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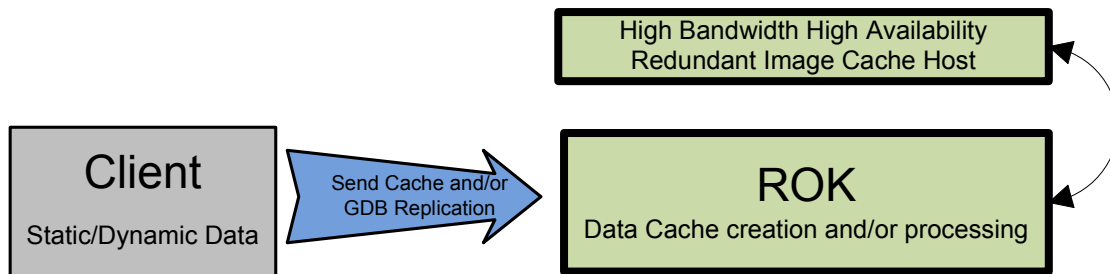
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Time is Money, that is why we have Cache

To take full advantage of your GIS investment, map cache is where it's at. ArcGIS Server uses preprocessed data ready to be displayed virtually instantaneously in web applications. The only bottleneck to serving these cached tiles to your web clients is bandwidth. Do you have enough of it to serve the map hungry public? Do you have the time to perfect and update your map cache?

ROK Technologies has a **Total Tile Cache Management Solution** for geodatabase replication, as well as creating, processing, and storing you map cache tiles. The process begins by acquiring large sized static or dynamic data layers, such as base map and orthophotography from clients. Next, ROK creates and processes your tile cache for either one or multiple layers. This tile cache combines several layers (for example parcels, parcel annotation of dimensions, lots, acreage, etc) and creates cache into one single image layer. The tile cache is then hosted and stored on our high availability, high bandwidth servers so your users get those cached tiles - fast. Depending on the frequency or update refresh need of the client's data, the cache is re-created and updated automatically.



There are several advantages of to using ROK's Tile Cache Hosting Service

- **High Availability.** Stored on multiple, independent networks for redundancy and maximum uptime. There is no single point of failure.
- **High Speed.** ROK's tile hosting service utilizes the latest in network infrastructure on high bandwidth fiber connections, so your tiles are served very quickly
- **Save Time.** Producing cache files requires a heavy time investment. Using ROK to produce and manage your cache files saves you time.

The ability to store and serve large sized data sets while serving it rapidly is the number one advantage. The client's bandwidth is not an issue, since the data is being hosted at ROK's facilities, hence not competing for bandwidth with the clients' other applications.