

# Image Server

The image server, which is part of the Entire Screen Builder Server, is an internal server that can be used by the Entire Screen Builder GUI viewers (Web Viewer and Windows Viewer) to get the images. This internal image server has limited functionality. It only supports the GET request. You can also use any other Web server (HTTP server) for this purpose.

The image server that is to be used is defined in the client control properties `HttpServer` and `HttpPort`. See the *Overview of Client Control Properties* in the *User Exits* documentation.

The information in this section only applies to the internal image server. It does not apply to an external Web server.

Detailed descriptions of the settings and objects under "Image Server" are provided below:

- Image Server Settings
- Alias List

**Note:**

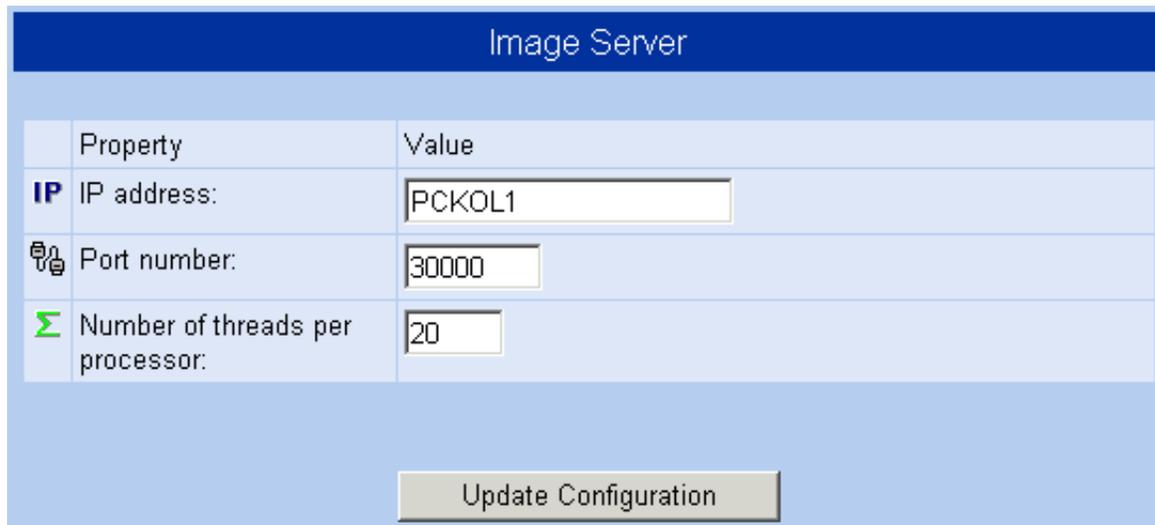
When the Entire Screen Builder Server has been stopped, only the settings of the image server can be displayed. All other objects are not available.

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## Image Server Settings

To display the properties, select the "Image Server" object (i.e. the name next to the plus sign) in the tree-view frame.

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



	Property	Value
IP	IP address:	PCKOL1
🔌	Port number:	30000
Σ	Number of threads per processor:	20

Update Configuration

### Properties

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

#### IP address

The IP address or host name of the machine on which the Entire Screen Builder Server is running.

#### Port number

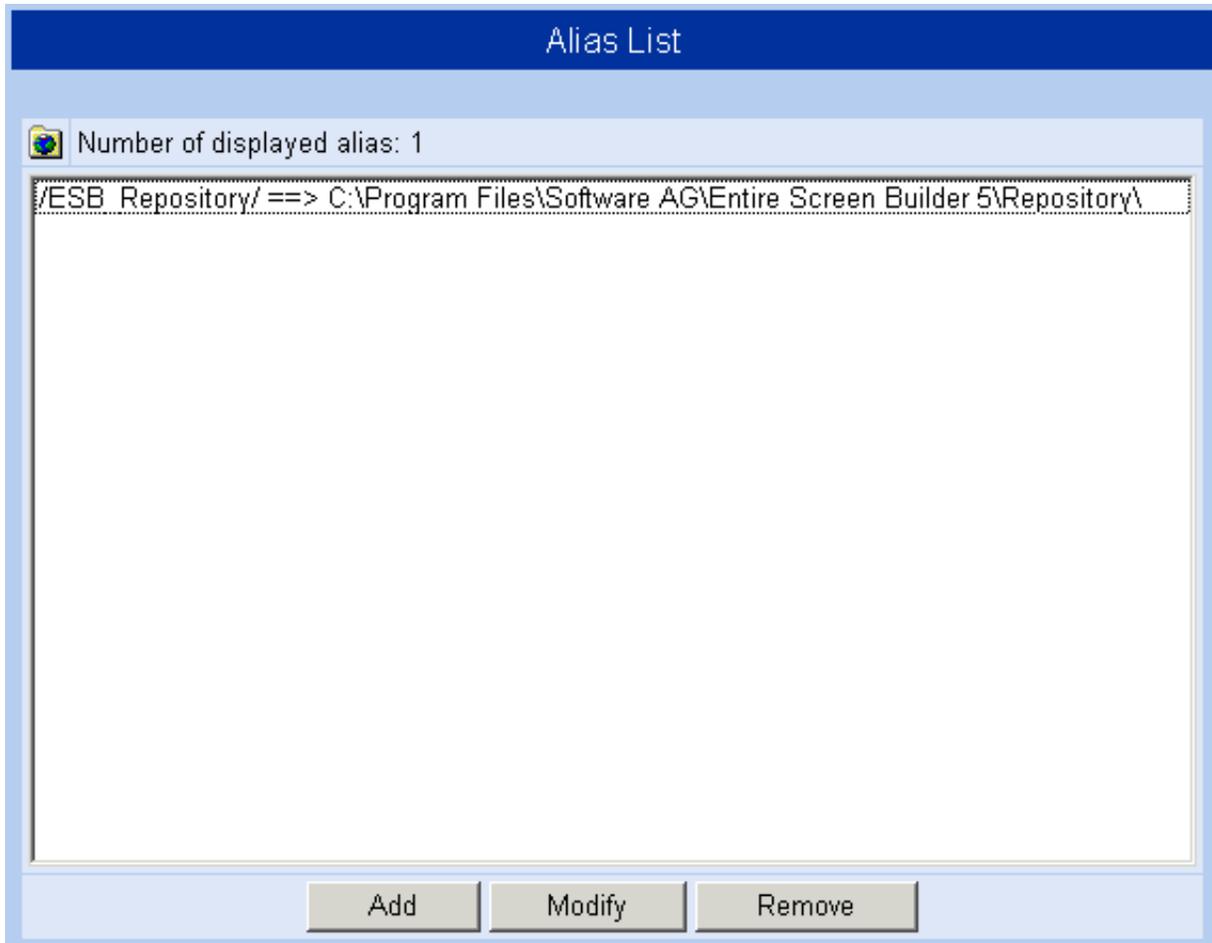
The number of the port where the internal image server listens.

#### Number of threads per processor

The Entire Screen Builder Server will create the specified number of worker threads to handle the image requests from the GUI viewers.

## Alias List

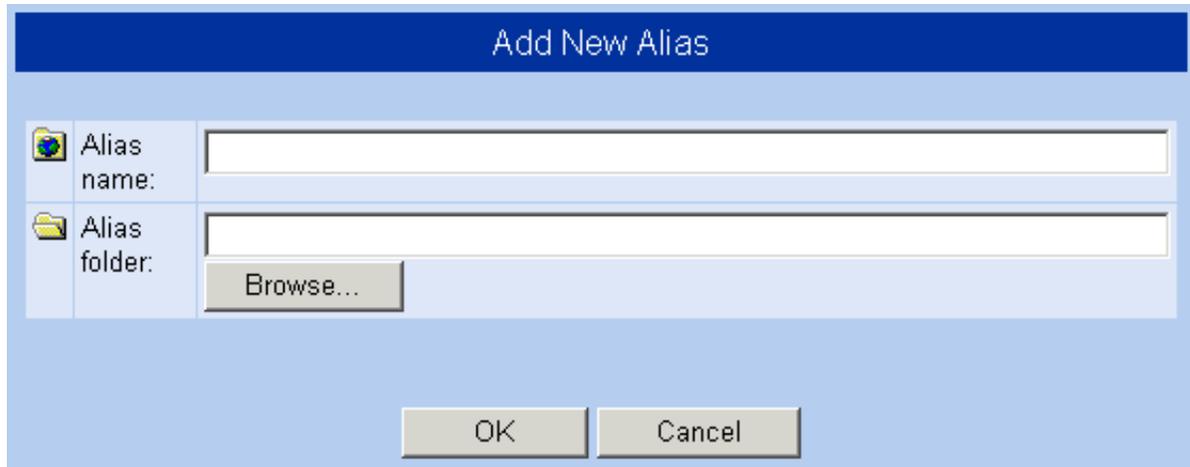
This list contains all aliases defined in the internal image server. An alias points to a folder containing the images for the transformation rules that have been defined with the SDK. Select "Alias List" which is located under the "Image Server" object.



▶ **To add an alias**

1. Choose the **Add** button.

This displays the following:



The screenshot shows a dialog box titled "Add New Alias". It contains two input fields: "Alias name:" and "Alias folder:". The "Alias folder:" field has a "Browse..." button next to it. At the bottom of the dialog, there are "OK" and "Cancel" buttons.

2. Specify an alias name.
3. Specify the path to the folder containing the images.
4. Choose the **OK** button.

▶ **To modify an alias**

1. Select the alias in the alias list.
2. Choose the **Modify** button.
3. Modify the alias name and/or the alias folder.
4. Choose the **Update** button.

▶ **To remove an alias**

1. Select the alias in the alias list.
2. Choose the **Remove** button.