

## How do the EnchantWays pieces work together?

### EnchantWays Server

Centralized management of all components. One license is required per site. Database, file backup, and site administration are all performed on this system. The Server allows you to view and manage your entire network of remotely located Kiosks from one intuitive interface.

Centralized management of all Kiosks and Content. Dynamic grouping and search functions, based on kiosk attributes (location, game type, versions, etc.) enable downloads such as targeted advertising to be centrally managed.

### Designer

Content creators generate new content for the Kiosks with this tool. The content is then packaged and delivered to the Data Warehouse. Each game application can be configured separately, this allows multiple designers to work at the same time. Designer is intuitive and powerful and allows those with previous web development or similar experience to be productive immediately.

Off site work on content for client approval prior to delivery on site. Content can be generated for many months in advance and scheduled for display at appropriate times. Updating your application simply requires the use of the deployment wizard, allowing you to create scheduled packages for easy installation.

### Runtime

The Runtime engine provides the guest interface and reports back to the Server. This engine is installed on each of the Kiosks. As the link between your operating system, hardware, peripherals and applications, it constantly checks system health to ensure that all the engines are running correctly.

Runtime does not change, only content changed for new activities. Runtime may be ported to other platforms to allow offsite usage of content. Any fault is rapidly detected. And in the event of a system crash, Runtime can automatically restart the system and notify the server.

### Data Warehouse

Content is stored here prior to be delivered to the Kiosks. Content can be scheduled to be delivered at a specified time (corporate events), or can be pushed to the Kiosks in real time. Designer is also designed to detect the minimum amount of information required for the update, this greatly enhances the speed of updating and minimizes the impact on your network.

Large amount of content may be stored and utilized as needed. Special Holiday / Event graphics are kept out of Kiosks and only delivered when required. All updates are stored on a database and applications under development can be automatically checked in and checked out to avoid accidental overwriting when multiple users are working on them.

### Monitor

The Monitor engine provides reporting capabilities of system status. This engine can be tied with web services to provide remote reporting capabilities through the Internet. Downtime is minimized as problems can be corrected quickly and efficiently. Information on the status of applications is sent directly to a central location from where diagnostic action and improvements can be carried out.

One glance shows operators which Kiosks are reporting errors. Simplifies troubleshooting and maintenance of the system. Configured to automatically react to a events. For example a printer out of paper can page or e-mail maintenance with a service request.

### Analyzer

Analysis of how the systems are being utilized, average length of guest engagement, etc. This engine provides the data to the Monitor engine. With detailed information on users' behavior at your fingertips, you have the ability to fine tune application features and traffic structure exactly when it needs it. You are able to ensure optimal performance while gathering valuable business information.

Allows impact and usage of changes in content to be tracked. Traffic analysis and usage statistics are always available. Provides numerous levels of reporting, all accessible via the Internet, and detailed usage information can be reported in your custom format.