

This folder contains four ACI Technical Notes, published in 1996, related to Network Components. They may help you tracking down problems when you are troubleshooting network issues.

WARNING: These TNs are delivered “as is”. Some of the information they provide may be obsolete. 4D Server 6.0 does not support Windows 3.1.x, so ignore the parts related to this OS. They may also describe problems that have been addressed since their release.

If you are interested in obtaining the ACI Technical Notes, please contact the ACI office of your country and ask for information about our ACI Partners program.

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File: 96-28 Server Troubleshoot.pdf

Title: 4D Server: Networking and Troubleshooting

Summary: Networking computers is a demanding task, as it requires exacting configurations in hardware and software. 4D Client and 4D Server rely on accurate networking configurations for stable communications. This tech note begins with an overview of networking and ACI Network Components and finishes with protocol-specific network configurations and troubleshooting.

File: 96-50 Windows Remote.pdf

Title: Installing and Configuring Mac and PC Remote

Summary: This technical note provides information on how to configure and establish a remote connection to a Windows NT machine running 4D Server. We illustrate one way to establish a 4D Client for a Windows/MacOS connection to a Windows NT machine running 4D Server for Windows.

File: 96-51 NetworkConnect.pdf

Title: Troubleshooting 4D Network Connections on Macintosh and Windows

Summary: This Technical Note will provide you with tips for troubleshooting connections of 4D Client and 4D Server over Macintosh and Windows networks using ADSP, IPX and TCP/IP.

File: 96-52 SysConfig.pdf

Title: Configuring Your System for 4D and 4D Server/Client on the Macintosh Platform

Summary: As Apple Computer and the Macintosh clone companies continue to push the envelope of producing faster, more powerful PCI based computers, it has become more challenging to configure and maintain your system on the Macintosh for running 4D, 4D Server and 4D Client. This Technical Note will show you how to take advantage of newer hardware and software technologies and still maintain a stable Macintosh environment for 4D.