



COMPARING BOUNDLESS SERVER™ EDITIONS

Geospatial server solutions from Boundless

Boundless Server™ is the world’s best open GIS server solution designed to publish your geospatial content as web services. Built upon the proven, open source GeoServer and GeoWebCache software projects, Boundless Server gives you the flexibility to deploy GIS server software on physical hardware, in the cloud, or in a hybrid environment of both. Boundless offers Server in two different editions:



BOUNDLESS SERVER STANDARD™

Server Standard is designed to fit the needs of most GIS organizations. It is built on leading open source geospatial software with a flexible architecture that enables organizations to reliably manage and publish location data as web services. It leverages an extendable architecture that works in both physical and virtual environments, and supports a myriad of vector and raster formats.



BOUNDLESS SERVER ENTERPRISE™

Server Enterprise is designed for enterprises who have challenges with scalability, failover or are wrestling with geospatial ‘big data’. Boundless Server Enterprise is the first cloud-native geospatial server designed to scale up or out to meet your needs, without being penalized with proprietary licensing fees or confusing credit models. It is delivered as a single, self-contained executable file, complete with common extensions bundled together. This enables Server Enterprise to scale up or out to meet performance demands, or to support an unanticipated spike in user requests. With the ease of configuration in mind, everything from port numbers to workspace settings can be quickly updated through a fully versioned and centrally managed configuration service.

	BOUNDLESS SERVER STANDARD™	BOUNDLESS SERVER ENTERPRISE™
Architecture	Single Node	Nodes can be customized for specific purposes (e.g. read nodes, write nodes, administration nodes, etc.)
Data Catalog	XML-based on local disk	In-memory abstract using Redis with support for clustering and Sentinel
Scalability	Migration to larger hardware & restarting server	Dynamically add worker nodes to pool
Elasticity	Size for peak demand upfront	Scales dynamically, in realtime based on current load
Supported Raster Storage	Local disk / Network storage	Network storage / Cloud blob store (e.g. S3)
Supported Vector Storage	Local disk / Network storage / RDBMS	Network storage / RDBMS / Non-relational stores
Deployment Environments	Physical / Virtualized	Physical / Virtualized / Containerized
Best Practice Use	Consistent, well-defined workload	Batch jobs, unpredictable or public facing loads
Extensions	Extensions can be dropped in as needed	Extensions built into BSE build
License Model	Open Source (GNU GPL)	Built on Open Source, but contains proprietary code and deployment scripts