software AG

Entire Connection

Configuration Manager

Version 4.5.2

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This document applies to Entire Connection Version 4.5.2 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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1 Configuration Manager

The following topics apply to the Configuration Manager of Entire Connection.

- **Getting Started**
- **Managing Objects**
- **About the Object Types**
- **Share File**

See the *Overview of Object Properties* for detailed information on the object-specific dialog boxes.

2 Getting Started

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This chapter tells you how to get started with the Configuration Manager of Entire Connection.

Starting the Configuration Manager

If you do not specify otherwise during installation, an Entire Connection folder automatically appears in the Programs folder of the Start menu after Entire Connection has been installed. It contains the shortcuts for the Entire Connection components, including the Configuration Manager.

To start the Configuration Manager

1 From the **Start** menu, choose **Programs > Software AG Entire Connection** *n.n.n* **> Configuration Manager**.

It is assumed that you logon as an administrator. Therefore, the following default settings are used:

- "SYSTEM" as the default name.
- "PASSWORD" as the default password.

If you are an administrator, you should rename the **user** SYSTEM, define another password and then create a **shortcut** on your desktop.

If user information is required, the **Entire Connection Logon** dialog box appears and you must proceed as described below.

2 Enter your name.

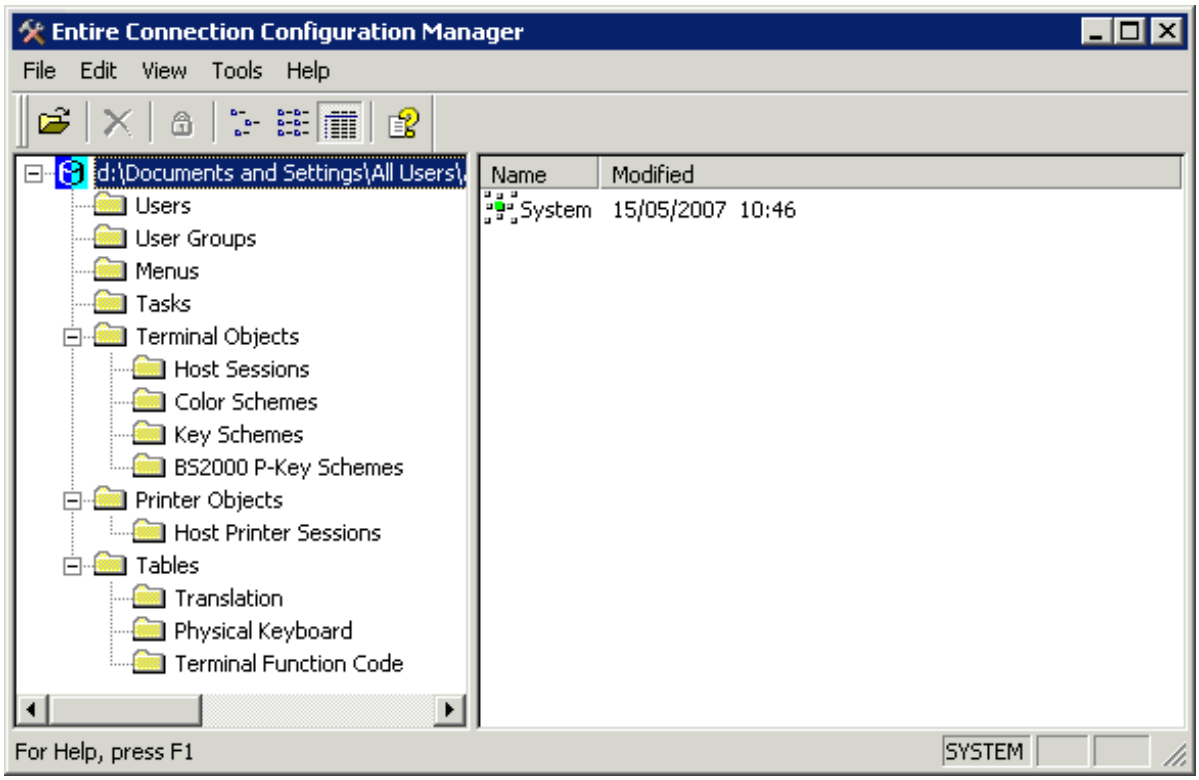
3 Enter your password (if required).

4 Choose the **OK** button.

The Configuration Manager is now started with the rights that are defined for you.

Elements of the Application Window

When you start the Configuration Manager, the **share file** is automatically loaded.



The name with which you are currently logged on is shown in the status bar.

The application window contains two panes. To modify the size of a pane, move the mouse pointer over the border separating the panes until the pointer changes, showing two arrows pointing into opposite directions. Then drag the border using the mouse until one of the panes has the desired size. When working with the keyboard, press CTRL+ALT+S and then use RIGHT-ARROW or LEFT-ARROW to modify the size.

The following topics are covered below:

- Menu Bar
- Toolbar
- Status Bar
- Share File and Object Types

- Defined Objects

Menu Bar

The following menus are available:

File	Using the commands in this menu you can **open** another share file or **quit** the Configuration Manager.
Edit	Using the commands in this menu, you can **manage the objects** that are shown in the right pane of the application window.
View	Using the commands in this menu, you can show or hide the toolbar or status bar. You can also specify how the objects in the right pane of the application window are to be presented and whether private objects are shown.
Tools	Using the commands in this menu, you can **reorganize** or **upgrade** the share file, or **merge** an older share file with the currently active share file.
Help	When you choose **Online Documentation** from this menu, you access the Entire Connection **documentation**. When you choose **About** from this menu, information **about** Entire Connection is shown. When you choose **Software AG on the Web** from this menu, you can check the Software AG web site for the latest information on products or events.

Toolbar

You can execute the most important Configuration Manager functions using the toolbar. The toolbar buttons represent the following menu commands:

- **Open Share File** (**File** menu)
- **Delete** (**Edit** menu)
- **Private Objects** (**View** menu)
- **Small Icons** (**View** menu)
- **List** (**View** menu)
- **Details** (**View** menu)
- **Online Documentation** (**Help** menu)

To switch the toolbar display on and off

- From the **View** menu, choose **Toolbar**.

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

Status Bar

The status bar 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

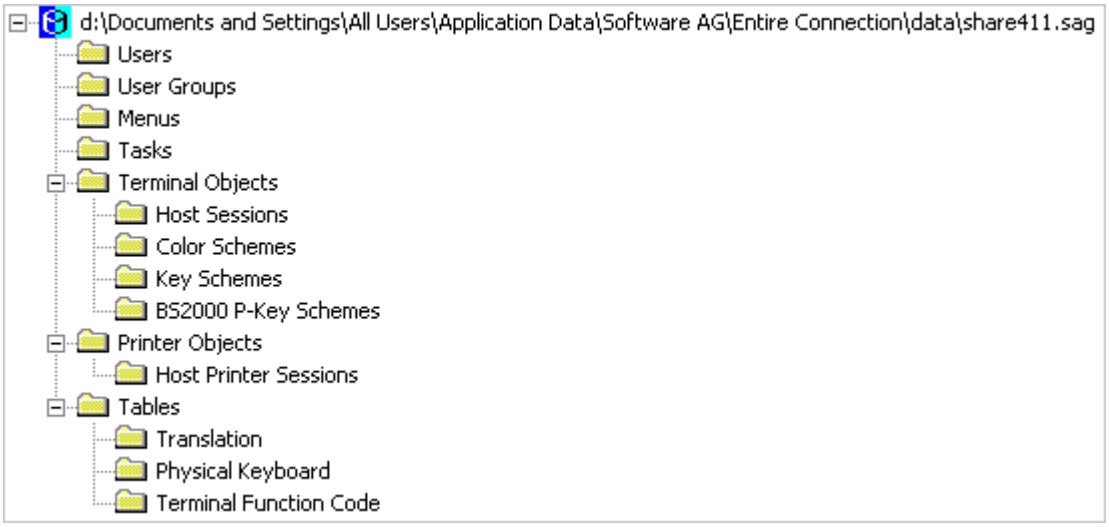
- From the **View** menu, choose **Status Bar**.

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

Share File and Object Types

The left pane of the application window shows a tree structure. It contains the path to the active share file and all available object types.

The administrator can see all object types:



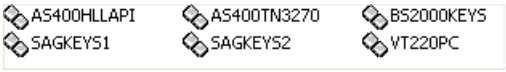
The general user can only see the following object types:

Defined Objects

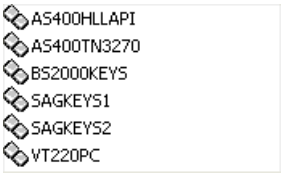
The right pane of the application window shows the objects that are defined for the currently selected object type.

Using the following commands in the **View** menu, you determine how the objects in the right pane are to be presented. These commands are also available from the toolbar or from the context menu **View** which appears when you click the *right* mouse button in the right pane of the application window.

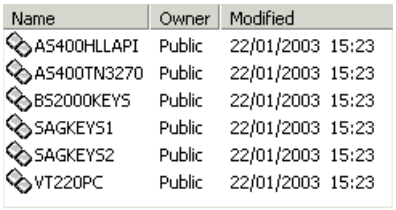
The command **Small Icons** presents the objects as follows:



The command **List** presents the objects as follows:



The command **Details** (default) presents the objects as follows:



The column headings change according to the type of object shown.

You can modify the width of each column. To do so, move the mouse pointer to the line in the heading which separates two columns. The pointer now changes, showing two arrows pointing into opposite directions. Using the mouse, you can now drag the column until it has the desired size.

The command **Private Objects** is only available to the administrator. It also shows the objects which are privately owned by other users. When the objects are presented in the Details view, the name of the owner is shown.

Using the command **Make Public**, the administrator can change a private object into a public object which is then available to all users. This command only applies to the following object types:

- Menus
- Tasks
- Host Sessions
- Color Schemes
- Key Schemes

Navigation

In the left pane of the application window, you can expand or collapse the tree structure by clicking the plus or minus sign in front of the share file name or folder name. When using the keyboard, select the name and press RIGHT-ARROW or LEFT-ARROW. Alternatively, you can double-click the share file name or a folder name preceded by a plus or minus sign to expand/collapse the tree structure.

To display all object types (when only the share file is shown)

- Double-click the name of the share file.

  Or:

  Click the plus sign in front of the share file name.

  Or:

  Select the share file name and press RIGHT-ARROW.

  Some object types are contained in folders (indicated by a plus or minus sign in front of the folder). In this case, you must click the plus sign, or double-click the folder name, or select the folder name and then press RIGHT-ARROW to display the object types.

To display all objects defined for a specific object type

- In the left pane of the application window, select the desired object type.

  All objects defined for this object type are now shown in the right pane of the application window.

Exception:

To display the system preferences (**System**) in the right pane of the application window, select the name of the share file.

To display/modify the object properties

- In the right pane of the application window, double-click the desired object.

  Or:

  Select the object and press ENTER.

  An object-specific dialog box appears. See the *Overview of Object Properties* for detailed information on these dialog boxes.

  It is not possible to display a dialog box for a table.

Using Help

The complete Entire Connection documentation is available as an HTML help file.

To access the documentation

- From the **Help** menu, choose **Online Documentation**.

  Or:

  Choose the following toolbar button:

To invoke context-sensitive help

- In a dialog box, choose the **Help** button.

  Or:

  Press F1.

The About Dialog

Information about the Configuration Manager is provided in the About dialog which provides the following tabs:

- **About**
  Shows information about Entire Connection (such as version number and copyright).
- **Version**
  Shows information about the Entire Connection modules. This is useful if you need to contact your technical support. Using the **Save** button, you can save the displayed information in the file *P-level.log*. This file will then be created in the log/trace directory. Using the **Copy** button, you can copy the displayed information to the Clipboard.
- **Share File**
  Shows information about Entire Connection's share file (such as licence number and installation date).

To access the About dialog

- From the **Help** menu, choose **About Entire Connection Configuration Manager**.

Quitting the Configuration Manager

When you quit the Configuration Manager, the settings in the **View** menu as well as position and size of the application window are stored in the Windows Registry. The next time, you start the Configuration Manager, its application window is restored as it appeared when you last used it.

To quit the Configuration Manager

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

  Or:

  Choose **Close** from the Control menu.

  Or:

  Click the corresponding standard button in the title bar.

Startup Parameters

The Configuration Manager is started by invoking *Pccadmin.exe*.

If you create a shortcut for *Pccadmin.exe*, you can modify its properties in order to define the user name and password with which the Configuration Manager is to be started.

Note: This information applies only to shortcuts on your desktop (it does not apply to the shortcut in the Start menu or a copy of it).

The syntax for starting the Configuration Manager is the following:

```
[drive:\path\]Pccadmin.exe username password
```

User name and password are optional parameters.

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

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

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This chapter provides general information on the object types.

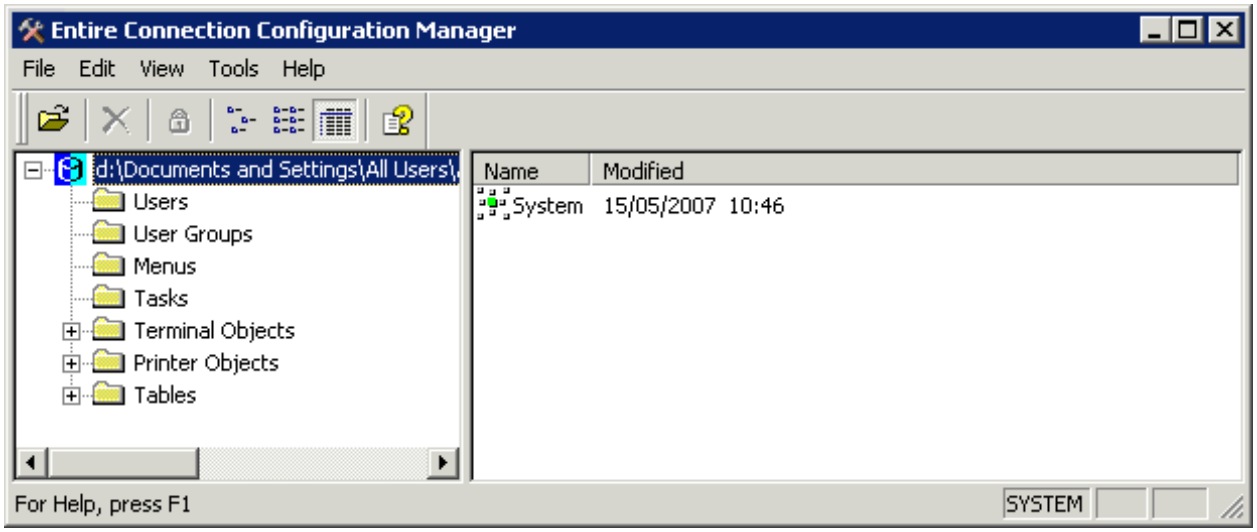
For detailed information on the object-specific dialog boxes which appear when you choose an object, see the *Overview of Object Properties*.

System Preferences

The system preferences can only be displayed and edited by the administrator. Other users cannot see this object type.

You use the system preferences to modify the properties that affect all users at your site and to define default values for properties. These default values are used as initial values in other object types.

When you select the share file, the object **System** is shown in the right pane of the application window.



The following command is available:

Modify	Modify or display the system preferences.

See the *Overview of Object Properties* for detailed information on the **System Preferences** dialog box.

Users

The administrator can define user IDs, passwords and other user-specific parameters. Once a user ID is defined, it can be assigned to one or more user groups. The user inherits all authorizations defined for the groups to which he or she is assigned.

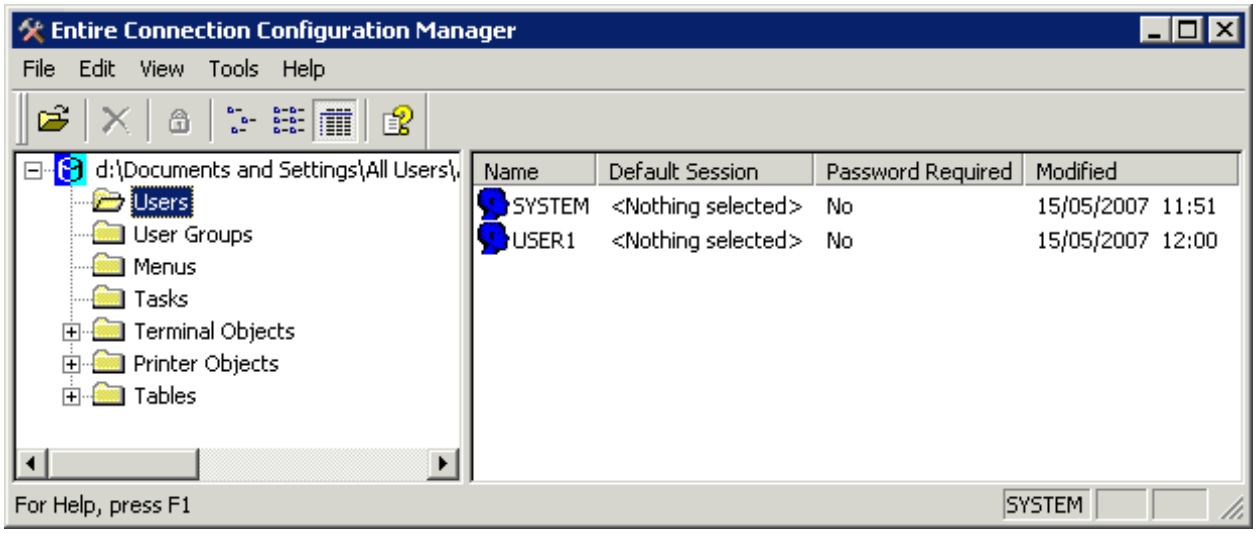
Each new user is automatically defined as a member of the group EVERYONE.

The user ID is required to logon to Entire Connection. It corresponds to the name of the user profile. In a procedure file, the variable `*USERID` refers to the current user ID. When defining a new user ID, Entire Connection automatically assigns default values for specific user profile parameters.

A separate user profile for each user has the following advantages:

- Flexible authorization by assigning user IDs to one or more user groups.
- For each user ID, a unique environment is defined.
- Multiple can users work with the same application on the same PC. Each user profile is stored in the share file.

When you select **Users**, a list of all defined users is shown in the right pane of the application window. For a general user only the own user profile is shown.



The following commands are available:

New	Add a new user profile.
Modify	Modify or display the properties of the selected user profile.
Duplicate	Add a new user profile by copying the selected user profile.
Delete	Delete the selected user profile. The user profile of the administrator cannot be deleted.
Rename	Rename the selected user profile.

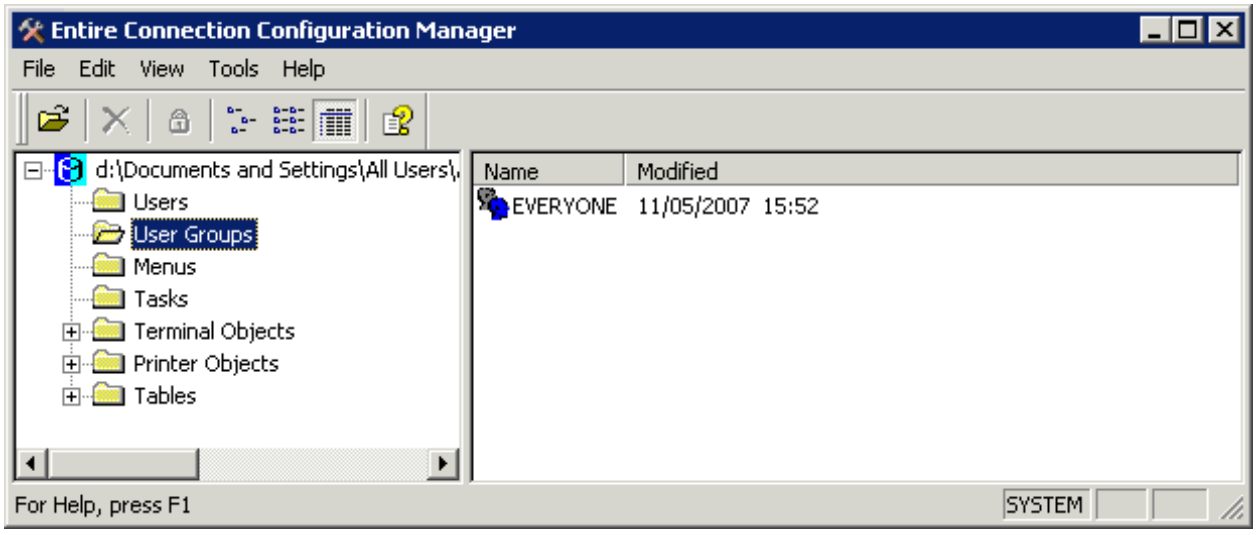
See the *Overview of Object Properties* for detailed information on the **User Properties** dialog box.

User Groups

User groups can only be displayed and edited by the administrator. Other users cannot see this object type.

The user group concept simplifies administration of user access to Entire Connection objects (data and functions). Access authorization to certain objects is given to groups. Users inherit the access rights from the groups to which they are assigned. Entire Connection is installed with a default group EVERYONE. You can modify this group or define new groups.

When you select **User Groups**, a list of all defined user groups is shown in the right pane of the application window.



The following commands are available:

New	Add a new user group.
Modify	Modify or display the properties of the selected user group.
Duplicate	Add a new user group by copying the selected user group.
Delete	Delete the selected user group. The group EVERYONE cannot be deleted.
Rename	Rename the selected user group. The group EVERYONE cannot be renamed.

See the *Overview of Object Properties* for detailed information on the **Group Properties** dialog box.

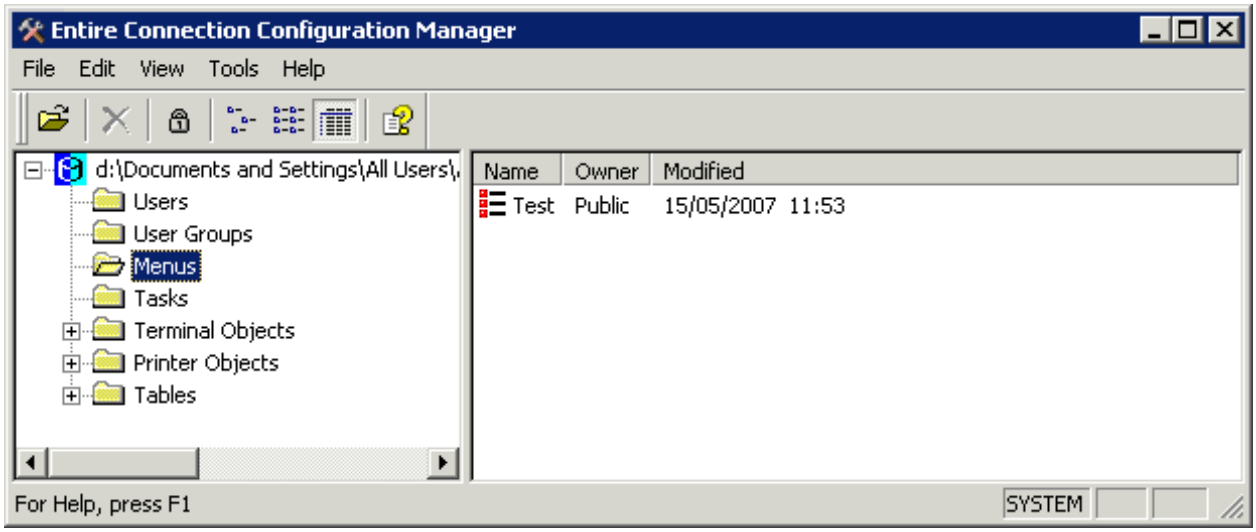
Menus

In the terminal application, you can execute tasks from a user menu (that is, a customized menu which contains tasks as menu commands) instead of executing them using the Task List utility.

The following description applies when you are an administrator and want to make the user menu available to other users. After having defined a user menu, modify the group properties and add the user menu to the list of allowed objects. You can then modify the properties of a specific user to specify which user menus are to appear in the menu bar of this user's terminal application.

If you are a general user, you just have to define the user menu in your user properties.

When you select **Menus**, a list of all defined user menus is shown in the right pane of the application window.



The following commands are available:

New	Add a new user menu.
Modify	Modify or display the the properties of selected user menu.
Duplicate	Add a new user menu by copying the selected user menu.
Delete	Delete the selected user menu.
Rename	Rename the selected user menu.
Make Public	Change the selected privately owned user menu into a public user menu.

See the *Overview of Object Properties* for detailed information on the **Menu** dialog box.

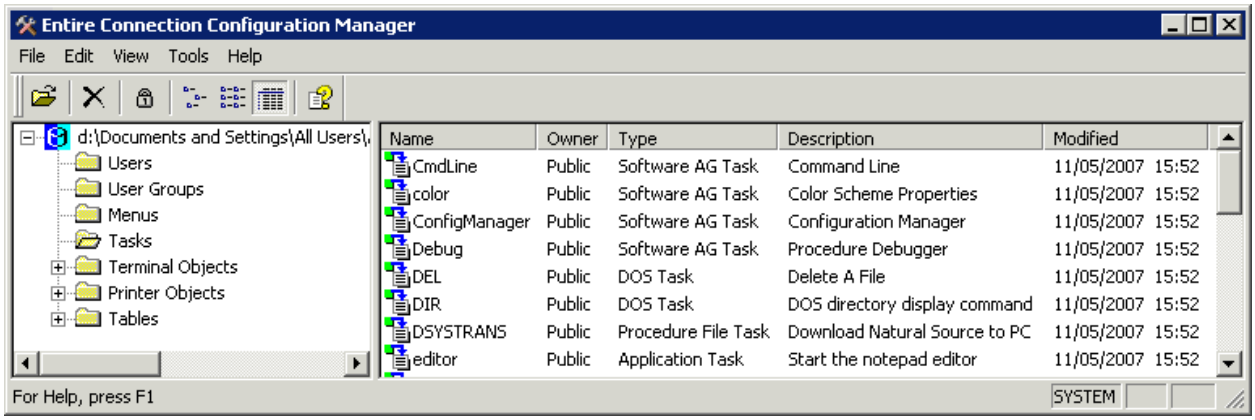
Tasks

You can assign a DOS command, DOS program, Windows application or procedure file to a single command known as task. You can also assign parameters, runtime directories, prompts, and more to tasks. The combination of these assignments provides a powerful organizational tool for your PC software environment.

Using the Task List utility of the terminal application, you can execute a task or procedure file.

In the **Group Properties** dialog box, you can define the tasks that can be used by a specific user group.

When you select **Tasks**, a list of all defined tasks, including transfer tasks, is shown in the right pane of the application window.



The following commands are available:

New > Procedure File Task	Add a new procedure file task.
New > Application Task	Add a new application task.
New > DOS Task	Add a new DOS task.
Modify	Modify or display the properties of the selected task.
Duplicate	Add a new task by copying the selected task.
Delete	Delete the selected task. You cannot delete a Software AG task.
Rename	Rename the selected task. You cannot rename a Software AG task.
Make Public	Change the selected privately owned task into a public task.

When you create, duplicate or rename a task, you must not specify a name that is already used as a task name or command in Entire Connection. See the *Overview of Object Properties* for detailed information on the task-specific dialog boxes.

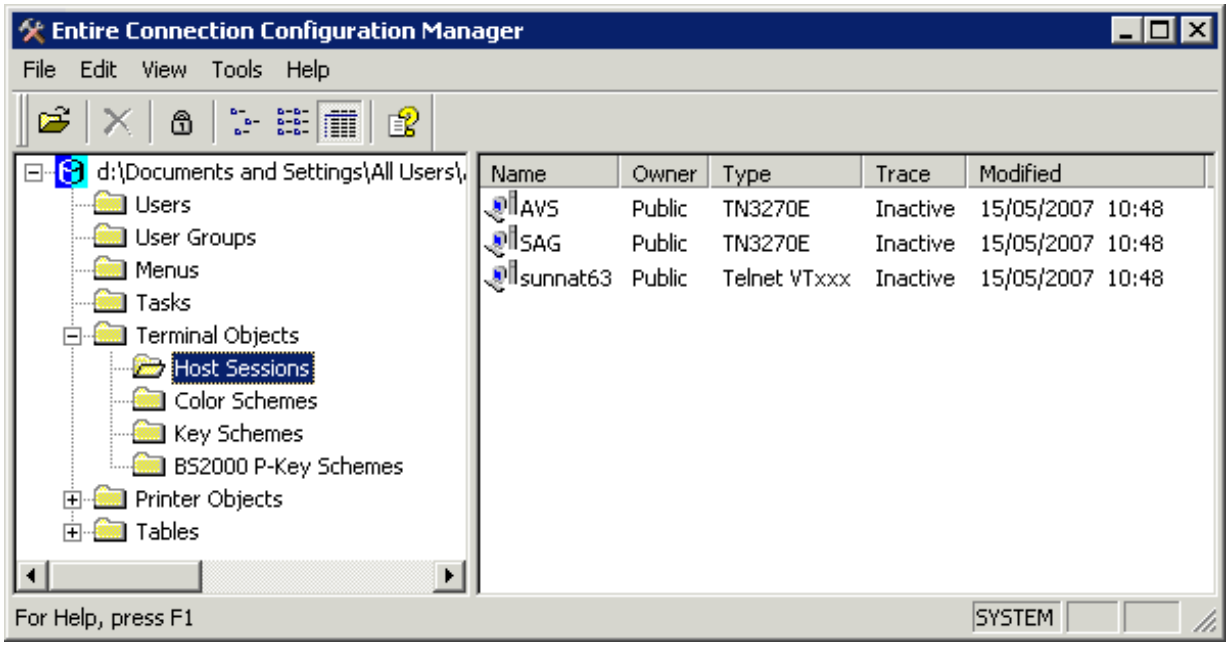
Host Sessions

Using this function, you can define all settings for a session. These include the type of host session (e.g. TN3270) and many other properties that define the behavior of the session.

Communication-specific properties are required to successfully open a host session. Therefore, these properties do not have default values. You must set them explicitly to allow the successful establishment of the session. These properties are several parameters in the session-specific **Communication** dialog boxes. Other session properties are predefined or carry default values.

You can define a number of different sessions. For each session, you can define different properties. Each session must have a different name.

When you select **Host Sessions** (in the **Terminal Objects** folder), a list of all defined sessions is shown in the right pane of the application window.



The following commands are available:

New > *session-type*	Add a new host session.
Modify	Modify or display the properties of the selected host session.
Duplicate	Add a new host session by copying the selected host session.
Delete	Delete the selected host session.
Rename	Rename the selected host session.
Make Public	Change the selected privately owned host session into a public host session.

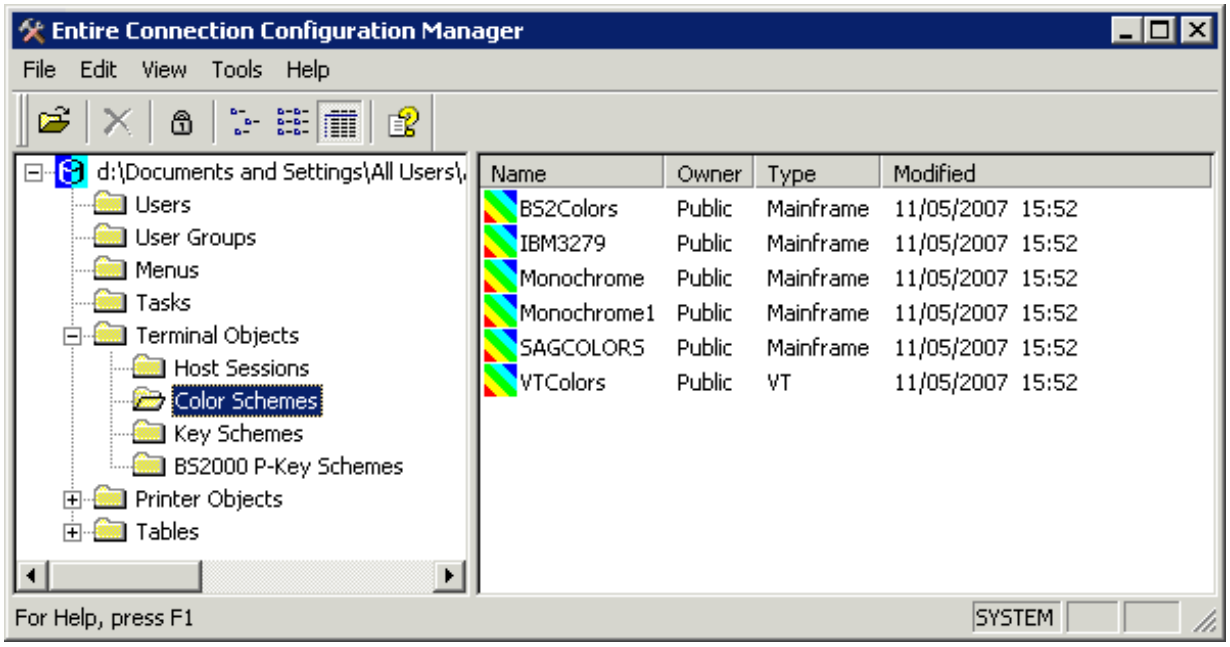
See the *Overview of Object Properties* for detailed information on the **Session Properties** dialog box.

Color Schemes

Each host session uses a color scheme. This can be one of the color schemes as provided with Entire Connection or a color scheme you have defined yourself.

You can specify the colors for different field types, as well as the default background colors of the terminal emulation screen.

When you select **Color Schemes** (in the **Terminal Objects** folder), a list of all defined color schemes is shown in the right pane of the application window.



The following commands are available:

New > VT Color Scheme	Add a new VT color scheme.
New > Mainframe Color Scheme	Add a new mainframe color scheme.
Modify	Modify or display the properties of the selected color scheme.
Duplicate	Add a new color scheme by copying the selected color scheme.
Delete	Delete the selected color scheme. The color schemes SAGCOLORS and VTColors cannot be deleted.
Rename	Rename the selected color scheme. The color schemes SAGCOLORS and VTColors cannot be renamed.
Make Public	Change the selected privately owned color scheme into a public color scheme.

Caution: When you delete or rename a color scheme, any session using this color scheme will then use the default color scheme (SAGCOLORS for mainframe sessions and VTColors for VT sessions).

See the *Overview of Object Properties* for detailed information on the dialog boxes that appear for the different color schemes.

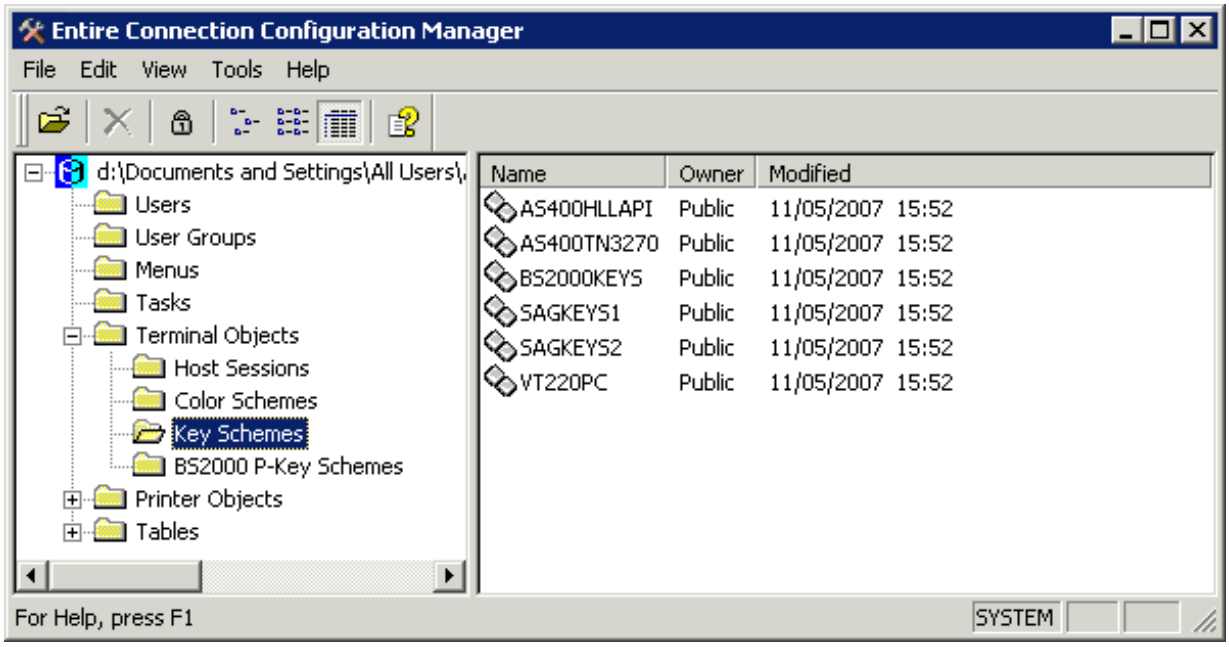
Key Schemes

Each host session uses a key scheme. This can be one of the key schemes as provided with Entire Connection or a key scheme you have defined yourself.

Using key schemes, you can:

- assign host keys to your PC keyboard;
- invoke a procedure file or task with a single key stroke.

When you select **Key Schemes** (in the **Terminal Objects** folder), a list of all defined key schemes is shown in the right pane of the application window.



The defined host keys are called terminal emulation keys. Entire Connection is installed with certain default assignments for supported host systems. The following key schemes are supplied:

Key Scheme	Description
AS400HLLAPI	Layout for AS400 HLLAPI host sessions.
AS400TN3270	Layout for AS400 TN3270 host sessions.
BS2000KEYS	Layout for Siemens BS2000 host sessions.
SAGKEYS1	PC-style layout for 3270 host sessions.
SAGKEYS2	IRMA-style layout for 3270 host sessions.
VT220PC	Layout for UNIX/VMS VT220 hosts.

The following commands are available:

New	Add a new key scheme.
Modify	Modify or display the properties of the selected key scheme.
Duplicate	Add a new key scheme by copying the selected key scheme.
Delete	Delete the selected key scheme. The key scheme SAGKEYS1 cannot be deleted.
Rename	Rename the selected key scheme. The key scheme SAGKEYS1 cannot be renamed.
Make Public	Change the selected privately owned key scheme into a public key scheme.

Caution: When you delete or rename a key scheme, any session using this key scheme will then use the default key scheme SAGKEYS1.

See the *Overview of Object Properties* for detailed information on the **Terminal Emulation Key Scheme** dialog box and the terminal emulation keys for the different host systems.

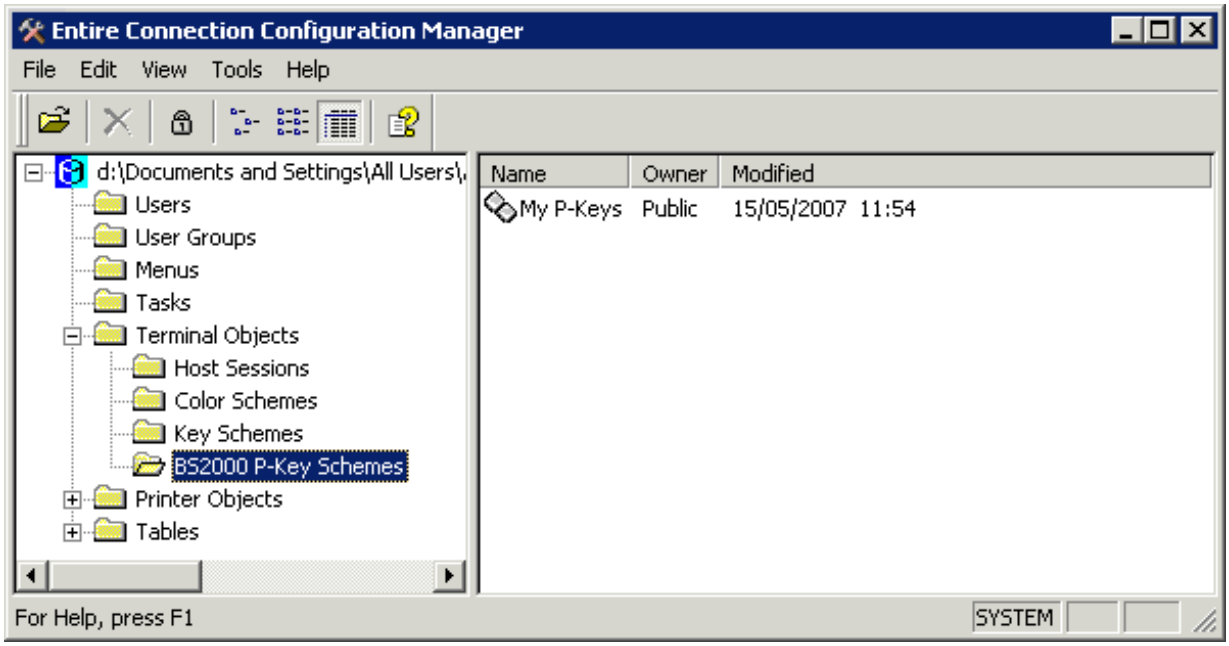
BS2000 P-Key Schemes

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

Using P-key schemes, you can assign the following to a P-key:

- text
- BS2000 function keys
- text and BS2000 function keys

When you select **BS2000 P-Key Schemes** (in the **Terminal Objects** folder), a list of all defined P-key schemes is shown in the right pane of the application window.



The following commands are available:

New	Add a new P-key scheme.
Modify	Modify or display the properties of the selected P-key scheme.
Duplicate	Add a new P-key scheme by copying the selected P-key scheme.
Delete	Delete the selected P-key scheme.
Rename	Rename the selected P-key scheme.

Caution: When you delete or rename a P-key scheme, any session using this P-key scheme will no longer use a P-key scheme.

See the *Overview of Object Properties* for detailed information on the **BS2000 P-Key Scheme** dialog box.

Host Printer Sessions

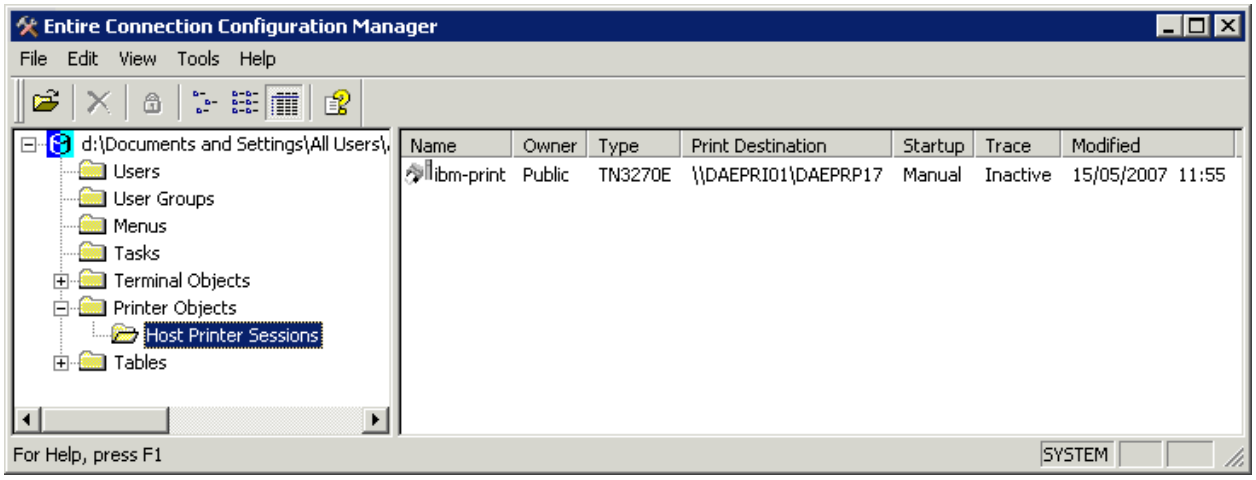
Host printer sessions can only be displayed and edited by the administrator. Other users cannot see this object type.

Entire Connection emulates a mainframe printer in the same way as it emulates a terminal. The received data, however, are not displayed on the screen, but are routed to one of the following print destinations:

- printer

- file
- program

When you select **Host Printer Sessions** (in the **Printer Objects** folder), a list of all defined host printer sessions is shown in the right pane of the application window.



The following commands are available:

New > *session-type*	Add a new host printer session.
Modify	Modify or display the properties of the selected host printer session.
Duplicate	Add a new host printer session by copying the selected host printer session.
Delete	Delete the selected host printer session.
Rename	Rename the selected host printer session.

See the *Overview of Object Properties* for detailed information on the **Host Printer Session** dialog box. If you want to monitor the printer LU, see *Host Printer Manager*.

Translation Tables

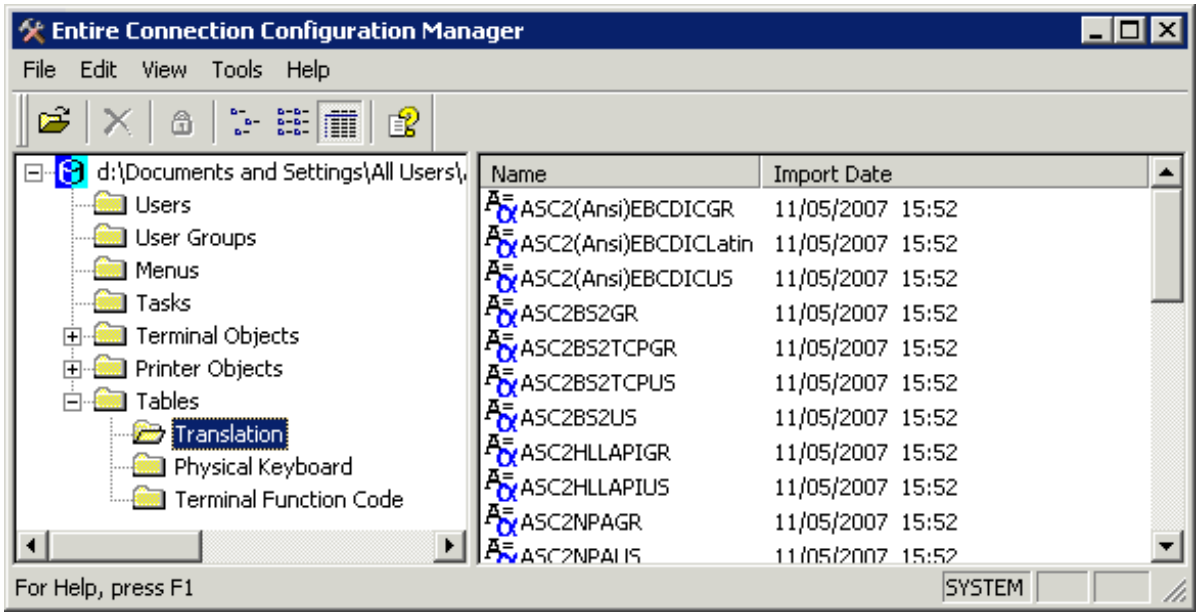
The list of translation tables can only be displayed by the administrator. Other users cannot see this object type.

There are two translation tables for each communication method, one table used when sending characters to the host and another table used when receiving characters from the host.

- Table names beginning with "ASC2" apply to tables used when the PC sends data to the host.
- Table names ending with "2ASC" apply to tables used when the PC receives data from the host.

The language is indicated in the table name. For example, "US" indicates a US English translation table and "GR" indicates a German translation table.

When you select **Translation** (in the **Tables** folder), a list of all defined translation tables is shown in the right pane of the application window.



The following commands are available:

Import Table	Check a translation table source file and store it in the share file.
Delete	Delete the selected translation table from the share file.

Translation tables can only be imported. They cannot be displayed or modified using Entire Connection. See the *Overview of Object Properties* for detailed information on the **Import Translation Table** dialog box.

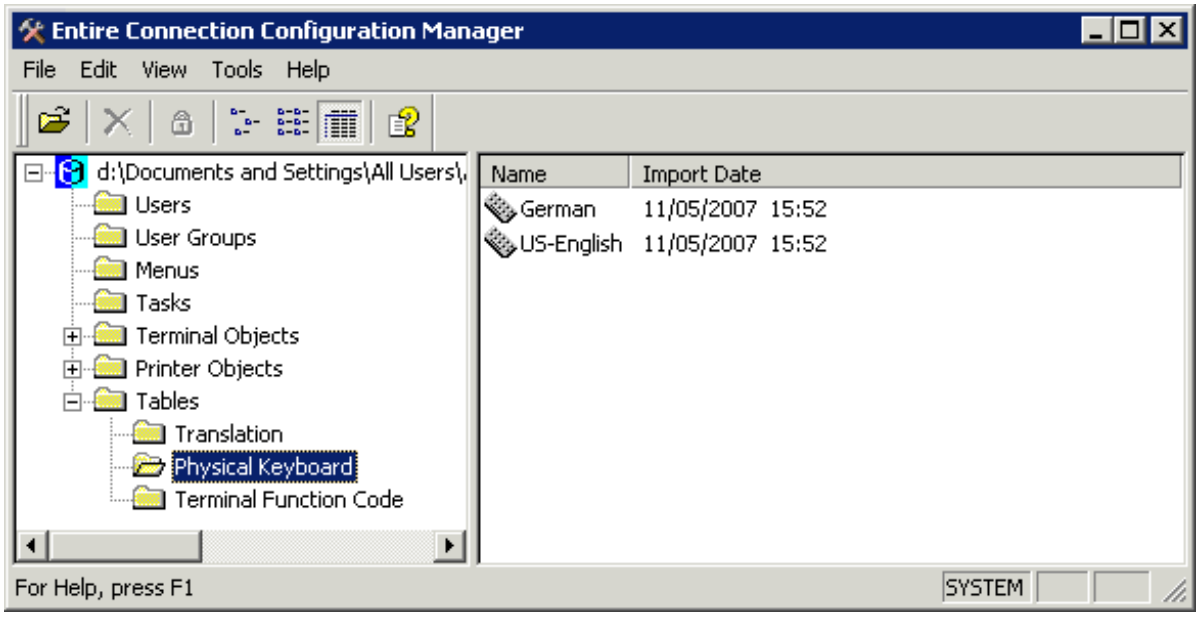
The translation tables that are to be used for data transfer are defined on the **National** property page of the session properties.

Physical Keyboard Tables

The list of physical keyboard tables can only be displayed by the administrator. Other users cannot see this object type.

A keyboard table defines the physical keyboard. Every keyboard that can be used in Windows can be used here. The installation procedure installs Entire Connection for use with a standard PC keyboard with either German or US international layout according to the language parameter chosen. By default, the right CTRL key is enabled as the terminal emulation key TE-ENTER and this is by default defined as the ENTER key.

When you select **Physical Keyboard** (in the **Tables** folder), a list of all defined physical keyboard tables is shown in the right pane of the application window.



The following commands are available:

Import Table	Check a physical keyboard table source file and store it in the share file.
Delete	Delete the selected physical keyboard table from the share file.

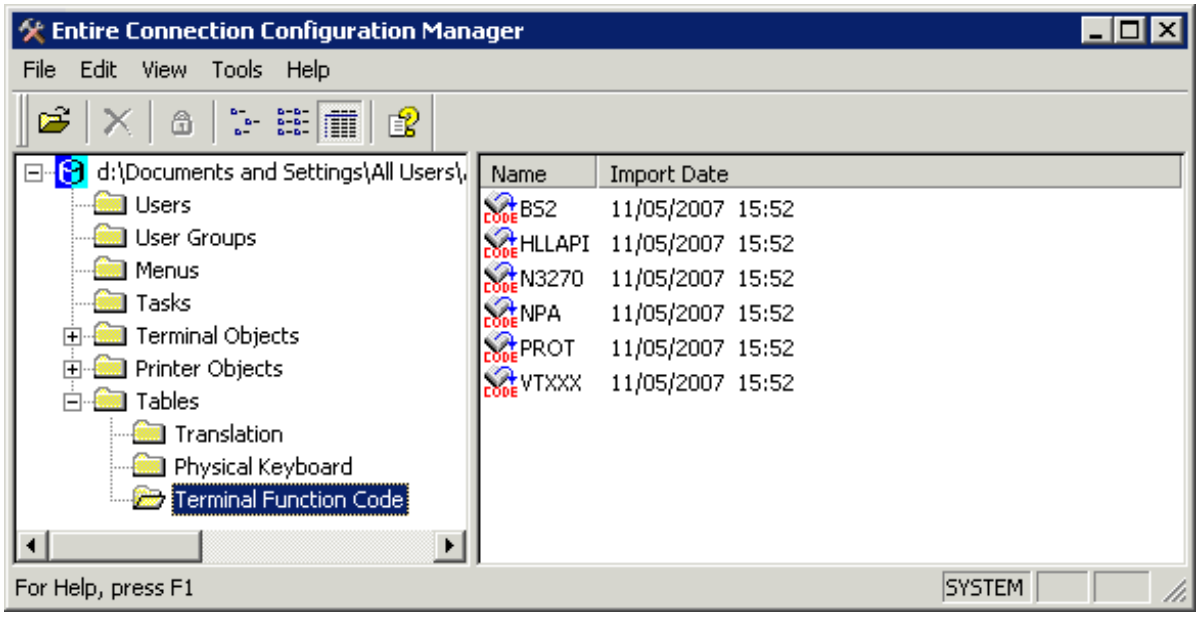
Physical keyboard tables can only be imported. They cannot be displayed or modified using Entire Connection. See the *Overview of Object Properties* for detailed information on the **Import Physical Keyboard Table** dialog box.

Terminal Function Code Tables

The list of terminal function code tables can only be displayed by the administrator. Other users cannot see this object type.

A function code table defines what must be sent to the host to emulate a particular function (for example, a PF key).

When you select **Terminal Function Code** (in the **Tables** folder), a list of all defined function code tables is shown in the right pane of the application window.



The following commands are available:

Import Table	Check a terminal function code table source file and store it in the share file.
Delete	Delete the selected terminal function code table from the share file.

Terminal function code tables can only be imported. They cannot be displayed or modified using Entire Connection. See the *Overview of Object Properties* for detailed information on the **Import Terminal Function Code Table** dialog box.

5 Share File

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What is the Share File?

The share file is a binary file containing all defined Entire Connection objects (users, user groups, host sessions, tasks, etc.).

The name of the share file that is provided with Entire Connection is *Share411.sag*. The share file is stored in the Entire Connection folder *data*.

Opening the Share File

It is recommended that you administer all users using one share file. However, if you want to, for example, rename the share file or create different share files for different user groups, you can open another share file. Each time you invoke the Configuration Manager, the registered share file is automatically opened.

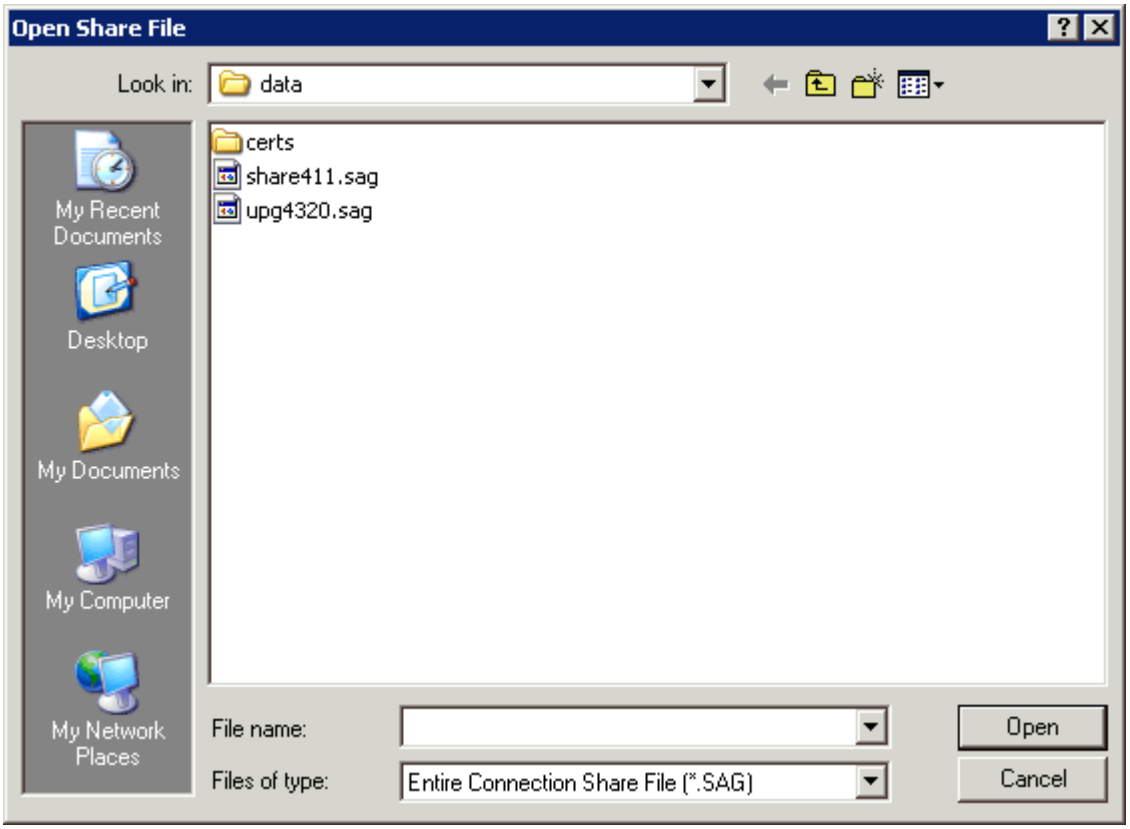
To open another share file

1 From the **File** menu, choose **Open Share File**.

Or:

Choose the following toolbar button:

The **Open Share File** dialog box appears.



2 Select the desired directory and the share file you want to open.

By default, the extension for a share file is "sag".

3 Choose the **Open** button.

Reorganizing the Share File

This feature is only available for the administrator.

You are recommended to reorganize your share file from time to time to remove deleted objects from the share file. This reduces the file size and improves performance.

To reorganize the share file

1 From the **Tools** menu, choose **Reorganize Share File**.

The name of the current share file is shown in the dialog box.

2 Choose the **OK** button to start reorganizing the share file.

When reorganizing is complete, another dialog box appears showing the path to the backup copy of the original share file.

3 Choose the **OK** button to close the dialog box.

Merging Existing User Profiles

This feature is only available for the administrator.

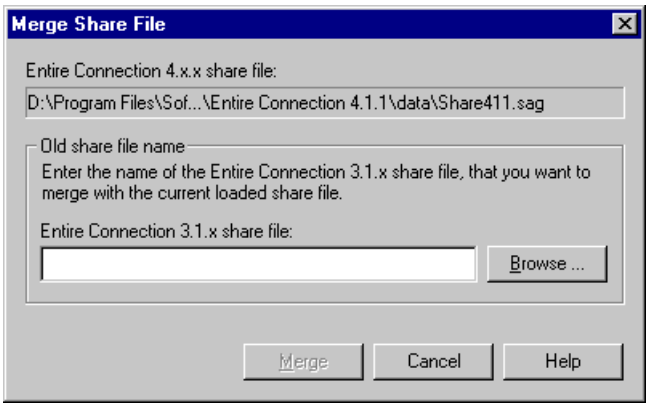
You can merge the user profiles that were defined with Entire Connection for Windows Version 3.x.

Important: You can only merge user profiles directly after installation. When you have already defined a user, it is no longer possible to merge user profiles. The menu command is then no longer available. It will be available again, when you delete all defined users.

To merge existing user profiles

1 From the **Tools** menu, choose **Merge Share File**.

The **Merge Share File** dialog box appears:



2 Specify the path and name for the old share file.

Or:

Choose the **Browse** button to locate the share file.

3 Choose the **Merge** button.

The user profile definitions from the old share file are now merged into the current share file.

Upgrading the Share File

This feature is only available for the administrator.

You are recommended to upgrade the share file if it has been created with Entire Connection Version 4.3.1 or earlier. The system variable `PRINTOPTION` and the P-key editor will only be available when you upgrade the share file.

The upgrade function uses the file *upg4320.sag* which stored in the same folder as the share file, i.e. in the *data* folder. During the upgrade, a backup of the old share file is created in the *data* folder. The name of the backup file is *Share411.sag.nnn* where *nnn* is initially the number 001. This number is incremented by one with each further upgrade.

To upgrade the share file

1 From the **Tools** menu, choose **Upgrade Share File**.

You are now asked whether you want to upgrade.

2 Choose the **OK** button.

The share file is upgraded. When upgrading is complete, another dialog box appears showing the path to the backup copy of the share file.

3 Choose the **OK** button to close the dialog box.