HGS UTS Client Help

29 December 2008

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Emulation

HGS UTS Screen

A HGS Client window contains all the necessary controls to manage a host connection. Controls are available to manage printer selection, user configuration management, screen font selection, last input recall and key macro recording. There are also controls to perform print functions; Windows cut, copy and paste functions; standard UTS keystrokes for Message Wait, Keyboard Unlock and Transmit; etc.

Using the Client Window

Normally, the HGS Screen dialog will appear as a result of the user accessing the web page containing the embedded HGS Client object.

Open Screen and **Show Screen** buttons on the object allow you to control the disposition of the client dialog or window.

On the client window when multiple scr eens are open, you may use the **Esc** key to switch between screens. Likewise, the **Next Screen** selection from the **Window** menu will switch between screens.

The following is an explanation of each menu selection or control on the HGS Client window. When shortcut keys are available, the key combination (e.g., **Ctrl+L**) is shown to the right of the menu selection.

File menu

The **File** menu contains controls to configure the appearance and behavior of HGS Client and to manage the print environment.

> **Connect/Disconnect**
>
> Use this toggle selection to connect to or disconnect from the host.
>
> **Print Screen (All)**
>
> Use this selection to print an exact image of the entire screen.
>
> **Print Screen (UTS)**
>
> Use this selection to produce the traditional UTS "Print Screen" operation. The selection prints all the text from the previous SOE to the current cursor position.
>
> **Close Print   Ctrl+L**
>
> Use this selection to end the print operation. This selection only appears on the menu as a result of issuing a **Print Screen** command.
>
> **Printer Setup...**
>
> Use this selection to initiate the Windows **Print Setup** dialog where you may select an installed printer, change various properties of an installed printer, select paper size/source and page orientation.
>
> **User Configuration Manager...**
>
> Use this selection to open the **HGS UTS User Configuration Manager**. This selection allows you to change the color settings, font and appearance in general of the opened screen. You may also assign keystroke(s) to specific UTS and Windows operations, and create keystroke macros to perform repetitive tasks.
>
> **Diagnostics**
>
>> **Trace to Window**
>>
>> Use this selection to initiate the client trace facility for the selected screen. All communications between the client and the host will be displayed in a separate window.
>>
>> Note: A right mouse click in the trace window will reveal a menu containing three selections that control the trace window: **Stay on Top**, **Copy to Clipboard** and **Clear**. **Stay on Top** controls whether the trace window remains on top (the default) of the emulator window during the trace, or remains in the background. **Copy to Clipboard** may be used to copy the contents of the trace window to the Windows clipboard for

subsequent pasting into another Windows application (e.g., Notepad, WordPad, etc.).
Clear may be used to clear the contents of the trace window.

Trace to File

Use this selection to initiate the client trace facility for the selected screen. This
selection is the same as Trace to Window except that the trace information will be
written to a user-named file.

Trace to Both Window and File

Use this selection to initiate the client trace facility for the selected screen. This
selection is a combination of the two selections above.

Clear Trace Window

Use this selection to clear the trace window and/or file without terminating the trace.
This selection appears after a trace has been initiated.

Close Trace

Use this selection to close the trace window and/or file and terminate the trace.

FCC Map

Use this selection to display an FCC Map. Use only at the request of KMSYS Worldwide,
Inc., support personnel.

Control Page

Use this selection to display the contents of the UTS Control Page in the trace window
and/or file.

Note: The last four selections only become visible once the trace has been started.

Transport Trace

Use this selection to initiate the highest trace level, a trace that monitors all activity
between the client and the host for all open screens.

Close

Use this selection to break the host connection and terminate this HGS32 window.

Edit menu

The **Edit** menu contains controls to manage selected text between the screen and the Windows clipboard.

Cut   (Ctrl+X)

Use this selection to remove the currently selected data from the document and put it on the
clipboard. This command is unavailable if there is no data currently selected.

Cutting data to the clipboard replaces the contents previously stored there.

Data may be selected by placing the mouse cursor at some point on the screen, and holding
down the left mouse button, drag the mouse cursor to any other location on the screen. Upon
releasing the left mouse button, the data will be selected.

An alternate form of selection is with standard, keyboard key sequences. With the mouse or
arrow keys, place the screen text cursor at some point on the screen and use any of the following
key sequences to highlight the data being selected:

Shift+Home selects everything from the cursor position through column one of the
same row.

Shift+End selects everything from the cursor position through the last column of the
same row.

Shift+Right Arrow extends/contracts the selection to the right.

Shift+Down Arrow extends/contracts the selection down the screen.

Shift+Left Arrow extends/contracts the selection to the left.

Shift+UP Arrow extends/contracts the selection up the screen.

Copy   (Ctrl+C)

Use this selection to copy selected data onto the clipboard. This command is unavailable if there is no data currently selected. Note: Copying data to the clipboard replaces the contents previously stored there.

Paste   (Ctrl+V)

Use this selection to insert a copy of the clipboard contents at the insertion point. This command is unavailable if the clipboard is empty.

Hint: Use a right-mouse click anywhere on the screen to reveal an editing popup menu containing selections for the most commonly used functions.

Input Recall

Use this selection to initiate the Input Recall window. This selection allows previous lines transmitted to the host to be recalled and retransmitted.

View/Edit UTS Control Page

Use this selection to edit the UTS Control Page.

Macros menu

The **Macros** menu is used to control the key macro recorder and to provide access to macros placed for selection on the menu.

Run

Use this selection to drop down a list of user-created key macros.

Start Recorder

Use this selection to begin the Key Macro Recording (Note: A recorder icon will appear in the status line at the bottom of the window signifying that the recorder is active). All keystrokes entered will be collected until the recording is terminated with the **Stop Recorder** selection.

Stop Recorder

Use this selection to terminate the macro recorder. Upon making this selection, the **Save Key Macro** dialog will allow the macro to be named and saved.

View menu

The **View** menu contains controls that toggle the display of toolbars and control characters.

Function Key Bar

Use this selection to toggle the display of the UTS Function Key toolbar.

Tool Bar

Use this selection to toggle the display of the HGS Client Toolbar.

Macro Bar

Use this selection to toggle the display of the Key Macro toolbar.

Show Control Characters

Use this selection to toggle the display of control characters (Tab, Form-Feed, Line-Feed, etc.).

Show Inactive Page

Use this control to toggle the inactive screen page display. When checked along with the screen-paging feature enabled, the last screen page will be shown in an inactive screen page window located in the lower half of the screen window. This feature allows you to view the results of a transaction or program in an inactive, read-only, pane of the window while executing another transaction in the active portion of the window. The inactive pane is always shown in black on white.

If there is more than one active screen page configured, clicking the gray separator bar causes the inactive screen page display to scroll to the next inactive screen page (notice that the current active page is never shown in the inactive pane).

When using this option, the screen window may have to be resized manually to accommodate the dual screen display.

Note: The inactive page will not appear until the user does the first Page Down or Page Up.

WARNING: The host is completely unaware of the paging feature. Applications, especially DPS, often check the screen input for exact text — meaning the application expects specific text to appear at specific locations on specific screens. Use of the Page Down and Page Up keys with this feature can leave the screen in a state not expected by the application.

Screen Font Settings...

Choose this selection to change or view screen font settings.

Window menu

The **Window** menu selections are used to navigate between screens.

Next Screen

Use this selection to switch to the next available screen.

Previous Screen

Use this selection to switch to the previous screen opened.

Screen List

To switch to another screen, select from this list of configured screens. You may also switch to another screen by selecting, with the mouse, the appropriate tab at the bottom of the window.

Help menu

Use this selection to display the Help menu.

Contents

Use this selection to get help for HGS Client and display the **Contents** topic. All on-line help may be reached from this topic.

This Window

Use this selection to get help on the client window.

About

Use this selection to display version and copyright about HGS Client.

The buttons

Configuration and Diagnostics

Click this button to reveal the Configuration and Diagnostics Menu.

User Configuration Manager

Use this selection to open the **HGS UTS User Configuration Manager**. This selection allows you to change the color settings, font and appearance in general of the opened screen. You may also assign keystroke(s) to specific UTS and Windows operations, and create keystroke macros to perform repetitive tasks.

Diagnostics

The options available on this drop-down menu are the same as those shown for Diagnostics under the File menu, mentioned above.

Print

Use this selection to display the Print menu.

Cut   (Ctrl+X)

Use this selection to remove the currently selected data from the document and put it on the clipboard. This command is unavailable if there is no data currently selected.

See also, Cut on the Edit menu, shown above.

Copy   (Ctrl+C)

Use this selection to copy selected data onto the clipboard. This command is unavailable if there is no data currently selected. Note: Copying data to the clipboard replaces the contents previously stored there.

Paste   (Ctrl+V)

Use this selection to insert a copy of the clipboard contents at the insertion point. This command is unavailable if the clipboard is empty.

Input Recall

Use this selection to initiate the Input Recall window. This selection allows previous lines transmitted to the host to be recalled and retransmitted.

Screen Font Adjustment

Choose this selection to change or view screen and font settings .

Keyboard Layout

Use this selection to display the Keyboard Layout window.

Key Macro Menu

Use this selection to drop down the **Key Macro** menu.

UTS Message Wait Key

Use this selection to issue an UTS Message Wait.

UTK Keyboard Unlock Key

Use this selection to unlock the keyboard.

UTS Transmit Key

Use this selection to issue an UTS transmit to the host.

Help

Use this selection to display the Help menu.

> **Contents**
>
> Use this selection to get help for HGS Client and display the **Contents** topic. All on-line help may be reached from this topic.
>
> **This Window**
>
> Use this selection to get help on the client window.
>
> **About**
>
> Use this selection to display version and copyright about HGS Client.

Input Recall window

HGS Client saves single-line messages sent to the host system when you press the transmit key. A maximum of 200 of the most recent messages is saved. You can display a list of these messages from the **Edit, Input Recall** menu selection.

> **Paste**
>
> When this list is displayed in the **Input Recall** window, you can view the entries and optionally select an entry to be "pasted" onto the current screen when the **Paste** button is pressed.
>
> **Transmit**
>
> The **Transmit** button performs the same operation as the **Paste** button, but also ends by transmitting to the host (double clicking on the entry also performs the paste-and-transmit operation).
>
> **Close**
>
> Use this button to close the **Input Recall** window.

Keyboard Layout

This window displays all the standard UTS keys and their corresponding keyboard keystrokes. Any UTS key may be issued by selecting the keystroke from the list box and pressing the OK button.

Type Search String

To locate the keystroke in the list box more quickly, type the first few characters of the keystroke name in the **Type Search String** list box.

OK

Click this button to execute the selected keystroke and return to the HGS Client screen window.

Cancel

Click this button to cancel any selected keystroke, close the window and return to the HGS Client screen window.

Adjust Screen Font

This window contains controls to change the appearance of the UTS HGS Client screen.

Available Screen Fonts

From this drop-down list box, select a font from the list of fonts installed on your system. The window/screen size will automatically be adjusted depending upon the font selected.

Bold

Check this box to increase the intensity of the selected font.

Note: The next four buttons will only be visible when the auto-scale mode is not **Font to Screen** (see Appearance).

Save

Use this button to save the changes made to the screen.

Close

Use this button to close the **Screen Font Sizing/Spacing** window.

UTS Control Page View/Edit

This dialog may be used to edit the UTS Control Page and for performing control page file transfers.

Note: Only the controls that may be set from the PC are enabled (see below):

XMIT

UTS emulation provides three modes of transferring data from the terminal screen to the host processor: **VAR (Variable)**, **ALL**, and **CHAN (Changed)**. The current transmission mode is set in the XMIT() field in the terminal control page. Most host programs expect the terminal to be operated in the VAR transmit mode.

OK

Click this button to accept any changes made in this window and close the window.

Cancel

Click this button to discard any changes made and close the window.

Help

Receive on help for this window.

Configuration

HGS UTS User Configuration Manager

The **HGS UTS User Configuration Manager** dialog contains configuration controls to maintain the appearance and functionality of the HGS Client environment

Basic Terminal Settings

The controls in this group affect the general behavior of the terminal.

Initial Transmit Type

UTS emulation provides three modes of transferring data from the terminal screen to the host processor: **VAR** (Variable), **ALL**, and **CHAN** (Changed). The current transmission mode is set in the XMIT() field in the terminal control page. Most host programs expect the terminal to be operated in the VAR transmit mode. If your application requires an initial mode other than VAR, set it here and HGS Client will initialize the XMIT() field with that value.

Print Time-out

Use this text box to specify how long the emulator will wait for additional print data before automatically closing the printer. The default is 15 seconds.

-1 (or any negative value) = No timeout,
0 = Timeout immediately after printing,
n (any positive number) = Timeout *n* seconds after printing.

Screen Pages

In this text box, you may specify from one (default) to nine screen pages for each UTS screen. In conjunction with the paging feature, the PAGE DOWN and PAGE UP UTS keys are mapped to the Page Down and Page Up keyboard keys, respectively.

Paging is most useful where only one screen is available. Paging provides the means to maintain multiple output screen pages for reference while running additional transactions.

WARNING: The host is completely unaware of the paging feature. Applications, especially DPS, often check the screen input for exact text — meaning the application expects specific text to appear at specific locations on specific screens. Use of the Page Down and Page Up keys with this feature can leave the screen in a state not expected by the application.

Also see, Show_Inactive_Page.

Screen Options

The controls on this tab govern general screen appearance.

Force UPPERCASE

Checking this box causes HGS Client to translate lower case characters that are typed to their uppercase equivalents.

Blinking Cursor

Checking this box causes the current cursor position to blink. If this box is not ch the cursor remains solid.

Text-only Blink

Check this box to blink only the text of the UTS blinking character instead of the text and background.

Mapper Look

Check this box to set HGS Client for "Mapper Look and Feel" processing. With **Mapper Look** checked, four of the display characteristics of HGS Client change:

1. If a line contains an ASCII Tab Code in the first column, that line is considered a "Tab Line". Tab codes are displayed using the graphic vertical bar (|) that produces a visual column separator for your report.

2. The only control characters displayed will be the Start-of-Entry (SOE), the standard Tab Code, and the Mapper Tab Code. Characters such as Form-Feed and Line-Feed are displayed as spaces.

3. A protected field (function key name on the last row of the Mapper screen) can be transmitted by clicking with the mouse. This is compatible with the function key lines produced by Mapper 2200 level 35 and higher.

4. HGS Client will also support special Mapper box drawing sequences sent from the host.

Note: When Mapper Look is used, the Mapper station must be configured as a terminal type "PCE" with an option of "S" (Mapper Look and Feel), or as a terminal type of "6S".

Configuration Actions

Use the buttons in this group to configure the individual features of this product.

Screen Appearance

Click this button to reveal the controls used to alter the appearance of the screens (see Appearance).

Keyboard Layout

Click this button to reveal the controls used to configure keystrokes for special UTS and Windows functions (see Keyboard).

Printers

Click this button to reveal the controls used to configure printers (see HGS UTS Printer Configuration).

Macros

Click this button to reveal the controls used to configure key macros that perform a series of keystrokes (see Macros).

Application Scheme

Click this button to configure the general appearance of the HGS Client software.

eXpress Custom Terminal Screen Appearance

The **eXpress Custom Terminal Screen Appearance** window contains configuration controls to change screen fonts and to apply colors to specific areas of the display.

Screen Color Settings

The **Screen Color Settings** group contains controls that may be used to change the foreground and background color of various UTS screen attributes.

Select Color for Attribute

From this group, select an attribute option button whose color is to be changed. When an attribute's colors are changed, those colors will be applied to all areas of the screen having that specific attribute. An attribute's colors consist of a foreground (text) color and a background color.

Choose Foreground (text) Color

To change the text color of an attribute, first select the attribute from the **Select Color for Attribute** option group. Next, select a color from this drop-down list box. If you do not wish to use one of the standard Windows colors, select **Custom** at the bottom of the list and configure the desired color with the standard Windows **Color** dialog.

Choose Background Color

To change the background color of an attribute, first select the attribute from the **Select Color for Attribute** option group. Next, select a color from this drop-down list box. If you do not wish to use one of the standard Windows colors, select **Custom** at the bottom of the list and configure the desired color with the standard Windows **Color** dialog.

Edit Palette

Click this button to edit the screen color palette.

Use UTS60 Colors

Check this box to use UTS60 colors as set by the host program. Only valid if the **Terminal Type** selected is UTS60.

Always Use Low Intensity for UTS60 Background

For better contrast, check this box to use low intensity color for UTS60 background color.

Screen Font

Use the controls in this group to change the screen font, intensity, size and character set.

Font Name

From this drop-down list box, choose the desired font.

Bold

Click this button toggle to increase or decrease the intensity of the selected font.

Font Size

Use this spin box to increase or decrease the size of the selected font.

Character Set

Use this drop-down list box to change the character set.

Automatic Font Scaling

These three options control how the emulator will behave when you size a station window or change the screen font.

None

When the **None** option is set, no screen or font scaling will be performed when the screen window is resized.

Screen to Font

The **Screen to Font** option causes the screen window size to be changed automatically when the screen font size is changed. Consequently, the station window size may be changed without altering the size of the font. If the size of the window is made larger than that necessary to accommodate the screen size, a dotted line will show the physical limits of the screen. If the window size is reduced below the physical screen size, scroll bars appear allowing access to those parts of the screen not currently visible.

Font to Screen

The **Font to Screen** option causes the font size to change automatically whenever the window size of the station is altered. For example, if a window is enlarged or made smaller, the font will increase or decrease in size, accordingly. The **Font to Screen** option will only work when using a scalable font (e.g., Courier New, Lucida Sans Typewriter, etc.).

Default

Use this button to restore the defaults.

Import

Click this button to import an existing appearance settings file.

Export

Click this button to export the appearance settings to a file.

Edit Screen Color Palette

This dialog allows the editing of the supplied standard 16 colors. To edit, select a color in the **Color Palette** list and click the **Edit Selected** button. You may also double click a color in the list.

Color Palette

Select a color from this list and click the **Edit Selected** button.

Set to Default

Click this button to reset to all the default colors.

eXpress Custom Keyboard Layouts

This window is used to define which Windows keyboard key or key combination will be used to initiate a UTS terminal or HGS Client emulation specific action. Use this window to customize the keyboard to meet your specific needs.

Graphic Keyboard

The graphic keyboard display illustrates the configured key or key combination associated with a terminal key. Note: The location and arrangement of the keys on the graphic keyboard may not match the exact layout of your keyboard; however, most keys on your keyboard should have its corresponding key represented on the graphic keyboard. After selecting a key name from the **Key Actions** and **Key Sequence Assignment** list, the configured key or key combinations will appear as if they have been pressed. You may change (redefine) or add additional key combinations by pressing the key(s) on the graphic keyboard with a left mouse click. Valid key combinations are any single key, or a single key plus a combination of one or more of the optional, **Shift**, **Alt** and **Ctrl** keys. When the desired key combinations have been selected, press the **Set Key Assignment** button to assign the key.

Note: Pressing the **Num Lock** key on the *actual* keyboard will cause the **Num Lock** display on the graphic keyboard to toggle (ON/OFF) and the captions on the faces of the numeric keypad keys to change accordingly.

The extended keys (see below) are not mapped to any key in the **Key Actions** list for the default keyboard layout file. They may, however, be mapped by the user to any key in the **Key Actions** list. If they are *not* mapped, their behavior will be the same as their counterparts on the numeric keypad and main keyboard.

For enhanced 101- and 102-key keyboards, extended keys are the **Ins**, **Del**, **Home**, **End**, **Page Up**, **Page Down** and arrow keys in the clusters to the left of the numeric keypad; and the divide (**/**) and **Enter** keys in the numeric keypad. The location and arrangement of extended keys may vary from one keyboard to another and may not match the graphic keyboard display.

Type a Key Sequence

If this button is clicked, a **Type a Key Sequence** window will pop up. In this window, you may type the key sequence you desire to map to the currently selected name in the list box. On your acceptance of the typed key sequence, the key will automatically be mapped.

Set Key Assignment

This button sets the mapping of the currently selected key to the selected graphic keyboard keys.

Undefine Key

This button is used to remove the mapping of a key. You may remove a mapped key by first selecting the key in the list box followed by a click of this button.

Default

This button loads the default keyboard layout as distributed by KMSYS Worldwide, Inc.

Import

Use this button to import an existing keyboard definition file (.KEY).

Export

Use this button to save the current keyboard layout to a file.

Print

Click this button to print a list of all key actions and key action assignments.

How to Map or Re-Map UTS Terminal or a HGS Client Key

The following describes the procedure for re-mapping UTS terminal or HGS Client keys:

1. Select the key to be re-mapped from the list box shown.

2. There are two methods of defining which key or key combination to map to the selected name in the list box:

    a. Click the **Type Key Sequence** button, and then type the desired key sequence directly on your keyboard. When you accept the key sequence, the key mapping will automatically be set.

    b. Select the desired key from the graphic keyboard using a left mouse click over the face of the key. Next, select the desired **Shift**, **Alt** and **Ctrl** keys, if any, by clicking them with the mouse. Finally, to set the keys selected, click the **Set Key Assignment** button.

These steps may be repeated until all desired key mappings are completed.

Conflicts

If a selected key sequence is already mapped to another key, a message box will appear naming the mapped key. You may then re-map or "undefine" the key in conflict or choose a different key sequence.

If you map a key that already has a key sequence assigned to it, a window will appear allowing you to **Add** an alternate key sequence, **Redefine** (replace) the existing key sequence with the new key sequence or **Cancel** the key assignment operation altogether.

Add or Redefine Key

The **Add or Redefine Key** window appears when a conflict is discovered while attempting to assign a keystroke or keystroke combination to a keyboard function.

Help

Click this button to receive on help for this window.

Add

Click this button to add an alternate key sequence. This choice is useful when you want more than one keyboard key to perform the same function (e.g., the two **Enter** keys).

Redefine

Redefine or replace the existing key sequence.

Cancel

Clicking the **Cancel** button closes this window without assigning the key.

HGS Macro Manager

This dialog is used to maintain key macros. Key macros may consist of any UTS key function, standard Windows cut/copy/paste, text strings, text strings with user prompts, timed waits and conditional waits for strings. Macros may be created initially within the macro editor or with the macro recorder from any open screen.

Graphic Keyboard

The graphic keyboard display illustrates the configured key or key combinations assigned to activate a macro. Note: The location and arrangement of the keys on the graphic keyboard may not match the exact layout of your keyboard; however, most keys on your keyboard should have its corresponding key represented on the graphic keyboard. After selecting a macro name from the **Available Macros** list, the configured key or key combinations will appear as if they have been pressed (light gray). You may change (redefine) or add additional key combinations by pressing the key(s) on the graphic keyboard with a left mouse click. Valid key combinations are any single key plus one or more of the optional, **Shift**, **Alt** and **Ctrl** keys. When the desired key combinations have been selected, press the **Set Assignment** button to assign the key.

Note: Pressing the **Num Lock** key on the *actual* keyboard will cause the **Num Lock** display on the graphic keyboard to toggle (ON/OFF) and the captions on the faces of the numeric keypad keys to change accordingly.

For enhanced 101- and 102-key keyboards, extended keys are the **Ins**, **Del**, **Home**, **End**, **Page Up**, **Page Down** and arrow keys in the clusters to the left of the numeric keypad; and the divide (**/**) and **Enter** keys in the numeric keypad. The location and arrangement of extended keys may vary from one keyboard to another and may not match the graphic keyboard display.

The extended keys may be mapped to any macro in the **Available Macros** list. If they are *not* mapped, their behavior will be the same as their counterparts on the numeric keypad and main keyboard.

Available Macros

This list box contains the names of all configured key macros. Each macro can have an activation key(s) assigned by pressing the keys on the graphic keyboard, followed by the **Set Assignment** button, or via the **Type Sequence** button.

New Macro

Click this button to create a new macro. Hint: You can easily create a new macro by using the macro recorder on the HGS Client emulator window. See the **Start Recorder** selection on the **Macros** menu.

Edit Macro

After selecting a macro from the **Available Macros** list, click this button to edit or view the macro with the **Edit Macro** dialog.

Delete Macro

After selecting a macro from the **Available Macros** list, click this button to delete the macro.

Show in Menu

Use this button to toggle between placing the selected macro on the **Macros** menu and removing it from view.

Type Sequence

If this button is clicked, a **Type a Key Sequence** window will pop up. In this window, you may type the key sequence you desire to map to the currently selected name in the **Available Macros** list. On your acceptance of the typed key sequence, the key will automatically be mapped.

Set Assignment

This button sets the mapping of the currently selected **Available Macros** to the selected graphic keyboard keys.

Clear Assignment

This button is used to remove a key mapping. You may remove a mapped key by first selecting the key in the **Available Macros** list followed by a click of this button.

How to Assign a Macro Activation Key

The following describes the procedure for assigning macro activation keys:

1. Select the key to be remapped from the **Available Macros** list box.

2. There are two methods of defining which key or key combination to map to the selected name in the **Available Macros** list:

    a. Click the **Type Sequence** button, then type the desired key sequence directly on your keyboard. When you accept the key sequence, the key mapping will automatically be set.

    b. Select the desired key from the graphic keyboard using a left mouse click over the face of the key. Next, select the desired **Shift**, **Alt** and **Ctrl** keys, if any, by clicking them with the mouse. Finally, to set the keys selected, click the **Set Assignment** button.

These steps may be repeated until all desired activation keys have been assigned.

Conflicts

If a selected key sequence is already mapped to another key (macro activation key or terminal function), a message box will appear naming the mapped macro or terminal function. You may then re-map or remove the **Available Macros** in conflict or choose a different key sequence.

HGS UTS Printer Configuration

The Device Id tabs on the HGS UTS Printer Configuration dialog is used to assign printers to device ids (DIDs). All printer settings are global for all HGS Client Session screens. That is, you cannot configure different printers for each screen.

Device Id. (DID) tabs

Select the button (1-3) to be associated with the selected printer, below.

Printer Output Type

The options in this group allow you to choose one of two types of printing.

> **Windows (Windows drivers)**
>
> Select this option (the default) to print to a printer using the standard Windows print drivers.
>
> **Passthru Printing (to Port)**
>
> Select this option if the selected printer is to be used for passthrough printing.
>
> **Local Print Object**
>
> Select this option to use a user-developed LPO to receive print data instead of standard HGS Client print handling.
>
> See HGS Local Print Objects for the list of methods that may be referenced in the LPO.

Windows Printing Settings tab

Use the controls in this group to select a printer and printer attributes.

> **Select Printer**
>
> Select a printer from this drop-down list box. This box contains a list of all printers installed through Windows on your PC. If the **Passthru Printing** option is selected, this will be to only selection available on this tab.
>
> **Printer Font**
>
> The controls in this group affect the font used for printing.
>
> > **Font Name**
> >
> > From this drop-down list box, select an installed font for printing.
> >
> > **Size**
> >
> > With this spin box, choose the appropriate font size.
> >
> > **Bold Face**
> >
> > Check this box if the print font is to be in boldface type.
> >
> > **Character Set**
> >
> > From this drop-down list box, select the desired character set.
>
> **Orientation**
>
> The mutually exclusive options in this group specify the page orientation to be used when printing.
>
> > **Portrait**
> >
> > Choose this option to print so that the short edge is the top of the page.
> >
> > **Landscape**
> >
> > Choose this option to print so that the long edge is the top of the page.

Passthru Printing Settings tab

The **Passthru Printing Settings** tab has controls that may be in effect when passthrough printing is chosen.

Passthrough printing prints directly to a printer and may be useful in situations where the page oriented nature of Windows print management conflicts with the non-page orientation of some older TIP applications.

Whenever possible, you should print using standard Windows print management (the default). Windows controls all page formatting based on property settings for a configured print driver on your PC. In this instance, the host application *must not* send any page control commands (i.e., form feeds) to the printer.

When you bypass Windows print management and print directly to a printer, the host application program must supply all page control. HGS Client simply passes all information directly through to a configured printer.

Note: The controls on this tab have no effect unless the **Passthru Printing** option is selected from the **Printer Output Type** group.

Print Direct Options

The options in this group control special line and form advancement.

Send LF after CR

Check this box to tell HGS Client to use CR LF at the end of a line.

Send CR after LF

Check this box to tell HGS Client to use LF CR at the end of a line.

Send CR after FF

Check this box to tell HGS Client to use FF CR at the end of a line.

Send FF on Close

Check this box to tell HGS Client to insert a FF at the close of the print.

Send LF at End of Screen

Check this box to tell HGS Client to add a LF at the end of each screen.

Note: This box should not be checked when using MAPPER AUX because MAPPER includes an LF at the end of the screen (you would get one more line). **Send LF at End of Screen** is for transactions that do not put in an LF, thus causing the next screen's data to print starting at the end of the last line.

Send FF at End of Screen

Check this box to tell HGS Client to add a FF at the end of each screen.

Note: This will send a Form Feed at the end of each screen or block from the host. If the host message does not include an EOMI status, this action is not taken, allowing data from multiple screens to be printed without the form feed.

No Auto-close Print

Check this box to tell HGS Client to keep the print open at the end of a print operation.

No Auto Page Feed

Check this box to tell HGS Client not to perform a page eject after printing.

Character Translations

The entries in this table may be used to specify the ASCII characters that HGS Client is to substitute when receiving special ASCII characters from the host.

Host Char.

In this column, enter the decimal representation of the anticipated ASCII host character.

Print Char. 1 through Print Char. 4

In these columns, enter the decimal representation of the ASCII replacement character(s) to be sent to the printer.

Example of translating the tilde (~) to the Esc character:

Host Char	Print Char 1
126	27

Note: If additional rows are needed for translation, press the right-mouse button over the table and select **Add Row** from the drop-down menu with the left mouse button. The new row will be inserted at the bottom of the table. The **Delete Row** item on the drop-down menu may be used to delete a selected row.

Printer Start and End Strings (max 41 chars)

The entries in this box can be used to provide special starting and ending strings to be sent to the certain printer devices. Up to 41 characters may be supplied for each string.

Start String

In this row, enter the decimal representations of the ASCII characters to be sent to the printer as a beginning string.

End Scrn Str

In this row, enter the decimal representation of the ASCII characters to be sent to the printer as an ending string at the end of each screen (when no EOMI present). If the End Screen string is present, the Send LF at end of screen and Send FF at end of screen are ignored.

End String

In this row, enter the decimal representations of the ASCII characters to be sent to the printer as an ending string.

Local Print Object tab

The controls in this group will be visible when the **Local Print Object** check box is checked.

Local Print Object Class Name

In this text box, enter the class name of the registered LPO or press the **Browse** button to search through all OLE Automation Servers registered with Windows.

User Option

In this text box, enter any required user options.

Local Print Objects

Local Print Objects (LPOs) are user-written OLE Automation Servers used in place of standard HGS Client terminal print handling to provide custom printing capability. LPOs may be developed in any language that supports the development of OLE Automation Servers (e.g., C++, Delphi, etc.).

LPOs may be developed whenever it is necessary to interpret screen print data in a manner other than it is presented on the terminal screen or sent from the host program.

Local Print Object Interface Specifications

Local Print Objects must adhere to the following interface specifications:

LPO_Initialize

LPO_Initialize is called once just before the first call to LPO_Open. This method is provided to allow the LPO to perform any one-time initialization.

Format:

Function LPO_Initialize (*Options* as Integer) as Integer

Options is the contents of the User Options entry on the printer device setup configuration. The LPO developer defines the content and use of this parameter. The emulator does not use or modify it in any way.

The LPO_Initialize function must return the Window Handle of the LPO's main window if successful, or a zero if not successful. A Windows WM_Close message is posted to the LPO's main window using this handle when the UTS screen is closed. This action is done to close the LPO automatically when its client UTS screen is closed.

LPO_Open

LPO_Open is called whenever the emulator opens the printer.

Format:

> Function LPO_Open (*ScreenRows* as Integer, *ScreenColumns* as Integer) as Integer

The emulator passes the screen size of the current screen in the *ScreenRows* and *ScreenColumns* parameters.

The return value must be a 1 or 0 indicating success or failure, respectively.

LPO_PrintData

LPO_PrintData is called whenever the emulator receives a screen print command. The command can come from the host or the keyboard.

Format:

> Function LPO_PrintData (*ScreenData* as WideString, *ScreenAttributes* as WideString,
> *CursorRow* as Integer, *CursorColumn* as Integer, *Flags* as Integer

ScreenData and *ScreenAttributes* are passed as WideStrings, but are used as arrays of word (unsigned 16-bit integers).

The *ScreenData* array contains ALL characters in the screen. Double-byte characters are ORed with 100 hex for the lead byte and 200 hex for the trailing byte.

ScreenAttributes contains the attribute flags associated with the corresponding screen character. Attributes are defined as follows:

> The *Flags* parameter indicates the type of terminal print function requested. For HGS Client, *Flags* are defined as follows: 0 = Print, 1 = Print Form, 2 = Print Transparent, 4 = Print Screen All.

The return value must be a 1 or 0 indicating success or failure, respectively.

LPO_Close

LPO_Close is called whenever the emulator closed the current print operation.

Format:

> Function LPO_Close as Integer

The return value must be a 1 or 0 indicating success or failure, respectively.

LPO_Show

The emulator does not currently call LPO_Show.

Format:

> Function Show (*Options* as Integer) as Integer

The *Options* parameter is not yet defined.

The return value must be a 1 or 0 indicating success or failure, respectively.

Application Color Scheme Preferences

The **Application Color Scheme Preferences** window contains controls that affect the appearance of the HGS Client application.

Selection on this window does not affect the appearance of the screen portion of an opened session. Unlike color selections set for emulation screens, application colors will be affected by any changes that have been made to the Windows System Colors.

Schemes

From the drop-down list box, select from one of seven pre-configured schemes from KMSYS Worldwide or from a scheme created by you. The preconfigured schemes marked as, "(Preset)", may not be altered but may be selected and become the basis of a new scheme created by you (see the **New Scheme** button.

> **New Scheme**
>
> Click this button to create (name) a new application scheme. Note: Whatever scheme is selected from the drop-down list box will be the basis of the new scheme.
>
> **Rename Scheme**
>
> Click this button to rename a selected scheme. "(Preset)" schemes may not be renamed.
>
> **Delete Scheme**
>
> Click this button to delete a selected scheme. "(Preset)" schemes may not be deleted.

Button Effects

The controls in this group determine the appearance of buttons on the HGS Client application.

> **Select Button Color Effects**
>
> Use the buttons in this group in conjunction with the **Select Color** button to change the colors of buttons and the colors displayed on mouse flyover.
>
> > **Normal Background**
> >
> > Click this button followed by the **Select Color** button to change the background color of non-selected buttons.
> >
> > **Normal Text**
> >
> > Click this button followed by the **Select Color** button to change the color of text on non-selected buttons.
> >
> > **Normal Border**
> >
> > Click this button followed by the **Select Color** button to change the color of the border surrounding non-selected buttons.
> >
> > **Flyover Background**
> >
> > Click this button followed by the **Select Color** button to change the background color of buttons when the mouse cursor is moved over the button.
> >
> > **Flyover Text**
> >
> > Click this button followed by the **Select Color** button to change the text color that will appear when the mouse cursor is moved over a button.
> >
> > **Flyover Border**
> >
> > Click this button followed by the **Select Color** button to change the border color that will appear when the mouse cursor is moved over a button.
> >
> > **Selected Background**
> >
> > Click this button followed by the **Select Color** button to change background color of a selected button.
> >
> > **Selected Text**
> >
> > Click this button followed by the **Select Color** button to change the text color of a selected button.

Selected Border

Click this button followed by the **Select Color** button to change the border color of a selected button.

Flyover Sel Background

Click this button followed by the **Select Color** button to change the background color of a selected button when the mouse cursor is moved over the button.

Flyover Sel Text

Click this button followed but the **Select Color** button to change the text color of a selected button when the mouse cursor is moved over the button

Flyover Sel Border

Click this button followed by the **Select Color** button to change the border color of a selected button when the mouse cursor is moved over the button

Select Color

Use this button to change color after selecting a button effect from the **Select Button Color Effects** button group.

Use Standard Windows Look

Standard look will make buttons and panel look like the standard windows controls. If XP themes are used, buttons will have themes applied.

Note: When this box is checked, changes made using other color controls on this dialog will not be evident in the HGS Client application; i.e., checking this box overrides all other color selections for the application. Screen color selections are unaffected by this option.

Use 3d Button Effect

If this box is checked, all buttons will have a three-dimensional appearance. If the box is not checked, buttons will have a flat appearance.

Form Color Preview

All controls in this group are for preview purposes only.

Panel Title Text

The background and text in this title are affected by selections made with the **Panel Title Color** and **Panel Title Text Color** buttons in the **Window Effects** group at the bottom of this dialog.

Sample Button

The appearance of this button can be altered by any of the controls in the **Button Effects** group to the left of this preview panel.

Sample Selected

When this box is checked, the **Sample Button** will appear as determined by the bottom six buttons in the **Select Button Color Effects**; unchecked, the top six determine the effect.

Panel Text

Panel text and panel background are set using the **Panel Text Color** and **Panel Color** buttons, respectively.

Window Effects

The six buttons in this group let you set the color scheme for the windows, panels and text displayed in the HGS Client application. For button colors, see above.

Window Color

This button determines the background color of the HGS Client window.

Window Text Color

This button determines the color of any text appearing on the HGS Client window. It does not affect panel or button text.

Panel Color

Use this button to alter the background color of a panel.

Panel Text Color

Use this button to change any text found on a panel.

Panel Title Color

This button may be used to alter the background color of panel titles.

Panel Title Text Color

Use this button to alter the text color of panel titles.

Set to Defaults

This button may be used to reset button and window color defaults according to the way they are defined in Windows.

Apply

Use this button to apply any changes immediately without exiting this window.

OK

Use this button to accept changes and exit the window.

Cancel

Use this button to reject any changes and exit the window.

Application Color Selector

The color selections on this window are divided into three groups: A basic 40-color set, the standard Windows 27 System Colors and a custom color area for gradient color selection. There is also a list box of System Colors by Name for selection.

Note: System Colors changed from the Windows Control Panel will affect the System Colors made available on this window.

Std. Color Dialog

Click this button to use the traditional **Color** dialog for selection.

Apply

Click this button to apply any changes without exiting the selection dialog.

OK

Click this button to accept any changes and exit the window.

Cancel

Click this button to discard any changes and exit the window.

Editing Macros

Edit Macro

The **Edit Macro** window is used to create and edit a string of successive keystrokes, waits and conditions that can comprise a macro.

Key Macro Name

In this text box, enter the name of the macro as it will appear on the **Macros** menu or macro bar.

Macro Function List

This list box contains a serial list of keystrokes, timed waits, prompts and wait conditions that can be included in a key macro. Select from this list when replacing, deleting or moving a function in the list.

Add

Click this button to reveal a drop-down menu containing six different types of functions that may be included in the macro.

> **Terminal Key Function**
>
> Make this selection to bring up the Select Terminal Key Function window where a single UTS or HGS Client terminal keystroke (e.g., SOE, XMIT, CLIPBOARD_COPY, etc.) may be selected.
>
> **Text String**
>
> Make this selection to initiate the Text String dialog used to enter a string of text in the macro.
>
> **Text String Prompt**
>
> Use this selection to place a user prompt dialog in the macro. The selection displays the Edit Prompt for Text window where a user prompt string may be entered. When the macro is run, the dialog will be displayed with the user prompt, querying the user to enter a text string.
>
> **Cursor Position**
>
> Use this selection to place the cursor at a particular row and column. This selection displays the Position Cursor dialog where the row and column may be entered.
>
> **Timed Wait**
>
> Make this selection to specify that the macro should wait for a period of time. The selection displays the Timed Wait window where the pause time is specified in seconds.
>
> **Wait for String**
>
> Select this item to insert a conditional wait in the macro. The ensuing Wait for String dialog allows you to specify a search string, the location of the search string on the screen, an equal or not equal operator and a timed wait value.

Replace

After selecting a function from the **Macro Function List** box, click this button to replace the function with a different function, or edit the selected function. This button drops down the same selection menu as described for the **Add** button (see above).

Delete

After selecting a function from the **Macro Function List** box, click this button to delete the function from the macro.

Move Up

Press this button to move the selected function up in the macro.

Move Down

Press this button to move the selected function down in the macro.

Revert

Clicking this button will revert any changes to the macro since the dialog was opened.

OK

Click this button to accept the changes to the macro and close the window.

Cancel

Click this button to discard any changes and close the window.

Edit Prompt for Text

This window allows a user prompt to be entered and placed in the macro.

Enter User Prompt

In this text box, enter the prompt to be displayed when the user is asked to enter a text string.

Password Entry

Check this box to password protect the text entered by the user. Password protection causes asterisks (*) to be displayed in the text box as the user enters the text string.

OK

Click this button to accept the entries and close the window.

Cancel

Click this button to discard the entries and close the window.

Position Cursor

This window allows you to position the cursor to a location on the screen.

Column

In this text box, enter the column to place the cursor.

Row

In this text box, enter the row to place the cursor.

OK

Click this button to accept the entries and close the window.

Cancel

Click this button to discard the entries and close the window.

Select Terminal Key Function

This window allows the entry of single UTS terminal key or HGS Client key functions into the macro.

Type List Search String

In this text box, enter a partial or full terminal key function name. Type only enough of the name to highlight the desired key function in the key function list box below this list box.

OK

Click this button to select the highlighted key function.

Cancel

Click this button to cancel the selection process.

Text String

This window allows the macro developer to enter a string of text in the macro.

Enter a Text String

In this text box enter the text string. The string of text will be inserted at the current cursor position on the screen.

OK

Click this button to accept the text entry and close the window.

Cancel

Click this button to discard the entry and close the window.

Timed Wait

This window allows the entry of a pause in the execution of the macro. The timed wait is useful when communications is slow and a large amount of processing from the host occurs before returning control to the terminal screen.

Enter Wait Time in Seconds

In this text box, enter the number of seconds the macro is to wait before resuming processing of the next macro function.

OK

Click this button to accept the entry and close the window.

Cancel

Click this button to discard the entry and close the window.

Wait for String

This window allows a conditional wait to be placed in the macro. The macro will wait for the presence or absence of a string returned from the host.

String Value

In this text box, enter the string to look for on the screen. The value entered is case insensitive.

String Location

This group allows the location on the screen of the anticipated text string.

When choosing the location on the screen to test for a string, you should be aware of the sequence of events that occurs, before the macro gets control to do the testing. For example, in DEMAND mode, most output received from the host is painted on the next to last line of the terminal display. Before control is returned to the macro, a CURSOR TO HOME and DELETE LINE is issued, thus moving the output to two lines from the bottom of the display. Thus, on a 24-line display, testing should be performed on row 22, not row 23.

> **Row**
>
> In this text box, specify the row where the beginning of the string is expected.
>
> **Relative to Current Row**
>
> If this box is checked, the value entered in the **Row** text box is relative to the current row of the cursor.
>
> **Column**
>
> In this text box, specify the column where the beginning of the string is expected.
>
> **Relative to Current Column**
>
> If this box is checked, the value entered in the **Column** text box is relative to the current column of the cursor.
>
> **Any position in Entire Screen**
>
> Check this box to look for the string beginning at any position on the screen.

Wait for String To Be

This option group is used to specify if the condition checked for is true or false.

> **Equal =**
>
> Select this option to check for an equal condition.
>
> **Not Equal <>**
>
> Select this option to check for a not equal condition.

Wait Time (seconds)

In this text box, enter the number of seconds to wait before failing the test. In other words, this is the interval of time to wait for the presence (=) or absence (<>) of the anticipated string. When this time is exceeded, a time-out message box will appear during macro execution.

OK

Click this button to accept the entries and close the window.

Cancel

Click this button to discard the entries and close the window.

Macro Screen Control Sequence

This window allows you to add UTS control sequences to a macro. Consequently, control sequences can be passed directly to the screen, thus allowing control page updates or setting FCCs in the screen.

Control Sequence

This box contains a string of "characters" that make up a UTS control sequence.

Control characters are always entered as symbolic names enclosed within angle brackets *<>". If a "<" character is needed, it can be entered as "<<>".   The **Control Char Symbols** drop-down list box and the **Add Ctl. Char** button may be used to select control characters or they may be typed directly (encased in angle brackets) into the **Control Sequence** text box.

The following Control Sequence moves the cursor to the home position, clears the entire screen then sets up an FCC field with video off to allow hidden entry of a user id and password:

> <ESC>e<ESC>m<US> E@

The user id and password would be entered with the TEXT function.

The following sequence would restore video on:

> <ESC>e<ESC>m<US> D@

Control Char Symbols

Select a symbol from this drop-down list box and click the **Add Ctl. Char** button to insert the control character into the **Control Sequence** text box.

Add Ctl. Char

Click this button to insert the selected control character into the **Control Sequence** text box.

OK

Click this button to accept the entries and close the window.

Cancel

Click this button to discard the entries and close the window.

How to…

Selecting with the Mouse

All selections discussed in this section are made with a single click of the left mouse button. For example the instruction, "select **Print Screen (All)** from the **File** menu," implies that the following actions should be taken:

1. Move the mouse cursor over the word, **File**, on the menu bar.

2. Click the left mouse button once to reveal the menu.

3. Move the mouse cursor over the **Print Screen (All)** selection.

4. Press the left mouse button again to complete the instruction.

Note: Left and right-mouse button actions may be reversed (run the **Mouse** icon/program in the Windows **Control Panel**).

Many of the menu selections also have corresponding buttons. These buttons are conveniently located on a toolbar immediately below the menu bar. These buttons represent the more frequently executed HGS Client commands or selections.

A right-mouse click over any portion of the screen will drop down an edit menu of frequently used commands.

Where appropriate, shortcut keys are shown in parentheses and toolbar buttons are shown in the right margin of the on-line help.

Configuring UTS Keys

To change an UTS key, follow this procedure:

1. Select **User Configuration Manager** from the **File** menu of the **HGS Client UTS Screen** window.

2. Click the **Keyboard** button on the **HGS UTS User Configuration Manager** window.

3. Select a key from the **UTS Terminal Keyboard Key Names** list box.

4. Press the desired key or key combination (any key plus **Alt**, **Ctrl** and/or **Shift**) on the visual keyboard.

5. Press the **Set Assignment** button.

6. If a key is already defined, a message window will appear allowing you to replace (**Redefine**) the existing definition or **Add** an additional definition.

7. Press the **OK** button.

Creating and Maintaining Key Macros

A key macro is a series of keystrokes and functions that when strung together perform frequently used, repetitive tasks. The simplest way to create a new macro is to use the macro recorder. Once the initial macro has been created, it can be tailored to your needs with the **Edit** macro feature of the HGS Client Configuration Manager.

Take, for example, a macro that will initially edit an element in a program file, but will be modified later to prompt the user for the file, element and version name.

To initially record the macro:

1. Select **Start Recorder** from the **Macros** menu on a HGS Client UTS Screen.

2. Perform your 2200 task as usual.

   In the example mentioned above, an SOE is typed followed by the IPF processor call and a few IPF commands as follows:

▶@ipf pf.

▶IPF 1100 6R3 12/09/98 16:45:25

▶~C~▶old element

▶~C~▶mode screen

3. Select **Stop Recorder** from the **Macros** menu.

4. In the **Save Key Macro** window that appears, give the macro a name in the **Key Macro Name** text box and press the **OK** button.

To modify the macro:

1. Select **User Configuration Manager** from the **File** menu.

2. Click the **Macros** button on the **HGS UTS User Configuration Manager** window.

3. Select the desired macro from the **Available Macros** list box and click the **Edit** button.

4. In the **Edit Macro** window, add, replace, delete or move functions from the **Macro Function List** box with the button controls on the right of the window. Note: The **Add** button will add a function above the selected function in the **Macro Function List** box

    When the macro recorder was executed, HGS Client inserts a WAIT for 2 seconds at the beginning of the macro and after each TRANSMIT KEY. These waits are used to pause for a period of time, thus giving the host time to process the information transmitted to the host and respond. Some of the waits may be decreased or even deleted while others may need to be increased depending upon the speed of communications and the amount of time for the host to respond.

    In the example, we will replace the WAIT at the beginning of the macro with an ERASE DISPLAY, a WAIT 1, a CURSOR TO HOME and an ERASE DISPLAY.

    The "@IPF PF." text string will be replaced with "@IPF " followed by the text string prompt, "Enter file name."

    The "old element" will be replaced with "old " followed by the text string prompt, "Enter element/version."

5. 5.   Click the **OK** button to complete the modification.

To add the macro to the **Macros** menu or the Macro button bar:

1. Select the desired macro from the **Available Macros** list box.

2. Click the **Set/Clear Show Macro Button on Macro Bar** button and/or the **Set/Clear Show Macro in Menu Option** button (the two buttons above the **Revert** button).

To add a key sequence to activate the macro from the keyboard:

1. Select the desired macro from the **Available Macros** list box.

2. Press the **Type Sequence** button.

3. Strike the key combination you wish to use as the activation key sequence.

4. Click **Yes** on the **Confirm Activation Key** window.

5. Press the **OK** button to exit the configuration program.

Applying Colors and Fonts to Specific Screens

You may change the appearance of the text displayed on the HGS Client screen by selecting from a list of screen fonts installed on your system. Colors may be applied based on field attributes displayed on the screen. To change the screen's font and or color, follow this procedure:

1. Select **User Configuration Manager** from the **File** menu.

2. Click the **Appearance** button.

3.   For font changes, click the **Screen Font** button.

4.   Select the desired font and font sty

5.   Press the **OK** button on the **Font** window.

6.   For color changes, select a field attribute from the option buttons in the **Select Color for Attribute** option group.

7.   Next, select the foreground (text) and background colors from the two drop-down list boxes provided.

8.   Repeat Steps 6 and 7 for each attribute required by your host application.

9.   Press the **OK** button on the **HGS UTS User Configuration Manager** window.

Adjusting Font, Font Sizing and Spacing

Six HGS Client selections allow you to control how the text in the HGS Client window will appear on your monitor. All six selections may be found by selecting **Screen and Font Settings** from the **Options** menu. A window will appear showing six controls:

1.   Select from the Available Fonts drop-down list box to change the screen font.

2.   Check the Bold box if you want to increase the intensity of the select font to bold.

     Note: The next four buttons will only be visible when the auto-scale mode is not **Font to Screen** (see Appearance).

3.   The A+ button increases the font size by one point and automatically increases the screen size accordingly (see Font Limitations). If the font/screen size becomes too large to be accommodated within the confines of your display, scroll bars will appear to the right and at the bottom of the screen. These scroll bars guarantee you access to all data displayed.

4.   The A- button decreases the font size by one point.

5.   You may expand the amount of space between lines of text by using the button with arrows pointing away from each other.

6.   To reduce the amount of space between lines, use the button with arrows pointing toward each other. Warning: If you decrease the spacing too much, certain letters in the se font may not be readable.

Using Mapper "Look and Feel"

A useful option of HGS Client is the Mapper "Look and Feel" feature. In general, this feature provides a graphical look to the Mapper user and gives function-key-capability when using the mouse. The Mapper "Look and Feel" feature was first implemented in Mapper level 35, but is not necessarily limited to Mapper users only. The feature may also be useful in any host application that supports the feature (e.g., DPS applications). To use the Mapper "Look and Feel" feature, follow this procedure:

1.   Select **User Configuration Manager** from the **File** menu of the **HGS UTS Screen** window.

2.   Set the **Mapper look** check box.

3.   Press the **OK** button.

For more on the display characteristics and restrictions of Mapper "Look and Fe see Mapper Look.

Changing Screen Font

You may change the appearance of the text displayed on the HGS Client screen by selecting from a list of screen fonts installed on your system. To change the screen font, follow this procedure:

1.   Select **User Configuration Manager** from the **File** menu of the **HGS UTS Screen** window.

2.   Select the desired font, font style and size.

3.   Press the **OK** button.

Recall Recent Input

On occasion, you may wish recall or retransmit a line of input to the host, and that line, no longer appears on the screen. HGS Client retains a list of the 200 most recent lines sent to the host. The following procedure outlines the steps required to use this feature:

1. Position the cursor at the point on the screen where you wish the line to be repainted.

2. Press **Ctrl+Up Arrow** (this key is configurable, see Keyboard) or select **Input Recall** (**Ctrl+I**) from the **Edit** window.

3. With the mouse, select the desired line from the list box provided.

4. Click the **Transmit** button to paint the line and transmit it to the host (double clicking the line will also cause a transmit). If you wish to alter the line before transmitting, click on the **Paste** button.

Note: This feature is particularly useful when the recall line is lengthy and you wish to avoid having to retype the entire line.

Using UTS Function Keys

Many host applications support the use of UTS function keys. HGS Client supports all 22 function keys (**F1** through **F22**) that may be selected from the keyboard or with the mouse. By default, HGS Client displays these keys in the form of buttons on a toolbar that may be selected with the mouse.

Displaying HGS Client Keyboard Definitions

At times, you may wish to perform standard UTS terminal functions through the keyboard such as ERASE TO END FIELD, TAB BACK, etc. An easy way to see the keyboard key sequences required to perform these UTS terminal functions is through the display of the **UTS Key Sequences** window. To view this window, click the **Key List** button on the HGS Client toolbar.

Select any entry in the list box and press the **OK** button to execute the UTS function.

Printing

There are two forms of printing available in HGS Client: Printing an exact image of the entire screen and UTS screen printing (printing from the most recent SOE to the cursor).

To print an exact screen image, follow this procedure:

1. Select **Print Screen (All)** from the **File** menu (or **Ctrl+P**) or by using the corresponding button on the toolbar.

To use the UTS screen-printing feature, follow this procedure:

1. Select **Print Screen (UTS)** from the **File** menu (or **Ctrl+U**).

2. Return to the host session and perform any host printing tasks (@@PRNT, Mapper AUX printing, etc.).

Note: The **Ctrl+P** and **Ctrl+U** are the default key combinations used for printing with HGS Client; however, both may be reconfigured to other keys or key combinations (see Keyboard).

Miscellaneous

Font Limitations

The ability to increase/decrease font size by a single point only works properly when using scalable fonts like the True Type font, Courier New (installed with Windows). Non-scalable fonts have a fixed number of point sizes available (e.g., 6, 9, 11, 14, etc.) and are missing several point sizes (e.g., 7, 8, 10, 12, 13); consequently, HGS Client will be unable to increment/decrement to the missing sizes. To select a different font, follow this procedure:

1. Select **Screen and Font Settings** from the **Options** menu.

2. Select a font from the **Available Fonts** drop-down list box.

3. Press the **Save** button to make the selection permanent.

4. Press the **Close** button.

Note: All of the True Type fonts are scalable.

Technical Support

If you are experiencing difficulties configuring HGS Client or are experiencing runtime difficulties, please consult the person responsible for maintaining communications at your site for assistance. If difficulties persist, please contact the Technical Support Group at KMSYS Worldwide, Inc., through one of the following:

E-mail – support@kmsys.com
Internet – www.kmsys.com
Telephone – (770) 635-6363
Facsimile – (770) 635-6351

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