

Introduction

This chapter covers the following topics:

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 - Basic Steps
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About This Tutorial

First-time users are recommended to work through this tutorial to obtain an overview of how to work with Entire Screen Builder. This tutorial is not intended to be a comprehensive description of the full range of possibilities provided by Entire Screen Builder. Therefore, explanations are kept to a minimum. For a full description of each feature, refer to the documentation *Defining the Rules Using the SDK*.

This tutorial assumes that Entire Screen Builder has been installed with a developer license. This installs the SDK. This tutorial also assumes that your character-based application is running on a mainframe.

Important:

This tutorial assumes that you have a default installation of the Entire Screen Builder developer version. If you have modified the server settings or installed other components (for example, another HTTP server such as the Microsoft Internet Information Server), the detailed step-by-step descriptions in this tutorial may not work for your specific installation.

In this tutorial, several basic rules are defined for Con-nect, Software AG's office system. If Con-nect is not installed in your environment, you can also use any other application. Extended rules are illustrated using a logon screen.

Basic Steps

In order to create the transformation rules, you will perform the following basic steps in the course of this tutorial:

1. Define a rules repository with the System Management Hub.

This repository contains the demo data installed with Entire Screen Builder.

2. Define a host session with the System Management Hub.

This host session can then be invoked in a viewer.

3. Define the server settings with the SDK.

The Windows Viewer can then be invoked from the SDK.

4. Open the required scope.

You can either define transformation rules in global scope (i.e. these rules are then applied to all host screens for which an application scope has not been defined), in application scope (i.e. these rules are only applied to the screens for which a unique identification that you have defined is detected), or in map scope (i.e. these rules are only applied to a specific screen for which a unique identification that you have defined is detected).

5. Save a screen file and define the transformation rules.

You can use the screen file as a template for defining the transformation rules. For example, you can define that toolbar buttons are shown instead of host keys, or that the name of your host application is shown in the title bar of the viewer.

6. Check how your rules are applied in the viewer.

You can now start with the exercises: *Preparing to Use Entire Screen Builder*.