



## Cost-optimized parking storage for EFS cluster environments



### EFS - the world's best shared storage

For over a decade EditShare has delivered high-performance, scalable shared storage solutions that enable media professionals to create outstanding content. EditShare media storage solutions have increased productivity at over 3,500 media enterprises around the globe.

The EFS range from EditShare is an enterprise-grade, storage system that's optimised from the ground up for working with media files. It's fast, completely scalable and virtually immune to data loss through hardware failure. EditShare does the hard stuff under the hood so that creative people can get on with their job, without worrying about data safety, formats or even technical quality control.

### Introducing the EFS 40NL

The 40NL is a storage node that's intended for "parking" media that still needs to be accessible almost instantly, but which doesn't need the extreme speed called for in the middle of an online production workflow. It's the ideal product to save material you know you're going to need soon - but not right now. And because of this, it costs significantly less than production-speed storage. And yet it still has all the robustness and reliability of EFS.

Add EFS 40NL storage nodes to an existing EFS shared storage cluster and move unused media assets and project components to free up your valuable online storage. Doing so takes advantage of the EFS "Storage Node Group" concept which permits users to assign media spaces to a specific set of nodes and define how the files in the media space are protected. What's more, it's easy to use, because EFS 40NL uses the same namespace as EFS Production Storage, which means there are no complicated procedures or routines to move content between systems. You don't even need

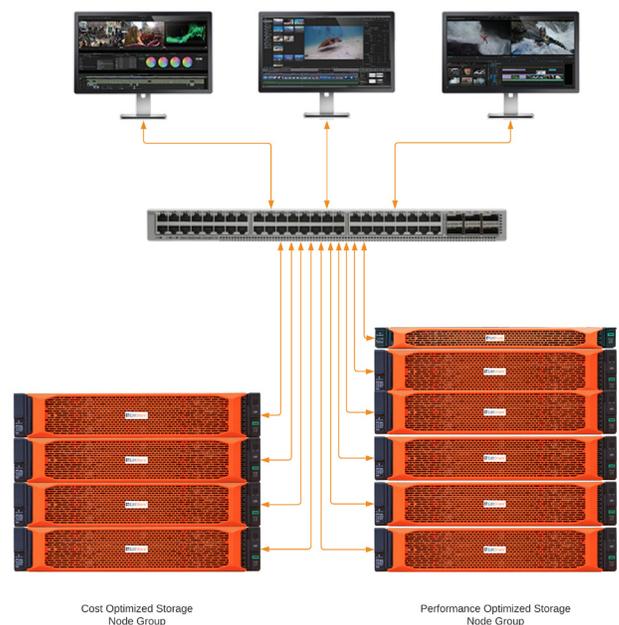
to import or export. It's all just there - in the same virtual place.

Moving media spaces from one storage node group is as simple as defining a new storage goal (node group and XORn, Copyn\* etc.) and the EFS cluster then moves the content in an unobtrusive manner.

### Independent cluster for disaster recovery

A low cost, fully-independent storage cluster can be created by combining an EFS Metadata server (two or more for high availability) with one or more EFS 40NL storage nodes. Each storage cluster then supports a single namespace that will remain unaffected should a disaster destroy the other. Replicating content is easily accomplished with the EditShare Sync Tool.

EFS 40NL will change the way creative people think about nearline storage. It's a new way to simplify your production lifestyle.



# EFS 40NL Product Information

## Hardware Specification

- Based on HPE Apollo4200 Gen10 Rack-mountable 2U server with 24HDDs
- Motherboard with powerful CPU
- 64 GB of RAM
- Boot disks: 2 x 480 GB SSDs, hot-swappable, rear-accessible, RAID-1 protection (1+1)
- Storage disks: 24 x enterprise-grade HDDs in 10 or 16 TB capacities, hot-swappable, front-accessible, RAID-6 protection (10+2)
- 12 Gb/s Hardware RAID Controller and standard RAID-6 protection
- Hot-swappable Power Supplies, Fans, Media and OS drives
- 10GBASE-T, 10 GbE SFP+, 10/25G SFP28, and 100/50/40G QSFP28 NIC options available

## Software Specification

- Ubuntu 64-bit Operating System
- EFS Native Client driver for Windows, Mac OS and LINUX
- Supports SMB and FTP protocols

## Technical Specifications

### Electrical

Input Voltage	100-240 VAC
Input Frequency	50/60 Hz
Power Consumption	800 W

### Environmental

Operating Temperature	10°C (50°F) - 35°C (95°F)
Operating Humidity	8% - 90%, non-condensing
Storage Temperature	10°C (50°F) - 35°C (95°F)
Storage Humidity	8% - 90%, non-condensing

### Thermal Emissions

Typical Thermal Output	3207 BTU/hr
------------------------	-------------

### Dimensions

Width/Height/Depth	8.75 x 44.80 x 82.55 cm 3.44 x 17.63 x 32.50 in
--------------------	----------------------------------------------------

### Weights

Shipping Weight	45 kg / 100 lb
Racked (24 HDD installed)	40.60 kg / 89.51 lb