

## Can Object Synchronization be used with more than two servers?

Published on InterSystems Developer Community (<https://community.intersystems.com>)

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Question

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Consider a design where there could be three or four or more servers and there is a need to have these eventually consistent between them all (and not considering database mirroring here).

The current Caché documentation [here](#) demonstrates this well using object synchronization between two servers, however it doesn't indicate whether more than two servers can participate to create a "mesh type" deployment. Below is a diagram of what I'm curious to know is possible to implement with *Object Synchronization*.

[#Distributed Data Management](#) [#Object Data Model](#) [#Caché](#)

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