

# Natural Screen Tester

## Getting Started

Version 1.5

October 2019

---

This document applies to Natural Screen Tester Version 1.5 and all subsequent releases.

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

Copyright © 2017-2019 Software AG, Darmstadt, Germany and/or Software AG USA, Inc., Reston, VA, USA, and/or its subsidiaries and/or its affiliates and/or their licensors.

The name Software AG and all Software AG product names are either trademarks or registered trademarks of Software AG and/or Software AG USA, Inc. and/or its subsidiaries and/or its affiliates and/or their licensors. Other company and product names mentioned herein may be trademarks of their respective owners.

Detailed information on trademarks and patents owned by Software AG and/or its subsidiaries is located at <http://softwareag.com/licenses>.

Use of this software is subject to adherence to Software AG's licensing conditions and terms. These terms are part of the product documentation, located at <http://softwareag.com/licenses/> and/or in the root installation directory of the licensed product(s).

This software may include portions of third-party products. For third-party copyright notices, license terms, additional rights or restrictions, please refer to "License Texts, Copyright Notices and Disclaimers of Third-Party Products". For certain specific third-party license restrictions, please refer to section E of the Legal Notices available under "License Terms and Conditions for Use of Software AG Products / Copyright and Trademark Notices of Software AG Products". These documents are part of the product documentation, located at <http://softwareag.com/licenses> and/or in the root installation directory of the licensed product(s).

Use, reproduction, transfer, publication or disclosure is prohibited except as specifically provided for in your License Agreement with Software AG.

**Document ID: NSR-GETSTARTED-15-20191014**

## Table of Contents

1 About this Documentation .....	1
Document Conventions .....	2
Online Information and Support .....	2
Data Protection .....	3
2 Installing and Uninstalling Natural Screen Tester .....	5
Typical Development Installation .....	6
Install Natural Screen Tester .....	6
Complete the Installation .....	7
Uninstall Natural Screen Tester .....	7
3 Release Notes .....	9
What was New in Version 1.4 .....	10
What was New in Version 1.3 .....	10
4 Prerequisites .....	11
License Keys .....	12
Hardware Requirements .....	12
Software Requirements .....	13
5 First Steps .....	15
Before you Begin .....	16
Glossary of Terms .....	16
Creating your First Unit Test .....	17
6 Architecture .....	21
7 Installing Natural Screen Tester from an Image File .....	23
8 Natural Screen Tester Designer (Software AG Designer) .....	27
Starting the Natural Screen Tester Designer .....	28
Logging on .....	28
Adding a New Server Connection .....	29
Designer Layout .....	29
9 Managing the Natural Screen Tester Server .....	35
Starting Natural Screen Tester Server .....	36
Natural Screen Tester Server System Parameters .....	36
Stopping Natural Screen Tester Server .....	37
Connecting to the Server .....	37
Configuring the Server .....	38
Viewing Server Logs .....	40



# 1 About this Documentation

---

▪ Document Conventions .....	2
▪ Online Information and Support .....	2
▪ Data Protection .....	3

## Document Conventions

---

Convention	Description
<b>Bold</b>	Identifies elements on a screen.
Monospace font	Identifies service names and locations in the format <i>folder.subfolder.service</i> , APIs, Java classes, methods, properties.
<i>Italic</i>	Identifies:  Variables for which you must supply values specific to your own situation or environment. New terms the first time they occur in the text. References to other documentation sources.
Monospace font	Identifies:  Text you must type in. Messages displayed by the system. Program code.
{ }	Indicates a set of choices from which you must choose one. Type only the information inside the curly braces. Do not type the { } symbols.
	Separates two mutually exclusive choices in a syntax line. Type one of these choices. Do not type the   symbol.
[ ]	Indicates one or more options. Type only the information inside the square brackets. Do not type the [ ] symbols.
...	Indicates that you can type multiple options of the same type. Type only the information. Do not type the ellipsis (...).

## Online Information and Support

---

### Software AG Documentation Website

You can find documentation on the Software AG Documentation website at <http://documentation.softwareag.com>. The site requires credentials for Software AG's Product Support site Empower. If you do not have Empower credentials, you must use the TECHcommunity website.

### Software AG Empower Product Support Website

If you do not yet have an account for Empower, send an email to [empower@softwareag.com](mailto:empower@softwareag.com) with your name, company, and company email address and request an account.

Once you have an account, you can open Support Incidents online via the eService section of Empower at <https://empower.softwareag.com/>.

You can find product information on the Software AG Empower Product Support website at <https://empower.softwareag.com>.

To submit feature/enhancement requests, get information about product availability, and download products, go to [Products](#).

To get information about fixes and to read early warnings, technical papers, and knowledge base articles, go to the [Knowledge Center](#).

If you have any questions, you can find a local or toll-free number for your country in our Global Support Contact Directory at [https://empower.softwareag.com/public\\_directory.asp](https://empower.softwareag.com/public_directory.asp) and give us a call.

### **Software AG TECHcommunity**

You can find documentation and other technical information on the Software AG TECHcommunity website at <http://techcommunity.softwareag.com>. You can:

- Access product documentation, if you have TECHcommunity credentials. If you do not, you will need to register and specify "Documentation" as an area of interest.
- Access articles, code samples, demos, and tutorials.
- Use the online discussion forums, moderated by Software AG professionals, to ask questions, discuss best practices, and learn how other customers are using Software AG technology.
- Link to external websites that discuss open standards and web technology.

## **Data Protection**

---

Software AG products provide functionality with respect to processing of personal data according to the EU General Data Protection Regulation (GDPR). Where applicable, appropriate steps are documented in the respective administration documentation.

---



## 2 Installing and Uninstalling Natural Screen Tester

---

▪ Typical Development Installation .....	6
▪ Install Natural Screen Tester .....	6
▪ Complete the Installation .....	7
▪ Uninstall Natural Screen Tester .....	7

See [Installing Natural Screen Tester from an Image File](#) and also [Prerequisites](#) for information on license keys, hardware and software requirements.

## Typical Development Installation

---

The Software AG Installer offers typical development installations of products that enable you to perform a certain task. When you select a typical development installation, the installer automatically selects all products and components that make up that installation. You can select more products or deselect products if desired. The typical development installation for this product is called Natural Screen Tester.

To create production environments, work with your administrators, Software AG Global Consulting Services, and best practices documentation.

## Install Natural Screen Tester

---

### Start the Installer and Provide General Information

Read the requirements in *Using the Software AG Installer* (for example, the requirement to create a user account that has the proper privileges for Windows and that is non-root for UNIX). Follow the instructions in that guide to start the installer and provide general information such as proxy server, release to install, installation directory, and how to use the product selection tree.



**Important:** Unless otherwise stated for a specific product, do not install products from this release into a Software AG directory that contains products from any other release. Unless otherwise stated for a specific product, you cannot mix products from different releases in the same installation directory; if you do so, you will experience problems or be unable to access functionality.

On the product tree, choose Natural Screen Tester.

The installer then displays panels (GUI mode) or prompts (console mode) that ask for product configuration information. Most are self-explanatory, so this section shows only the panels that require explanation. The information and fields on the prompts is identical to the information and fields on the panels.

Here is a list of default port numbers for Natural Screen Tester. These may be changed during installation.


Server port 3323

SSL port 33443

HTTP port 3380

Admin port 3323

AJP port 3323

 **Important:** Make sure all ports you specify on panels or in response to prompts are not already being used by other products on your machine. The installer cannot detect whether ports are in use when products are shut down, and the shutting down of products is a requirement for running the installer. See list of default ports used by Software AG products available in Empower.

### Supply Product Configuration Information

If you are installing the Natural Screen Tester Server, the installer ask for information such as licence file and ports.

## Complete the Installation


---

### Install Latest Fixes

Install the latest fixes on the products you installed. For instructions on using the Software AG Update Manager, see [Using the Software AG Update Manager](#). Each fix includes a readme file that contains instructions on installing the fix.

### Start the Natural Screen Tester

See [First Steps](#) for information on starting Natural Screen Tester and recording your first unit test.

 **Important:** If any product you installed has a default password, you should change that password as soon as possible. For instructions, see the product documentation.

## Uninstall Natural Screen Tester

---

Follow the instructions in [Using the Software AG Installer](#), with the additional guidelines below.

If you are going to uninstall Software AG Designer Eclipse, and you want to review or preserve Eclipse installation information, do so before starting the uninstaller, because the uninstaller will delete the entire Software AG Designer installation directory. Usercreated data that is stored in other directories, such as your workspace, will remain untouched.



# 3 Release Notes

---

- What was New in Version 1.4 ..... 10
- What was New in Version 1.3 ..... 10

There were no major changes in version 1.5.

## What was New in Version 1.4

---

### ■ UNIX Support

The Natural Screen Tester server now runs under UNIX.

### ■ Gradle Support

The usability of the integration with build servers has been improved: a Gradle build file is built by default.

### ■ Other

Various other general usability improvements and bug fixing.

## What was New in Version 1.3

---

### ■ Managing Test Data

An editor is provided to manage test data. You can clone a data file, then execute the test case. The assertions that are generated can be modified to cover different scenarios. See Managing Test Data under *Designing and Developing a Test Case*.

### ■ Mapping Multiple Dynamic Fields

With the new field type 'Multiple Dynamic Field' you can now capture all field instances with the same name in a screen. See Mapping Multiple Dynamic Fields under *Designing and Developing a Test Case > Screens*.

# 4 Prerequisites

---

- License Keys ..... 12
- Hardware Requirements ..... 12
- Software Requirements ..... 13

## License Keys

---



**Note:** During the installation process, a check is performed that the version of the installed Natural Screen Tester server matches the version in the license key. If you are logged on to Software AG's Empower site, you can request a new license key from Software AG Logistic Service Center (LSC).

Natural Screen Tester can be purchased with one of the following types of licenses (it is possible to purchase more than one type of license):

### ■ NSRDV License

Developer license. Licenses are calculated based on number of named users (number of domain user IDs). When a user connects to a session, the number of open connections is compared with the maximum number of users defined in the license file. The number of open connections may not exceed this maximum number.

### ■ NSRRT License

Runtime license. Support for all features.

### > To update your license

- If you wish to change the license key after the installation, locate the license file (*<Software AG Installation>\common\conf*) and replace the old license with the new one. Restart the Natural Screen Tester server and the Software AG Designer.

## Hardware Requirements

---

### Server

- 2 x 3 GHz Intel(R) Xenon(TM) processors.
- 2GB free disk space.
- RAM: Natural Screen Tester Server requires 200 MB. Each test project requires additional minimum 40 MB (depending on the test project repository size). Host sessions require 1 MB per session.
- Network card.



### Natural Screen Tester Development Workstation

- 2 GB free disk space (server and development tools).
- RAM: minimum 4 GB.
- Network card.

### Network

Natural Screen Tester supports working with IPv6 as well as IPv4 when working with Natural Screen Tester components that use IP addresses.

## Software Requirements

---

### Operating Systems and Supported Platforms

For details regarding supported platforms and the most updated information refer to the Software AG Empower website at <https://empower.softwareag.com>.

Natural Screen Tester server is Java-based and can run on a Java Virtual Machine 1.8. Natural Screen Tester can run independently as an independent Java process (this is the default installation), or as a J2EE application under one of the following application servers:

- Apache Tomcat 7.0.27, 8.0.18, 8.5, 9
- Oracle WebLogic 12.1.3
- WildFly 8, 9, 10 (formerly JBoss)
- Microsoft IIS 7.5, 8, 8.5, 10
- WebSphere 9.0.x



# 5 First Steps

---

- Before you Begin ..... 16
- Glossary of Terms ..... 16
- Creating your First Unit Test ..... 17

## Before you Begin

---

Make sure you have the following:

- License for Natural Screen Tester
- Software AG Designer
- Local or remote Natural application to test

See [Prerequisites](#) for complete list of system prerequisites.

## Glossary of Terms

---

### Assertion

An assertion encapsulates some testable logic specified about a target under test. This can be an attribute-value pair, for example `"firstName": "John"`, or a true-false statement inserted in a program where the developer always expects a certain condition, for example `"endOfList": "true"`. Assertions are stored in the generated JSON file.

### Configuration File

Each test project has a configuration file in JSON format. This contains default values for the packages contained in the test project, for example `"hostApplication": "my_Mainframe"`.

### Host

The host containing the application you want to test.

### Input

Field identified as input field when the test case is recorded, for example User ID. Inputs are stored in the generated JSON file.

### JSON File

In Natural Screen Tester, a JSON file (JavaScript Object Notation) is generated by the Generate Unit Test wizard from the test project. It contains inputs and assertions for the unit test as attribute-value pairs. You can copy a generated JSON file and change the inputs and assertions. The unit test is then run multiple times, once for each JSON file.

### Test Case

A test case corresponds to an individual function, for example LoginFlow or GetUserById. It is the result of the recorded screen flow. From a recorded test case you can generate a unit test.

### Test Project

A test project corresponds to the Natural application you want to test. It consists of one or more test cases.

## Unit Test

A unit test is generated from a recorded screen flow, for example LoginFlow. A unit test is generated as a test case to a new test project or added to an existing test project. The unit test is run from the Java file that is generated in the test project.

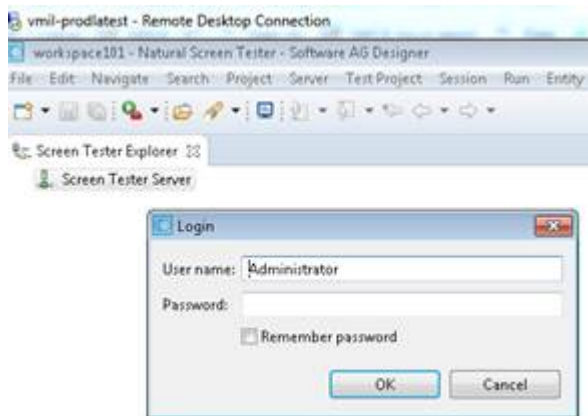
## Creating your First Unit Test

- [Step 1: Create a New Test Project](#)
- [Step 2: Identify Screens and Fields for your Test Case](#)
- [Step 3: Record your Test Case](#)
- [Step 4: Generate a Unit Test](#)
- [Step 5: Run the Unit Test](#)

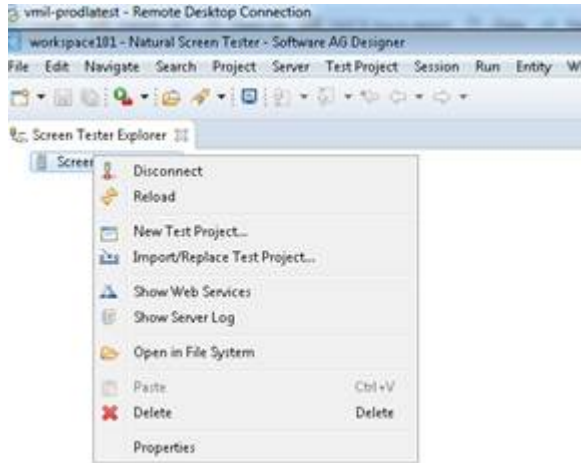
### Step 1: Create a New Test Project

#### › To create a new test project

- 1 From the Software AG Designer, open the Natural Screen Tester development environment.
- 2 Connect to the Natural Screen Tester server by double clicking the server icon. A new dialog for credentials is opened.



- 3 In the Natural Screen Tester perspective, create a new test project. Select **Screen Tester Server**, and from the context menu choose **New Test Project**.



- 4 Enter a name for your new project, a description and specify the initialization mode. Press **Next**. See *Test Project Configuration Parameters* in the *Natural Screen Tester Reference Guide*.
- 5 Under **General Test Project Information**, specify your Natural host.

### Step 2: Identify Screens and Fields for your Test Case

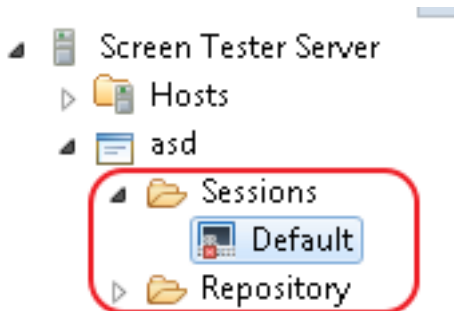
> To identify screens and fields


- See Screens in the *Designing and Developing a Test Case* documentation.




### Step 3: Record your Test Case

> To record your test case

- 1 Under the **Sessions** folder, double-click the **Default** session to start the green screen host session of the test project. During this session you record the screen flow of the test case.



- 2 Record the screen flow that covers the test case. 

- 3 During recording, mark the fields you want to include as inputs for your test case. 
- 4 During recording, mark the fields you want to include as assertions for your test case. 
- 5 Stop the recording. 
- 6 In the **Define Test Case Name** screen, enter a name, description and folder where the test case will be stored.

#### Step 4: Generate a Unit Test

##### > To generate a unit test

- 1 Review the test case to make sure the inputs and outputs were recorded correctly. You can also edit or add logic to the recorded test case to make it more general or specific to suit your needs.
- 2 Select the test case and choose **Generate Unit Test**.

The following artifacts are generated:

- Java project that includes a Java file containing the executable test case
- JSON configuration file
- JSON file containing inputs and assertions
- required binary files that are included in the Java project

#### Step 5: Run the Unit Test

##### > To run the unit test

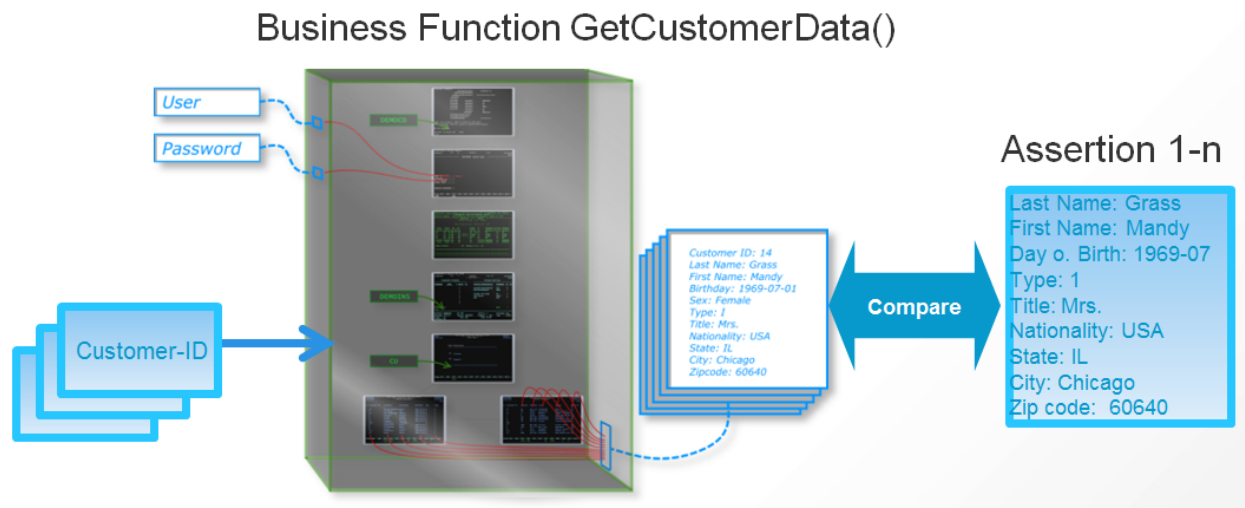
- From the Java perspective, select the generated Java file. From the context menu choose **Run as > JUnit Test**.





# 6 Architecture

Natural Screen Tester automates the testing of business functions available inside host screens. A manual test is recorded once, and the results can be modified and duplicated to create a test series using multiple sets of input data. More sophisticated tests can be created using additional test procedures that would be difficult to record manually.



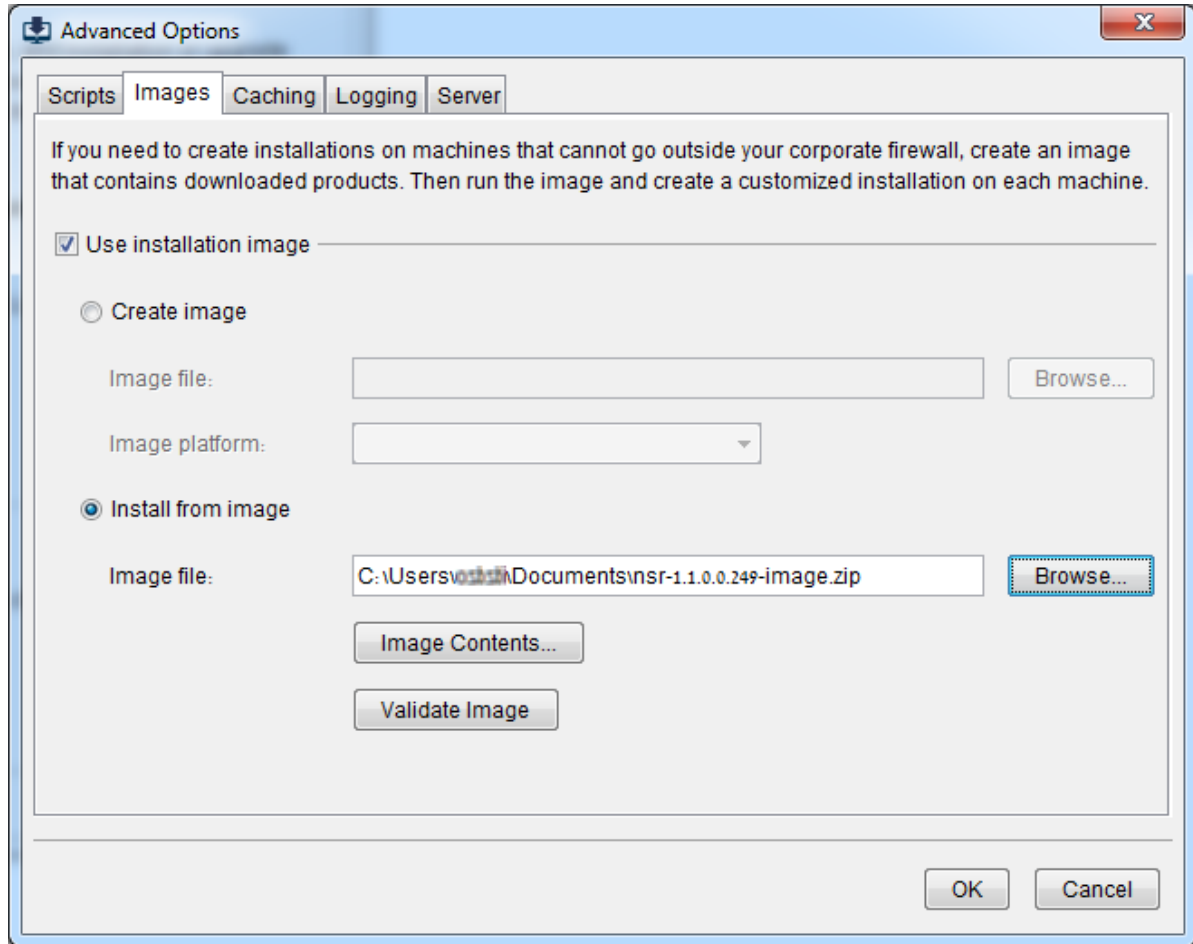


# 7 Installing Natural Screen Tester from an Image File

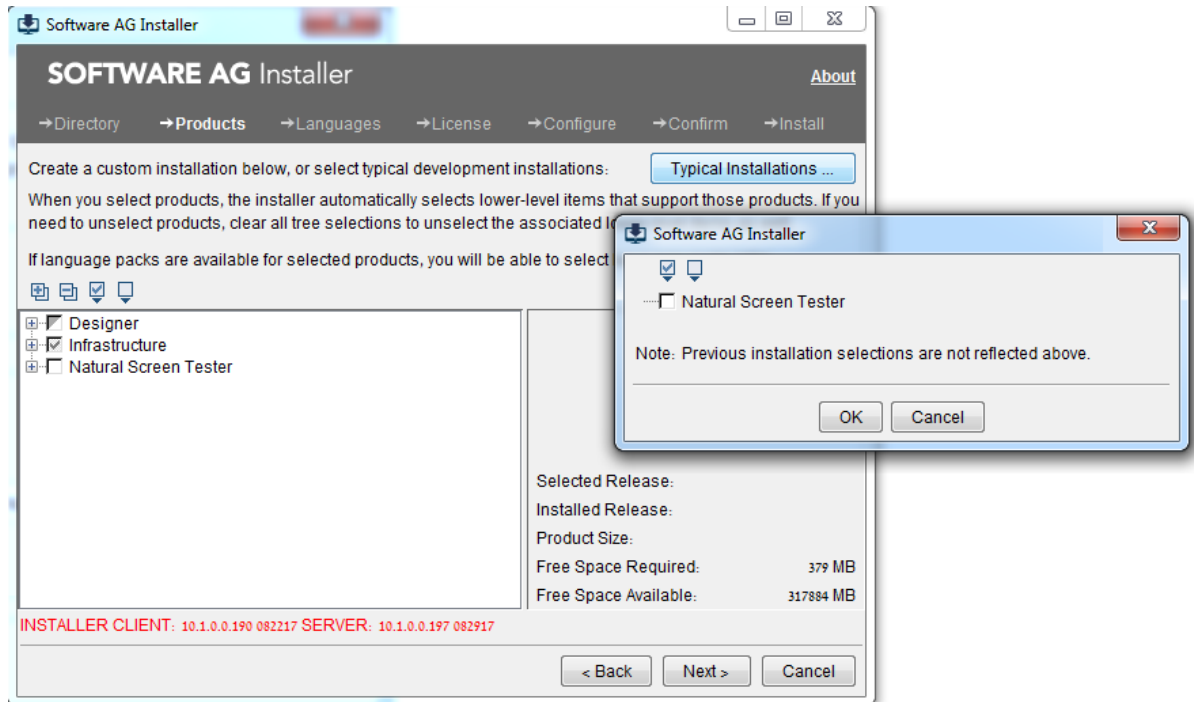
---

## › To install Natural Screen Tester from an image file

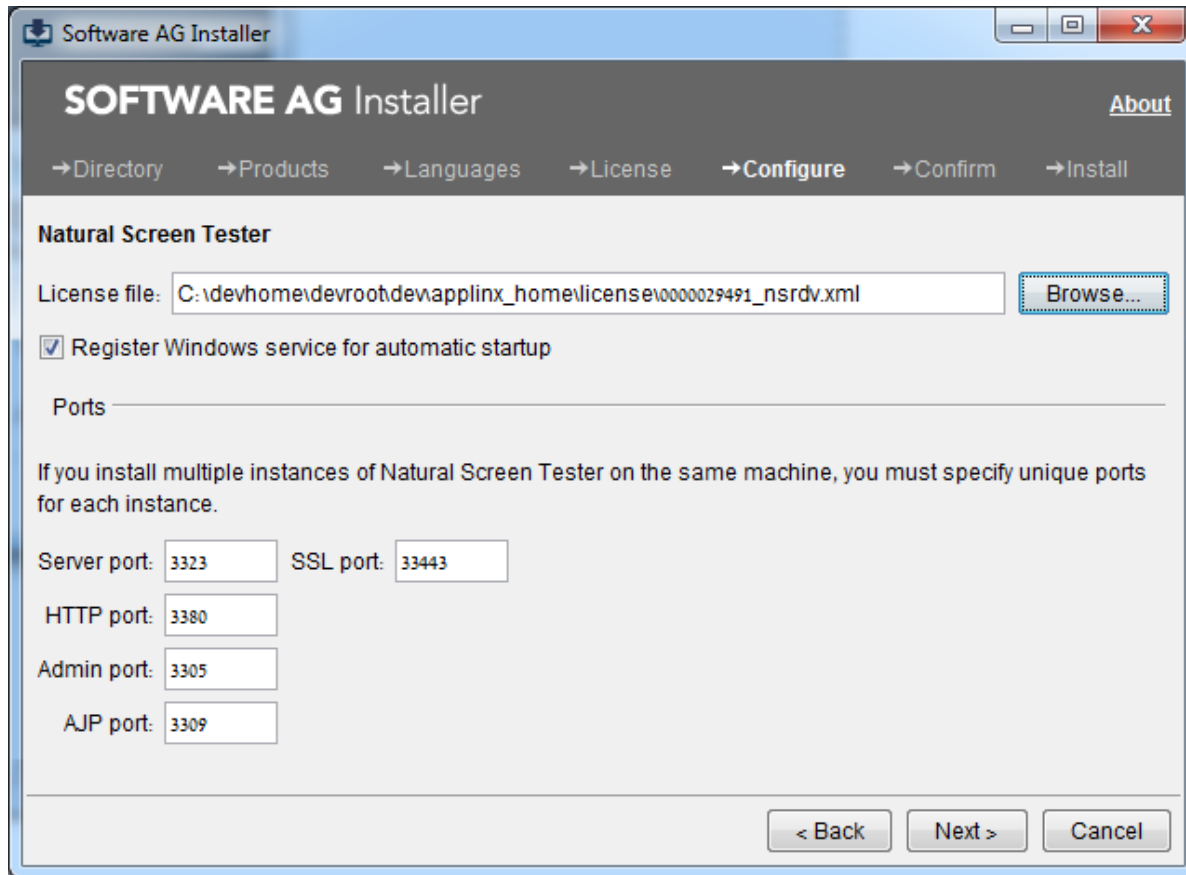
- 1 Obtain the NSR image file from the FTP site (instructions are provided in the email).
- 2 Run the Software AG 10.2 Installer.
- 3 In the Installer, navigate to **Advanced Options > Images**, select the NSR image file and press **OK**.



- 4 Press **Next** to start the installation.
- 5 Provide the installation directory, host name and start menu group in the **Directory** panel and press **Next**.
- 6 In the **Products** panel, choose **Typical installations...** and check **Natural Screen Tester**.



- 7 In the **License** panel, check the checkbox to agree with the license terms and press **Next**.
- 8 In the **Configure** panel, provide your NSR license, choose whether to install the product as a service or as a batch file, modify the ports if needed and press **Next**.



- 9 Confirm to start the product installations.
- 10 When the products are installed, press **Finish**.

# 8

## Natural Screen Tester Designer (Software AG Designer)

---

- Starting the Natural Screen Tester Designer ..... 28
- Logging on ..... 28
- Adding a New Server Connection ..... 29
- Designer Layout ..... 29

Software AG Designer enables you to create and maintain a wide number of applications, services, tasks, and other components to implement and execute your solutions in multiple Software AG products. Natural Screen Tester is one of the features provided by the Designer.

## Starting the Natural Screen Tester Designer

---

From the **Start** menu, choose **All Programs > Software AG > Tools > Software AG Designer <version number>**.

Alternatively, you can run the Designer from a remote PC (for example: on a Microsoft Windows operating system) and connect to the server using TCP/IP. When running the Designer from a remote PC, some Designer features may not work, for example opening the file system.

The first time you start the Designer, a Welcome page will be displayed. From this page you can access the Natural Screen Tester perspective and the help contents. If you close the Welcome page, and you would like to display the Natural Screen Tester perspective, go to **Window > Open Perspective > Other** and select **Natural Screen Tester**.

If you are not yet familiar with Eclipse, see the Eclipse online help at <http://www.eclipse.org/documentation/>, or start the Software AG Designer and then choose **Help > Help Contents**. General information on Eclipse can then be found under *Workbench User Guide*. When working with the Software AG Designer, the online help also provides help for the currently installed Software AG products; this can be found under *Software AG Designer Guides*.

## Logging on

---

Once the Designer is displayed, you will see the available list of servers. Double-click on a server or select **Connect** from the right-click context menu. When this is the first time you are logging on, by default, "Administrator" will be displayed in the **User name** field. When it is not the first time you are logging on, Natural Screen Tester Designer will automatically try to connect to the last server it connected to.

You can select to remember the user password in the **Login** dialog box. Once this is selected, the **Login** dialog box is not shown again. To require entering a password and displaying the **Login** dialog box, change the **Remember passwords** check box in **Window > Preferences > Software AG > Natural Screen Tester**.



**Note:** The first time the **Remember password** check box is selected, an Eclipse Secure Storage message is displayed. This message offers remembering an internal Eclipse password using a hint, but this is not applicable to the Natural Screen Tester server password, therefore click **No**.



## Adding a New Server Connection

---

Additional connections to servers can be added. To add an additional server connection, in the **Server** menu, choose **Add Natural Screen Tester Server Connection...** The wizard is displayed. Enter the name of the server, the relevant address (IPv4 and IPv6 address formats are supported) and port. Also determine whether the connection will be a secured connection.

See also *Configuring the Server*.

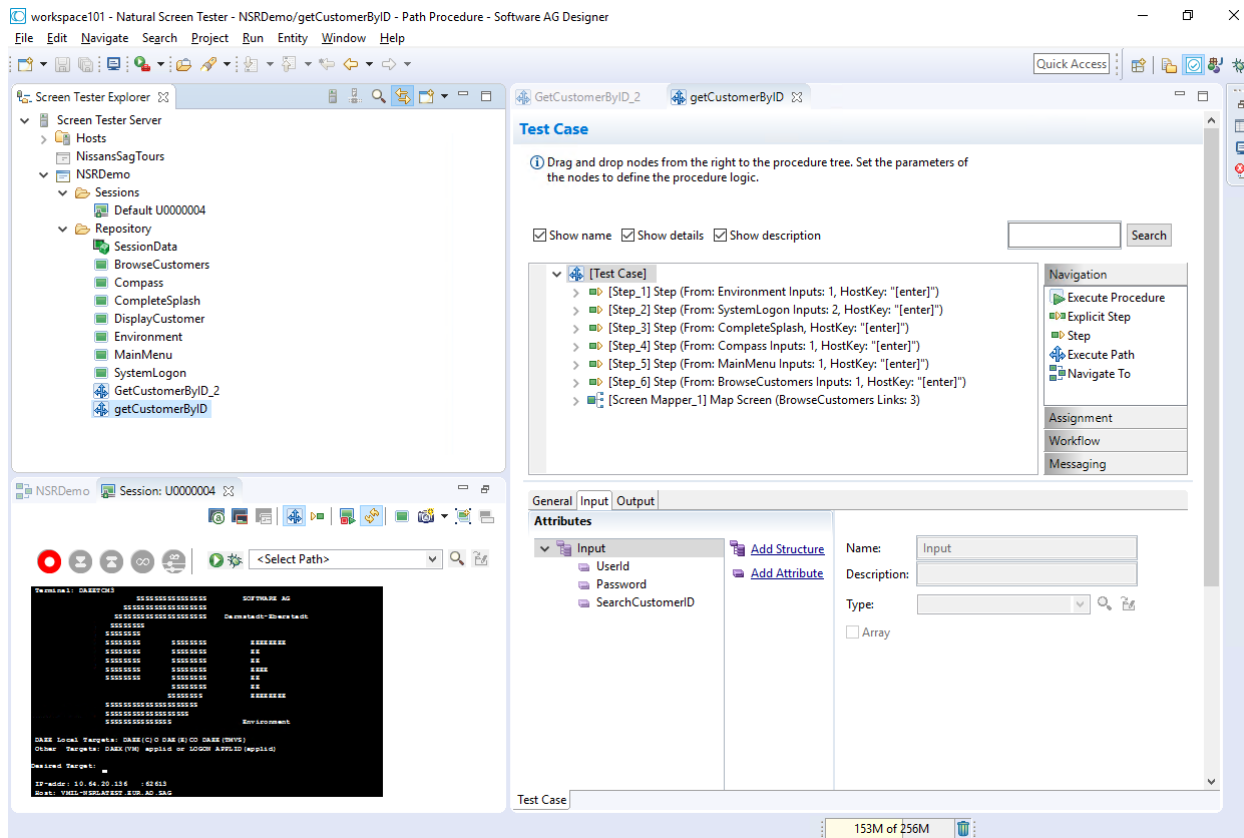
## Designer Layout

---

- [Menu Bar Commands](#)
- [Natural Screen Tester Explorer](#)
- [Editor](#)
- [Test Project Map](#)
- [Properties](#)
- [Console](#)
- [Error Log](#)
- [Status Bar](#)

By default the layout is as displayed below, but as possible in Eclipse, the layout can be changed.

# Natural Screen Tester Designer (Software AG Designer)



## Menu Bar Commands

This section describes the commands that are included in the menu bar that specific to Natural Screen Tester.

- File Menu
- Session Menu
- Entity Menu
- Test Project Menu
- Server Menu

## File Menu

New > Natural Screen Tester Test Project...	Creates a new Natural Screen Tester test project.
New > Natural Screen Tester Host...	Creates a new Natural Screen Tester host.
New > Entity	Creates a new entity from the list of entities.
New > Session	Creates a new display session.
Import....	Enables importing Natural Screen Tester entities or importing/replacing a Natural Screen Tester test project.

Export...	Enables exporting Natural Screen Tester entities or test project.
-----------	---

### Session Menu

Duplicate Session Definition	Creates another session with the same definitions as the selected session.
Connect	Connects to the host using the selected session definitions.
Disconnect	Disconnects the session from the host.

### Entity Menu

Convert > Screen to Screen Group	Converts a screen to a screen group.
Convert > Screen Group to Screen	Converts a screen group to a screen. See also Screens and Screen Groups in the <i>Designing and Developing a Test Case</i> documentation

### Test Project Menu

Open Test Project	Opens the test project.
Close Test Project	Closes the test project.
Reload Test Project	Reloads the repository.
Import Host Screen Maps	Opens a wizard which enables importing screen maps.
Show Test Project Map	Displays the Test Project Map view.
Automatically Identify Screens/Steps using Trace Files...	Opens a wizard which enables to automatically identify screens.
Open in File System	Opens the file system and allows viewing the files in the relevant folder.

### Server Menu






Add Natural Screen Tester Server Connection...	Adds an additional server connection.
Connect to Server	Connects to the server.
Disconnect from Server	Disconnects from the server.
Reload	Reloads the server configuration, i.e. the configuration of all test projects connected to the server.

## Natural Screen Tester Explorer


















The Natural Screen Tester Explorer consists of:

- Explorer Toolbar
- Explorer Tree

### Explorer Toolbar

	Adds a new server connection.
	Connects to the selected server.
	Disconnects from the selected server.
	Enables finding an entity.
	Enables creating new entities in the currently selected test project.

### Explorer Tree

	Local Natural Screen Tester server
	Hosts
	<Host name>
	<Test project name>
	Session (disconnected)
	Session (connected)
	Repository
	Screen
	Screen Group
	Connection Pool
	Connection Information Set
	Flow Procedure
	Test Case Procedure
	Program Procedure
	Data Structure
	Database Connection
	External Web Service

## Editor

The various entity editors are displayed in the editor area: Screen, Screen Group, Connection Pool, Connection Information Set, Test Case Procedure, Procedure Group, Flow Procedure, Program Procedure, Data Structure, Database Connection and External Web Service.

## Test Project Map

The **Test Project Map** view displays screens through which the user has navigated. Refer to *Test Project Map* in the *Designing and Developing a Test Case* documentation for further details.

## Properties

This area displays basic details regarding the object selected in the Natural Screen Tester Explorer tree. For example, if you select a Server, the **Properties** area displays a number of parameters such as the server address, port, state and version; if you select the Repository, or a folder within the repository, the **Properties** area displays parameters such as the test project name, a detailed list of all the entities, and the number of each type of entity.

## Console

This area displays the console messages.

## Error Log

This area displays the error log.

## Status Bar

Online/Offline indication	Name of GCT trace file/test project name.
Screen name	UNKNOWN when the screen has not been identified.
Cursor position	Row and column, and position in the host.
Mouse position	Row and column, and position in the host.
Selection start	Starting position of the currently selected area in host units).



# 9 Managing the Natural Screen Tester Server

---

- Starting Natural Screen Tester Server ..... 36
- Natural Screen Tester Server System Parameters ..... 36
- Stopping Natural Screen Tester Server ..... 37
- Connecting to the Server ..... 37
- Configuring the Server ..... 38
- Viewing Server Logs ..... 40

## Starting Natural Screen Tester Server

---

The Natural Screen Tester server can be started either as a Windows service or using a batch file.



**Note:** If you run Natural Screen Tester as a service it will, by default, start automatically when Windows is started.

### ➤ To start the Natural Screen Tester server as a Windows system service

- 1 In the installation process, define that Natural Screen Tester server will run as a Windows system service.
- 2 Choose **Start > Settings > Control Panel > Administrative Tools > Services**.
- 3 Start the Natural Screen Tester Server service.

### ➤ To start the Natural Screen Tester Server using a batch command file

- 1 Access the folder `<NSR_installation>/bin` folder.
- 2 Double-click `startup.bat`.

It is possible to configure the server's system properties.

Refer to [Natural Screen Tester Server, System Parameters](#) for further details.

## Natural Screen Tester Server System Parameters

---

When running Natural Screen Tester server as a batch file, these parameters can be configured in the `startup.bat` batch file/`GXNatural Screen TesterService.ini/startup.sh`.

Parameter	Description
com.sabratec.gxhome	The location of the Natural Screen Tester_home directory.
com.sabratec.license	The directory of the license file.
com.sabratec.useicon	Put the server icon in the icon tray.
com.sabratec.conf	Natural Screen Tester configuration file name - under the config folder of the installation.
com.sabratec.prpfile	The location of gxstartup.prp.
com.sabratec.logger	Servlet logger.



The following parameters provide you with the ability to determine the server's system properties. Define these properties in the `\config\gxstartup.prp` file. These parameters can be overridden by parameters defined in the `startup.bat` batch file/`GXNatural Screen TesterService.ini/startup.sh` files.

Parameter	Description
com.sabratec.license	The directory of the license file.
com.sabratec.useicon	Put the server icon in the icon tray.
com.sabratec.conf	Natural Screen Tester configuration file name - under the config folder of the installation.
com.sabratec.logger	Servlet logger.

## Stopping Natural Screen Tester Server

### › To stop the Natural Screen Tester server, when started as a Windows system service

- 1 Select **Start > Settings > Control Panel > Administrative Tools > Services**.
- 2 Stop the Software AG Natural Screen Tester Serverservice.

### › To stop the Natural Screen Tester server using a batch command file

- 1 Access the Natural Screen Tester installation folder.
- 2 Double-click `shutdown.bat`.

## Connecting to the Server

### › To connect to the server

- 1 In the Natural Screen Tester Designer, click **Connect to Server** on the toolbar, or right-click on the relevant server and select **Connect**.
- 2 When connecting for the first time, ensure that the server address (IPv4 and IPv6 address formats are supported) and port that are displayed in the pop-up are correct.
- 3 Click **OK**.
- 4 Type the **User name** and **Password** and click **OK**.

➤ **To disconnect from the server**

- In the Natural Screen Tester Designer, click **Disconnect from Server** on the toolbar, or right-click on the relevant server and select **Connect**.

The communication with the server terminates, and the user's details disappear.

## Configuring the Server

---

To update a Server's configuration, open Natural Screen Tester Designer, and either right-click on the server (in the Natural Screen Tester Explorer) and select **Properties**, or select **Properties** from the **Server** menu.

The *Server Properties* dialog box is displayed.

Edit the dialog box as follows:

- General
- License
- Log
- Outgoing SMTP Server

### General

#### Non-secured port

Does not require user name and password authentication.

#### Secured port

The **Secured port** check box determines whether SSL is used to securely transfer the data between the client and Natural Screen Tester server.

To change the HTTP port, edit the `server.xml` and `gxconfig.xml` files.

#### Load Natural Screen Tester archive test projects (gxar)

This check box determines whether to automatically update the test project with new/updated gxar files. Once selected, Natural Screen Tester searches the host-projects folder looking for new/updated gxar files. When one is found, it is loaded automatically as a new/updated project. You must determine how often to search the folder (by default this is set as one minute).

#### Enable encryption of recorded sessions

Selecting this checkbox, enables encrypting recorded sessions.

#### Encryption key file

The encryption key enables Natural Screen Tester to encrypt and decrypt the recorded sessions. A key is required for each Natural Screen Tester server.



**Note:** Refer to Recording Sessions for further details regarding encrypting recorded sessions.

## License

This page provides information regarding the Natural Screen Tester Server license. It includes the number of users, the number of licenses for each type of license, the expiry date, the platforms and the special license terms. See License Keys.

## Log

The server log can be accessed from the Natural Screen Tester Designer. Refer to [Viewing Server Logs](#) for further details.

## Level

The contents of the log file are as detailed as this property defines, where every level includes the levels above it. For example, the Debug level also logs Normal, Warnings and Errors Only levels. Available values: "Errors only", "Warnings", "Normal" and "Debug" (by default Normal is selected).

## Log File Name

The log is written to this file.

## Open log folder

Enables you to see the list of existing log files.

## Max. file size

Starts a new log file after the current file has been filled to the maximum file size.

## Save History

Selecting this check box determines whether backups of old log files will be saved, after restarting the server.

The radio button options determine the number of backups saved before overwriting the old log files. For example: 10 means "save the last 10 log files, in addition to the current one, then start to overwrite". When selecting **All Files**, old log files are never deleted. Default value is "10".

## Outgoing SMTP Server

### Server Address

The IP address of the SMTP server.

### From address

Mail sent as part of a Procedure, requires using a From address, which is defined in the procedure. When the From field in the procedure is left empty, the address defined here, in the **Default From address**, will be used.

### Requires authentication

For security reasons, you may want to require authentication. Enter the **Account name** and **Password**.



**Note:** Only an Administrator is able to change the server's configuration.

## Viewing Server Logs

---

The Server Log includes information as to the Server's activities and problems. The contents of the server log file are defined according to the settings configured in the Server Parameter>Log node. The Server Log can be accessed from Natural Screen Tester Designer.

### ➤ To View the contents of server log files from within Natural Screen Tester Designer

- 1 In the Natural Screen Tester Designer, either right-click on a server and select **Show Server Log**, or select **Show Server Log** in the **Server** Menu.
- 2 To view previous log file history select the relevant file from the list of files in the File name field.
- 3 Double-click a file's name. A dialog box with the file's contents appears.
- 4 Click **Refresh**, or press the **F5** key on the keyboard to renew information on the log file manually.
- 5 Click **Restart Log** to restart the log. The previous data is saved to a file, and a new file is created.