# The EDM Client

## Reference Guide

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# Preface

The EDM Client Reference Guide provides you with a clear and concise overview of the components / modules that drive the different EDM processes.

Each module / component is defined by purpose, location, code specifics, and relationship(s) to other components. Also included in this guide are source and return code tables for each module.

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# 1 The Connect Process Module

The Connect Process is a step by step procedure where the EDM Manager configures the EDM Client. Through this process, the objects being managed on the EDM Client are verified, re-configured and inventoried.

The connection itself consists of an actual series of programs that execute on the EDM Client desktop to perform comprehensive configuration management.

The components in this module are:

| | | |
|---|---|---|
| EDMSELRS | EDMACTRS | EDMASTER |
| EDMCON00 | EDMCON10 | EDMCON20 |
| EDMCON25 | EDMCON30 | EDMSTGRQ |
| EDMGETRS | EDMCON40 | EDMCON50 |
| WINCON50 | EDMCONS | EDMCONSW |
| EDMREXW | EDMCONSX | EDMFSCAN |
| EDMOBJT | EDMPNLGN | EDMPNLGR |
| EDMRMERG | EDMSBLD | EDMSPOST |
| EDMTIMER | EDMTMCP | EDMVER00 |
| HWINFO | WINSELRS | WINACTRS |
| EDMMNT00 | EDMMNTR | EDMMNT |

## EDMSELRS_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component determines which versioned resources should be activated. The specification of the version level to be activated is specified in the variable ZSERVICE.ZSVCVERS.

## EDMACTRS_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component controls the activation and de-activation of versioned resources. Resources to be activated are copied from the EDMDATA directory to their active client locations. If a resource is to be deactivated, its designated delete method is processed.

This component acts on the information provided by the EDMSELRS component.

## EDMASTER_EXE

**Category** CLIENT VERIFY
WIN NT 4/'95

**Detail** This component transfers the latest user and service information down to the EDM Client. It transfers the ZMASTER object to the Manager to identify the client. An updated ZMASTER is returned to the client for processing. It then transfers the ZSERVICE object to the client.

Any variables that are added or modified during the Manager resolution process are also updated.

## EDMCON00_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component performs service object differencing, comparing the ZSERVICE object on the client to the current copy on the Manager. Differences from this compare are placed into the ZPROCESS object and resource differencing then takes

place. It is also used in comparing audit resource configurations between the Manager and the client and determines which services, if any, have changed. If there are no changes, resource differencing is not performed.

## EDMCON10_EXE

**Category** CLIENT VERIFY
WIN NT 4/'95

**Detail** This component presents the user with a list of optional services. Users who want to allow users to select which "New" services will be deployed during the Connect, use it on a limited basis.

The ZPROCESS object defines these variables.

## EDMCON20_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component performs resource object differencing to determine what resource changes are necessary on the client desktop. If a resource has been added or updated, an instance is added to the ZRSCNEW object for further processing. If an existing resource is no longer needed, its specified delete method is run to remove it from the desktop.

## EDMCON25_EXE

**Category** RESOURCE
MAC

**Detail** This component is a MAC platform executable. It is a MAC specific function that sorts objects on the EDM Manager.

## EDMCON30_EXE

**Category** CLIENT VERIFY
WIN NT 4/'95

**Detail** This component identifies the files that need to be transferred from the Manager. It interrogates the ZRSCNEW object and determines whether or not the resource needs any data transferred from the Manager. If data is indicated, the heap is placed in the ZTRANSRS object for further processing. It also ensures adequate disk space for mandatory resources.

## EDMSTGRQ_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component retrieves needed resources from the EDM Stager. It uses the ZTRANSRS object as input. Only ZTRANSRS heaps with valid staging locations are processed. Before requesting resources directly from the Manager (EDMGETRS), this component will attempt to transfer the file from its staged location to the client location. It also stages resources brought down from the Manager that were not previously found on the EDM Stager.

## EDMGETRS_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component retrieves needed resources from the EDM Manager, using the ZTRANSRS object to request these resources. It controls the data transfer and decompresses the resources if necessary. It then sets the resource status variable (ZRSCCSTA) accordingly.

The ZRSOURCE.ZINIT variable method can be employed to initialize a method or execute a command as soon as the file is sent down to the desktop.

## EDMCON40_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component properly time stamps any non-versioned file resources downloaded during the connect process. It ensures the file was completely and successfully retrieved.

## EDMCON50_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component launches the client create methods for the services that have changed and successfully deployed. Some if the common create methods used are: EDMICON/EDMCMOD/EDMCLNK (creates icons and links), and EDMCPAK (perform text file manipulation for line updates, such as .INI file pokes).

## WINCON50_EXE

**Category** RESOURCE
WIN/OS2

**Detail** This component is the WIN/OS2 platform equivalent of EDMCON50.

## EDMCONS_EXE

**Category** MAIN
WIN NT 4/'95

**Detail** This component is a DOS platform executable that works as the driver that launches the extended batch programs. These various batch programs evaluate different functions, processes and codes.

## EDMCONSW_EXE

**Category** MAIN
WIN NT 4/'95, OS/2

**Detail** This component is the extended batch language interpreter. The Connect process is controlled in a extended batch script.

## EDMREXW_EXE

**Category** MAIN
WIN NT 4/'95

**Detail** This component is a REXX programming language interpreter, which contains extensions capable of interacting with EDM objects.

## EDMCONSX_EXE

**Category** MAIN
UNIX

**Detail** This component is a Unix platform executable that works as the driver that launches the extended batch programs.

## EDMFSCAN_EXE

**Category** RESOURCE
WIN NT 4, 3.51/'95, 3.x.x/OS/2

**Detail** This component performs a desktop file scan based on supplied selection criteria. It is used during the software audit process, using the ZAUDITR object as input for processing. It collects the selected file statistics, which can optionally include version information for executables. This information is stored in an output object specified on the command line.

In the software audit process, the output object is ZAUDOUT.

## EDMOBJT_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component is used to transfer an EDM object to the Manager. This is a one way transfer of data. It can be optionally configured to transfer an object's related resources to the Manager as well. If an exception condition occurs during processing, the Manager is notified.

## EDMPNLGN_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component is the EDM screen painter. It displays a pre-configured GUI panel based on control information created in the specified EDM panel object. This panel object is created by the screen editor; an administrative tool that is provided. Any fields that are filled in on the panel are stored in EDM objects for possible further processing.

Typical usage includes "Sign-on" panels for both the Client and Administrator.

## EDMPNLGR_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component is the EDM screen painter (EDMPNKGN), with additional REXX programming capabilities. Once the panel is processed, a Rexx procedure can be scheduled for execution.

## EDMRMERG_EXE

**Category** CLIENT VERIFY
WIN NT 4/'95

**Detail** This component runs in the local Connect process and performs local ZRSOURCE object differencing. It is an operational replacement for component EDMCON20 (see EDMCON20 for details).

## EDMSBLD_EXE

**Category** CLIENT VERIFY
WIN NT 4/'95

**Detail** This component is used to support local Connect processing. It runs as part of a Master Connect, where it prepares the ZSERVICE and ZRSOURCE objects that will be used during a Local Connect.

## EDMSPOST_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component performs a second scan of Audit resources to determine if a file is new or updated. It then compares prior resources to current and sets a parameter definition in the ZAUDITR.ZSCANTYP variable that provides the results of the scan:

- "UPDATE" – file has been updated
- "NEW" – file is new

## EDMTIMER_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component manages the desktop scheduled executions. It resides on the desktop and controls the execution of timed events via the ZTIMEQ object.

## EDMTMCP_EXE

**Category** RESOURCE
WIN NT 4, 3.51/'95, 3.x.x/OS/2

**Detail** This component compares two ASCII files and creates an object based on the differences.

## EDMVER00_EXE

**Category** CLIENT VERIFY
WIN NT 4/'95

**Detail** This component verifies the client's current resource configuration. It detects if a resource has been changed or deleted and needs to be re-deployed.

## HWINFO_EXE

**Category** HARDWARE
WIN NT 4/'95

**Detail** This component perform the hardware audit process. Out of this process, ZCONFIG, is typically sent to the Manager for reporting and configuration purposes.

## WINSELRS_EXE

**Category** RESOURCE
WIN/OS2

**Detail** This component is a WIN/OS2 platform equivalent of EDMSELRS.

## WINACTRS_EXE

**Category** RESOURCE
WIN/OS2

**Detail** This component is a WIN/OS2 platform equivalent of EDMACTRS.

*This component acts on the information provided by the WINSELRS component.

## EDMMNT00.EXT

**Category** MAINTENANCE
WIN NT 4/'95

**Detail** This component moves the EDM self-maintenance files from their inactive location (EDMDATA) to an active location (ZLOCCLNT). This component is launched by EDMMNT.EXT, which is controlled by EDMMNTR.

## EDMMNTR_EXE

**Category** MAINTENANCE
WIN NT 4/'95

**Detail** This component runs the EDM self-maintenance script. Its purpose is to enable maintenance to be deployed for the CONNECT.EXT batch file, EDMCONSW, and other programs in use during the connect process.

## EDMMNT.EXT

**Category** MAINTENANCE
WIN NT 4/'95

**Detail** This extended batch controls the EDM self maintenance process.

# Source and Return Codes Table

| Module Name | INPUT:<br>EXE reads Object at desktop | OUTPUT:<br>EXE reads Object at desktop | ZBRC Return Codes/Meaning |
|---|---|---|---|
| EDMSELRS<br>WINSELRS | ZSERVICE<br>ZRSOURCE | ZACTRES | 0 – Task completed<br>4 – No resources selected for processing<br>8 – Internal memory / Object error |
| EDMACTRS<br>WINACTRS | ZACTRES | None | 0 – Task completed<br>8 – Program.exe dispatch error<br>8 – Internal memory / Object error. |
| EDMASTER | ZMASTER 0 | ZMASTER | 0 – Task completed<br>4 – No changes on Manager or Client<br>8 – Work object could not be loaded<br>16 – Communication error |
| EDMASTER | ZSERVICE | ZTMPSAVE | 0 – Task completed<br>4 – No changes on Manager or Client<br>4 - Object not found in manager<br>8 – Internal memory / Object error<br>16 – Invalid object – No ZOBJDATE or ZOBJTIME<br>16 – Communication error |
| EDMCON00 | ZSERVICE<br>ZTMPSAVE | ZPROCESS | 0 – Task completed<br>4 – No updates<br>8 – Invalid number of arguments<br>8 – Internal memory / Object error<br>16 – Invalid ZSERVICE object |
| EDMCON10 | ZRSOURCE | ZRSOURCE | 0 – Task completed<br>4 – No updates<br>8 – Objects could not be loaded<br>16 – Communication error |

| Module Name | INPUT:<br>EXE reads Object at desktop | OUTPUT:<br>EXE reads Object at desktop | ZBRC Return Codes/Meaning |
|---|---|---|---|
| EDMCON20 | ZRSOURCE | ZRSOURCE | 0 – Task completed<br>4 – No updates<br>8 – Objects could not be loaded<br>16 – Communication error |
| EDMCON25 | ZRSOURCE | ZRSOURCE | None |
| EDMCON30 | ZRSCNEW | None | 0 – Task completed<br>4 – No files to process<br>8 – No disk space required for optional resources<br>16 – Internal memory / Object error - Object sort failed |
| EDMSTGRQ | ZTRANSRS | None | 0 – Task completed<br>8 – Unable to initialize request<br>8 – Load functions failed<br>8 – Required variables not found<br>8 – Internal memory / Object error<br>16 – Communication error |
| EDMGETRS | ZTRANSRS | ZCONFIRM | 0 – Task completed<br>8 – Unexpected R/C during communication transfer<br>8 – Required object not found in memory<br>8 – Required field not found in object<br>16 – Communication error |
| EDMSTGRQ | ZTRANSRS | None | 0 – Task completed<br>8 – Unable to initialize request<br>8 – Load functions failed<br>8 – Required Variables not found<br>8 – Internal memory / Object error<br>16 – Communication error |
| EDMCON40 | ZTRANSRS | None | 0 – Task completed<br>8 – Invalid ZSERVICE or ZRSOURCE object<br>8 – Internal memory / Object error |
| EDMCON50<br>WINCON50 | ZRSCNEW | None | 0 – Task completed<br>8 – Internal memory / Object error |
| EDMCONS | | | |
| EDMCONSW | The extended batch script (.EXT) | The extended batch script determination | 0 – Task completed<br>non 0 – Line number error in the batch script (.EXT) |
| EDMREXW | Rexx script (.REX / .CMD) | The script determines this | 0 – Task completed<br>16 – REXX syntax error |
| EDMCONSX | Retains the existing date of the class | None | Optional |
| EDMFSCAN | Object then Object.Variable which holds the search template (i.e., *.*.*.*) or multi-heap object for several different scan templates (Output Object) | The object containing all the files found on the desk-top that matches the search criteria | 0 – Task completed<br>4 – No matches found<br>8 – Argument error<br>8 – Internal memory / Object error |

| Module Name | INPUT:<br>EXE reads Object at desktop | OUTPUT:<br>EXE reads Object at desktop | ZBRC Return Codes/Meaning |
|---|---|---|---|
| EDMOBJT | <Any object> | None | 0 – Task completed<br>4 – Object has no variables<br>8 – Work objects could not be loaded<br>16 – Communication error |
| EDMPNLGN | <Any panel object> | Creates ZPSELECT | There is no command defined to return a code. The only command that exists advising of an error is in the ZMASTER ZPSAVE object. It returns a “1” if the panel is accepted and a “0” if it is not. The only way to specifically diagnose the problem is to consult the log |
| EDMPNLGR | <Any panel object> | Creates ZPSELECT | There is no command defined to return a code. The only command that exists advising of an error is in the ZMASTER ZPSAVE Object. It returns a “1” if the panel is accepted and a “0” if it is not. The only way to specifically diagnose the problem is to consult the log.<br>In order for this REXX panel script to run, a batch file must be launched that runs the ZMASTER ZPREXEC script that launches REXX. |
| EDMRMERG | ZSERVICE.EDM<br>ZAUDITR.EDM | ZRSCNEW.EDM / Can launch methods to try and recover problems | 0 – Task completed<br>4 – No updates to process<br>4 – Start EDMCON40 to process deletes<br>5 – No more resources….Do not continue<br>8 – Internal memory / Object error<br>16 – Object error |
| EDMSBLD | ZSERVICE.EDM<br>ZAUDITR.EDM | SSERVICE.EDM<br>SRSOURCE.EDM | 0 – Task completed<br>8 – Internal memory / Object error |
| EDMSPOST | AUDIT Object, SCAN Object | Method test | 0 – Task completed<br>4 – Argument error<br>8 – Internal memory / Object error |
| EDMTIMER | ZTIMEQ.EDM | Whatever ZTIMEQ references | 0 – Task completed<br>4 – Argument error<br>8 – Internal memory / Object error |
| EDMTMCP | Original file, Updated file | An object of the differences found in the ASCII files | 0 – Task completed<br>4 – Argument error<br>8 – Internal memory / Object error<br>(Refer to the EDMTMCP.LOG for the exact error) |
| EDMVER00 | ZRSOURCE.EDM,<br>ZSERVICE EDM | ZVER00.EDM,<br>ZRSOURCE.ZRSCCSTA,<br>ZSERVICE.ZSVCCSTA | 0 – Task completed<br>8 – Internal memory / Object error<br>10 – ZSERVICE and ZRSOURCE are null or invalid<br>16 - Object error<br>20 – ZSERVICE and ZRSOURCE are null or invalid<br>36 - Files not found on disk |
| HWINFO | None | HWINFO.FIL | None |
| EDMMNT.EXT | None | None | None |

| Module Name | INPUT:<br>EXE reads Object at desktop | OUTPUT:<br>EXE reads Object at desktop | ZBRC Return Codes/Meaning |
|---|---|---|---|
| EDMMNT00 | ZRSOURCE.EDM,<br>ZSERVICE.EDM | It moves inactive resources to active status | 0 – Task completed<br>8 – Internal memory / Object error |
| EDMMNTR | None | None | None |

# 2 The Packager Module

The Packager is an application that “packages” entire applications, or file updates, that will be deployed to hundreds or thousands of desktops.

The components in this module are:

| | | |
|---|---|---|
| EDMCLNK | EDMCWPS | EDMCNTRG |
| EDMDLNK | EDMDNTRG | EDMDPAK |
| EDMDWPS | EDMOBSPX | EDMPGMAN |
| EDMREG | EDMREGCM | PKMONITR |

# List of Components

## EDMCLNK_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This create method deploys shortcut links to the desktop.

## EDMCWPS_EXE

**Category** RESOURCE
OS2

**Detail** This component is an OS2 platform executable. It creates icons and updates in the OS2.INI and OS2.SYS.INI files.

## EDMCNTRG_EXE

**Category** RESOURCE
WIN NT 3.51/'95

**Detail** This create method controls the deployment of registry keys and their associated values in the 32 bit Windows Operating Systems.

## EDMDLNK_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This delete method deletes desktop shortcut links deployed by EDMCLNK.

## EDMDNTRG_EXE

**Category** RESOURCE
WIN NT 3.51/'95

**Detail** This delete method reverses the actions taken by the create method, EDMCNTRG, in the 32 bit Windows Operating Systems.

## EDMDPAK_EXE

**Category** RESOURCE
WIN NT 4, 3.51/'95, 3.x.x/OS/2

**Detail** This delete method reverses the actions taken by the create method, EDMCPAK It also affects both the section type (WIN.INI) and non-section type (AUTOEXEC.BAT) files.

## EDMDWPS_EXE

**Category** RESOURCE
WIN/OS2

**Detail** This component is a WIN/OS2 platform executable. It deletes the icons and updates in the OS2.INI and OS2 SYS.INI files created by EDMCWPS.

## EDMOBSPX_EXE

**Category** RESOURCE
OS2

**Detail** This component is an OS2 platform executable. It scans for new objects created during installation. It then works with components EDMCWPS and EDMDWPS when creating OS2 icons.

## EDMPGMAN_EXE

**Category** RESOURCE
WIN NT 4, 3.51/'95, 3.x.x/OS/2

**Detail** This component is a Windows 3.x.x and NT 3.5.1 platform executable. It is an icon-snapshot component. It scans the Program Manager and creates an object containing information about all program groups and icons found on the desktop.

## EDMREG_EXE

**Category** RESOURCE
WIN 3.x.x

**Detail** This component is a Windows 3.1.1 platform executable. It provides a registry compare functionality by creating a back up for the EDMREGCM compare component.

## EDMREGCM_EXE

**Category** RESOURCE
WIN 3.x.x

**Detail** This component is a Windows 3.1.1 platform executable. It utilizes a WIN 3.x.x registry compare functionality. The compare follows software installation.

## PKMONITR_EXE

**Category** RESOURCE
WIN NT 4, 3.51/'95, 3.x.x/OS/2

**Detail** This component provides a method to restart the EDM 4.0 Packager after a software install has completed. It adds an icon to the system tray during the software installation process. It is then launched after the installation is complete.

# Source and Return Codes Table

| Module Name | INPUT:<br>EXE reads Object at desktop | OUTPUT:<br>EXE reads Object at desktop | Return Codes |
|---|---|---|---|
| EDMCLNK | ZDSPM00.EDM | It creates desktop links | 0 - Task completed<br>4 - Internal memory / Object error<br>16 - Invalid Object - No ZONJDATE or ZOBJTIME |
| EDMCWPS | /S (Packager Session prefix) *PACK*INST.EDM, *PACK*DESK.EDM, *PACK*INI.EDM | It is an OS/2 desktop folder icon. Also, OS2.INI and OS2SYS.INI updates | 0 - Task completed<br>8 - Internal memory / Object error |
| EDMCNTRG | ZDSPM00.EDM | It updates to the 32bit registry | 0 - Task completed<br>4 - Argument error<br>4 - Object not found in manager<br>8 - Internal memory / Object error |
| EDMDLNK | ZDSPM00.EDM | It removes the desktop links created by EDMCLNK | 0 - Task completed<br>4 - Argument error<br>8 - Internal memory / Object error |
| EDMDNTRG | ZDSPM00.EDM | It updates to the 32bit registry | 0 - Task completed<br>4 - Argument error<br>4 - Internal memory / Object error<br>8 - Internal memory / Object error |
| EDMDWPS | /S (Packager Session prefix) *PACK*INST.EDM, *PACK*DESK.EDM, *PACK*INI.EDM | It is an OS/2 desktop folder icon. Also, OS2.INI and OS2SYS.INI updates | 0 - Task completed<br>8 - Internal memory / Object error |
| EDMOBSPX | A Start or Stop (command line) | The object of new OS/2 desktop objects | 0 - Task completed<br>99 - Internal memory / Object error |

| Module Name | INPUT:<br>EXE reads Object at desktop | OUTPUT:<br>EXE reads Object at desktop | Return Codes |
|---|---|---|---|
| EDMPGMAN | Output object name | All of the icons from the Program Manager | 0 - Task completed<br>4 - Argument error<br>4 - Internal memory / Object error |
| EDMREGCM | Registry snap-shot | The difference between the snap-shot and the new registry database | 0 - Task completed<br>4 - Argument error<br>4 - Internal memory / Object error |
| EDMREG | Output object name | Registry snap-shot | 0 - Task completed<br>8 - Internal memory / Object error |
| PKMONITR | None | None | None |

# 3 The Administrator Module

The Administrator provides various facilities that enable the user to configure and distribute multiple applications to the EDM Client desktops in the network.

The components in this module are:

| | | |
|---|---|---|
| EDMGETF | EDMOBJED | EDMSNDF |

# List of Components

## EDMGETF_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component retrieves a file from the EDM Manager.

## EDMOBJED_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component is an editing tool used to open and modify the contents of EDM objects on the EDM Client.

## EDMSNDF_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component sends a file to the EDM Manager.

## Source and Return Codes Table

| Module Name | INPUT:<br>EXE reads Object at desktop | OUTPUT:<br>EXE reads Object at desktop | Return Codes |
|---|---|---|---|
| EDMGETF | The file you need to "get" | The file itself from the Manager | 0 - Task completed<br>4 - Transfer error<br>8 - Internal memory / Object error<br>16 - Communication error |
| EDMOBJED | Any EDM object | Any EDM object | None |
| EDMSNDF | There is a file to send | The file is sent to the Manager | 0 - Task completed<br>4 - Transfer error<br>8 - Internal memory/ Object error<br>16 - Communication error |

# 4 The Stager Module

The Stager is an intermediate object server that coordinates the management of the EDM Client desktops.

It provides a decentralized location for storing and retrieving applications and files, and staging their distributions to the EDM Clients through the EDM Client Connect Process.

The Stage has one component: EDMSTGSV.

## EDMSTGSV_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component is the EDM Stager. It satisfies all retrieval and staging requests from the client component EDMSTGRQ.

## Source and Return Codes Table

| Module Name | INPUT:<br>EXE reads Object at desktop | OUTPUT:<br>EXE reads Object at desktop | Return Codes |
|---|---|---|---|
| EDMSTGSV | The file is sent to the Stager | The files are actually staged | None |

# 5 The Communication Module

The Communication module provides the user with the ability to communicate via the various protocols available.

The components in this module are:

| | | |
|---|---|---|
| EDMAPEN2 | EDMAPMG2 | EDMAPMGR |
| EDMDEMON | EDMRUND | EDMRUND2 |

# List of Components

## EDMAPEN2_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component ends the LU2 communication session with the EDM Manager.

## EDMAPMG2_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component negotiates the LU2 communication session with the EDM Manager.

## EDMAPMGR_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component negotiates the LU6.2 communication session with the EDM Manager.

## EDMDEMON_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component controls the TCP/IP communication session with the EDM Manager.

## EDMRUND_EXE

**Category** SESSION
WIN NT 4/'95, WIN3.x, OS/2

**Detail** This component runs the LU2 dialog scripts necessary to initiate and terminate a session with the EDM Manager.

## EDMRUND2_EXE

**Category** SESSION
WIN NT 4/'95

**Detail** This component provides the EDM Manager logoff functionality on a session initiated by the EDMDEMON component.

## Source and Return Codes Table

| Module Name | INPUT:<br>EXE reads Object at desktop | OUTPUT:<br>EXE reads Object at desktop | Return Codes |
|---|---|---|---|
| EDMAPEN2 | None | None | None |
| EDMAPMG2 | None | None | None |
| EDMAPMGR | ZMASTER.EDM | ZLOCAL.EDM | 0 - Task completed<br>8 - Communication error |
| EDMDEMON | ZMASTER.EDM | ZLOCAL.EDM | 0 - Task completed<br>4 - Transfer error<br>8 - Communication error<br>16 - Communication error<br>28 - Communication error |
| EDMRUND | ZMASTER.EDM | ZMASTER.EDM | 0 - Task completed<br>8 - Communication error<br>8 - Internal memory / Object error<br>16 - Internal memory error |
| EDMRUND2 | ZMASTER.EDM | ZMASTER.EDM | 0 - Task completed<br>8 - Communication error<br>8 - Internal memory / Object error<br>16 - Internal memory error |

# 6 The Utilities Module

The Utilities module is a stand-alone executable that provides additional support and functionality that enhances the EDM Process.

| | | |
|---|---|---|
| CLIENTMT | EDMBOX | EDMCID |
| EDMCIDMT | EDMCOPY | EDMDIFF |
| EDMEXCL | EDMFCMP | EDMFEXP |
| EDMTFYD | EDMSETVW | EDMSHELL |
| EDMSORT | EDMSORTM | EDMSTATE |
| EDMTRAP | EDMVER | |

# List of Components

## CLIENTMT_EXE

**Category** MAINTENANCE
WIN NT 4/'95

**Detail** This component stores information about EDM component time, date and version in order to report back to EDM Tech Support.

## EDMBOX_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component displays supplied text parameter and the "OK/Cancel" buttons message box on the desktop.

## EDMCID_EXE

**Category** RESOURCE
WIN/OS2

**Detail** This component is a WIN/OS2 platform executable. It converts CID enabled applications to EDM managed applications.

## EDMCIDMT_EXE

**Category** MAINTENANCE
WIN/OS2

**Detail** This component is a WIN/OS2 platform executable. It updates current CID enabled applications.

## EDMCOPY_EXE

**Category** RESOURCE
WIN NT 4, 3.51/'95, 3.x.x/OS/2

**Detail** This component copies one EDM object to another. It can also append a single heap to another object if a second parameter of heap information is supplied.

## EDMDIFF_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component compares two objects and creates a third object with the differences. It verifies information via name, date, time and CRC codes.

## EDMEXCL_EXE

**Category** RESOURCE
WIN NT 4, 3.51/'95, 3.x.x/OS/2

**Detail** This component compares two objects and creates a third object with the differences found.

## EDMFCMP_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component is a stand-alone utility function that compresses a file using EDM's own proprietary compression formula.

## EDMFEXP_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component is a stand-alone utility function that decompresses a file using EDM's own proprietary compression formula.

## EDMTFYD_EXE

**Category** RESOURCE
WIN '95/3.x.x

**Detail** This component is a Win '95/3.x.x platform executable. It is the notify demon component. It runs as a background process that waits for the notify commands sent from the EDM Manager.

## EDMSETVW_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component is a command line interface to manipulate EDM objects.

## EDMSHELL_EXE

**Category** RESOURCE
WIN/OS2

**Detail** This component is a WIN/OS2 platform executable. It provides object shell space.

## EDMSORT_EXE

**Category** RESOURCE
WIN NT 4, 3.51/'95, 3.x.x/OS/2

**Detail** This component is a stand-alone utility that sorts an object using a variable in the object. It is a one key sort.

## EDMSORTM_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component is a stand-alone utility that sorts an object in ascending or descending order using a variable in the object. It is a multiple key sort.

## EDMSTATE_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component creates a report of the current states of all EDM Managed resources and services on the client.

## EDMTRAP_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component is a SMNP utility which sends SMNP alerts to a SMNP console for processing.

## EDMVER_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component produces an output of all programs in the EDM component itself. It is used by EDM Tech Support to determine the version being used.

# Source and Return Codes Table

| Module Name | INPUT:<br>EXE reads Object at desktop | OUTPUT:<br>EXE reads Object at desktop | Return Codes |
|---|---|---|---|
| CLIENTMT | None | None | None |
| EDMBOX | A message string, timeout value | An OK dialog | None |
| EDMCID | ZCID object | None | 0 - Task Completed<br>8 - Communication error |
| EDMCIDMT | ZCID object | None | 0 - Task Completed<br>8 - Communication error |
| EDMCOPY | An object to copy | A new object name | 0 - Task completed<br>8 - Internal memory / Object error |
| EDMDIFF | Objects to difference | The object of the differences | 0 - Task completed<br>8 - Internal memory / Object error |
| EDMEXCL | Objects to difference, Variable to difference on | The object of the differences | 0 - Task completed<br>4 - Argument error<br>8 - Internal memory / Object error |
| EDMFCMP | A file to compress | The compressed file | 0 - Task completed<br>3 - Argument error<br>8 - Internal memory / Object error |
| EDMFEXP | A file to de-compress | The de-compressed file | 0 - Task completed<br>3 - Argument error<br>8 - Internal memory / Object error |
| EDMNTFYD | The number of seconds to wait | None | None |

| Module Name | INPUT:<br>EXE reads Object at desktop | OUTPUT:<br>EXE reads Object at desktop | Return Codes |
|---|---|---|---|
| EDMSETVW | {-DP} OBJECT HEAP_# VARIABLE VALUE<br><br>-D =Delete Variable<br>-P = Modify Protected Variable | None | 0 - Task completed<br>8 - Object error<br>8 - Invalid parameters |
| EDMSHELL | PROGRAM PARMS WORK_ DIRECTIORY WAIT_MODE | None | 000 - (It always returns this code) |
| EDMSORT | OBJECT FIELD | A sorted object | 0 - Task completed<br>8 - Invalid parameters<br>8 - Unable to open input file<br>8 - Unable to open work file<br>8 - Field found<br>8 - Error allocating memory for sort |
| EDMSORTM | [{-ad} OBJECT, field 1 {field k} {field n}] | A sorted object | 0 - Task completed<br>16 - Error allocating memory for sort |
| EDMSTATE | {-dnoprtv?} {LibPath} {LogPath} {Extended_Batch} | EDMSTATE.LOG, ZSTATE.EDM, {ZSTATES.EDM, ZSTATER.EDM} | None |
| EDMTRAP | <host> <enterprise> <community> <specific-type> <device-description>[-a <agent-addr>] | None | None |
| EDMVER | A file name | The screen | None |

# 7 The Methods Module

The Methods module is a program or procedure that can be packaged and exchanged as an object.

The components in this module are:

| | | |
|---|---|---|
| EDMBOOTO | EDMBOOTW | EDMCEXT |
| EDMCGRP | EDMCICON | EDMCMOD |
| EDMCPAK | EDMCREG | EDMCTIME |
| EDMDGRP | EDMDICON | EDMDMOD |
| EDMDREG | EDMDTIME | EDMEXEC |
| EDMEXECD | EDMINIT | EDMKILL |
| EDMLKM | EDMSETB | |

# List of Components

## EDMBOOTO_EXE

**Category** RESOURCE
WIN/OS2

**Detail** This component is an OS/2 platform executable. It reboots an OS2 operating environment.

## EDMBOOTW_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component reboots a Windows Operating environment.

## EDMCEXT_EXE

**Category** RESOURCE
WIN 3.x.x

**Detail** This component is an operational equivalent of EDMCONSW. It is provided for the purpose of running an .EXT as a create method, while EDMCONSW is active. Certain platforms do not allow multiple instances of an executable to be run concurrently.

## EDMCGRP_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component creates a group on WIN 3.x.x and size/placement can be designated.

## EDMCICON_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This create method deploys icons and program groups using the ZWINICON class.

* The create takes place when the variables from the ZWINICON class are connected to ZRSOURCE.

## EDMCMOD_EXE

**Category** RESOURCE
WIN 3.51/3.x.x

**Detail** This create method deploys icons on the Program Manager operating systems.

## EDMCPAK_EXE

**Category** RESOURCE
WIN NT 4, 3.51/'95, 3.x.x/OS/2

**Detail** This create method performs text file manipulation for line updates, such as .INI file pokes. It affects both section type (WIN.INI) and non-section type (AUTOEXEC.BAT) files.

## EDMCREG_EXE

**Category** RESOURCE
WIN 3.x.x

**Detail** This component creates REG.DAT keys and values in the 16 bit registry.

## EDMCTIME_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This create method creates an entry in the ZTIMEQ object used by EDMTIMER for scheduling events.

## EDMDGRP_EXE

**Category** RESOURCE
WIN 3.x.x

**Detail** This component is a Win 3.x.x. program executable. It deletes a program group.

## EDMDICON_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This delete component deletes the icons and program groups created by the EDMCICON component.

## EDMDMOD_EXE

**Category** RESOURCE
WIN 3.51/3.x.x

**Detail** This delete component removes program groups and icons created by EDMCMOD.

## EDMDREG_EXE

**Category** RESOURCE
WIN 3.x.x

**Detail** This component deletes the keys and values in the 16 bit registry created by the EDMCREG component.

## EDMDTIME_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This delete method removes an entry in the ZTIMEQ placed there by EDMCTIME. It effectively cancels the timed event previously scheduled.

## EDMEXEC_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component is used to control the availability and expiration of deployed EDM services.

## EDMEXECD_EXE

**Category** RESOURCE
WIN NT/OS2

**Detail** This component is the notify daemon for Windows NT and OS/2. It runs as a background process that waits for the notify commands sent from the EDM Manager.

## EDMINIT_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component is the executable given control as a result of a communication protocol LU6.2 notify.

## EDMKILL_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component is used to terminate a process running currently.

## EDMLKM_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component controls the deployment of In-use resources. It utilizes the native operating system's capability to replace system components during system initialization.

## EDMSETB_EXE

**Category** RESOURCE
WIN NT 4, 3.51/'95, 3.x.x/OS/2

**Detail** This create method is used to resolve any EDM specific variables imbedded in an ASCII file during an EDM Packager session (i.e.; ZSERVICE.ZSRVDRV0, etc.).

# Source and Return Codes Table

| Module Name | INPUT:<br>EXE reads Object at desktop | OUTPUT:<br>EXE reads Object at desktop | Return Codes |
|---|---|---|---|
| EDMBOOTO | None | None | None |
| EDMBOOTW | [DPW] [PROGRAM_ NAME}<br>D – Reboot to DOS<br>P – Restart Windows and Run PROGRAM_NAME before restarting<br>W – Restart Windows | None | None |
| EDMCEXT | EXTENDED_ BATCH_ FILENAME {Arg 1..Arg n} | None | None |
| EDMCICON | ZDSPM000.EDM | An icon | 0 - Task completed<br>4 - Argument error<br>8 - Internal memory / Object error |
| EDMCMOD | ZDSPM000.EDM | An icon | 0 - Task completed<br>8 - Internal memory / Object error |
| EDMCPAK | ZDSPM000.EDM (Command line arguments in separate document) | It provides ASCII file updates | 0 - Task completed<br>8 - Internal memory / Object error |
| EDMCTIME | ZTIMEQ.EDM | None | 0 - Task completed<br>4 - Argument error<br>8 - Internal memory / Object error |
| EDMDICON | ZDSPM000.EDM | Icon removal | 0 - Task completed<br>4 - Argument error<br>8 - Internal memory / Object error |
| EDMDMOD | ZDSPM000.EDM | Icon removal | 0 - Task completed<br>8 - Internal memory / Object error |
| EDMDTIME | ZTIMEQ.EDM | None | 0 - Task completed<br>4 - Argument error<br>8 - Internal memory / Object error |
| EDMEXEC | ZSERVICE.EDM | ZSERVICE.EDM | 0 - Task completed<br>4 - Service not active<br>8 - Internal memory / Object error |
| EDMEXECD | ZMASTER.EDM | The execution of the EDMDEMON | 0 - Task completed<br>4 - Internal memory / Object error<br>16 - Communication error |
| EDMINIT | None | The start of the CONNECT process | None |
| EDMKILL | The executable is brought to a halt | None | None |
| EDMLKM | An executable that is currently locked up | Native methods are used for a rename of the executable upon system restart | 0 - Task completed<br>8 - Internal memory / Object error |
| EDMSETB | A file used to convert variable information | The converted file | 0 - Task completed<br>4 - Service not active<br>8 - Internal memory / Object error |

# 8 The Install Module

The Install module is program or procedure where information is entered into a specific location via a text directive.

The components in this module are:

| | | |
|---|---|---|
| EDMADPRM | EDMINSTB | EDMIPRMS |
| INSTSPY | | |

# List of Components

## EDMADPRM_EXE

Category RESOURCE
WIN NT 4/'95

**Detail** This component enters EDM Path information about the EDM Administrator directory into the system file. (i.e., WIN.INI, OS2.INI, EDMProf.Dat etc.)

## EDMINSTB_EXE

Category RESOURCE
WIN NT 4/'95

**Detail** This component substitutes EDM variables for their values in a text file that is specified in the input object.

## EDMIPRMS_EXE

**Category** RESOURCE
WIN NT 4/'95

**Detail** This component sets the EDMLIB, EDMSYS, EDMLOG path directives.

## INSTSPY_EXE

**Category** RESOURCE
WIN/OS2

**Detail** This is a WIN/OS2 platform executable. OS/2 installs a .dll shell object space during packaging which can be turned on and off. When it is on, it watches everything that is happening and then proceeds to re-create the object on the desktop.

# Source and Return Codes Table

| Module Name | INPUT:<br>EXE reads Object at desktop | OUTPUT:<br>EXE reads Object at desktop | Return Codes |
|---|---|---|---|
| EDMADPRM | Provides PATH information into system files | System files updated | 0 - Task completed<br>4 - Internal memory / Object error |
| EDMINSTB | An object containing a path to a file that needs to be updated | An updated file with variable substitutions resolved | 8 - Required variable not found in object |
| EDMIPRMS | A Command line for EDM PATH information | It updates the EDM environment | None |
| INSTSPY | Blank = Install Spy<br>U = Uninstall Spy | EDMOBSPY.DLL is installed in the OS/2 Workplace Shell | None |

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