

Reflection ZFE Users Guide

October 2017

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About Reflection ZFE

The Reflection ZFE web client provides browser-based HTML5 access to 3270, 5250, VT, UTS, and T27 host applications. The Reflection ZFE product eliminates the need to touch the desktop; no software to deploy, patches to apply, or configurations to make. You can provide platform-independent user access to all your host applications.

The web client operates with complete session protection using SSL/TLS to secure communication with your mainframe systems.

Reflection ZFE consists of these components:

- ◆ **Micro Focus Host Access Management and Security Server**

Reflection ZFE uses the Management and Security Server (MSS) Administrative Server to create and manage host sessions. The Administrative Console is a centralized web site that contains administrative tools and its own documentation. You can configure, secure, deploy, and monitor terminal sessions from this central location. You can use a compatible version of MSS or install the version that is available with your Reflection ZFE installation.

- ◆ **Session Server**

The session server is an NT service or UNIX daemon that provides the engine that runs host sessions. You can have multiple session servers serving up multiple sessions to provide efficient and rapid access to your host data.

Reflection ZFE Components for MSS – The Reflection ZFE management components must be installed on the Management and Security Server to use Reflection ZFE. If you select a remote Management and Security Server, the installation will verify that these components have been installed. If they have not been installed, you will need to install them.

- ◆ **Web Client**

The web client is a terminal emulator that can be accessed using only a browser. Once assigned, users can easily access authorized sessions from any platform and from any location.

- ◆ **Documentation**

Both the Reflection ZFE Web Client and Management and Security Server Administrative Console have complete documentation sets available from the user interface. Each product's documentation is also available from the [Micro Focus Support Site](#) in both HTML or PDF formats.

Getting Started as an Administrator

For a list of supported platforms and system requirements, see [Release Notes](#).

- ◆ After you've installed Reflection ZFE, if you have additional deployment questions, see [Setting Installation Options](#).
- ◆ To walk-through a sample workflow, read the [Getting Started Guide](#). This guide starts with an administrator logging in to Micro Focus Host Access Management and Security Server Administrative Console and ends with your authenticated end-user connecting to a host session.

- ◆ You create and authorize sessions for specific users using the Administrative Console, which is the administrative component to MSS and available from the Reflection ZFE Start menu. After creating and assigning sessions for your users, you launch the session in the Reflection ZFE web client.
- ◆ The web application initially displays a connection page in which you can enter host-specific information and set other preferences for you and your users. See [Configuring Connections](#).
- ◆ Your users have access to their assigned sessions through a URL you provide (for example, `https://<sessionserver>:7443/zfe`). They can select which session to open from the list of available sessions you have configured for them. See [Providing access to the session](#) for more information.
- ◆ Depending on the User Preferences you set, your users can record their own macros, customize their color palette, and personalize their sessions in other ways.

Getting Started as an End User

- ◆ You have access to a Reflection ZFE session using the URL provided by your administrator. It will look something like this: `https://sessionserver:<port>/zfe`.
- ◆ [Using Sessions](#) provides how-to information and instructions on navigating Reflection ZFE.
- ◆ End-user macros are created by individuals for sessions they are authorized to access. The administrator grants permission to create macros when the session is created.
- ◆ If granted permission by your administrator, you can customize screen colors, configure hotspots, map keys, and have access to other user preferences.

1 Release Notes

Reflection ZFE version 2.2 released October 2017. These release notes list the features and known issues in this release and information on how to obtain the product. Reflection ZFE provides terminal emulation for 3270, 5250, VT, UTS, and T27 host types, while requiring only an HTML 5-capable browser.

NOTE: The End User License Agreement (EULA) is available in English, Spanish, and German in the <install location>\licenses directory.

What's New

The Reflection ZFE 2.2 release contains the enhancements and features that were made available in incremental releases 2.1 through 2.1.4.

- ◆ T27 host support
- ◆ [Reflection ZFE Connector for Windows](#)
- ◆ [FTP file transfer authentication](#)
- ◆ The ability to record host traces
 - The **Enable Emulation Tracing** option is available from the Connection Settings panel.
- ◆ Additional Connection and Display Settings for 3270 and 5250 host types

Known Issues

[Micro Focus Technical Support](#) is always available to help you with any issues you may encounter in Reflection ZFE.

Unresolved issues from previous releases are listed in [Technical References](#) under [Known Issues](#).

NOTE: WebSocket Communication

Reflection ZFE terminal emulation uses WebSocket technology for communication between a web browser and the Reflection ZFE session server. WebSocket is a feature of the HTML5 specification, and is supported by current releases of all widely available web browser software. If your organization has modified router or network configurations to disable WebSocket communications on your network, you cannot use Reflection ZFE terminal sessions.

Some anti-virus software might prevent WebSocket connections, especially when ports 80 or 8080 are used. If you think your anti-virus software may be preventing WebSockets, first try a different port. For troubleshooting, see <http://websocketstest.com>.

Installing the Product

Read [Installing Reflection ZFE](#) for specific system and installation requirements and helpful tips.

Contacting Micro Focus

For specific product issues, contact [Micro Focus Support \(https://www.microfocus.com/support-and-services/\)](https://www.microfocus.com/support-and-services/).

Additional technical information or advice is available from several sources:

- ♦ Product documentation, Knowledge Base articles and videos - see [Support for Reflection ZFE](#).
- ♦ The Micro Focus Community pages – see [Micro Focus Communities](#).

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2 Installing Reflection ZFE

You can install Reflection ZFE from the [Micro Focus Download](#) site.

In this section

- ◆ [Before you install](#)
- ◆ [System requirements](#)
- ◆ [Preparing to install](#)
- ◆ [Upgrading from previous installations](#)
- ◆ [Troubleshooting the installation](#)

Related Topics

[Setting Post Installation Options](#)

[Making Secure Connections](#)

Before you install

These prerequisites need to be met before you can successfully install Reflection ZFE.

- ◆ **Host Access Management and Security Server**

Reflection ZFE requires Host Access Management and Security Server (MSS) for session management: you can use an existing MSS installation or a simple first-time install. The Windows install program will install MSS, the ZFE session server, and documentation to a single machine. Different components can reside on different machines.

You will be asked for the user name and password for the Management and Security Server used by Reflection ZFE. It is a good idea to have those credentials in hand before you start installation.

MSS uses activation files (activation.jaw) to enable product functionality. The Reflection ZFE install program contains the needed activation file. You will need to provide an activation file if you intend to use an already installed or remote MSS server that has not been activated for use with Reflection ZFE. Support for UTS, T27, and the Terminal ID Manager require separate activation files. You can read all about MSS activation files in the Host Access [Management and Security Server Installation Guide](#).

- ◆ **Reflection ZFE and Java**

Reflection ZFE requires a Java JDK version 8 or higher and MSS requires a Java JRE version 8 or higher. This Java requirement is met during installation, except for these platform exceptions:

- ◆ For systems, such as AIX or Linux on System Z that require an IBM JDK, you can use the “*nojdk*” installer media, which does not include a bundled JDK.

To use the *nojdk* media option:

The installation must be able to locate a Java executable to start. If a Java executable cannot be found by the installer, then you can set the `INSTALL4J_JAVA_HOME` environment variable to refer to a Java installation's `bin` directory.

When started, the installation program will automatically search for version-compatible JDKs on the system. If more than one JDK is found, a list is displayed from which you can choose. If only a JRE is found on the system, you can continue with the installation, but the Reflection ZFE server will not run correctly until you have updated the `wrapper.java.command` property located in `sessionserver/container.conf` to refer to a JDK installation.

- ◆ Both Reflection ZFE and MSS require that the Java installation support unlimited strength encryption. More information is available on the Java web site.
- ◆ If necessary, you can use the environment variables named above and `INSTALL4J_JAVA_HOME_OVERRIDE` to specify a specific Java installation.
- ◆ If you plan on using the IIS Reverse Proxy with Reflection ZFE, read [Technical Note 2859](#) for prerequisites and configuration instructions.

System requirements

All requirements listed are the minimum required to successfully install Reflection ZFE.

Supported web browsers

The only thing needed to access Reflection ZFE terminal emulation is a supported web browser. The following web browsers are currently supported:

- ◆ Google Chrome 33+
- ◆ Mozilla Firefox 27+
- ◆ Microsoft Internet Explorer 11+
See [Browser issues](#) for information on performance issues when using Internet Explorer.
- ◆ Microsoft Edge
- ◆ Apple iOS Safari 7+

MSS is platform independent and supports any web browser using JRE 7 or later that supports JavaScript and Cascading Style Sheets (CSS).

Session server operating systems

The Reflection ZFE session server supports the following 64-bit platforms:

- ◆ Windows 2008 Server
- ◆ Solaris 10 (SPARC)
- ◆ Red Hat Enterprise Linux (RHEL) 6.x
- ◆ SUSE Enterprise Linux 11.x
- ◆ AIX 6.x

z/Linux (SUSE E11.x and RHEL 6.x) installation

Follow the procedures described in the download site instructions.

Installing on UNIX platforms

- ♦ You must either install as “root” or use a user account with root privileges to complete successfully. When the installation has successfully completed, the installed application can be started and managed by “root” or someone running as ‘root’.
- ♦ Elevated privileges are needed to open any application ports lower than 1024. Reflection ZFE will not start using a lower port number unless you have system privileges to open low numbered ports.
- ♦ You can use the `chmod` command to assign application privileges to users other than root.

Preparing to install

Reflection ZFE supports TLS and SSH protocols to protect mission-critical data. To secure your passwords and other sensitive data, you should require browsers to use the HTTPS protocol.

To configure a Reflection ZFE session to use TLS, you must first establish a “trust” for the public certificate chain of the host to which you’re connecting. MSS centrally manages the trust store that Reflection ZFE uses. By default, the Reflection ZFE session server fetches this trust store every time it attempts a connection.

For a successful installation you must have a valid certificate signed by a trusted Certificate Authority (CA) and install it on the session server. To head off any installation issues, read Making Secure Connections. In a typical Reflection ZFE installation there are three main connection points that you need to consider in regard to security, the Making Secure Connections topic deals with all three; web browser to Reflection ZFE session server, Reflection ZFE session server to MSS, and Reflection ZFE session server to the host legacy system.

Ports used by Reflection ZFE

Configure your firewall to allow connections on the following TCP listening ports:

Component	Default Port Numbers
Reflection ZFE session server	7070 - HTTP
	7443 - HTTPS
MSS	80 - HTTP
	443 - HTTPS

Both the Reflection ZFE and the MSS Administrative Server ports can be changed depending on your network needs. To modify the Reflection ZFE session server ports, see How to Change Ports.

Upgrading from previous installations

Upgrading is a simple and easy. It’s best to back up any previous work before you upgrade.

To upgrade from previous versions to the current version:

1. Stop Management and Security Server.

2. Uninstall the previous version of Reflection ZFE, but do not uninstall Management and Security Server.
3. Install the latest version of Reflection ZFE.

Troubleshooting the installation

To complete a successful installation, make sure that you have taken care of these common connection issues:

✓ ***Is MSS configured for HTTPS?***

Connect to the system where the Administrative Server is installed and log in to the Administrative Server. In the Administrative WebStation, open the Security Setup section and note the protocol selection.

✓ ***Verify that both MSS and Reflection ZFE are using trusted certificates.***

MSS imports certificates and private keys to C:\ProgramData\Micro Focus\MSS\MSSData\certificates.

If you are not using trusted certificates, have you configured Reflection ZFE to run using HTTP?

✓ ***Are your connection properties configured properly?***

In the unlikely event that you have to verify connection information, the `container.properties` file for both the management component and the Reflection ZFE session server contains the connection properties needed to make the Reflection ZFE to MSS connection as well as the browser to Reflection ZFE connection.

You can find the file in the Reflection ZFE installation at `<install-dir>/sessionserver/conf/container.properties`.

Connecting using HTTP

If you do not have a trusted certificate in place, you can configure Reflection ZFE to use HTTP. This configuration is not secure and should be used only when no other option is available.

Connecting to...	Do this...
An existing remote MSS Administrative Server	<ol style="list-style-type: none"> 1. During the Reflection ZFE installation, after you accept the license agreement and choose a destination directory, select Use remotely hosted MSS. Click Next. 2. Enter either the host name, DNS name, or IP address. 3. Change the port from 443 to 80. 4. Select HTTP and complete the installation process.

Connecting to...	Do this...
The MSS Administrative Server that is installed with Reflection ZFE	<ol style="list-style-type: none"> 1. Select Install MSS and follow the installation instructions. 2. Clear the Perform this action option and click Finish. If this option is not disabled, you can open <install-directory>\Micro Focus\ReflectionZFE\sessionserver\conf\container.properties in a text editor and change 443 to 80 in the following line: management.server.url=http://yourmachine:80/mss If this option is not cleared, an internal error is generated and you will be asked to contact your system administrator. 3. Restart the Reflection ZFE Session Server service.

Other known issues

This section documents miscellaneous known issues and work around tips for Reflection ZFE.

- ♦ [HTTPS connections between mobile devices running Apple iOS8 and the Reflection ZFE session server](#)
- ♦ [SSL/TLS error message issues](#)
- ♦ [Displaying the Euro character](#)
- ♦ [Install does not complete on UNIX or Linux platforms](#)

HTTPS connections between mobile devices running Apple iOS8 and the Reflection ZFE session server

Due to an apparent bug in iOS 8, Reflection ZFE users cannot connect to a session server over HTTPS from their iPad when using a self-signed certificate. If feasible, the quickest solution is to use HTTP instead of HTTPS.

If HTTPS is needed, you have the following options:

- ♦ Obtain a valid certificate signed by a trusted CA and install it on the session server.
- ♦ Find an alternate browser that will accept the self-signed certificate. See [System requirements](#) for a list of supported browsers.
- ♦ Leverage a custom certificate authority:
 1. Create a custom CA, CA root certificate, and a server certificate signed by that CA's root certificate.
 2. Install the server certificate on the session server.
 3. Install the custom CA root certificate on the iPad by means of a profile. The iPad should now accept the server certificate as it was signed by a "trusted CA".

For a list of CAs trusted by Apple iOS, see [Lists of available trusted root certificates in iOS \(https://support.apple.com/en-us/HT204132\)](https://support.apple.com/en-us/HT204132).

SSL/TLS error message issues

- ♦ (ECL1011) Error connecting to host: Connection to host failed.

This error can display in a number of situations that are not simply due to a connection failure.

- ◆ You may see this error if an SSL/TLS connection failed due to the lack of a trusted certificate in the MSS trust store.
- ◆ This error displays when a SSL/TLS handshake failure occurs when you use TLS to connect to or from a plain text host.

Displaying the Euro character

If the EURO character does not display correctly on the terminal screen, talk to your system administrator to make sure the host character set for the session is setup correctly. By default, Reflection ZFE uses a character set which does not support the Euro character (€). To display the Euro character, change the character set to one that supports the Euro character.

Install does not complete on UNIX or Linux platforms

The Reflection ZFE install program may stall on UNIX or Linux systems, particularly headless ones. This stall is caused by an insufficient amount of entropy in the system, typically due to a lack of interaction with the operating system's UI (or lack of UI).

To remedy the issue:

- 1 Stop the installation process.
- 2 On the installer's command line, prepend `-J` to the Java System property: `./reflectionzfe-xxxx-linux-x64.sh -J-Djava.security.egd=file:///dev/urandom`
- 3 Run the installation program containing the added argument.

3 Setting Post Installation Options

There are a number of post-installation configurations that you can make to ensure that Reflection ZFE runs successfully.

- ♦ [How to Adjust Session Timeout Values](#)
- ♦ [How to Set Up the Terminal ID Manager for Reflection ZFE](#)
- ♦ [How to Set Up Metering for Reflection ZFE](#)
- ♦ [How to Start and Stop Services Automatically](#)
- ♦ [How to Change Ports](#)
- ♦ [How to set up Automated Single Sign-On for Mainframe](#)

Related Topics

[Management and Security Server Installation Guide](#)
[Troubleshooting Reflection ZFE Connections](#)
[Configuring Session Options](#)

How to Adjust Session Timeout Values

The default timeout value for an inactive Reflection ZFE session is 30 minutes. This means that a session that was not logged out and has had no activity will close after 30 minutes. You can configure this setting on the server.

- 1 Open `<install_location>Micro`
`Focus\ReflectionZFE\sessionserver\webapps\zfe|WEB-INF\web.xml`.
- 2 Adjust the session timeout value:

```
<session-config>
  <session-timeout>30</session-timeout> <!--In minutes-Minimum values of 5-->
  <cookie-config>
    <max-age>604800</max-age> <!--1 week in seconds-->
  </cookie-config>
</session-config>
```
- 3 Restart the server.

How to Set Up the Terminal ID Manager for Reflection ZFE

The Management and Security Server provides a Terminal ID Manager to pool terminal IDs, track ID usage, and manage inactivity timeout values for specific users, thus conserving terminal ID resources and significantly reducing operating expenses.

The Terminal ID Manager Add-On requires a separate license.

Before you configure the Terminal ID Manager for Reflection ZFE, verify that you have this option enabled for MSS. There are complete instructions in the [MSS Installation Guide](#).

TIP: If MSS and Reflection ZFE are installed on the same machine and using port 80, no additional configuration is needed.

Configuring Terminal ID Manager for Reflection ZFE

To configure the Terminal ID Manager for Reflection ZFE, you must provide the correct address to the Terminal ID Manager.

- 1 Open the `sessionserver/conf/container.properties` file.
- 2 Update `id.manager.server.url=http://localhost:80/tidm` to reflect the address of the Terminal ID Manager configured in Management and Security Server.
- 3 Restart the Reflection ZFE Session Server.

How to Set Up Metering for Reflection ZFE

The Management and Security Server provides metering capabilities to monitor Reflection ZFE host sessions.

Before you configure metering for Reflection ZFE, verify that you have metering enabled for MSS. There are complete instructions in the [MSS Installation Guide](#).

In Reflection ZFE metering is set globally for all emulation sessions created by the Reflection ZFE session server. Settings are configured in the `sessionserver/conf/container.properties` file.

Table 3-1 Metering options

Property	Description
<code>metering.enabled</code>	Turns metering on or off, with a value of "true" or "false". Any value other than "true" turns metering off.
<code>metering.host.required</code>	Determines whether the session can connect to the host even if the metering server cannot be contacted. "True" means that session connections will fail if the metering host is unavailable. "False" means that session connections will still work even if the metering host is unavailable.
<code>metering.server.url</code>	Specifies the name or address of the metering server, the port, the protocol, and the webapp context. The syntax is "host:port protocol context". This syntax is the same as that used by the MSS server in the <code>MssData/serverconfig.props</code> file to register metering servers. The host:port section of the URL must escape the ":" character. For example, <code>test990.attachmate.com\:8080</code> .

```
#Example additions to sessionserver/conf/container.properties
metering.enabled=true
metering.host.required=false
metering.server.url=10.10.11.55\:80|http|meter
```

NOTE: In the event that all licenses are in use and you attempt to make a connection, the session will be disconnected. To determine whether the host has disconnected or the metering service has stopped the connection, see the Reflection ZFE/sessionserver/logs/server.log file.

How to Start and Stop Services Automatically

All server components are installed as services and can be configured to start during installation.

If you are running on Linux, Solaris, or AIX platforms, follow these steps to set the session server to start automatically when your system first boots up.

Create a file called `zfe` containing the following and using your installation directory:

```
#!/bin/sh
#
#This script manages the service needed to run the session server
#chkconfig:235 19 08
#description:Manage the Reflection ZFE session server

###BEGIN INIT INFO
# Provides:          zfe
# Required-Start:    $all
# Required-Stop:     $all
# Default-Start:     2 3 4 5
# Default-Stop:      0 1 6
# Description:       Start the Reflection ZFE Session Server
### END INIT INFO

INSTALL_DIR=<enter installation directory>
BIN_DIR=$INSTALL_DIR/sessionserver/bin
case "$1" in
start)
echo "Starting Reflection ZFE Session Server"
$BIN_DIR/server start

RETVAL=0
;;
stop)
echo "Stopping Reflection ZFE Session Server"
$BIN_DIR/server stop

RETVAL=0
;;
status) echo "Current Reflection ZFE Session Server status"
$BIN_DIR/server status
```

```

RETVAL=0
;;
restart) echo "Restart Reflection ZFE Session Server"
$BIN_DIR/server restart

RETVAL=0
;;
*)
echo "Usage: $0 (start|stop|status|restart)"

RETVAL=1
;;
esac
exit $RETVAL

```

Then select your platform and complete the relevant steps.

Platform	Follow these steps
Linux	<ol style="list-style-type: none"> 1. Copy the file to the <code>/etc/init.d</code> directory. 2. Set the file permission. Run <code>chmod</code> using the value 755. For example, <code>chmod 755 zfe</code> 3. Run <code>chkconfig</code> to add the initialization script. For example, <code>/sbin/chkconfig --add zfe</code>
Solaris	<ol style="list-style-type: none"> 1. Copy the file to the <code>/etc/init.d</code> directory. 2. Set the file permission. Run <code>chmod</code> using the value 755. For example, <code>chmod 755</code> 3. Create a symbolic link in <code>/etc/rc.d/rc3.d</code>. For example, <code>ln -s/etc/init.d/zfe/etc/rc3.d/S99zfe</code>
AIX	<ol style="list-style-type: none"> 1. Copy the file to <code>/etc/rc.zfe</code>. For example, <code>cp zfe /etc/rc.zfe</code> 2. Set the file permission. Run <code>chmod</code>. For example, <code>chmod +x /etc/rc.zfe</code> 3. Add these lines at the end of the <code>/etc/rc.tcpip</code> file: <code>start/etc/rc.zfe</code> <code>" " "start"</code>

How to Change Ports

Both the Reflection ZFE session server and MSS ports can be modified depending on your network needs. The default ports used by Reflection ZFE are:

Table 3-2 Reflection ZFE and MSS Default Ports

Session server	HTTP - 7070 HTTPS - 7443
Management and Security Server	HTTP - 80 HTTPS - 443

To change the default ports:

Table 3-3 Changing default ports

Component	Instructions
Reflection ZFE session server	<p>The Reflection ZFE session server ports are set, and can be modified, in <code>sessionserver/conf/container.properties</code>.</p> <pre>servletengine.port=7070 servletengine.ssl.port=7443</pre> <p>To turn the port off, set the port value to 0. You can disable your non-secure SSL port by changing the value from 7070 to 0.</p>
Management and Security Server	<p>The SSL port MSS uses to make an HTTPS connection is set to 443 by default. If you need to change the port number, start the Management Server. This creates the default <code>PropertyDS.xml</code> file. Then, open <code>PropertyDS.xml</code> in the <code>MssData</code> directory. Change the value from 443 to the appropriate port number in the section below, and then restart the Management Server.</p> <pre><CORE_PROPERTY NAME="sslport"> <STRING>443</STRING></pre>

How to set up Automated Single Sign-On for Mainframe

Automated Sign-On for Mainframe is an add-on product to Management and Security Server that enables an end user to authenticate to a terminal emulation client and be automatically logged on to a host application on the z/OS mainframe.

The [Management and Security Server Administrator Guide for Automated Sign-On for Mainframe](#) has complete information on configuring this option.

- 1 Install and configure the Automated Sign-On for Mainframe add-on for Management and Security Server. You can find complete instructions [here](#).
- 2 After the Management and Security Server setup is complete, open the Administrative Console to add sessions and map users to those sessions. During that process, you can complete the additional configuration needed to implement automated sign-on.
- 3 A Reflection ZFE macro sends the user's mainframe username and pass ticket to the host application. The user is then automatically logged in. To help create the macro:
 - ♦ The Macro API contains the [AutoSignon](#) object that provides the methods needed to create a Reflection ZFE login to use with the Automated Sign-On for Mainframe feature.
 - ♦ You can also reference the sample macro [Automatic Sign-On Macro for Mainframes](#) that uses the `AutoSignon` object to create a macro that uses the credentials associated with a user to obtain a pass ticket from the Digital Certificate Access Server (DCAS).

Related Topics

- ♦ [Using the Macro API](#)
- ♦ [Macro API Objects](#)
- ♦ [Sample Macros](#)

4 Making Secure Connections

When you open up your legacy hosts to users outside the corporate firewall--business partners, remote users, mobile sales personnel, and others--you need to shield your information from known security threats. With Reflection ZFE, you can provide secure web-to-host access to all your users. Reflection ZFE, along with the Management and Security Server, provides HTTPS connections and a variety of authorization and authentication options.

In a typical Reflection ZFE installation there are three main connection points that you need to consider in regard to security:

- ♦ [Web browser to the Reflection ZFE Session Server](#)
- ♦ [Reflection ZFE Session Server to Host Access Management and Security Server \(MSS\)](#)
- ♦ [Reflection ZFE Session Server to your legacy host systems](#)

There are instructions for securing each of these connections.

About Java Keytool and certificates

Reflection ZFE and MSS use the Java Key and Management Tool to manage keys and certificates. Using it, you can manage public/private key pairs and certificates. Keys and certificates are stored in a keystore, which, by default, is implemented as a file.

To.....	Use this.....
List certificates	<code>keytool -list -keystore <keystore-file> -storetype bcfks - providertype BCFIPS -providerclass org.bouncycastle.jcajce.provider.BouncyCastleFipsProvider - providerpath ../lib/bc-fips-1.0.1.jar -storepass not-secure</code>
Delete certificates	<code>keytool -delete -alias <cert-alias> -keystore <keystore-file> - storetype bcfks -providertype BCFIPS -providerclass org.bouncycastle.jcajce.provider.BouncyCastleFipsProvider - providerpath ../lib/bc-fips-1.0.1.jar -storepass not-secure</code>
Export a certificate	<code>keytool -exportcert -file <file-to-store-cert> -alias <cert- alias> -keystore <keystore-file> -storetype bcfks -providertype BCFIPS -providerclass org.bouncycastle.jcajce.provider.BouncyCastleFipsProvider - providerpath ../lib/bc-fips-1.0.1.jar -storepass not-secure</code>
Import a certificate	<code>keytool -importcert -file <cert-file> -alias <alias-to-store- cert-under> -keystore <keystore-file> -storetype bcfks - providertype BCFIPS -providerclass org.bouncycastle.jcajce.provider.BouncyCastleFipsProvider - providerpath ../lib/bc-fips-1.0.1.jar -storepass not-secure</code>
View stand alone certificate	<code>keytool -printcert -v -file <cert-file></code>

The Java Key and Certificate Management Tool documentation is available for both Unix and Windows platforms:

- ♦ [Windows \(http://docs.oracle.com/javase/8/docs/technotes/tools/windows/keytool.html\)](http://docs.oracle.com/javase/8/docs/technotes/tools/windows/keytool.html)
- ♦ [Unix \(http://docs.oracle.com/javase/8/docs/technotes/tools/unix/keytool.html\)](http://docs.oracle.com/javase/8/docs/technotes/tools/unix/keytool.html)

Related Topics

- ◆ [Securing the Web Browser to Reflection ZFE Session Server](#)
- ◆ [Securing Reflection ZFE Session Server to MSS](#)
- ◆ [Securing Reflection ZFE Session Server to the Host](#)

Securing the Web Browser to Reflection ZFE Session Server

NOTE: The file paths noted here are for a default installation. If you have installed Reflection ZFE to another location, you must modify the path appropriately.

When an HTTPS connection is made to the session server, it authenticates itself to the client browser using a server certificate. The client checks the server certificate against its trusted certificate store. If the certificate or its root is in the trusted store, the connection proceeds. However, if the certificate is not trusted, you are warned by the browser and asked to agree to the connection.

By default, a self-signed certificate is generated and used by the session server to identify itself to the client. When you initiate a secure web browser connection to the session server using the HTTPS URL with the self-signed certificate in use, you are warned by the browser that the certificate is not trusted. At this point you can instruct the browser to trust the certificate and proceed with a secure connection.

You can avoid the need to instruct the browser to trust the default self-signed certificate by configuring the session server to use a trusted certificate. The necessary certificate, which most likely will be one signed by a certificate authority (CA) that is universally trusted, is provided by the administrator in charge of the ZFE installation.

The key and certificate chain must be in a keystore in either JCEKS format, or a PKCS12 format with strong encryption (PBE-SHA1-3DES). The password for the key and for the keystore must be the same.

To configure the Reflection ZFE session server to use the keystore:

1. Open the `sessionserver/conf/container.properties` file and add the following three lines, making sure to use either forward slashes or double backward slashes:

```
servletengine.ssl.keystore=full path to keystore
servletengine.ssl.keystoretype=bcfjks
servletengine.ssl.keystorepassword=password for the keystore file you specified
```

2. Restart the session server.

It is possible to change the default behavior and disable the client browser from making an insecure HTTP connection to the ZFE session server from the start. To do this:

Open `sessionserver/conf/container.properties` and set the `servletengine.port` property to 0 and restart the session server.

Related Topics

- ♦ [Securing Reflection ZFE Session Server to MSS](#)
- ♦ [Securing Reflection ZFE Session Server to the Host](#)

Securing Reflection ZFE Session Server to MSS

NOTE: The file paths noted here are for a default installation and assume that `Java\bin` is in your system path. If you have installed Reflection ZFE to another location, you must modify the path appropriately.

These instructions pertain to the session server and require a change to the `sessionserver/conf/container.properties` file.

This file contains the URL of the Management and Security Server (MSS) that is used by the Reflection ZFE session server: `management.server.url=http://my-company.com:80/mss`

During the installation, you can specify that you want to configure a secure communication channel between both the Reflection ZFE session server and MSS, which means the install process will handle obtaining the MSS certificate and configure the Reflection ZFE session server.

If necessary, you can make this configuration manually after you complete the installation following these steps:

1. Change the `management.server.url` property in `sessionserver/conf/container.properties` to use the HTTPS protocol and specify the correct MSS port.
2. Use the browser to connect to the HTTPS Management and Security Server URL and instruct the browser to save the certificate.
3. Import the certificate into the appropriate Reflection ZFE keystore by running the following command (the command may vary depending on specific values) in the `sessionserver/etc` directory:

```
keytool -importcert -file <path-to-the-MSS-certificate> -alias <some-alias> -keystore servletcontainer.bcfks -storetype bcfks -storepass not-secure -providername BCFIPS -providerclass org.bouncycastle.jcajce.provider.BouncyCastleFipsProvider -providerpath ../lib/bc-fips-1.0.1.jar
```
4. Repeat the same command, but replace `-keystore servletcontainer.bcfks` with `system.bcfks`.
5. Restart the appropriate service.

These instructions use the default password, **not-secure** as the keystore password. You can change the keystore password:

1. From the `sessionserver/etc` directory, run the following command:

```
keytool -storepasswd -new new_password -keystore servletcontainer.bcfks -storetype bcfks -storepass not-secure -providerclass org.bouncycastle.jcajce.provider.BouncyCastleFipsProvider -providerpath ../lib/bc-fips-1.0.1.jar.
```

2. Run the command again for the `system.bcfks` keystore.

Related Topics

- ♦ [Securing the Web Browser to Reflection ZFE Session Server](#)
- ♦ [Securing Reflection ZFE Session Server to the Host](#)

Securing Reflection ZFE Session Server to the Host

Follow these basic steps to configure a TLS connection between the Reflection ZFE session server and a host that supports TLS:

1. Install unlimited strength policy jars from Oracle.
2. Configure the keystore using the MSS Administrative Server.
3. Configure a Reflection ZFE terminal session for TLS.

How to install unlimited strength policy jars

TLS/SSL encryption between the Reflection ZFE session server and the host computer requires the unlimited strength policy files from Oracle or IBM. If you installed using the standard installation process, these files are already installed. However, if needed, you can find the files here:

- ♦ For Oracle Java 8 - <http://www.oracle.com/technetwork/java/javase/downloads/jce8-download-2133166.html>
- ♦ For IBM Java 8 - <https://www14.software.ibm.com/webapp/iwm/web/preLogin.do?source=jcesdk>

The Oracle readme file included with the download explains how to install their files.

How to configure the keystore in MSS

For a Reflection ZFE session to trust the TLS host it connects to, the public certificate of the host must be added to a trusted keystore using the Management and Security Server (MSS). The Reflection ZFE session retrieves this certificate the first time a session connects.

Open the Management and Security Server Administrative Console > Configure Settings > Trusted Certificates and choose **Terminal Emulator Clients**. You can access the documentation for the Administrative Console by clicking the Help icon in the upper right of the page.

When the certificate is successfully added to the MSS server's trusted keystore, you are returned to the list of certificates and you should see the new host.

How to configure a Reflection ZFE terminal session

Depending on your host type, you can configure a terminal session using different security protocols.

To configure a terminal session using TLS

To connect to the new trusted host using TLS, configure a Reflection ZFE terminal session as usual, and in the Settings dialog box, specify TLS as the security protocol. Make sure to specify the correct TLS port for the connection.

To configure a VT terminal session using Secure Shell (SSH)

Secure shell provides encrypted communications between the client and a VT host.

MSS has a known hosts list that contains the public keys of hosts that you can connect to using SSH. SSH connections can be made only to hosts already trusted by an administrator.

The first time an SSH connection is made from a Reflection ZFE session to a host, the known hosts file is downloaded from the Management and Security Server to the Reflection ZFE session server.

When you attempt to create or edit a session using SSH in Session Manager, you will be notified if the key is not recognized as trusted and asked if you want to trust the key and continue.

- ◆ If you enter yes, the host will be trusted and added to the known host list, and you will be prompted for the SSH host password.
- ◆ If you do not answer yes, then the host will remain untrusted and the session will be disconnected.

You can also configure the SSH Known Hosts file manually by establishing an SSH connection from a Reflection ZFE session to the host, and adding the remote host's key fingerprint to the known hosts list in MSS.

Configure known hosts file for SSH connections using MSS

To configure the known hosts file for SSH connections in MSS:

1. Connect to the system where MSS is installed and navigate to the server's certificates folder:
C:\ProgramData\Micro Focus\Mss\MssData\certificates (Windows) or /var/opt/microfocus/mss/Mssdata/certificates (UNIX).
2. Copy the public certificate file of the new SSH host into the MssData/certificates (Windows) or /etc/ssh/ssh_host_rsa_key.pub (UNIX) folder described above. Only ssh-rsa and ssh-dss are valid as public key types for MSS known_hosts entries.

The host's public key format can be OpenSSH, Base64-encode, .DER, or .PFX. The file should follow this format: hostname, IP-address key-type key. For example, a public key entry might look like this: alpsuse132, 10.117.16.232 ssh-rsa
AAAAB3NzaC1yc2EAAAADAQAB.....
3. Log in to MSS (for example, <http://mycompany.com/mss/AdminStart.html>).
4. Open the **Administrative Console**.
5. Click Configure Settings > Secure Shell.
6. Follow the directions in MSS to import a known host.

After the public key is imported into the Known Hosts file, you will return to the Secure Shell Known Hosts page and the new host will appear in the list.

-
- ◆ [Securing the Web Browser to Reflection ZFE Session Server](#)
 - ◆ [Securing Reflection ZFE Session Server to MSS](#)

Configuring X.509 Authentication

X.509 client authentication allows clients to authenticate to servers with certificates rather than with a user name and password by leveraging the X.509 public key infrastructure (PKI) standard.

Typical installations handles this process for you, if needed the manual instructions are as follows:

Prerequisite

- ♦ Using the procedure described for a manual configuration in [Securing Reflection ZFE Session Server to MSS](#) verify that a trusted certificate has been installed in the certificate store. The procedure may vary depending on your operating system and browser.

Basic steps:

1. Install the signing authorities certificate into MSS and Reflection ZFE.
2. Restart the servers.
3. Configure X.509 in the Management and Security Server Administrative Console.

Step 1. Install the signing authorities certificate into MSS and Reflection ZFE

MSS's trusted store may already contain your signing authority certificate. This is often the case with well-known certificate signing authorities, and if so, then you can skip this step.

To check:

Open the Administrative Console, click Configure Settings, and open the Trusted Certificates tab. Open **Trusted Root Certificate Authorities** to see a list of available certificates.

If your certificate is not listed you need to install your signing root CA into MSS and into the Reflection ZFE session server following the prompts and documentation in the Administrative Console.

To install the certificate into the Reflection ZFE session server:

```
In <RZFE_install_directory>\sessionserver\etc import the certificate: keytool -importcert -file <cert-file> -alias <alias-to-store-cert-under> -keystore servletcontainer.bcfks -storetype bcfks -providername BCFIPS -providerclass org.bouncycastle.jcajce.provider.BouncyCastleFipsProvider -providerpath ../lib/bc-fips-1.0.1.jar -storepass not-secure
```

Step 2. Restart all the servers

For the configuration to take effect, you must restart all servers.

Step 3. Configuring X.509 with LDAP fail over in the MSS Administrative Console

Once the certificates are in place, you can enable X.509 with LDAP fail over in **Management and Security Server Administrative Console | Assign Access**. See the Administrative Console online help for descriptions of the configuration options.

Configuring Single Sign-on through IIS

This option uses Microsoft IIS web server. This option requires no additional setup as long as you used the Management and Security Server automated installer and chose to integrate with IIS during the installation process. You can find more information on install configurations in the [Management and Security Server Installation Guide](#).

Enabling Reflection ZFE for use with single sign-on through IIS

To enable Reflection ZFE to work with this authentication method, add the following property in the `<install_dir>/sessionserver/conf/container.properties` file:

```
management.server.iis.url=<url>
```

The value of this property is the IIS web server address and port along with the /MSS path. For example: `http://server/mss`. The host name should be specified without the domain name in order for the domain credentials to be passed to IIS.

If you plan to proxy Reflection ZFE through IIS, when using IIS single sign-on, you need to set an additional property in the same `container.properties` file:

```
servletengine.iis.url=<url>
```

The value takes the same form as the URL above, but uses the Reflection ZFE address. For example: `http://server/zfe`. It is not necessary to use the short host name form in this URL. See [Technical Note 2859: Using the IIS Reverse Proxy with Reflection ZFE](#).

After you have completed this configuration, you choose this authentication option in **Management and Security Server Administrative Console | Assign Access**. See the Administrative Console online help for descriptions of the configuration options.

Related Topics

- ◆ [Making Secure Connections](#)
- ◆ [Technical Note 2859: Using the IIS Reverse Proxy with Reflection ZFE](#)

Enabling FIPS Level Security

The Federal Information Processing Standards (FIPS) 140-2 validated cryptographic modules are used by the US federal government as a security regulation standard. Reflection ZFE supports this standard and you can easily enable FIPS mode by changing a property setting in the session server and in the management component.

To enable FIPS mode:

There is a `container.conf` file located in the Reflection ZFE session server:

```
<install_directory>\sessionserver\conf\container.conf
```

1. Open `container.conf`.
2. Set the value of the following property from **False** to **True**: `wrapper.java.additional.11=-Dcom.attachmate.integration.container.FIPS.enabled=true`.
3. Restart the server.

Related Topics

- ◆ [Technical Note 2400, Attachmate Products with FIPS 140-2 Validated Crypto Modules](#)
- ◆ [Technical Note 2783, Security Updates and Reflection ZFE](#)

5 Configuring Connections

Reflection ZFE supports IBM 3270 and 5250 hosts and VT and UTS host types.

Your users gain access to the host through sessions that you create and configure. Sessions are created by an administrator in the Management and Security Server Administrative Console. When you launch a session from the Administrative Console, the web client **Connection** panel opens in a separate browser window.

- ◆ [Connecting to the host](#)
- ◆ [Common connection settings](#)
- ◆ [3270 and 5250 connection settings](#)
- ◆ [VT connection settings](#)
- ◆ [UTS connection settings](#)
- ◆ [T27 connection settings](#)
- ◆ [How to test Terminal ID Manager criteria](#)

Connecting to the host

The web client **Connection** panel is where you configure the connection options for your selected host type. These options vary depending on your host type.

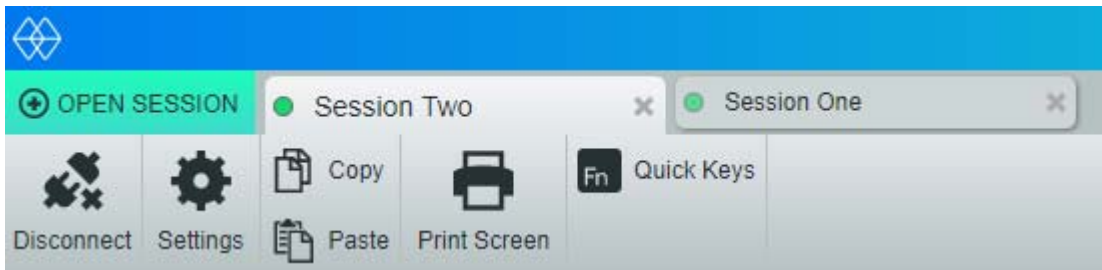
After a session is created and launched in the Administrative Console, the web client interface displays. Here is where you set, not only connection options, but other preferences for both you and other session users so you can customize your interactions with the host.

- 1 From the **Type** drop down list, select the type of host you are connecting to.
- 2 Identify the host to which you want to connect. You can use a full host name or its IP address.
- 3 Type the number of the port you want to use.
- 4 Complete the information needed for the host connection.
- 5 Save your connection settings.

See [Providing access to the session](#) for information on the two ways available to make sessions available to your users.

Providing access to the session

Your users have access to their assigned sessions through a URL you provide (for example, `https://<sessionserver>:7443/zfe`). From this URL users select which session to open from the list of available sessions you have configured for them.

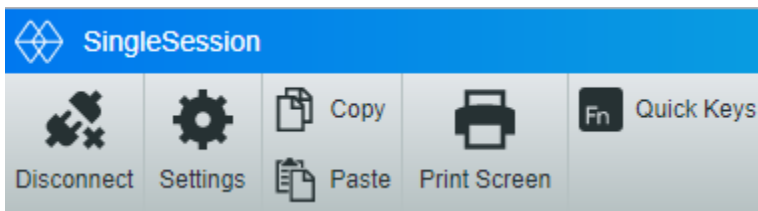


Your users can switch between sessions, open additional sessions and close sessions with which they are no longer working.

NOTE: A new session will not be launched if the specified session already exists when the user opens the link.

Alternatively, you can provide URLs to particular sessions that are launched using name and session parameters, (for example a direct link on a company portal page). To enable the launch of a single session use the query parameter `singleSession`. You can use this parameter on its own to just launch the Reflection ZFE web client in single session mode, for example, `http://<sessionserver>:7443/zfe/?exampleSessionName`, or it can be used in conjunction with a named session parameter to launch a particular named session in single session mode: `http://<sessionserver>:7443/zfe/?singleSession&name=HumanResources`. The order of the parameters does not matter.

When your users access a single session, they cannot switch between open sessions and cannot open new sessions.



Related Topics

- ◆ [VT connection settings](#)
- ◆ [UTS connection settings](#)
- ◆ [How to Set Up the Terminal ID Manager for Reflection ZFE](#)

Common connection settings

These options are common to all supported host types.

- ◆ **Connect at startup**

By default, sessions are configured to connect to the host automatically when you create or open a session. However, you can set up a session so that it doesn't automatically connect to the host. Choose **No** to manually connect to the host.

- ◆ **Reconnect when host terminates connection**

When set to Yes, Reflection ZFE attempts to reconnect as soon as the host connection terminates.

◆ **Protocol**

From the drop down list, select the protocol you want to use to communicate with the host. To establish a host connection, both the Reflection ZFE Web Client and the host computer must use the same network protocol. The available values are dependent on the host to which you are connecting. They are:

Table 5-1 Protocol Descriptions

Protocol	Description
TN3270	TN3270 is a form of the Telnet protocol, which is a set of specifications for general communication between desktop and host systems. It uses TCP/IP as the transport between desktop computers and IBM mainframes.
TN3270E	TN3270E or Telnet Extended is for users of TCP/IP who connect to their IBM mainframe through a Telnet gateway that implements RFC 1647. The TN3270E protocol allows you to specify the connection device name (also known as LU name), and provides support for the ATTN key, the SYSREQ key, and SNA response handling. If you try to use Telnet Extended to connect to a gateway that doesn't support this protocol, standard TN3270 will be used instead.
TN5250	TN5250 is a form of the Telnet protocol, which is a set of specifications for general communication between desktop and host systems. It uses TCP/IP as the transport between desktop computers and AS/400 computers.
Secure Shell (VT)	You can configure SSH connections when you need secure, encrypted communications between a trusted VT host and your computer over an insecure network. SSH connections ensure that both the client user and the host computer are authenticated; and that all data is encrypted
Telnet (VT)	Telnet is a protocol in the TCP/IP suite of open protocols. As a character stream protocol, Telnet transmits user input from character mode applications over the network to the host one character at a time, where it is processed and echoed back over the network.
INT1 (UTS)	Provides access to Unisys 1100/1200 hosts using the TCP/IP network protocol.
TCPA (T27)	Use this protocol to connect to Unisys ClearPath NX/LX series or A Series hosts. TCPA Authentication is the process of verifying user login information. When properly configured, you can request a security credential from your application's credential server and send the credential back to the server. If the credential is valid, your application will be logged in; you do not have to enter a user ID or password. If the credential is not valid however, you will be prompted for a user ID and a password.

◆ **Enable emulation tracing**

You can choose to generate host traces for a session. **No** is the default. Select **Yes** to create a new emulation host trace each time the session is launched. The trace file is stored in <install directory>/sessionserver/logs/hosttraces/<date(yyyymmdd)>/<trace-file>. Host trace files are created each time a session is launched.

Related Topics

- ◆ [3270 and 5250 connection settings](#)
- ◆ [VT connection settings](#)
- ◆ [UTS connection settings](#)
- ◆ [T27 connection settings](#)
- ◆ [How to Set Up the Terminal ID Manager for Reflection ZFE](#)

3270 and 5250 connection settings

In addition to the common configuration settings, 3270 and 5250 host types require these specific settings.

- ◆ **Terminal model**

Specify the terminal model (also known as a display station) you want Reflection ZFE to emulate. There are different terminal models available depending on the host type.

If you choose **Custom Model**, you can set the number of columns and rows to customize the terminal model.

- ◆ **Terminal ID (3270 only)**

When Reflection ZFE connects to a Telnet host, the Telnet protocol and the host negotiate a terminal ID to use during the initial Telnet connection. In general, this negotiation will result in the use of the correct terminal ID, and so you should leave this box empty.

- ◆ **TLS/SSL Security**

SSL and TLS protocols allow a client and server to establish a secure, encrypted connection over a public network. When you connect using SSL/TLS, ZFE authenticates the server before opening a session, and all data passed between and the host is encrypted using the selected encryption level. The following options are available:

Table 5-2 TLS/SSL Descriptions

Security options	Description
None	No secure connection is required.
TLS 1.2 - 1.0	Allow connection through TLS 1.2, TLS 1.1, TLS 1.0 depending on the capabilities of the host or server to which you are connecting.
TLS 1.2	Select this value to connect using TLS. As part of the TLS protocol, the client checks the server or host name against the name on the server certificate. Therefore, TLS connections require the common name on the server certificate to match the host or proxy server name.

NOTE: See the section on [Making Secure Connections](#) for information on adding trusted certificates, key stores, using SSH, and other advanced security information.

- ◆ **Device name**

If you selected TN3270, TN3270E, or TN5250 as the protocol, specify the device name to use when the session connects to the host. The device name is also known as the host LU or pool. You can also choose to:

- ◆ **Generate a unique device name.** An unique device name will be automatically generated.

- ◆ **Use Terminal ID Manager** which displays additional settings to complete.
- ◆ **Prompt User.** When you select this option the end user will be prompted for the device ID each time a connection is attempted.

If you do not specify a device name for the session, the host dynamically assigns one to the session. A device name that is set within a macro will override this setting.

If you selected **Terminal ID Manager** you can use it to provide IDs to client applications at runtime. You can use the Terminal ID Manager to manage pooled IDs for different host types. An ID is connection data that is unique for an individual host session. To use Terminal ID Manager, you must have a Terminal ID Manager server configured. See [Terminal ID Manager](#) in the Management and Security Server Installation Guide.

If you decide to use Terminal ID Manager and have configured the Terminal ID Manager server, then you can select from the options below to configure the criteria for acquiring an ID. All criteria must be met in order for an ID to be returned.

NOTE: Keep in mind that by specifying a criterion, you are indicating that the ID should be allocated only when an ID that has that specific value is found. The set of criteria selected here must be an exact match of the set of criteria specified on at least one Pool of IDs in Terminal ID Manager before the ID request can succeed.

Table 5-3 Terminal ID Manager Criteria

Criterion	Description
Pool name	Include this attribute and enter the name of the pool to limit the ID search to a specified pool.
Client IP address	The IP address of the client machine will be included as part of the request for an ID.
Host address	The address of the host configured for this session will be included as part of the request for an ID.
Host port	The port for the host configured for this session will be included as part of the request for an ID.
Session name	When selected, requires that the ID is configured to be used by this session exclusively.
Session type	The session type (for example, IBM 3270, IBM 5250, UTS, or T27) is always included as part of any request for an ID.
User name	Use this criterion to ensure that only IDs created for exclusive use by specific users will be allocated. The current user's name, which must be found on an ID before it can be allocated, is the name of the user that the session is allocated to at runtime. To configure a session based on user names, a default place holder user name is available: tidm-setup . For the administrator to configure sessions using tidm-setup , the Terminal ID Manager needs to have IDs provisioned for tidm-setup . You can override the default name with one of your own by modifying the <code>Micro Focus/ReflectionZFE/sessionserver/conf/container.properties</code> file as follows: <code>id.manager.user.name=custom-username</code> Where <code>custom-username</code> is replaced by the name you want to use.
Application name (UTS)	The name of the host application will be used as part of the request for an ID.

To determine the connection attempt behavior if Terminal ID Manager does not successfully allocate an ID to this session, use **If ID is not allocated**:

- ◆ **Fail connection attempt** -If selected, the session will not attempt to connect when an ID is not allocated.
- ◆ **Allow connection attempt** -If selected, the session will attempt to connect when an ID is not allocated. The attempt may be rejected by the host. There are some host types that permit a user to connect without an ID.

To confirm that Terminal ID Manager can provide an ID using the criterion and value selections you have made, click [Test](#).

- ◆ **Send keep alive packets** - Use this setting to provide a constant check between your session and the host so that you become aware of connection problems as they occur. Choose from the following types of keep alive packets:

This option	Does this....
None	The default. No packets are sent.
System	The TCP/IP stack keeps track of the host connection and sends keep alive packets infrequently. This option uses fewer system resources than the Send NOP Packets or Send Timing Mark Packets options.
Send NOP packets	Periodically a No Operation (NOP) command is sent to the host. The host is not required to respond to these commands, but the TCP/IP stack can detect if there is a problem delivering the packet.
Send timing mark packets	Periodically a Timing Mark Command is sent to the host to determine if the connection is still active. The host should respond to these commands. If a response is not received or there is an error sending the packet, the connection shuts down.

Keep alive timeout (seconds) - If you choose to use either the Send NOP packets or the Send timing mark packets option, select the interval between the keep alive requests set. The values range from 1 to 36000 seconds (1 hour); the default is 600 seconds.

VT connection settings

In addition to the common connection settings, VT hosts require these additional settings:

Table 5-4 VT session configuration options

VT Settings	Description
Terminal ID	This setting determines the response that Reflection ZFE sends to the host after a primary device attributes (DA) request. This response lets the host know what terminal functions it can perform. The Reflection ZFE response for each Terminal ID is exactly the same as the VT terminal's response; some applications may require a specific DA response. This terminal ID setting is independent of the Terminal type setting. The options are: VT220, VT420, VT100, DEC-VT100, and VT52.

VT Settings	Description
Local Echo	Automatic (default). How Reflection ZFE responds to remote echo from a Telnet host: Automatic attempts to negotiate remote echo, but does what the host commands. Yes means Reflection ZFE negotiates local echo with the host, but always echoes, while No means Reflection ZFE negotiates remote echo with the host, but does not echo.
Renegotiate Echo	No (default). When set to Yes, passwords are not displayed on the local screen, but all other typed text is visible. Reflection ZFE supports the Telnet Suppress Local Echo (SLE) option when connected to a host in half-duplex mode. This means that Reflection ZFE will suppress character echo to the host computer, and with SLE support Reflection ZFE can be instructed to suppress echo locally.
Set Host Window Size	Yes (default). This setting sends the number of rows and columns to the Telnet host whenever they change. This enables the Telnet host to properly control the cursor if the window size is changed.
Request Binary	No (default). Telnet defines a 7-bit data path between the host and the terminal. This type of data path is not compatible with certain national character sets. Fortunately, many hosts allow for 8-bit data without zeroing the 8th bit, which resolves this problem. In some cases, however, it may be necessary to force the host to use an 8-bit data path by selecting this check box.
Send LF after CR	No (default). A "true" Telnet host expects to see a CrNu (carriage return/null) character sequence to indicate the end of a line sent from a terminal. There are some hosts on the Internet that are not true Telnet hosts, and they expect to see a Lf (linefeed) character following the Cr at the end of a line. If you're connecting to this type of Telnet host, select Yes.
Ctrl-break sends	Choose what sequence Ctrl-break sends to the host when pressed. Options are: Telnet break sequence (the default), Interrupt process, or Nothing.
Host Character Set	The default value for the Host character set depends on the type of terminal you are emulating. This setting reflects the current terminal state of VT Host Character Set, which can be changed by the host. The associated default setting, saved with the model is DEC Supplemental.
Auto Answerback	No (default). This setting specifies whether the answerback message (set with the Answerback property) is automatically sent to the host after a communications line connection.
Answerback String	This setting allows you to enter an answerback message if the host expects an answer in response to an ENQ character. The answerback string supports characters with codes less than or equal to 0xFFFF via Unicode escape sequences. The escape sequence begins with \u followed by exactly four hexadecimal digits. You can embed Unicode escape sequences in any string. For example, this embedded \u0045 will be interpreted as this embedded E, since 45 is the hexadecimal code for the character E. To pass Unicode escape sequences to the host, escape the sequence with a leading backslash. For example, to send the string literal \u001C to the host, map a key to \\u001C. Reflection ZFE will convert this to the string \u001C when that key is pressed and send the 6 characters of the resulting string to the host.

UTS connection settings

In addition to the common connection settings, UTS hosts require these additional settings:

Table 5-5 UTS INT1 session configuration options

UTS INT1 options	Description
Application	<p>The name of the host application or host operating mode to be accessed.</p> <p>This is the word or phrase that the local machine sends to the host when you first establish communication with the host. If you were using a host terminal, this would be the \$\$OPEN name of the application. The application name is typically the same as the environment name. However, they can be different. For example, the environment name might be MAPPER, and the application might be UDSSRC. During a terminal emulation session, you would type \$\$OPEN MAPPER at the prompt, and INT1 would send UDSSRC to the host once the connection is established.</p>
TSAP	<p>The desired Transport Service Access Point (TSAP), up to 32 characters (such as TIPCSU for TIP connections, RSDCSU for Demand connections). A TSAP is required only if you are connecting to a Host LAN Controller (HLC) or to a Distributed Communications Processor (DCP) in IP router mode. If you're not sure which value to use, contact your host administrator.</p>
Initial transaction	<p>The character, word, or phrase that the local machine will send to the host when communication with the host is first established (up to 15 characters). This parameter is optional and is primarily used with TIP. For example, you might type ^ to run MAPPER. This parameter can also be used to transmit passwords.</p>
Start transaction	<p>When you configure an initial transaction, by default, the data is sent as soon as the session connection is established. You can decide when to send an initial transaction by using a particular string to trigger the initial transaction.</p> <p>For example, to wait for a successful login before sending initial transaction data, type in a string to be used to identify a successful login.</p> <p>You can use this setting in combination with Send initial transaction.</p>
Send initial transaction	<p>You can determine when the initial transaction is sent:</p> <ul style="list-style-type: none">◆ Immediately - Default.◆ When start of entry (SOE) character is received - Useful when multi-line transactions must be completed before sending the string.◆ After specified milliseconds
Terminal ID	<p>Choose whether to specify a terminal ID or use the Terminal ID Manager. To specify a terminal ID, type it in the Specify Terminal ID field.</p> <p>If you choose Use Terminal ID Manager, you are prompted to select the Terminal ID attributes you want to use to obtain an ID. See Terminal ID Manager Attributes.</p> <p>To test the attributes, click Test.</p>
Specify Terminal ID	<p>The Terminal ID, a terminal identifier (typically up to 8 alphanumeric characters) to use for the communication session associated with this path. Also known as a TID or PID, each terminal ID should be unique to the host.</p>

T27 connection settings

Along with the [Common connection settings](#), you can configure these additional T27 connection options:

Table 5-6 T27 Connection Settings

T27 options	Description
Terminal type	Select the type of terminal to emulate during the session. T27 emulation supports Unisys TD830, TD830 ASCII, TD830 INTL, and TD830 NDL terminal types
Request binary	You must enable the Request binary option when you require pass through printing. The default is No. TCPA defines a 7-bit data path between the host and the terminal emulator. This type of data path is not compatible with certain national character sets. However, many hosts allow for 8-bit data without zeroing the 8th bit, which resolves this problem. However, it may be necessary to force the host to use an 8-bit data path; you can do so by selecting this option.
Line width	Select the number of characters the host will send to the client. The default is 80 characters.
TLS/SSL security	See Table 5-1 TLS/SSL Descriptions for a description of the various options.
Station ID	Choose whether to specify a station ID or use the Terminal ID Manager. To specify a station ID, choose Specify Station ID and type the name in the Station ID field. Each station id should be unique to the host and typically consists of up to eight alphanumeric characters. If you do not specify a station id for the session, the host dynamically assigns one to the session. If you select Use Terminal ID Manager, you will see a number of Terminal ID criteria to configure. See Terminal Manager ID Criteria for descriptions of the various options.

Related Topics

[How to test Terminal ID Manager criteria](#)

[Terminal Manager ID Criteria](#)

[How to Set Up the Terminal ID Manager for Reflection ZFE](#)

How to test Terminal ID Manager criteria

The Terminal ID Manager provides IDs to client applications at runtime. To confirm that Terminal ID Manager can provide an ID using the criteria and value selections you selected use this test option.

Criteria for the current session are specified on the Connection panel after selecting **Use Terminal ID Manager** from either the Device Name (3270, 5250 host types), the Terminal ID (UTS) field, or the Station ID (T27) field. By default, the selected criteria for the current session are displayed.

Click **Test** to confirm that Terminal ID Manager can provide an ID matching the configured criterion and value selections. The test returns the name of an available ID that satisfies the selected attribute values.

Testing for other criteria and values

You can also use this panel to test criteria different from those associated with the current session.

1. Select any of the session types from the Session type list, and select the criteria you want to test. You can test alternate values that you want to use in a sample Terminal ID Manager request.
2. Click **Test** to confirm that Terminal ID Manager can provide an ID matching the criterion and value selections. The test returns the name of an available ID that satisfies the selected values.

Related topics

- ◆ [Configuring Session Options](#)
- ◆ [Terminal Manager ID Criteria](#)

6 Configuring Session Options

In addition to connection settings, you can personalize other display options, customize screens, map keys, and specify different copy and paste functions.

How do I?

- ◆ [Configure Display Settings](#)
- ◆ [Map keys](#)
- ◆ [Configure macros for your users](#)
- ◆ [Transfer files](#)
- ◆ [Specify copy and paste options](#)
- ◆ [Set User Preference Rules](#)
- ◆ [Customize your session](#)

Configure Display Settings

You can customize host foreground and background colors, set up hotspots and map keys to make it easier to navigate the host application, as well as specify other host-specific options. These settings are specific to the session you are configuring.

How do I?

- ◆ [Customize host screen colors](#)
- ◆ [Set cursor options](#)
- ◆ [Set other display options](#)
- ◆ [Configure screen dimensions for VT, UTS and T27 hosts](#)
- ◆ [Set VT scrollbar buffer options](#)
- ◆ [Set keyboard options](#)
- ◆ [Configure terminal settings for 3270 and 5250 host types](#)
- ◆ [Configure terminal settings for VT and T27 host types](#)
- ◆ [Configure hotspots](#)
- ◆ [Map keys](#)
- ◆ [Specify copy and paste options](#)

Customize host screen colors

You can customize the color of your screen and the appearance of different host attributes in the terminal window. For each item, you can select a color for the foreground and the background colors for 3270, 5250, VT and UTS host connections. Colors are specified using the color grid or by entering the Hex code format.

There are many web sites that list available Hex colors, for an example see [w3schools.com HTML Color Picker](http://w3schools.com/html/color-picker/)

You may see different options depending on the type of host connection.

Options available to UTS hosts:

- ◆ **Use color information from the host** - To use the colors specified here rather than any colors specified by the host, clear this option.
- ◆ **Enable blink** - To disable blinking, clear this option.
- ◆ **Select attribute to edit** - In UTS emulation, colors are set directly by the host. You can specify colors for text associated with specific screen display options. Including the following and available combinations:
Plain, Underline(UND), Strikethru (STK), Left Column Separator (LCS), Control Page, and Status Line (OIA).
- ◆ **Video intensity** - The video intensities, Blink, Dim, Protected, and Reverse are combined with the attributes to create additional combinations. For example, you could map foreground or background colors to all cells with Dim + Blink + Underline or Reverse + Protected + Strikethru + Underline.

When you select a video intensity (or combination of intensities), those intensities are combined with the value of the attribute drop down list to form a single color mapping.

Options available to VT hosts:

- ◆ **Enable blink** - To disable blinking, clear this option.
- ◆ **Enable bold** - Displays text set with bold attributes as bold text in the terminal window. To display bold characters as plain text, clear this option.
- ◆ **Enable underline** - Displays text with underline.
- ◆ **Inverse video** - This option reverses the foreground and background colors when the VT host sends an inverse video escape sequence. If this option is not enabled, the inverse video sequences sent from the host are ignored.

To customize colors for all host types:

- 1 From the left navigation panel, click **Display**.
- 2 Under **Color Mappings**, click the background color field to open the color grid. From the color grid, select the color you want to use as the host background color. Alternatively, type the Hex color number for the color you want to use.
- 3 From the drop down list, select the default host color you want to change.
- 4 Open the color grid for the **Foreground** to choose a color to map the new color for the text or type the Hex code you want to use. Select **Background** to map the new color to the background field.
- 5 Click **Save** to close the Display panel and resume configuring your host connection.

Restore defaults clears any changes you made and resets the colors to the default host settings.

Configure hotspots

Hotspots are buttons that appear over common host commands in terminal sessions. When you use hotspots you can control the terminal session using a mouse or a finger-tap instead of the keyboard. The hotspot transmits a terminal key or command to the host. By default, hotspots are configured for the most common 3270, 5250, and VT commands.

Hotspots are enabled and visible by default, however you can disable hotspots for a particular session or choose to hide them.

- ◆ **Enable hotspots**

Choose **No** to disable hotspots for the session you are connecting to.

- ◆ **Show hotspots**

Choose **No** to hide hotspots on the screen. Hotspots remain functional.

Table 6-1 Hotspots for 3270 Hosts

Hotspot	Description
PF1...PF24	Transmits a PF1...PF24 to the host
PA1, PA2, or PA3	Transmits a PA1, PA2, or PA3 to the host
enter	Transmits an Enter key to the host
more	Transmits a Clear key to the host

Table 6-2 Hotspots for 5250 Hosts

Hotspot	Description
enter	Transmits an Enter key to the host
more...	Transmits a Roll Up key to the host (scrolls down one page)
PF1 - PF24	Transmits a PF1...PF24 to the host

Table 6-3 Hotspots for VT Hosts

Hotspot	Description
F1 - F20	Transmits a F1...F20 to the host

Configure screen dimensions for VT, UTS and T27 hosts

As an administrator you can select the number of columns and rows for VT, UTS and T27 sessions.

- 1 Open the Display panel.
- 2 Under **Dimensions**, specify the number of columns and rows you want each screen to possess. The default values are 80 columns by 24 rows.

There are some host-specific settings available:

- ♦ **Pages** - If you are connecting to a T27 host screen, you can set the number of pages to display. The default is 2.
- ♦ **Clear on host change** - If you are connecting to a VT host screen, select this option to clear the terminal window and move the contents to the scrollbar buffer when the column size changes.

3 Click **Save**.

Set cursor options

Use the cursor options to configure the appearance and behavior of the cursor and ruler.

This option	Does this....
Cursor type	<ul style="list-style-type: none">♦ Underline displays the text cursor as an underline.♦ Vertical bar displays the cursor as a vertical line.♦ Block displays the text cursor as an inverse video block.
Ruler type	<ul style="list-style-type: none">♦ Vertical displays a vertical ruler at the cursor position.♦ Horizontal displays a horizontal ruler at the cursor position.♦ Crosshair displays both a horizontal and vertical ruler at the cursor position.
Cursor color	Click the color field to open the color grid. From the color grid, select the color you want to use as the color of both the cursor and ruler. Alternatively, type the Hex color number for the color you want to use.
Cursor blinks	By default, the cursor (whether in block or underline mode) blinks. Clear this option to display a visible non-blinking cursor.

Set VT scrollbar buffer options

The VT scrollbar buffer contains the data that has scrolled off the display and is no longer accessible by the host computer. When a scrollbar buffer exists, you can view it by using the vertical scrollbar.

The scrollbar buffer is enabled by default. When enabled, the session maintains a buffer of lines that have scrolled off the terminal screen. This option is available to all users when they are granted permission to modify **Terminal Display Settings** by the administrator.

This option	Does this...
Scrollback row limit	Limits the number of rows held in the scrollback buffer. The default setting is 500 rows.
Save display before clearing	When selected (the default), the data on the terminal display moves into the scrollback buffer when you, or the host, clear the terminal display. If you prefer not to have the terminal display saved to the scrollback buffer, clear this option; when the terminal display is cleared, the data is discarded.
Save from scrolling regions	When top and bottom screen margins are set (for example, by a text editor such as EDT or TPU, or with the DECSTBM function) the area within the margins is called the scrolling region. When this option is cleared, scrolling text within this region isn't saved to the scrollback buffer. Select this option to save information within scrolling regions to the scrollback buffer. Note: This can cause display memory to fill quickly.
Save before clearing from any row	This setting specifies whether data that has been cleared from a portion of the terminal window is saved in display memory.
Compress blank rows	Select this option to save room in display memory by compressing multiple blank rows into a single blank row.

Set keyboard options

You can set the following keyboard options:

3270 keyboard options

- ◆ **Type ahead**

When this option is selected, Reflection ZFE buffers the characters that you type in the terminal window. Typeahead allows you to keep typing after you send data to the host. Without typeahead, characters you type are ignored until the host is ready for more data. The following 3270 functions are processed immediately and are not buffered, even when Typeahead is selected on the Keyboard tab:

Function	Default keystroke
Cursor select	Ctrl+F3
Reset	Esc
Scroll up	Ctrl+upArrow

- ◆ **Word wrap**

When this option is selected, word wrap functionality is enabled within a multi-line, unprotected field. In word wrap mode, some of the blank spaces between words are replaced by line breaks so that each line is visible in the terminal window and can be read without horizontal scrolling.

- ◆ **Attention key sends**

Specifies what is sent when the ATTN key is pressed. The options are Telnet break, Abort output, and Interrupt process.

5250 keyboard options

◆ Error auto reset

When selected, the next key pressed after a keyboard error clears the error, restores the previous error line data, and attempts to execute the keystroke as follows:

- ◆ If the cursor is in a valid input field and the key is a data key, the data is entered there if it is valid data for that field (for example, a numeric character in an input field that only accepts numbers).
- ◆ If the cursor is in a valid input field and the key is a function key, the key operation is executed.
- ◆ If the current cursor position is not in a valid input field and the key is a data key, the cursor is moved to the next valid input field and the data is entered there if it is valid data for that field.
- ◆ If the current cursor position is not in a valid input field and the key is a function key, the cursor is moved to the next valid input field and the key is ignored.
- ◆ If the current screen contains no valid input fields, you'll see an error message with each keystroke you press, and no keystrokes are executed

When cleared, you must press Reset to clear the error message from the error line before you can resume data entry.

By default, this option is not selected.

VT keyboard options

◆ Backspace sends

Configures the function that the Backspace key sends. On the VT terminal keyboard the back arrow key (<x) is configurable: it can send either a delete (ASCII 127) or a backspace (ASCII 8) character.

◆ Local echo (VT)

This option causes each character typed at the keyboard to be displayed on the screen. This option is cleared by default, because most hosts echo back received characters.

◆ Cursor keys

Controls the characters that the four arrow keys (on both the numeric and editing keypad) transmit. This setting is typically set by the host. In general, you should keep this set to **Normal**.

If the arrow keys aren't working properly, it may mean that this option remained incorrectly set to **Application** when a host program terminated abnormally. Changing this setting back to **Normal** should fix the problem with the arrow keys.

◆ Keypad

Controls the characters that the numeric keypad keys transmit. This setting is typically set by the host. In general, you should keep this set to **Numeric**.

If the number or PF keys aren't working properly, it may mean that this option was incorrectly left set to **Application** when a host program terminated abnormally. Changing this setting back to **Numeric** should fix the numeric keypad.

T27 keyboard options

- ◆ **Enable lower case** (T27)

Enables lower case, as well as upper case letters to be displayed on the screen. Default. If this is option is disabled only upper case letters will display.

Related Topics

[Map keys](#)

[3270, 5250, VT, UTS and T27 Keyboard Mapping](#)

Configure terminal settings for 3270 and 5250 host types

The following terminal settings are specific to 3270 and 5250 host types.

- ◆ **Host character set**

Select the 3270 or 5250 host character set you want to use. This setting chooses a conversion table to convert host characters (EBCDIC) into PC characters (ANSI). This setting should match the national character set used by your host system. If it doesn't match, then some characters, such as accents, may not display correctly. See your host documentation for definitions of the characters in each set. The default value is US English (037).

- ◆ **Country extended graphics code** (3270 only)

With this option selected (the default), additional characters are available in the configured National character set. See your host documentation for details

Configure terminal settings for VT and T27 host types

The following terminal settings are specific to VT and T27 host types.

VT terminal settings

- ◆ **Terminal type** (VT)

Specifies which terminal should be emulated. These choices affect the codes generated by the numeric keypad, the interpretation of control functions, and the response to terminal identification requests.

- ◆ **Terminal ID** (VT)

Specifies the response that Reflection ZFE sends to the host after a primary device attributes (DA) request. This response lets the host know what terminal functions it can perform. This setting is independent of the terminal type setting. When set to the default value of Reflection, Reflection ZFE responds to a primary DA request with the set of features it supports. If your host requires a more specific terminal ID, select another value from the list.

- ◆ **New line** (VT)

Select this option to send both a carriage return and linefeed when you press Enter. When Reflection ZFE receives a linefeed, form feed, or vertical tab, it moves the cursor to the first column of the next line. When this option is cleared (default), the Enter key sends only a carriage return. A linefeed, form feed, or vertical tab received from the host moves the cursor down one line in the current column. If lines on the display keep getting overwritten (that is, the host is not

sending a linefeed along with a carriage return), select this option. If the New line option is selected but the host does not expect to receive a linefeed with each carriage return, lines will be double-spaced on the display.

T27 terminal settings

- ◆ **Host character set (T27)**

Using this option you can specify host to screen translation. Select the language used to convert characters received from the host before they are displayed on the local machine. The default is No translation.

Set other display options

Some display options are host-specific as noted below. When the host type is not indicated, the options apply to all supported host types.

This option	Does this....
Column separator style (5250)	Use this option to specify which character (if any) should be used to render column separators in 5250 terminal sessions. The options are: <ul style="list-style-type: none">◆ None - No characters are used to separate columns◆ Dots- Dots are used to separate columns. The default.
Input field underlining (3270, 5250)	You can determine how the underlining of host input fields is handled: <ul style="list-style-type: none">◆ Host controls underlining of input fields (Default)◆ Always underline input fields◆ Never underline input fields
Status line (VT)	To enable a status line at the bottom of the display. Choose: <ul style="list-style-type: none">◆ None to disable the status line. (Default)◆ Indicator to display the page, cursor position, and printer status.◆ Host Writable to have the host application display information in the status line.
Preserve aspect ratio	Select this option to maintain the host screen aspect ratio regardless of the size of the browser window. Aspect ratio describes the proportional relationship between the width of an image and its height.
Display OIA (3270, 5250)	Select this option to display the operation and status messages in the Operator Information Area (OIA) at the bottom of the terminal window . By default, OIA display is enabled.
Ignore mouse click on window activation	When a mouse click activates the terminal window, this option specifies whether actions such as updating the terminal cursor position, clearing a selection, or executing a hotspot are also performed. By default, these actions are not performed.
Auto wrap (VT)	When selected, characters automatically wrap at the right margin and continue on the next line. When cleared, characters do not wrap when they reach the right margin of the display. New characters overwrite the character at the right margin until a carriage return is entered.

Map keys

You can create keyboard shortcuts that perform any assignable action during a session. The Key Mappings settings page provides a view of the default keyboard map for each host type and the mapped custom keys for that session.

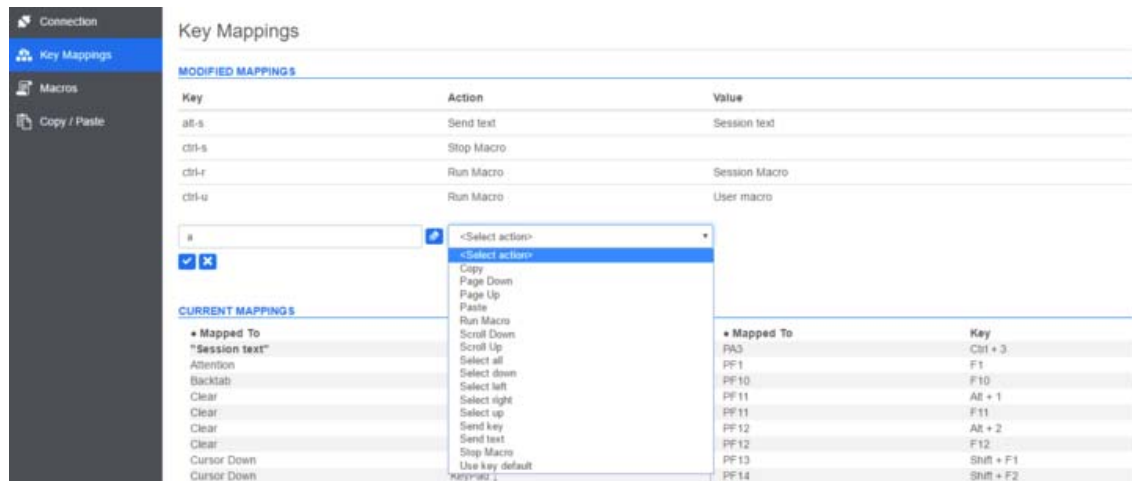
When you create a keyboard shortcut to perform actions, like **Run Macro** or **Send Text**, you can specify the necessary parameters in the Value field.

You can map the right and left modifier keys to individual actions. However when they are combined with other keys, there is no differentiation between the right and left keys. For example, Left-Alt can be mapped to Action-A while Right-Alt is mapped to Action-B, but Left-Alt + H will be stored as Alt+H and both Left-Alt+H and Right-Alt+H will be associated with a single mapped action.

TIP: Browsers use keyboard shortcuts to save both time and mouse clicks. When mapping keystrokes it is important to keep this in mind. For example, Ctrl+F1 opens Internet Explorer help as well as the UTS control page. [Handy Keyboard Shortcuts](#) gives a brief overview of the keyboard shortcuts used by different browsers.

Different key stroke combinations are also used for copy/paste operations. For example, on a VT host screen, **Ctrl+ Shift + A** initiates a Select All action. See [Specify copy and paste options](#) for a list of copy/paste key actions.

- 1 From the toolbar, click **Settings**.
- 2 From the left navigation pane, open the **Key Mappings** panel.
- 3 Under **Modified Mappings**, click **Add** to enter a new key map entry.
- 4 Press the key or key combination you want to trigger the assigned action in the key field.
- 5 From the **Action** drop down list, select the action you want to associate with the key selection. If you select **Send text**, enter the string you want sent to the host in the **Value** field. Likewise, if you select **Run Macro**, choose the macro you want triggered by the keyboard shortcut.



The Send text action supports mapping characters with codes less than or equal to 0xFFFF via Unicode escape sequences. The escape sequence begins with `\u` followed by exactly four hexadecimal digits. You can embed Unicode escape sequences in any string. For example, *this embedded \u0045* will be interpreted as *this embedded E*, since 45 is the hexadecimal code for the character *E*.

To pass Unicode escape sequences to the host, escape the sequence with a leading backslash. For example, to send the string literal `\u001C` to the host, map a key to `\u001C`. Reflection ZFE will convert this to the string `\u001C` when that key is pressed and send the 6 characters of the resulting string to the host.

- 6 Click the blue check mark to accept the mapping and add the key map to the session.

To remove existing entries from the **Modified Mappings** table, hover over the line containing the entry you want to delete and click the blue X that displays on the right side.

- 7 Click **Save** to close the Key Mapping panel and resume configuring your host connection.

After you complete mapping keys for the session, the updated Current Mappings table displays the custom key mappings in boldface type. Click the column header to sort the list by Key or Mapped to action.

Related Topics

[IBM 3270 Keyboard Maps](#)

[IBM 5250 Keyboard Maps](#)

[VT Keyboard Maps](#)

[UTS Keyboard Maps](#)

[T27 Keyboard Maps](#)

[Using Quick Keys](#)

3270, 5250, VT, UTS and T27 Keyboard Mapping

The following tables provide the default keys, key name, and key description for the different host keyboard mappings.

Table 6-4 IBM 3270 Keyboard Mapping

Key	Maps to	Description
Ctrl + F1	Attention	Sends the ATTENTION key to the host
Shift + Tab	Backtab	Moves the cursor to the previous unprotected field
Ctrl + F2	Clear	Clears the screen and sends the CLEAR key to the host
Alt + ArrowLeft	Cursor left double	Moves the cursor two positions to the left
Alt + ArrowRight	Cursor right double	Moves the cursor two positions to the right
Ctrl + F3	Cursor select	Simulates a lightpen select in the current field
Alt + Delete	Delete word	Deletes three characters from the current field
Ctrl + 5	Duplicate	Inserts the DUP character at the cursor location
Enter	Enter	Sends the ENTER key to the host
End	Erase end of field	Erases all data from the cursor location to the end of the current field

Key	Maps to	Description
Alt + F5	Erase input	Erases all data in all unprotected fields of the current screen.
Ctrl + Alt + F	Field delimiter	Toggles whether field delimiters are displayed on screen
Ctrl + 6	Field mark	Inserts the Field Mark character at the cursor location
Home	Home	Moves the cursor to the first unprotected field on the screen
Insert	Insert	Toggles Insert mode
Shift + Enter	New line	Moves to the next unprotected field
Ctrl + 1	PA1	Sends the PA1 key to the host
Pageup	PA1	Sends the PA1 key to the host
Ctrl + 2	PA2	Sends the PA2 key to the host
Pagedown	PA2	Sends the PA2 key to the host
Ctrl + 3	PA3	Sends the PA3 key to the host
F1 - F10	PF1 - PF10	Sends the PF1, PF2...PF10 key to the host
Alt + 1	PF11	Sends the PF11 key to the host
F11	PF11	Sends the PF11 key to the host
Alt + 2	PF12	Sends the PF12 key to the host
F12	PF12	Sends the PF12 key to the host
Shift + F1	PF13	Sends the PF13 key to the host
Shift + F2	PF14	Sends the PF14 key to the host
Shift + F3	PF15	Sends the PF15 key to the host
Shift + F4	PF16	Sends the PF16 key to the host
Shift + F5	PF17	Sends the PF17 key to the host
Shift + F6	PF18	Sends the PF18 key to the host
Shift + F7	PF19	Sends the PF19 key to the host
Shift + F8	PF20	Sends the PF20 key to the host
Shift + F9	PF21	Sends the PF21 key to the host
Shift + F10	PF22	Sends the PF22 key to the host
Alt3	PF23	Sends the PF23 key to the host
Shift + F11	PF23	Sends the PF23 key to the host
Alt4	PF24	Sends the PF24 key to the host
Shift + F12	PF24	Sends the PF24 key to the host
Ctrl +P	Print	Prints the contents of the screen to the printer
Escape	Reset	Resets keyboard error conditions
Ctrl + S	System request	Sends the SYSTEM REQUEST key to the host

Table 6-5 IBM 5250 Keyboard Mapping

Key	Maps to	Description
Escape	Attention	Sends the ATTENTION key to the host
Ctrl + F2	Clear	Clears the screen and send the CLEAR key to the host
Ctrl + F3	Cursor select	Simulates a lightpen select in the current field
Ctrl + Backspace	Destructive backspace	Moves the cursor one position to the left
Ctrl + 5	Duplicate	Inserts the DUP character at the cursor location
Ctrl + End	End of field	Moves the cursor to the end of the field
End	Erase end of field	Erases all data from the cursor location to the end of the current field
Alt + End	Erase input	Erases all data in the all unprotected fields of the current screen
Alt + F5	Erase input	Erases all data in all unprotected fields of the current screen.
Ctrl + Enter	Field exit	Moves the cursor out of an input field
KP + Subtract	Field exit minus	Moves the cursor out of a signed-numeric or numeric-only field
Ctrl + Subtract	Field exit minus	Moves the cursor out of a signed-numeric or numeric-only field
KP + Add	Field exit plus	Moves the cursor out of a signed-numeric or numeric-only field
Ctrl + Add	Field exit plus	Moves the cursor out of a signed-numeric or numeric-only field
Ctrl + 6	Field mark	Inserts the field mark character at the cursor location
Ctrl + H	Help	Sends the Help key to the host
Ctrl + X	Hex mode	Places the terminal in Hex mode
Home	Home	Moves the cursor to the first unprotected field on the screen
Insert	Insert	Toggles Insert mode
Shift + Enter	New line	Moves to the next unprotected field
Ctrl + 1	PA1	Sends the PA1 key to the host
Ctrl + 2	PA2	Sends the PA2 key to the host
Ctrl + 3	PA3	Sends the PA3 key to the host
F1 - F11	PF1 - PF11	Sends the PF1, PF2....PF11 key to the host
Alt + 1	PF11	Sends the PF11 key to the host
Alt + 2	PF12	Sends the PF12 key to the host
F12	PF12	Sends the PF12 key to the host
Shift + 1	PF13	Sends the PF13 key to the host

Key	Maps to	Description
Shift + F2	PF14	Sends the PF14 key to the host
Shift + F3	PF15	Sends the PF15 key to the host
Shift + F4	PF16	Sends the PF16 key to the host
Shift + F5	PF17	Sends the PF17 key to the host
Shift + F6	PF18	Sends the PF18 key to the host
Shift + F7	PF19	Sends the PF19 key to the host
Shift + F8	PF20	Sends the PF20 key to the host
Shift + F9	PF21	Sends the PF21 key to the host
Shift + F10	PF22	Sends the PF22 key to the host
Alt + 3	PF23	Sends the PF23 key to the host
Shift + F11	PF23	Sends the PF23 key to the host
Alt + 4	PF24	Sends the PF24 key to the host
Shift + F12	PF24	Sends the PF24 key to the host
Ctrl + P	Print	Prints the contents of the screen to the printer
Control	Reset	Resets the keyboard error conditions
Pageup	RollDown	Sends the RollDown key to the host
Pagedown	RollUp	Sends the RollUp key to the host
Ctrl + Home	Start of field	Moves the cursor to the start of the field
Ctrl + S	System request	Sends the SYSTEM REQUEST key to the host

Table 6-6 VT Keyboard Mapping

Key	Maps to	Description
Ctrl + Cancel	Break	Sends the Break key to the host
Ctrl + Enter	Enter	Send the Enter key to the host
Alt + F1	F1	Sends the F1 key to the host
Ctrl + F1	F11	Sends the F11 key to the host
Ctrl + F2	F12	Sends the F12 key to the host
Ctrl + F3	F13	Sends the F13 key to the host
Ctrl + F4	F14	Sends the F14 key to the host
Ctrl + F5	F15	Sends the F15 key to the host
Ctrl + F6	F16	Sends the F16 key to the host
Ctrl + F7	F17	Sends the F17 key to the host
Ctrl + F8	F18	Sends the F18 key to the host

Key	Maps to	Description
Ctrl + F9	F19	Sends the F19 key to the host
Ctrl + F10	F20	Sends the F20 key to the host
Home	Find	Sends the Find key to the host
F1	Hold	Sends the Hold Screen to the host
Pause	Hold	Sends the Hold Screen to the host
Insert	Insert	Sends the Insert key to the host
Ctrl + Insert	Keypad 0	Sends the numeric keypad 0 key to the host
Ctrl + End	Keypad 1	Sends the numeric keypad 1 key to the host
Ctrl + ArrowDown	Keypad 2	Sends the numeric keypad 2 key to the host
Ctrl + Pagedown	Keypad 3	Sends the numeric keypad 3 key to the host
Ctrl + ArrowLeft	Keypad 4	Sends the numeric keypad 4 key to the host
Ctrl + Clear	Keypad 5	Sends the numeric keypad 5 key to the host
Ctrl + ArrowRight	Keypad 6	Sends the numeric keypad 6 key to the host
Ctrl + Home	Keypad 7	Sends the numeric keypad 7 key to the host
Ctrl + ArrowUp	Keypad 8	Sends the numeric keypad 8 key to the host
Ctrl + Pageup	Keypad 9	Sends the numeric keypad 9 key to the host
Ctrl + Alt-add	Keypad comma	Sends the numeric keypad Comma key to the host
Ctrl + add	Keypad minus	Sends the numeric keypad Minus key to the host
Ctrl + decimal	Keypad period	Sends the numeric keypad Period key to the host
Ctrl + Delete	Keypad period	Sends the numeric keypad Period key to the host
Ctrl + Alt + ArrowUp	Row up	In the scrollbar buffer moves up a row
Ctrl + Alt + ArrowDown	Row down	In the scrollbar buffer moves down a row
Pagedown	Next	Sends the Next Screen key to the host
Ctrl + Pause	PF1	Sends the PF1 key to the host
Ctrl + Divide	PF2	Sends the PF2 key to the host
Ctrl + Multiply	PF3	Sends the PF3 key to the host
Ctrl + Subtract	PF4	Sends the PF4 key to the host
Pageup	Previous	Sends the Prev Screen key to the host
Delete	Remove	Sends the Remove key to the host
End	Select	Sends the Select key to the host
Shift + F6	UDK6	Sends the User Defined Key 6 to the host
Shift + F7	UDK7	Sends the User Defined Key 7 to the host

Key	Maps to	Description
Shift + F8	UDK8	Sends the User Defined Key 8 to the host
Shift + F9	UDK9	Sends the User Defined Key 9 to the host
Shift + F10	UDK10	Sends the User Defined Key 10 to the host
Shift + Ctrl + F1	UDK11	Sends the User Defined Key 11 to the host
Shift + Ctrl + F2	UDK12	Sends the User Defined Key 12 to the host
Shift + Ctrl + F3	UDK13	Sends the User Defined Key 13 to the host
Shift + Ctrl + F4	UDK14	Sends the User Defined Key 14 to the host
Shift + Ctrl + F5	UDK15	Sends the User Defined Key 15 to the host
Shift + Ctrl + F6	UDK16	Sends the User Defined Key 16 to the host
Shift + Ctrl + F7	UDK17	Sends the User Defined Key 17 to the host
Shift + Ctrl + F8	UDK18	Sends the User Defined Key 18 to the host
Shift + Ctrl + F9	UDK19	Sends the User Defined Key 19 to the host
Shift + Ctrl + F10	UDK20	Sends the User Defined Key 20 to the host

Table 6-7 UTS Keyboard Mapping

Key	Maps to	Description
F4	Clear Change Bit	Sends the CLEARCHANGEBIT key to the host.
Keypad+Enter	Carriage Return	Sends a carriage return to the host.
Ctrl+PageDown	Clear End of Display	Clears text from the cursor location to the end of the display.
Ctrl+PageUp	Clear End of Display FCC	Clears all data (including FCC information) from the cursor to the end of the display
Ctrl+End	Clear End of Field	Clears text from the cursor location to the end of the field.
Ctrl+Shift+end	Clear End of Line	Clears text from the cursor location to the end of the row.
F7	Clear FCC	Clears the field control character
Ctrl+Home	Clear Home	Sends the CLEAR_HOME key to the host.
Ctrl+H	Column Separator Right	Sends the COLUMN_SEP_RIGHT key to the host.
Ctrl+F1	Control Page	Sends the CONTROL_PAGE key to the host.
Keypad+2	Cursor Down	Moves the cursor one row down.
Keypad+4	Cursor Left	Moves the cursor one column to the left.
Keypad+6	Cursor Right	Moves the cursor one column to the right.
Keypad+8	Cursor Up	Moves the cursor one row up.
Delete	Delete in Line	Sends the DELETE_IN_LINE key to the host.
Ctrl+Delete	Delete in Page	Sends the DELETE_IN_PAGE key to the host.
Ctrl+Shift+Delete	Delete Line	Deletes the row at the cursor location.

Key	Maps to	Description
Ctrl+ArrowDown	Duplicate Line	Duplicates the row at the cursor location.
F8	Enable FCC	Enables the field control character.
Keypad+-	End of Display and Transmit	Sends the EOD_AND_TRANSMIT key to the host.
Shift+End	End of Field	Moves the cursor to the end of the field.
End	End of Line	Moves the cursor to the end of the row.
Ctrl+ArrowRight	End of Page	Moves the cursor to the end of the page.
Shift+Space	Erase Character	Erases the character at the cursor location.
Ctrl+Shift+E	Euro Character	Sends the Euro character to the host.
Ctrl+1 - Ctrl+9	F1 - F9	Sends the F1 - F9 key to the host
Ctrl+0	F10	Sends the F10 key to the host.
Ctrl+-	F11	Sends the F11 key to the host.
Ctrl+=	F12	Sends the F12 key to the host.
Ctrl+Q	F13	Sends the F13 key to the host.
Ctrl+W	F14	Sends the F14 key to the host.
Ctrl+E	F15	Sends the F15 key to the host.
Ctrl+R	F16	Sends the F16 key to the host.
Ctrl+T	F17	Sends the F17 key to the host.
Ctrl+Y	F18	Sends the F18 key to the host.
Ctrl+U	F19	Sends the F19 key to the host.
Ctrl+I	F20	Sends the F20 key to the host.
Ctrl+O	F21	Sends the F21 key to the host.
Ctrl+P	F22	Sends the F22 key to the host
Shift+F3	FF	Sends a formfeed to the host.
F9	Generate FCC	Generates a field control character.
Home	Home	Moves the cursor to the first field in the display.
Ctrl+Shift+Space	Insert in Line	Sends the INSERT_IN_LINE key to the host.
ICtrl+Space	Insert in Page	Sends the INSERT_IN_PAGE key to the host.
Ctrl+Shift+Insert	Insert Line	Inserts a new row into display memory.
Insert	Insert Mode	Toggles insert character mode.
F5	Locate FCC	Disables the field control characters and moves to the first character of the next field to the right of the cursor.
F3	Message Wait	Sends the MESSAGE_WAIT key to the host.
Shift+F2	New Line	Moves the cursor to a new row.

Key	Maps to	Description
Keypad+Shift+2	Next Field	Moves the cursor to the next field.
Keypad+Shift+4	Next Field	Moves the cursor to the next field
PageDown	Page Down	Sends the Page Down key to the host.
PageUp	Page Up	Sends the Page Up key to the host.
Keypad+Shift+6	Previous Field	Moves the cursor to the previous field.
Keypad+Shift+8	Previous Field	Moves the cursor to the previous field.
Clear	SOE Character	Sends the SOE character to the host.
F12	SOE Character	Sends the SOE character to the host.
Ctrl+Clear	Set Tab	Sends the SET_TAB key to the host.
Ctrl+Tab	Set Tab	Sends the SET_TAB key to the host.
Shift+Home	Start of Field	Moves the cursor to the start of the field.
Ctrl+ArrowLeft	Start of Line	Moves the cursor to the start of the row
Ctrl+[System Mode	Sends the SYSTEM_MODE key to the host.
Ctrl+J	Toggle Column Separator	Toggles the column separator.
Ctrl+F12	Toggle Message Wait Beep	Sends the TOGGLEMSGWAITBEEP key to the host.
Ctrl+L	Toggle Strike Thru	Toggles strike thru mode.
Ctrl+K	Toggle Underline	Toggles underline mode.
Ctrl+Enter	Transmit	Transmits the contents of the display to the host.
ScrollLock	Transmit	Transmits the contents of the display to the host.
Keypad++	Transmit	Transmits the contents of the display to the host.
Keypad+Ctrl+	Transmit	Transmits the contents of the display to the host.
Escape	Unlock	Sends the UNLOCK key to the host.
Ctrl+]	Workstation Mode	Sends the WORKSTATION_MODE key to the host.

Table 6-8 T27 Keyboard Mapping

Key	Maps to	Description
Backspace	Backspace	Moves the cursor one column to the left.
Shift+tab	back tab	Moves the cursor to the previous field.
Ctrl+Delete	Clear End of Line	Clears text from the cursor location to the end of the row.
Shift+Home	Clear Page Home	Clears the page and homes the cursor.
Left Ctrl	Control Page	Puts the session in control mode.
Down arrow	Cursor Down	Moves the cursor one row down.
Left arrow	Cursor Left	Moves the cursor one column to the left.

Key	Maps to	Description
Right arrow	Cursor Right	Moves the cursor one column to the right.
Up arrow	Cursor Up	Moves the cursor one row up.
Ctrl+left arrow	Cursor Word Left	Moves the cursor to the previous word.
Ctrl+right arrow	Cursor Word Right	Moves the cursor to the next word.
Ctrl+D	Delete Line	Deletes the row at the cursor location.
Ctrl+End	End of Line	Moves the cursor to the end of the row.
End	End of Page	.Moves the cursor to the last field on the page.
Shift+Ctrl+E	Euro Character	.Sends a Euro character to the host.
Home	Home	Moves the cursor to the first field in the display.
Insert	Insert Mode	Puts the session in insert mode.
Ctrl+I	Insert Line	Inserts a new row into display memory.
Ctrl+1	PF1	Sends the PF1 key to the host.
Ctrl+10	PF10	Sends the PF10 key to the host.
Ctrl+2	PF2	Sends the PF2 key to the host.
Ctrl+3	PF3	Sends the PF3 key to the host.
Ctrl+4	PF4	Sends the PF4 key to the host.
Ctrl+5	PF5	Sends the PF5 key to the host.
Ctrl+6	PF6	Sends the PF6 key to the host.
Ctrl+7	PF7	Sends the PF7 key to the host.
Ctrl+8	PF8	Sends the PF8 key to the host.
Ctrl+9	PF9	Sends the PF9key to the host.
PageDown	Page Down	Displays the next page.
PageUp	Page Up	Displays the previous page.
Ctrl+E	Put ETX	Inserts an end-of-text character and homes the cursor.
Keypad /	Put Local	Puts the session in local mode.
Keypad *	Put Receive	Puts the session into receive mode.
Enter	Return	Sends the return key to the host.
Keypad Enter	Return	Sends the return key to the host.
Ctrl+A	Select All	Selects all text.
Shift+down arrow	Select Down	Selects text down.
Shift+left arrow	Select Left	Selects text left.
Shift+right arrow	Select Right	Selects text right.
Shift+up arrow	Select Up	Selects text up.

Key	Maps to	Description
Shift+Ctrl+1	Shift F1	Sends the Shift F1 key to the host.
Shift+Ctrl+0	Shift F10	Sends the Shift F10 key to the host.
Shift+Ctrl+2	Shift F2	Sends the Shift F2 key to the host.
Shift+Ctrl+3	Shift F3	Sends the Shift F3 key to the host.
Shift+Ctrl+4	Shift F4	Sends the Shift F4 key to the host.
Shift+Ctrl+5	Shift F5	Sends the Shift F5 key to the host.
Shift+Ctrl+6	Shift F6	Sends the Shift F6 key to the host.
Shift+Ctrl+7	Shift F7	Sends the Shift F7 key to the host.
Shift+Ctrl+8	Shift F8	Sends the Shift F8 key to the host.
Shift+Ctrl+9	Shift F9	Sends the Shift F9 key to the host.
F5	Specify	Transmits the cursor location to the host.
Tab	Tab	Moves the cursor to the next field.
F2	Transmit	Transmits the page to the host.
Keypad +	Transmit	Transmits the page to the host.
Ctrl+F2	Transmit Line	Transmits the current row to the host.
Keypad -	Transmit Line	Transmits the current row to the host.

Configure macros for your users

Use the Macro panel to select which macros to run and set when they should run.

- ◆ **Run macro on startup** - Choose a macro to run automatically when the session is opened.
- ◆ **Run macro on connect** - Choose a macro to run automatically when the session connects to the host.
- ◆ **Run macro on disconnect** - Choose a macro to run automatically when the session disconnects from the host.

Related Topics

[Using the Macro API](#)

[Sample Macros](#)

[Creating Macros](#)

Transfer files

Reflection ZFE provides two different methods for transferring files between computers. Using **User Preferences**, administrators make this functionality available to their users and to specific sessions.

Depending on the transfer method you want to use, you will see different configuration options. Once configured, the file transfer dialog box is available from the toolbar.

- ◆ [IND\\$FILE](#)
- ◆ [FTP](#)

Related Topics

[File and Data Transfer](#)

IND\$FILE

IND\$FILE is a file transfer program from IBM which you can use to transfer information between your computer and a 3270 host computer.

From the drop down list, choose which IBM 3270 operating environment the host is running: CMS, TSO or CICS.

You cannot transfer files unless you are connected and logged into the host. After establishing a

connection, from the toolbar, select **IND\$FILE**  to open the File Transfer dialog box.


For instructions on how to transfer files, see [File and Data Transfer](#).

Related Topics

[File and Data Transfer](#)

FTP

With Reflection ZFE your local computer can act as an FTP client. Using the FTP client, you can connect to an FTP server running on another machine. Once connected, you can view files on the server and use FTP) to transfer files between your local computer (or any networked drive) and the FTP server. Using FTP, a client can upload, download, delete, rename, move and copy files on a server.

Select **FTP**  to open the File Transfer dialog box.

To configure FTP

Select **Enable FTP** and proceed with the configuration:

- ◆ **Protocol**

Use FTP to start a standard FTP session. Use SFTP to start an SFTP session.

You can set up an FTP client to use the SFTP protocol and perform all operations over an encrypted secure shell transport. Reflection ZFE uses user name and password to authenticate.

- ◆ **Host**

Specify the host name or IP address of the FTP server to which you want to connect.

- ◆ **Port**

The port of the FTP server specified.

- ◆ **If remote files exists when uploading file**

Specify how you want to handle the transfer if a file with the same name already exists. You can select:

This option	Does this...
Append	Append the file being sent to the existing file
Ask user (default)	Prompt for a decision on how to handle the duplicate file name
Cancel	Cancel the file transfer
Fail	Cancel the file transfer and receive a notification of failure
Overwrite	Overwrite the existing file on the remote machine
Skip	When multiple files are in a request, skip the file matching an existing file name, but proceed with the transfer for other files.
Unique	Create a new file with a unique file name

- ◆ **Initial remote directory**

Specify the path to a home or default directory for the FTP site. When a connection to the FTP site is opened, the server working directory is set automatically to the specified home path. The files and folders in the server home directory appear in the FTP session window. If the initial remote directory is not found, a warning is reported and the connection continues.

- ◆ **Session timeout (seconds)**

This value tells the FTP client the maximum number of seconds to wait for data packets being transferred to or from the host. If nothing is received within the period specified, a timeout error displays and the transfer terminates; in this case, try the operation again. If you receive repeated timeout errors, increase the timeout value. Entering 0 (zero) in this box prevents the FTP client from ever timing out when waiting for a response. For SFTP sessions, the default is 0 (zero).

- ◆ **Keep Alive time (seconds)**

Select this option and enter a time in seconds if you want to continue your connection to the server beyond the server's automatic timeout value for inactivity. Most servers have an idle time value that specifies how long a user's FTP session can last when no activity is detected. When the user exceeds the time limit, the server connection is closed.

This setting allows you to direct the FTP client to send a NOOP command to the server at timed intervals to prevent the server from closing the connection due to inactivity. Be aware that by continuing your session you may prevent another user from making a connection to the FTP server.

- ◆ **Anonymous user**

Select this option to log onto the specified FTP server as a guest, with the user name "Anonymous".

- ◆ **Host encoding**

Specifies the character set used by the host to display the names of files that are transferred. By default Reflection ZFE uses UTF-8 (Unicode). If you transfer files with the default setting and the file names are unrecognizable, change the Host encoding option to the character set used by the host. (This option does not affect the encoding for the contents of the files that are transferred; it applies to the file names only.)

Related Topics

[File and Data Transfer](#)

Specify copy and paste options

You can specify different options to use for copy and paste operations.

Copy options

Select text by dragging over it with the mouse. By default, different host types use different selection modes when copying text; IBM 3270, 5250 and UTS hosts use a block selection mode, while VT hosts use a linear selection mode. To toggle between block and linear selection modes, press and hold down the **Alt** key, then select the text.

- ◆ **Copy input fields only** - Select this option to only copy data from input fields. Data from protected fields is replaced with spaces when placed on the clipboard.
- ◆ **Use entire display when there is no selection** - This option applies the Copy command to the entire terminal display when nothing is selected.

Paste options

Click Paste to paste the contents of the clipboard at the cursor location.

- ◆ **Restore starting cursor position after paste**- By default, the host cursor is positioned at the end of the data following a paste operation. Select this option to restore the host cursor to its starting position after the paste operation is complete.

Key combinations

There are certain key combinations that map to different copy/paste actions.

Key Combination	Host type	Action
Ctrl + A	UTS, 3270, 5250	Select all
Shift + Arrow key	UTS, 3270, 5250, VT	Change the extent of the current selection
Ctrl + C	UTS, 3270, 5250	Copy
Ctrl + V	UTS, 3270, 5250	Paste
Ctrl + Shift + A	VT	Select all
Ctrl + Shift + C	VT	Copy
Ctrl + Shift + V	VT	Paste

Related Topics

[Managing your sessions](#)
[Configuring Connections](#)
[Map keys](#)

Set User Preference Rules

As an administrator you can choose what options users can configure for their sessions. These options are set on a per session basis and all users who have access to a particular session can configure their own session instance.

- 1 From the left navigation panel, choose **User Preference Rules**.
- 2 Select which options you want to allow your users to configure.
- 3 Click **Save**.

Each user's configurations are specific to their instance of the session and will not conflict with those of other users.

Related Topics

[Configure Display Settings](#)
[Customize host screen colors](#)
[Configure hotspots](#)
[Map keys](#)
[Configure macros for your users](#)
[Transfer files](#)
[Use Plus to customize screens](#)
[3270 Host Printing](#)

Customize your session

There are two features you can use to customize sessions for your end users:

- ♦ **Plus** - Enable custom controls to provide a more efficient work flow and a more modern and friendly interface. See [Use Plus to customize screens](#).

Using this option, you can add tool tips to fields, replace old-style numbered lists with more modern drop-down lists, add buttons to the host interface and program them to start macros or perform other actions, and replace manual date entry with a graphical calendar date-picker.

- ♦ **Server-side Events** - Supply procedural Java code that extends and improves the presentation of host data.

Using server side events, you can define specific events and suspend the host application, replacing or interrupting it with code that you have supplied to the session, as well as extend error handling options. For example, you can add an event that recognizes when an error occurs and then implements the code to intercept the error, take control, and correct the error. See [Use server side events](#).

Both of these options are configured on the **Customization** panel.

- 1 Click **Settings** on the toolbar to open the left navigation panel.
- 2 Click **Customization**.

Related Topics

[Use Plus to customize screens](#)

[Use server side events](#)

Use Plus to customize screens


NOTE: The Plus feature requires customization files (.rdar) produced by Micro Focus Screen Designer version 9.5 or higher. The Screen Designer is available in Micro Focus Rumba Desktop 9.5. Reflection Desktop 16.1 includes a limited version of the Screen Designer and Micro Focus Plus. To get access to more controls and full use of Plus and the Screen Designer, you can purchase and install the Micro Focus Reflection Desktop Plus add-on.

- 1 On the **Customization** panel, click **Enable Plus**.
- 2 Select the customization file you want to use from the drop down list or upload a file from a different location. Customization files are identified by a `rdar` file extension.

Customization (.rdar) files are archive files and the output of a Screen Designer project and are used to provide the custom control criteria. For more information on the Micro Focus Screen Designer there are instructional videos available here: [Screen Designer videos](#).

If you are updating the customization (.rdar) file associated with your Plus enabled session, you must first delete the folder containing the old .rdar file from the session server. After you delete the folder, you can open your Plus enabled session and the new rdar file will be downloaded to the session server.

- 3 Verify the number of milliseconds for the host settle delay time is accurate. This is the time that the server waits for a synchronous connection before deciding that the host has finished sending data.

- 4 When you return to your session, Plus is available. Click  on the toolbar to turn off the custom controls.

When you enable Plus for a session, all end users of that session see the Plus icon on the toolbar and any controls made available through the Screen Designer customization file.

Related Topics

[Customize your session](#)

[Screen Designer videos](#)

Use server side events

Using server side events, you can supply procedural Java code that can extend and improve the presentation of host data.

- 1 Make the Reflection ZFE SDK available to your development environment. The SDK is available at `install-dir\Micro Focus\ReflectionZFE\sessionserver\sdk`.
- 2 Write the Java code necessary to accomplish the task and compile the code into a Java class within a JAR (Java Archive) file.
- 3 Copy the JAR file to `install-dir\Micro Focus\ReflectionZFE\sessionserver\webapps\zfe\WEB-INF\lib` and restart the session server.

If you have more than one session server on which you want the event to run, you must copy the JAR file to this location on each server.

- 4 Add the session you want to associate with the event in the Administrative Console.
- 5 As you configure the session in the Reflection ZFE web client, open the **Customization** panel.
- 6 Under **Server Side Events** type the fully qualified class name to the event.
- 7 Launch the session and test the event.

To help you create server side events, Reflection ZFE has an [SDK](#) and samples that are available to provide you with a starting point.

[Access API documentation and event samples](#)

Related Topics

[Customize your session](#)

[Connectors and APIs](#)

[Using the Reflection ZFE SDK](#)

[Using the Reflection ZFE Connector for Windows](#)

7 Using Sessions

All the sessions you have access to are available in the **Available Sessions** list. Sessions are initially created and configured by your system administrator and accessed through a distributed URL (for example, <https://<sessionserver>:7443/zfe>).

To open a session

- 1 Select the session and click to open.
- 2 Interact with your host application using the open session.
- 3 You can create multiple instances of a configured session.

Related Topics

- ♦ [Managing your sessions](#)
- ♦ [Logging out](#)

Managing your sessions

You access your sessions through the **Available Sessions** list. These are sessions that your administrator has assigned to you. Click to open the session.

You can have multiple sessions open at a time and easily switch between them using the tabs arranged across the top of the screen. The current session is always the left-most tab and is indicated by a white background and bold text. Each session remains active for 30 minutes.

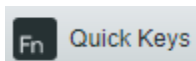
Use the toolbar to access the various options available to you as you interact with the session. You can disconnect from a session, close the session, turn on Quick Keys, and access other settings. Some options may be only available once your administrator has granted permission.

- ♦ [Using Quick Keys](#)
- ♦ [Copying and Pasting](#)
- ♦ [Recording macros for the session](#)
- ♦ [Logging out](#)

Using Quick Keys

The Quick Key terminal keyboard provides a graphical representation of the keys on a host keyboard and gives you quick access to terminal keys. Click a terminal key on the Quick Key keyboard to send the key to the host. Tool tips, which are available by hovering over a key, provide a description of the mapping.

Quick keys are available for each supported host type and are accessed by clicking the tool bar icon



Related Topics

[Map keys](#)

[3270, 5250, VT, UTS and T27 Keyboard Mapping](#)

Copying and Pasting

NOTE: Each browser handles copy and paste functions differently and in some cases will not support the use of copy and paste buttons. It is highly recommended that you use keyboard commands for those functions. Although keyboard commands vary depending on your operating system, in Windows they are: **CTRL+C** to copy and **CTRL+V** to paste.


To copy from the terminal

- 1 Highlight the area on the terminal screen that you want to copy.
- 2 Click **Copy** from the toolbar or use the keyboard command, **CTRL+C**.

To paste into the terminal screen

- 1 Position the cursor where you want to paste content.
- 2 Use the keyboard command, **CTRL+V**, or click **Paste** from the toolbar. If your browser does not support pasting from the toolbar, you will be prompted to use the keyboard command.

Recording macros for the session

Click the macro icon  on the toolbar to start creating your own macros. If you do not see a macro icon, ask your administrator to set the appropriate permissions.

See [Creating Macros](#) for instructions on how to record macros.

Related Topics

- ♦ [Creating Macros](#)
- ♦ [Using the Macro API](#)

Logging out

In the upper right corner of the screen, open the drop down list associated with your user name and select **Logout** to stop working with the host application.

Related Topics

- ♦ [Using Sessions](#)
- ♦ [Creating Macros](#)

8 Printing

You can capture the contents of a screen and send it to a printer.

The settings available to you regarding page setup and orientation are dependent on your browser options.

To print the screen

The print screen option prints the contents of the terminal screen. It does not print the toolbar or other display information.

- 1 Navigate to the screen you want to print.
- 2 Click Print Screen on the toolbar.
- 3 Use your browser's print dialog to select the printer and page setup options.

Related Topics

[Customize your session](#)

[3270 Host Printing](#)

[IND\\$FILE file transfer](#)

3270 Host Printing

This feature is available to 3270 host sessions. When you enable host printing, a separate 3287 session is launched and associated with the previously launched 3270 session.

The 3287 session builds a PDF file that contains the file to print and sends it to the Reflection ZFE web client. After receiving the file, the Reflection ZFE web client displays an alert which contains a link to download the PDF file.


The downloaded file is available in your browser's download folder.

NOTE: You can provide end users with the ability to print by setting the print [User Preferences](#) option.

To enable 3270 host printing

- 1 From a 3270 session, click **Settings** on the tool bar to open the left navigation panel.
- 2 In the left panel, click **Print**.
- 3 Select the protocol to use. The options are:
 - ◆ **TN3270E** - TN3270E of Telnet Extended, is for users of TCP/IP software who connect to their IBM mainframe through a Telnet gateway that implements RFC 1647.
 - ◆ **TN3287** - TN3287 is for users of TCP/IP software who connect to their IBM mainframe through a Telnet gateway that implements RFC 1646.

- 4 Specify whether you want to use an Host LU Name or, if you select TN3270E, a TN Association, to link the terminal session with the print session. Select either:
 - ♦ **Specify Host LU Name** - Specify the name of the host LU (logical unit) to use when the session connects to the host. The host LU is also known as the device name or the pool.
 - ♦ **Use TN Association** - (TN3270E) If you choose to use a TN association, Reflection ZFE uses the device name specified in the connection settings to link the 3270 and 3287 session together.
- 5 Click **Save** to return to your session.

- 6 Send the print command to the host. To verify the host LU name, if needed, click  on the tool bar.

The 3287 session (that was created in the background) gets the command to print the file and builds the PDF file containing the file to print. This file is sent to the Reflection ZFE web client and is made available for download.

- 7 Click **OK** to download the file to your browser's download location.

Use the **Print Job** button to flush your current print job. When you flush a print job, whatever has been accumulated so far is printed and the next task begins printing.

Related Topics

[Set User Preference Rules](#)

9 Creating Macros

A macro is a series of keyboard actions that you record and then run. You can use these JavaScript macro programs to automate user interactions with the terminal. You can access and run macros from all supported devices.

Reflection ZFE records and saves advanced macros as JavaScript, making it easy to edit and enhance your recorded macros. You can record macros to playback later, run macros at startup or when the session connects or disconnects from the host. You can also write macros from scratch to perform complex tasks that the recorder cannot capture.

Macros are made available to users in two ways; created by an administrator or recorded by users for their own private use. All advanced macros are associated with a session and they all accomplish the same goal, automating host interaction. The only difference between the two flavors is simply who can access them and who manages their creation and availability:

- ◆ **Macros created by administrators**

Administrators create macros when they create the session. They are specific to a session and are available to all users who have access to the session from the Macro icon on the toolbar. Administrators can designate macros to run at startup or when the session connects or disconnects from the host.

- ◆ **Macros created by users**

End-user macros are created by individuals for sessions they are authorized to access. The administrator grants permission to create macros by setting a User Preference Rule. Users can access the session under their own credentials or in a **Guest** role. Macros that Guest users create are available to all Guest users. Users who are logged in using their own credentials can only see macros that they have created.

Advanced macros are listed in alphabetical order in the drop down list available from the toolbar. Macros created by the end-user are listed first and followed by an indicator of three vertical grey dots, which when selected, displays the Edit and Delete options. Macros created by the administrator are listed without the indicator as those macros cannot be modified by the end-user.

Related Topics

[How do I work with macros?](#)

How do I?

- ◆ [Record a macro](#)
- ◆ [Edit a macro](#)
- ◆ [Run a macro](#)
- ◆ [Stop a macro](#)
- ◆ [Delete a macro](#)

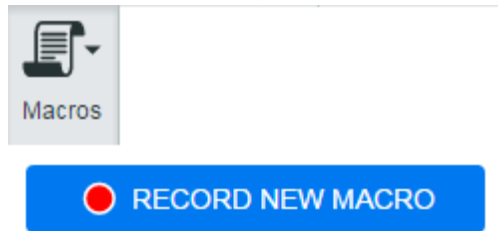
- ♦ [View my macros](#)
- ♦ [Debug my macros](#)


Record a macro

If you have been granted permission from your administrator, you can record macros to automate any series of host actions. Macros that were recorded by the administrator and associated with the current session are available to you from the Macro drop down list.

To record a macro:

1. Click the Macro icon on the toolbar, and then click Record New Macro.



2. Navigate the host application to record the series of steps you want included in the macro.
3. Click  on the toolbar to stop recording. The red dot pulses to indicate the recording is in process.
4. When prompted, type a name for the macro.

Related Topics

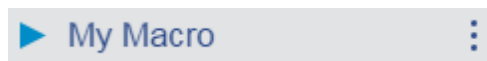
- ♦ [Run a macro](#)
- ♦ [Edit a macro](#)
- ♦ [Debug my macros](#)


Edit a macro

You can edit macros that you have recorded. These macros are listed under **My Macros**.

To edit an existing macro:

1. From the Macro drop down list, select the macro you want to edit.




2. Click the three vertical dots to expand the field.
3. Click  **Edit** to open the Macro Editor.
The Macro Editor opens in the left panel.
4. Use JavaScript to make whatever changes are necessary. You can run and save the modified macro using the toolbar icons in the upper panel of the editor.

Related Topics

- ♦ [Run a macro](#)
- ♦ [Record a macro](#)
- ♦ [Debug my macros](#)

Run a macro


To run a macro, choose the macro from the drop down list and click .

You can also map keys that will automatically trigger an already recorded macro. In the Key Map settings dialog box, choose **Run Macro** from the **Action** drop down list. Choose a macro to associate with the key mapping from the **Value** list.

Related Topics

- ♦ [Map keys](#)
- ♦ [Edit a macro](#)
- ♦ [Record a macro](#)
- ♦ [Debug my macros](#)

Stop a macro

You can stop a macro before it completes from either the Macro Editor or the toolbar. Click  to stop the macro. To rerun the macro, navigate back to the macro starting screen.

Related Topics

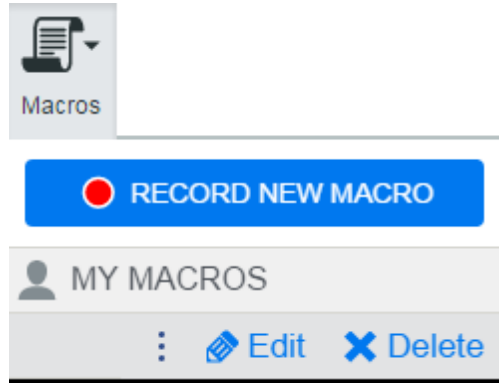
- ♦ [Edit a macro](#)
- ♦ [Record a macro](#)
- ♦ [Debug my macros](#)

Delete a macro

1. From the Macro drop down list, select the macro you want to delete.
2. Expand the field, by clicking the three vertical dot icon.



3. Click Delete.



Related Topics

- ◆ [Edit a macro](#)
- ◆ [Record a macro](#)
- ◆ [Debug my macros](#)

View my macros

The Macro drop down list is available from the toolbar to all users who have permission to record macros or are accessing a session where macros have been pre-recorded by the administrator for use with that session.

Macros are listed under either **MY MACROS** or **MACROS** depending on how they were recorded.

All users, whether they are logged in using their credentials or as Guest, can see the macros associated with the session. Macros listed under the MY MACROS heading are listed in alphabetical order by name and are visible to those users that recorded them. Macros recorded by the administrator and attached to a session are listed alphabetically under MACROS.



Related Topics

- ♦ [Edit a macro](#)
- ♦ [Record a macro](#)
- ♦ [Debug my macros](#)

Debug my macros

Since macros are written in JavaScript and executed in the browser, the best way to debug and troubleshoot them is by using your web browser's built-in tools. Modern browsers come with a very capable set of tools for debugging JavaScript code. You can place breakpoints, step through code, and output debug information.

TIP: JavaScript is case sensitive. Keep that in mind when editing JavaScript code.

To debug a macro:

1. Open the macro for editing. See [Edit a macro](#) for instructions.
2. Open your browser's development tools.

Table 9-1 Browser debugging support

Browser	Open debugger
Mozilla Firefox 40.0.3	<ul style="list-style-type: none">♦ From the toolbar, open the Menu, and choose Developer.♦ From the Web Developer menu, choose Debugger. The debugger opens in a lower panel.
Google Chrome 45.0	<ul style="list-style-type: none">♦ From the toolbar, open the Menu, and choose More tools.♦ Choose Developer Tools to open the Debugger.
Microsoft Internet Explorer 11	<ul style="list-style-type: none">♦ From the toolbar, open Settings, and choose F12 Developer Tools.♦ Open the Debugger tab.

These instructions are for supported browsers and are dependent on the versions used.

3. Use one of the these tools in your macro code, and run the code.
 - ♦ *debugger*

The most thorough approach to debugging is to use the 'debugger;' statement. When you insert these statements into your macro code then run it, with the browser's development tools open, the execution will stop on those lines. You can step through your macro, view the value of local variables and whatever else you need to check.

You are encouraged to place multiple debugger; statements in your code to help get to the correct line. The asynchronous nature of JavaScript can make stepping through code challenging. This can be offset by using multiple, carefully placed debugger; statements.

Example 9-1 Debugger

```
-----  
var hostCommand = menuSelection + `[enter]`;  
debugger; // <- Browser's debugger will stop here  
ps.sendKeys(hostCommand);  
-----
```

- ◆ `console.log()`, `alert()`

These two functions are commonly used for debugging JavaScript. While not as flexible as the debugger statement they provide a quick way to output debug information. These functions output the information to the JavaScript “Console” tab in the browser’s developer tools.

Example 9-2 `console.log()`, `alert()`

```
-----  
var hostCommand = menuSelection + `[enter]`;  
console.log('Command:' + hostCommand); // <- Will output the string to  
"Console" tab  
alert('Command:' + hostCommand); // Will pop up a small window containing  
the data  
ps.sendKeys(hostCommand);  
-----
```

- ◆ `ui.message()`

The Reflection ZFE Macro API provides an `ui.message()` function that is very similar to JavaScript’s `alert()` function. You can also use `ui.message()` to output debug information.

Example 9-3 `ui.message()`

```
-----  
var hostCommand = menuSelection + `[enter]`;  
ui.message('Command:' + hostCommand); // <- Will pop up a ZFE message  
window  
ps.sendKeys(hostCommand);  
-----
```

Notes to keep in mind when creating macros

- ◆ Stepping and “yields”

While the yield statements in macros make them easier to understand, they can make the code more challenging to step through with the debugger. Consider either using multiple debugger statements or carefully placed debugger statements of `console.log()` calls to output the right debug information.

- ◆ Internet Explorer

Debugging in Internet Explorer involves transformed code and may be more difficult than on other browsers.

Related Topics

- ◆ [Debug my macros](#)
- ◆ [Creating Macros](#)

10 Using the Macro API

In Reflection ZFE macros are recorded and written using JavaScript. JavaScript is a popular and prevalent programming language. There are a wide variety of learning resources and tools available to you.

The Reflection ZFE Macro API consists of a set of objects which you can use to interact with the host, wait for screen states, and interact with the user.

Important things to keep in mind

Because JavaScript is single threaded and uses 'callback functions' and 'promises' to help manage the flow of execution through code, often code can be difficult to follow. Reflection ZFE combines the concept of 'promises' with the 'yield' keyword so macro code can be organized in a more linear fashion.

- ◆ **Promises**

Promises are patterns to help simplify functions that return their result asynchronously, at some point in the future. All 'wait' and 'ui' functions in the Reflection ZFE Macro API return promise objects.

- ◆ **Yield**

Reflection ZFE macros use the yield keyword to block the execution of the macro until a promise is resolved, or done. So putting yield in front of any 'wait' or 'ui' function makes the macro execution pause until that function has finished executing. You can place the yield keyword in front of any function that returns a promise, even your own custom functions.

NOTE: The ability to make macro execution block by combining yield with promises is enabled by the `createMacro()` function.

Errors

Errors are handled in macros using a try / catch statement. Some API functions may throw errors if, for example, conditions can't be met or a timeout occurs. The thrown error is 'caught' in the catch statement. You can wrap smaller blocks of code in a try / catch statement to handle errors at a more granular level. Macro developers can also throw errors with `throw new Error('Helpful error message');`

- ◆ [Macro API Objects](#)
- ◆ [Sample Macros](#)

Macro API Objects

You can create macros using the Macro API. By default for use in macros, there are four primary objects available:

- ◆ **Session**

Session is the main entry point for access to the host. You use the Session object to connect, disconnect and provide access to the PresentationSpace object.

- ◆ [PresentationSpace](#)

The PresentationSpace object represents the screen and provides many common capabilities such as getting and setting the cursor location, sending data to the host and reading from the screen. It is obtained by calling `session.getPresentationSpace()`.

- ◆ [Wait](#)

Provides a simple way to wait for various host states to occur before continuing to send more data or read from the screen. For example, you can wait for the cursor to be located at a certain position, text to be present in a position on the screen or simply wait for a fixed amount of time. All 'Wait' function calls require the `yield` keyword, which is explained below.

- ◆ [User Interface](#)

The UI object is made automatically available in your macro as the "ui" variable. It provides basic user interface capabilities. You can use this object to display data to the user or prompt them for information. All 'UI' function calls require the `yield` keyword.

Other available objects

- ◆ [Attribute](#)
- ◆ [AttributeSet](#)
- ◆ [AutoSignon](#)
- ◆ [Color](#)
- ◆ [ControlKey](#)
- ◆ [DataCell](#)
- ◆ [Dimension](#)
- ◆ [Field](#)
- ◆ [FieldList](#)
- ◆ [FileTransferFactory](#)
- ◆ [FileTransfer](#)
- ◆ [FileTransferOptions](#)
- ◆ [HostFile](#)
- ◆ [HostFileType](#)
- ◆ [OIA](#)
- ◆ [OIAStatus](#)
- ◆ [Position](#)
- ◆ [SessionType](#)
- ◆ [StatusSet](#)

Attribute

Use the Attribute, along with the AttributeSet, to decode the formatting information present on the data cell.

Table 10-1 Attributes

Attribute	Description
PROTECTED	Indicates a protected data cell.

Attribute	Description
MODIFIED	Indicates a modified data cell.
NUMERIC_ONLY	Indicates the beginning of a numeric only data cell.
ALPHA_NUMERIC	Indicates an alpha numeric data cell.
HIGH_INTENSITY	Indicates whether the data cell contains high intensity text.
HIDDEN	Indicates whether the data cell contains hidden text
PEN_DETECTABLE	Indicates whether the data cell is pen detectable
ALPHA_ONLY	Indicates an alpha only data cell.
NUMERIC_SHIFT	Indicates the beginning of a numeric shift. field
NUMERIC_SPECIAL	Indicates the data cell marks the beginning of a numeric special field
KATAKANA_SHIFT	Indicates a section of Katakana text.
MAGNETIC_STRIPE	Indicates the data cell marks the beginning of a magnetic strip field.
SIGNED_NUMERIC_ONLY	Indicates the data cell is a signed numeric field.
TRANSMIT_ONLY	Indicates the data cell is a transmit only field
FIELD_END_MARKER	Indicates the data cell marks the end of a modified field.
FIELD_START_MARKER	Indicates the data cell marks the start of a modified field.
SPECIAL_EMPHASIS_PROTECTED	Indicates a special emphasis protected field.
TAB_STOP	Indicates that the data cell contains a tab stop.
REVERSE	Indicates the data cell displays in reverse video mode.
BLINKING	Indicates the data cell contains blinking text
RIGHT_JUSTIFIED	Indicates the data cell marks the beginning of a right justified field.
LEFT_JUSTIFIED	Indicates the data cell marks the beginning of a left justified field.
LOW_INTENSITY	Indicates the data cell contains low intensity text
UNDERLINE	Indicates the data cell contains underlined text.
DOUBLE_BYTE	Indicates the data cell contains double byte text.
COLUMN_SEPARATOR	Indicates the data cell contains a column separator.
BOLD	Indicates the data cell contains bold text.
DOUBLE_WIDTH	Indicates the data cell marks a double width field.
DOUBLE_HEIGHT_TOP	Indicates a double height top data cell.
DOUBLE_HEIGHT_BOTTOM	Indicates a double height bottom data cell.
CONTROL_PAGE_DATA	Indicates the data cell contains control page data.
RIGHT_COLUMN_SEPARATOR	Indicates the data cell contains a right column separator.
LEFT_COLUMN_SEPARATOR	Indicates a data cell containing a left column separator.
UPPERSCORE	Indicates the data cell contains an upperscore.

Attribute	Description
STRIKE_THROUGH	Indicates the data cell contains strike through text.

AttributeSet

The AttributeSet object allows the user to decode the attributes that are present on the data cell. The AttributeSet object returns values defined in the [Attribute](#) object and when used together, you can get formatting information from the data cell.

Table 10-2 AttributeSet

METHODS

<code>contains(attribute)</code>	<p>Determines if the set contains the specified Attribute.</p> <p>Parameters</p> <p>{Number} attribute to check</p> <p>Returns</p> <p>{Boolean} True if the attribute is in the set.</p>
<code>isEmpty()</code>	<p>Determines if the attribute set is empty.</p> <p>Returns</p> <p>{Boolean} True if the set is empty.</p>
<code>size()</code>	<p>Indicates the number of attributes in a set.</p> <p>Returns</p> <p>{Number} The attribute count.</p>
<code>toArray()</code>	<p>Converts the internal attribute set to an array.</p> <p>Returns</p> <p>{Number[]} Array of values of attributes in the set.</p>
<code>toString()</code>	<p>Converts the internal attribute set to a string.</p> <p>Returns</p> <p>{String} Space-delimited names of attributes in the set.</p>
<code>forEach(callback, thisArg)</code>	<p>Function to iterate over each element in the attribute set.</p> <p>Parameters</p> <p>{forEachCallback} Callback to perform the specific operation. Called with the name of each attribute in the set.</p> <p>{Object} this Arg optional pointer to a context object.</p>

METHODS

`forEachCallback(string,
object)`

A user provided callback function where you provide the behavior, to be used as the callback parameter to `forEach`.

Parameters

{String} String name of an attribute in the attribute set.

{Object} `thisArg` optional pointer to a context object.

Color

Color constants to use for the `DataCell` object foreground and background colors.

Table 10-3 Color constants

Color	Description	Numeric Value
BLANK_UNSPECIFIED	No color specified	0
BLUE	Blue	1
GREEN	Green	2
CYAN	Cyan	3
RED	Red	4
MAGENTA	Magenta	5
YELLOW	Yellow	6
WHITE_NORMAL_INTENSITY	Normal intensity white	7
GRAY	Gray	8
LIGHT_BLUE	Light blue	9
LIGHT_GREEN	Light green	10
LIGHT_CYAN	Light cyan	11
LIGHT_RED	Light red	12
LIGHT_MAGENTA	Light magenta	13
BLACK	Black	14
WHITE_HIGH_INTENSITY	High intensity white	15
BROWN	Brown	16
PINK	Pink	17
TURQUOISE	Turquoise	18

ControlKey

The ControlKey object defines constants for sending cursor control keys and host commands using the sendKeys method. Constants are available for these host types:

- ◆ IBM 3270
- ◆ IBM 5250
- ◆ VT
- ◆ UTS

IBM 3270

Table 10-4 IBM 3270

Key word	Description
ALTVIEW	Alternate view
ATTN	Attention
BACKSPACE	Back space
BACKTAB	Back tab
CLEAR	Clear or clear display
CURSOR_SELECT	Cursor select
DELETE_CHAR	Delete, delete character
DELETE_WORD	Delete word
DEST_BACK	Destructive backspace
DEV_CANCEL	Device cancel
DOWN	Cursor down
DSPSOSI	display SO/SI
DUP	Duplicate field
END_FILE	End of field
ENTER	Enter
ERASE_EOF	Erase end of field
ERASE_FIELD	Erase field
ERASE_INPUT	Erase input
FIELD_MARK	Field mark
HOME	Cursor home
IDENT	Ident
INSERT	Insert
LEFT_ARROW	Cursor left
LEFT2	Left two positions

Key word	Description
NEW_LINE	New line
PA1 - PA3	PA1 - PA3
PF1 - PF24	PF1 - PF24
PAGE_DOWN	Page down
PAGE_UP	Page up
RESET	Reset, reset terminal
RIGHT2	Right 2 positions
RIGHT_ARROW	Cursor right, right
SYSTEM_REQUEST	System request
TAB	Tab key
UP	Cursor up

IBM 5250

Table 10-5 IBM 5250

Key word	Description
ALTVIEW	Alternate view
ATTN	Attention
AU1 - AU16	AU1 - AU16
BACKSPACE	Back space
BACKTAB	Back tab
BEGIN_FIELD	Begin field
CLEAR	Clear
DELETE_CHAR	Delete, delete character
DEST_BACK	Destructive backspace
DOWN	cursor down
DSPSOSI	Display SO/SI
DUP	Duplicate field
END_FILE	End of field
ENTER	Enter
ERASE_EOF	Erase end of field
ERASE_FIELD	Erase field
ERASE_INPUT	Erase input
FIELD_EXT	Field exit

Key word	Description
FIELD_MINUS	Field minus
FIELD_PLUS	Field plus
FIELD_MARK	Field mark
HELP	Help request
HEXMODE	Hex mode
HOME	cursor home
INSERT	Insert
LEFT_ARROW	Cursor left
NEW_LINE	New line
PA1 - PA3	PA1 - PA3
[PF1 - PF24	PF1 - PF24
[print]	Print
RESET	Reset, reset terminal
RIGHT_ARROW	Cursor right, right
PAGE_UP	Page up
PAGE_DOWN	Page down
SYSTEM_REQUEST	System request
TAB	Tab
UP	Cursor up

VT

Table 10-6 VT

Keywords	Description
BACKSPACE	Back space
BREAK	Break
CLEAR	Clear or clear display
CURSOR_SELECT	Cursor select
DELETE_CHAR	Delete, delete character
DOWN	Cursor down
EK_FIND	Edit keypad find
EK_INSERT	Edit keypad insert
EK_NEXT	Edit keypad next
EK_PREV	Edit keypad previous

Keywords	Description
EK_REMOVE	Edit keypad remove
EK_SELECT	Edit keypad select
ENTER	Enter
END_FILE	End of field
F1 - F24	F1 - F24
HOLD	Hold
HOME	Home
INSERT	Insert
KEYPAD_COMMA	Keypad comma
KEYPAD_DOT	Keypad decimal
KEYPAD_MINUS	Keypad minus
KEYPAD_ENTER	Keypad enter
KEYPAD0 - KEYPAD9	Keypad 0 - Keypad 9
LEFT_ARROW:	Cursor left
PF1 - PF20	PF1 - PF20
PAGE_DOWN	Page down
PAGE_UP	Page up
RESET	Reset, reset terminal
RETURN	Return, carriage return
RIGHT_ARROW	Cursor right, right
TAB	Tab key
UDK16 - UDK20	User defined key 6 - User defined key 20
UP	Cursor up

UTS

Table 10-7 UTS

Key word	Description
BACKSPACE	Moves the cursor to the previous tab position on the screen.
BACKTAB	Back tab <Shift> <Tab>
CHAR_ERASE	Erases character at the cursor and advances the cursor.
CLEAR_DISPLAY	Clear display
CLEAR_EOD	Clear to end of display
CLEAR_EOF	Clear to end of field

Key word	Description
CLEAR_EOL	Clear to end of line
CLEAR_FCC	Clear Field Control Character
CLEAR_HOME	Clear display and cursor home
CONTROL_PAGE	Toggles the control page
DELETE_LINE	Deletes the line containing the cursor and shifts remaining lines up one row
DOWN	Moves the cursor down one line. Wraps at bottom.
DELIN_LINE	Deletes character under cursor and shifts remaining characters on line to the left.
DELIN_PAGE	Deletes character under cursor and shifts remaining characters on page to the left.
DUP_LINE	Creates a copy of the current line and overwrites the next line with the duplicate.
EURO	Inserts the Euro character
END_FIELD	Moves the cursor to the end of the current field.
END_PAGE	Moves the cursor to the end of the current page.
F1 - F22	Function keys F1-F22
HOME	Moves the cursor to beginning of current page (row 1, col 1)
INSERT	Toggles insert/overwrite mode.
INSERT_IN_LINE	Inserts space at cursor position and shifts the remaining characters on the line to the right. The character in the far right column on the line is discarded.
INSERT_IN_PAGE	Inserts space at cursor position and shifts the remaining characters on the page to the right. The character in the far right column on each line is discarded.
INSERT_LINE	Inserts a new line at the cursor row and shifts the remaining lines down. The last row on the page is discarded.
LEFT_ARROW	Moves the cursor one position to the left wrapping if necessary.
LOCATE_FCC	Finds the next field control character on the screen.
MSG_WAIT	Retrieves messages queued to the terminal.
RETURN	Carriage return
RIGHT_ARROW	Moves the cursor one position to the right, wrapping if necessary.
SOE	Inserts the Start of Entry character
START_OF_FIELD	Moves the cursor to the beginning of the field.
START_OF_LINE	Moves the cursor to column 1 of current line.
TAB	Moves the cursor to the next tab position of the screen.
TOGGLE_COL_SEP	Toggles the column separator attribute.

Key word	Description
TOGGLE_STRIKE_THRU	Toggles the strike-through attribute on the current data cell.
TOGGLE_UNDERLINE	Toggles the underline attribute on the current data cell.
TRANSMIT	Transmits changed field data to the host.
UNLOCK	Sends the UNLOCK key to the host.
UP	Moves the cursor up one row, wrapping if necessary.

DataCell

The DataCell object provides information about a particular position on a terminal screen.

Table 10-8 DataCell

METHODS

<code>getPosition()</code>	Returns the position of this data cell on the screen. Returns {Position} the position of the data cell on the screen
<code>getChar()</code>	Obtains the character associated with the cell. Returns {String} The character associated with the cell.
<code>getAttributes()</code>	Returns the set of attributes specified for this data cell instance. See AttributeSet . Returns {AttributeSet} Of attributes for this data cell instance.
<code>getForegroundColor()</code>	Returns the foreground color, as defined in the Color object, for this data cell. Returns {Number} Foreground color for this data cell. The color is defined in the Color object.
<code>getBackgroundColor()</code>	Returns the background color, as defined in the Color object, for this data cell. Returns {Number} Background color for this data cell. The color is defined in the Color object.
<code>toString</code>	Converts the internal data cell to a string. Returns {String} The string representation of a data cell.

METHODS

`isFieldDelimiter()`

Tests if this cell represents a field delimiter.

Returns

{Boolean} True if this cell is a field delimiter, false if otherwise.

Dimension

Represents the size of the screen or screen area.

Table 10-9 Dimension

Method	
<code>Dimension(rows,cols)</code>	Creates a new Dimension instance.
	Parameters
	{Number} rows screen rows dimension
	{Number} cols screen columns dimension

Field

Use the Field object, along with [FieldList](#), to obtain the information present in a field on the screen.

Table 10-10 Field

Method	
<code>getAttributes()</code>	Returns the set of attributes specified for this field instance. See AttributeSet .
	Returns
	{AttributeSet} The set of attributes for this field
<code>getForegroundColor()</code>	Returns the foreground color of the field.
	Returns
	{Number} the foreground color for this field. These values are defined in the Color object.
<code>getBackgroundColor()</code>	Returns the background color of the field.
	Returns
	{Number} the background color for this field. These values are defined in the Color object.

Method

<code>getStart()</code>	<p>Returns the starting position of the field. The starting position is the position of the first character of the field. Some host types use a character position to store field level attributes. In this case, the attribute position is not considered the start position.</p> <p>Returns</p> <p>{Position} Starting position of the field.</p> <p>Throws</p> <p>{RangeError} For zero length fields.</p>
<code>getEnd()</code>	<p>Returns the ending position of the field. The ending position is the position in the presentation space containing the last character of the field.</p> <p>Returns</p> <p>{Position} Ending position of the field.</p> <p>Throws</p> <p>{RangeError} For zero length fields.</p>
<code>getLength()</code>	<p>Returns the length of the field. For host types that use a character position to store the field attributes, the field length does not include the field attribute position.</p> <p>Returns</p> <p>{Number} Length of the field.</p>
<code>getDataCells()</code>	<p>Obtains the data cells that comprise this field. See DataCell.</p> <p>Returns</p> <p>{DataCell[]} Data cells that comprise this field.</p>
<code>getText()</code>	<p>Obtains the text from the field.</p> <p>Returns</p> <p>{String} field text.</p>
<code>setText()</code>	<p>Sets the field text. For certain host types, like VT, the text is transmitted to the host right away, but in other host types, the text is not transmitted to the host until an Aid key is invoked. If the text is shorter than the field, the text is placed in the host field, and the remainder of the field is cleared. If the text is longer than the host field, then as much text as will fit is placed in the field.</p> <p>Parameters</p> <p>{String} Text to set on the field.</p> <p>Throws</p> <p>{Error} If the field is protected.</p>

Method

<code>clearField()</code>	<p>Clears the current field in an emulation-specific manner.</p> <p>Throws</p> <p>{Error} If the field is protected or clear is not supported.</p>
<code>getPresentationSpace()</code>	<p>Obtains the presentation space which created this field.</p> <p>Returns</p> <p>{PresentationSpace} Parent of this field instance.</p>
<code>toString()</code>	<p>Creates a user-friendly description of the field.</p> <p>Returns</p> <p>{String} A user readable rendition of the field.</p>

FieldList

Use the FieldList object, along with Field object, to obtain field list information.

Table 10-11 FieldList

Method

<code>getPresentationSpace()</code>	<p>Obtains the presentation space which created this field list.</p> <p>Returns</p> <p>{PresentationSpace} Parent of this field list instance.</p>
-------------------------------------	---

Method

`findField(position, text, direction)`

Returns the field containing the specified text. The search starts from the specified position and proceeds either forward or backward. If the string spans multiple fields, the field containing the starting position is returned. When searching forward the search will not wrap to the top of the screen. When searching backward the search will not wrap to the bottom of the screen.

Parameters

{Position} Position from which to start the search. See [Position](#) object.

{String} The text to search for (optional). If not provided, returns the next field to the right of or below the specified position.

{Number} direction of the search (optional). Use [PresentationSpace.SearchDirection](#) constants for this parameter. For example, `PresentationSpace.SearchDirection.FORWARD` or `PresentationSpace.SearchDirection.BACKWARD`. If not provided, searches forward.

Returns

{Field} containing the string or null if a field meeting the given criteria is not found.

Throws

{RangeError} If the position is out of range.

`get(index)`

Obtains the field at the given index.

Parameters

{Number} index into the field list.

Returns

{Field} located at the specified index.

Throws

{RangeError} If the index is out of range.

`isEmpty()`

Determines if the field list is empty.

Returns

{Boolean} True if the list is empty.

`size()`

Indicates the number of fields in the list.

Returns

{Number} The field count

`toString()`

Creates a user-friendly description of the field list.

Returns

{String} User readable rendition of the field list.

FileTransferFactory

A fileTransferFactory object is available to all macros. If file transfers are configured for the session, you can use it to get a reference to a FileTransfer object.

Table 10-12 fileTransferFactory

Method	
<code>getIND\$File()</code>	Returns a FileTransfer object for interacting with the configured Ind\$File type for the session. Returns {FileTransfer} Throws {Error} If the session hasn't been configured to allow IND\$File transfers.

FileTransfer

Use the FileTransfer object to list and transfer files between the host system and the client.

The Reflection ZFE file transfer API abstracts the file path conventions used by different host file implementations. Follow URL or Linux file system path formats when formatting file paths used by the API. For example, `/root/directory/file`. It is important to observe any rules specific to host systems, such as allowable characters or name lengths.

NOTE: Browsers place significant security restrictions around the ability of Javascript to interact with client file systems.

Table 10-13 FileTransfer

Method	
<code>getHostFileListing(remotePath)</code>	Request a listing of host files. If <code>remotePath</code> is omitted, a file listing for the current remote working directory is shown. Parameters {String} (optional) If specified will get file listing for specified remote path. If not specified, will get file listing for current remote working directory. Returns {Promise} Resolves to an array of HostFile objects contained at <code>remoteName</code> . Rejected if the remote path can not be read.

Method

<code>sendFile(localFile, remoteName)</code>	<p>Sends specified file to the host.</p> <p>Parameters</p> <p><code>{File}</code> Javascript file object pointing to local file to send.</p> <p><code>{String}</code> Fully-qualified remote file name as allowed by remote system (Unix, Windows, MVS, VAX).</p> <p>Returns</p> <p><code>{Promise}</code> fulfilled with a <code>HostFile</code> object representing the sent file on success. Rejected if an error occurred sending the file.</p>
<code>getDownloadURL(remoteName)</code>	<p>Constructs a link to download a file from a host system.</p> <p>Parameters</p> <p><code>{String}</code> Fully-qualified remote file name as allowed by remote system (Unix, Windows, MVS, VAX).</p> <p>Returns</p> <p><code>{URL}</code> that can be used to retrieve the file from the Reflection ZFE session server.</p>
<code>setTransferOptions(options)</code>	<p>Set transfer options for current <code>FileTransfer</code> session. The transfer options are applied to all future transfers until the session is either exited or overridden by another call to <code>setTransferOptions</code>.</p> <p>Parameters</p> <p><code>{JSON}</code> see <code>FileTransferOptions</code> for allowed names and values.</p> <p>Returns</p> <p><code>{Promise}</code> fulfilled when the call completes. Rejected if an error occurred setting the options.</p>
<code>cancel()</code>	<p>Cancel the current transfer in progress.</p> <p>Returns</p> <p><code>{Promise}</code> fulfilled when the call completes. Rejected if an error occurred canceling the transfer.</p>

HostFile

A `HostFile` object represents a file on the host file system.

Table 10-14 HostFile

Method	
getName()	Gets the file name Returns {String} the file name.
getParent()	Gets the parent of this host file Returns {String} the parent of this host file. This means different things on different host types. For example on TSO this is the name of the catalog in which the file resides.
getSize()	The byte size of the file Returns {Number} the size of the file in bytes.
getType()	The type of file represented Returns

Host File Type

The HostFileType object defines constants for determining the type of a HostFile object.

Table 10-15 HostFileType

Value	Description
FILE	Represents a file on the host system.
DIR	Represents a directory on the host system.
UNKNOWN	Represents a host file of unknown origin.

File Transfer Options

File transfer option object specification.

Example: `fileTransfer.setTransferOptions({ transferMethod : 'ascii' });`

Table 10-16 FileTransferOptions

Method	
transferMethod	{String} Allowed values: <ul style="list-style-type: none">◆ 'ascii'◆ 'binary'

OIA

Operator Information Area (OIA) interface. The OIA object returns values which are defined in the [OIAStatus](#) object.

Table 10-17 OIA

Method	
<code>getStatus ()</code>	Returns the set of enabled status flags. See StatusSet . Parameters Returns {StatusSet} Containing the status information.
<code>getCommErrorCode ()</code>	Returns the current communication error code. Returns {Number} the current communication error code. If one doesn't exist, it will be 0.
<code>getProgErrorCode ()</code>	Returns the current program error code Returns {Number} the current program error code. If one doesn't exist, it will be 0.

OIAStatus

Table 10-18 OIAStatus

OIAStatus	Description
CONTROLLER_READY	Controller ready
A_LINE	Online with a non-SNA connection
MY_JOB	Connected to a host application
OP_SYS	Connected to a SSCP (SNA)
UNOWNED	Not connected
TIME	Keyboard inhibited
SYS_LOCK	System lock following AID key
COMM_CHECK	Communication check
PROG_CHECK	Program check
ELSEWHERE	Keystroke invalid at cursor location
FN_MINUS	Function not available
WHAT_KEY	Keystroke invalid

OIAStatus	Description
MORE_THAN	Too many characters entered in the field
SYM_MINUS	Symbol entered not available
INPUT_ERROR	Operator input error (5250 only)
DO_NOT_ENTER	Do not enter
INSERT	Cursor in insert mode
GR_CURSOR	Cursor in graphics mode
COMM_ERR_REM	Communications error reminder
MSG_WAITING	Message waiting indicator
ENCRYPT	Session is encrypted
NUM_FIELD	Invalid character in numeric only field

AutoSignon

Some mainframe hosts have a Digital Certificate Access Server (DCAS). You can request a temporary, one-time pass ticket from DCAS for logging into a host application. Using this object, you can write and configure a macro to run when the session starts and to automatically log you in using the credentials of the currently logged in Reflection ZFE user.

Table 10-19 AutoSignon

Method	
<code>getPassTicket()</code>	<p>Obtains a pass ticket to be used for signing onto a mainframe application. Multiple pass tickets may be requested using different application IDs.</p> <p>Parameters</p> <p>{String} application ID tells the host which application the sign on is for</p> <p>Returns</p> <p>{Promise} fulfilled with the pass ticket key or rejected if the operation fails. The pass ticket obtained from DCAS only works with the current host session and is valid for ten minutes.</p>
<code>sendUserName()</code>	<p>Applies the user name contained in the pass ticket to the field at the current cursor location on the current host screen. The user name must be sent before the password. Sending the password first will invalidate the pass ticket, and you will need to get another one.</p> <p>Parameters</p> <p>{String} passTicketKey obtained from getPassTicket</p> <p>Returns</p> <p>{Promise} fulfilled if the user name is successfully sent. Rejected if the operation fails.</p>

Method

`sendPassword()`

Applies the password contained in the pass ticket to the field at the current cursor location on the current host screen. The user name must be sent before the password. Sending the password first will invalidate the pass ticket, and you will need to get another one.

Parameters

{String} passTicketKey obtained from getPassTicket

Returns

{Promise} fulfilled if the password is successfully sent. Rejected if the operation fails.

Position

Represents a row and column on the screen.

Table 10-20 Position

Method

`Position(row,col)`

Creates a new Position instance.

Parameters

{Number} row screen row coordinate

{Number} col screen column coordinate

PresentationSpace

Use the PresentationSpace object to interact with the terminal screen. Setting and getting the cursor position, sending keys, and reading text are some of the interactions available.

Table 10-21 PresentationSpace

METHODS`getCursorPosition()`

Returns a [Position](#) instance representing the current cursor position. An unconnected session has a cursor position of 0,0.

Returns

{Position} current cursor location

METHODS

<code>setCursorPosition(position)</code>	<p>Moves the host cursor to the specified row and column position. For some hosts, such as VT, the host may constrain the movements of the cursor.</p> <p>Parameters</p> <p>{Position} Position new cursor position.</p> <p>Returns</p> <p>None</p> <p>Throws</p> <p>{RangeError} If the position is not valid on the current screen.</p>
<code>isCursorVisible()</code>	<p>Tests that the cursor is currently visible in the presentation space. The cursor is considered not visible if the session is not connected.</p> <p>Returns</p> <p>{Boolean} True if the cursor is visible. False if the cursor is not visible.</p>
<code>sendKeys(keys)</code>	<p>Transmits a text string or ControlKeys to the host at the current cursor position in the presentation space. If the cursor is not in the desired position, then use <code>setCursorPosition</code> function first.</p> <p>The text string can contain any number of characters and ControlKeys</p> <p>For example: "myname" + <code>ControlKey.TAB</code> + "mypass" + <code>ControlKey.ENTER</code> will transmit a user ID, tab to the next field, transmit a password, and then transmit the Enter key.</p> <p>If you need to transmit a square bracket, double the brackets ([[or]]).</p> <p>Parameters</p> <p>{String} keys text and/or control keys to transmit</p>
<code>getText(position, length)</code>	<p>Returns a string representing a linear area of the presentation space. No new line characters are inserted if row boundaries are encountered.</p> <p>Parameters</p> <p>{Position} start position from which to retrieve text</p> <p>{Number} length the maximum number of characters to return. If the length parameter causes the last position of the presentation space to be exceeded then only those characters up to the last position will be returned.</p> <p>Returns</p> <p>{String} representing a linear area of the presentation space which may be empty if the session is not connected.</p> <p>Throws</p> <p>{RangeError} If the position or length are not valid on the current screen.</p>

METHODS

<code>getSize()</code>	<p>Gets the dimensions of the screen as a <code>Dimension</code> object.</p> <p>Returns</p> <p>{<code>Dimension</code>} Containing the number of rows and columns. The screen size is [row:0, col:0] if the session is not connected.</p>
<code>getDataCells(start, length)</code>	<p>Returns <code>DataCell</code> instances where the first member will be for the position specified by the start parameter. The maximum number of <code>DataCell</code> instances in the list is specified by the length parameter.</p> <p>Parameters</p> <p>{<code>Position</code>} start the first position on the host screen in which to retrieve <code>DataCell</code> instances. See Position.</p> <p>{<code>Number</code>} length of the maximum number of <code>DataCell</code> instance to be retrieved. If not specified, returns <code>DataCells</code> from the start position to the end of the screen.</p> <p>Returns</p> <p>{<code>DataCell[]</code>} Instances which may be empty if the session is not connected. If position is not specified, returns all <code>DataCells</code>. If length is not specified, returns <code>DataCells</code> from the start position to the end of the screen.</p> <p>Throws</p> <p>{<code>RangeError</code>} if start or length are out of range.</p>
<code>getFields()</code>	<p>Returns a list of the fields in the presentation space. If the host type does not support fields or the current screen is not formatted then the return value will always be an empty list. See FieldList.</p> <p>Returns</p> <p>{<code>FieldList</code>} of host defined fields in the presentation space.</p>

Session

The session object is the main entry point for interacting with the host. It contains functions for connecting, disconnecting, and obtaining the `PresentationSpace` object.

Table 10-22 *Session object functions*

METHODS

<code>connect()</code>	<p>Connects to the configured host. If needed, use <code>wait.forConnect()</code> to block macro execution until the session is connected.</p> <p>Returns</p> <p>None</p>
------------------------	--

METHODS

<code>disconnect()</code>	<p>Disconnects from the configured host. If needed, use <code>wait.forDisconnect()</code> to block macro execution until the session is connected.</p> <p>Returns</p> <p>None</p>
<code>isConnected()</code>	<p>Determines whether the connection to the host is connected.</p> <p>Returns</p> <p>{Boolean} true if host connection is established; false if not</p>
<code>getPresentationSpace()</code>	<p>Provides access to the PresentationSpace instance for this session.</p> <p>Returns</p> <p>{PresentationSpace} instance associated with this session.</p>
<code>getDeviceName()</code>	<p>Returns the connected available device name, the configured device name, or null if no device name is configured.</p> <p>The connected device name is the name agreed upon during the connection negotiation process between the host and the terminal. It may be what is specified, or it could possibly be different, if for example a device name pool was specified.</p> <p>Returns</p> <p>{String} The connected device name, the configured device name, or null.</p>
<code>getType()</code>	<p>Returns the type of host session. See SessionType.</p> <p>Returns</p> <p>{String} The type of host session.</p>
<code>setDeviceName()</code>	<p>Provides a means to modify the device name on a session instance.</p> <p>Parameters</p> <p>{String} name Device name to use when connecting to a host.</p> <p>Throws</p> <p>{Error} If an attempt is made to set the device name while the session is connected.</p>
<code>getOIA()</code>	<p>Provides access to the Operator Information Area (OIA) instance for this session.</p> <p>Returns</p> <p>{OIA} Associated with this session</p>

SessionType

Constants used to identify the type of host to which the connection is being made. See [Session object](#).

Table 10-23 SessionType

Host Type	Description
IBM_3270	Indicates an IBM 3270 terminal session.
IBM_5250	Indicates an IBM 5250 terminal session.
VT	Indicates a VT session.

StatusSet

You can use the StatusSet object to decode the OIA status. The StatusSet object returns values defined in the [OIAStatus](#) object and when used together, you can get status information from the OIA.

Table 10-24 StatusSet

Method	
<code>contains(statusFlag)</code>	<p>Determines if the set contains the specified status flag from OIAStatus constants.</p> <p>Parameters</p> <p>{Number} statusFlag status to check</p> <p>Returns</p> <p>{Boolean} True if the status flag is present in the set.</p>
<code>isEmpty()</code>	<p>Determines if the status set is empty.</p> <p>Returns</p> <p>{Boolean} True if the set is empty.</p>
<code>size()</code>	<p>Indicates the number of status flags in the set.</p> <p>Returns</p> <p>{Number} The status count</p>
<code>toArray()</code>	<p>Converts the internal status set to an array.</p> <p>Returns</p> <p>{Object []} Array of status flags in the set.</p>
<code>toString()</code>	<p>Converts the internal status set to a string.</p> <p>Returns</p> <p>{String} Space delimited names of status flags in the set.</p>
<code>forEach(callback, thisArg)</code>	<p>Function to iterate over each element in the status set.</p> <p>Parameters</p> <p>{forEachCallback} Callback to perform the specific operation. Called with the name of each status in the set.</p> <p>{Object} thisArg optional pointer to a context object.</p>

Method

`forEachCallback(string,
thisArg)`

A user provided callback function where you provide the behavior, to be used as the callback parameter to `forEach`.

Parameters

`{String} String` The name of a status in the status set.

`{Object} thisArg` Optional pointer to a context object

User Interface

The user interface object provides functions for interacting with the user, prompting for and displaying basic information. The UI object is made automatically available in your macro as the “ui” variable”.

NOTE: Important! All UI functions require the ‘yield’ keyword in front of them. This allows the macro to block execution until the conditions of the UI function have been met.

[parameter] denotes an optional parameter.

Table 10-25 User Interaction

METHODS

`prompt(message, [defaultAnswer],
[mask])`

Prompt the user for information in the user interface,

Parameters

`{String} message` title to display to the user. Default: blank String.

`{String} defaultAnswer` to use if user leaves it blank. Default: blank String

`{Boolean} mask` indicates whether to hide the prompt (as with a password).

Returns

`{Promise}` Fulfilled when the user closes the dialog window. Returns the users input on “OK” or null on “Cancel”.

`message([message])`

Display a message in the user interface.

Parameters

`{String} message` to display to the user. Default: blank String.

Returns

`{Promise}` Fulfilled when the user closes the message window.

Wait

Use the wait object to wait for a particular session or screen state. For example, you can wait until the cursor is found at a particular location or text is present at a certain location before continuing with the macro execution.

Wait functions are often used in conjunction with asynchronous functions such as `connect()` and `sendKeys()`.

NOTE: All functions take timeouts as an optional parameter and have a default time out value of 10 seconds (10000ms).

Important: All wait functions require the 'yield' keyword in front of them. This allows the macro to block execution until the conditions of the wait function are met.

[parameter] denotes an optional parameter.

Table 10-26 Waiting for the host

METHODS

<code>setDefaultTimeout(timeout)</code>	Sets the default timeout value for all functions.
	Parameters
	{Number} default timeout to use for all wait functions in milliseconds.
	Returns
	None
	Throws
	{RangeError} If the specified timeout is less than zero.
<code>forConnect([timeout])</code>	Waits for a connect request to complete.
	Parameters
	{Number} in milliseconds.
	Returns
	{Promise} Fulfilled if the session is already connected or when connection occurs. Rejected if the wait times out.
<code>forDisconnect([timeout])</code>	Waits for a disconnect request to complete.
	Parameters
	{Number} timeout in milliseconds.
	Returns
	{Promise} Fulfilled if the session is already disconnected or when it finally disconnects. Rejected if the wait times out.

METHODS

`forFixedTime([timeout])` Waits unconditionally for fixed time. Time is in milliseconds (ms)

Parameters

{Number} timeout in milliseconds.

Returns

{Promise} Fulfilled after time elapses

`forCursor(position, [timeout])` Waits for the cursor to arrive at the specified position.

Parameters

{Position} The position specifying the row and column,

{Number} timeout in milliseconds

Returns

{Promise} Fulfilled if the cursor is already located or when it is finally located. Rejected if the wait times out.

`forText(string, position, [timeout])` Wait for text located at a specific position on the screen

Parameters

{String} text to expect

{Position} position specifying the row and column

{Number} timeout in milliseconds

Returns

{Promise} Fulfilled if the text is already at the specified position or whenever it is located. Rejected if the wait times out.

Throws

{rangeError} if the position is not valid.

`forHostPrompt(string, column, [timeout])` Waits for a command prompt located at a particular column on the screen.

Parameters

{String} text prompt to expect

{Number} column where cursor is expected

{Number} timeout in milliseconds.

Returns

{Promise} Fulfilled if the conditions are already met or when the conditions are finally met. Rejected if the wait times out.

Throws

{rangeError} if the column is out of range.

Sample Macros

To help you create successful macros that take advantage of all the capabilities of the Macro Editor and Reflection ZFE, these samples are available as a starting point.

- ◆ [Basic Host Interaction](#)
- ◆ [User Interaction](#)
- ◆ [Paging Through Data](#)
- ◆ [Invoking a Web Service](#)
- ◆ [Working with DataCells and Attributes](#)
- ◆ [Using Fields and Field Lists](#)
- ◆ [Automatic Sign-On Macro for Mainframes](#)
- ◆ [Using File Transfer \(IND\\$File\)](#)

Basic Host Interaction

This sample illustrates basic host interaction, including:

- ◆ Sending data to the host
- ◆ Waiting for screens to display
- ◆ Using the `yield` keyword to wait for asynchronous functions
- ◆ Reading text from the screen
- ◆ Displaying basic information to the user
- ◆ Handling error basics

All macros have the following objects available by default:

1. **session** - Main entry point for access to the host. Can connect, disconnect and provides access to the `PresentationSpace`.

The `PresentationSpace` object obtained from the session represents the screen and provides many common capabilities such as getting and setting the cursor location, sending data to the host and reading from the screen.

2. **wait** - Provides a simple way to wait for various host states before continuing to send more data or read from the screen.
3. **UI** - Provides basic user interface capabilities. Display data to the user or prompt them for information.

```
// Create a new macro function
var macro = createMacro(function*(){
  'use strict';

  // All macros have the following objects available by default:
  // 1. session - Main entry point for access to the host. Can connect, disconnect
and provides access to the PresentationSpace.
  // The PresentationSpace object obtained from the session represents the
screen and provides many common capabilities such as getting and setting the
  // cursor location, sending data to the host and reading from the screen.
  // 2. wait - Provides a simple way to wait for various host states before
continuing to send more data or read from the screen.
  // 3. ui - Provides basic User Interaction capabilities. Display data to the user
or prompt them for information.
```

```

// Declare a variable for reading and displaying some screen data.
// As a best practice all variables should be declared near the top of a function.
var numberOfAccounts = 0;

// Start by obtaining the PresentationSpace object, which provides many common
screen operations.
var ps = session.getPresentationSpace();

try {
    // Can set and get the cursor location
    ps.setCursorPosition(new Position(24, 2));

    // Use the sendKeys function to send characters to the host
    ps.sendKeys('cics');

    // SendKeys is also used to send host keys such as PA and PF keys.
    // See "Control Keys" in the documentation for all available options
    ps.sendKeys(ControlKey.ENTER);

    // Wait for the cursor to be at the correct position.
    // The wait object provides various functions for waiting for certain states to
occur
    // so that you can proceed to either send more keys or read data from the
screen.
    yield wait.forCursor(new Position(24, 2));

    // You can mix characters and control keys in one sendKeys call.
    ps.sendKeys('data' + ControlKey.TAB + ControlKey.TAB + 'more data' +
ControlKey.ENTER);

    // The "yield" keyword must be used in front of all "wait" and "ui" function
calls.
    // It tells the browser to pause execution of the macro until the
    // (asynchronous) wait function returns. Consult the documentation for which
functions
    // require the yield keyword.
    yield wait.forCursor(new Position(10, 26));
    ps.sendKeys('accounts' + ControlKey.ENTER);

    // Can also wait for text to appear at certain areas on the screen
    yield wait.forText('ACCOUNTS', new Position(3, 36)) ;
    ps.sendKeys('1' + ControlKey.ENTER);

    // All wait functions will timeout if the criteria is not met within a time
limit.
    // Can increase timeouts with an optional parameter in the wait functions (in
milliseconds)
    // All timeouts are specified in milliseconds and the default value is 10
seconds (10000ms).
    yield wait.forCursor(new Position(1, 1), 15000);
    ps.sendKeys('A' + ControlKey.ENTER);

    // PS provides the getText function for reading text from the screen
    numberOfAccounts = ps.getText(new Position(12, 3), 5);

    // Use the ui object to display some data from the screen
    ui.message('Number of active accounts: ' + numberOfAccounts);

```

```

    // The try / catch allows all errors to be caught and reported in a central
location
    } catch (error) {
        // Again we use the ui object to display a message that an error occurred
        yield ui.message('Error: ' + error.message);
    }
    //End Generated Macro
});

// Run the macro and return the results to the Macro Runner
// The return statement is required as the ZFE application leverages
// this to know if the macro succeeded and when it is finished
return macro();

```

User Interaction

This sample illustrates how to use the provided API methods to prompt the user for input or alert them with a message.

```

var macro = createMacro(function*(){
    'use strict';

    // The "ui" object provides functions for prompting the user for information and
displaying information

    // Declare variables for later use
    var username;
    var password;
    var flavor;
    var scoops;

    //Begin Generated Macro
    var ps = session.getPresentationSpace();

    try {
        // Prompt the user to enter their name and store it in a variable.
        // Note that 'yield' keyword is needed to block execution while waiting for the
user input.
        username = yield ui.prompt('Please enter your username');

        // Prompt the user to enter a value with a default provided to them.
        flavor = yield ui.prompt('What is your favorite flavor of ice cream?',
'Chocolate');

        // Prompt the user to enter private information by using the 'mask' option and
the input field will be masked as they type.
        // If a parameter is not used, 'null' can be used to specify that it isn't to
be used.
        // Here we illustrate that by specifying that we don't need to show a default
value .
        password = yield ui.prompt('Please enter your password', null, true);

        // The prompt function returns null if the user clicks the 'Cancel' button
instead of the 'OK' button.
        // One way to handle that case is to wrap the call in a try/catch block.
        scoops = yield ui.prompt('How many scoops would you like?');
        if (scoops === null) {
            // This will exit the macro.

```

```

        return;
        // Alternatively could throw an Error and have it be caught in the "catch"
below
    }
    // Use the collected values to order our ice cream
    ps.sendKeys(username + ControlKey.TAB + password + ControlKey.ENTER);
    yield wait.forCursor(new Position(5, 1));
    ps.sendKeys(flavor + ControlKey.TAB + scoops + ControlKey.ENTER);

    // Display a message to the user. Using the 'yield' keyword in front of the
call will block
    // further execution of the macro until the user clicks the 'OK' button.
    yield ui.message('Order successful. Enjoy your ' + scoops + ' scoops of ' +
flavor + ' ice cream ' + username + '!');
    } catch (error) {
        // Here we use the ui object to display a message that an error occurred
        yield ui.message(error.message);
    }
    //End Generated Macro

});

return macro();

```

Paging Through Data

This sample illustrates how to page through a variable number of screens and process the data on each screen.

```

// Create a new macro function.
var macro = createMacro(function*(){
    'use strict';

    // Create variable(s) for later use
    var password;
    var accountNumber;
    var transactionCount = 0;
    var row = 0;

    // Obtain a reference to the PresentationSpace object.
    var ps = session.getPresentationSpace();

    try {
        // Enter Username and Password to log on to the application.
        yield wait.forCursor(new Position(19, 48));
        ps.sendKeys('bjones' + ControlKey.TAB);

        yield wait.forCursor(new Position(20, 48));
        password = yield ui.prompt('Password:', null, true);
        ps.sendKeys(password);
        ps.sendKeys(ControlKey.ENTER);

        // Enter an application command.
        yield wait.forCursor(new Position(20, 38));
        ps.sendKeys('4');
        ps.sendKeys(ControlKey.ENTER);

        // Going to list transactions for an account.
        yield wait.forCursor(new Position(13, 25));
        ps.sendKeys('2');
        // Input an account number. Hard coded here for simplicity.
        yield wait.forCursor(new Position(15, 25));
        accountNumber = yield ui.prompt('Account Number:', '167439459');
        ps.sendKeys(accountNumber);
        ps.sendKeys(ControlKey.ENTER);
    }

```

```

// Wait until on account profile screen
yield wait.forText('ACCOUNT PROFILE', new Position(3, 33));

// Search for text that indicates the last page of record has been reached
while (ps.getText(new Position(22, 12), 9) !== 'LAST PAGE') {

    // While the last page of record has not been reached, go to the next page of records.
    ps.sendKeys(ControlKey.PF2);
    yield wait.forCursor(new Position(1, 1));

    // If the cursor position does not change between record screens, and there is no text
    // on the screen you can check to confirm a screen is updated, you may wait for a
    // fixed time period after an aid key is sent for the screen to settle.
    // For example:
    // yield wait.forFixedTime(1000);

    // For each of the rows, increment the count variable if it contains data.
    for (row = 5; row <= 21; row++) {

        // There are 2 columns on the screen. Check data on column 1.
        // In this example we know that if there is a space at a particular
        // position then there is a transaction.
        if (ps.getText(new Position(row, 8), 1) !== ' ') {
            transactionCount++;
        }
        // Check data on column 2.
        if (ps.getText(new Position(row, 49), 1) !== ' ') {
            transactionCount++;
        }
    }
}

// Check data on column 2.
if (ps.getText(new Position(row, 49), 1) !== ' ') {
    transactionCount++;
}
}

// After going through all record pages, display the number of records in a message box.
yield ui.message('There are ' + transactionCount + ' records found for account ' +
accountNumber + '.');

// Log out of the application
ps.sendKeys(ControlKey.PF13);
ps.sendKeys(ControlKey.PF12);

// The try / catch allows all errors to be caught and reported in a central location
} catch (error) {
    // Here we use the ui object to display a message that an error occurred
    yield ui.message(error.message);
}
});

// Here we run the macro and return the results to the Macro Runner
// The return statement is required as the ZFE application leverages
// this to know if the macro succeeded
return macro();

```

Invoking a Web Service

This sample illustrates how to make an AJAX / REST call directly from a macro to a web service. You can integrate data from your host application into the web service call or from the web service into your host application.

In this example, we are calling the Verastream Host Integrator (VHI) CICSAccountsDemo REST service. However, you can easily adapt the code to call any web service. You are not limited to VHI.

In the example the call goes through a proxy configured in the session server (shown below) to avoid a “Same Origin Policy” complication. If you are using a web service that supports [Cross-origin Resource Sharing \(CORS\)](#) and are using a modern browser, the proxy is unnecessary.

Since the jQuery library is available in macros, so you may use the \$.post() function directly to invoke REST services.

This example also demonstrates how to wrap a jQuery REST call in a new Promise. The promise returned from the custom function below allows "yield" to be used in the main macro code. This allows the main macro execution to wait until the service call is complete before continuing.

```
var macro = createMacro(function*() {
  'use strict';

  // Create a few variables for later user
  var username;
  var password;
  var accountNumber;
  var accountDetails;

  // Create a function that will make an AJAX / REST call to a VHI Web Service.
  // Could be adjusted to call any web service, not just VHI.
  // If not using CORS, the request will likely need to pass through a
  // proxy on the session server. See sample notes for more information.
  /**
   * Hand-coded helper function to encapsulate AJAX / REST parameters, invoke the
   * REST service and return the results inside a Promise.
   * @param {Number} acctNum to send to the REST query.
   * @param {String} username to access the REST service.
   * @param {String} password to access the REST service.
   * @return {Promise} containing $.post() results that are compatible with yield.
   */
  var getAccountDetails = function (acctNum, username, password) {
    var url = "proxyl/model/CICSAcctsDemo/GetAccountDetail";
    var args = {"filters": {"AcctNum": acctNum}, "envVars": {"Username": username,
"Password": password}};

    // Wrap a jQuery AJAX / HTTP POST call in a new Promise.
    // The promise being returned here allows the macro to yield / wait
    // for its completion.
    return Promise.resolve($.post(url, JSON.stringify(args)))
      .catch(function (error) {
        // Map errors that happen in the jQuery call to our Promise.
        throw new Error('REST API Error: ' + error.statusText);
      });
  };

  // Begin Generated Macro
  var ps = session.getPresentationSpace();
  try {
    // Could interact with the host here, log into a host app, etc...
    // Gather username and password
    username = yield ui.prompt('Username:');
    password = yield ui.prompt('Password:', null, true);
    accountNumber = yield ui.prompt('Account Number:');
    if (!username || !password || !accountNumber) {
      throw new Error('Username or password not specified');
    }

    // Invoke external REST service, and yields / waits for the call to complete.
    accountDetails = yield getAccountDetails(accountNumber, username, password);

    // We now have the data from our external service.
    // Can integrate the data into our local host app or simply display it to the user.
    // For this sample we simply display the resulting account details.
    if (accountDetails.result && accountDetails.result.length > 0) {
```



```

        yield ui.message(accountDetails.result[0].FirstName + ' $' +
accountDetails.result[0].AcctBalance);
    } else {
        yield ui.message('No records found for account: ' + accountNumber);
    }
} catch (error) {
    // If an error occurred during the AJAX / REST call
    // or username / password gathering we will end up here.
    yield ui.message(error.message);
}
});

// Run our macro
return macro();

```

Cross Origin Scripting Proxy Support

If you have web services that do not support CORS, AJAX/REST calls will fail if they attempt to access a different server than the one where the ZFE application originated. This is a browser security feature.

The Reflection ZFE server provides a way explicitly to proxy to trusted remote servers.

- ◆ Open `..\ReflectionZFE\sessionserver\webapps\zfe\WEB-INF\web.xml` in your ZFE deployment.
- ◆ Modify the file as shown:

```

<!--
Example of how to proxy 3rd party services that do not support CORS.
The following configuration would allow you to invoke remote VHI REST
services via local URLs (e.g. an HTTP POST to
"proxyl/model/CICSAcctsDemo/GetAccountDetail" would be routed to
"http://remote-vhi-server:9680/vhi-rs/model/CICSAcctsDemo/GetAccountDetail").
-->
<servlet>
  <servlet-name>vhi-rs-proxyl</servlet-name>
  <servlet-class>org.eclipse.jetty.proxy.ProxyServlet$Transparent</servlet-class>
  <init-param>
    <param-name>proxyTo</param-name>
    <param-value>http://remote-vhi-server:9680/vhi-rs/</param-value>
  </init-param>
  <init-param>
    <param-name>prefix</param-name>
    <param-value>/proxyl</param-value>
  </init-param>
  <async-supported>true</async-supported>
</servlet>
<servlet-mapping>
  <servlet-name>vhi-rs-proxyl</servlet-name>
  <url-pattern>/proxyl/*</url-pattern>
</servlet-mapping>

```

- ◆ Uncomment the servlet and servlet-mappings sections.
- ◆ Change `http://remote-vhi-server:9680/vhi-rs` to the actual URL of your target REST server. You can also rename the url-pattern.
- ◆ Keep in mind that even when a REST server supports CORS headers, some older browsers may not, so this example may still be relevant.

TIP: Your customized `web.xml` file may be replaced whenever you redeploy Reflection ZFE. Always back up your files.

Working with DataCells and Attributes

This macro illustrates how to use DataCells and AttributeSet to inspect a given row/column on the screen for text and attributes. In this sample you can see:

- ♦ How to get a collection of DataCells for a given position and length.
- ♦ How to iterate through DataCells to build up a text string
- ♦ How, for comparison, you can also do a similar thing using getText().
- ♦ And finally, how to work with attributes, get a string listing, or determine whether specific ones are set at a given screen location.

```
var macro = createMacro(function*() {
  'use strict';

  // Obtain the PresentationSpace for interacting with the host
  var ps = session.getPresentationSpace();

  // Declare variables for later use
  var cells;
  var text;
  var attrs;

  // Set the default timeout for "wait" functions
  wait.setDefaultTimeout(10000);

  // Sample macro for working with DataCells and Attributes
  try {
    yield wait.forCursor(new Position(24, 2));

    // Get DataCells from the presentation space.
    // Row 19, col 3 is the prompt, 35 characters long
    // "Choose from the following commands:"
    cells = ps.getDataCells({row:19, col:3}, 35);
    text = '';

    // You can display text using getText
    yield ui.message("Screen text: " + ps.getText({row:19, col:3}, 35));

    // Or you can assemble the text from the DataCells at each position
    for(var index = 0; index < cells.length; index++) {
      text = text.concat(cells[index].getChar());
    }
    // And display the text
    yield ui.message("Cells text: " + text);

    // Get the attributes for the first DataCell (cell[0])
    attrs = cells[0].getAttributes();

    // Display whether we have any attributes on the data cell
    yield ui.message("Attribute set is empty: " + attrs.isEmpty());

    // Display how many attributes are set
    yield ui.message("Number of attributes: " + attrs.size());

    // Display which attributes are set
    yield ui.message("Attributes: " + attrs.toString());

    // Now display whether the high intensity attribute is set
    yield ui.message("Is high intensity: " +
      attrs.contains(Attribute.HIGH_INTENSITY));

    // Now display whether the underline attribute is set
    yield ui.message("Is underline: " +
      attrs.contains(Attribute.UNDERLINE));

    // Now display whether alphanumeric, intensified and pen-detectable attributes are
    set
    yield ui.message("Is alphanumeric, intensified and pen-detectable: " +
      attrs.containsAll([Attribute.ALPHA_NUMERIC, Attribute.HIGH_INTENSITY,
```

```

Attribute.PEN_DETECTABLE]));

    // Now display whether underline, intensified and pen-detectable attributes are set
    yield ui.message("Is underline, intensified and pen-detectable: " +
        attrs.containsAll([Attribute.UNDERLINE, Attribute.HIGH_INTENSITY,
Attribute.PEN_DETECTABLE]));
    } catch (error) {
        yield ui.message(error);
    }
}
//End Generated Macro
});

// Run the macro
return macro();

```

Using Fields and Field Lists

This macro sample illustrates how to use common functions to interact with the fields in the Macro API. For example, how to get field text, view field information, and how to use `field.setText` as an alternative to `sendKeys` to interact with the host.

NOTE: Due to browser considerations `ui.message` collapses strings of spaces down to a single space. The spaces are preserved in the actual JavaScript.

```

var macro = createMacro(function*() {
    'use strict';

    // Obtain the PresentationSpace for interacting with the host
    var ps = session.getPresentationSpace();

    // Declare variables for later use
    var fields;
    var field;
    var searchString = 'z/VM';

    // Set the default timeout for "wait" functions
    wait.setDefaultTimeout(10000);

    // Sample macro for working with FieldList and Fields
    try {
        yield wait.forCursor(new Position(24, 2));

        // Get the field list.
        fields = ps.getFields();

        // Run through the entire list of fields and display the field info.
        for(var index = 0; index < fields.size(); index++) {
            field = fields.get(index);

            yield ui.message("Field " + index + " info: " + field.toString());
        }

        yield ui.message("Now, find a field containing the text '" + searchString + "'");
        field = fields.findField(new Position(1, 1), searchString);

        if(field !== null) {
            yield ui.message("Found field info: " + field.toString());
            yield ui.message("Found field foreground is green? " + (Color.GREEN ===
field.getForegroundColor()));
            yield ui.message("Found field background is default? " + (Color.BLANK_UNSPECIFIED
=== field.getBackgroundColor()));
        }

        // Now, find command field and modify it.
        field = fields.findField(new Position(23, 80));
        if(field !== null) {
            field.setText("cics");
        }
    }
}

```

```

yield ui.message("Click to send 'cics' to host.");
ps.sendKeys(ControlKey.ENTER);

// Wait for new screen; get new fields.
yield wait.forCursor(new Position(10, 26));
fields = ps.getFields();

// Find user field and set it.
field = fields.findField(new Position(10, 24));
if(field != null) {
    field.setText("myusername");
}

// Find password field and set it.
field = fields.findField(new Position(11, 24));
if(field != null) {
    field.setText("mypassword");
}

yield ui.message("Click to send login to host.");
ps.sendKeys(ControlKey.ENTER);

// Wait for new screen; get new fields.
yield wait.forCursor(new Position(1, 1));
fields = ps.getFields();

// Find command field and set logoff command.
field = fields.findField(new Position(24, 45));
if(field != null) {
    field.setText("cesf logoff");
}

yield ui.message("Click to send logoff to host.");
ps.sendKeys(ControlKey.ENTER);

} catch (error) {
    yield ui.message(error);
}
//End Generated Macro
});

// Run the macro
return macro();

```

Automatic Sign-On Macro for Mainframes

In this example the Autosignon object is used to create a macro that uses the credentials associated with a user to obtain a pass ticket from the Digital Certificate Access Server (DCAS).

```

var macro = createMacro(function*() {
    'use strict';

    // Obtain the PresentationSpace for interacting with the host
    var ps = session.getPresentationSpace();

    // Variable for login pass ticket
    var passTicket;

    // Login application ID
    var appId = 'CICSV41A';

    // Set the default timeout for "wait" functions
    wait.setDefaultTimeout(10000);

    // Begin Generated Macro
    try {
        yield wait.forCursor(new Position(24, 2));

        // Obtain a pass ticket from DCAS.
        passTicket = yield autoSignon.getPassTicket(appId);
    }

```

```

ps.sendKeys('cics');
ps.sendKeys(ControlKey.ENTER);

yield wait.forCursor(new Position(10, 26));

// Replace generated username with sendUserName(passTicket) ...
yield autoSignon.sendUserName(passTicket);

// ps.sendKeys('bvtst01' + ControlKey.TAB + ControlKey.TAB);
ps.sendKeys(ControlKey.TAB + ControlKey.TAB);

yield wait.forCursor(new Position(11, 26));

// Replace generated password with sendPassword(passTicket) ...
yield autoSignon.sendPassword(passTicket);

// var userInput3 = yield ui.prompt('Password:', '', true);
// if (userInput3 === null) {
//     // throw new Error('Password not provided');
// }
// ps.sendKeys(userInput3);
ps.sendKeys(ControlKey.ENTER);

yield wait.forCursor(new Position(1, 1));
yield ui.message('Logged in. Log me off.');
```

```

ps.sendKeys('cesf logoff');
ps.sendKeys(ControlKey.ENTER);
} catch (error) {
    yield ui.message(error);
}
//End Generated Macro
});

// Run the macro
return macro();
```

Using File Transfer (IND\$File)

This series of sample macros demonstrate how to use the File Transfer API to retrieve a list of files, download a file, and upload a file to a 3270 host.

NOTE: You must be logged in and at a ready prompt before running these macros.

List files

This macro demonstrates how to use the File Transfer API to retrieve a list of files on a 3270 host using IND\$File transfer. The IND\$File transfer object is retrieved from the file transfer factory and then used to obtain an array of HostFile objects from either TSO or CMS.

```

var macro = createMacro(function*() {
  'use strict';

  try {
    var fileTransfer = fileTransferFactory.getInd$File();
    var hostFiles = yield fileTransfer.getHostFileListing();

    yield ui.message('Found ' + hostFiles.length + ' files');
    if (hostFiles.length > 0) {
      var firstFile = hostFiles[0];
      var msg1 = 'The catalog name is ' + firstFile.getParent() + '. ';
      var msg2 = 'The first file is ' + firstFile.getName();
      yield ui.message(msg1 + msg2);
    }
  } catch (error) {
    yield ui.message(error);
  }
});

// Run the macro
return macro();

```

Download file

This macro shows how to use the File Transfer API to download a file from a 3270 host using IND\$File transfer. The IND\$File transfer object is retrieved from the file transfer factory. In this example the transfer method is set to ASCII to demonstrate use of the setTransferOptions function. The sample macro downloads the first file returned from a call to getHostFileListing by creating a download URI with a call to the getDownloadUrl function.

The macro can be used in either a CMS or TSO environment but the choice must be specified on the first line or the code modified slightly for the intended system.

```

var hostEnvironment = 'CMS'; // 'TSO'
// Construct file path, ie catalog/file.name or catalog/partition/file
function getPath (fileNode) {
  var prefix = fileNode.getParent() ? fileNode.getParent() + '/' : '';
  return prefix + fileNode.getName();
}

var macro = createMacro(function*() {
  'use strict';

  try {
    var fileTransfer = fileTransferFactory.getInd$File();

    // The transferMethod options are 'binary' and 'ascii'
    fileTransfer.setTransferOptions({transferMethod: 'ascii'});

    // This demo retrieves the first file returned in the listing
    var hostFiles = yield fileTransfer.getHostFileListing();
    var firstHostFile = hostFiles[0];

    if (hostEnvironment === 'CMS') {
      yield wait.forText('Ready', new Position(1,1), 5000);
    }

    // Download
    // If you already know the path of the file you want, just pass that to
    getDownloadURL()
    var downloadUrl = fileTransfer.getDownloadURL(getPath(firstHostFile));

    // This changes the browser location. You may experience different results on

```

```

different browsers
    window.location = downloadUrl;

    // If you want to read the file contents into a variable instead of downloading
    // it, you can use jQuery
    // var fileContents = yield $.get(downloadUrl);

    } catch (error) {
        yield ui.message(error);
    }
});

// Run the macro
return macro();

```

Upload file

This macro illustrates how to use the File Transfer API to upload a file to a 3270 host using IND\$File transfer. The sample macro prompts the user to choose a file from the local file system by triggering the browser's file selection dialog. It then retrieves the current catalog on TSO or drive identifier on CMS by calling `getHostFileListing`. Finally, the `sendFile` function is called to deliver the selected local file to the host.

The macro can be used in either a CMS or TSO environment but the choice should be specified on the first line. In this example, the transfer method is set to **ascii**; you may want to change this to **binary**.

```

var hostEnvironment = 'CMS'; // 'TSO'
// Open the browser's file chooser dialog programmatically
function promptForFileToUpload () {
    return new Promise(function (resolve, reject) {
        // We are not notified if the user cancels the file chooser dialog so reject after 30
seconds
        var timerId = setTimeout(reject.bind(null, 'Timed out waiting for file selection'),
30000);
        var fileSelector = document.createElement('input');
        fileSelector.setAttribute('type', 'file');
        fileSelector.onchange = function (evt) {
            var file = evt.target.files[0];
            clearTimeout(timerId);
            resolve(file);
        };
        fileSelector.click();
    });
}

var macro = createMacro(function*() {
    'use strict';

    try {
        var fileTransfer = fileTransferFactory.getInd$File();

        // The transferMethod options are 'binary' and 'ascii'
        fileTransfer.setTransferOptions({transferMethod: 'ascii'});

        var localFile = yield promptForFileToUpload();

        // Retrieve the current catalog name and append the selected file name to it
        var hostFiles = yield fileTransfer.getHostFileListing();
        var destination = hostFiles[0].getParent() + '/' + localFile.name;
    }
}

```

```
    if (hostEnvironment === 'CMS') {
      yield wait.forText('Ready', new Position(1,1), 5000);
    }

    var result = yield fileTransfer.sendFile(localFile, destination);

  } catch (error) {
    yield ui.message(error);
  }
});

// Run the macro
return macro();
```


11 File and Data Transfer

Reflection ZFE supports two different file transfer protocols; IND\$FILE for 3270 host transfers and File Transfer Protocol (FTP) which allows a local computer to act as an FTP client. Once connected, you can view files on the server and use the File Transfer Protocol (FTP) to transfer files between your local computer (or any networked drive) and the FTP server.

Before you can transfer files, you (as the administrator) must enable the transfer option for the current session and make the necessary configurations. This is done on the File Transfer settings panel.

- ♦ [IND\\$FILE file transfer](#)
- ♦ [FTP file transfer](#)

IND\$FILE file transfer

Mainframe file transfer copies files between your computer and a 3270 mainframe using the IND\$FILE host program. As an administrator, you can choose to transfer files using either TSO, CMS, or CICS host filing systems.

From the **Host file system** drop down list, select which IBM 3270 operating environment the host is running. ZFE supports TSO (Time Sharing Option), CMS (Conversational Monitor System) and CICS. The default selection is None.


NOTE: When using CICS as the host system you must enter the names of the files you are transferring manually. A list of files to choose from is not available.

There is support for ASCII or binary transfers.

Transferring files

You must be connected and logged into the host to transfer files for the current 3270 session.

- 1 Verify that the host is in a 'ready' state to accept the IND\$FILE command.

- 2 From the toolbar, click the **IND\$File** icon .

- 3 The File Transfer dialog box displays, containing a list of host files and directories that are available to transfer. Directories and files are indicated by an icon when you select the file. For CICS hosts, type in the names of the files you want to transfer.

- 4 Select the transfer method. The options are:

- ♦ Binary

Use for program files and other types of files that should not be translated, such as files that have already been formatted for a particular type of printer or files with application-specific formatting. Binary files contain non-printable characters; using this method, a file is not converted or translated during the transfer.

- ◆ ASCII

Use to transfer text files with no special formatting. ASCII files on the PC are translated to the EBCDIC character set on the host and host text files are converted from EBCDIC to ASCII when they are downloaded.

You can refresh the file list at any time by clicking the **Refresh** icon in the upper left corner of the File Transfer dialog box.

Downloading files

- 1 From the list, select the file or directory to initiate the transfer. You can choose to save or open the files in the format you selected in step 3.
- 2 If necessary, you can cancel the transfer from the transfer progress panel.

Uploading files

NOTE: IBM mainframe computer systems impose certain naming conventions for files. For detailed information on naming requirements, see the [IBM documentation](#).

There are two methods for uploading files:

- 1 From the File Transfer dialog box, click **Upload**.
- 2 Choose the file you want to upload from the Browse window.

Or:

- 1 Drag the file you want to upload from its location to the File Transfer dialog box.
- 2 Click **Refresh** to verify the file was successfully uploaded.

If you cancel the upload process before a file has been completely transferred, a partial file will be left behind on the host.


Troubleshooting your file transfers

Occasionally you might encounter errors when attempting a file transfer. These errors may be mainframe issues or may be caused by browser security settings.

If a transfer completes but the file doesn't contain the data expected, verify that the transfer method is properly set to either Binary or ASCII.

For host-specific errors, see [IBM File Transfer Error Messages](#).

FTP file transfer

After the administrator configures a session to include FTP functionality, click  to open the FTP File Transfer window containing a list of host files that are available to transfer. Directories and files are indicated by an icon when you select the file.

- ◆ [Transferring files](#)
- ◆ [Downloading files](#)
- ◆ [Uploading files](#)

Transferring files

1 Select the transfer method. The options are:

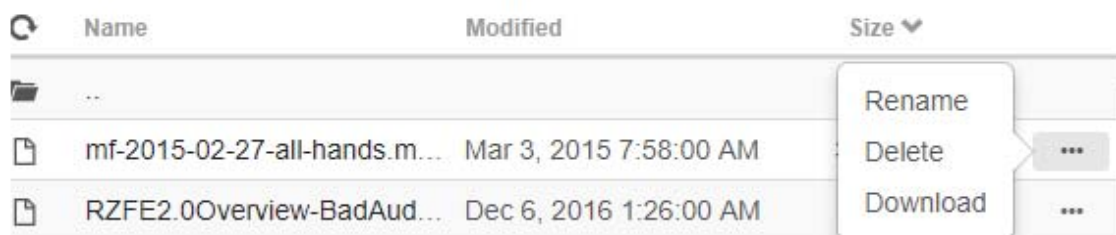
- ◆ Binary

Use for program files and other types of files that should not be translated, such as files that have already been formatted for a particular type of printer or files with application-specific formatting. Binary files contain non-printable characters; using this method, a file is not converted or translated during the transfer.

- ◆ ASCII

Use to transfer text files with no special formatting. ASCII files on the PC are translated to the EBCDIC character set on the host and host text files are converted from EBCDIC to ASCII when they are downloaded.

2 You can rename, delete, or download a file from the list of files.



3 Refresh the file list at any time by clicking the **Refresh** icon in the upper left corner of the File Transfer dialog box.

Downloading files

- 1 From the list, select the file to initiate the transfer.
- 2 If necessary, you can cancel the transfer from the transfer progress panel.

Uploading files

There are two methods for uploading files:

- 1 From the File Transfer dialog box, click **Upload**.
- 2 Choose the file you want to upload from the Browse window.

Or:

- 1 Drag the file you want to upload from its location to the File Transfer dialog box.
- 2 Click **Refresh** to verify the file was successfully uploaded.

Click **New Directory** to create a new directory on the remote server. You are prompted to enter the new directory name.

12 Logging

Reflection ZFE uses Log4J 1.2 to implement logging. Log4J has its own configuration file and documentation. The configuration file, located in `ReflectionZFE/sessionserver/conf/log4j.xml`, has a number of logging levels configured for output, and contains comments about the type of information that you can gather by changing logging levels.

For more information, see the [Log4J documentation \(http://logging.apache.org/log4j/1.2\)](http://logging.apache.org/log4j/1.2).

The default logging (log4j) configurations are:

- ◆ Log file output is saved to `logs/server.log`
- ◆ In addition to logging to the `server.log` file, all console output is captured by the Reflection ZFE session server and stored in a file on disk.
- ◆ The configuration for how the console output is stored on file in `ReflectionZFE/sessionserver/conf/container.conf`.

The file storage configuration properties include, but are not limited to the following (there are comments in `container.conf` that provide more information):

- ◆ `wrapper.logfile` - the location of the captured log file (default is `.../logs/server.log`)
- ◆ `wrapper.logfile.rollmode` - the mechanism in which the existing log file is stored as a backup and a new file is created (default is rolling over when the log file reaches a certain size and storing the rolled over log file with a roll number modifier)
- ◆ `wrapper.logfile.maxsize` - the maximum size the log file can reach before it is rolled over (default is 10MB)
- ◆ `wrapper.logfile.maxfiles` - the maximum number of rolled log files to keep on disk (default is 10)
- ◆ There are various types of logging levels you can use to produce different types of information. Log4j supports the following levels (these definitions are taken from the Log4j documentation where you can find more detailed information):
 - ◆ Trace - this level designates finer-grained informational events than Debug
 - ◆ Debug - this level designates fine-grained informational events that are most useful to debug an application.
 - ◆ Info - This level designates informational messages that highlight the progress of the application at coarse-grained level.
 - ◆ Warn - This level designates potentially harmful situations.
 - ◆ Error - This level designates error events that might still allow the application to continue running.
 - ◆ Fatal - This level designates very severe error events that will presumably lead the application to terminate.

13 Connectors and APIs

Reflection ZFE has a collection of APIs and libraries that help you develop efficient client/server and Web applications that integrate host data into various development environments.

- ♦ [Using the Reflection ZFE SDK](#) you can use the provided Java API to enhance the presentation of host data using server side events.
- ♦ [Using the Reflection ZFE Connector for Windows](#) you can interact with host sessions; creating new sessions and authenticating and connecting to existing Reflection ZFE sessions, using the API and samples provided.

Related Topics

[Customize your session](#)

[Reflection ZFE Connector for Windows API documentation](#)

[Reflection ZFE SDK](#)

Using the Reflection ZFE SDK

Use [server side events](#) to supply procedural Java code that can extend and improve the presentation of host data. To help you create server side events, Reflection ZFE has an [SDK](#) and samples that are available to provide you with a starting point.

Examples and documentation

You can view the [Reflection ZFE SDK](#).

To access the SDK for direct viewing and to import to your IDE:

- 1 Navigate to <install-dir>\Micro Focus\ReflectionZFE\sessionserver\sdk\java.
- 2 In the SDK directory, access:
 - ♦ \javadoc. This directory contains JavaDoc files for direct viewing.
 - ♦ \samples - This directory contains Java sources for direct viewing.
 - ♦ \zfe-sdk.jar - The JAR file contains the Java classes to import into your IDE.
 - ♦ \zfe-sdk-javadoc.jar - The JAR file contains JavaDoc files to import into your IDE.

Using the Reflection ZFE Connector for Windows

Reflection ZFE Connector for Windows is a separate installation which you can find on the Micro Focus [download site](#). Using the Reflection ZFE Connector for Windows, you can interact with ZFE host sessions in your .NET application or within Visual Basic for Applications. Here are a few things to keep in mind as you prepare to install:

- ◆ Two install platforms are available: a 32-bit version and a 64-bit version. Depending on which one you install, the default base install path will be `C:\Program Files (x86)\Micro Focus\ReflectionZFE\Connector for Windows` or `C:\Program Files\Micro Focus\ReflectionZFE\Connector for Windows`.
- ◆ The installation platform you choose also determines the solution platform in which you can develop. For example: If you have installed the 32-bit version of Microsoft Office® and want to use Visual Basic for Applications with the connector, then you must install the 32-bit version of the Reflection ZFE Connector for Windows.
- ◆ .NET 4.5.2 is required.

Examples and connector documentation

You can find the Reflection ZFE Connector for Windows API documentation [here](#).

You can find documentation which you can reference from your IDE and samples here:

- 1 Navigate to the install directory. In a default install, either `C:\Program Files (x86)\Micro Focus\ReflectionZFE\Connector for Windows` or `C:\Program Files\Micro Focus\ReflectionZFE\Connector for Windows` depending on your platform.
- 2 In the `Connector for Windows` directory you will find:
 - ◆ `MicroFocus.ZFE.Connector.dll` - a .NET Framework assembly to reference in your C# or .NET project.
 - ◆ `MicroFocus.ZFE.Connector.tlb` - a Type Library to use in your COM or Visual Basic for Applications project.
 - ◆ `\help` - this directory contains information which will aid in using the connector.
 - ◆ `\samples` - this directory contains the code samples that provide a starting point for developing your own applications.

Using the connector with Microsoft Visual Studio

If you are using Microsoft Visual Studio to develop applications, keep these things in mind:

- ◆ When using Microsoft Visual Studio with Reflection ZFE Connector for Windows, make sure your solution platform is set to either x86 or x64, depending on your installation. Because of the native components used within the Reflection ZFE Connector for Windows SDK, the **Any CPU** platform is not supported. Use the Configuration Manager for your Visual Studio Solution to create a platform for x86 or x64.
- ◆ When adding a reference to the Reflection ZFE Connector for Windows library, Visual Studio may set the **Copy Local** reference property to True. This should be set to **False** so that the library and its dependencies are executed from the SDK install directory.

14 Technical References

In this section you can find information on specific issues that you may encounter. In the [Micro Focus Technical Support Handbook](#) you will find information about how to get technical support for your product, access to our online resources, and how to contact and work with our worldwide technical support organization.

- ♦ [Using Default Java Cryptography](#)
- ♦ [Copying Sessions between Management and Security Servers](#)
- ♦ [Macro Replication across Servers](#)
- ♦ [Configuring User Names when Using Anonymous Access Control](#)
- ♦ [Known Issues](#)

Using Default Java Cryptography

Reflection ZFE uses Bouncy Castle, which is a Java implementation of cryptographic algorithms, to ensure secure connections between components. Occasionally it may become advantageous to replace the Bouncy Castle implementation with standard Java cryptography.

This is a two step process; first replacing Bouncy Castle with the Java implementation and second, importing certificates to enable communication between MSS and Reflection ZFE.

Replacing Bouncy Castle with the Java cryptographic implementation:

- 1 Open `sessionserver\conf\container.conf` in a text editor.
- 2 Set `-Dcom.attachmate.integration.container.CRYPTO.enabled` to **false**. For example:

```
wrapper.java.additional.10=-  
Dcom.attachmate.integration.container.CRYPTO.enabled=false
```

- 3 Update these trust store settings to use the default JKS format.

```
wrapper.java.additional.6=-Djavax.net.ssl.trustStore=../etc/  
servletcontainer.jks  
wrapper.java.additional.8=-Djavax.net.ssl.trustStoreType=jks  
wrapper.java.additional.12=-  
Dmanagement.server.client.ssl.trustStoreFileName=../etc/servletcontainer.jks  
wrapper.java.additional.13=-Dmanagement.server.client.ssl.trustStoreType=jks
```

Save the file.

- 4 Open `\sessionserver\services\servletengine\META-INF\service-ctx.xml`
- 5 Modify the settings as follows:

```
Update keystoreName and keystorePath from bfcks to jks  
Update keystoreType and trustStoreType from BCFKS to JKS  
Insert <property name="keyStoreType" value="JKS"/> to the  
mutualAuthKeystoreGenerator bean.
```

- 6 Restart the session server.

Configuring communication between MSS and Reflection ZFE by enabling their respective keystores:

- 1 To import the MSS certificate to the Reflection ZFE keystore, from the `sessionserver/etc` directory, run the following commands:

```
keytool -importcert -file <path-to-the-MSS-certificate> -alias mgmt-server -
  keystore servletcontainer.jks -storetype jks - storepass not-secure
keytool -importcert -file <path-to-the-MSS-certificate> -alias mgmt-server -
  keystore system.jks -storetype jks -storepass not-secure
```

- 2 To import the Reflection ZFE certificate to the MSS trusted subsystem keystore, from the `MSS/server/etc` directory, run the following command:

```
keytool -importcert -file <path-to-the-ZFE-certificate> -alias zfe-server -
  keystore system.bcfks -storetype bcfks - storepass changeit -providername
  BCFIPS -providerclass
  org.bouncycastle.jcajce.provider.BouncyCastleFipsProvider -providerpath ../
  lib/bc-fips-1.0.1.jar
```

- 3 Restart both MSS and the Reflection ZFE session server.

Copying Sessions between Management and Security Servers

You can copy and convert Reflection for the Web sessions and make them available to another Management and Security Server (MSS) and Reflection ZFE.

NOTE: In the following procedure the Management and Security Server you are copying sessions from is the **source**, and the Management and Security Server you are copying to is the **destination**.

To copy sessions from the source server to the destination server follow these steps:

- 1 Stop the destination MSS server, if necessary.
- 2 On both source and destination MSS servers, open *SessionDS.xml*, located:
 - ♦ On Windows: `C:\ProgramData\Micro Focus\MSS\MSSData`
 - ♦ On Linux: `/var/opt/microfocus/mss/mssdata`
- 3 In the source XML file, locate the `OBJECT_ARRAY` element.
- 4 Still in the source XML file, under `OBJECT_ARRAY`, locate and copy the Reflection for the Web child *Session* elements.
- 5 Open the destination XML file and paste them under the destination file's `OBJECT_ARRAY` element.
- 6 Still in the destination file, locate the `OBJECT_ARRAY` size attribute that corresponds to the number of sessions. Increase that value by the number of session elements you added. For example, if you pasted six *Session* elements in the destination file and the existing `OBJECT_ARRAY` size attribute value is 4; increase the value by six. The size attribute should now be ten. And you should now have 10 *Session* elements listed under the `OBJECT_ARRAY` element.
- 7 Session names must be unique. Check the destination file for duplicate session names. You can find session names in the *Session* child element, *SessionName*.

- 8 Copy the configuration files for every session added to *SessionDS.xml* from the source to the destination server. The names of the configuration files are located under the *Session* element in the child element, *configuration*. The files themselves are located:
 - ♦ On Windows: `C:\ProgramData\Micro Focus\MSS\MSSData\deploy\dyncfgs`
 - ♦ On Linux: `/var/opt/microfocus/mss/mssdata/deploy/dyncfgs`
- 9 If you stopped the destination MSS server, restart it. Open the Administrative Console. You should see all your copied sessions.

Macro Replication across Servers

Macros that are created by the end-user are not replicated between Management and Security Servers (MSS). Although Management and Security Servers can be deployed in a clustered environment where data is replicated across all servers in the deployment; macros created by the end-user for a session cannot be replicated.

To ensure that every Reflection ZFE session server has access to all end-user macros, it is important that every session server in a multi-server deployment environment points to a single Management and Security Server. To do this, specify the same Management and Security Server during the installation of the separate Reflection ZFE session servers.

You can back up the Reflection ZFE user macros by copying the `<install-location>/Micro Focus/ReflectionZFE/managementserver/conf/prefs` directory to another location.

Configuring User Names when Using Anonymous Access Control

Users need access to their macros, user configurations, and other personalized settings whether they are authenticated anonymously through Management and Security Server or not. Reflection ZFE uses user names to store user-specific information; but what happens when users are anonymously authenticated through Management and Security Server's access control interface?

In a default environment, Reflection ZFE uses the session id of the HTTP session as the value for the user name. While this user name is unique for each browser session, it changes over time and when MSS is configured in anonymous mode, in order to consistently retrieve user settings, all users of that Reflection ZFE session necessarily share the same settings.

However, Reflection ZFE supports a number of ways that, as an administrator, you can configure a unique identifier for each user so their customized settings can be stored and retrieved.

NOTE: These configuration modifications do not alter the security considerations of using Management and Security Server in anonymous mode.

Related Topics

[Configuration options](#)

[Troubleshooting the configuration](#)

Configuration options

There are four different configuration options you can choose from when configuring user name identifiers. You must restart the Reflection ZFE session server before any changes take affect.

- ◆ **To use an HTTP request cookie value as the user name**

Add the following lines to `<session-server>/conf/container.properties`:

```
zfe.principal.name.provider=com.microfocus.rzfe.webclient.security.rsg.CookieKeyAnonymousPrincipalNameProvider
zfe.principal.name.identifier=<the-cookie-key-to-be-used>
```

- ◆ **To use an HTTP request header value as the user name**

Add the following lines to: `<session-server>/conf/container.properties`:

```
zfe.principal.name.provider=com.microfocus.rzfe.webclient.security.rsg.HeaderKeyAnonymousPrincipalNameProvider
zfe.principal.name.identifier=<the-header-key-to-be-used>
```

- ◆ **To use an HTTP request URL parameter as the user name**

Add the following lines to: `<session-server>/conf/container.properties`

```
zfe.principal.name.provider=com.microfocus.rzfe.webclient.security.rsg.UrlParameterAnonymousPrincipalNameProvider
zfe.principal.name.identifier=<the-url-parameter-key-to-be-used>
```

- ◆ **To use the client IP address as the user name**

Add the following line to: `<session-server>/conf/container.properties`

```
zfe.principal.name.provider=com.microfocus.rzfe.webclient.security.rsg.RemoteAddressAnonymousPrincipalNameProvider
```

Troubleshooting the configuration

If any of your users experience problems when connecting to a Reflection ZFE web application after you have made the configuration changes, check the following:

- ◆ Users experience a **503 Service Unavailable** message when connecting to a Reflection ZFE web application. First check the log file (`<session-server>/logs/server.log`), then:

- If the log file contains this message: **“Unable to create AnonymousPrincipalNameProvider instance for class...”**, then the `zfe.principal.name.provider` property is probably mistyped. Check the spelling and letter case to remedy this issue.

- If the log file contains this message: **“zfe.principal.name.identifier is not defined”**, then the property is missing. Ensure the property is defined to remedy this issue.

- ◆ Users are unable to properly authenticate.

Users should receive an error message indicating the initial HTTP request to the Reflection ZFE web application did not contain the required information.

Known Issues

These issues have been identified in previous releases and are known issues.

- ◆ [Browser issues](#)
- ◆ [Security issues](#)
- ◆ [Host specific issues](#)

Browser issues

The following notes are specific to different web browsers.

Recommended browsers

It is highly recommended that you use Google Chrome or Mozilla Firefox. While Reflection ZFE supports Microsoft Internet Explorer (IE) 10+, there are known performance issues with Internet Explorer's JavaScript engine that may negatively affect the end user experience with Reflection ZFE.

- ◆ [Internet Explorer Unable to Play Recorded Reflection ZFE Macros](#)
- ◆ [Internet Explorer Displays Blank Screens](#)

There are remedies to both these issues, however the easiest solution is to use a different browser.

Key mapping issues with different browsers

Certain keys on a numeric keypad and some browser-specific keys cannot be mapped. For example, in Chrome, Ctrl+n and Ctrl+w cannot be mapped.

Security issues

These are noted security considerations.

Host specific issues

The following are issues that are specific to different host types.

Issues encountered with VT hosts

Type	Description
Performance issues	<ul style="list-style-type: none">◆ Heavy text output, such as form “Is-IR” may cause slow performance◆ Scrolling regions may appear slow or choppy◆ Cursor movememnt may be slow or choppy◆ Internet Explorer is particularly slow, and performance degrades further when used for rows and columns.
Character sets	<ul style="list-style-type: none">◆ Graphical characters and some character sets are not supported.◆ Some non-English characters may cause the terminal display to freeze.
Other VT issues	<ul style="list-style-type: none">◆ Insert/delete column (DECIC, DECDL) may fail.◆ VT400 will not recognize DECSCL.

Field outlines in 3270 sessions

The 3270 attributes for field outlines are not fully supported. Reflection ZFE currently supports underline and overline; however, left vertical line, right vertical line, and combinations of the four line types are not yet supported.