

Managing Objects

This chapter provides the general information which applies to all types of objects.

- Issuing a Command
- Adding an Object
- Displaying/Modifying the Properties of an Object
- Duplicating an Object
- Deleting an Object
- Renaming an Object
- Making a Private Object Public

When you add, modify or duplicate an object, an object-specific dialog box appears. See the *Overview of Object Properties* for detailed information on these dialog boxes.

Note:

Not all profile changes that are made in the Configuration Manager become active immediately. For several kinds of profile changes, you have to restart the Configuration Manager or the Entire Connection terminal application. Or you have to close and reopen a session to take over the new values. For changes in the user and group profile, you have to restart the Configuration Manager *and* the terminal application. Changes in the session profile that affect the physical connection (such as terminal model or host address) are only applied the next time the session is opened.

Issuing a Command

The **Edit** menu always shows the commands that apply to the object type that is currently selected in the left pane of the application window.

Note:

It is possible that a user cannot use all of the commands described below. This depends on the rights that have been defined for this user. As a rule, a general user can only duplicate public objects and use all commands (except **Make Public**) on his own private objects. An administrator can always use all commands on public objects. Private objects cannot be changed by an administrator. They can only be made public by the administrator.

As an alternative to the **Edit** menu, context menus are available. You invoke a context menu by clicking the *right* mouse button or by pressing SHIFT+F10 in the right pane of the application window.

Depending on the pointer position, the following applies when you click the right mouse button:

- When the pointer is positioned on an object name, the object is selected and all available commands (such as **Modify** or **Duplicate**) are shown in a context menu.

- When the pointer is *not* positioned on an object name, the context menu provides the **New** command and you can add a new object. In this case, the commands from the **View** menu which allow you to change the appearance of the object list are also provided.

The following applies when you press SHIFT+F10:

- When an object has been selected, all available commands (such as **Modify** or **Duplicate**) are shown in a context menu.
- When an object has not been selected, the context menu provides the **New** command and you can add a new object. In this case, the commands from the **View** menu which allow you to change the appearance of the object list are also provided.

The following procedures apply to existing objects and thus to the following commands: **Modify**, **Duplicate**, **Delete**, **Rename** and **Make Public**. Adding an object is slightly different. Therefore, the **New** command is described in a separate section below.

▶ To manage an existing object using the Edit menu

1. In the left pane, select the desired object type.
2. In the right pane, select the desired object.
3. From the **Edit** menu, choose the desired command.

▶ To manage an existing object using a context menu

1. In the left pane, select the desired object type.
2. In the right pane, position the pointer on the name of the desired object.

Or:

When working with the keyboard, select the object.

3. Click the right mouse button.

Or:

Press SHIFT+F10.

4. From the resulting context menu, choose the desired command.

Adding an Object

Using the **New** command, you create a new object. A dialog box will then appear in which you have to specify all required properties for the new object. You also have to specify an object name in this dialog box. This must be a unique name that is not used by another object of the same type. All object names, except user IDs, are case-sensitive.

This description applies to all objects types, except the following:

- System Preferences can only be displayed/modified.

- Tables can only be imported. Therefore, the **Import Table** command is available instead of the **New** command.

▶ **To add a new object using the Edit menu**

1. In the left pane, select the desired object type.
2. From the **Edit** menu, choose **New**.

▶ **To add a new object using a context menu**

1. In the left pane, select the desired object type.
2. In the right pane, position the pointer in any column except the name column.

Or:

Position the pointer below any existing objects.

Or:

When working with the keyboard, make sure that no object is selected.

3. Click the right mouse button.

Or:

Press SHIFT+F10.

4. From the resulting context menu, choose **New**.

Displaying/Modifying the Properties of an Object

Using the **Modify** command, you invoke a dialog box for the selected object in which you can view or modify the object properties.

Alternative: you can also double-click the object to invoke the object-specific dialog box.

It is not possible to rename the object in the dialog box which shows the object properties. To rename an object, use the **Rename** command.

You can apply the **Modify** command to all objects, except the following:

- Tables cannot be modified.

Duplicating an Object

Using the **Duplicate** command, you create a copy of an existing object. A dialog box will then appear in which you have to specify a new name for the copy. This must be a unique name that is not used by another object of the same type. You can then modify all required properties in the dialog box.

You can apply the **Duplicate** command to all objects, except the following:

- System Preferences cannot be duplicated.
- Tables cannot be duplicated.

Deleting an Object

Using the **Delete** command, you delete the selected object from the share file. You will be asked to confirm the deletion.

Alternatives: to delete the selected object you can also press DEL or choose the following toolbar button:



You can apply the **Delete** command to all objects, except the following:

- System Preferences cannot be deleted.

Renaming an Object

Using the **Rename** command, you rename the selected object. The name of the object is then selected and you can type the new name. This must be a unique name that is not used by another object of the same type. As soon as you press ENTER or click any other screen position, the rename process is completed.

Alternatives: to rename the selected object, you can also press F2 or click the object twice (no double-click).

You can apply the **Rename** command to all objects, except the following:

- System Preferences cannot be renamed.
- Tables cannot be renamed.

Making a Private Object Public

All objects created by the administrator are public objects. That is, they can be accessed by all users. By contrast, all objects created by a general user are private objects and are accessible to this user only.

Using the **Private Objects** command, an administrator can display all private objects. Using the **Make Public** command, the administrator can then change a private object into a public object.

Caution:

Once a private object has been changed to a public object, it cannot be changed back to a private object.

The **Make Public** command is only available to the administrator and is only available for private objects of the following types:

- Menus
- Tasks

- Host Sessions
- Color Schemes
- Key Schemes