

BPT Server Installation and User Guide

(Summary)

INSTALLING BPTSERV

Normally you do need only one BPTSERV on the z/OS side. However if you are working with several z/OS complexes that do not share files, you should install one BPTSERV per complex.

Before starting the server edit member BFTSERV in the CNTL library and do the following:

1. Change the JOB cards;
2. Change the SYSMDUMP DD card to point to an IPCS dump data set;
3. Change the parameters in the EXEC card.

BFTSERV takes four parameters that are blank separated.

The first parameter is the server name. This name must be no longer than 8 characters and follows the coding rules used for Partitioned Data Set members, and it should be unique to each server. This name is used by the client side to distinguish BPT files in the z/OS cache downloaded from different servers. In our examples will use "PLEXA".

The second parameter is the TCP/IP port that BFTSERV uses to listen for incoming connection. To get started use a very large number, but less than 32768. If BFTSERV says the port is in use (very unlikely) use another one. Later you should ask the TCP/IP administrator for a reserved/dedicated port.

The third parameter is the DSN prefix BFTSERV use to look for BPT PC files. For example if your user ID is "ITSME" you can specify as prefix "ITSME.BPTPC". Whenever BPTSERV receive a request it will inspect all files in the system starting with "ITSME.BPTPC.". It is important that only BPT PC files be catalog with the specified prefix, otherwise resources

will be wasted by BPTSERV inspecting unrelated files. If this happen, however, it will not affect the correct functioning of BPTSERV.

The fourth parameter is the number of waiting task. This parameter should only be used/changed if a large number of users are going to use BPT.

USING BPTSERV

When you start the BPT Java graphic interface Bptgui.jar, you should select "Use z/OS Cache".

From this point on, Bptgui will only look for BPT PC file in the z/OS cache directory on the PC.

The z/OS cache is kept synchronized with all BPT files that exist under the prefix used by BPTSERV ("ITSME.BPTPC." in our case), and it takes place whenever you select either the "Synch Cache" or the "Synch All" button. However to distinguish among different instance of BPTSERV name of files stored in the z/OS cached are prefixed with the server name. In our example all files from server "PLEXA" will start with "PLEXA.ITSME.BPTC."

SERVER NETWORK ADDRESSES

Before synchronizing the z/OS cache with one server you have to enter the server address as the concatenation of the server host name (either numeric or symbolic) followed by the character ":" followed by the port number in numeric form. For example the network address could be "my_zos_host:12345" or "124.23.14.56:12345".

Every time you use or enter a server network address and it is new, the name is added to a list that can be display by clicking on the pull down arrow in the server network address filed. If an entry in the list needs to be deleted, right click on the entry.

You can synchronize the z/OS cache on your PC in two ways, either by clicking the "Synch Cache" or the "Synch All" button.

SYNCHRONIZING WITH ONE SERVER ONLY

When the "Synch Cache" is selected Java Bptgui and BPTSERV work together as follows:

1. The server sends its server name to the PC side.
2. Compare all file in the z/OS PC cache with z/OS files starting with "ITSME.BTPC.";
3. If a BPT file exists in z/OS but not in the z/OS PC cache it is downloaded;
4. If a BPT file exists in the z/OS PC cache but not on z/OS it is deleted.
5. If a file exists both in the z/OS PC cache and on z/OS but their content differ, the z/OS file is downloaded again.

SYNCHRONIZING WITH ALL SERVERS

When you display the list of all servers, the "Synch All" button becomes enabled. If you click it, the z/OS cache will be synchronized with all the servers in the list. Additionally, if the Java code successfully establish a connection with each server, all files in the cache that are not related to any server in the list will be deleted.

AFTER SYNCHRONIZATION

After the synchronization has taken place, you can use BPT Java GUI as you have done in the past, without any need for the server. You should click on the "Synch Cach" button only when you know that some files have been added/changed/delete on the z/OS side.

This means that if you go on a trip, you should synchronize the z/OS PC cache, and then be able to work with the BPT Java GUI without any access to

BFTSERV on z/OS.