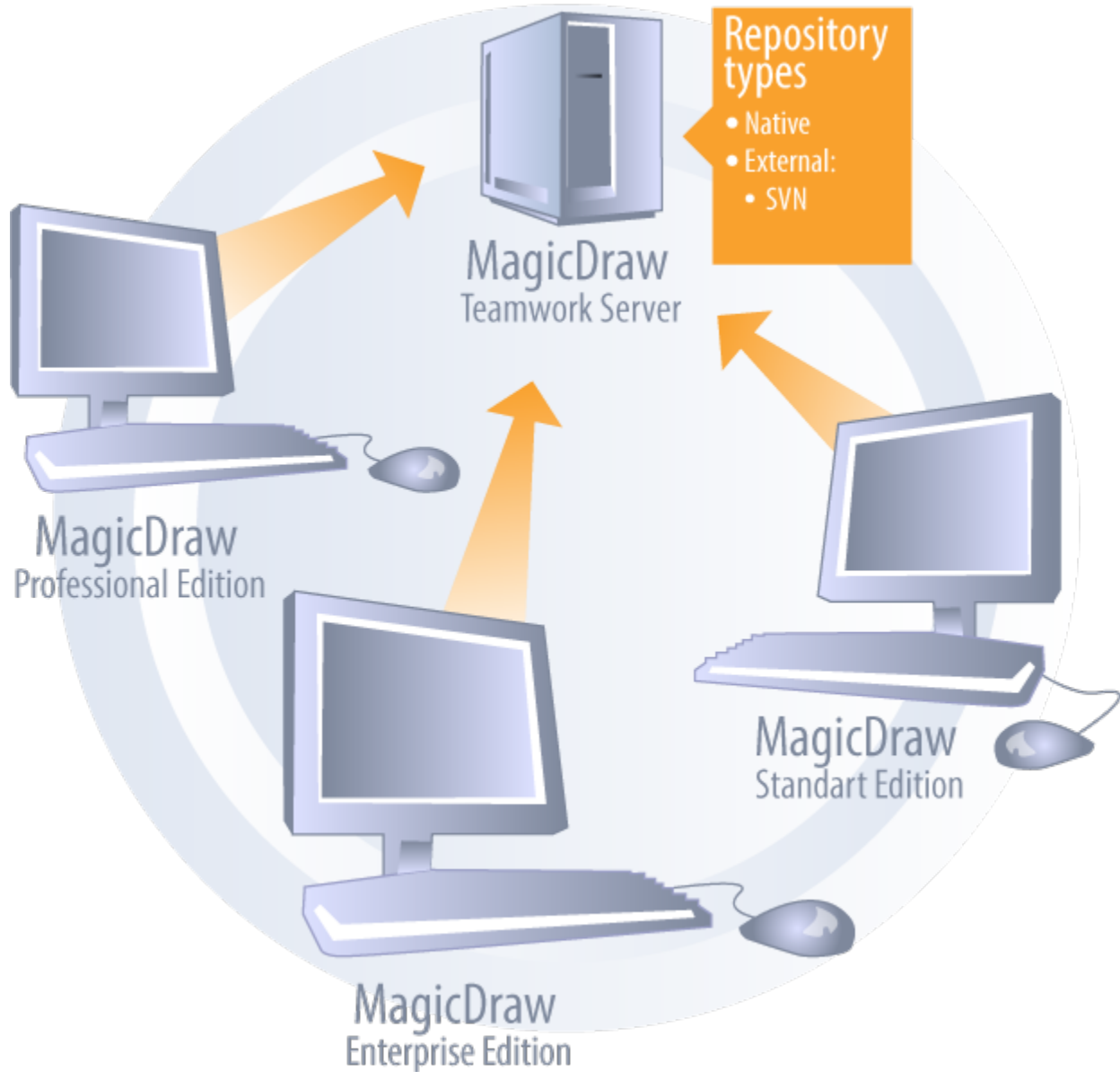


Teamwork System Design



Design of teamwork system

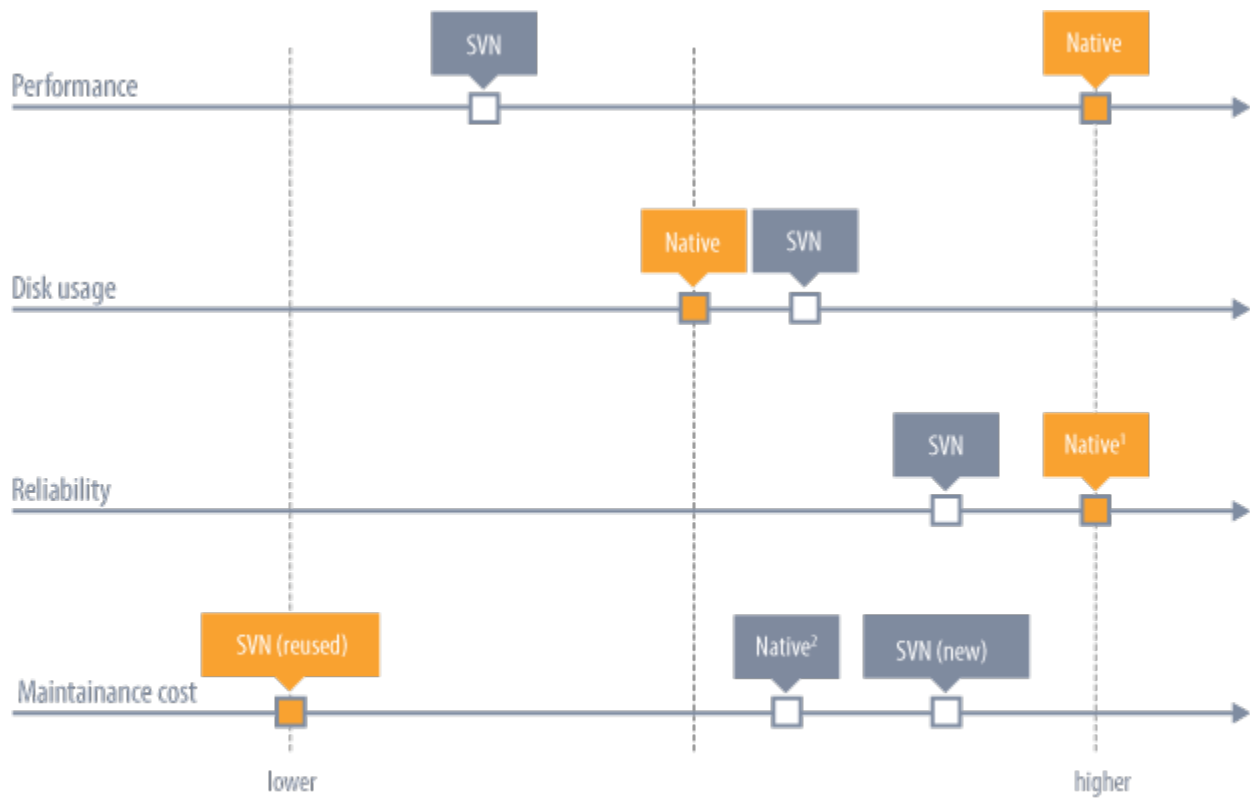
Clients communicate (using Java RMI, over TCP/IP) with Teamwork Server to retrieve projects stored on the server, edit them, and commit them to the server for storage.

The Teamwork Server keeps track of project versions. Additionally, it performs several administrative functions to access projects, including user login and authentication, as well as checking permissions.

The Teamwork Server uses repositories for project version storage. The administrator can select any one of the supported repository types in the Teamwork Administrator's console to configure the server (for more information, see [Starting the Administrator's Console](#)). Data can migrate from one to another repository type. This functionality is also accessible from the Teamwork Administrator's console.

Two different types of repositories are supported:

- [Native](#) (the default MagicDraw repository type).
- [SVN](#) (since v12.5).



¹ - Depends on system configuration

² - Depends on needed reliability

Comparison of repositories.

Regardless of the repository used, users will not feel the difference because the user workflow remains the same.



Repositories

- For more information about specifying repositories, see the Administrator's Console dialog description of the [Repository tab](#).

For more information about importing or exporting a project to the native repository, see the Administrator's Console dialog description of the [Project Import/Export](#) dialog.

Related Pages:

- [objects tab](#).
- [Native Repository](#)
- [SVN Repository](#)