

System Management Hub

The System Management Hub is used to administrate the Entire Screen Builder Server. This also includes the administration of host sessions, color schemes, key schemes, user profiles and group profiles.

The administration component for the Entire Screen Builder Server is implemented as a client-server application which runs in the System Management Hub, the standard, GUI-based, central point of administration for Software AG's products. It is installed with Entire Screen Builder.

Data that is sent between the Entire Screen Builder Server and the System Management Hub is not encrypted. It is assumed that there are secure links between your Entire Screen Builder Server and the client workstations on which you run the System Management Hub.

This documentation is organized under the following headings:

- Getting Started How to start the System Management Hub and how to access the administration component for the Entire Screen Builder Server. General information about the graphical user interface and how to refresh the display.
- Administrators How to authorize other users to administrate the Entire Screen Builder Server.
- Managing the Entire Screen Builder Server How to start and stop the Entire Screen Builder Server, define server settings, send messages to all connected clients, activate tracing and add new license files.
- 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 a GUI viewer using the transformation rules defined by the developer.
- Terminal Version This module is the character user interface for the Entire Screen Builder Server. It is responsible for getting the character screens to be sent to the Terminal Viewer.
- XML Version This is the zero client footprint module for the Entire Screen Builder Server. It is responsible for converting the character screens to XML which can be displayed in a browser following transformation into HTML using a stylesheet.
- Tunneling Server This server is used for the communication between the Entire Screen Builder Server and the Web servers.
- Image Server This is the internal image server that can be used by the GUI viewers to get the images.
- Host Sessions How to define and administrate host sessions.
- Color Schemes How to define color schemes for the different host sessions.
- Key Schemes How to define key schemes for the different host sessions (that is, how to assign host keys to your PC keyboard).
- BS2000 P-Key Schemes How to define P-key schemes for sessions of type BS2000.
- User and Group Concept General information on user and group profiles. How to control session and script access, and how to change session parameters.
- Users How to define user names, passwords and other user-specific properties in a user profile.
- Groups How to assign a user to one or more user groups. The user inherits all authorizations and session profiles defined for the group(s).

The information defined with the System Management Hub is written to different files:

- **Server configuration**

Under Windows, this information is stored in the registry. In the UNIX environment, it is stored in the file *ewvreg.reg*.

- **Host session configuration**

This information (including key schemes and color schemes) is stored in the file *nswconfig.xml* which is stored in Entire Screen Builder's *data* folder.

- **User and group profiles**

This information is stored in the *profiles* folder which is also stored in Entire Screen Builder's *data* folder.

You must not modify the above information manually using an external editor.

Note:

By default, two user interfaces are installed for the System Management Hub: a Web interface and a batch interface. The Entire Screen Builder Server only supports the Web interface which is based on HTML and JavaScript. See the System Management Hub documentation for further information.