# Installing KidsONE for Multiple Users

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

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

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

## Introduction

In order to use the multi-user capabilities of KidsONE, 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. KidsONE can be configured to work in virtually any network environment.

Setting KidsONE up 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 KidsONE in a network environment. This recommended method involves installing KidsONE only on one computer–the "server" computer. On the other computers (the workstations), you will simply create a shortcut to the KidsONE program on the server. The remainder of the document describes these steps in detail as well as an alternative installation method that involves installing KidsONE on all the computers.

The following instructions are primarily designed for someone with experience in installing your network. To setup KidsONE on the network do the following:

1- Install KidsONE 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 KidsONE folder on the server. You may want to create a share for the KidsONE 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 KidsONE 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 KidsONE on any of the networked computers.

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

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

## Planning for Multiple Users

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

First, you will need to decide on which computer your shared KidsONE 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 KidsONE.  Because Sally comes earlier and leaves later than the others, we decide that the KidsONE data should be on her machine. When Mary or John are using KidsONE, Sally's machine will need to be running so they can access the data.  You might consider letting the machine with the KidsONE data run continually.

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

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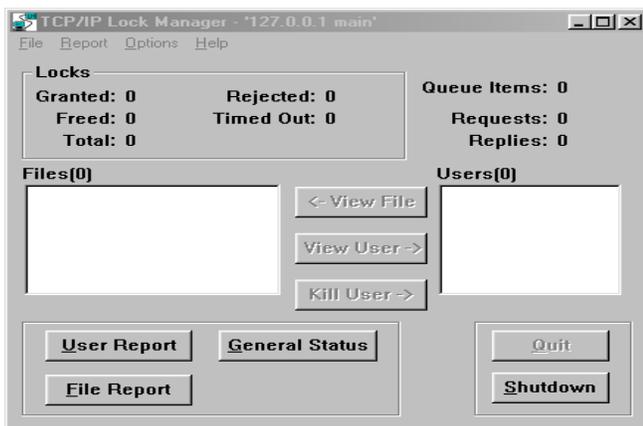
## Using the Lock Manager

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 KidsONE database files and records as different users access the data.

In order for the multi-user version of KidsONE to start on any of the computers on the network KidsONE 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 KidsONE 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 KidsONE is installed on Sally's computer.

To start the lock manager program, select the Start button then Programs, KidsONE, 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 KidsONE data.

On the lock manager window you will be able to monitor the status of locks on your KidsONE data, you will also be able to see which users are currently running KidsONE 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 KidsONE has terminated abnormally and left locks in place.

## Installing KidsONE on Other Workstations

Once KidsONE is installed on the computer where the KidsONE 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 KidsONE on the other User's computers follow these steps:

**1)** Install the multi-user version of KidsONE based on the installation instructions in the manual.

**2)** Modify the rdm.ini file in the KidsONE folder to include the location of the KidsONE data files and the lock manager address.  This step is described in detail in the following section.

**3)** Set up a shortcut to the KidsONE program that identifies this computer or user.  This step is described in detail in the section below - Creating a Shortcut to KidsONE.

In summary, the KidsONE program is installed on and runs from each users workstation.  The "rdm.ini" file contains information about where the KidsONE data files are located on the network and the address of the lock manager program.  When KidsONE 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 KidsONE data (Sally's computer) if we intend to run KidsONE on that computer.
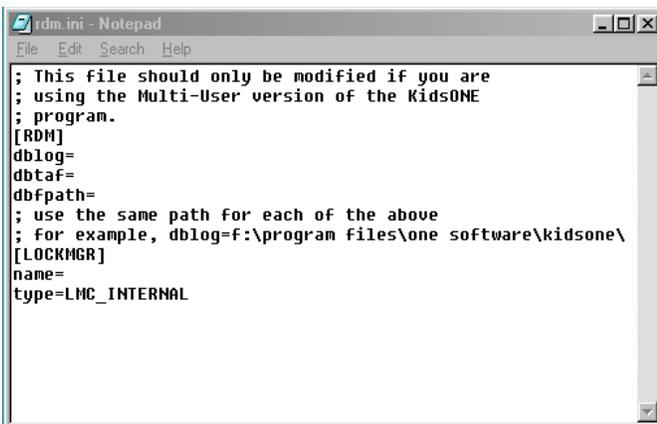
## Modifying the RDM.INI File

After KidsONE 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 KidsONE folder on your computer. The window below shows the contents of the KidsONE folder.
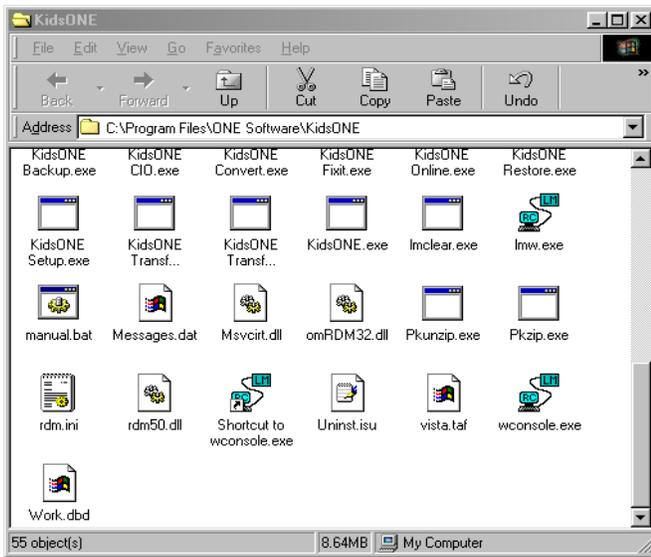


**2)** Double click on the rdm.ini file. A Notepad window similar to the one shown below will be displayed.



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

Let's go back to our sample network. The shared data is on Sally's machine in the **c:\program files\one software\kidsone\** 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\kidsone\** at the end of the **dblog=**, **dbtaf=** and **dbfpath=** lines. The window below shows how these changes would look.
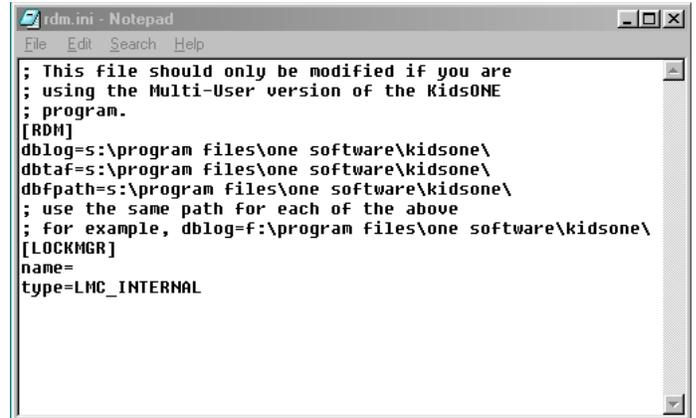


If you are modifying the rdm.ini file on the computer with the shared data (Sally's computer in our example) you can leave these three lines blank.

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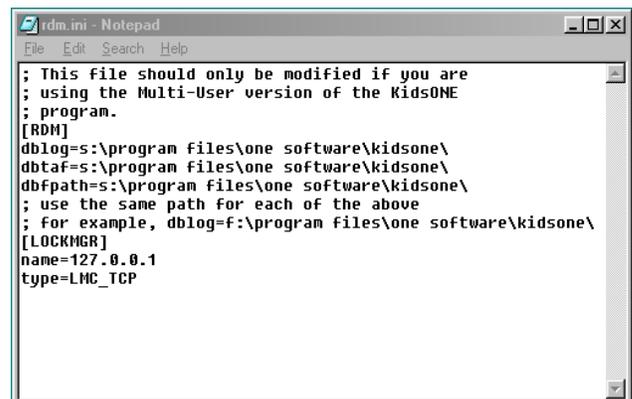
**5)** Save the rdm.ini file and exit the Notepad program. Select the **File** option from the menu bar, select **Save**, then close the Notepad program.

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

## Creating a Shortcut to KidsONE

You will need to create a shortcut to the KidsONE 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 KidsONE 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.
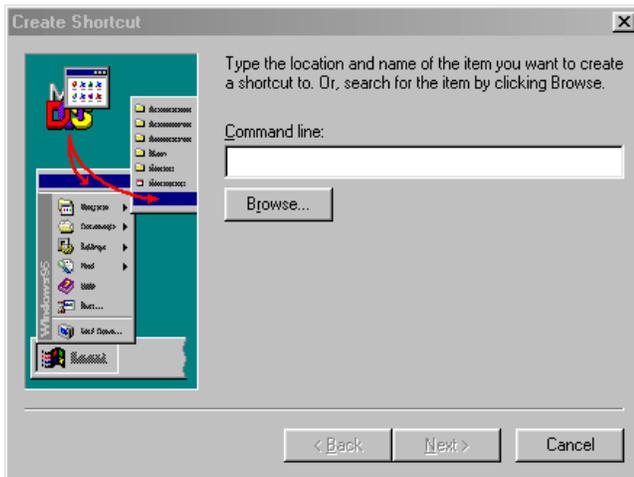


**2)** Click on the browse button and then navigate to the folder containing the KidsONE program on this computer.
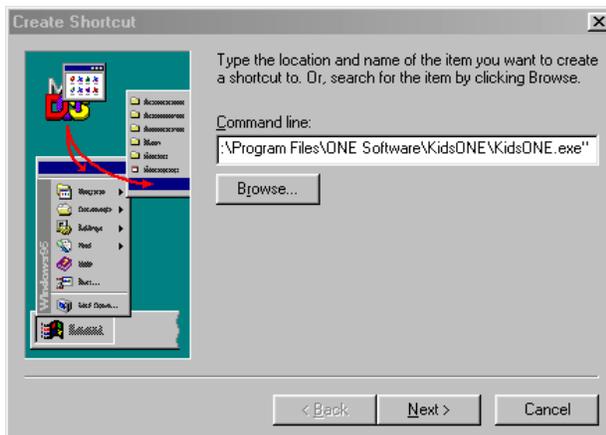


4

If you accepted the default values when you installed KidsONE, the KidsONE program will be in the folder: **c:\program files\one software\kidsone\**. Once you have opened the KidsONE folder, locate the **KidsONE.exe** file and double click on it to select it. Your window should now look like this.

**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.
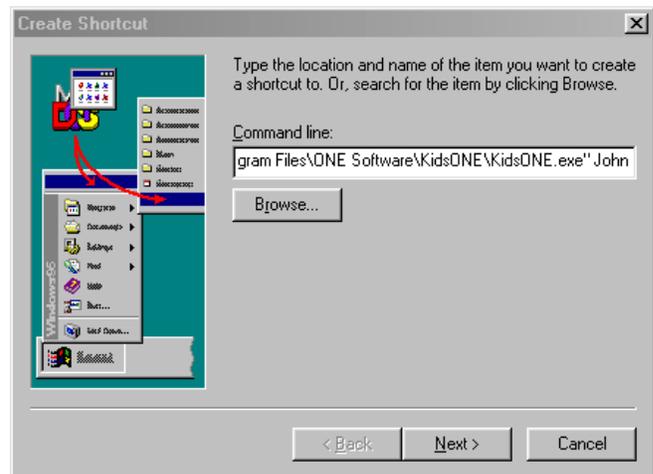


**4)** Click the **Next** button and enter the name of your shortcut as shown below.
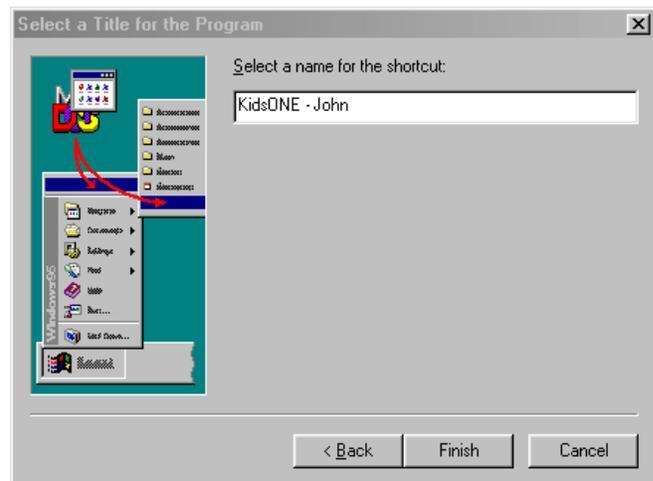


5) Click the **Finish** button and you should see your shortcut on the Windows Desktop.

If you need to run more than one copy of KidsONE 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 name "John2". This might be handy if you need to have a clock in/out window up all the time but want to work in KidsONE on a different window.

## Additional Information

**Utilities:** When you are using the multi-user version of KidsONE, 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 KidsONE data files. Running these utility programs from the other user's workstations will not work.

**Clear Record Lock Bit:** If one KidsONE 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 KidsONE, the Clear Record Lock Bit utility program needs to be run on the computer with the shared KidsONE data. To run this program select the Start button, the Programs, KidsONE, 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, KidsONE and Utilities).

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

Both programs let you see who is currently running KidsONE 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 KidsONE 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 KidsONE. 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 KidsONE 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 KidsONE is unable to communicate with the Lock Manager. Either the Lock Manager is not running or the rdm.ini file in this users KidsONE 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 KidsONE data files (using Windows Explorer or My Computer).
- Run the Fixit program from the Utilities menu (see the section above on Utilities)