

Preparing to Use Entire Screen Builder

This chapter covers the following topics:

- Starting the System Management Hub
 - Stopping the Entire Screen Builder Server
 - Defining the Rules Repository
 - Defining a Host Session
 - Starting the Entire Screen Builder Server
 - Defining an Alias for the Images Folder
 - Starting the SDK
 - Defining the Server Settings
 - Invoking the Windows Viewer
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Starting the System Management Hub

The System Management Hub is used to administrate the Entire Screen Builder Server.

If you do not specify otherwise during installation, an Entire Screen Builder folder automatically appears in the Programs folder of the Start menu after Entire Screen Builder has been installed. It contains the shortcuts for the Entire Screen Builder components, including the System Management Hub.

To start the System Management Hub

1. From the Start menu, choose **Programs > Software AG Entire Screen Builder *n.n.n* > System Management Hub**.

This displays an HTML page containing the following in your browser:



2. Enter your user name and password.

This is the user name and password for the machine on which the Management Independent Layer of the System Management Hub is running. When a domain is required with the user name, enter it as follows:

domain-name\user-name

3. Choose the **Login** button.

The main HTML page for the System Management Hub is now shown.

4. In the tree-view frame at the top left, click the plus sign next to the host name to expand the object.

When using the keyboard, you can expand or collapse the tree structure by selecting an object and pressing RIGHT-ARROW or LEFT-ARROW.

The object "Entire Screen Builder" is now shown in the tree.



Stopping the Entire Screen Builder Server

The properties of the Entire Screen Builder Server (the rules repository and the host session that you define with the following exercises) can only be modified when the server has been stopped.

▶ To stop the Entire Screen Builder Server

1. Select the "Entire Screen Builder" object (i.e. the name next to the plus sign).
2. In the command frame at the bottom left, choose the **Stop** button.

A message indicating that the server has been stopped is shown in the detail-view frame on the right. This may take a while.

3. In the detail-view frame, choose the **OK** button.

Defining the Rules Repository

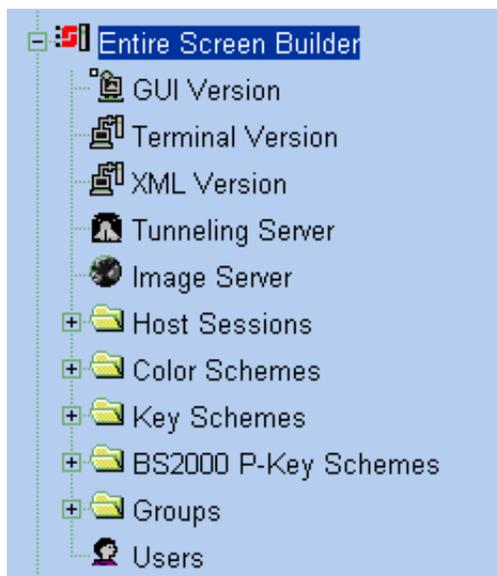
All image files for the rules that you define with the SDK are stored in the rules repository. The SDK stores the files with relative path names - relative to the current repository setting. So that the sample image files that are delivered with Entire Screen Builder and that you define in the course of this tutorial can be found, you have to define the folder *sampleconf*, which is installed with Entire Screen Builder, as the new rules repository.

The rules repository is defined using the System Management Hub.

▶ To define the rules repository

1. Expand the object "Entire Screen Builder".

This displays additional objects.



2. Select the "GUI Version" object.

The settings for the GUI Version are now shown in the detail-view frame.

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

3. Define the following folder as the new rules repository: *drive:\Program Files\Software AG\Entire Screen Builder 5\samples\sampleconf.*

Or:

Choose the **Browse** button to select this folder from a dialog.

4. Choose the **Update Configuration** button.

Defining a Host Session

The host sessions that are to be shown in a viewer are defined using the System Management Hub.

▶ To define a host session

1. Select the "Host Sessions" object.

Commands button for adding different types of host session are now shown.

2. Choose the **Add** button for the desired session type (e.g. **Add Telnet TN3270 Session**).

A dialog box for the specified session type appears.

3. Specify at least a session name and a host name or IP address.

For example:

Host Session		
	General Property	Value
	Session type:	Telnet TN3270
ID	Session ID:	
	Session name:	<input type="text" value="MySession"/>
	Color scheme:	<input type="text" value="ibm3279"/>
	Key scheme:	<input type="text" value="sagkeys1"/>
	XML/HTML character encoding:	<input type="text" value="Windows-1252"/>
	Communication Property	Value
IP	Host name / IP address:	<input type="text" value="ibm1.software-ag.de"/>
	Port number:	<input type="text" value="1023"/>

Note:

This description applies to formatted screens. It does not apply to line mode which is available with Telnet.

For a session of type Natural UNIX, you also have to specify the service name of Entire Screen Builder (e.g. NSWDEMO).

4. Choose the **Save New Session** button at the bottom of the detail-view frame.

Starting the Entire Screen Builder Server

So that you can connect to the session you have just defined (this is explained later in this section), you have to start the server again.

To start the Entire Screen Builder Server

1. Select the "Entire Screen Builder" object.
2. In the command frame at the bottom left, choose the **Start** button.

A message indicating that the server has been started is shown in the detail-view frame.

3. In the detail-view frame, choose the **OK** button.

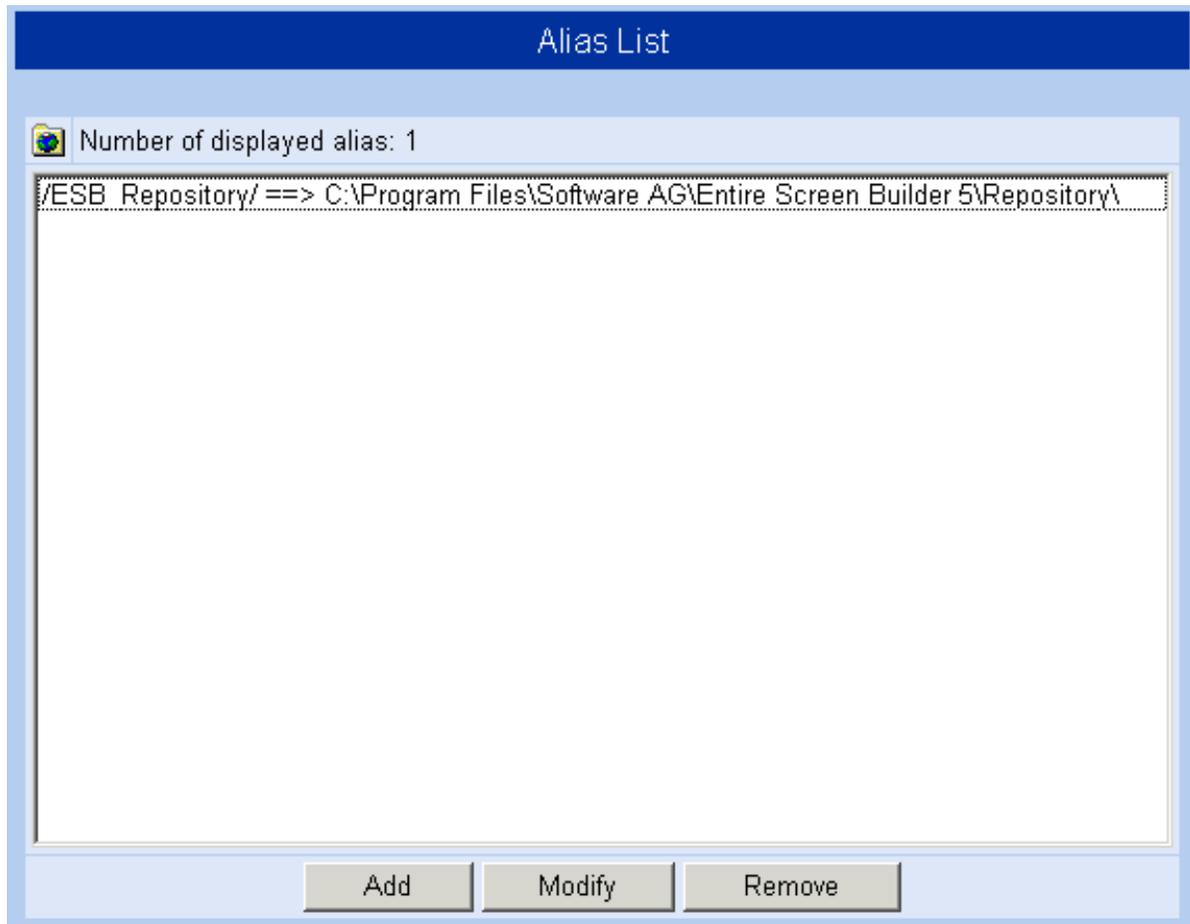
Defining an Alias for the Images Folder

So that images can be displayed in the Entire Screen Builder GUI viewers, you have to define an alias which points to the folder containing the images for the transformation rules that you will define with the SDK. This can only be defined when the Entire Screen Builder Server is running.

To define an alias for the images folder

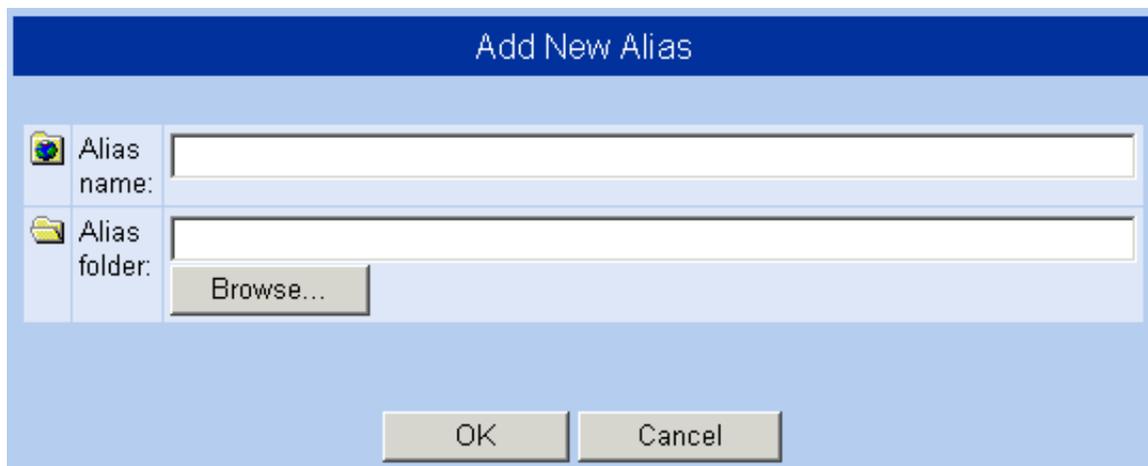
1. Expand the object "Image Server".
2. Select "Alias List".

The defined aliases are now shown.



3. To add an alias, choose the **Add** button.

This displays the following:



4. Specify "Demo_Repository" as the alias name.
5. Specify the following as the alias folder: *drive:\Program Files\Software AG\Entire Screen Builder 5\samples\sampleconf*.

6. Choose the **OK** button.

You can now quit the System Management Hub.

7. To quit, select the name of the host under which the "Entire Screen Builder" object is located.
8. In the resulting command frame, choose the **Logout** button.

You can now simply leave the HTML page or close the browser window.

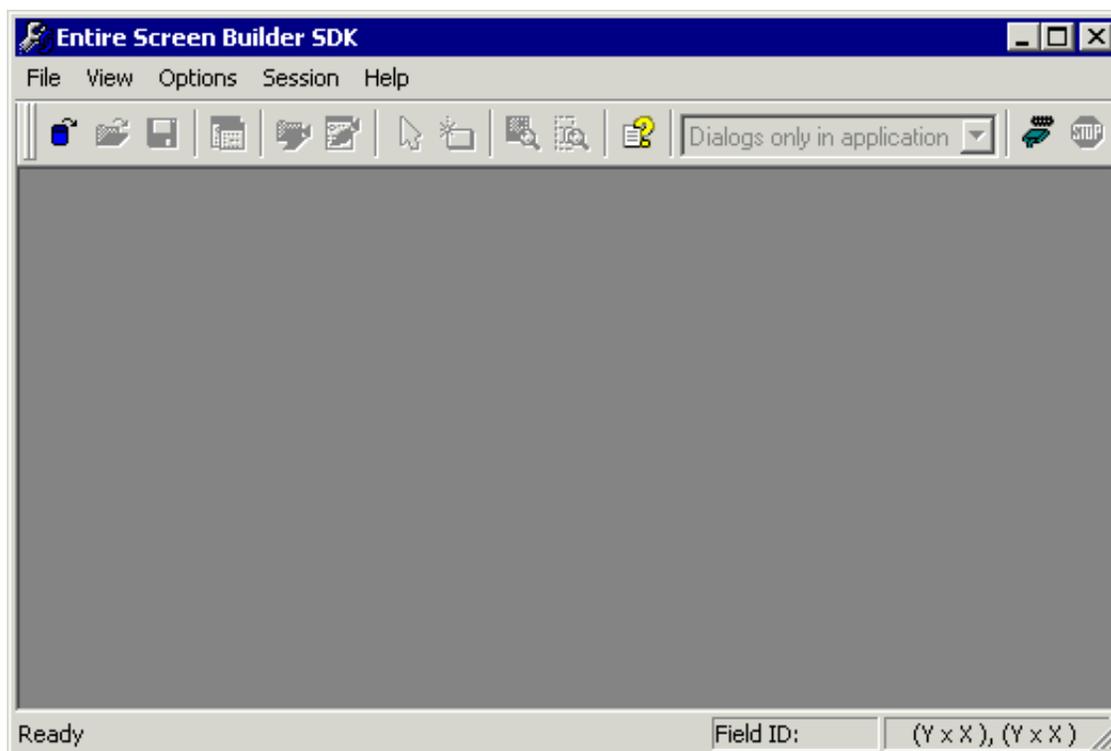
Starting the SDK

If you do not specify otherwise during installation, an Entire Screen Builder folder automatically appears in the Programs folder of the Start menu after Entire Screen Builder has been installed. It contains the shortcuts for the Entire Screen Builder components, including the SDK.

▶ To start the SDK

- From the Start menu, choose **Programs > Software AG Entire Screen Builder *n.n.n* > SDK**.

When you start the SDK, the following application window appears:



Directly after starting the SDK, only the menus **File**, **View**, **Options**, **Session** and **Help** are available. When you have opened a scope, additional menus will be available. This will be explained later in this tutorial.

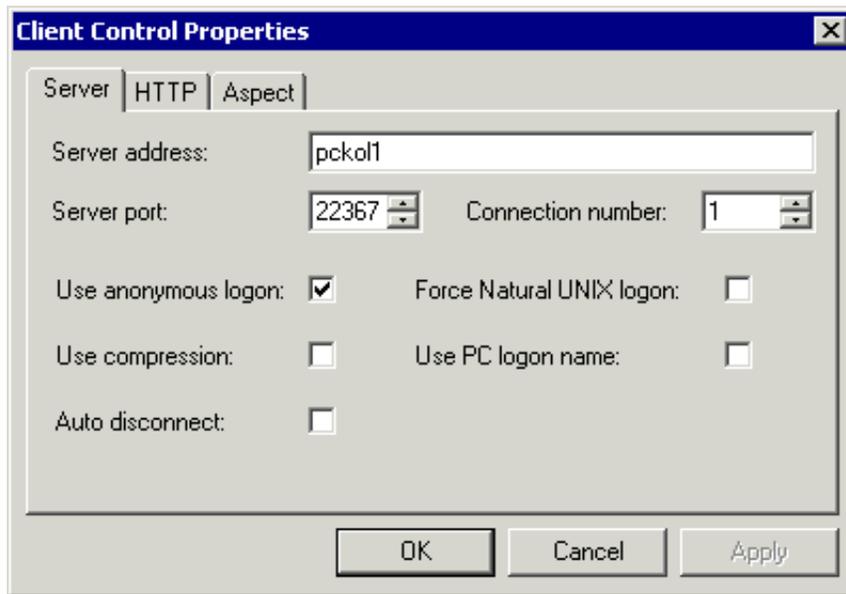
Defining the Server Settings

So that you can invoke the Windows Viewer and check how your transformation rules are applied, you must define the server settings. The following exercise describes the minimum configuration information that has to be defined.

▶ To define the server settings

1. From the **Session** menu of the SDK, choose **Properties**.

The Client Control Properties dialog box appears.



2. Specify the following information on the Server page:

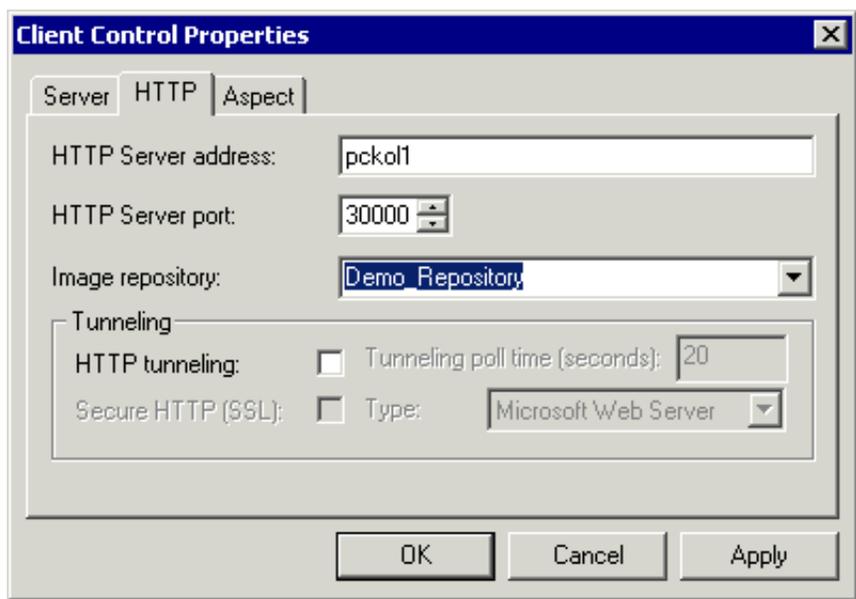
Property	Description
Server address	If the Entire Screen Builder Server and the SDK are on the same machine, you may use "localhost" for the local machine. Otherwise specify the IP address or name of the machine on which the Entire Screen Builder Server is running.
Server port	The number of the port where the Entire Screen Builder Server listens. For this tutorial, you need not modify the predefined value.
Connection number	Specify the ID of the session that you have previously defined in the System Management Hub. The session ID is automatically created in the System Management Hub when you add a host session.

3. Select the HTTP page.

4. Specify the following information on the HTTP page:

Property	Description
HTTP server address	The IP address or host name of the machine on which the HTTP server is running. If the Entire Screen Builder Server and the SDK are on the same machine, this is the IP address or name of your PC.
HTTP server port	The number of the port where the HTTP server listens. For this tutorial, you need not modify the predefined value.
Image repository	Select Demo_Repository from the drop-down list box. This is the alias name you have previously defined with the System Management Hub.

For example:



5. Choose the **OK** button to save your specifications.

Now that the server settings have been defined, you can invoke the Windows Viewer from the SDK.

Invoking the Windows Viewer

You will now start the Windows Viewer with the host session you have previously defined.

Note:

When a message appears indicating the connection to the viewer has been refused, the Entire Screen Builder Server has not yet been started (see above).

▶ **To start the Windows Viewer**

1. From the **Session** menu of the SDK, choose **Connect**.

Or:

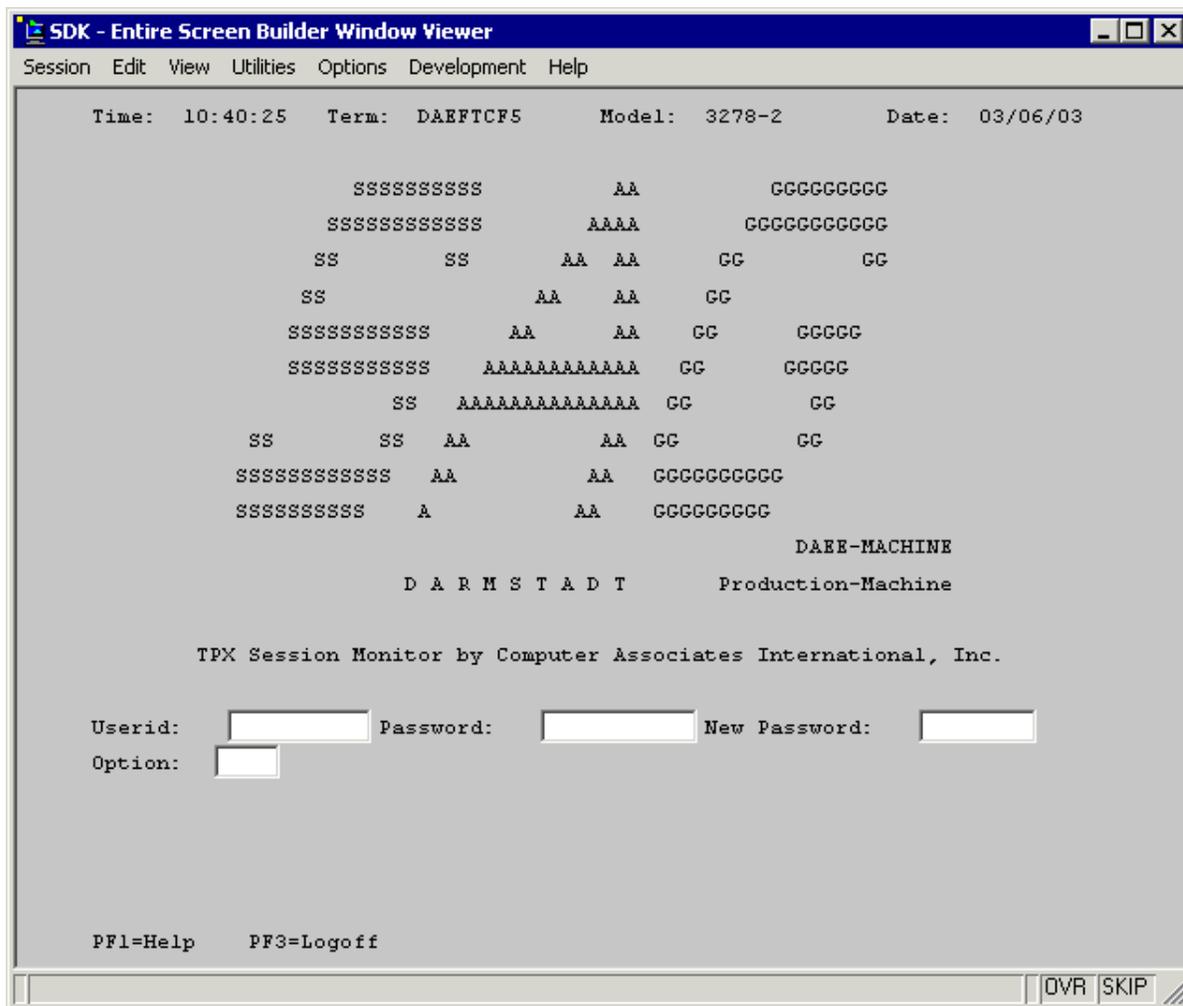
Choose the following toolbar button:



The host session is displayed in the Windows Viewer.

2. Use the Windows Viewer to log on to your application.

For example:



When no rules have been defined, only the built-in rules are applied: edit boxes are shown instead of input fields, and double-clicking the left mouse button is equivalent to pressing the ENTER key. Not many differences will be noted in relation to the original character screen. You navigate through your application as usual.

Do not close the Windows Viewer in which your application is shown. Leave it active during the whole course of this tutorial.

You can now proceed with the next section: *Defining Basic Rules in Global Scope*.