

Getting started

Teamwork Cloud is the new product name for Cameo Enterprise Data Warehouse (CEDW). To start using Teamwork Cloud (or TWCloud in short), you need to understand what it is and how it can help you. This section aims to achieve the following objectives:

- To explain the TWCloud system in a compact but thorough manner.
- To describe detailed instructions for installing, configuring, and running TWCloud.
- To provide data backup and restoration procedures.

Related pages

[Using TWCloud Admin](#)

[FAQs and troubleshooting](#)

Introducing Teamwork Cloud

- System architecture and design
- Key features

Installation, configuration, and licensing

- System requirements
- Installation on Windows
 - Installing and configuring Cassandra on Windows
 - Starting Cassandra on Windows
 - Installing TWCloud on Windows
 - Installing TWCloud using the installer file on Windows
 - Installing TWCloud using the zip file on Windows
 - Starting TWCloud on Windows
- Installation on Linux using scripts
- TWCloud Cluster Setup
- TWCloud advanced configuration
- Configuring Java heap space for Cassandra and TWCloud
- Configuring TWCloud Admin
- Accessing TWCloud Admin
- License management
 - Applying a TWCloud license
 - Changing a TWCloud license
- Uninstallation
- Migrating data and upgrading TWCloud
 - Downloading the migration tools
- Backup and restore data procedures
- Monitoring Stack
 - Installation using scripts
 - Manual installation
 - Monitoring node
 - TWCloud and Cassandra Node
- Authentication server
 - Advance authentication server configuration parameters
 - TWCloud server parameters
 - HTTPS parameters
 - General parameters
 - Data source parameters
 - Authentication by certificate
 - SAML parameters
 - OAuth support for Jazz integration
 - Authentication server deployment on Windows and Linux
 - Integrating authentication server with ForgeRock
 - Managing HTTPS/SSL on server
 - Enabling mutual SSL authentication with HTTPS protocol enabled
 - SAML integration
 - Common Access Card
- Logging into TWCloud server