



Pro Cloud Server

Collaborate

with

WebEA

Create

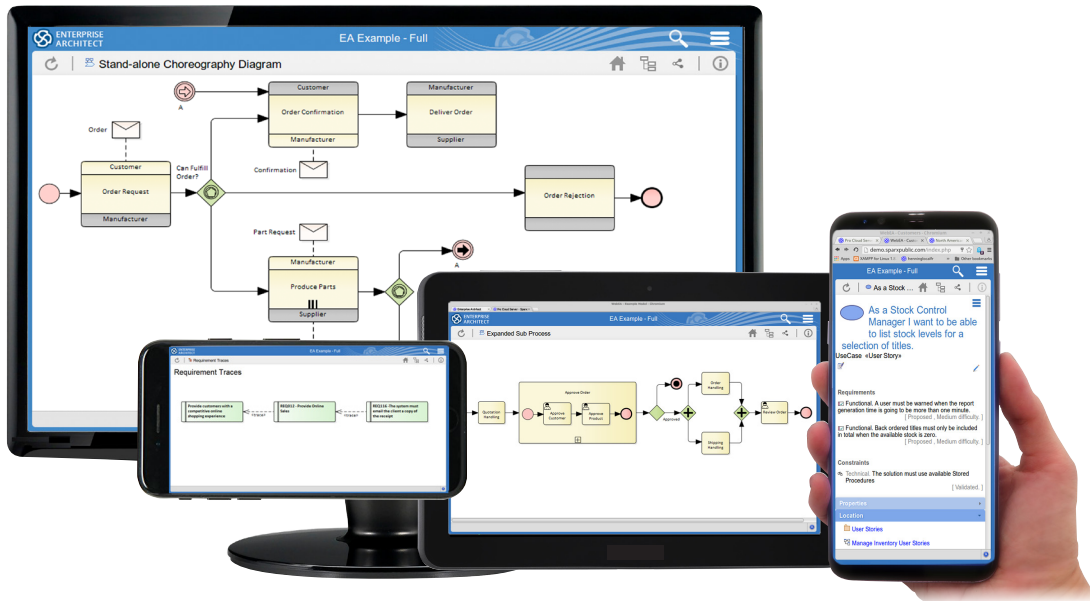
with



Integrate

with

OSLC
RESTful API



Total Integration

WebEA

ENTERPRISE ARCHITECT

OSLC RESTful API

Collaborate

Immediate web based access to models. No need to publish or export content - simply connect your model to the Pro Cloud Server and enjoy shared access to the rich content and visual models created in Enterprise Architect. Review, discuss, manage and collaborate. Share the power and expression of your models with the entire organization.

Create

Connect Enterprise Architect to the Pro Cloud Server and experience optimized access to your models from any web enabled location. Globally collaborate on models by connecting up with a simple URL. No database drivers and other client side access components are required. Access is optimized for high latency links. Connect from anywhere - work from anywhere.

Integrate

Use the extensive RESTful API to exchange information between your model repository and other systems. Based on OSLC/RDF the expanded and efficient API is immediately available for internal use by customers.

Note: A commercial license is required for 3rd party use. The license simply details the scope and conditions under which the API may be used for commercial purposes

Your Model Everywhere

Sparx Systems Pro Cloud Server radically transforms the business value of modeling and design. Instantly extend model access to your entire organization. Review and discuss models and solutions. Assign and manage resources. File bugs, create requirements and much more from a familiar and mobile friendly-web based interface.

Now Available

Small Business Edition

Allows up to three Firebird models and unlimited web users.

\$2999 per server, per year

Team Server Edition

5 models of any supported type (Oracle, MySQL, SQL Server, Firebird etc) and unlimited web users.

\$4999 per server, per year

Enterprise Server Edition

Unlimited models of any supported type and unlimited web users.

\$7999 per server, per year