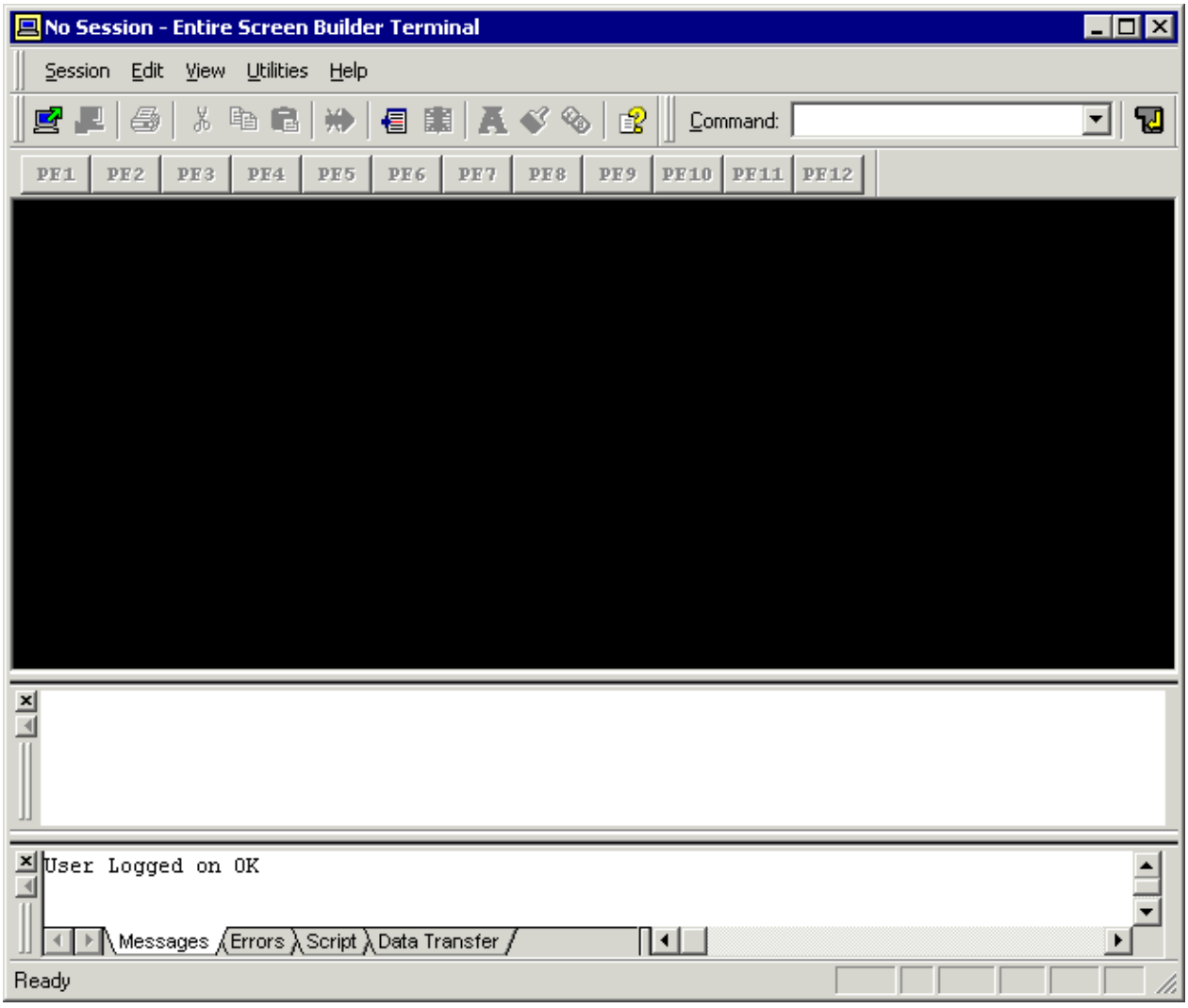
Elements of the Application Window



Note:
Several elements are only shown in the application window when the corresponding commands have been enabled in the **View** menu.

Elements of the Application Window

This chapter covers the following topics:

- Title Bar
- Menu Bar
- Standard Toolbar
- Debug Toolbar
- Command Line
- Status Bar
- Terminal Emulation
- Output Window
- Input History
- Debug Windows
- Keypad
- Shortcut Keys

Title Bar

When a host session is active, its name is indicated in the title bar. Otherwise, "No Session" is shown.

Menu Bar

The following menus are available:

Menu	Using the commands in this menu, you can ...
Session	Start or end a host session. You can also modify your password, the font and color used for the information shown in a host screen as well as print a host screen or define keys and (for BS2000 sessions only) P-keys.
Edit	Copy or cut information from the host screen and paste it in a different location.
View	Show or hide the various elements of the application window (such as the toolbar, keypad or output window).
Utilities	Execute, debug, schedule, and cancel script files. You can also define user variables, cancel the current data transfer, or lock/unlock a session.
Help	Invoke online documentation or information about the Terminal Viewer.

Important:
The shortcut keys that are displayed next to a menu command are not available when the active key scheme uses them for different purposes.

Standard Toolbar

You can execute the most important Entire Screen Builder functions using the standard toolbar.

Using the mouse, you can drag the standard toolbar to another position:

- for example, so that it is shown behind or below the command line, or to the left or right of the terminal emulation screen,
- so that it is shown in a window of its own:

  You can move the window freely on your screen. You can move it back to the application window (e.g. back to its original position below the menu bar) so that it is no longer shown in a window. This process is called "docking". To prevent docking, press CTRL while moving the window.

The toolbar buttons represent the following menu commands:

 **Open** (**Session** menu)

 **Close** (**Session** menu)

 **Print** (**Session** menu)

 **Cut** (**Edit** menu)

 **Copy** (**Edit** menu)

 **Paste** (**Edit** menu)

 **Cancel Transfer** (**Utilities** menu)

 **Script List** (**Utilities** menu)

 **Cancel Script** (**Utilities** menu)

 **Font** (**Session** menu)

 **Color** (**Session** menu)

 **Key Scheme** (**Session** menu)

 **Online Documentation** (**Help** menu)

To switch the standard toolbar display on and off

- From the **View** menu, choose **Toolbars > Standard**.

  When the standard toolbar is displayed in the application window, a check mark is shown next to the **Standard** command.

Debug Toolbar

You can execute an Entire Screen Builder script file in debug mode using the buttons in the debug toolbar. This toolbar appears automatically when you start debugging. See *Debugging a Script File* in the *Utilities* documentation for detailed information.

To switch the debug toolbar display on and off

- From the **View** menu, choose **Toolbars > Debug**.

  When the debug toolbar is displayed in the application window, a check mark is shown next to the **Debug** command.

Note:
This command is only available as long as you are debugging a script file.

Command Line

You can execute a script file directly from the command line.

Entire Screen Builder saves each character string you enter in the command line. Each string can be up to 255 characters long. The drop-down list box contains your last 20 entries. You can select an entry and execute it once more.

When the mouse pointer is positioned on the command line, you can use the *right* mouse button or press SHIFT+F10 to invoke a context menu. Using the commands from this context menu, you can, for example, copy a text string to the command line or undo your last input.

Using the mouse, you can drag the command line to another position:

- for example, so that it is shown before or below the standard toolbar, or
- so that it is shown in a window of its own:

  You can move the window freely on your screen. You can move it back to the application window (e.g. back to its original position below the menu bar) so that it is no longer shown in a window. To prevent docking, press CTRL while moving the window.

To switch the command line display on and off

- From the **View** menu, choose **Toolbars > Command Line**.

  Or:
  When the command line is displayed in the application window, a check mark is shown next to the **Command Line** command.

To execute a script file from the command line

1. Enter the name of the script file. This script file must be stored in the folder *\Scripts\Production* of the Entire Screen Builder Server.

   For example:

   ```
   LOGON
   ```

2. Press ENTER.

   Or:
   Choose the following button:

Status Bar

The status bar at the bottom of the application window is used to display system messages and help texts for the currently selected menu command or toolbar button.

To switch the status bar display on and off

- From the **View** menu, choose **Status Bar**.

  When the status bar is displayed in the application window, a check mark is shown next to this command.

Terminal Emulation

When communication with the host environment is established, terminal emulation is displayed in the application window. You can run several sessions with different hosts concurrently. For each session, a new Terminal Viewer window is invoked.

The following terminal types are emulated:

- 3270
- 9750

See *Working with the Terminal Viewer* for further information.

Output Window

The output window is shown below the terminal emulation. It provides the following tabs:

- **Messages**
  Shows system messages (for example, whether logon was successful). For BS2000 communication, information from the system line is also shown here.
- **Errors**
  Shows all error messages that occur during the current terminal emulation session.
- **Script**
  Shows all messages that result from executing a script file, except those that require user input.
- **Data Transfer**
  Shows all start, progress and end messages that result from transferring a file.

When you select a tab, the corresponding pane is shown providing information on your recent actions. The appropriate pane is automatically shown, for example, when you execute a script file.

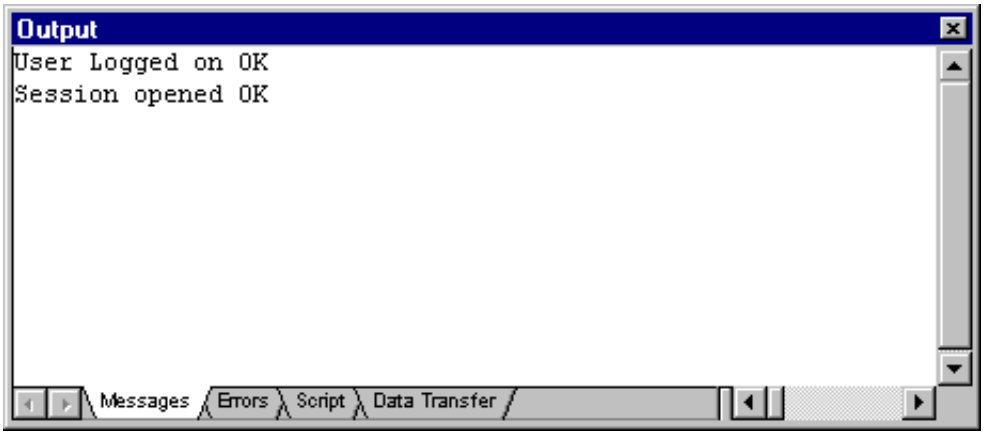
To modify the size of the output window, move the mouse pointer over the border between terminal emulation and output window until the pointer changes, showing two arrows pointing into opposite directions. Then drag the border using the mouse until the output window has the desired size.

To switch the output window display on and off

- From the **View** menu, choose **Output Window**.

  When the output window is displayed in the application window, a check mark is shown next to this command.

Using the mouse, you can drag the output window to another position so that it is shown in a window of its own:



You can then move the output window freely on your screen. You can move it back to its original position in the application window. To prevent docking, press CTRL while moving the window.

When the mouse pointer is positioned on the output window, you can use the *right* mouse button or press SHIFT+F10 to invoke a context menu. This context menu provides the following commands:

Copy	Copies the selected text to the Windows clipboard. If text has not been selected, the contents of the current pane is copied to the clipboard.
Clear	Clears the current pane so that no more text is shown.
Save to File	Writes the contents of the current pane to a file.
Select Pane	Enables keyboard users to go to a specific pane of the output window.
Enable Docking	When a check mark is shown next to this command, the output window can be docked at its original position in the application window. When a check mark is not shown, docking is not possible; a previously docked output window is shown in a window of its own.
Hide	Switches output window display off. This corresponds to the **Output Window** command in the **View** menu.

Input History

The window for the input history is shown below the terminal emulation. As soon as you press ENTER, your last character input is written to the input history. The input history contains your last 50 entries. Using the input history, you can execute a previously entered command once more or insert previously entered text in a field.

Identical input is only shown once in the input history. A triangle indicates the most often used entry.

The content of an invisible field (for example, a password) is not written to the input history. If you have entered information in more than one field, only the input in the last visible field is written to the input history. When you close the terminal application window, the input history is cleared.

This feature requires that the option **Input history** has been enabled in the System Management Hub. It can be enabled for two types of users: the anonymous user (see *Server Settings* in Entire Screen Builder's *System Management Hub* documentation) and a named user (see *Users* in Entire Screen Builder's *System Management Hub* documentation). If this option has not been enabled, it is only possible to open an input history file that was previously saved. You can then use the entries in this file to execute commands or insert text. New entries, however, are not written to the input history.

To switch the input history display on and off

- From the **View** menu, choose **Input History**.

  When the input history is displayed in the application window, a check mark is shown next to this command.

To modify the size of the input history window, move the mouse pointer over the border between the input history window and the window above it until the pointer changes, showing two arrows pointing into opposite directions. Then drag the border using the mouse until the input history window has the desired size.

Using the mouse, you can drag the input history window to another position so that it is shown in a window of its own:

You can then move the input history window freely on your screen. You can move it back to its original position in the application window. To prevent docking, press CTRL while moving the window.

To execute an entry in the input history

- Double-click the desired entry.

  Or:
  Select the desired entry, click the right mouse button or press SHIFT+F10, and from the resulting context menu, choose **Execute**.

When the mouse pointer is positioned on the input history window, you can use the *right* mouse button or press SHIFT+F10 to invoke a context menu. This context menu provides the following commands:

Clear List	Clears the input history so that no more entries are shown.
Delete Entry	Deletes the selected entry from the input history.
Lock List	Locks the list so that new input is not written to the input history. This is helpful, if you have opened a file containing your own input history (see below). As long as the list is locked, the entries in the input history are shown with another color and certain commands in the context menu are not available.
Execute	Inserts the selected entry at the current position of the terminal emulation and sends it to the host.
Insert	Inserts the selected entry at the current position of the terminal emulation.
Sort by History	Displays the most recent entry at the top of the list.
Sort by Name	Displays the entries in alphabetical order.
Sort by Usage	Displays the most often used entries at the top of the list.
Save As	Writes the contents of the input history to a file. A dialog box appears prompting you to enter a file name.
Open	Opens an input history that was previously saved and thus overwrites the current entries. A dialog box appears prompting you to specify the name of desired file. You can also create your own file (for example, containing frequently-used commands) and then read this file into the input history window. Your file must be in ASCII format and each entry must be written to a line of its own. When the file is opened, all entries in this file are read into the input history. Exception: if the file contains blank lines, all entries after the first blank line are ignored.
Enable Docking	When a check mark is shown next to this command, the input history window can be docked at its original position in the application window. When a check mark is not shown, docking is not possible; a previously docked input history window is shown in a window of its own.
Hide	Switches the input history window display off. This corresponds to the **Input History** command in the **View** menu.

Debug Windows

When you start debugging a script file, two windows (a source window and a variables window) appear. See *Debugging a Script File* in the *Utilities* documentation for detailed information.

To switch the source window display on and off

- From the **View** menu, choose **Debug Windows > Source**.

  When the source window is displayed in the application window, a check mark is shown next to the **Source** command.

To switch the variables window display on and off

- From the **View** menu, choose **Debug Windows > Variables**.

  When the variables window is displayed in the application window, a check mark is shown next to the **Variables** command.

Note:
These commands are only available as long as you are debugging a script file.

Keypad

A keypad contains buttons that represent host function keys. You can display different keypads.

Using the mouse, you can drag a keypad to another position:

- for example, so that it is shown below the toolbar, or to the left or right of the terminal emulation screen,
- so that it is shown in a window of its own:

  You can move a keypad freely on your screen. You can move it to the application window (e.g. below the toolbar) so that it is no longer shown in a window. To prevent docking, press CTRL while moving the window.

To switch the keypad display on and off

- From the **View** menu, choose **Keypad > *keypad-name***.

  When a keypad is displayed, a check mark is shown next to its name.

Shortcut Keys

When working with the keyboard, you can use the following shortcut keys:

Shortcut Key	Function
CTRL+SHIFT+1	Activate main window (terminal emulation).
CTRL+SHIFT+2	Activate window for input history.
CTRL+SHIFT+3	Activate output window.
CTRL+SHIFT+4	Activate source window (debug mode).
CTRL+SHIFT+5	Activate variable window (debug mode).
SHIFT+F10	Open context menu.