

# WorkStation Manager™

## Windows Client Tools Customization Guide



*Version 8.8.3*

46 Vreeland Drive, Suite 1 • Skillman, NJ 08558-2638  
Telephone: 732-560-1377 • Outside NJ 800-524-0430  
Fax: 732-560-1594

Internet address: **<http://www.tbred.com>**

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46 Vreeland Drive, Suite 1  
Skillman, New Jersey 08558-2638

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## WORKSTATION MANAGER

WorkStation Manager is a Thoroughbred utility that provides customization in the use of and in the look of TbredComm and VIP for Dictionary-IV and provides the capability to add Dictionary-IV based menus to the Windows Start Menu system.

**NOTE:** Some WorkStation Manager options may not be applicable depending on the product you purchased.

To see how these settings are used, please refer to the other Windows Client Tools: VIP for Dictionary-IV, TbredComm and TS ReportServer documentation.

## PATH DEFINITIONS AND CONVENTIONS

The paths noted in this manual vary depending upon the operating system.

*vip-data-path* is used to indicate the path where files requiring read and write access are located.

- On Windows Vista/Windows Server 2008/Windows 7/Windows 8/Windows Server 2012 the required path is C:\ProgramData\Thoroughbred Software\TSI.

*vip-user-path* is used to indicate the path where user specific files requiring read and write access are located.

- On Windows Vista/Windows Server 2008/Windows 7/Windows 8/Windows Server 2012 the required path is C:\Users\tbred2\AppData\Roaming\Thoroughbred Software.

*vip-program-path* is used to indicate the path where executable and some dll files are located.

- On all Window platforms the default path is C:\Program Files\TSI\Bin.

*vip-system-path* is used to indicate the path where Thoroughbred ini files and other system files that require write access are located.

- On Windows Vista/Windows Server 2008/Windows 7/Windows 8/Windows Server 2012 the required path is C:\ProgramData\Thoroughbred Software.
- On other Window platforms this path may vary, typically it is C:\Documents and Settings\All Users\Application Data\Thoroughbred Software.

## **STARTING WORKSTATION MANAGER**

WorkStation Manager starts when you make a TbredComm connection.

If you do not make a TbredComm connection, from the Windows Start button select **All Programs-->Thoroughbred Software-->WorkStation Manager**.

The WorkStation Manager icon, by default, will then appear in the system tray. This icon will appear in the system tray as long as your system remains on, or until you select the icon and select **Stop Manager**.

The WorkStation Manager Tray Icon can be hidden to prevent users accessing and changing the settings. For more information see the WorkStation Manager Tab section of this manual.

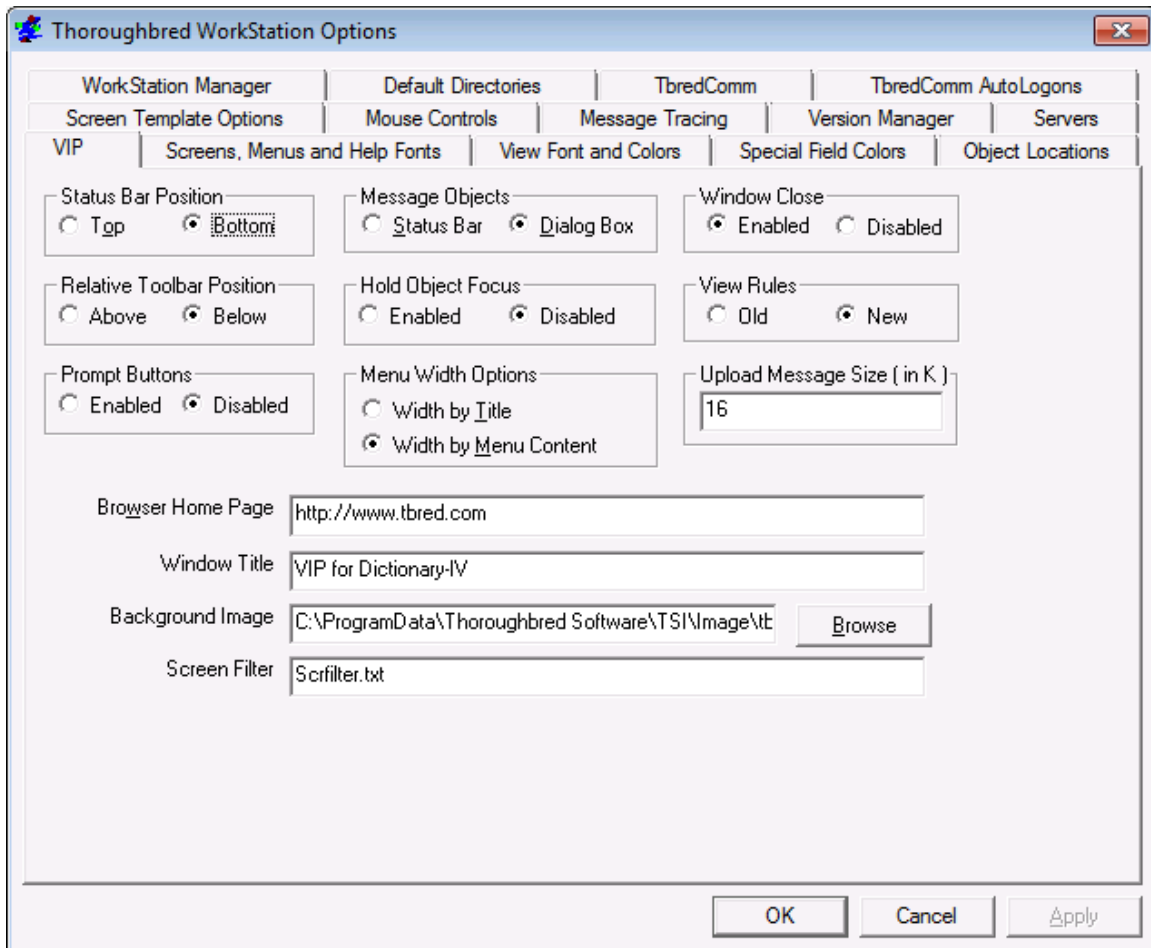
Click on the icon and you will see the following selections:

- Options**
- Edit**
- Toolbar**
- Menus**
- Applications**
- Host Type**
- Presentation Mode**
- Stop Manager**

A description of each of these follows.

# OPTIONS

## VIP tab



### Status Bar Position

All Prompt/Constant, View Prompt, and Screen Prompt messages are always displayed in the Status Bar. Non-input, yes/no and input messages can be displayed in the Status Bar or in a message Dialog Box. See Message Objects.

Select **Top/Bottom** to position the Status Bar in the GUI Server Window.

For example, if your message is "Select F1 to Edit," you have a choice of having it appear at the top of the window or at the bottom of the window. Open a Screen view in Dictionary-IV or OPENworkshop you will see a message at the bottom of the window (**F1** to Edit, etc.).

### Relative Toolbar Position

This option provides control over the position of the Toolbar relative to the Status Bar when both are displayed at the top or bottom of the main VIP window.

When **Above** is selected, the Toolbar will be displayed above the Status Bar.

When **Below** is selected, the Toolbar will be displayed below the Status Bar.

### Prompt Buttons

This option allows you to select how Screen and View prompt messages are to be displayed in the Status Bar. This applies to View VP[x] and Screen SP[x] prompt messages, it does not apply to type "P" messages stored in a message dictionary.

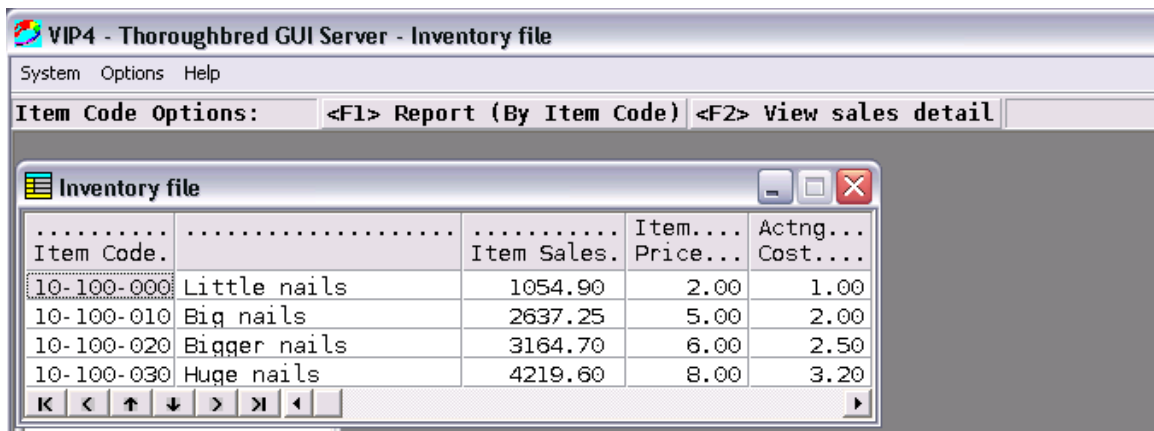
When **Disabled** is selected, the prompt messages will display as plain text.

When **Enabled** is selected, the prompt messages will be displayed as buttons. This option makes use of the mouse Control Key(s) to convert plain text into buttons (see Mouse Control tab).

VIP will define a button by scanning the prompt text for control keys. A set of control key characters defines the start of a button. The end of a button is defined when another set of control keys is matched or the end of the prompt text is encountered. Any text leading up to the first set of control keys will be displayed as plain text.

### Example:

Assume the Mouse Control Key(s) are defined as "<>". The following prompt message "Item Code Options: <F1> Report (By Item Code) <F2> View sales detail" will be converted into two buttons as shown below:



Selecting the **<F1> Report (By Item Code)** button is equivalent to pressing the **F1** key. Selecting the **<F2> View sales detail** button is equivalent to pressing the **F2** key.

To accommodate variations in prompt message text, it is possible to define prompt text search and replace values in the Tbred.ini file.

**singlepromptbuttons=<search>:<replace>, <search>:<replace>,.....**

singlepromptbuttons= : The Tbred.ini key entry. This must be created in the [VIP4] section.

<search> The value to search for.

<replace> The value to replace with.

The search and replace values must be separated by a semi-colon (“:”).

Multiple search and replace values can be specified and must be separated with a comma (“,”).

The following example will search for all instances of <CR> and replace them with <Enter> and search for all instances of <CR>/<Enter> and place them with <Enter>.

```
[VIP4]
singlepromptbuttons=<CR>:<Enter>,<CR>/<Enter>:<Enter>
```

The prompt search and replace feature is not managed from the WorkStation Manager, Tbred.ini must be manually edited. To locate the Tbred.ini please refer to the Path Definitions and Conventions section in this manual.

### **Message Objects**

Select how/where you want to display non-input, yes/no and input messages, either the in the **Status Bar** or a **Dialog Box**. All Prompt/Constant, View Prompt, and Screen Prompt messages are always displayed in the Status Bar.

Set the colors you want to use for displaying messages in the status bar from the VIP for Dictionary-IV menu bar. Please refer to that manual for more information.

For example, select **Status Bar** if you want to display "This option is invalid – OK" in the Status Bar, which will be positioned according to the Status Bar Position above.

For example, select **Dialog Box** if you want to display "This option is invalid – OK" in a separate dialog box appearing in the window.



**NOTE:** Buttons are automatically added to the dialog box.

**Non-Input** messages will automatically have an OK button added to the message dialog control.

**Yes/No** messages will automatically have a Yes, No, Cancel and Help button added to the message dialog control.

**Input** messages will automatically have an OK, Cancel and Help button as well as the input control added to the message dialog control.

### **Hold Object Focus**

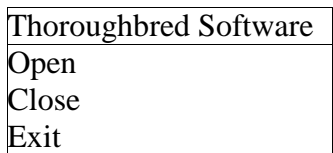
Forces the focus to stay on the current object. By default this option is not enabled.

When this option is enabled the user will not be able to click on any other VIP object except for the Toolbar, Status Bar and messages. This guarantees that the current VIP object will always be on top. However the user will only be able to move the current object window. If your application layers windows this could prevent the user from accessing information contained in a window overlaid by another.

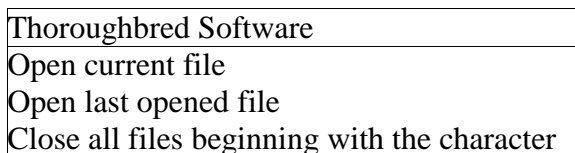
### **Menu Width Options**

Controls the width of graphical menus.

- Select **Width by Title** to size your menus based on the length of the title in the title bar. The longer the title, the wider the menu will be.



- Select **Width by Menu Content** to size your menus based on the length of the menu options. The longest option line determines the width of the menu.



### **Window Close**

Use this option to **Enable** or **Disable** the VIP close button (X button at the top, right of the main VIP GUI Server Window).

## View Rules

Select **Old** or **New** for the column padding rules.

- **Old** - Data is centered in a column. Masking data to the defined column width results in the data being either left or right justified. Depending upon the maximum data width, the column width, the optional column mask, and the view fonts this behavior may or may not be obvious. For more information see the Dictionary-IV Developer Guide (Format View, Padding).
- **New** - All date fields, all numeric fields and all fields where the padding types are 1 or 3 will be right justified. All other field types and padding types will be left justified. For more information see the Dictionary-IV Developer Guide (Format View, Padding).

## Upload Message Size (in k)

This parameter defines the size (in k) of the messages sent from the client to the host. The default value is 16k. Most host bound messages are very small; however, communication from the client to the host when saving a GUI screen definition back to the host, does communicate large blocks of data.

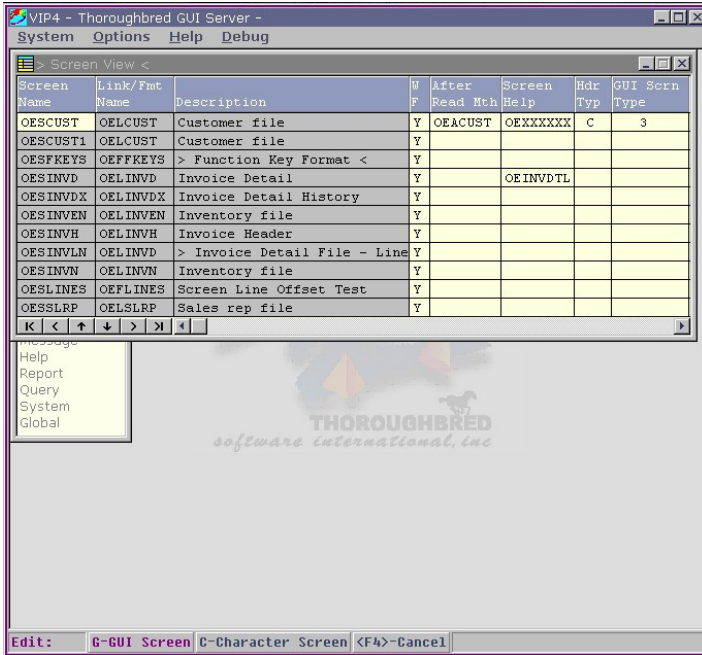
**NOTE:** The larger Upload Message Size improves performance when uploading GUI screen definitions. Slow network connections may experience problems with large message blocks. The maximum size is determined by the maximum Basic string size of 64k.

## Browser Home Page

Controls the URL used when the TS WebBrowser is invoked from the GUI Server menu bar. This field can be ignored if TS WebBrowser is not being used.

## Window Title

Enter the window title for all VIP GUI Server windows. If no title is specified, the default window title will be "VIP – Thoroughbred GUI Server". (See below.)



## Background Image

Enter the path and file name or use the Browse button to locate a graphic file to use as the background image in the main VIP GUI Server Window. The default path for background images is *vip-data-path*\Tsi\Image. Graphic files may be Bitmap or JPEG image files. The Thoroughbred logo in the previous example is where the background image will appear.

The following example references an image located in the default directory:

Background Image: **tbred\_logo\_gray.jpg**

The following example references an image located in an alternate directory:

Background Image: **C:\MyPictures\tbred\_logo\_blue.jpg**

Four image files have been provided in the *vip-data-path*\Tsi\Image directory. They are *tbred\_logo\_gray.jpg*, *tbred\_logo\_gray.bmp*, *tbred\_logo\_blue.jpg*, and *tbred\_logo\_blue.bmp*.

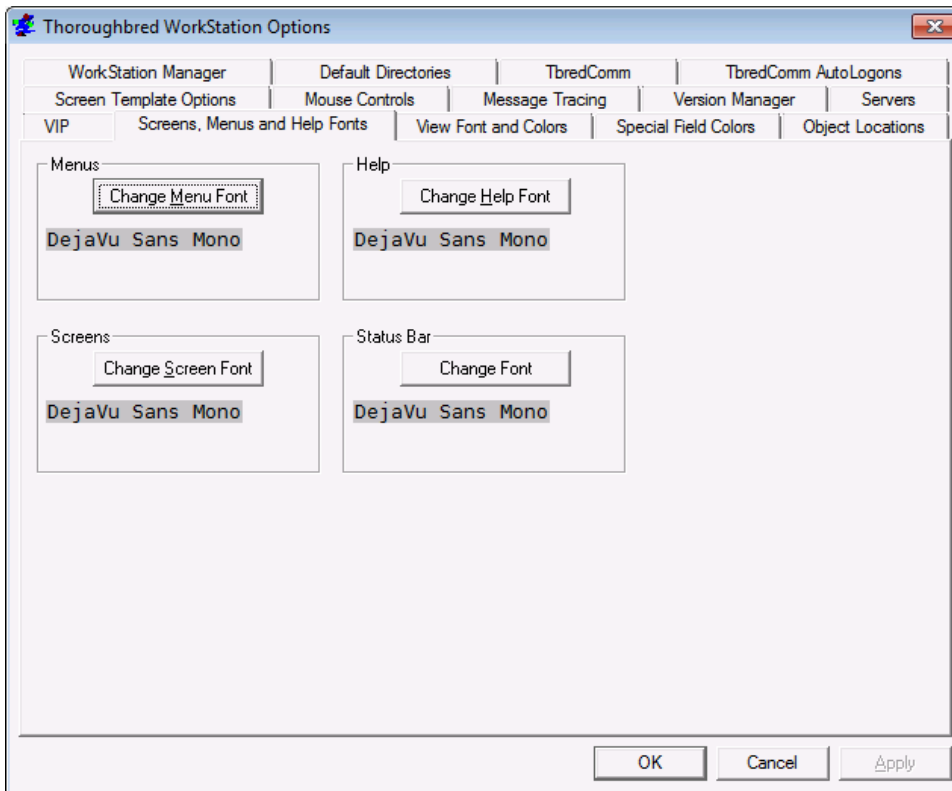
**NOTE:** As the main VIP GUI Server Window is resized, the image is resized. An image file that is too small can become severely distorted.

## Screen Filter

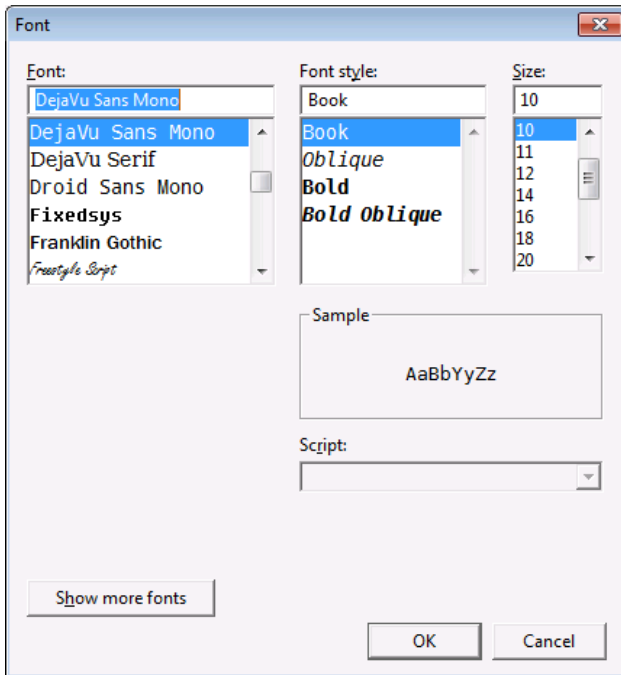
Enter the full path and the name of the screen filter file. The default screen filter file is *vip-data-path\TSA\Scripts\Scrfilter.txt*. If a screen filter name is specified it will be applied when generating default graphical screens. If no screen filter name is specified no filter will be applied. See the VIP for Dictionary-IV manual for more details on Screen Filters and generating default graphical screens.

## Screens, Menus, and Help Fonts tab

Define the font family, style, and point size of your screens, menus, and help objects.



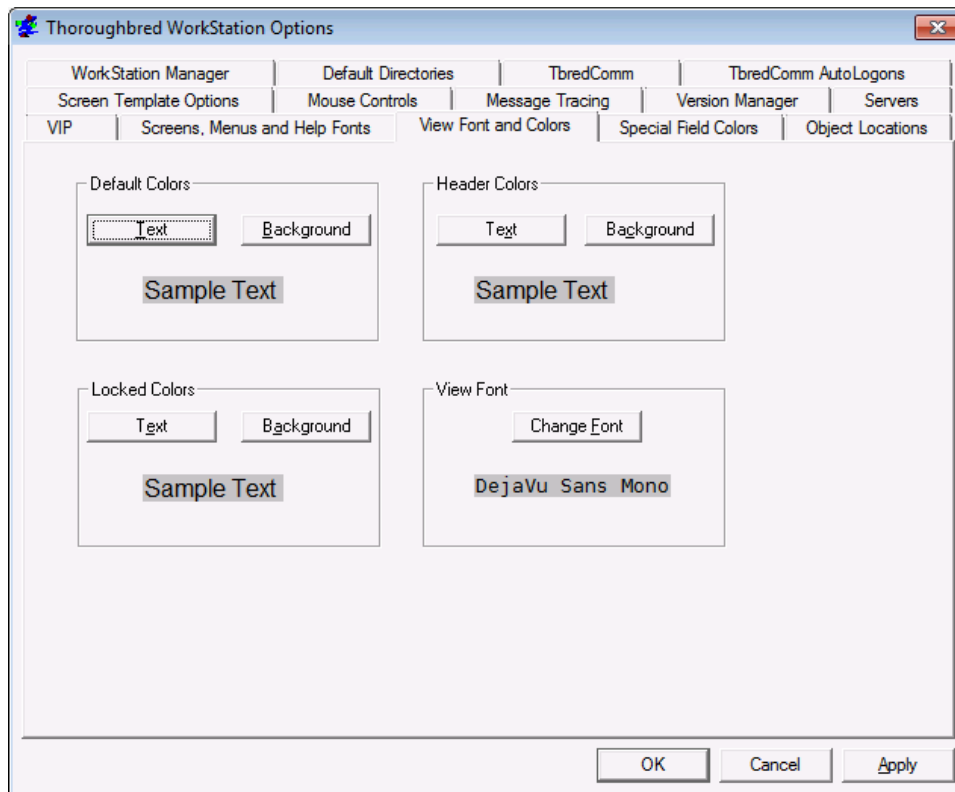
Select the **Change (Screen/Menu/Help) Font** button and the following appears:



You may highlight the Font family, Font Style, and point Size. Select **Apply** to accept the changes. Select **Cancel** to exit without saving the changes.

## View Font and Colors tab

### Define the View colors



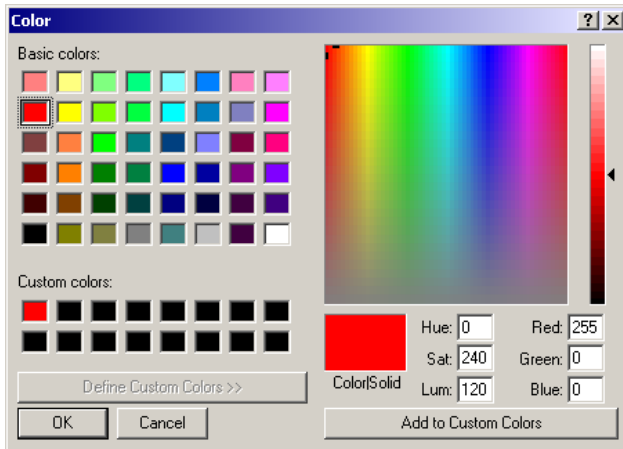
The procedure is the same for setting the Default Colors, Header Colors, and Locked Colors.

With the **Text** button you can define the color of the display text. With the **Background** button you can define the color of the area surrounding the display text.

Select **Default Color** to change the color of the data text or background within your View.

Select **Header Color** to change the color of the header text or background of your View.

Select **Locked Color** to change the color of the locked column text or background of locked columns in your View.



The procedure for selecting the **Text** and **Background** color is the same. Define the colors using the usual Windows procedure. Select **OK** to accept the changes. Select **Cancel** to exit without saving the change.

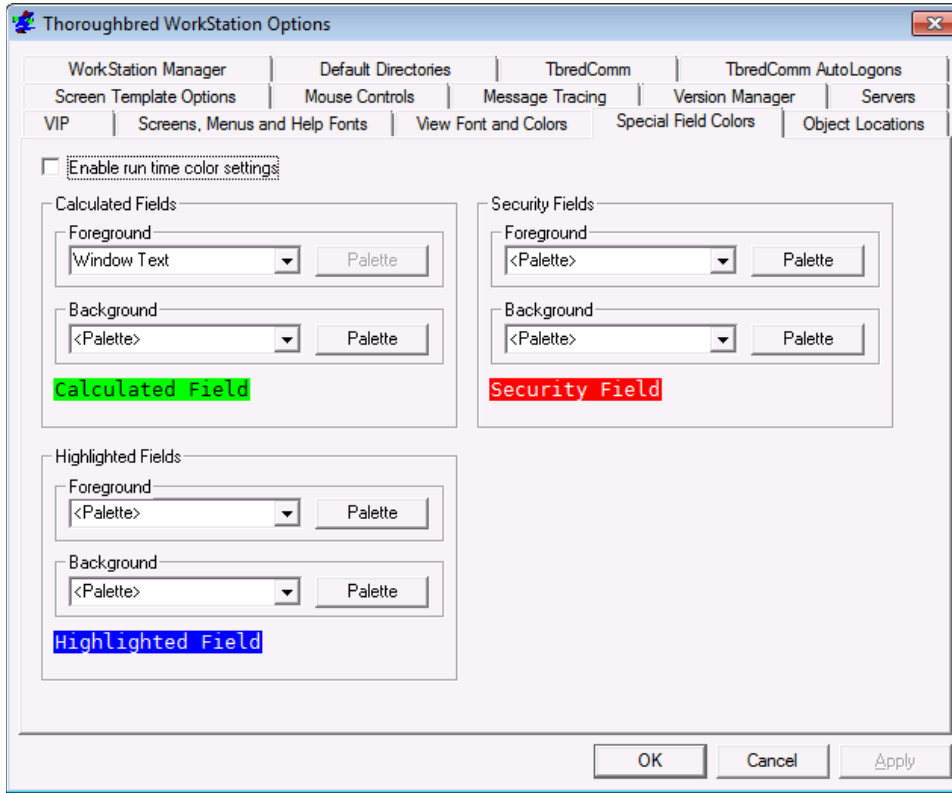
### Define the View Fonts

Define the font family, style, and point size of your views. Select the **Change (View) Font** button and the following appears:



You may highlight the Font family, Font Style, and point Size. Select **Apply** to accept the change. Select **Cancel** to exit without saving the change.

## Special Field Colors



This option allows you to set default foreground and background colors for Calculated Fields, Security Fields, and the Highlighted (Active) Fields. These settings are applied at runtime only. They are not applied while editing a screen definition and they are not saved with the screen definition.

### Enable run time color settings

Check this box to enable the special field colors at run time.

**NOTE:** If this box is not checked the screen will use the colors saved with the screen definition at run time.



## Foreground/Background Dropdown Menu Buttons

First select the foreground and/or background color of the "special field" to define. You can select from the following:

<None> Select the default colors

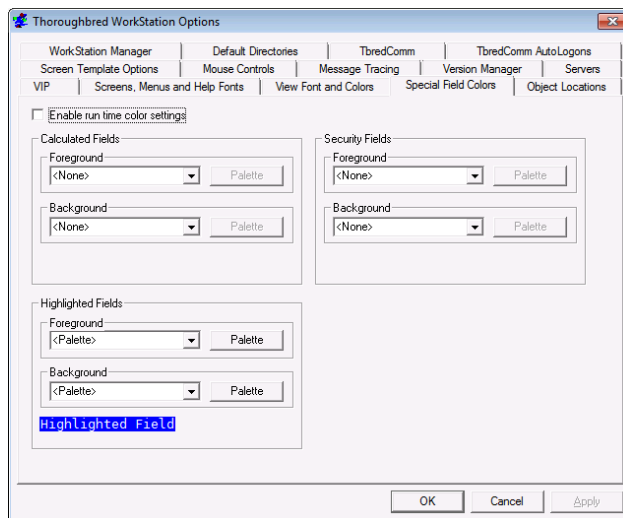
<Palette> Select a special color from the Pallet button (see below).

<other-selections> Select the dropdown menu button to display a list of settings defined by the desktop appearance (Control Panel→Display Properties→Appearance tab). These include: Desktop, Active Title Bar, Inactive Title Bar, Menu Bar, Window Background, Menu Text, Window Text, Active Title Bar Text, Application Workspace, Highlight, Highlight Text, Button Face, Disabled Text, Button Text, and Inactive Title Bar Text. When one of these items has been selected, the current color of that item is applied to the field at runtime.

## Palette button

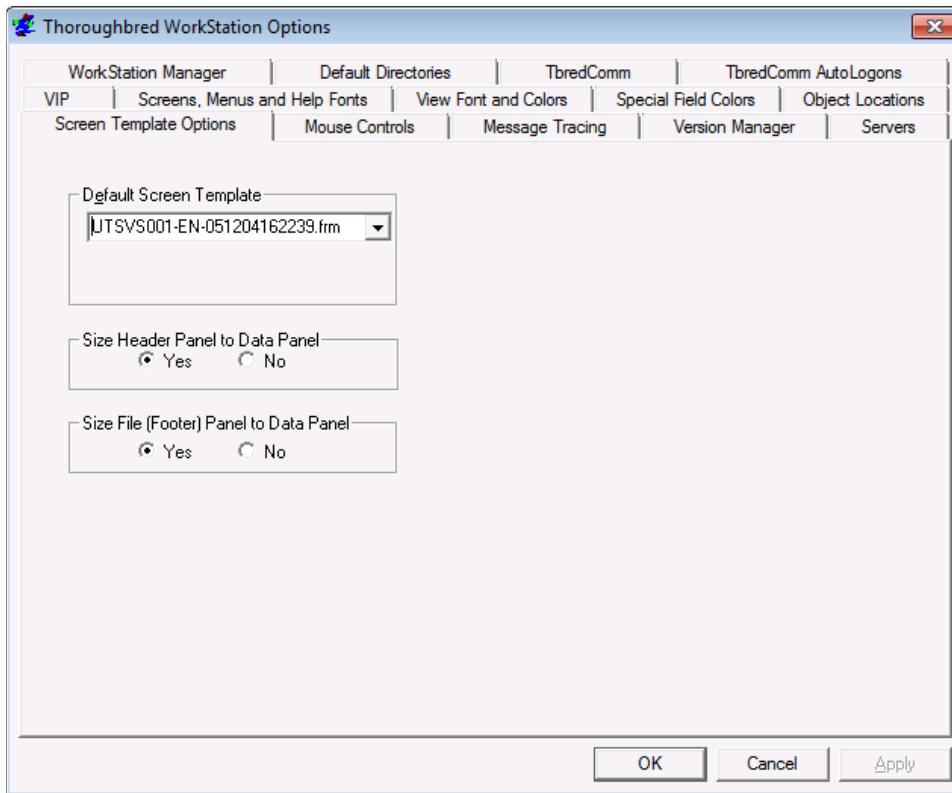
Select the Palette button to display the standard color selector palette.

For example, change the foreground color to white and the background color to blue for Highlighted Fields. See the results below.



For more information see the View Font and Colors tab.

## Screen Template Options



VIP graphical screens and templates are now saved on the host in a GUI dictionary. A utility to import your existing VIP 4.0x screens has been provided.

**NOTE:** If you experience problems editing large GUI screen definitions or editing GUI screen definitions on a slow network try adjusting both the Upload Message Size (VIP tab) and the Queue Size (see TbredComm).

### Default Screen Template

Select a screen template from the drop-down list. VIP uses this template each time it generates a new default graphical screen or when you load a new default graphical screen in the editor.

### Size Header Panel to Data Panel

(Optional) Select **Yes** to automatically size the screen header panel width to the data panel width when a template is applied. The header panel appears at the top of the graphical screen. The data panel appears in the center of the graphical screen and is used as a container for the data entry fields.

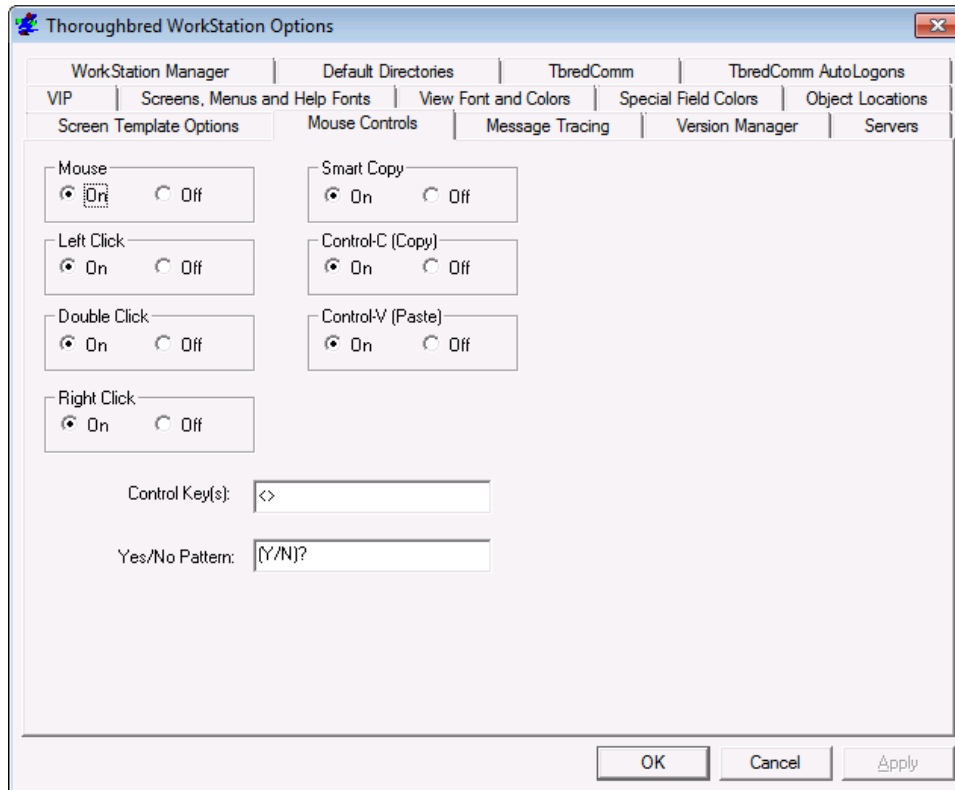
**NOTE:** Once a screen is in the editor the panels can be moved and resized.

## Size File (Footer) Panel to Data Panel

(Optional) Select **Yes** to automatically size the default screen footer panel width to the data panel width when a template is applied. The footer panel appears at the bottom of the graphical screen. The data panel appears in the center of the graphical screen and is used as a container for the data entry fields.

**NOTE:** Once a screen is in the editor the panels can be moved and resized.

## Mouse Controls tab



### Mouse

Enable (**On**) or disable (**Off**) the detection of mouse events.

**NOTE:** If this option is turned off, the other mouse items will also be ignored allowing you to disable the mouse with one click.

### Left Click

Enable (**On**) or disable (**Off**) the use of the left mouse button.

### Double Click

Enable (**On**) or disable (**Off**) the use of a double-click of the left mouse button.

### **Right Click**

Enable (**On**) or disable (**Off**) the use of the right mouse button.

### **Smart Copy**

Enable (**On**) or disable (**Off**) the smart copy feature, which determines how to highlight multiple lines of text. When smart copy is disabled, the selection of multiple lines of text will wrap around the end of each line. When smart copy is enabled, the selection of multiple lines of text will not wrap around the end of each line, allowing the selection of a column.

To paste text in the TbredComm emulation window, position the cursor where the text is to be pasted and then from the TbredComm Menu Bar select Edit and then Paste. The text is copied to the clipboard and is available to all window applications supporting paste from the clipboard.

To paste text in the TbredComm emulation window, position the cursor where the text is to be pasted and then from the TbredComm Menu Bar select Edit→Paste.

**NOTE:** You can control the background and foreground colors of a highlighted block of text. For more information see TbredComm, Highlight Colors.

### **Control-C(Copy)**

Enabled (**On**) or disabled (**Off**) the ability to copy text using the Ctrl+C keys.

### **Control-V(Paste)**

Enabled (**On**) or disabled (**Off**) the ability to paste text using the Ctrl+V keys.

### **Control Keys**

Control keys are identified by a starting and ending character, for example type "<>" in the Control Key text box. Function keys can also be identified by a starting character of "F" and an ending character, for example "F-". When the user clicks in an area encompassed by the start and end characters, the text will be interpreted. If the text contains a known control key code then that control key will be posted to the Basic INPUT statement.

Multiple Control Key values can be defined. Use a comma to separate entries. For example, type "<>", "()", "{}" "<>, (), {}, F-, F=" in the Control Key text box.

For example if you type "<>" in the Control Key(s) text box, clicking on the "F" or the "4" in <F4> returns a CTL value of 4.

For example if you type "F-" in the Control Key(s) text box, clicking on the "F" or the "4" in F4-End returns a CTL value of 4.

## Yes/No Pattern

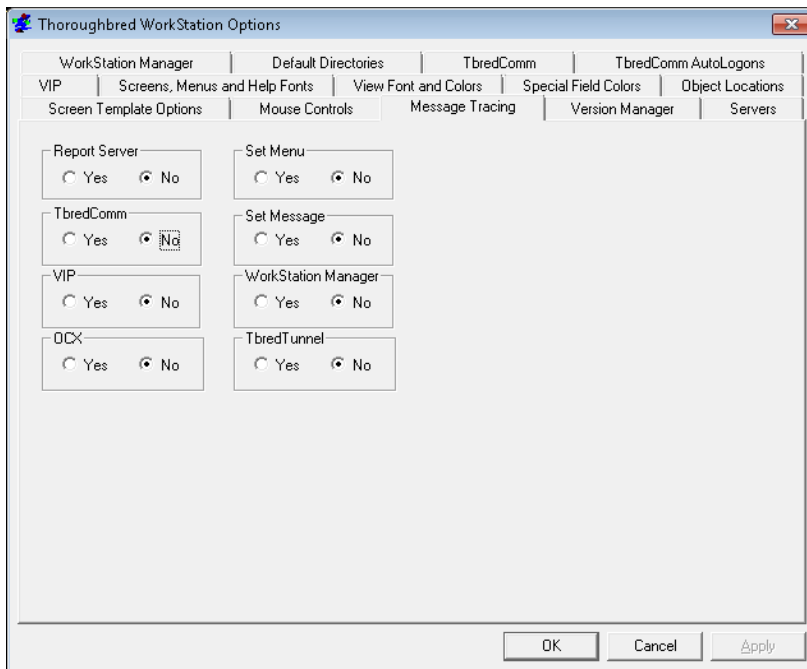
The Yes and No characters are identified by a starting, ending and separator character, for example (Y/N).

- ( is the start character
- ) is the end character
- / is the separator character

When the user clicks in an area encompassed by the starting and separator character or the separator and ending character, the text will be interpreted. If the text matches the yes/no pattern, the clicked character will be posted to the Basic INPUT statement. Only a single character is sent to INPUT, this is equivalent to an INPUT SIZ=1.

For example if you type "(Y/N)" in the Yes/No Pattern text box, clicking on the "Y" in (Y/N)? returns a Y. Clicking on the "N" (Y/N)? returns an N.

## Message Tracing tab

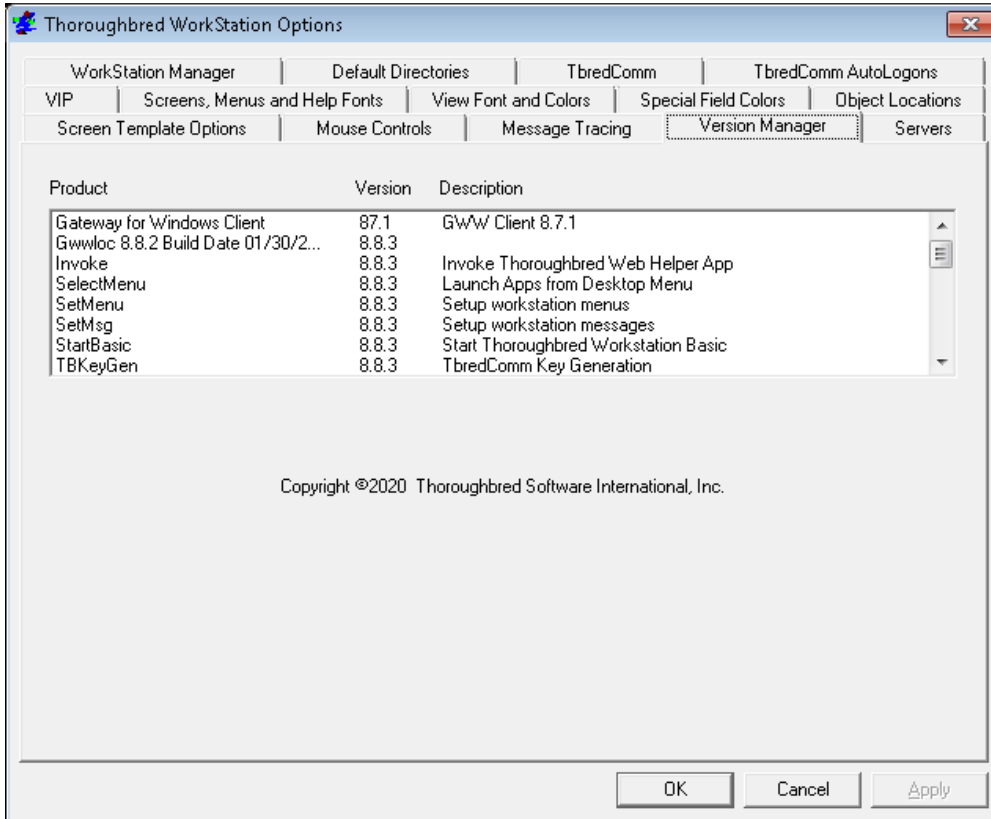


## Message Trace

All debug message tracing can be enabled or disabled from this tab.

**NOTE:** Enabling the OCX (run time screens) will slow down screen processing dramatically. All the message trace options should be disabled and only enabled upon the request of Thoroughbred Support.

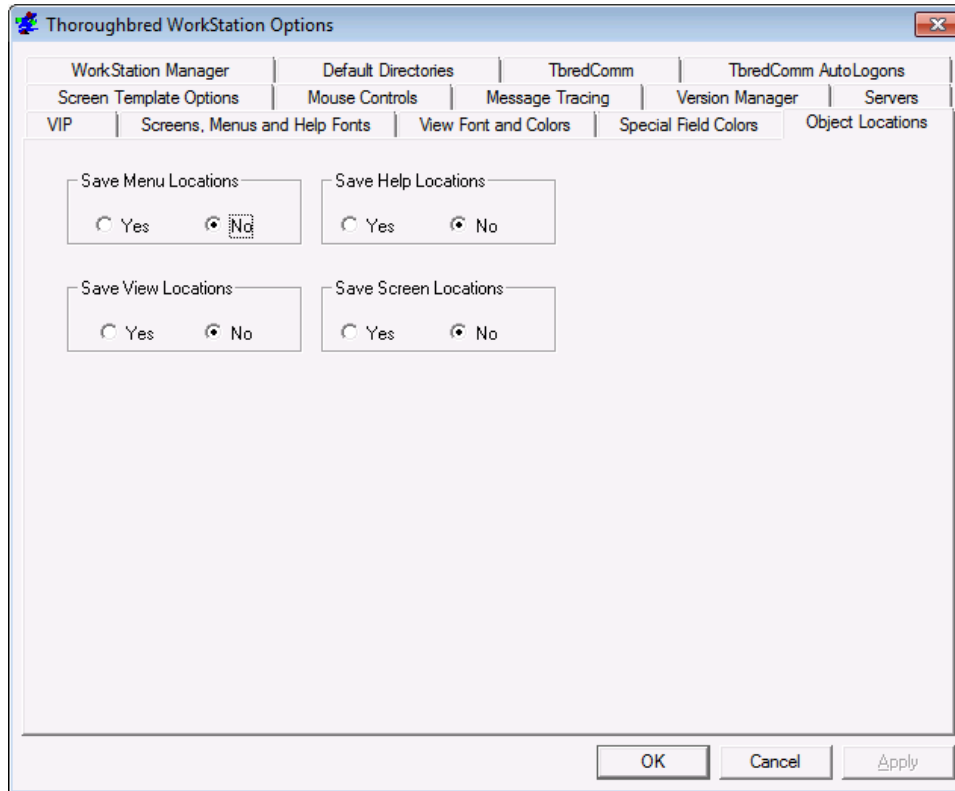
## Version Manager tab



The Version and License Manager (Vlm.exe) displays the version numbers of all executables in the VIP workstation installation (*vip-program-path*).

This information assists in troubleshooting your system.

## Object Locations tab

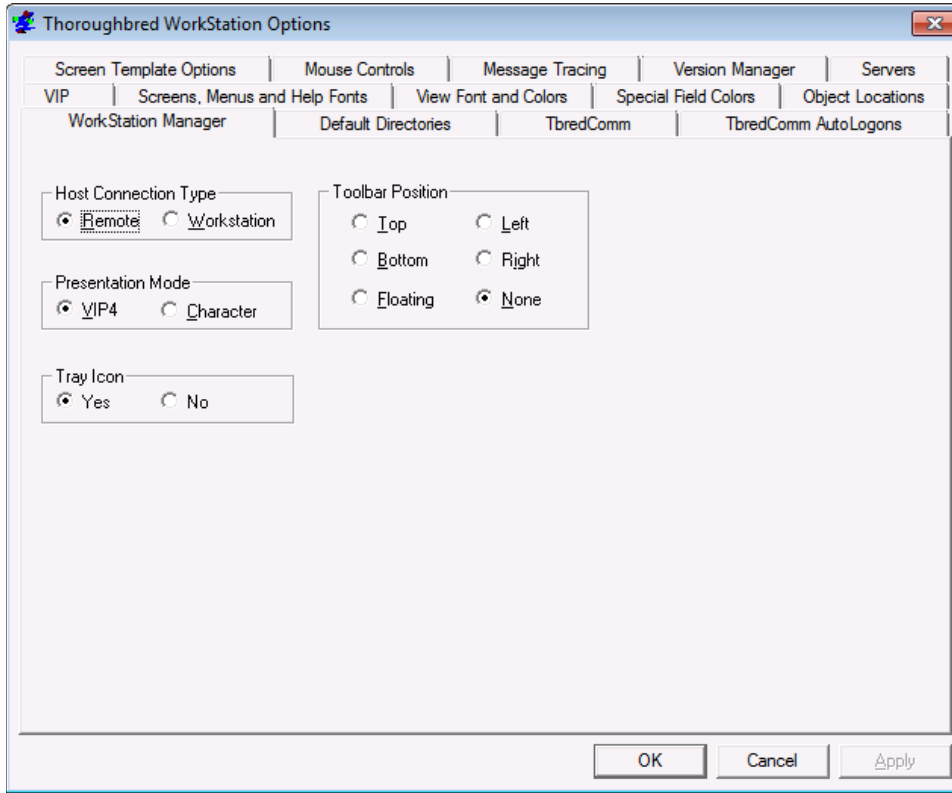


### Save Menu/Help/View/Screen Locations

Select **Yes** to save the last position of the (menu, help, view, or screen) object. Select **No** to return to the default position of the object.

Enabling the option to save View locations also allows you to resize the width of a view and the width of the columns within the view and save it for the next time it is used on the workstation.

## WorkStation Manager tab



**Host Connection** (can be set here or from the WorkStation Manager icon)  
Defines the host type as **Remote** or **Workstation**. For more information see TbredComm.

**Presentation Mode** (can be set here or from the WorkStation Manager icon)  
Defines your Desktop Application Menu selections as running in graphic mode (**VIP**) for a GUI display or character mode (**Character**). See the VIP for Dictionary-IV for more information on Desktop Application Menus.

### Tray Icon

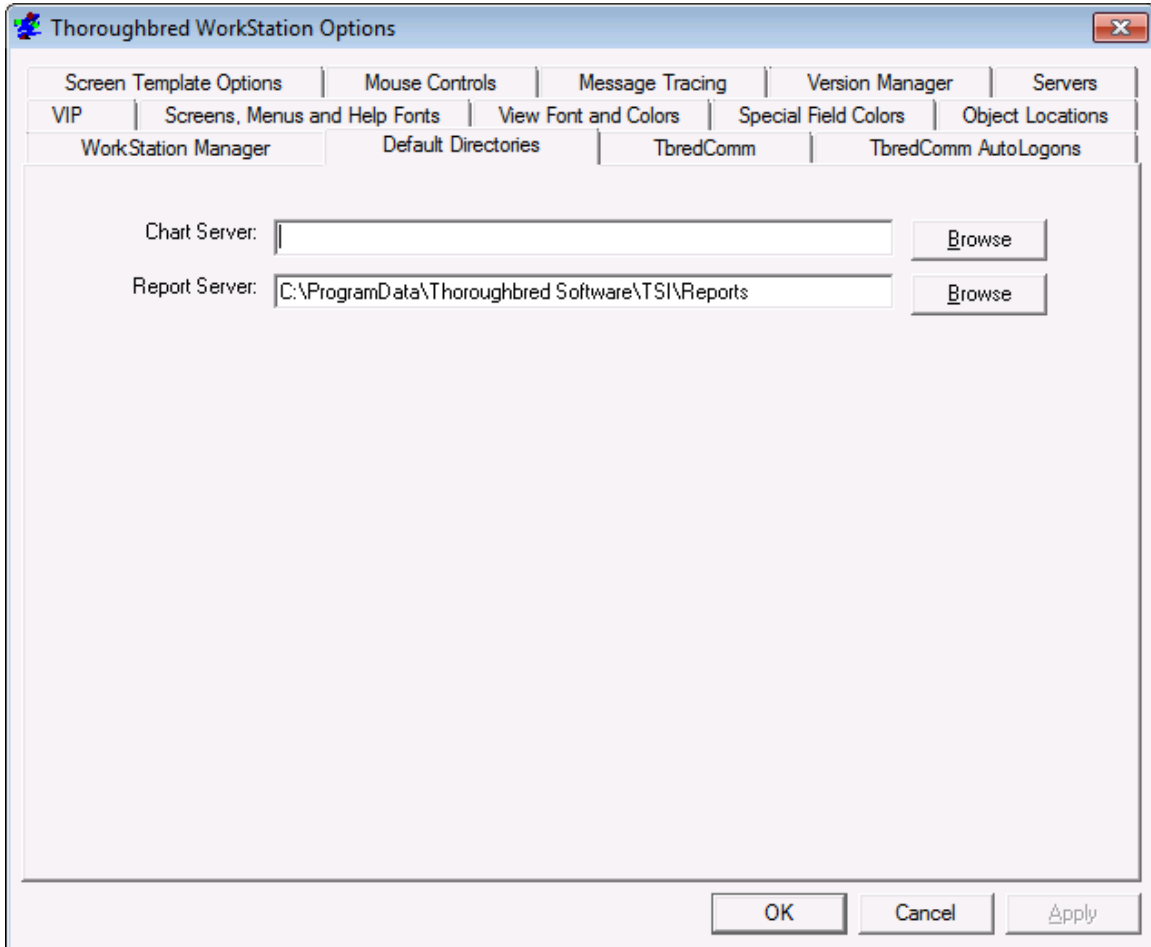
**Yes** displays the WorkStation Manager icon in the system tray. **No** keeps the WorkStation Manager icon from displaying in the system tray. With the Tray Icon hidden it is not possible to access the WorkStation Manager options. To enable the Tray Icon open *vip-system-path*\Tbred.ini in Notepad.exe. In the [TWMGR] section set tryicon=YES and save the file.

### Toolbar Position

Controls the location of the floating toolbar by selecting **Top**, or **Bottom** and **Left** or **Right**. **Floating** allows you to move the toolbar to any position. **None** hides the toolbar.



## Default Directories tab



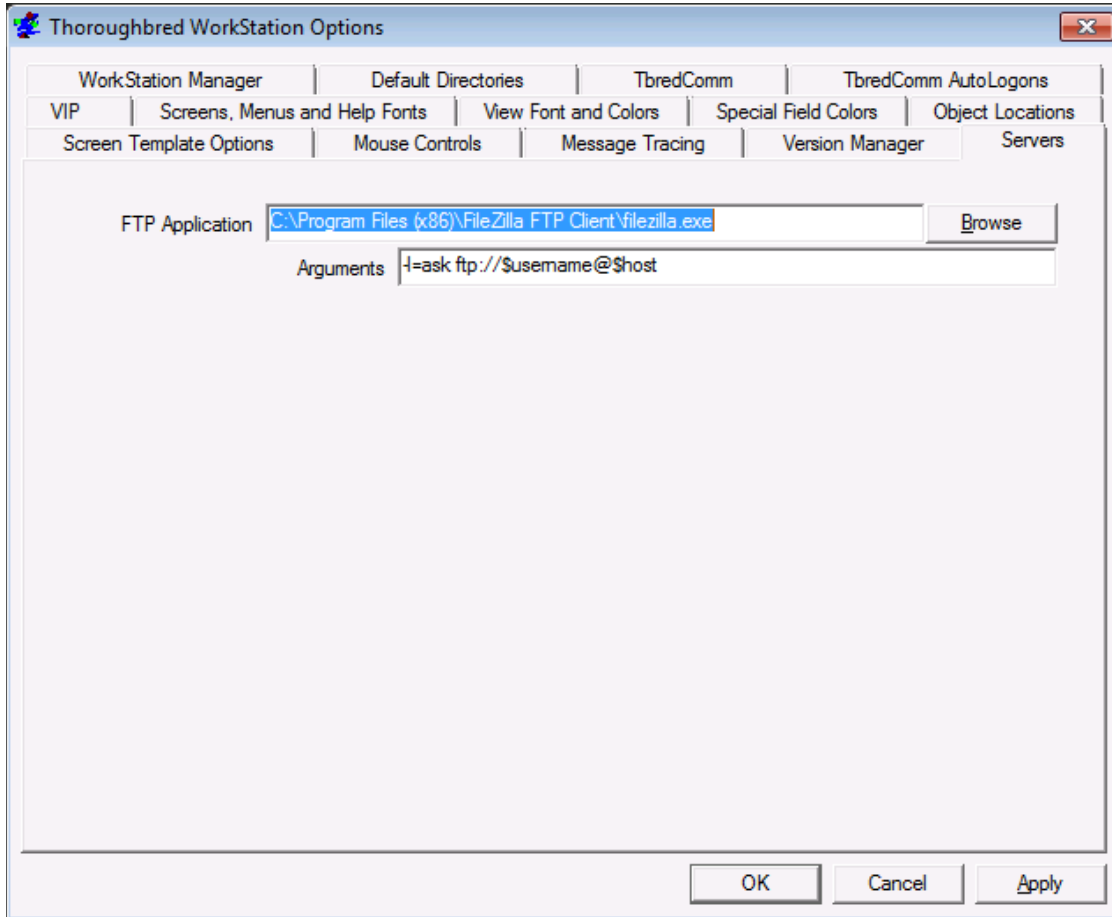
### Chart Server

TS ChartServer is no longer supported.

### Report Server

TS ReportServer supports a user-defined location for saved files. From the WorkStation Manager select the Default Directories tab. Click browse to select the default folder to be used when saving output generated by TS ReportServer.

## Servers



### FTP Application

Enter the path and file name or click Browse to select the FTP application that is started when the 'File Transfer' option is selected from the System menu of TbredComm.

### Arguments

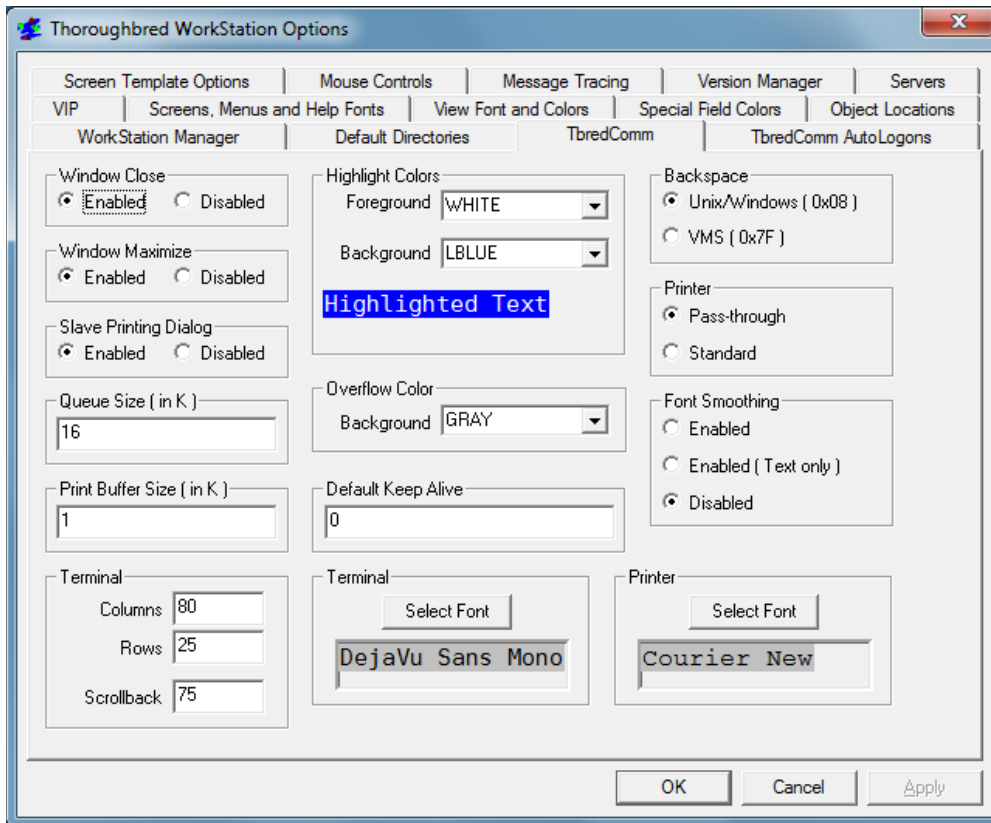
Enter command line arguments for the specified FTP application followed by one or more of the \$variables supported by TbredComm.

The above screen capture is an example of supplying arguments when FileZilla is specified as the FTP application. Please refer to your specific FTP application for details.

The following is a list of \$variables supported by TbredComm, they are based on the current connection:

\$host	The name or IP address of the host.
\$username	The user name/login id.
\$password	The user name's password, if Telnet protocol or Password authentication are in use.
\$privatekey	The file name of the private key, if Public Key authentication is in use.
\$passphrase	The passphrase for the private key file, if Public Key authentication is in use.
\$localpath	The local directory name specified on the TbredComm AutoLogon tab for the connection.
\$remotepath	The remote directory name specified on the TbredComm AutoLogon tab for the connection.

## TbredComm



### Windows Close

**Enable** or **Disable** the use of the close button in the TbredComm window.

### Windows Maximize

**Enable** or **Disable** the use of the maximize button in the TbredComm window.

### Slave Printing Dialog

**Enable** displays the Print Dialog (printer selection) during slave printing. **Disable** turns this option off.

### Queue Size (in k)

This parameter defines the size (in k) of the inbound message queue used by TbredComm. The default size is 16k.

**NOTE:** Communication between the VIP host and client is channeled through this same queue. The larger queue size should resolve some problems when printing very large jobs to a slave printer and when editing very large VIP GUI screen definitions. The maximum size is determined by the maximum Basic string size of 64k.

**Print Buffer Size (in k)**

This parameter defines the size (in k) of the slave printing buffer used by TbredComm. The default value is 1k.

**Highlight Colors**

Allows you to define the foreground and background colors when highlighting text in the TbredComm window. The default Highlight Colors are white on blue.

**Overflow Color**

When resizing the TbredComm window, the Basic window 'region' is resized based on the current font and point size. It is possible to expand the TbredComm window beyond the region defined by Basic. The Overflow Color defines the color to be used for that area of the TbredComm window. The default Overflow Color is black.

**Default Keep Alive**

This parameter defines the default keep alive value for new TbredComm connections and Autologons. To enable, enter the number of seconds of inactivity before a "KeepAlive" packet is sent to keep the connection alive. To disable, enter 0 for the number of seconds.

**Backspace**

Allows you to select the backspace character, either a **UNIX/Windows** backspace, 0x08, or a **VMS** backspace, 0x7F.

**Printer**

Allows you to select **Pass-through** or **Standard** print manager mode.

In **Pass-through** mode, all output will be spooled to the Microsoft Windows Print Manager and use existing Dictionary-IV printer tables. If you use the Windows Print Setup facility to change printer type, you must reassign your printer table to the new type.

In **Standard** mode, all output will be spooled to the Microsoft Windows Print Manager and use a standard printer table, which enables you to use the Windows Print Setup facility to change printer type without having to reassign your printer table to the new type.

To use a standard printer table, you must create a printer table that contains a set of escape sequences. For more information on how to create the printer table, please refer to the Thoroughbred Environment for Windows Supplemental Guide.

For more information on Dictionary-IV printer tables, please refer to the Dictionary-IV Administrator Guide.

**Font Smoothing**

Allows you to enable or disable the use of Microsoft's Clear Type technology.

## Terminal

Allows you to set the default characteristics for TbredComm window.

- Columns** The width of the window, in characters. The default value is 80.
- Rows** The length of the window, in characters. The default value is 25.
- Scrollback** The number of rows the window can scroll backwards. The default value is 75.

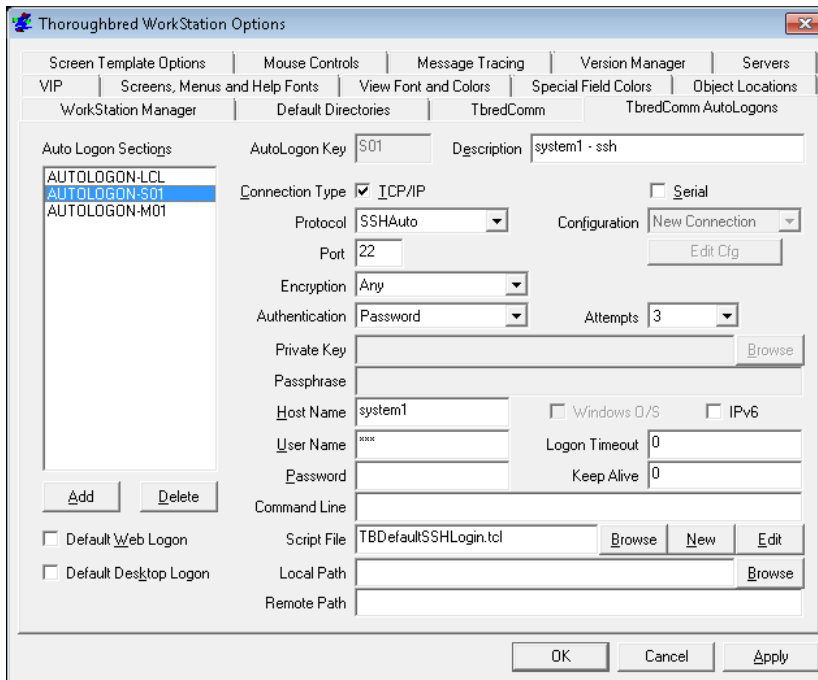
## Terminal Font

Allows you to set the default terminal font for TbredComm.

## Printer Font

Allows you to set the default printer font for TbredComm.

## TbredComm AutoLogons tab



## Add, Change or Delete AutoLogon Definitions

The AutoLogon key is a 3-character label that defines a set of parameters including a login script to automate all or part of the host login sequence. Once an AutoLogon has been created, you can create a shortcut on your desktop to execute your application using that AutoLogon.

To create a shortcut, use the Windows Shortcut Wizard. For more information on creating shortcuts for TbredComm please refer to the Start TbredComm section in the TbredComm Reference manual.

- **Add a logon** Select the **Add** button. The system prompts **Enter 3 Character key**. Type the 3-character logon. Select **OK** to add. Select **Cancel** to exit without adding. Now you may begin defining the logon.
- **Change an existing logon** Highlight the selection and make changes to Description, Connection Type, Host Name, User Name, Password, etc.
- **Delete an existing logon** Highlight the selection and select **Delete**. The system prompts: **Are you sure?** Select **Yes** to delete Select **No** to exit without deleting.

### **Default Web Logon**

Check this box if the current AutoLogon is to be used as the default login when the browser is invoked.

### **Default Desktop Logon**

Select this option if the current AutoLogon is to be used as the default when selecting Desktop Application Menu items. A menu selection is made from either the WorkStation Manager, Desktop, or Start button.

### **AutoLogon Key**

This is a 3-character label that is used to identify a set of AutoLogon parameters. The key is used to construct a unique entry in the Tbred.ini file. All the options you select for this key automatically create the appropriate entries in the Tbred.ini file. You are prompted to enter this only when creating a new AutoLogon.

**NOTE:** Maintaining AutoLogon entries in the WorkStation Manager makes the needed changes to the *windows-directory\Tbred.ini* file. Passwords are encrypted.

### **Description**

Type the descriptive name of the AutoLogon. TbredComm displays this description during the remote connection dialog and in the TbredComm title bar. When a TbredComm window is minimized part of this description is displayed in the task bar.

### **Connection Type**

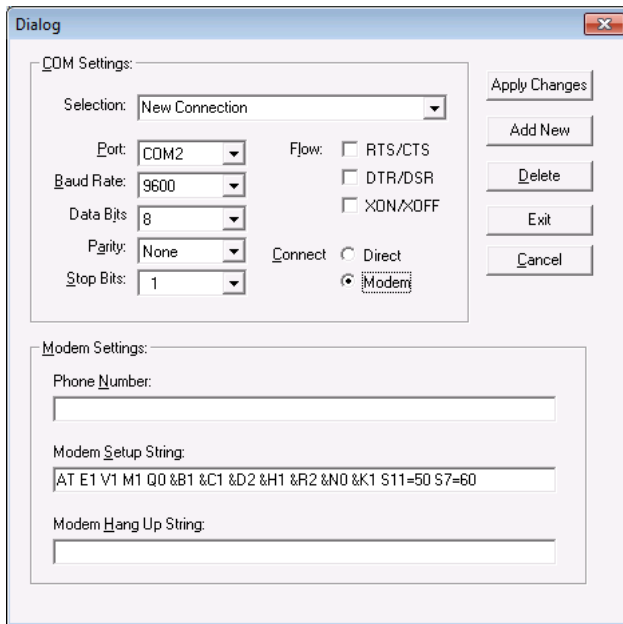
Select the type of communication (**TCP/IP** or **Serial**) that exists between host and client. For more information see TbredComm Remote Host Connection.

- **TCP/IP**  
Set the TCP/IP Protocol, Port, Encryption Type, Authentication, Private Key, and Passphrase. Then follow the instructions below for entering the Host Name/IP Address, Logon, Password, Timeout, Command Line, and Logon Script.

**NOTE:** For more information about TCP/IP Protocols, Port, Encryption Type, Authentication, Private Key and Passphrase, please refer to the TbredComm Reference Manual.

- **Serial Configuration**

If you select **Serial Configuration** you can edit the configuration by selecting the **Edit Cfg** button. Select this button and the following window appears:



Here you can configure the Serial connection. Select the appropriate port, baud rate, data bits, parity, stop bits, flow (PTS/CTS, DTR/DSR, XON/XOFF) and method of connection (Direct or Modem). If you select modem you must then define the Phone Number, Modem Setup String, and Modem Hang Up String. For more information see TbredComm Remote Host Connection.

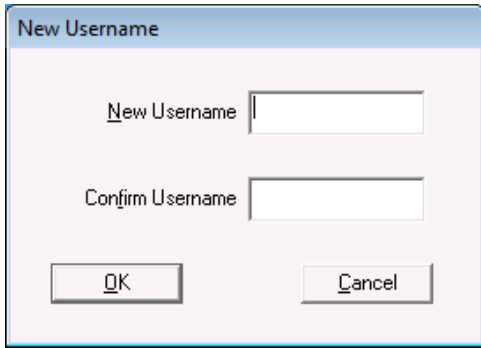
### **Host name**

Type a valid IP address or the remote host name for this logon.

### **User Name**

The system prompts for a **User Name** and then for a confirmation. Enter a valid user name defined on the host. This field is encrypted in **Tbred.ini**.



A dialog box titled "New Username" with a light blue header. It contains two text input fields: "New Username" and "Confirm Username". Below the fields are two buttons: "OK" and "Cancel".

Select **OK** to accept the name. Select **Cancel** to exit without accepting.

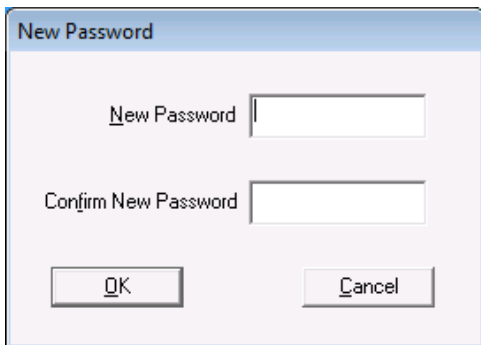
If you require an operator to enter a user name each time they logon to the host, leave this field blank. If you have existing AutoLogons defined in your **Tbred.ini** file, edit the file and remove the appropriate entry.

**username=user-name**

For more information see AutoLogon Scripts.

### **Password**

The system prompts for a **Password** and then for a confirmation. Enter a valid password for the user name on the host. This field is encrypted and saved in the **Tbred.ini** file.

A dialog box titled "New Password" with a light blue header. It contains two text input fields: "New Password" and "Confirm New Password". Below the fields are two buttons: "OK" and "Cancel".

Select **OK** to accept the password. Select **Cancel** to exit without accepting.

If you require an operator to enter a password each time they logon to the host, leave this field blank.

If you have existing AutoLogons defined in your **Tbred.ini** file, edit the file and remove the appropriate entry.

**password=password**

If you enter an invalid password for the host, TbredComm exits after it detects the host performed an invalid logon.

### **Attempts**

Select the number of login attempts. The default number of login attempts is 3.

### **Windows O/S**

Check this to populate INF(3,2) and INF(5,2) with the Domain User Name when connecting to TS Environment for Windows (Telnet Basic). This provides a unique account name for each Basic session.

### **IPv6**

Check this to first try connecting to the specified host using IPv6 connectivity. If that fails, TbredComm will try again using IPv4 connectivity.

### **Logon Timeout Seconds**

The default timeout is 120 seconds. This is indicated by a timeout value of 0. For more information see AutoLogon Timeouts.

### **Keep Alive**

This option allows you to keep TbredComm sessions alive during periods of inactivity. The default value for a new Autologons is defined on the TbredComm tab. To enable, enter the number of seconds of inactivity before a “KeepAlive” packet is sent to keep the connection alive. To disable, enter 0 for the number of seconds.

### **Command Line**

Select this button to display the Command Line dialog box. This supports the command arguments that would normally follow `./b`.

To start Basic with an alternate IPLINPUT file enter that file name in the command line window.

For example:

**IPLWIN.TXT**

starts Basic using IPLWIN.txt

### **Script File**

Select this option to create a new script file, select an existing script file, or edit an existing script file. Each AutoLogon configuration must be associated with a script file.

A script file is a simple ASCII text file that may be maintained with Notepad or any text file editor. Script files must be located in *vip-data-path\Tsi\Scripts* and should have an extension of **.tcl** (although it is not required). **Three** default scripts are provided.

#### **TBAppPromptCmd.tcl**

This script uses the **User Name** and **Password** specified in the **AutoLogon Dialog Box**. Use this script with a Desktop Application Menu selection (executable applications from the WorkStation

Manager, Desktop, or Start button). For more information see the VIP for Dictionary-IV manual (Desktop Application Menus).

<b>TBDefaultLoginPassword.tcl</b>	This script uses the <b>User Name</b> and <b>Password</b> specified in the <b>AutoLogon Dialog Box</b> . This script cannot be used for Desktop Application Menus (executable applications from the WorkStation Manager, Desktop, or Start button).
<b>TBDefaultSSHLogin.tcl</b>	This is a default script distributed with TbredComm and is required when making SSH connections
<b>TBDefaultWinBasic.tcl</b>	This is a default script, which is distributed with VIP for connecting to the TS Environment.

For more information see AutoLogon Scripts.

In the OES example shown earlier, you will see the following script: OESStartup.tcl. Below is this sample script.

```
# This TbredComm logon script will do the following:
# 1. Use the user id saved with the autologon
# 2. Prompt the user for their password to enforce system
security
# 3. Wait for the expected host prompt
# 4. Change directory
# 5. Start BASIC with an IPLINPUT file that will RUN "00"
# 6. Pause briefly
# 7. Send a S and a <CR> keystroke to select the Sample System
menu
# 8. Pause briefly
# 9. Send a <CR> to select 'The System'

waitfor login:
send $username$cr
waitfor Password:
send $password$cr
waitfor tsi|$
send cd /usr/basic$cr
waitfor tsi|$
send ./basic IPLINPUT
pause 1
send S$cr
pause 1
send $cr
```

### Local Path

Enter the path and name or click Browse to select a local directory which will be used as the \$localpath argument, if specified, when starting a 'File Transfer' from the TbredComm System menu.

**Remote Path**

Enter the name of the directory on the host which will be used as the \$remotepath argument, if specified, when starting a 'File Transfer' from the TbredComm System menu.

## **EDIT**

Opens the Tbred.ini file in Notepad.exe.

Please do not edit the Tbred.ini file unless you are confident about doing so.

## TOOLBAR

When you create a toolbar two files are created on the workstation:

- A toolbar definition file with a .def extension.
- An image file with a .bmp extension.

These are stored in the *vip-data-path*\Tsi\ToolBar\WsnMgr folder.

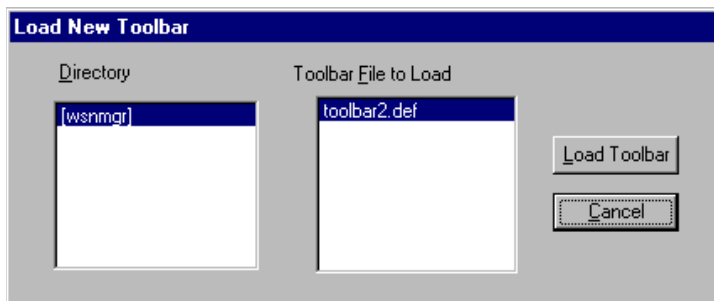
All images used by the toolbars must be stored in the *vip-data-path*\Tsi\ToolBar folder.

### Toolbar Position

You can select one of the following positions for the toolbar: **None**, **Floating**, **Top** (of desktop), **Bottom** (of desktop), **Left** (side of desktop), or **Right** (side of desktop). For more information see the WorkStation Manager tab.

### Load New Toolbar

The system displays the following dialog box:



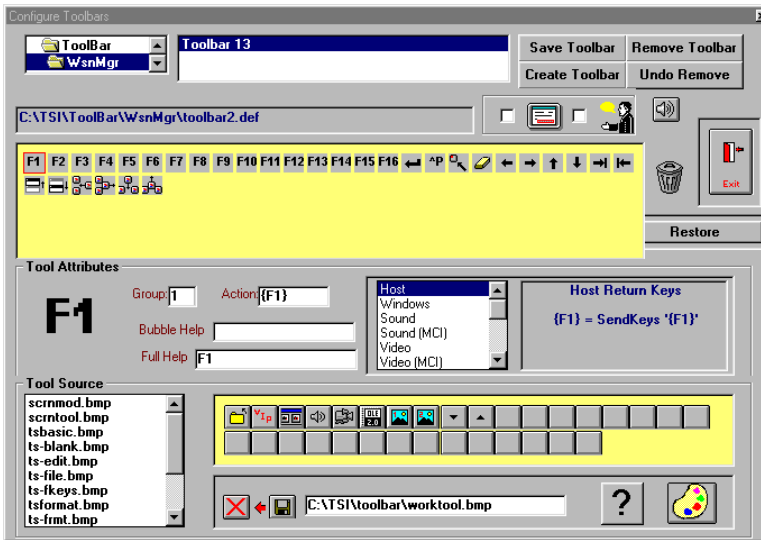
You can select a toolbar from a collection of toolbars you have previously created. For more information see Toolbar Maintenance.

### Toolbar Maintenance

**IMPORTANT:** Toolbar Definition Maintenance is not supported on Windows Vista, Windows Server 2008, Windows 7, Windows 8 and Windows Server 2012.

Thoroughbred provides toolbars that can be easily customized.

Select **Toolbar Maintenance** from the **Toolbars** option. The system displays the Configure Toolbars window.



**Enable/Disable selected toolbar** (see selection on the left)  
 Select the toolbar you wish to enable/disable from the top of the Configure Toolbars window. Place a check in the box to enable; remove the check from the box to disable.

**Enable/Disable bubble help** (selection on the right)  
 Select the toolbar for which you wish to enable/disable bubble help. Place a check in the box to enable; remove the check from the box to disable. If you enable bubble help, moving the cursor over the toolbar button displays help. Enter the help in the Bubble Help field. For more information see Tool Attributes.



**Audio configuration**  
 If your audio configuration is correct, this option plays an audio file.



**Exit**  
 Exits the Configure Toolbar window.

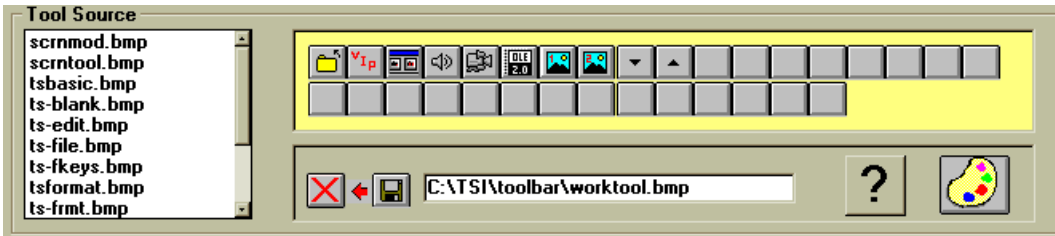


**Restore default settings**  
 Select this button to restore the default settings for all the toolbars.

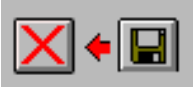


**Remove a button from a toolbar**  
 Select a button from the defined toolbar to delete. Drag the button to the trashcan and drop it.

Scroll through the Tool Source and select a file. The available buttons display to the right of the Tool Source listing.



You can drag and drop the button icons into the currently selected toolbar. If you want to choose a single icon file from another path, select the **Get Button Bitmap** icon.



The button displays on the left. When you find the icon you want, drag it to the current toolbar listing and drop it anywhere.



Set the **Tool Attributes** for this button. For more information see Set Tool Attributes.

## Edit an Icon

Select a button from the current toolbar (displayed above). Select the **Paintbrush** icon.



The system displays the Paintbrush screen and the icon you selected, set to the default button size of 18 pixels wide x 17 pixels high.

Select **Zoom In** from the View menu. You can edit this icon pixel by pixel. When the edit is complete, select **Zoom Out** from the **View** menu. Select **Save As** from the **File** menu. Type the path and new file name, then select **OK**. From the **File** menu select **Exit**.

Drag the new icon to the currently selected toolbar and drop it. Set the Tool Attributes. For more information see Set Tool Attributes.

## Create an Icon

Select the **Paintbrush** icon. The system displays the Paintbrush screen.





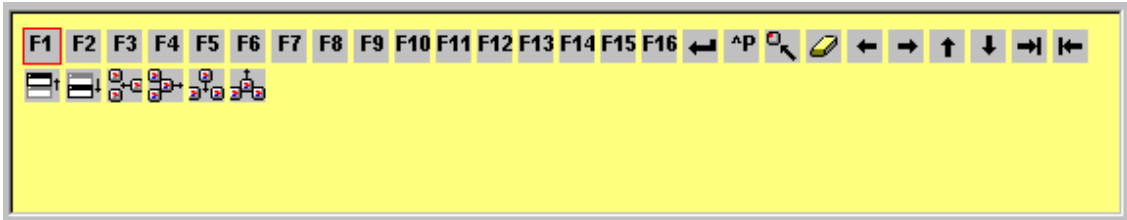
You can create an icon by creating a completely new file or by editing an existing file using the Paintbrush icon. Note: Paintbrush will create an icon in the default size of 19 pixels wide by 18 pixels high.

To create a completely new icon, drag a blank button



and drop it onto the Paintbrush icon. Create and save your file in the appropriate path.

To create an icon by editing an existing file, select the button to edit



and select the **Paintbrush** icon. Edit the file and Save As the new file name in the appropriate path.

Place the icon in the Toolbar.

Once you create the new icon, select the following button:



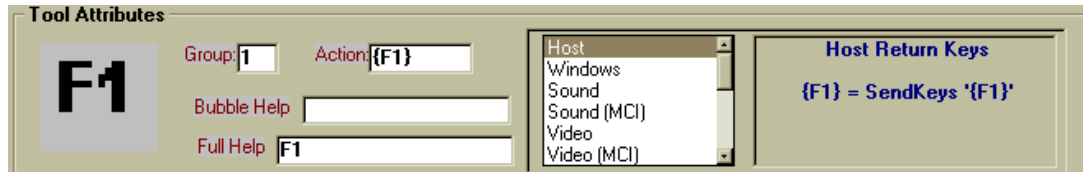
and type in the location of the new icon.



Select the toolbar in which to place the new icon. Drag the new icon to the selected toolbar.

## Set Tool Attributes for Buttons

Once you select or create an icon you can then define the attributes. Select and set the Tool Attributes for the button.



You can set the following attributes:

### Group

Group this button with others of the same number. You can define the group numbers to place the buttons in any order you decide.

### Action

Allows you to play any Windows audio file (.wav), play any Windows Audio/Video file (.avi), or display an image (.bmp or .dib). You can assign any script, report, query, or menu to a button by simply sending the relevant Host Return Keys. You can also execute any Windows application from this box.

### Bubble Help

Add the text for enabled bubble help. Bubble Help displays when the cursor passes over the button.

### Full Help

Add the text for the help to appear as bubble help when the mouse passes over the button. This text will appear only if bubble help is not specified.

### Host Return Key

H sends the host keystrokes. To indicate the "shift key" use a + and to indicate the control key, use a ^.

For example:

**H={F1}** sends the F1 function key.

**H={+F1}** sends the F13 function key.

**H=^P** sends the CTL+P.

You can use H={F1} through {F12} to represent the F1 through F12 function keys.

To go beyond F12 you need the shift key represented by using the +. You can use H={F1} through H={F12} to represent F13 through F24.

### Other Host Return Keys (H=)

{ENTER}

^P

^Z

{HOME}

{LEFT}

{RIGHT}

{UP}

{DOWN}

{TAB}

+{TAB}

{PGUP}

{PGDN}

{DELETE}

{INSERT}

+{DELETE}

+{INSERT}

{ESCAPE}

You can also use combinations. For example,

Hello{ENTER}

## MENUS

**Remove Application Menus** or **Restore Application Menus** on the workstation. For more information see Desktop Application Menus. For more information see the VIP for Dictionary-IV manual.

## APPLICATIONS

This option displays the list of available Desktop Application Menu items. Selecting an application from this list will create a connection to the host and then execute the selected menu item. For more information on creating and using Desktop Application Menus please see the VIP for Dictionary-IV manual.

## HOST TYPE

Defines the host type as **Remote Host** or **Workstation**. This can also be set directly from the WorkStation Manager tab in Options. For more information see Options - TbredComm tab or TbredComm Remote Host Connection.

## PRESENTATION MODE

Defines your Desktop Application Menu selections as running in character mode (**Character**) or graphic mode (**VIP**) for a GUI display. This can also be set directly from the WorkStation Manager tab in Options. See the VIP for Dictionary-IV manual for more info on Desktop Application Menus.

## STOP MANAGER

Stops the WorkStation Manager.

## MULTI-LANGUAGE

For more information about Multi-Language, see the Dialog, Message, and MenuBar Text Translations section and the Character and Font Translation Table Files and the WorkStation Manager Menu Translations section in the Multi-Language for VIP.