

# Fishbowl Inventory System Administrator Guide

## About Fishbowl Inventory

Fishbowl Inventory is an Inventory Control and Manufacturing solution for Small Businesses. It is popular because of its feature value and integration with QuickBooks, Xero Accounting Systems.

## Fishbowl Architecture

Fishbowl is a Java based, server client system. It uses the Firebird SQL database. The clients and server communicate over TCP Port 28192. The server can run on Windows/Linux, and clients run on Windows/Linux/Mac.

## Minimum System Requirements<sup>1</sup>

### Small Database

2-8 Users<sup>2</sup>, <100,000 Items<sup>3</sup>, 500-1000 Monthly Transactions<sup>4</sup>

CPU <sup>5</sup>	2 Cores, >1000 STS
Memory	Server: 1GB, Client 512MB
Disk IOPS <sup>6</sup>	10,000 IOPS Minimum

### Large Database

>10 Users, >100,000 Items, >1000 Monthly Transactions

CPU	>4 Cores, >1500 STS
Memory	Server: 2GB, Client: 768-1024MB
Disk IOPS	15,000 IOPS Minimum

## Fishbowl Limitations

Some of these limits are technical, others are practical.

1. 2,000,000 Items
2. 75 Concurrent Users
3. 150,000 Monthly Transactions
4. >1% Client to Server Packet Loss
5. >50ms Client to Server Latency
6. Minimum 1:10 Ratio of STS to IOPS.

## Deployment Notes

### Local Server & Desktop Clients

This is the most common deployment of Fishbowl Inventory. It is the most reliable experience for Fishbowl Inventory users.

### Local Server & Remote Desktop Clients

Where higher packet loss and latency is to be expected, Remote Desktop clients is the preferred

deployment for remote sites. Consider issues with client level settings like email being shared across users. Anticipate higher memory use on the Terminal Server for the clients.

### Local Server & VPN Clients

If your VPN network can provide a clean connection between the clients and fishbowl, over VPN use may be acceptable. Latency limits still apply, and odd network behavior with lost packets will cause clients to lock-up.

### Hosted Cloud Server (Desktop & RDS)

The performance minimums still apply to hosted/cloud solutions. Most providers over-subscribe VM Hosts, and do not guarantee performance. Benchmark to confirm performance minimums.

## Backups

Use the Fishbowl Inventory Scheduled task for backups. The BCK file is a hot backup. Do not schedule the backup interval to occur less than 3 hours, or during Accounting Exports. There is no master-slave log shipping solution for Fishbowl.

## Troubleshooting Fishbowl

### Lockups – “Fishbowl is Too Slow”

This is a common complaint, server resources are almost always the cause. Confirm FB has the resources it needs, and no other software (Exchange) is using the needed CPU/Memory. A few seconds of network dropout will cause the client to lockup.

### Fishbowl Crashed – Stopped Working

The Client is entirely UI Blocking, so a stopped/failed server will lock the clients. End Task is the only solution. Application Stack Traces for troubleshooting can only be seen when running via bat files. See `Fishbowl\server\bin\eve.bat` and `Fishbowl\client\bin\client.bat` a console window will appear for both client/server bat files. This will aid your case with Fishbowl Support.

## Additional Resources

[Unofficial Fishbowl User Group](#)

[1TB Firebird SQL Report](#)

[Fishbowl Inventory Wiki](#)

[Performance Test by PassMark](#)

<sup>1</sup> Not strict minimums, but opinions based on data.

<sup>2</sup> Concurrent Fishbowl Inventory Users

<sup>3</sup> Fishbowl Inventory Parts / Products

<sup>4</sup> 1 line item on SO/PO = 1 transaction

<sup>5</sup> STS – Single Thread Score by PassMark

<sup>6</sup> Queue Depth 32 – 4KB Blocks

