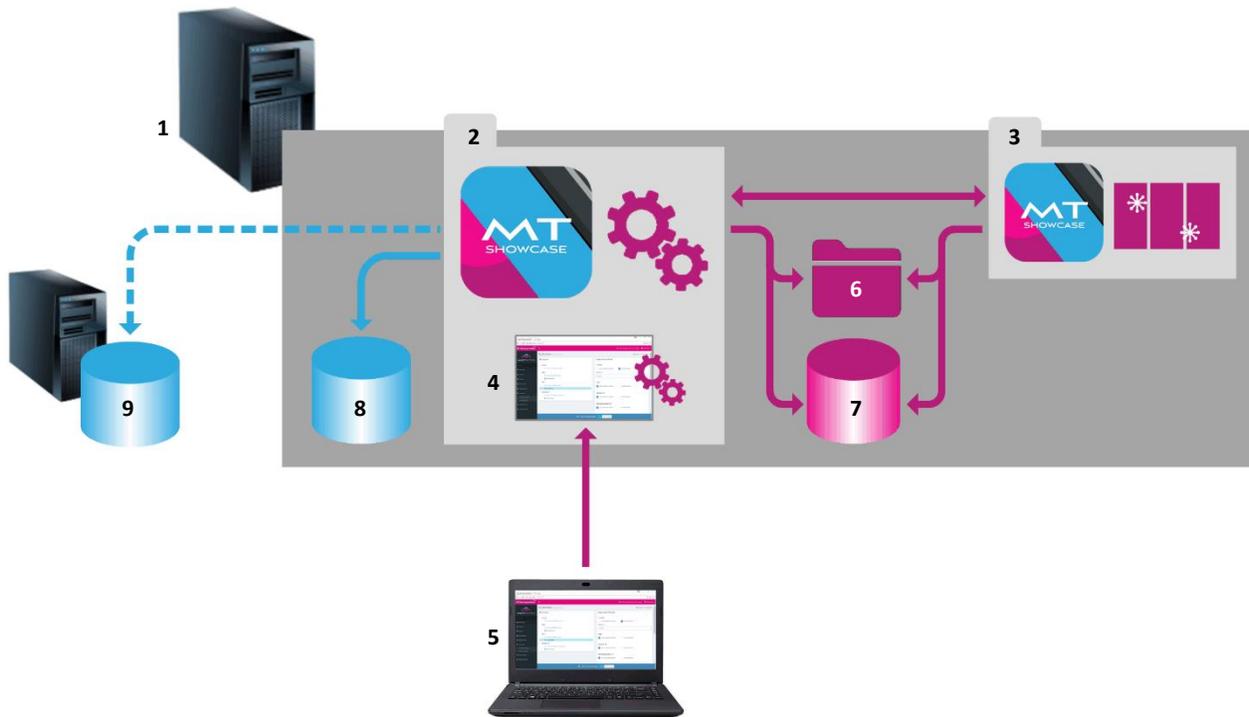


TECHNICAL NOTE

MT SHOWCASE ARCHITECTURE



MT Showcase internal architecture

Applies to MT Showcase 1.3 and later

- 1** *Application computer. This external computer runs MT Showcase and has video connections to each Cell in the video wall.*
- 2** *MT Showcase server. Supplies the client with the data it needs to display MT Showcase apps.*
- 3** *MT Showcase client. Displays the content and handles touch events for MT Showcase apps, based on data received from the server.*
- 4** *MT Showcase Editor web server. The Editor is a tool for creating custom MT Showcase apps.*
- 5** *App designers access the Editor through a browser running on an external computer.*
- 6** *Asset store. Contains the media library. Assets such as images, movies and PDFs are typically stored in a hierarchical folder structure.*
- 7** *Application database. Contains the main MT Showcase data, including apps, structures, and themes, and content sets.*
- 8** *Reporting database. Contains content usage data captured by the Data Gathering feature.*
- 9** *The reporting database can optionally run on a remote server if, for example, you want to consolidate event records from multiple video walls.*