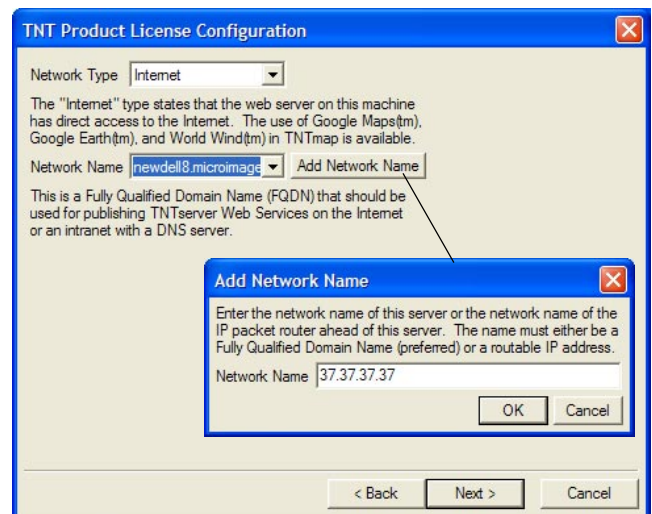


Configuration and Network Type

To exploit the full capabilities of TNTmap in conjunction with a TNTserver installation, the machine on which your web server (Apache or IIS), TNTserver, and TNTmap are installed must have a routable, or public, Internet address. If your machine is connected to the Internet using a packet forwarding device, or router, the router must have a routable Internet address. All TNTserver features are available if running on a private network (private networks do not have routable addresses), or intranet, but communication with Google Earth, Google Maps, and World Wind via TNTmap requires communication with a routable Internet address. Thus, there are three choices for network type for use with TNTserver: Intranet, Internet, or Internet by Proxy. The last choice applies to the case where the computer lacks a routable Internet address but is connected to the Internet by a router that has one.

The second panel of the TNTserver installer (see the color plate entitled *TNTserver 2006:72: Installation*) has you specify the network type and the network name for your TNTserver installation. The network name can be a machine name, an Internet Protocol (IP) address, or a Fully Qualified Domain Name¹ (FQDN, recommended²). All network names for your machine detected by TNTserver will be listed on the Network Name menu. If you are using Internet by Proxy, the FQDN and/or IP address of the router is not on this list, and it is the router's network name that is needed with this setup for your TNTserver to respond to requests over the Internet. To add your router to the list, click on the Add Network Name button and type in the FQDN or IP address for your router.

The messages you see in the TNT Product License Configuration window under both the Network Type and Network Name option menus depend on the current selection. The messages for an Internet Network Type and an FQDN Network Name are shown in the window at the right. The messages for Internet by Proxy and Intranet Network Types are shown below along with the messages received if you have selected a machine name, a routable IP address, or a nonroutable IP address for the network name. Any type of network name (FQDN, routable IP address, nonroutable IP address, or machine name) is valid for use on an intranet although it is not explicitly stated in all of the name messages. Network names that are machine names are only valid for use on an intranet and must also be supported by a Domain Name System (DNS) on that network or be in the client machine's hosts file



(...\Windows\System32\Drivers\Etc).

Internet by Proxy	The "Internet by Proxy" type states that the web server on this machine has indirect access, via a packet forwarding device, to the Internet. The use of Google Maps(tm), Google Earth(tm), and World Wind(tm) in TNTmap is available.
Intranet	The "Intranet" type states that the web server on this machine has no access to the Internet.
nonroutable IP address	This Internet Protocol address is not a valid address for publishing TNTserver Web Services on the Internet. If the web server is having its IP packets forwarded from an Internet visible device, add the DNS name to the list of network names and select it, along with "Internet By Proxy" for the network type.
routable IP address	This Internet Protocol address is a valid address for publishing TNTserver Web Services on the Internet or an intranet.
machine name	This is a machine specific name and cannot be used on the Internet. This can be used on an intranet if the name is supported by an internal DNS or is contained in the hosts file.

¹ An FQDN consists of a host and domain name, such as www.microimages.com, where www is the host, microimages is the second-level domain name, and .com is the top-level domain name. An FQDN always starts with the host name then sequentially presents the domain name levels separated by periods with the top level being last.

² FQDNs are preferable to IP addresses because IP addresses are more likely to change.

