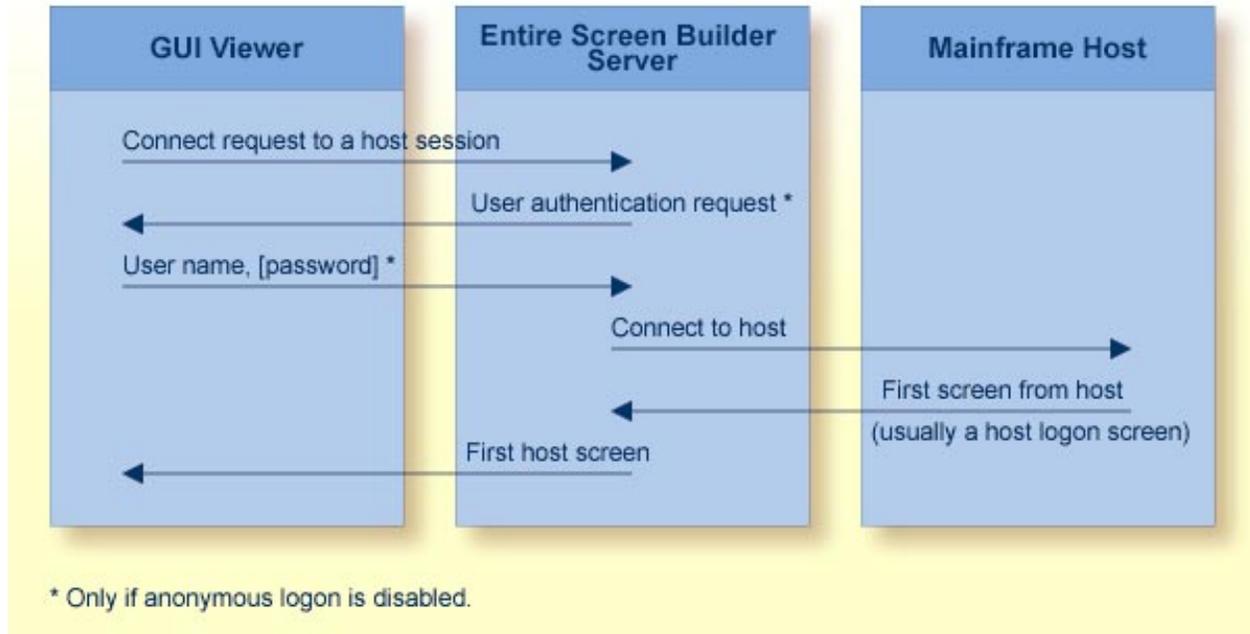


# User Authentication

When you connect to a GUI viewer, a logon dialog box may appear. This depends on the setting for anonymous logon.

The following graphic explains the user authentication process for a mainframe host:



## Note:

The user authentication process for a UNIX or OpenVMS host is explained in *Using the Viewers with Natural on UNIX and OpenVMS Hosts* in the *Installation and Configuration* documentation.

When a user name is required for connecting to the Entire Screen Builder Server, the User Authentication dialog box appears.

The administrator defines whether this dialog is to appear or not. It does not appear if anonymous logon has been defined.

▶ **To logon to the Entire Screen Builder Server if user authentication is required**

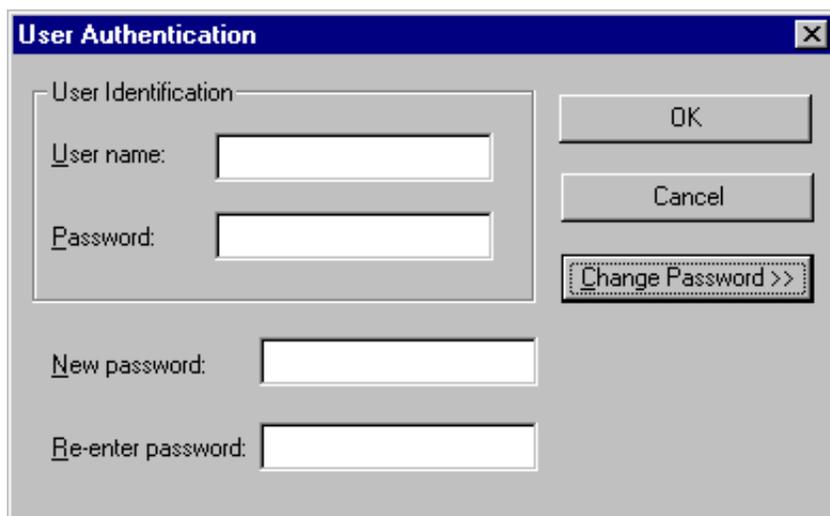
1. Enter your user name as defined on the Entire Screen Builder Server.
2. Enter your password, if required.
3. Choose the **OK** button.

You are now connected to the host session, with the rights that have been defined for you.

▶ **To change your password**

1. Enter your user name as defined on the Entire Screen Builder Server.
2. Enter your password.
3. Choose the **Change Password** button.

The dialog box unfolds, displaying additional options.



The screenshot shows a 'User Authentication' dialog box. It has a title bar with the text 'User Authentication' and a close button (X). The dialog is divided into several sections. On the left, there is a 'User Identification' section with two text input fields: 'User name:' and 'Password:'. To the right of these fields are three buttons: 'OK', 'Cancel', and 'Change Password >>'. Below the 'User Identification' section, there are two more text input fields: 'New password:' and 'Re-enter password:'. The 'Change Password >>' button is highlighted with a dashed border.

4. Enter the new password.
5. Enter the new password once more.
6. Choose the **OK** button.

The password is changed and you are connected to the host session, with the rights that have been defined for you.