

Did you know?

All our **solutions** are available on the **CLOUD!**



Option 1: Cloud installation with your own cloud provider

- We recommend computers architecture and prerequisite
- We deliver multi-site licenses to install on a remnant server on your local site or on the cloud
- You have your own contract with your cloud provider

Option 2: Cloud installation with Beicip-Franlab as a Service

- We install a private virtual network on Microsoft Azure Cloud with a customized architecture according to your needs in terms of users and licenses
- We deliver multi-site licenses
- We install and monitor the hardware on the cloud
- You have a unique contract with us and we deal with the cloud provider



Benefits of Option 2

As for Option 1, your projects and licenses are available from anywhere in the world with no geographic restrictions. However:

- You have a unique provider for hardware and software
- We take care of new versions and patches installation
- We monitor disk space and software usage
- The offer is scalable with short notice as we can modify hardware capacities in a few days
- It can be based on yearly or monthly rental



Technical Corner

Security

- We trust Microsoft for their data center security which is a major concern for them as specified in their policy
- We provide secured access to data center for data transfer
- We provide simple or double authentication via SAML v2 protocol to your internal solution

Hardware

- Computers are always up to date and give best performance computation
- Simulation and computation on up to 72 CPU computers or more with clusters

Speed & Lag Time

- Software database is located in the data center
- Only display is sent via internet connection once data is loaded
- Lag time depends mainly of the distance with chosen data center to host your installation and the internet connection speed

Backup

Numerous backup options in time (up to 1 year) and location (1 to 3 data centers duplication)

Interested? Let's talk about it!
Contact us at cloud@beicip.com