

GUI Version

This module is the graphical user interface for the Entire Screen Builder Server. It is responsible for getting the character screens and for creating a specific graphical user interface protocol to be sent to an Entire Screen Builder GUI viewer (Web Viewer or Windows Viewer) using the transformation rules defined by the developer.

The following topics are covered below:

- GUI Version Settings
- Log Connections

Note:

When the Entire Screen Builder Server has been stopped, only the settings can be displayed. The object "Log Connections" is not available.

GUI Version Settings

In the tree-view frame, select the "GUI Version" object (i.e. the name next to the plus sign).

When the Entire Screen Builder Server has been stopped, the following dialog appears:

Property	Value
Rules repository:	C:\Program Files\Software AG\Entire Screen Builder 5\Repository Browse...
Timeout:	0

Update Configuration

Listen address

DEFAULT (port 22367)

Add Edit Delete

Properties

The following properties can only be modified when the Entire Screen Builder Server has been stopped.

Rules repository

The directory containing the rules used for the Entire Screen Builder Server.

When specifying a network drive, you cannot use the **Browse** button. You have to enter the network drive and path information in the **Rules repository** text box.

If the rules repository is to be accessed using a network drive, an account must be associated with the Entire Screen Builder Service. The account must have access rights to the network drive on which the repository is stored. Make sure that the password of this account never expires. Otherwise, the repository cannot be accessed.

To associate the account with the Entire Screen Builder Service go to Services in the Control Panel, select **Software AG Entire Screen Builder Service** and display the properties. In the resulting dialog box, specify the account on the Log On page.

Timeout

Timeout in seconds for automatically disconnecting idle connections (0 means infinite). A connection is considered idle when there is no data traffic between the client and host.

Listen address

Since a computer can have several Ethernet cards, Entire Screen Builder provides a mechanism for listening to different IP addresses in the same system.

You can choose the **Add** button to define an additional address.

Property	Value
IP IP address:	<input type="text"/>
 Port number:	<input type="text"/>

- IP address**
 Specify the IP address to which a GUI Version thread is listening. If you do not specify an IP address, the GUI Version listens to the default IP address configured in the system.
- Port number**
 The number of the port where a GUI Version thread listens.

Commands

The following command buttons are only available when the server is running.

Load	Load the module if it is unloaded. The detail-view frame informs you whether the module has been loaded successfully.
Unload	Unload the module if it is loaded. The detail-view frame informs you whether the module has been unloaded successfully.
Send Message	Send a message to the clients currently connected through this module. See also <i>Sending Messages</i> .

Log Connections

By default, statistics information is deactivated. Statistics can only be activated when the server has been started. See *Starting and Stopping the Entire Screen Builder Server*.

You can activate this type of statistics to create a log entry for each client workstation that connects to the Entire Screen Builder Server. The log entry contains the IP address of the client workstation and the type of session that was used to connect.

Under Windows, the log entry is stored in the Windows Event Viewer. In the UNIX environment, the log entry is stored in the file *ewvserver.txt*.

Select "Log Connections" which is located under the "GUI Version" object.

Log Connections	
Property	Value
 Monitoring Status	On

Commands

Activate	Activate this type of statistics.
Deactivate	Deactivate this type of statistics.