

Installing DanceONE for Multiple Users

This manual is designed as a supplement to the regular DanceONE manual. It explains how to set up the Multi-User version of the DanceONE program. The manual contains the following sections:

- Introduction
- Planning for Multiple Users
- Using the Lock Manager
- Installing DanceONE on Other Workstations
- Modifying the “rdm.ini” File
- Creating a Shortcut to DanceONE
- Additional Information

Hopefully this multi-user supplement will provide the information you need to set up DanceONE on your network. There are however, many ways that a network can be configured. The instructions here will work for a majority of network configurations but if your network presents any special issues please let us know and we will help you set up DanceONE.

Introduction

In order to use the multi-user capabilities of DanceONE, your computers need to be linked together in a local area network (LAN). The most common type of local area network utilizes the built in features of Microsoft Windows and is called Windows networking. Other types of local area networks are based on other network operating systems such as Novell NetWare. DanceONE can be configured to work in virtually any network environment.

Configuring DanceONE for use by multiple users is not difficult but it does require a basic understanding of how your network is organized. If you are not sure about some of the issues discussed in this document, you may want to enlist the help of your network administrator or someone familiar with your network setup.

Quick Setup

In this section we will outline the recommended steps for installing DanceONE in a network environment. This recommended method involves installing DanceONE only on one computer—the “server” computer. On the other computers (the workstations), you will simply create a shortcut to the DanceONE program on the server. The remainder of the document describes these steps in detail as well as an alternative installation method that involves installing DanceONE on all the computers.

The following instructions are primarily designed for

someone with experience in installing your network. To setup DanceONE on the network do the following:

1- Install DanceONE on your server computer. Generally you will want to accept the default values in the installation program.

2 - Make sure the workstation computers have full access to the DanceONE folder on the server. You may want to create a share for the DanceONE folder and then map a drive letter to the share on each workstation.

3 - Modify the name and type parameters in the rdm.ini file in the DanceONE folder on the server. For more information see the section in this document entitled “Modifying the rdm.ini File”. Only the name and type parameters need to be modified. The name parameter should be the IP address of the server computer. Make sure the server’s IP address is statically assigned so that it does not change. The type parameter should be “LMC_TCP”.

4 - Start the lock manager program on the server. See the section in this document “Using the Lock Manager”. You may want to put the lock manager program in the Start Up folder since it must be running whenever you are using DanceONE on any of the networked computers.

5 - On each workstation create a shortcut to the DanceONE executable on the server. Follow the instructions in the section “Creating a Shortcut to DanceONE” to give each shortcut a unique name.

You should now be able to start and run the DanceONE program on the server and the workstations. The lock manager should display the name of the current DanceONE users.

Planning for Multiple Users

Before setting up DanceONE for multiple user operation you will need to make a few decisions.

First, you will need to decide on which computer your shared DanceONE data files will be located. Generally speaking it does not matter where the data is located as long as the other users have access to or can “see” the location.

For purposes of this document let’s consider a sample network. Let’s assume that we have three computers linked together in a Microsoft network. The three computers are named after the users Sally, Mary and John, all three of whom will need to use DanceONE. Because Sally comes earlier and leaves later than the others, we decide that the DanceONE data should be on her machine.

When Mary or John are using DanceONE, Sally's machine will need to be running so they can access the data. You might consider letting the machine with the DanceONE data run continually.

A special program called the lock manager will also need to be running on Sally's machine whenever anyone is using DanceONE (see the next section).

Mary's and John's computers will need to be configured with full read and write access to the DanceONE folder on Sally's machine. Also a drive letter should be mapped on each of their machines to Sally's drive.

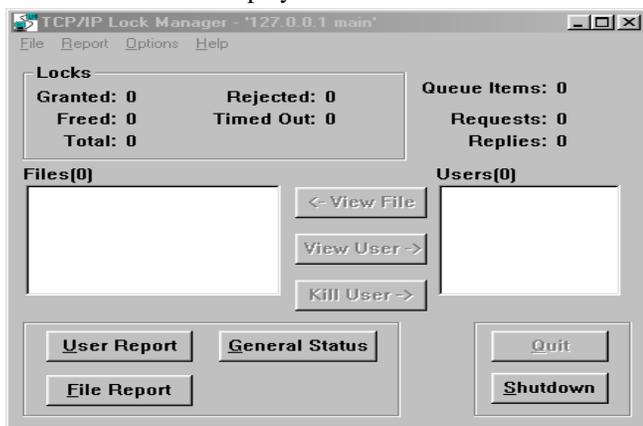
Using the Lock Manager

The lock manager is a special program that will need to be running on one (and only one) of the computers on your network. The purpose of the lock manager is to lock the appropriate DanceONE database files and records as different users access the data.

In order for the multi-user version of DanceONE to start on any of the computers on the network DanceONE will first need to establish communication with the lock manager program. If the lock manager program stops running for any reason (computer is turned off, etc) all copies of the DanceONE program that are currently running on the network will immediately stop working.

In our example, we will be running the lock manager on Sally's computer. Before running the lock manager, we would need to make sure that the multi-user version of DanceONE is installed on Sally's computer.

To start the lock manager program, select the Start button then Programs, DanceONE, Utilities and Lock Manager. When the lock manager starts, a window similar to the one shown here will be displayed.



Notice the title bar at the top of the window. You should see four numbers separated by periods "." followed by a name (on the lock manager window above "127.0.0.1

main"). On your machine, the numbers and the name will probably be different. This number is the **IP address** of the machine that will be running the lock manager program. The number will be required when you set up the other computers that will be sharing the DanceONE data.

On the lock manager window you will be able to monitor the status of locks on your DanceONE data, you will also be able to see which users are currently running DanceONE and what files they are currently using.

On the lock manager window there is an option to "Kill User". This option can be used if a running copy of DanceONE has terminated abnormally and left locks in place.

Installing DanceONE on Other Workstations

Once DanceONE is installed on the computer where the DanceONE data is located (Sally's computer in our example), the program will need to be installed on the other computers (Mary's and John's).

To set up DanceONE on the other User's computers follow these steps:

- 1) Install the multi-user version of DanceONE based on the installation instructions in the manual.
- 2) Modify the rdm.ini file in the DanceONE folder to include the location of the DanceONE data files and the lock manager address. This step is described in detail in the following section.
- 3) Set up a shortcut to the DanceONE program that identifies this computer or user. This step is described in detail in the section below - Creating a Shortcut to DanceONE.

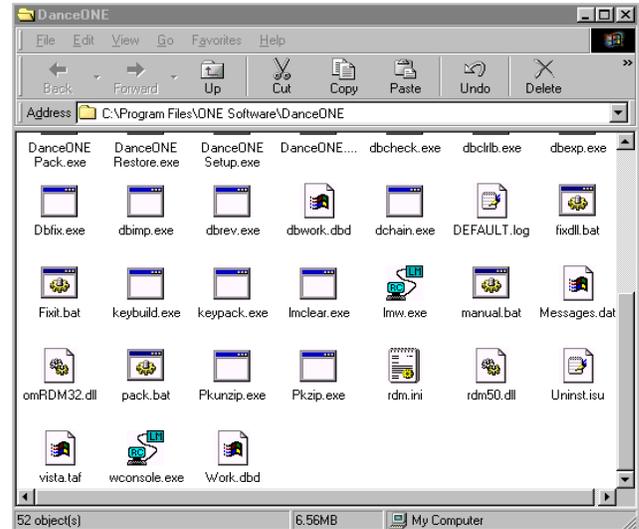
In summary, the DanceONE program is installed on and runs from each users workstation. The "rdm.ini" file contains information about where the DanceONE data files are located on the network and the address of the lock manager program. When DanceONE starts on the users computer it looks at the information in the "rdm.ini" file to know the location of the data and also how to make contact with the lock manager program.

Please note: Steps 2 and 3 above will need to be done on the machine with the shared DanceONE data (Sally's computer) if we intend to run DanceONE on that computer.

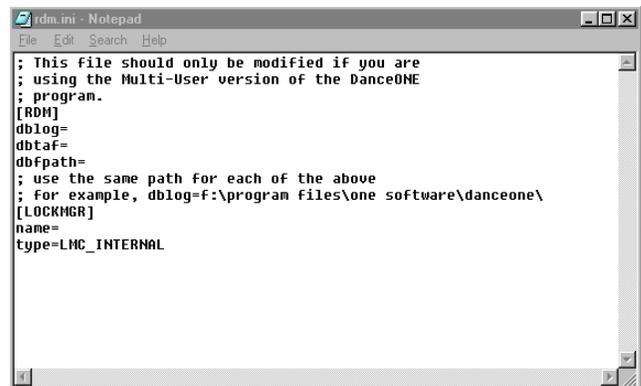
Modifying the RDM.INI File

After DanceONE is installed on the workstation, follow these steps to modify the rdm.ini file:

1) Use My Computer or Windows Explorer to navigate to the DanceONE folder on your computer. The window below shows the contents of the DanceONE folder.



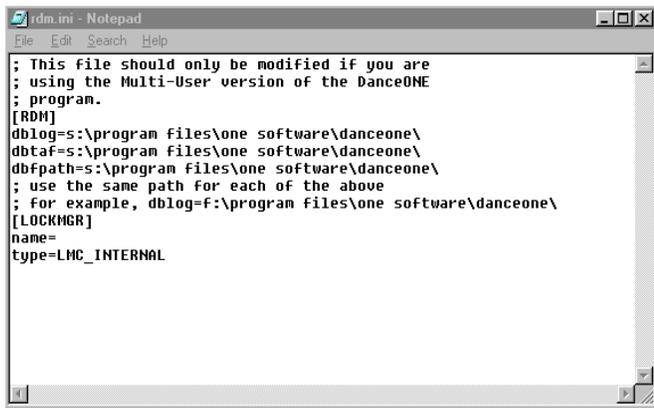
2) Double click on the rdm.ini file. A Notepad window similar to the one shown below will be displayed.



3) Modify the rdm.ini file with the DanceONE data path. Following the lines **dblog=**, **dbtaf=** and **dbfpath=** you should type the path to the DanceONE data.

Let's go back to our sample network. The shared data is on Sally's machine in the **c:\program files\one software\DanceONE** folder. On Mary's and John's machines let's assume that Sally's c: drive has been mapped to drive letter s:. In other words, if John accesses drive s: on his machine he is looking at the c: drive on Sally's computer. When modifying the rdm.ini file on John's machine we will enter **s:\program files\one**

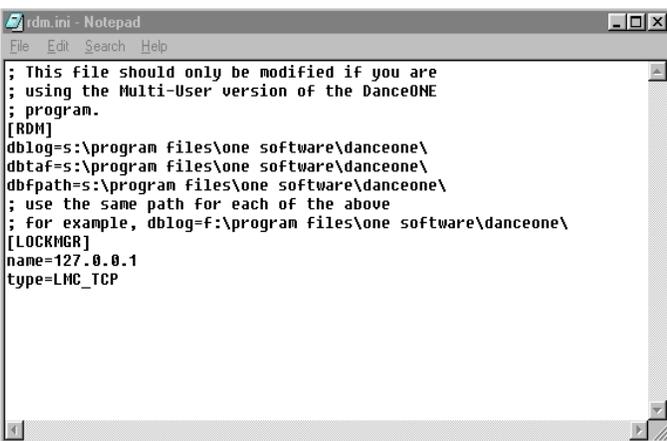
software\DanceONE\ at the end of the **dblog=**, **dbtaf=** and **dbfpath=** lines. The window below shows how these changes would look.



If you are modifying the rdm.ini file on the computer with the shared data (Sally’s computer in our example) you can leave these three lines blank.

4) Modify the rdm.ini file with the name and type of lock manager. We now need to modify the rdm.ini file so that DanceONE will know the address of the lock manager program it will communicate with. For this step you will need the number that was displayed in the title bar of the lock manager program when we ran it on Sally’s computer (see the section “Using the Lock Manager”).

Type the number after the **name=** line in the rdm.ini file. Also, after the **type=** line type **LMC_TCP**. The window below shows these changes.



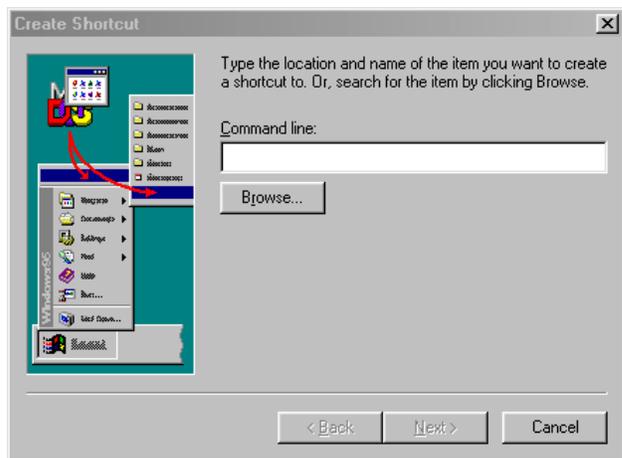
5) Save the rdm.ini file and exit the Notepad program. Select the **File** option from the menu bar, select **Save**, then close the Notepad program.

The rdm.ini file in the DanceONE folder will need to be changed on every computer that will be running DanceONE.

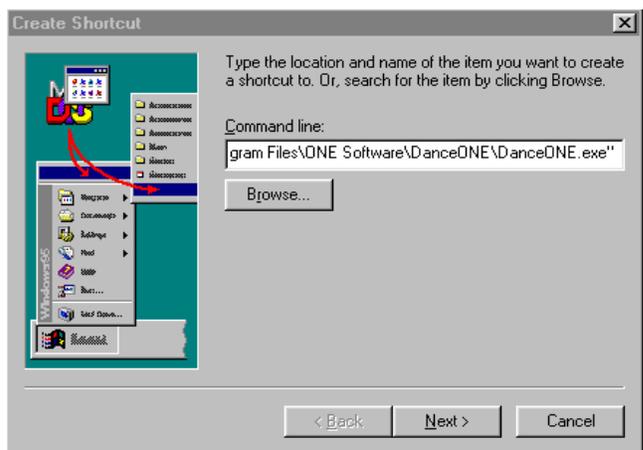
Creating a Shortcut to DanceONE

You will need to create a shortcut to the DanceONE program for everyone who will be using the program. As part of creating the shortcut you will need to decide on a unique name for each user. This includes the user on whose machine the shared DanceONE data is located (Sally’s computer in our example). In our sample network we decided on the name “John” for our user John. The instructions below explain the steps to set up a shortcut on the Windows desktop.

1) Close down any programs that are running. Right click (use your right mouse button) on an empty area of the desktop. A menu will be displayed that has “New” as one of the options. Select **New** then select **Shortcut**. The window shown here will be displayed.



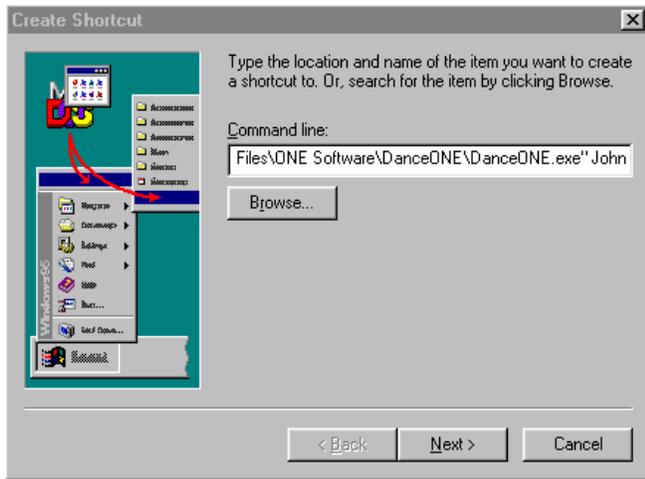
2) Click on the browse button and then navigate to the folder containing the DanceONE program on this computer. If you accepted the default values when you



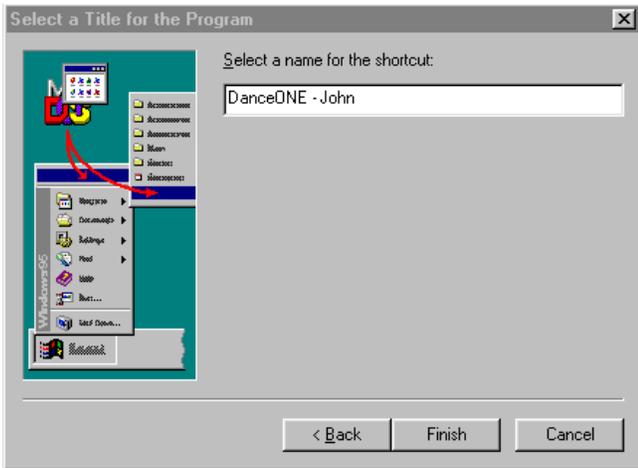
installed DanceONE, the DanceONE program will be in the folder: **c:\program files\one software\DanceONE**. Once you have opened the DanceONE folder, locate the

DanceONE.exe file and double click on it to select it. Your window should now look like the window shown above.

3) At this point you should type the user name you have selected at the end of the command line as shown in this window.



4) Click the **Next** button and enter the name of your shortcut as shown below.



5) Click the **Finish** button and you should see your shortcut on the Windows Desktop.

If you need to run more than one copy of DanceONE on a single machine you can set up more than one shortcut with different names. For example, you could have a shortcut named "John1" and one named "John2".

Additional Information

Utilities: When you are using the multi-user version of DanceONE, you will need to run the utility programs such as Fixit, Check it Out, Clear Record Lock Bit, etc. from the computer with the shared DanceONE data files. Running these utility programs from the other user's workstations will not work.

Clear Record Lock Bit: If one DanceONE user selects a record (child, family, employee, etc.) that has already been selected by another user, the following message will be displayed:

"The record about to be displayed is currently being used by another user. You can view the record but will not be able to save or delete."

If this message is being displayed when no other users are currently running DanceONE, the Clear Record Lock Bit utility program needs to be run on the computer with the shared DanceONE data. To run this program select the Start button, the Programs, DanceONE, Utilities and Clear Record Lock Bit. After running the program the error messages should no longer be displayed.

Lock Manager and Lock Console: These two programs have a similar appearance and function in much the same way but have different purposes. You can start either program from the utilities menu (select the Start button then Programs, DanceONE and Utilities).

The Lock Manager program needs to be running all the time on the computer with the shared DanceONE data files (Sally's computer in our example). It's purpose is to provide file and record locking capabilities to other users whenever they run the DanceONE program. If the Lock Manager is not running, the shared DanceONE data will not be available to the DanceONE program.

The Lock Console program is designed to let other users monitor the activities of the lock manager. If you are running the Lock Console be careful about selecting the "Shut Down" button as it will shut down the Lock Manager.

Generally speaking it is not necessary to run the Lock Console program unless you want to check on the status of the Lock Manager from a computer other than the one on which the Lock Manager is running. The Lock Manager on the other hand needs to be all the time in order that users can access the shared DanceONE data.

Both programs let you see who is currently running DanceONE and what data files, if any, are currently locked. They both also provide the ability to "Kill" or

disconnect a user. This is necessary if a running DanceONE program ends abnormally (power goes off, etc). The Lock Manager will think the user is still connected and will not let the same user get back into DanceONE. If this occurs, simply highlight the user's name and select the "Kill User" button on either the Lock Manager or Lock Console programs.

Error messages: below are listed some error messages along with the appropriate corrective actions.

DBUSERID is already being used

Either you have not assigned a unique name to this user's DanceONE shortcut or the Lock Manager thinks this user is already connected (see the section above discussing the "Kill User" button).

LMC error - 925: connect() call failed

The message indicates that DanceONE is unable to communicate with the Lock Manager. Either the Lock Manager is not running or the rdm.ini file in this users DanceONE folder is not set up correctly. See the sections above dealing with the Lock Manager and Modifying the rdm.ini file.

SYSTEM/OS error - 944: TAF-lockmgr synchronization error

This error can have a variety of causes. To eliminate the error do one of the following:

- Delete the vista.taf file in the folder containing the shared DanceONE data files (using Windows Explorer or My Computer).
- Run the Fixit program from the Utilities menu (see the section above on Utilities)