

Installation and Configuration

This documentation explains how to install and configure Entire Screen Builder.

You can install Entire Screen Builder either on a Windows or UNIX system. Please note that the full functionality is only available on Windows systems while there are several restrictions (platform availability, functionality) for UNIX systems.

The installation program installs and preconfigures the Entire Screen Builder Server on a Windows or UNIX machine. It also copies the client software for the different viewers to subdirectories on the server machine.

If the host system on which you run your Natural applications is a UNIX or OpenVMS system, additional software for Entire Screen Builder has to be installed on the host (i.e. a daemon which starts a Natural program that is linked with an Entire Screen Builder library).

If the host system on which you run your applications is a mainframe, you only have to install Entire Screen Builder. No additional software has to be installed on the host system.

The following topics provide all information required for installing and configuring Entire Screen Builder:

- Supported Communication Methods
Information on the communication methods supported by Entire Screen Builder.
- Possible Setup Scenarios
Diagrams which show the components and architecture for a development environment and a production environment.
- Installing the Entire Screen Builder Server and the SDK on a PC
Prerequisites, installation instructions and information on license files, shortcuts in the Start menu, program folders, environment variables, and keys in the registry. How to use the demo application, and information on the export feature of Entire Connection.
- Installing the Entire Screen Builder Server in the UNIX Environment
Differences between the Windows and UNIX versions, prerequisites, installation instructions, and directories. How to work with the Entire Screen Builder Server in the UNIX environment, and how to deinstall the Entire Screen Builder Server.
- Updating Manually Deployed Files on the HTTP Server
Overview of files and modules that have to be modified on the HTTP server after an update installation.
- Installing Natural for Entire Screen Builder on UNIX Hosts
Prerequisites, directories, installation instructions, configuration files, and how to work with the Entire Screen Builder UNIX components.
- Installing Natural for Entire Screen Builder on OpenVMS Hosts
Prerequisites, directories, installation instructions, configuration file, and how to set up and activate the NSWSRVD daemon.
- Customizing the Web Viewer
How to customize the example HTML pages for the Web Viewer and how make them available to all users in your environment.
- Customizing the Terminal Viewer
How to customize the example HTML page for the browser version of the Terminal Viewer and how make it available to all users in your environment (including documentation).
- Using the Viewers with Natural on UNIX and OpenVMS Hosts
How the logon credentials are picked up when logging on to UNIX and OpenVMS hosts. How to close the Natural application and Natural in error situations. Restrictions when using the viewers with Natural applications on UNIX and OpenVMS hosts.
- HTTP Tunneling
How to set up tunneling for the supported HTTP servers, and how to enable tunneling for the different viewers.
- Configuring the XML Version
Prerequisites, how to configure the XML Version and how to connect to the host.