



Entire Screen Builder

Version 5.2.1

Individual Session Settings

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

Specifications contained herein are subject to change and these changes will be reported in subsequent release notes or new editions.

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Individual Session Settings

This documentation, which applies to the GUI viewers and the Terminal Viewer, describes how to define individual settings for the host sessions. It is organized under the following headings:

- **Modifying the Font for a Host Session** How to define another font for the current session. Applies only to the Terminal Viewer.
- **Modifying the Color Scheme for a Host Session** How to activate another color scheme for the current session and how to create, modify, delete and duplicate color schemes. Applies only to the Terminal Viewer.
- **Modifying the Key Scheme for a Host Session** How to activate another key scheme for the current session and how to create, modify, delete and duplicate key schemes, and how to list/print the currently defined keys for a key scheme.
- **Modifying the P-Key Scheme for a BS2000 Host Session** Applies only to sessions of type BS2000. How to activate another P-key scheme for the current BS2000 session and how to create, modify, delete and duplicate P-key schemes.

Modifying the Font for a Host Session

This feature is only available in the Terminal Viewer. It is only available when it has been allowed by the administrator (see *Users* in Entire Screen Builder's *System Management Hub* documentation).

You can define another font to be used for the current session. If you logged on with your user ID, your new font definition is written to your user profile on the Entire Screen Builder Server. If you logged on as an anonymous user, it is written to the local Windows registry.

▶ To modify the font

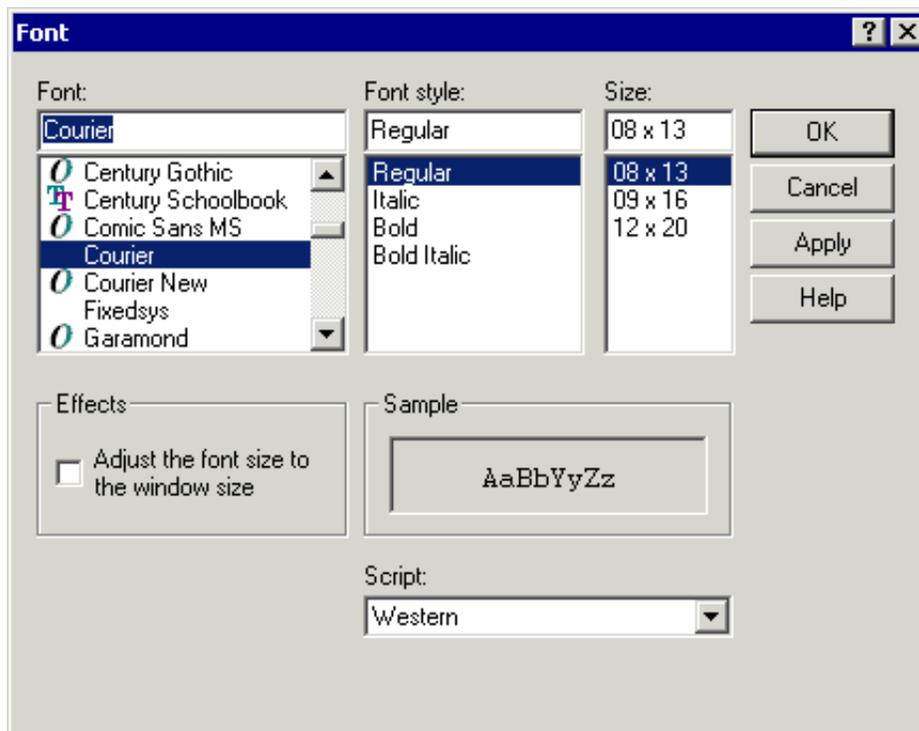
1. From the **Session** menu, choose **Font**.

Or:

Choose the following toolbar button:



The Fonts dialog box appears:



2. Define the desired font, font style and/or size.

A size can only be specified for a monospace font. It is only possible to specify a size that is listed in the drop-down list box. When you specify another size manually in the text box, this size will not be used.

The **Adjust the font size to the window size** check box applies to raster fonts only. For TrueType fonts, automatic resizing is always enabled. Select this check box to adjust the size of the selected font to the window size. Adjusting the font size is done by increasing or reducing the spacing between characters and lines. This may result in truncated characters.

The **Script** drop-down list box contains a list of all available language scripts for the selected font. Make sure to specify a script that is compatible with the language that has been set up for your computer.

3. Choose the **OK** button.

Modifying the Color Scheme for a Host Session

This feature is only available in the Terminal Viewer. It is only available when it has been allowed by the administrator (see *Users* in Entire Screen Builder's *System Management Hub* documentation).

This chapter covers the following topics:

- Predefined Color Schemes
- Activating Another Color Scheme
- Mainframe Color Scheme
- VT Color Scheme

Predefined Color Schemes

Entire Screen Builder is installed with certain default assignments for supported host systems. The following color schemes are supplied:

Color Scheme	Description
SagBlue	Blue background.
bs2cols	Default color scheme for sessions of type BS2000. Mixed background.
ibm3279	Default color scheme for sessions of type Telnet TN3270. Black background.
monochrome1	White on black background.
monochrome2	Black on white background.
sagcolors	Gray background.
VTColors	Default color scheme for sessions of type Telnet VT and Natural UNIX. Black background.

Activating Another Color Scheme

You can define another color scheme to be used for the current session.

If you logged on with your user ID, your new color definition is written to your user profile on the Entire Screen Builder Server. If you logged on as an anonymous user, it is written to the local Windows registry.

▶ To activate another color scheme

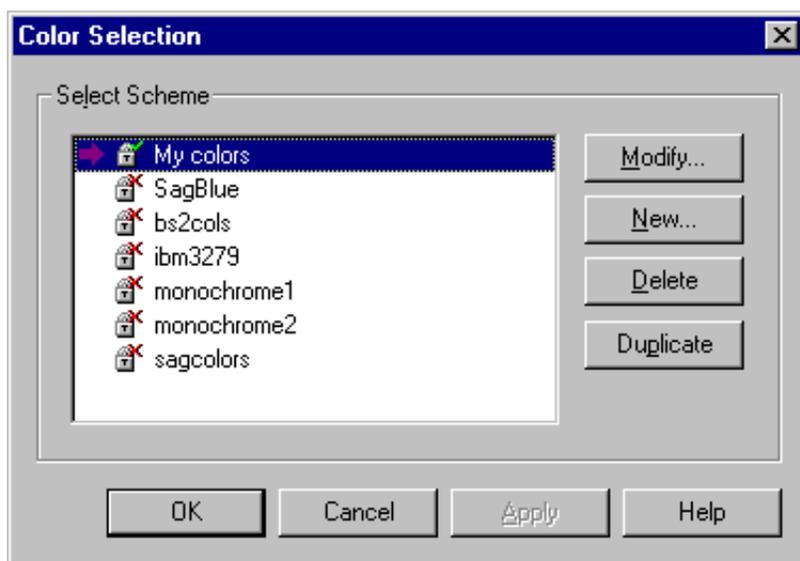
1. From the **Session** menu, choose **Color**.

Or:

Choose the following toolbar button:



The Color Selection dialog box appears:



The dialog box lists all color schemes that are available for the currently connected session type (for example, Telnet TN3270).

The active color scheme is indicated by an arrow. When the lock symbol next to the color scheme name shows a green check mark, the color scheme can be modified. When it shows a red cross, it cannot be modified; it can only be duplicated in this case.

2. Select the color scheme you want to activate.
3. Choose the **OK** button.

Command Buttons

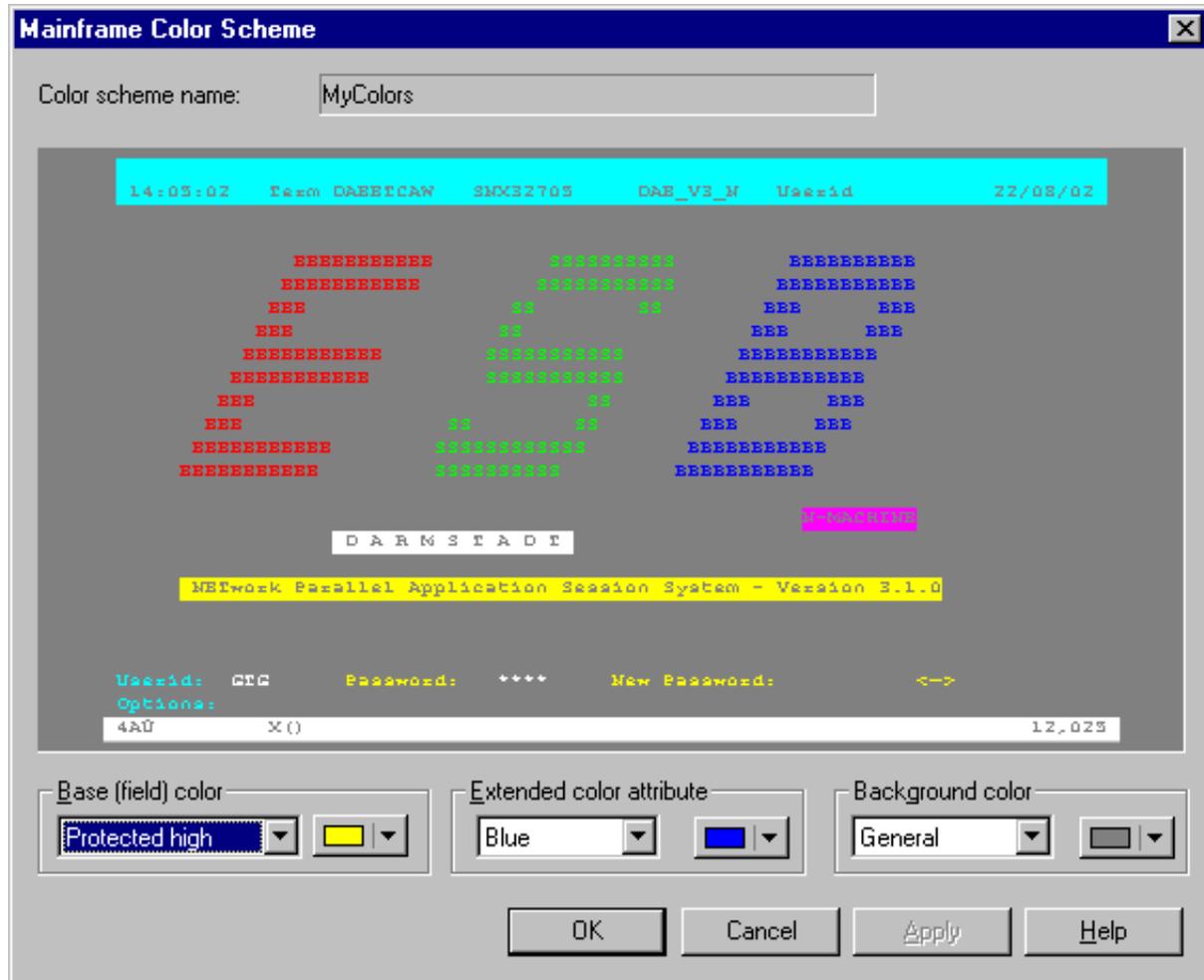
Besides activating another color scheme, you can also create, modify, delete or duplicate a color scheme. To do so, use one of the following command buttons in the Color Selection dialog box:

Modify	Modify the selected color scheme. You can only modify the color scheme which is currently active. If you select another color scheme, you are asked whether you want to make the selected color scheme active in order to continue.
New	Create a new color scheme. Specify a name for the new color scheme in the resulting dialog box and choose the OK button. You are then asked whether you want to make the new color scheme active in order to modify it.
Delete	Delete the selected color scheme. You are asked to confirm the deletion. Any session using the deleted color scheme will then use the color scheme that has been defined on the Entire Screen Builder Server for this type of session. The predefined color schemes cannot be deleted.
Duplicate	Create a copy of the selected color scheme. Specify a name for the copy in the resulting dialog box and choose the OK button. You are then asked whether you want to make the copy active in order to modify it.

Mainframe Color Scheme

A mainframe color scheme applies to sessions of type Telnet TN3270 and BS2000.

The Mainframe Color Scheme dialog box appears when you create, modify or duplicate a color scheme.



When you move the mouse pointer over the sample screen that is shown in the Mainframe Color Scheme dialog box, tooltips appear. The name of the base (field) color or extended color attribute is shown on the left of the tooltip. The name of the background color is shown on the right of the tooltip.

The color scheme name can be up to 32 characters long and may contain blanks. It can only be specified when adding a new color scheme. Later, the name cannot be modified.

 **To define other colors**

1. Select a text entry from the first drop-down list box in one of the following group boxes:

- **Base (field) color**

The colors for the different field types in a terminal emulation screen.

- **Extended color attribute**

The extended colors sent by the host application. For example, you can specify that all fields with the extended color attribute "Green" are to appear blue in the terminal emulation screen.

- **Background color**

The background colors for specific field types. The background color underlays text. If the field contains no text, the field area is colored with the background color.

2. Select the desired color from the corresponding drop-down list box to the right.

This drop-down list box also provides the following buttons:

- **Other**

Lets you define additional colors.

- **Default**

Resets the modified color palette to the default colors.

3. Repeat the above steps until all desired colors have been defined.

The Mainframe Color Scheme dialog box always reflects the current color settings.

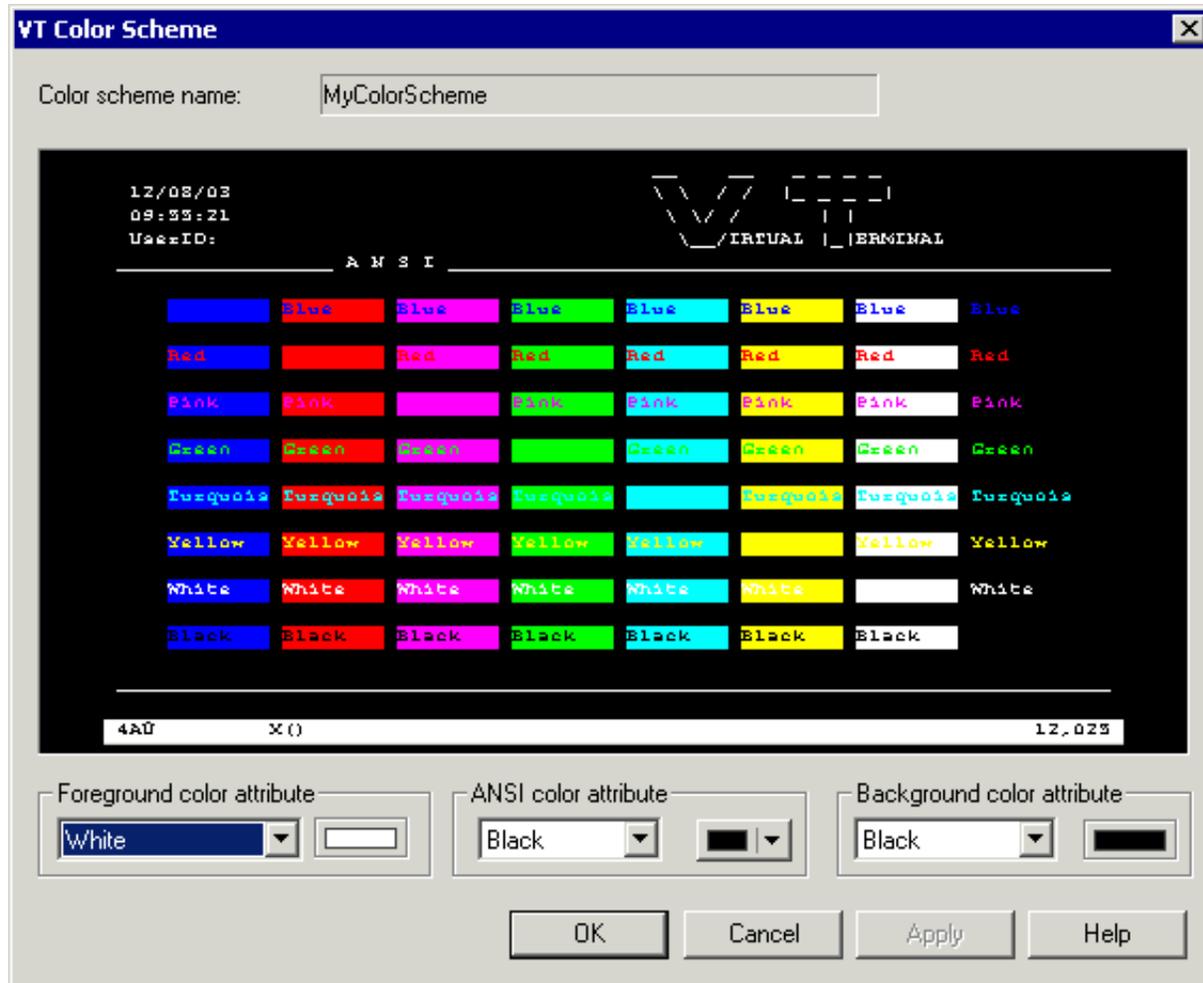
4. Optional - choose the **Apply** button to save the current color settings without closing the dialog box.

5. Choose the **OK** button.

VT Color Scheme

A VT color scheme applies to sessions of type Telnet VT and Natural UNIX.

The VT Color Scheme dialog box appears when you create, modify or duplicate a color scheme.



When you move the mouse pointer over the sample screen that is shown in the VT Color Scheme dialog box, tooltips appear. The following applies for the ANSI color attributes: the name of the foreground color is shown on the left of the tooltip, and the name of the background color is shown on the right of the tooltip.

The color scheme name can be up to 32 characters long and may contain blanks. It can only be specified when adding a new color scheme. Later, the name cannot be modified.

 **To define other colors**

1. Select a text entry from the first drop-down list box in one of the following group boxes:
 - **Foreground color attribute**
The foreground color for the terminal emulation screen. The VT terminal type 340+ uses this setting when starting the session and as long as no specific color commands are sent by the host. All other VT terminal types use this setting during the entire session.
 - **ANSI color attributes**
When the VT terminal type 340+ (color terminal) is set in Natural on the host, the host can send color commands for the foreground and background. In this mode, eight color attributes are available. For each possible character position or cursor position, the host can set a foreground and background color. You can modify the colors belonging to the color attributes (see below).
 - **Background color attribute**
The background color for the terminal emulation screen. The VT terminal type 340+ uses this setting when starting the session and as long as no specific color commands are sent by the host. All other VT terminal types use this setting during the entire session.
2. Select the desired color for an ANSI color attribute from the corresponding drop-down list box to the right.

This drop-down list box also provides the following buttons:

- **Other**
Lets you define additional colors.
 - **Default**
Resets the modified color palette to the default colors.
3. Repeat the above steps until all desired colors have been defined.

The VT Color Scheme dialog box always reflects the current color settings.

4. Optional - choose the **Apply** button to save the current color settings without closing the dialog box.
5. Choose the **OK** button.

Modifying the Key Scheme for a Host Session

Using key schemes, you can assign host keys to your PC keyboard.

This chapter covers the following topics:

- Predefined Key Schemes
- Activating Another Key Scheme
- Modifying a Key Scheme
- Listing the Defined Keys

Predefined Key Schemes

Entire Screen Builder is installed with certain default assignments for supported host systems. The following key schemes are supplied:

Key Scheme	Description
as400keys	Layout for AS400 host systems.
bs2keys1	Default key scheme for sessions of type BS2000. Layout for Siemens BS2000 host systems.
natkeys1	Default key scheme for sessions of type Natural UNIX. Layout for Natural on UNIX and OpenVMS.
sagkeys1	Default key scheme for sessions of type Telnet TN3270. PC-style layout for 3270 host systems.
sagkeys2	IRMA-style layout for 3270 host systems.
VT220PC	Default key scheme for sessions of type Telnet VT. Layout for UNIX and OpenVMS VT220 host systems.

The administrator can define additional key schemes using the System Management Hub. See *Key Schemes* in Entire Screen Builder's *System Management Hub* documentation.

Activating Another Key Scheme

You can define another key scheme to be used for the current session.

If you logged on with your user ID, your new key definition is written to your user profile on the Entire Screen Builder Server. If you logged on as an anonymous user, it is written to the local Windows registry.

▶ To activate another key scheme

1. From the **Session** menu, choose **Key Scheme**.

Note:

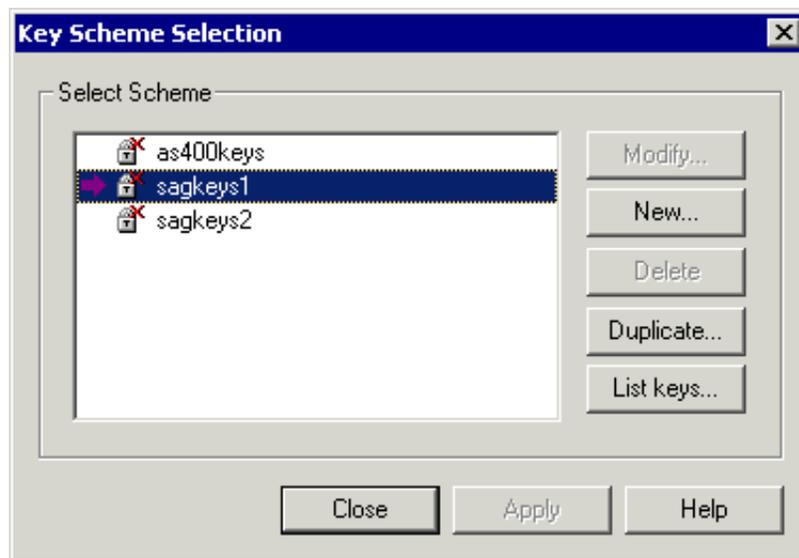
When working in embedded mode with the Web Viewer, the above command is available from the context menu which appears when you click the right mouse button.

Or:

Choose the following toolbar button (only available in the Terminal Viewer):



The Key Scheme Selection dialog box appears:



The dialog box lists all key schemes that are available for the currently connected session type (for example, Telnet TN3270).

The active key scheme is indicated by an arrow. When the lock symbol next to the key scheme name shows a green check mark, the key scheme can be modified. When it shows a red cross, it cannot be modified; it can only be duplicated in this case.

2. Select the key scheme you want to activate.
3. Choose the **Apply** button.

Command Buttons

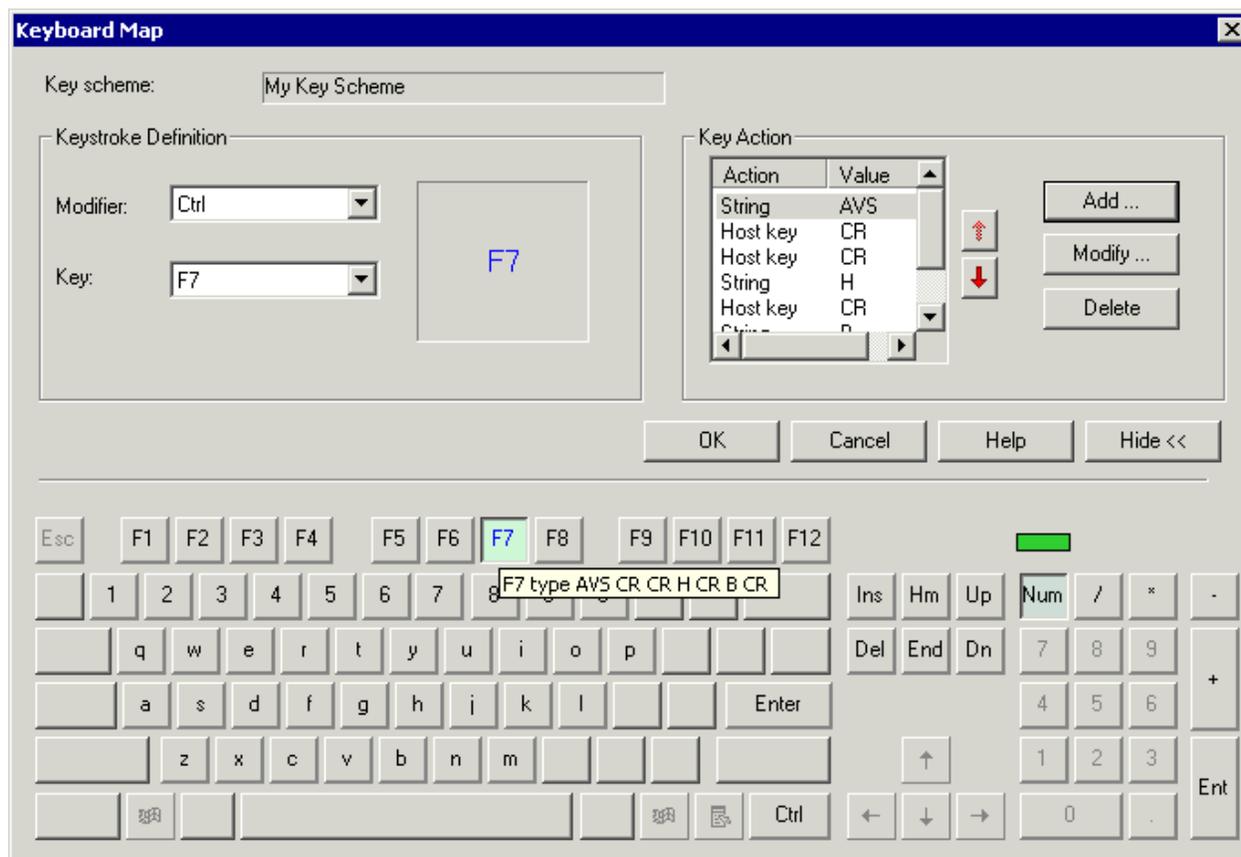
Besides activating another key scheme, you can also create, modify, delete or duplicate a key scheme. To do so, use one of the following command buttons in the Key Scheme Selection dialog box:

Modify	Modify the selected key scheme. You can only modify the key scheme which is currently active. If you select another key scheme, you are asked whether you want to make the selected key scheme active in order to continue.
New	Create a new key scheme. Specify a name for the new key scheme in the resulting dialog box and choose the OK button. You are then asked whether you want to make the new key scheme active in order to modify it.
Delete	Delete the selected key scheme. You are asked to confirm the deletion. Any session using the deleted key scheme will then use the key scheme that has been defined on the Entire Screen Builder Server for this type of session. The predefined key schemes cannot be deleted.
Duplicate	Create a copy of the selected key scheme. Specify a name for the copy in the resulting dialog box and choose the OK button. You are then asked whether you want to make the copy active in order to modify it.
List Keys	List the currently defined keys for the selected key scheme. It is possible to write the current key definitions to a file. See <i>Listing the Defined Keys</i> .

Modifying a Key Scheme

The Keyboard Map dialog box appears when you create, modify or duplicate a key scheme.

Using the **Hide** button, you can hide the keyboard in the lower part of the dialog box. The name of the command button then changes to **Show**. When you close the Keyboard Map dialog box using the **OK** button, the size of the dialog box is remembered.



The key scheme name can be up to 32 characters long and may contain blanks. It can only be specified when adding a new key scheme. Later, the name cannot be modified.

Different colors are used for the key names that are shown in the lower part of the dialog box:

Color	Meaning
Black	A key definition has not yet been assigned.
Blue	A key definition has already been assigned. To view the definition, select the key and then use the different options in the Modifier drop-down list box. When a definition has been assigned for a specific modifier, the corresponding actions and values are shown in the Key Action group box. When the defined actions and values are shown, a tooltip is provided when you move the mouse over the key.
Gray (dimmed)	The key is disabled. Therefore, a key definition cannot be assigned. Whether a key is disabled or not depends on the currently selected option button in the Modifier drop-down list box.

A key definition cannot be assigned to a key for which a name is not shown in the Keyboard Map dialog box.

The right CTRL key cannot be modified. This key corresponds to TEENTER.

▶ **To modify the key scheme**

1. In the lower part of the dialog box, select the key that is to be defined. Dimmed keys cannot be selected.

Important:

If another key is currently selected, deselect it. Otherwise, depending on the currently selected option in the **Modifier** drop-down list box, it may not be possible to select the required key.

Or:

Select the desired key from the **Key** drop-down list box. Using this drop-down list box it is possible to select a disabled key.

The name of the selected key is now shown in the Keystroke Definition group box. For example:



2. Select one of the following options from the **Modifier** drop-down list box:
 - **None**
The selected key is not used in combination with any other key.
 - **Shift**
The selected key is to be used in combination with the SHIFT key.
 - **Ctrl**
The selected key is to be used in combination with the CTRL key.
 - **Alt**
The selected key is to be used in combination with the ALT key.

If actions have already been defined for this key combination, the actions and corresponding values are shown in the Key Action group box.

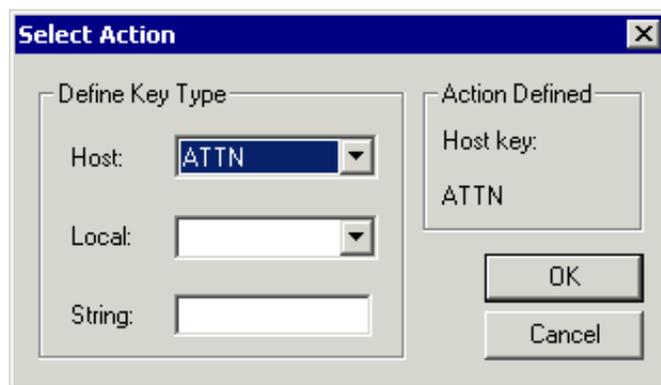
An action represents one key or string to be sent to the host. You can define several actions for each key combination. Thus you can define, for example, a logon sequence consisting of several steps that are executed by pressing a single key.

The following buttons are available in the Key Action group box:

Add	Add a new action. The Select Action dialog box appears (see below).
Modify	Modify the selected action. The Select Action dialog box appears (see below).
Delete	Delete the selected action. A dialog box appears in which you have to confirm the deletion of the action.
	Move the selected action up in the list.
	Move the selected action down in the list.

- To add a new action for a key that is not disabled, choose the **Add** button.

The Select Action dialog box appears:



- Define the action using *one* of the following options:

- **Host**

Select the key to be sent to the host (for example, CR).

See also: *Terminal Emulation Keys* in Entire Screen Builder's *System Management Hub* documentation.

- **Local**

Select the key for the function that is to be executed on the client (for example, the TAB key). The key is not sent to the host.

A local key cannot be used together with a host key and/or string. In this case, only one action can be defined. When another action has already been defined, it is not possible to select a key from the **Local** drop-down list box.

See also: *Local Function Keys* in Entire Screen Builder's *System Management Hub* documentation.

- **String**

Specify the string to be sent to the host.

The currently defined action is shown in the Action Defined group box.

5. Choose the **OK** button to close the Select Action dialog box.

An entry for the defined action is now shown in the Key Action group box.

6. To add more actions to the current key combination, proceed as described above for the **Add** button.
7. When you have defined all required keys, choose the **OK** button.

The key scheme is saved and the dialog box is closed.

Listing the Defined Keys

The following dialog box appears when you choose the **List Keys** button in the Key Scheme Selection dialog box. It lists the defined keys for the currently selected key scheme.



You can write the key definitions for the currently shown key scheme to a file or you can directly print them.

▶ To write the key definitions to a file

1. In the Defined Keys dialog box, choose the **Save** button.

The Save As dialog box appears.

2. Specify a file name.
3. Choose the **Save** button.

▶ To print key definitions

1. In the Defined Keys dialog box, choose the **Print** button.

The Print dialog box appears. You can print the key definitions on a printer defined under Windows.

2. Choose the **OK** button.

Modifying the P-Key Scheme for a BS2000 Host Session

P-keys (programmable keys) are only available for sessions of type BS2000.

This feature is only available when it has been allowed by the administrator (see *Users* in Entire Screen Builder's *System Management Hub* documentation).

This chapter covers the following topics:

- Activating Another P-Key Scheme
 - Defining the P-Key Content
 - Editing a P-Key
-

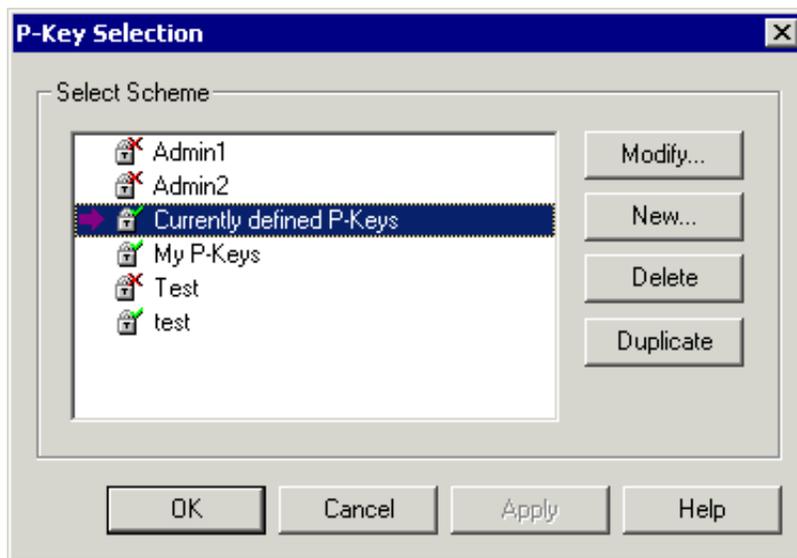
Activating Another P-Key Scheme

You can define another P-key scheme to be used for the current BS2000 session. If you logged on with your user ID, your new P-key definition is written to your user profile on the Entire Screen Builder Server. If you logged on as an anonymous user, it is written to the local Windows registry.

▶ To activate another P-key scheme

1. From the **Session** menu, choose **P-Key**.

The P-Key Selection dialog box appears:



The P-key scheme with the name "Currently defined P-keys" is always available. Its key definitions may change dynamically, depending on the application that is active in the current session. When you modify this P-key scheme, your modifications may be lost when you change to another application.

The active P-key scheme is indicated by an arrow. When opening the P-Key Selection dialog box, the arrow always points to the P-key scheme which has been assigned by the administrator in the System Management Hub (see *Host Sessions* in Entire Screen Builder's *System Management Hub* documentation), or to the P-key scheme with the name "Currently defined P-keys" if a P-key scheme has not been assigned in the System Management Hub.

When the lock symbol next to the P-key scheme name shows a green check mark, the P-key scheme can be modified. When it shows a red cross, it cannot be modified; it can only be duplicated in this case.

2. Select the P-key scheme you want to activate.
3. Choose the **OK** button.

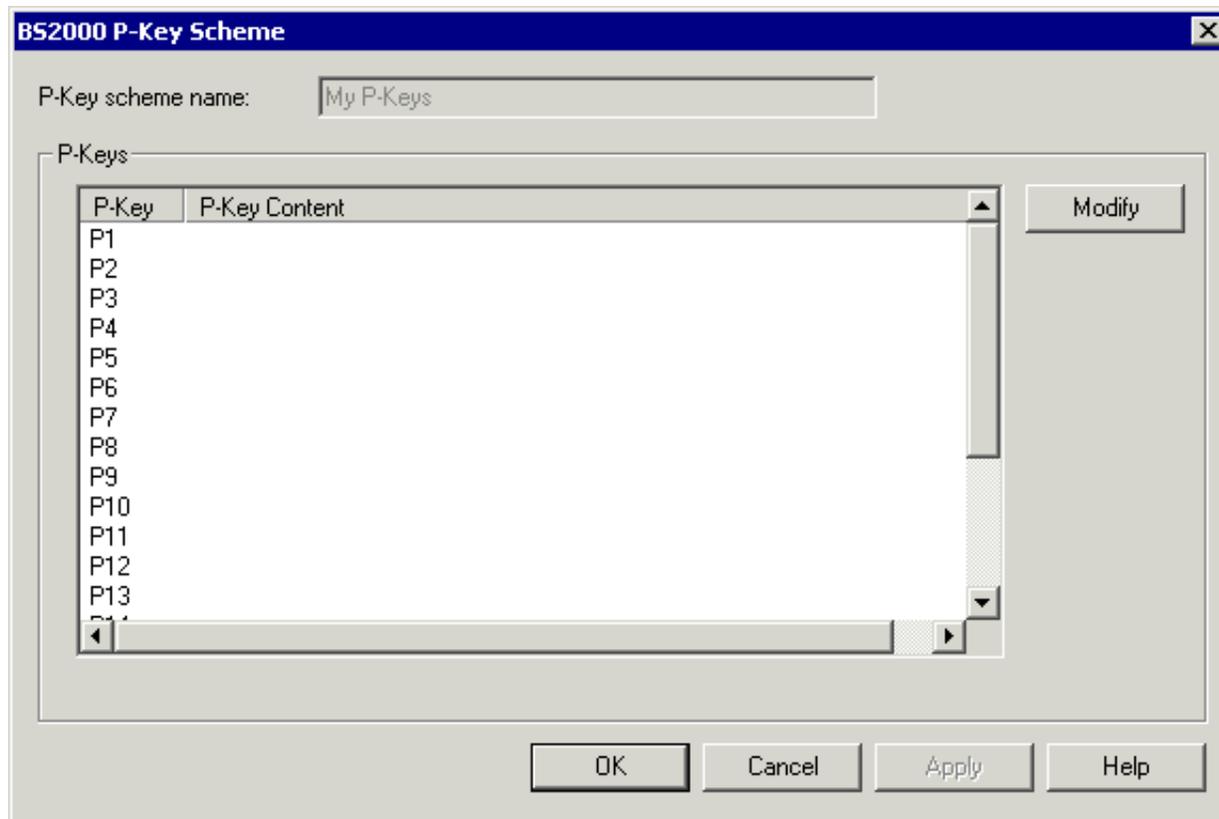
Command Buttons

Besides activating another P-key scheme, you can also create, modify, delete or duplicate a P-key scheme. To do so, use one of the following command buttons in the P-Key Selection dialog box:

Modify	Display/modify the selected P-key scheme.
New	Create a new P-key scheme. Specify a name for the new P-key scheme (can be up to 16 characters long) in the resulting dialog box and choose the OK button.
Delete	Delete the selected P-key scheme. You are asked to confirm the deletion. Any session using this scheme will need to be updated manually. The P-key scheme with the name "Currently defined P-keys" cannot be deleted.
Duplicate	Create a copy of the selected P-key scheme. Specify a name for the copy in the resulting dialog box and choose the OK button.

Defining the P-Key Content

The BS2000 P-Key Scheme dialog box appears when you create, modify or duplicate a P-key scheme. It is used to define the contents for the P-keys (P1 through P20) to be used for a specific BS2000 P-key scheme. The default P-key scheme is defined in the communication parameters of a BS2000 host session.



The BS2000 P-Key Scheme dialog box provides the following command buttons (in addition to the standard command buttons):

Modify	Edit the selected P-key (see below).
Apply	Save the current P-key contents. The dialog box is not closed.

Editing a P-Key

You can define/modify the content of the selected P-key.

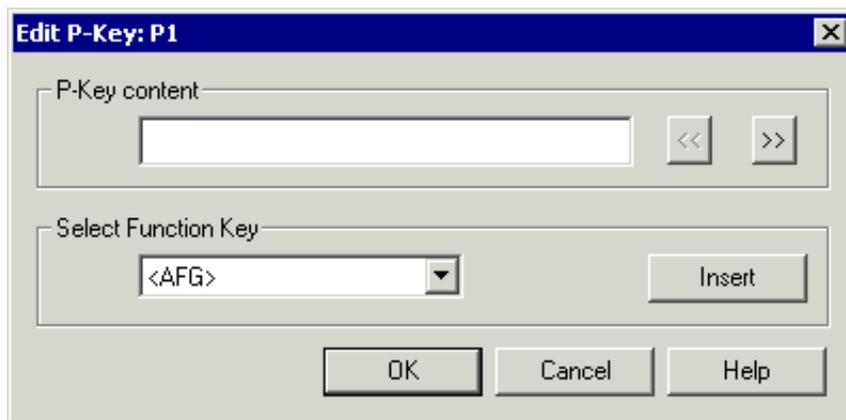
▶ To define the P-key content

1. Select the desired P-key and choose the **Modify** button.

Or:

Double-click the desired P-key.

The Edit P-Key dialog box appears. The name of the current P-key is indicated in the title bar.



2. Add one of the following to the **P-Key Content** text box:

- a command string, or
- a 9750 terminal function (see *9750 Function Key Names* in Entire Screen Builder's *System Management Hub* documentation), or
- a mixture of both.

You can either enter the string for the terminal function in the **P-Key Content** text box, or you can select it from the **Select Function Key** drop-down list box. The **Select Function Key** drop-down list box contains only the most important and most frequently-used 9750 function codes. All other codes have to be entered in the **P-Key Content** text box, enclosed in brackets. If a code has more than 6 characters (including the brackets), it is treated as pure text.

The P-key content can be up to 500 characters long.

The following command buttons are provided (in addition to the standard command buttons):

Button	Description
<<	Go to the previous P-key. The content of the P-Key Content text box is validated. If this is not a valid command sequence for a P-key, a message appears and you have to correct your input before you can go to the previous key.
>>	Go to the next P-key. The content of the P-Key Content text box is validated. If this is not a valid command sequence for a P-key, a message appears and you have to correct your input before you can go to the next key.
Insert	Insert the selected function key in the P-Key Content text box, at the position of the insertion point.

3. Choose the **OK** button.

The content of the **P-Key Content** text box is validated. If this is not a valid command sequence for a P-key, a message appears and you have to correct your input. When your input is valid, the dialog box is closed. The currently defined P-key contents are then shown in the BS2000 P-Key Scheme dialog box.

4. In the BS2000 P-Key Scheme dialog box, choose the **OK** button to save the current P-key content and to close the dialog box.