



Entire Screen Builder

Version 5.2.1

GUI Viewers

This document applies to Entire Screen Builder Version 5.2.1 and to all subsequent releases.

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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.

Invoking the Windows Viewer

The Windows Viewer can be invoked in different ways:

- The rules developer can invoke it from the SDK. See *Working with Host Sessions* in the documentation *Defining the Rules Using the SDK* for further information.
- All other users can invoke it from the Windows Start menu. Different shortcuts are available for the Windows Viewer. This depends on the type of installation:

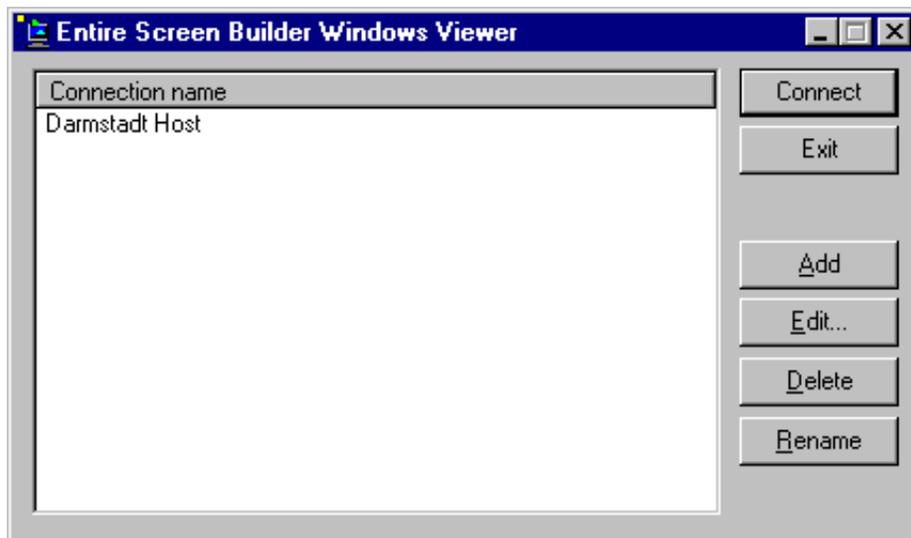
- The Windows Viewer has been installed with the SDK or with the GUI Version:

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

- The standalone version of the Windows Viewer has been installed:

From the Start menu, choose **Programs > Software AG Windows Viewer Standalone**.

The Entire Screen Builder Windows Viewer dialog box appears in both cases. When connections have already been defined, they are listed in this dialog box.



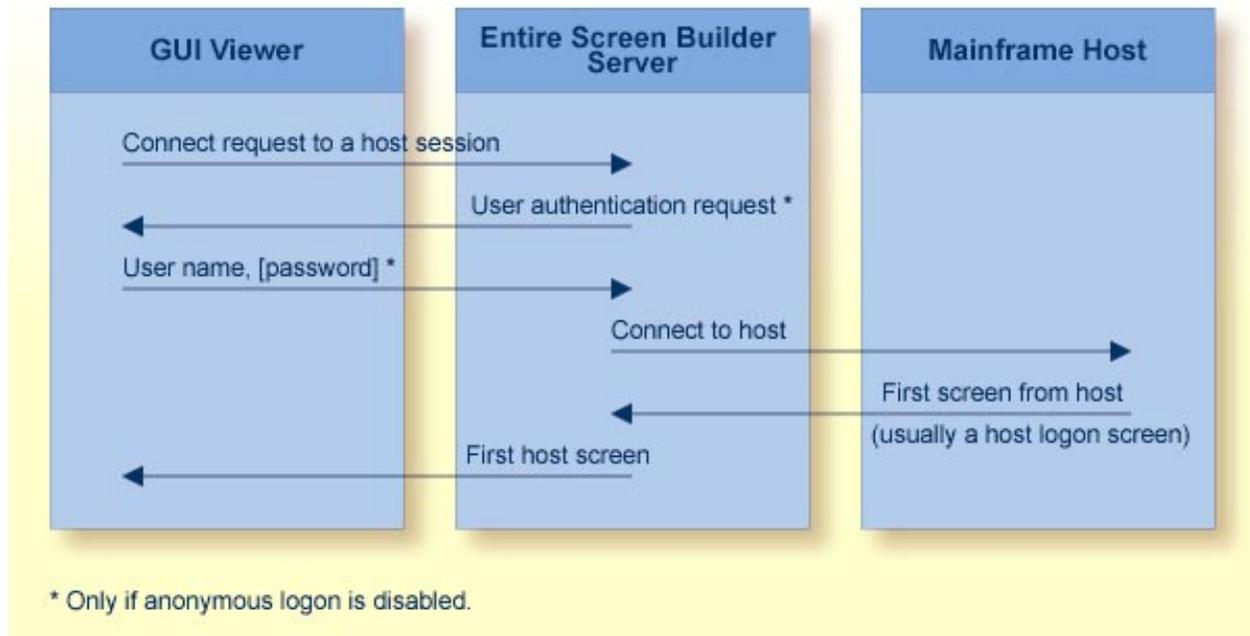
The following command buttons are available:

Connect	Invoke the selected connection.
Exit	Close the Entire Screen Builder Windows Viewer dialog box.
Add	Add a new connection. Specify a name of your choice for the new connection. After you have added the connection, you must edit it in order to define the client control properties.
Edit	Edit the selected connection. The defined client control properties are shown in a dialog box. Specify at least the following: server address, server port and connection number. For detailed information, see the <i>Overview of Client Control Properties</i> in the <i>User Exits</i> documentation.
Delete	Delete the selected connection.
Rename	Rename the selected connection.

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 screenshot shows a dialog box titled "User Authentication" with a close button (X) in the top right corner. The dialog is divided into two main sections. On the left, under the heading "User Identification", there are two input fields: "User name:" and "Password:". On the right side of the dialog, there are three buttons: "OK", "Cancel", and "Change Password >>".

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**

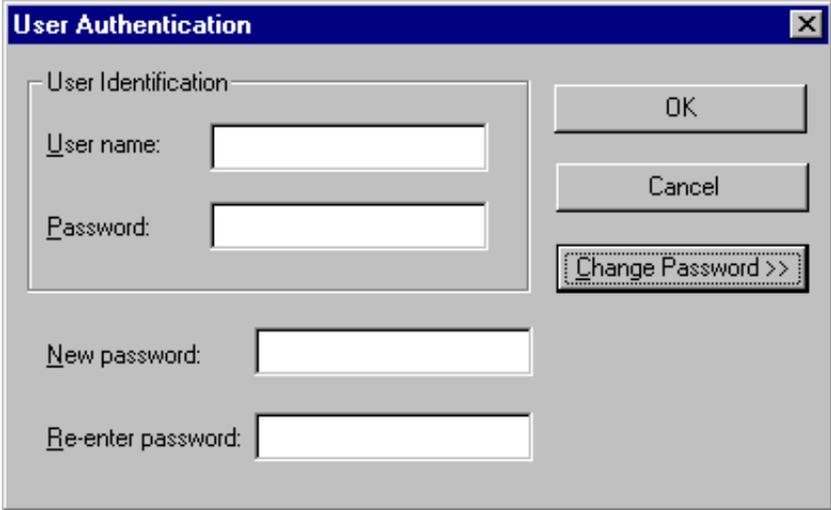
1. Enter your user name as defined on the Entire Screen Builder Server.
2. Enter your password, if required.
3. Choose the **OK** button.

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 image shows a 'User Authentication' dialog box with a blue title bar and a close button (X) in the top right corner. The dialog is divided into two main sections. The top section, titled 'User Identification', contains two input fields: 'User name:' and 'Password:'. To the right of these fields are three buttons: 'OK', 'Cancel', and 'Change Password >>'. The 'Change Password >>' button is highlighted with a dashed border. The bottom section contains two more input fields: 'New password:' and 'Re-enter password:'.

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.

Elements of a GUI Viewer Window

The following is an example of a logon screen which is shown in the Windows Viewer. The transformation rules defined in the SDK are applied.



This chapter covers the following topics:

- Menus
 - Function Keys Toolbar
 - 3270 Keys Toolbar
 - BS2000 Keys Toolbar
 - Data Transfer Toolbar
 - Dialog Title Bar
 - Status Bar
-

Menus

For the Web Viewer, the developer can define whether the dialog is shown inside the HTML page (embedded) or not. When the dialog is not embedded, the menu bar is shown. When it is embedded, the menus are provided in a context menu. When working with the keyboard, you can use CTRL+SHIFT+F12 to invoke the context menu.

For the Web Viewer, the developer can also define that no context menus (also called popup menus) are shown at all.

The following menus are available:

Menu	Using the commands in this menu, you can ...
Session	Define keys and (for BS2000 sessions only) P-keys. Print the current host screen and terminate the host session.
Edit	Copy or cut information and paste it in a different location.
View	Switch on and off different elements of the viewer window.
Utilities	Execute and cancel script files, and define user variables.
Options	Define that the cursor is automatically positioned to the next edit control when the current edit control has completely been filled (autoskip).
Development	Reload the latest rules. Only available in a development environment.
Help	Invoke application help or access Software AG web sites.

Function Keys Toolbar

When the Function Keys Toolbar rule has been enabled, the host keys including the ENTER key can be shown in the function keys toolbar. The number of visible keys and the images that are to be shown in the function keys toolbar depend on the settings of this rule.

When a tooltip has been defined, it is shown when you move the mouse pointer over the toolbar button.



Example: The function key PF1 has been detected. The default image and a tooltip are shown.

▶ To switch the function keys toolbar display on and off

- From the **View** menu, choose **Toolbars > Function Keys**.

When the function keys toolbar is displayed in the viewer, a check mark is shown next to this menu command.

3270 Keys Toolbar

Only available for the session type Telnet TN3270.

When the 3270 Keys Toolbar rule has been enabled, the system function keys PA1, PA2, PA3, CLR, ATT, RST and SYS can be shown in the 3270 keys toolbar. The number of visible keys and the images that are to be shown in the 3270 keys toolbar depend on the settings of this rule.

When a tooltip has been defined, it is shown when you move the mouse pointer over the toolbar button.

▶ To switch the 3270 keys toolbar display on and off

- From the **View** menu, choose **Toolbars > 3270 Keys**.

When the 3270 keys toolbar is displayed in the viewer, a check mark is shown next to this menu command.

BS2000 Keys Toolbar

Only available for the session type BS2000.

When the BS2000 Keys Toolbar rule has been enabled, the BS2000 special function keys (F keys, K keys, DUE1 and DUE2 keys) can be shown in the BS2000 keys toolbar. The number of visible keys and the images that are to be shown in the BS2000 keys toolbar depend on the settings of this rule.

When a tooltip has been defined, it is shown when you move the mouse pointer over the toolbar button.

To switch the BS2000 keys toolbar display on and off

- From the **View** menu, choose **Toolbars > BS2000 Keys**.

When the BS2000 keys toolbar is displayed in the viewer, a check mark is shown next to this menu command.

Data Transfer Toolbar

The data transfer toolbar is only shown during the upload or download of data. It can be used to abort the current upload or download. See also *Aborting Data Transfer* in the *Data Transfer* documentation.

To switch the data transfer toolbar display on and off

- From the **View** menu, choose **Toolbars > Data Transfer**.

When the data transfer toolbar will be displayed in the viewer, a check mark is shown next to this menu command.

Dialog Title Bar

Depending on the transformation rules that have been defined, information from the character screen (such as a user ID) can be shown in the dialog title bar.

This feature is only available for the Web Viewer (it is not available for the Windows Viewer).

To switch the dialog title bar display on and off

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

When the dialog title bar is displayed in the viewer, a check mark is shown next to this menu command.

Status Bar

Depending on the transformation rules that have been defined, information from the character screen (such as message line or date) can be shown in the status bar.

The right side of the status bar shows the following information:

- **INS** or **OVR**

You can click this information to toggle the status. This corresponds to pressing the INS key. When the overwrite function is active, "OVR" is shown in the status bar and existing text is overwritten as you type. This function is helpful, if an edit control contains filler characters.

- **SKIP** or **STAY**

You can click this information to toggle the status. This corresponds to choosing **Autoskip** from the **Options** menu. When the autoskip function is active, "SKIP" is shown in the status bar and the cursor is automatically positioned to the next edit control when the current edit control has completely been filled.

 **To switch the status bar display on and off**

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

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

Working with the GUI Viewers

This chapter covers the following topics:

- Reloading the Rules
 - Printing a Host Screen
 - Transferring Data Using the Clipboard
 - Defining Individual Session Settings
 - Using the Utilities
 - Invoking Help for an Application
 - Terminating a Host Session
-

Reloading the Rules

This option is only available when you are working in a development environment.

When the viewer is started, the latest rules are always applied.

You can also reload the latest rules when the viewer is already active. This is helpful, if you have defined new rules using the SDK and now want to view how these rules are applied.

To reload the rules

- From the **Development** menu, choose **Reload Rules**.

Printing a Host Screen

You can print the current screen on a printer that is defined in Windows.

Two different commands are available for printing:

- **Print**

Displays the Print dialog box in which you can select another printer and/or modify the print properties. When you have made all required specifications, you have to choose the **OK** button to print the current screen.

- **Print Direct**

The Print dialog box does not appear. The current screen is immediately printed on the default printer defined in Windows.

Both commands offer the following options:

- **GUI Screen**

Prints the current screen with all transformation rules that have been applied.

- **Character Screen**

Prints the actual screen as coming from the host. Transformation rules are not applied.

▶ **To print the GUI screen with all transformation rules applied**

- From the **Session** menu, choose one of the following commands:
 - **Print > GUI Screen.**
 - **Print Direct > GUI Screen.**

▶ **To print the character screen as coming from the host**

- From the **Session** menu, choose one of the following commands:
 - **Print > Character Screen.**
 - **Print Direct > Character Screen.**

Transferring Data Using the Clipboard

Using the commands from the **Edit** menu, you can copy or cut a host screen (or part of it) and paste it somewhere else (for example, in another host screen or in a PC application such as Microsoft Word). You can also copy or cut text from a PC application and paste it in a host screen. Cut or copied data is stored on the Windows clipboard.

You must first select the desired text before you can use the **Cut** or **Copy** command.

The following applies for a host screen:

- You can only cut text from unprotected fields. If protected fields have been selected, they are copied.
- When you use the **Cut** or **Copy** command, the content of the clipboard is deleted and replaced with the new text.
- When you then choose the **Paste** command, the content of the clipboard is inserted at cursor position.
- You can only paste text into unprotected fields. If the field is not long enough, it is filled up to its maximum size. Example: the text to be pasted is "DISPLAY" and the cursor is located in a two character long input field. In this case, only the first two characters ("DI") are pasted into the input field.

Unless indicated otherwise, the left mouse button is always used. The *right* mouse button is used to select the **Edit** menu commands from a context menu.

To select part of a host screen

1. Move the mouse pointer to the beginning of the text you want to select.
2. Press and hold down the left mouse button.
3. Drag the mouse until all desired text is selected.
4. Release the mouse button.

You can now cut or copy the selected text.

To cancel the selection

- Click another screen position.

The existing selection is canceled.

▶ **To delete the selection in an unprotected field**

- From the **Edit** menu, choose **Clear**.

Or:

Press DEL.

The selection is deleted. It is not transferred to the clipboard.

▶ **To cut the selection and transfer it to the clipboard**

- From the **Edit** menu, choose **Cut**.

Or:

Press CTRL+X.

The selection is deleted and transferred to the clipboard. Exception: protected fields are not deleted; they are copied.

▶ **To copy the selection to the clipboard**

- From the **Edit** menu, choose **Copy**.

Or:

Press CTRL+C.

▶ **To paste the content of the clipboard into a host screen**

1. Move the cursor to the position at which the text is to be inserted.
2. From the **Edit** menu, choose **Paste**.

Or:

Press CTRL+V.

The content of the clipboard is inserted at cursor position.

▶ **To undo your last action**

- From the **Edit** menu, choose **Undo**.

Or:

Press CTRL+Z.

Defining Individual Session Settings

The following commands from the **Session** menu are explained in the *Individual Session Settings* documentation.

Command	See the following section
Key Schemes	<i>Modifying the Key Scheme for a Host Session</i>
P-Keys	<i>Modifying the P-Key Scheme for a BS2000 Host Session</i>

Using the Utilities

The commands from the **Utilities** menu are explained in the *Utilities* documentation.

Command	See the following section
Script List	<i>Executing a Script File</i>
User Variables	<i>Defining User Variables</i>
Cancel Script	<i>Aborting or Terminating a Script File</i>

Invoking Help for an Application

When the developer has created a help file for an application, the user can invoke it when viewing the application.

▶ To invoke help for the current application

- From the **Help** menu, choose **Application Help**.

When a help file is found, it is shown.

Terminating a Host Session

When you quit the viewer, the host session is automatically disconnected. In addition, the **View** menu settings are stored in the local registry.

▶ To terminate the host session

- From the **Session** menu, choose **Exit**.

Or:

Choose **Close** from the Control menu.

Or:

Click the corresponding standard button in the title bar.

