

Peer-to-Peer software distribution is the industry standard for delivering content at scale and without the large infrastructure investments traditionally required for systems management. While it may seem obvious, a critical component to ensuring software deployment success is making sure that computers are turned on when **needed**, available and ready to send or receive content.

OneSite Wake is a product that safeguards the enterprise by remotely turning on local devices which need software updates and patches. OneSite Wake also empowers enterprise IT teams to enforce their security policies by ensuring that computers are powered on and ready to install critical software deliveries, OS updates, patches, and more.

Are you ready to speed peer-to-peer software distribution through Wake-on-Lan?

When used with Adaptiva OneSite™, OneSite Wake delivers the benefits enterprises need to maximize the speed and efficiency of their peer-to-peer software distribution process including:

- Wake endpoints that store content locally OneSite Wake ensures that any endpoint that is storing content locally can be woken up to share that content with its peers. This reduces WAN downloads by keeping local content highly available.
- Wake endpoints that need to receive software deployments OneSite Wake ensures that any sleeping endpoint that needs to receive content can be woken up locally, automatically and remotely.
- Ensure security compliance and patching success – OneSite Wake ensures that patches and software can be deployed at anytime from anywhere to protect the enterprise and drive compliance.

Key Endpoint Wake Up Features

OneSite Wake includes a set of industry standard wake-up capabilities including:

- Wake-on-LAN (WoL) endpoint boot up capabilities
- Built-in scheduling capabilities to specify the timing of endpoint wake-ups
- Integrate with the Adaptiva OneSite Anywhere software distribution product for advanced reporting and customization capabilities
- Automatic handling of WoL magic packets with no configurations to the routed environment