

GUI Viewers

This documentation applies to the following viewers: Windows Viewer (including its standalone version) and Web Viewer.

Using the Entire Screen Builder GUI viewers (which run on the client workstations), you can display the host screens. The transformation rules that have been defined with the SDK will then be applied. Any input that the user applies to a host screen will be sent to the Entire Screen Builder Server.

The Web Viewer runs in a browser. Ask your administrator which URL to use to open the HTML page which connects you to this type of viewer. The Windows Viewer runs as a Windows application, see *Invoking the Windows Viewer*.

As long as the license limit has not been reached, you can work with several host sessions at the same time (by invoking the HTML page from which you can connect to the viewer). The number of opened connections is compared with the number of users in the license file.

In a development environment (which includes the SDK), you can only connect one GUI viewer to the Entire Screen Builder Server. This is to enable reloading and testing of the rules during development.

This documentation is organized under the following headings:

- Invoking the Windows Viewer The Windows Viewer can be invoked from the SDK and from the Windows Start menu.
- User Authentication How to logon to the Entire Screen Builder Server if user authentication is required, and how to change the password.
- Elements of a GUI Viewer Window Information on the menus, function keys toolbar, BS2000 keys toolbar, data transfer toolbar, dialog title bar and status bar.
- Working with the GUI Viewers How to reload rules, print a host screen, cut, copy and paste information, invoke help for an application, and terminate a host session.