opentext™

OpenText™ Output Transformation Designer

User Guide

This guide provides information about the features and functionality of OpenText Output Transformation Designer.

VDTOTS240200-UTD-EN-1

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This documentation has been created for OpenText™ Output Transformation Designer CE 24.2.
It is also valid for subsequent software releases unless OpenText has made newer documentation available with the product, on an OpenText website, or by any other means.

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Chapter 1

Introduction

OpenText Output Transformation Designer enables you to work with multiple licensed OpenText products at the same time. Output Transformation Designer contains a fully functional Java editor that enables the creation of plug-ins and processes. With Output Transformation Designer, you are able to develop any type of OpenText Output Transformation Suite solution without the need to open another application from the suite.

The tabbed pane layout within the interface's **Development** window enables you to easily switch from one resource to another. You can save valuable time with the ability to edit a custom component for one product, and then switching to another tab to run the component.

1.1 Functional Summary

Output Transformation Designer assists developers and integrators with implementing OpenText solutions. It provides an integrated graphical user interface (GUI) for definition and configuration.

This includes, but is not limited to, the following functions:

- Defining any number of the following:
  - File systems
  - Environments
  - Source event listeners
  - Source data streams
  - Destination data streams
  - Process flows (a combination of individual processes)
  - Individual processes (existing OpenText products and custom processes written in Java)
  - Locations of supporting resources
- Correlation of source data to destination data streams
- Deployment to target systems
- Configuration of logging and statistical profiles

1.1.1 Target Users

Output Transformation Designer is designed primarily for novice and intermediate users. The setting up of process flows and transformations can be a daunting and intricate process. Output Transformation Designer enables novice users to easily complete these tasks by using wizards, on-screen parameter descriptions, context sensitive online help, and component templates. For the more experienced user, Output Transformation Designer also enables the creation of custom Java code to be used within all OpenText products.

Chapter 2

About Output Transformation Designer Licenses

When OpenText Output Transformation Suite products are purchased, a license file is created specifically for each contract. It includes information about who can use the product, which product modules are available for use, and the number of instances and jobs that can run concurrently. The license is tied to a specific release and has an expiry date. As your needs change, your contract and licensing may change as well.

You can view your license file by opening it with a text editor. Do not attempt to modify the file. Changes will not take effect unless they are generated by OpenText Licensing. An altered license file will no longer be valid and you will have to request and/or deploy a valid license.

When you receive the license file, save it anywhere on your computer. Deploying the license will place a copy of the file in the `<install_home>\settings` folder of your installation directory.

Once the file has been deployed, the license file will be checked each time the system is started. Details about the licensing of each product module will be written to the log file (see"License Information in the Log File" on page 19).

2.1 Difference between Developer and Production Modes

The software can run in one of two modes: Developer (for testing and verification) or Production. Using any license with Output Transformation Designer, by default you will be running in Developer Mode.

To ascertain the mode in which the product is running, refer to the license portion of the log file, which will contain one of the following messages:

- If running in Production Mode:

  ```
  Running in Production Mode. For Developer mode use -DXenosDevMode=true
  ```

- If running in Developer Mode:

  ```
  Running in Developer Mode - NOT FOR PRODUCTION USE. For Production mode use
   -DXenosDevMode=false
  ```

All Output Transformation Engine jobs executed in Developer Mode will contain the watermark:

```
Created by OpenText Embedded Output Transformation Engine
```

To remove the watermark, you must disable Developer Mode and run Output Transformation Designer in Production Mode. To do this, add the following runtime argument in the `DeveloperStudio.bootstrap` file found in `<install_home>\dev-studio\bin`:

```
-DXenosDevMode=false
```

Note: If you disable Developer Mode, you will need a license which allows your machine to run the product in Production Mode.

2.2 Information in the License File

The following fields will exist in every license file:

LicenseType	**Production**: A production license is used for general deployment. Production licenses generally expire every year. **OEM:** Reserved for OpenText partners. **InternalUseOnly:** These licenses are generated and issued for internal use only.
IsTrial	When set to true, indicates the license is a trial license and not for production use. All Output Transformation Engine jobs executed with a trial license will contain a watermark indicating that it is running in Dev Mode.
Customer	Indicates the company name corresponding to the contract.
Comment	Contains any comments added by OpenText Licensing.
OemKey	Reserved for OpenText partners.
ConfigId	This field is for internal use only by OpenText Licensing.
LicenseId	Contains a unique ID generated when a new license is created, or if a license is modified (new expiry date, machine name, etc.). The LicenseId identifies this license file with OpenText Licensing.
CreationDate	The month, date and year the license file was created.

ExpireDate	The month, date and year the license file expires. The license expires at 12:00 A.M. on this day.
	
	Example:
	
	`LicenseType = PRODUCTION`
	`Customer = Xenos`
	`Comment = 2011-Q3`
	`OemKey= ?-?-?`
	`ConfigId = QA-2011-Q3`
	`LicenseId = 11`
	`CreationDate...`
	`Day = 29`
	`Month = 6`
	`Year = 2011`
	`ExpireDate...`
	`Day = 1`
	`Month = 10`
	`Year = 2011`

2.2.1 ProductInfo Section

Each licensed product module will have at least one section.

The following parameters exist in every product module section:

Product	Specifies the product module name: Output Transformation Engine (aka TS4DOCS, Vision), Output Transformation Server (aka EnterpriseServer), Data Transformation Engine (aka TerminalOneTransform), ebXML Messaging (aka TerminalOneTransport), or Output Transformation Designer (aka DeveloperStudio).
Major	Indicates the version numbers covered under this license file. Example: Major=3
Minor	If the product is licensed for more than one version, each version number will have a separate section in the license file. Example (with Major=3): Minor=2 would correspond to version 3.2.

AllowAlpha **AllowBeta** **AllowGA**	These fields will be marked =true or =false depending on the code level allowed to run under this license. Alpha and beta are generally only for use with IUO (Internal Use Only) licenses.
Components	Lists all components covered under the license for the product module.
MachineRefs	Indicates the machine(s) that this licensed product can be used on. If this field contains * or the array is empty, then any of the MachineInfo values (or DevMachineInfo values, if running in Developer Mode) can be used. This is ignored for Internal Use Only (IUO) and Evaluation license types.
DevMachineRefs	Same as MachineRefs (above), but used when running in Developer Mode.

2.2.2 Parameters Unique to Specific Product Modules

Some parameters are exclusive to certain products.

2.2.2.1 Output Transformation Server

The following fields are used for Output Transformation Server exclusively:

ClusterMembers	Specifies the number of Output Transformation Server clusters that can be run under this license. **Note:** This indicates the number of slave nodes in the cluster environment.

Crm	If true, the Output Transformation Server Configuration Manager can be used. If false, it cannot.
	
	Example:
	
	`ProductInfo[2]...`
	`  Product = Output Transformation Server (aka EnterpriseServer)`
	`  ClusterMembers = 10`
	`  Crm = true`
	`  Major = 3`
	`  Minor = 0`
	`  AllowAlpha = true`
	`  AllowBeta = true`
	`  AllowGA = true`
	`  Components[0] = ESBAJCPUB`
	`  …`
	`  MachineRefs[0] = *`

Repository Features	Parameters associated with the Archive Navigator plug-in: • **DashboardMode.** Determines which value to use to limit the number of Archive Navigator users at any given time. GLOBAL uses the global MaxDashboardUsers value, INDIVIDUAL uses each licensed adapter's MaxDashboardUsers value, and BOTH checks both the Global and Individual limits. • **ApiMode.** Determines which value to use to limit the number of API (non-Archive Navigator) sessions allowed at any given time. GLOBAL uses the global MaxApiSessions value, INDIVIDUAL uses each licensed adapter's MaxApiSessions value, and BOTH checks both the Global and Individual limits. • **MaxDashboardUsers.** Indicates the maximum number of users that can be logged into the Archive Navigator at any given time. A value of -1 means an unlimited number of users. • **MaxApiSessions.** Indicates the maximum number of API (non-Archive Navigator) sessions allowed at any given time. A value of -1 means an unlimited number of sessions. • **AdapterTypes.** Specifies the licensed adapter type: ESRE, Ibmod (IBM On Demand), Filenet P8, Documentum, CMIS, Isra (IBM Image Services), or Custom. Each adapter has its own set of parameters: – **MaxApplications.** (Used only with the ESRE adapter.) Indicates the maximum number of Applications the user is allowed to access. A value of -1 means an unlimited number of Applications. – **IsLicensed.** Specifies whether or not the adapter is licensed for use. – **MaxAdapterInstances.** Indicates the maximum number of adapter types that can be started in a single Output Transformation Server instance at any given time. A value of -1 means an unlimited number of types. – **MaxDashboardUsers.** Indicates the maximum number of users allowed per adapter at any given time. A value

	of -1 means an unlimited number of users.
	– **MaxApiSessions.** Indicates the maximum number of API sessions allowed per adapter at any given time. A value of -1 means an unlimited number of sessions.
	Example:
	`RepositoryFeatures...`
	`DashboardMode = GLOBAL`
	`ApiMode = GLOBAL`
	`MaxDashboardUsers = 10`
	`MaxApiSessions = 10`
	`AdapterTypes[0]...`
	`Type=ESRE`
	`MaxApplications = 100`
	`IsLicensed = true`
	`MaxAdapterInstances = 5`
	`MaxDashboardUsers = 1`
	`MaxApiSessions = 0`
	`AdapterTypes[1]...`
	`Type=Ibmod`
	`IsLicensed = true`
	`MaxAdapterInstances = 5`
	`MaxDashboardUsers = 1`
	`MaxApiSessions = 0`
	`AdapterTypes[2]...`
	`Type=Filenet`
	`IsLicensed = true`
	`MaxAdapterInstances = 5`
	`MaxDashboardUsers = 1`
	`MaxApiSessions = 0`
	`AdapterTypes[3]...`
	`Type=Documentum`
	`IsLicensed = true`
	`MaxAdapterInstances = 5`
	`MaxDashboardUsers = 1`
	`MaxApiSessions = 0`
	`AdapterTypes[4]...`
	`Type=Isra`
	`IsLicensed = true`
	`MaxAdapterInstances = 5`
	`MaxDashboardUsers = 1`
	`MaxApiSessions = 0`
	`AdapterTypes[5]...`
	`Type=CMIS`
	`IsLicensed = true`
	`MaxAdapterInstances = 5`
	`MaxDashboardUsers = 1`
	`MaxApiSessions = 0`
	`AdapterTypes[6]...`
	`Type=Custom`
	`IsLicensed = true`
	`MaxAdapterInstances = 5`
	`MaxDashboardUsers = 1`
	`MaxApiSessions = 0`

2.2.2.2 Output Transformation Server and Output Transformation Engine

The following fields are used for both Output Transformation Server and Output Transformation Engine:

MaxJobsCoreOkay **MaxJobsCoreNotOkay**	**MaxJobsCoreOkay** checks if the machine is compliant with the maximum number of cores licensed (as defined by the **MachineInfo/DevMachineInfo** > **Cores** parameter) and specifies the number of concurrent jobs that can be run on a compliant machine. Typically, the MaxJobsCoreOkay value is set to -1 (unlimited). **MaxJobsCoreNotOkay** specifies the maximum number of concurrent jobs that can be run on a non-compliant machine (i.e. if the runtime machine contains more cores than specified in the **MachineInfo** > **Cores** parameter). Typically, MaxJobsCoreNotOkay is set to 0 or 1. (If set to 0, Output Transformation Server or Output Transformation Engine will start, but no jobs will run.) Additionally, if the number of jobs is capped, Output Transformation Engine jobs will be forced to be single-threaded. Consider the following scenarios: **Scenario 1:** Licensed cores=4 MaxJobsCoreOkay=4 The machine has 4 cores. Since the machine is compliant with the Cores threshold (that is, licensed for 4 cores), you can run up to 4 concurrent jobs as specified by the MaxJobsCoreOkay value. **Scenario 2:** Licensed cores=1 MaxJobsCoreOkay=4 MaxJobsCoreNotOkay=2 The machine has 2 cores. Since the machine is non-compliant and only licensed to run 1 core, then the MaxJobsCoreNotOkay value is used to determine the maximum number of concurrent jobs that can be run. In this case,

	you can run 2 jobs (single-threaded, if running Output Transformation Engine).
	
	If you upgraded the machine to 4 cores, the machine is still non-compliant and the MaxJobsCoreNotOkay value is used to limit the number of jobs. Therefore you could still run only 2 jobs (single-threaded, if running Output Transformation Engine).
	
	If you downgraded the machine to 1 core, the machine is in compliance and the MaxJobsCoreOkay value is used. Therefore you could run 4 jobs.
	
	Scenario 3:
	
	Licensed cores=4
	
	MaxJobsCoreOkay=4
	
	MaxJobsCoreNotOkay=1
	
	The machine has 2 cores.
	
	Since the machine is compliant with the Cores threshold (licensed for 4 cores), you can run up to 4 concurrent jobs as specified by the MaxJobsCoreOkay value.
	
	If you upgraded the machine to 4 cores, the machine is still compliant with the Cores threshold. Therefore you could still run 4 jobs.
	
	If you upgraded the machine to 6 cores, the machine is no longer compliant and the MaxJobsCoreNotOkay value is used to limit the number of jobs. Therefore you could run only 1 job (single-threaded, if running Output Transformation Engine).
	
	Example:
	
	`Product = Output Transformation Engine (aka TS4DOCS, Vision)`
	
	`MaxJobsCoreOkay = -1`
	
	`MaxJobsCoreNotOkay = 1`
	
	`Major = 4`
	
	`Minor = 0`
	
	`AllowAlpha = true`
	
	`AllowBeta = true`

	AllowGA = true Components[0] = VBVRC … MachineRefs[0] = *

2.2.2.3 Data Transformation Engine

	No unique fields. **Example**: ProductInfo[5]... Product = Data Transformation (aka TerminalOneTransform) Major = 6 Minor = 3 AllowAlpha = true AllowBeta = true AllowGA = true Components[0] = Cobol … MachineRefs[0] = *

2.2.2.4 Output Transformation Server ebXML Messaging

	No unique fields. **Example**: ProductInfo[5]... Product = ebXML Messaging (aka TerminalOneTransport) Major = 3 Minor = 0 AllowAlpha = true AllowBeta = true AllowGA = true Components[0] = ebXml … MachineRefs[0] = *

2.2.2.5 Output Transformation Designer

	No unique fields.
	
	Example:
	
	`ProductInfo[5]...`
	
	`Product = Output Transformation Designer (aka DeveloperStudio)`
	
	`Major = 3`
	
	`Minor = 0`
	
	`AllowAlpha = true`
	
	`AllowBeta = true`
	
	`AllowGA = true`
	
	`Components[0] = 0 items.`
	
	…
	
	`MachineRefs[0] = *`

2.2.3 MachineInfo Section

If this license has been generated for use on a specific machine, or by a specific user, the information about those restrictions will appear in the MachineInfo section.

Note: Evaluation and IUO (Internal Use Only) licenses do not check the MachineInfo values. These license types may run on any machine.

HostId	This value must match the host ID of the machine. The value "*" will match any host ID.
UserId	This value must match the machine logon user ID. The value "*" will match any user ID.
Cores	Specifies the number of processors available to the JVM. A value of -1 means unlimited. If the product is licensed for a maximum number of cores, the machine is checked on Output Transformation Server startup. (For hyper-threaded cores, a machine may have 4 physical cores but Java will report this as 8 cores.) This field is also used to determine the MaxJobsCoreOkay and MaxJobsCoreNotOkay parameters for Output Transformation Server and Output Transformation Engine.

MaxInstances	If there are restrictions on the number of instances of Output Transformation Server that can be run concurrently, this will be checked on startup.

ReservedPortNumber	Specifies the port number reserved for the license file. This ensures that no more than the MaxInstances of Output Transformation Server or Output Transformation Engine are running at any given time on the machine. The default value is set to 7771, but can be changed when the license is generated.
	
	Note: Ensure that the **ReservedPortNumber** specified in the license file is available for the product's use. If the port is being used for another application, a new license can be requested with an updated ReservedPortNumber.
	
	Example:
	`MachineInfo[]...`
	`HostId = *`
	`UserId = *`
	`Cores = 10`
	`MaxInstances = 1`
	`ReservedPortNumber = 7771`

2.2.4 DevMachineInfo Section

This section contains the same parameters as described in the MachineInfo section, but is used when running in Developer Mode.

Note: Versions of Output Transformation Server and Output Transformation Engine prior to version 4.0 may still use the DevUserIds parameter, which specifies the machine logon user IDs when running in Developer Mode. This parameter has since been replaced by the DevMachineInfo > UserId parameter.

2.2.5 UsageTrackingRequirements Section

This section contains settings to control the collection of usage statistics.

DocPagesUsage	If set to true, then Output Transformation Engine usage statistics will be collected. Note that when this option is enabled, Output Transformation Engine jobs will not start unless both the DocPages Summary log and the CS Transaction log are active and without error. See the *OpenText Output Transformation Server - User Guide (VDTOTS-H-UGD)* for more information.
	
	Example:
	`UsageTrackingRequirements...`
	`DocPagesUsage = true`

2.2.6 Generated Hash Encrypted Output

The machine-readable information about the license file is in the encrypted information at the bottom of the license file. If this data is compromised in any way, the license will not deploy and you will need to deploy or request a new license file.

2.3 License Information in the Log File

On startup, the Output Transformation Server license file is checked and details are logged in the log file. For Output Transformation Server products, the license details can be found in Output Transformation Designer under `_logs > Debug > all-debug.textreport`. For standalone Output Transformation Engine, the license details are written to the Output Transformation Engine System log file: `<install_home>\initialfiles\common\_sample\OutputTransformation\reports\system.log`.

Note: The license portion of the log file can be validated by OpenText Licensing to ensure that it has not been tampered with.

The following is an example of an InternalUseOnly license running in Production Mode:

```
*** DateTime: 2012-10-18_10:31 (EDT)
***
*** LICENSE
*** ====================
*** LicenseType: InternalUseOnly
*** Customer: Xenos
*** LicenseId: 69
*** ConfigId: 2012-Q4
*** License expires on: 2012-12-31 (in 73 days)
*** Serial: v01-0004-0004-69-ffff
*** MaxInstances: Unlimited
*** (i) Running in Production Mode.
***     For Developer mode use -DXenosDevMode=true
*** SERVER
*** ====================
```

```
 *** Host: abl07123 (abl07123.example.com)
 *** User: ablack
 *** Processors: 4
 ***
 ***
 *** INSTALLED PRODUCTS
 *** ====================
 *** Product: Output Transformation Designer (aka DeveloperStudio) - 4.0.02_2012-09-21d
(build 1128)
 *** Product: Output Transformation Server (aka EnterpriseServer) - 4.0.02_2012-09-21d
(build 1128)
 *** Product: Output Transformation (aka TS4DOCS, Vision) - 4.0.02_2012-09-21d (build
1128)
 *** Product: Data Transformation (aka TerminalOneTransform) - 6.5.02_2012-09-21b (build
1128)
 *** Product: ebXML Messaging (aka TerminalOneTransport) - 4.0.02_2012-09-21d (build
1128)
 ***
 *** JVM PROPERTIES
 *** ====================
 *** java.vm.version = 19.1-b02
 *** java.vm.vendor = Sun Microsystems Inc.
 *** java.class.version = 50.0
 *** java.specification.version = 1.6
 *** user.country = US
 *** user.language = en
 *** user.home = C:\Users\ablack
 *** user.timezone = America/New_York
 *** os.arch = x86
 *** os.name = Windows 7
 *** os.version = 6.1
 ***
 *** JVM Options:
 ***    -Xms128m
 ***    -Xmx512m
 ***    -XX:MaxPermSize=256m
 ***    -Djava.security.auth.login.config=..\..\lib\auth.conf
 ***
 ****************************************** END:ES
hash="83b28b573865390232e134e7aa08344bfd3"***
```

2.4 Storing a Renewed or Updated License

The license key files OpenText Licensing sends you when you update or renew an OpenText product are used to:

- Grant permission to use the licensed product suite.
- Deploy the license key files for future validation purposes.

Store the renewed or updated license anywhere on your computer system when you receive it. For future validation purposes, when you deploy a license to Output Transformation Designer or an application server, your license file is stored in the `<install_home>\settings` folder.

2.5 Deploying a Renewed or Updated License

Any time you receive a renewed or updated license key file (or simply license) for an installed product from OpenText Licensing, the license must be redeployed for it to be stored, for example, your license expired and you have to renew it. For more information, see "Storing a Renewed or Updated License" on page 20

Redeploy an updated or renewed license key file to:

- Output Transformation Designer
- An application server. For more information, see "Deploying a Renewed or Updated License to an Application Server" on page 22.

Either way enables you to deploy the new license at the same time. However, they are independent of each other. Output Transformation Designer doesn't need a valid license for the server to run properly and the application server doesn't need a valid license for Output Transformation Designer to work properly.

2.5.1 Deploying a Renewed or Updated License to Output Transformation Designer

To deploy an updated or renewed license key using Output Transformation Designer:

1. Open Output Transformation Designer.
2. Choose **Help** > **About**, and select the **License** tab.

   The License tab displays. The list of licenses is on the left side and default information for the license appears on the right.
3. Select your product license from the list below the **License** node. The license file's location and its expiry date are displayed for the selected license.
4. Click **Deploy New License** to open the **Deploy New License** dialog.
5. Navigate to the location where you stored the license received from OpenText Licensing.
6. Click **Deploy**.

   The license file stored in the `<install_home>\settings` folder is updated with the new license.

2.5.2 Deploying a Renewed or Updated License to an Application Server

You can deploy a new license to an application server through either Output Transformation Designer or Output Transformation Server Manager.

2.5.2.1 Using Output Transformation Designer

To deploy an updated or renewed license key to an application server using Output Transformation Designer:

1. Start Output Transformation Designer.
2. Click the **Connections** tab.
3. Right-click the server node you want to deploy a license to.

   Note: If you do not have a server set up yet, you will need to set up an application server. For more information, see *OpenText Output Transformation Server - User Guide (VDTOTS-H-UGD)*. If you want to add another server, see Adding Servers in *OpenText Output Transformation Server User Guide*.
4. Select **Information** from the context menu.
5. In the **Information** dialog, click the **License** tab.
6. Click **Deploy New License** to see the **Deploy New License** dialog showing your current folders.
7. Locate the new license and click **Deploy**.

   Your new license is now deployed to the `<install_home>\settings` folder, which is the default system location for licenses.

2.5.2.2 Using the OpenText Output Transformation Server Manager

To deploy an updated or renewed license key to an application server using the Output Transformation Server Manager:

1. Start Output Transformation Server Manager.
2. Click the **Info** tab and select **License to** open the **License** screen.
3. Click **Browse** and locate the new license.
4. Click **Deploy** to deploy the new license. You might need to reload the page to see the license's valid date extended.

   The license file stored in the `<install_home>\settings` folder is updated with the new license.

For more information on licenses, see *OpenText Output Transformation Server Manager User Guide.*

Note: : Before you can deploy a license on an application server, you must set up an application server. See *OpenText Output Transformation Server - User Guide (VDTOTS-H-UGD)* for more information.

2.6 Setting up Core Binding

On machines running Windows, licenses for the product check the number of cores on your machine because there is a maximum number of cores that can be used to process jobs, which varies depending on your license type. If there is a discrepancy between the number of cores, the application will not allow you to execute any jobs. When upgrading hardware, you may encounter a situation where the new machine is more powerful than the previous one, resulting in a mismatch between the number of cores you are licensed for and the number of cores in your machine. In these circumstances, you must set processor affinity to run jobs with only a subset of available cores.

There are two ways of setting core binding and each method is illustrated using the same example of binding to cores 0 and 4 on an 8-core machine.

Within Output Transformation Designer

When deploying a new license to Output Transformation Designer, the product checks the number of cores on the machine and verifies how many cores the license allows. If the license only permits fewer cores than what is on the machine, the **Processor Affinity** dialog box appears where you are shown the number of cores you are licensed for and you must choose which cores you want to bind to.

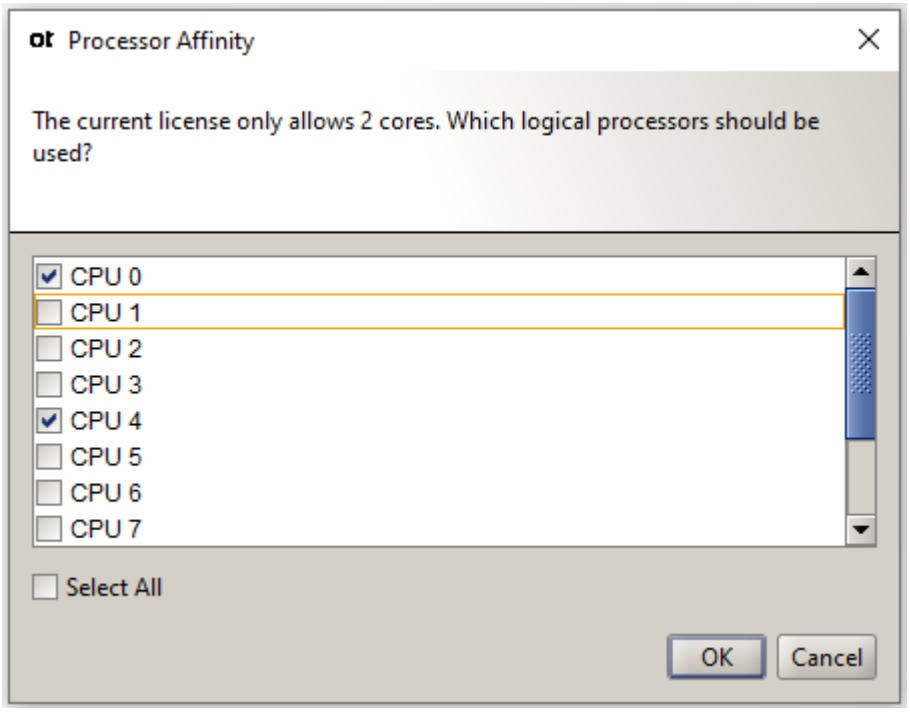

Figure 2-1: Processor Affinity dialog box with CPUs 0 and 4 selected

Modifying the setAffinity Batch File

Navigate to the `<OTS_home>\settings\` directory and open the `setAffinity.bat` file for editing in your preferred text editor. Then, calculate the sum from the values that correspond to the cores to use on your machine according to the table and convert it to a hex value.

Table 2-1:

Processor/Core ID	Value
CPU 0	1
CPU 1	2
CPU 2	4
CPU 3	8
CPU 4	16
CPU 5	32
CPU 6	64
CPU 7	128

For example, if you want to bind to CPU 0 and CPU 4 you must add their values together (1 + 16) and with then convert the sum (17) to a hexadecimal value, which is 11 (hex calculators can be found online to perform the conversion). Use this final value in the `setAffinity.bat` file:

```
set OTS_AFFINITY=11
```

2.7 Troubleshooting Licensing Issues

Problem or Log Message	Result	Solution
License has expired.	Output Transformation Designer will start, but will present an error message and open an explorer window to deploy a different license file. **Note:** When a license file has less than 30 days remaining to expiry, each startup will produce a warning message: "WARNING!! License will expire in NN days."	Request and deploy a new license file. Contact OpenText Licensing at support@opentext.com.
License invalid or may be corrupted (*code*). Please contact OpenText Licensing for a valid license.	Output Transformation Designer will start, but will present an error message and open an explorer window to deploy a different license file.	Request and deploy a new license file. Contact OpenText Licensing at support@opentext.com..
Too many instances running; unable to secure port starting with port <*port number*>.	The system tests the number of ports specified in MaxInstances, starting with the **ReservedPortNumber**. For example, if MaxInstances = 5, and ReservedPortNumber = 7771, then ports 7771 through 7775 are tested. If none of these ports are available, then either 5 instances are already running, or another program is using the port.	Ensure that the ReservedPortNumber specified in the license file is available for the product's use. If the ReservedPortNumber is outdated, a new license can be requested with an updated ReservedPortNumber.

Problem or Log Message	Result	Solution
UserId <*user ID*> does not match any of the licensed Developer User IDs - license not valid for this user.	The license is for running in Developer Mode, but the user is not registered under the DevMachineInfo > UserId parameter.	The user is not included in the list of valid developer users, in accordance with the license agreement. The user must have a validated user ID. If the list of developer users is outdated, a new license can be requested with updated user IDs.
License is not valid for host=<*host ID*>, user=<*user ID*>	The machine host name and/or the user name do not correspond to the MachineInfo parameters HostId and UserId in the license file.	The product must be installed and licensed on the machine specified in the license file by the user specified in the license file. If the information specified in the license file is incorrect, request a new license file.
Code has expired.	The evaluation period of this evaluation build/license combination has expired. The product will not run.	Once the evaluation period is over, you need to upgrade to a production build and license. In some circumstances a new evaluation build and license may be issued.
One of the following messages appears: Evaluation license cannot be used with Standard build type. Evaluation license required to run an evaluation build. (Note: IUO license may run an Evaluation build.) Your license does not allow you to run this build type.	There is a mismatch between the product build and the license type. The product will not run.	You require a new product build, a new license file, or both. Contact OpenText Licensing at support@opentext.com.

Problem or Log Message	Result	Solution
One of the following messages appears: Your license does not allow code level Alpha to run. Your license does not allow code level Beta to run. Your license does not allow code level GA to run. Internal use only license is required with this code level.	There is a mismatch between the code level and the licensed code level. The product will not run.	You require a new product build, a new license file, or both. Contact OpenText Licensing at support@opentext.com.
Cannot run on this machine, host=<host ID>	The license file restricts the machines that the product can be run on. This machine is not specified as a valid machine in the license file.	Install and run the product on the machine specified in the license file, or request and deploy a new license file that corresponds to this machine.
This product is not licensed.	The product will not run.	The product is not included in the list of valid products. Deploy or request a valid license file.
Build-type non-standard - Not for production use!	This is either an evaluation build or an unofficial build, neither of which can be used with a standard license.	You require either an evaluation license or a new product build. Contact OpenText Licensing at support@opentext.com.
Code-level non-GA - Not for production use!	This is an Alpha or Beta build, neither of which can be used for production. The software will still run, but only for testing purposes.	You require a GA build when available. Contact OpenText Licensing at support@opentext.com.

Problem or Log Message	Result	Solution
System warning (*x.y.z*) or System error (*x.y.z*) These messages appear when the number of available cores exceeds the allowed number of cores.	For (*x.y.z*): *x* = MaxJobsCoreNotOkay *y* = Number of cores on machine *z* = Number of cores allowed. In the example (2.8.4), the number of available cores (8) exceeds the number of allowed cores (4), and the maximum number of jobs allowed when the machine is non-compliant is 2. Therefore 2 jobs will be able to run, and the message will be issued as a warning. In the example (0.8.4), the number of available cores (8) exceeds the number of allowed cores (4), and the maximum number of jobs allowed when the machine is non-compliant is 0. No jobs will be able to run, and the message will be issued as an error.	Run the program as-is or install and run the program on a compatible machine. If this restriction causes production problems, you may wish to consider modifying your contract to better suit your needs and environment.
The Output Transformation Engine output has a watermark.	Product is running in Developer Mode and is not for production use or you are using an evaluation build with an evaluation license.	If you are using a production license, the watermark will not appear when deployed in production. If you are using an evaluation build, you will always see a watermark on the output as the build and license are not intended for production use.

Chapter 3

Output Transformation Designer menus and toolbars

Output Transformation Designer has a menu bar and several toolbars available.

The main menu bar is located across the top of the Output Transformation Designer interface. It contains the following options:

3.1 File menu

The **File** menu contains all of the options for opening, closing, printing, and saving your transformation projects. Output Transformation Server allows you to have more than one project open at a time in Output Transformation Designer.

Icon	Menu Command	Keyboard Shortcut	Description
	New	Ctrl + N	Starts a new project without closing any projects already open in Output Transformation Designer.
	Open	Ctrl + O	Opens a project from your file system without closing any projects already open in Output Transformation Designer.

Icon	Menu Command	Keyboard Shortcut	Description
	Open Recent	None available	Allows you to quickly open one of the most recently opened files. The default is set to 10, but this can be changed under Preferences.
	Save	Ctrl + S	Saves the current project component to disk. You will be prompted for a project name if not already given.
	Save As	None available	Allows you to save the current project in a different folder, or using a different name.
	Save All	None available	Saves all components of the current project to disk.
	Print	None available	Prints the template file of the current project.
	Exit	None available	Closes the Output Transformation Designer application.

3.2 Edit menu

The **Edit** menu provides commands which enable you to cut and paste items in various Output Transformation Designer windows.

Icon	Menu Command	Keyboard Shortcut	Description
	Cut	Ctrl + X	Removes a selected item, and saves it to the clipboard.
	Copy	Ctrl + C	Saves a copy of selected item(s) to the clipboard.
	Paste	Ctrl + V	Pastes the saved content of the clipboard to a selected location.

Icon	Menu Command	Keyboard Shortcut	Description
	Delete	Delete	Deletes the selected item.
	Undo	Ctrl + Z	Removes the last modification performed and reverts it to the previous state. Where available, the undo feature is limited to the last 5 steps.
	Redo	Ctrl + Y	Redoes the most recently undone action in the current project.
	Find	Ctrl + F	Searches for a string of alphanumeric characters within the opened project.

3.3 View menu

The **View** menu provides options for customizing the toolbars shown in the graphical interface, and mappings of Output Transformation Designer.

Icon	Menu Command	Description
	Toolbars	Toggles the available toolbars on and off. The toolbars permit quick and easy access to frequently used menu commands. Toolbars available include: File, Edit, View, Build, Debug, Run and Help. For more information on toolbars, see "Toolbars" on page 40.
	Log	Opens the Output Transformation Designer log (application.log) file.
	Collapse All	Collapses the expanded directory file structure beneath the currently selected folder in the File System window.
	Expand All	Opens all subdirectories below the selected folder in the file structure hierarchy in the File System window.

3.4 Environment menu

The **Environment** menu provides all of the options available for managing Output Transformation Designer environments and their users. For more information, see "Output Transformation Designer Environments" on page 59.

Menu Command	Description
User Administration	This choice is only enabled when the configuration repository is started. It enables the administrator to create and manage user accounts for those users who will have access to the configuration repository system.
Output Transformation Engine System Manager	Launches the Output Transformation Engine System Manager. From the Output Transformation Engine System Manager you can open any Output Transformation Engine system configuration file, or change the default system configuration file used for Output Transformation Engine projects. For more information, see *OpenText Embedded Output Transformation Engine - User Guide (VDTOTS-H-UTE)*.

3.5 Build menu

The commands available in the **Build** menu are component dependent. They assist in the creation of custom components.

Icon	Menu Command	Keyboard Shortcut	Description
	Compile	F9	Compiles the selected component.
	Debug	F5	Debugs the selected component.
	Execute	None available	Executes the commands within a selected component.

3.6 Tools menu

The **Tools** menu provides commands for setting preferences, deploying projects, and launching supplementary applications. Further product settings are available to be configured under **Preferences**.

3.6.1 Tools menu options

Icon	Menu Command	Description
	Preferences	Opens the "Preferences" on page 35 window where you can set your options for various program-wide aspects such as appearance, logging, supporting editors, and Java settings.
	Base64 Tool	Performs encoding or decoding of Base64 encoded strings or files. For more information, see "Using the Base64 Tool" on page 34.
	Deploy to Output Transformation Server	Deploys a packaged Output Transformation Server project to the server. For more information, see *OpenText Output Transformation Server - User Guide (VDTOTS-H-UGD)*.
	New Custom Component	Launches the New Component Wizard to set up a new custom component.
	User Administration	Allows an administrator to manage user accounts for users who have access to the configuration repository system. This option is unavailable unless a configuration repository is started.
	Configuration Manager	Allows you to connect to a Configuration Manager instance.
	New Output Transformation Engine Project	Launches the New Component Wizard to set up a new Output Transformation Engine project.

Icon	Menu Command	Description
	Output Transformation System Manager	Launches the Output Transformation System Manager, which helps you manage Output Transformation Engine system configuration files. For more information, see *OpenText Embedded Output Transformation Engine - User Guide (VDTOTS-H-UTE)*
	New Data Transformation Project	Launches the New Component Wizard to set up a new Data Transformation Engine project.

3.6.2 Using the Base64 Tool

The Base64 Tool is an embedded function that can encode/decode strings or files with the Base64 encoding scheme.

To use the Base64 Tool:

1. Navigate to **Tools** > **Base64 Tool** to open it on a new tab in the Development window.
2. In the **Mode** drop-down list, select whether you want to run **Encode** or **Decode** mode.
3. In the **From Input Type** drop-down list, select the type of input you are using. You can choose from either **String** or **File**.
4. If you selected **String** as the input type, you either type or copy and paste the string into the **Enter Input String** field.

   If you selected **File** as the input type, you can either type the file path location to your file or click the **ellipses**,  , beside the **Select Input File** field to locate your input file. If you typed in a file path location, the path to the file shown is relative to the Output Transformation Designer working directory. However, if you selected a file then the Select Input File field displays the absolutely location of the file within the file system. Regardless of the file selection method used, the first 1 KB of the file is shown in the **Input File Preview** section to allow you to inspect the file's contents without having to open the whole file in a separate editor.
5. Next, using the **To Output Type** drop-down list, you must indicate the type of output you want. You can choose from either **String** or **File**.
6. If you selected **String** as the output type, proceed to the next step.

   If you selected **File** as the output type, click the **ellipses**,  , beside the **Select Output File** field and indicate the file path location for the output file. You can

choose an existing output file or if you want to create a new file, type the absolute file path location. If you do not type in an absolute location, a relative path based on Output Transformation Designer's working directory is used. Also, use the **Overwrite Output File** check box to designate whether you want to allow the overwriting of your output files.

7. Click **Execute**.

   If the output type is set to String, the encoded/decoded output is shown in the **Output String** field. Optionally, you can click **Copy To Clipboard** to copy the contents of the Output String field for pasting in other applications.

   If the output type is set to File, the encoded/decoded output is directed to your previously specified file path location. Also, the first 1 KB of the file is shown in the **Output File Preview** section and the output directory can be displayed by clicking **View Output Directory**.

3.6.3 Preferences

The **Preferences** section organizes different types of options on separate tabs.

3.6.3.1 General tab

The **General** tab contains various options grouped by the areas they affect.

Appearance

The **Appearance** tab allows you to modify how or which elements are displayed.

- **HideWelcome**. By default, the Welcome screen opens when Output Transformation Designer is started. Turn off this option by selecting **Hide welcome on next start** on the Welcome screen, or by clearing the **HideWelcome** checkbox in the Appearance pane. To reenable this feature, select the checkbox.
- **UnicodeDisplayFont**. Enter the path to the Unicode display font required to view double-byte characters.
- **RecentFilesCount**. Defines the number of recently opened files to display in the File menu.
- **ShowAllComponents**. Indicates whether to show all components or only the components you are licensed for in the interface. By default, this parameter is enabled and all components are shown.

Diff Tool

The **Diff Tool** tab specifies options for the data comparison tool to use.

- **DiffTool**. Specifies the file path to the data comparison tool used for displaying the differences between file contents.

Logging

The **Logging** tab specifies options related to the log files generated by the application.

- **MaxSize**. The default maximum log file size is 10 MB. When the log file reaches this limit, this log file will be renamed and a new one will begin.
- **MaxFiles**. Set the maximum number of log files to archive. When the limit is reached, the oldest log file will be deleted when a new log file is created.

For more information about log files, see "Output Transformation Designer Logging" on page 65.

Dialogs

The **Dialogs** tab specifies options related to the position and size of dialog boxes.

Default dimensions and screen positions can be set for dialog boxes, according to their category, and their respective settings are saved and will persist following a restart of the application. Moreover, settings from manually resizing or moving a dialog box are also saved here. The following values can be set for dialog boxes:

- **Name**. Indicates the name of the dialog box category. These category names are automatically added after a corresponding dialog box is opened in the application.
- **Dimension**. Specifies the default dimensions for dialog boxes in the specified category. Dimension settings are also saved if you manually resize a dialog box.
- **Location**. Denotes the default screen position of the dialog box.

Output Window

The **Output Window** tab contains options related to the Log tab on the Output pane.

- **OutputBufferSize**. Specifies the maximum size, in kilobytes, of the log shown on the Log tab on the Output pane before it is automatically cleared.

XFT

The **XFT** tab contains an option to dictate the default unit of measurement for the XFT Field Technology component.

- **ViewCoordinateUnits**. Denotes the unit of measurement to use when viewing coordinates in previews. When viewing pages in the Page View mode or defining fields in the XFT Field Technology component, the selected units will be the default coordinate units. The default coordinate units can also be changed while in the Page View mode or XFT Field Technology component by right-clicking the X or Y coordinate displays at the bottom right of the viewing window.

Hex View

The **Hex View** tab contains options controlling the visibility of certain elements when working in the hex viewer.

- **Decimal**. Indicates whether decimal points for numbers are displayed.
- **ASCII**. Indicates whether an ASCII column is displayed to show ASCII code.
- **EBCDIC**. Indicates whether an EBCDIC column is displayed to show hexadecimals translated into EBCDIC format.
- **Octal**. Indicates whether an EBCDIC column is displayed to show hexadecimals translated into octal numbers.
- **Columns**. Specifies the number of hexadecimals to display within each row in the Hexadecimal column. The value has a default of 16, but must have a minimum value of 4.

Resource Management

The Resource Management tab contains options related to the Resource Manager cache.

- **ClearCache**. Specifies whether the Resource Manager cache is cleared before a job is executed. Being able to review the cache can be helpful when trying to troubleshoot issues. By default, clearing the cache is **enabled**.

3.6.3.2 Editors tab

The **Editors** tab is broken down into two subsequent sections.

File Types

The **File Types** tab allows you to manage file types and their associated file extensions.

- **File Types**. Each file type is automatically associated with one or more file extensions, which are displayed in the **Extension List**.
- To add additional file extensions, choose the appropriate file type, enter the file type extension in the **Extension** box, and click **Add**,  .
- To overwrite a file extension in the Extension List with a new file extension, choose the appropriate file type, select the extension from the Extension List, type a new file extension, and click **Edit**,  .
- To remove a file extension from the list, choose the appropriate file type, select the extension from the Extension List, and click **Delete**,  .

Cell Editor

The **Cell Editor** tab contains system-wide preferences for the cell editors.

- **DefaultEditorMode**. Indicates the default mode to display when a cell editor is launched. You can choose from the following modes:
  - **Auto**. Denotes that the cell editor can automatically switch between Expression and Text modes, depending on the content shown. This is the default setting.
  - **Expression**. Denotes that the cell editor displays Expression mode by default, which allows you to easily add functions and variables to your expression.
  - **Text**. Denotes that the cell editor displays Text mode by default, which allows you to type in your values.
- **ExpressionLayout**. Designates the layout of expression graphs. You can choose from **LEFT_TO_RIGHT**, **RIGHT_TO_LEFT**, **TOP_TO_BOTTOM**, or **BOTTOM_TO_TOP**. By default, graphs are shown using LEFT_TO_RIGHT layouts.

3.6.3.3 Java tab

The **Java** tab contains options for Java home settings and virtual machines.

Java Settings

- **JavaHome**. Enter the path to the directory where the Java Developers Kit (JDK) is installed. If you did not install the JDK option with Output Transformation Server, you need to set JavaHome to the location of your JDK installation.
- **VmOptions**. Click to add options that will be passed to the virtual machine (VM), if required.

3.7 Window menu

The **Window** menu enables you to open and close projects opened within Output Transformation Designer.

Icon	Menu Command	Keyboard Shortcut	Description
	File System	None available	Opens or selects the "File Systems Window" on page 46 as the active window.
	Connections	None available	Opens or selects the Connections tab in the "File Systems Window" on page 46 as the active window.

Icon	Menu Command	Keyboard Shortcut	Description
	Events	None available	Opens or selects the "Events Window" on page 57 as the active window.
	Debug	None available	Opens or selects the Debug tab in the "Events Window" on page 57 as the active window.
	Properties	None available	Opens or selects the "Properties Window" on page 50 as the active window.
	Welcome	None available	Displays the Welcome tab, which contains quick links to create an environment and set up your server.
	Reset Workspace Layout	None available	Restores the layout of your windows and tabs to the default factory settings.
	Close	Ctrl + F4	Closes the active window.

3.8 Help menu

The **Help** menu provides information about what is currently installed within Output Transformation Designer, and access to the online help guide.

Icon	Menu Command	Keyboard Shortcut	Description
	Help Contents	Shift + F1	Opens the online help in an internet browser window.

Icon	Menu Command	Keyboard Shortcut	Description
	About	None available	Opens the About window, displaying the software version and copyright information, as well as information about your virtual machine (VM) setup and product licensing. For more information, see "About Output Transformation Designer Licenses" on page 7.

3.9 Toolbars

The toolbars permit quick and easy access to frequently used menu commands. You can customize your graphical interface by hiding toolbars that are seldom used by navigating to **View** > **Toolbars** to toggle on or off which toolbars you want to appear.

3.9.1 File toolbar

Icon	Menu Command	Description
	New	Starts a new project without closing any projects already open in Output Transformation Designer.
	Open	Opens a project from your file system without closing any projects already open in Output Transformation Designer.
	Save	Saves the current project component to disk. You will be prompted for a project name if not already given.
	Save As	Allows you to save the current project in a different folder, or using a different name.
	Save All	Saves all components of the current project to disk.

Icon	Menu Command	Description
	Print	Prints the template file of the current project.

3.9.2 Edit toolbar

Icon	Menu Command	Description
	Cut	Removes a selected item and saves it to the clipboard.
	Copy	Saves a copy of selected item(s) to the clipboard.
	Paste	Pastes the saved content of the clipboard to a selected location.
	Delete	Deletes the selected item.
	Undo	Removes the last modification performed and reverts it to the previous state. Where available, the undo feature is limited to the last 5 steps.
	Redo	Redoes the most recently undone action in the current project.
	Find	Searches for a string of alphanumeric characters within the opened project.

3.9.3 View toolbar

The **View** toolbar applies to Data Transformation Engine projects.

Icon	Menu Command	Description
	Hide/Show Mapping Lines	Toggles the mapping lines on and off.
	MGP Settings and Details	Opens the Data Transformation Engine project Settings and Details form. For information about this form, see *OpenText Embedded Data Transformation Engine - User Guide (VDTOTS-H-UDT).*

3.9.4 Build toolbar

Icon	Menu Command	Description
	Compile	Compiles the selected component.
	Debug	Debugs the selected component.
	Execute	Executes the commands within a selected component.

3.9.5 Debug toolbar

The **Debug** toolbar is not displayed by default. Choose **View > Toolbars > Debug** to enable it.

Icon	Menu Command	Description
	Stop Debugging	Stops the debugging process.
	Continue Debugging	Continues the debugging process.
	Step Over	Moves to the next process.
	Step In	Opens the nested process flow in another editor for debugging.
	Step Out	Steps out of the nested process flow and goes back to the outer process flow.

3.9.6 Run toolbar

The **Run** toolbar applies to Data Transformation Engine projects.

Icon	Menu Command	Description
	Transform from source to the current target	Allows you to view the output produced according to your project's current configurations. The output is displayed in the **Target Result** tab of the **Transform Target Pane**. **Note:** If you have multiple output targets within your project, the transformation is performed only for the output target currently selected, since the **Transform** option is meant only to help you verify your transformation settings. All output targets will be handled when you do your run-time transformation.
	Transform to multiple JDBC targets	Transforms all targets instead of transforming individual targets.
	Shows the report on HTML browser	Click to see the mapping details in HTML format in a browser window.
	Packages the project files into a zip file	Packages all files used in the project to a zip file in your preferred location.

3.9.7 ParmDef Editor toolbar

Icon	Menu Command	Description
	Add variable	Adds a variable to a ParmDef class array.
	Remove variable	Removes a variable from a ParmDef class array.
	Compile	Compiles the ParmDef Java code for variables to a ParmDef class array.

Chapter 4

Output Transformation Designer Windows

The Output Transformation Designer interface is split into five areas:

You can drag and drop the windows and tabs within Output Transformation Designer and dock them elsewhere in the application window to customize your workspace. The size of windows and tabs can also be adjusted to increase their viewable area. Individual windows can be enlarged to fill the entire screen by clicking their respective **Maximize** button,  . Then, to restore a window to its previous size, click the **Restore** button,  .

If you have customized your workspace and are subsequently having problems locating a specific window or tab, resetting the layout to the default settings can help. The **Window** > **Reset Workspace Layout** command restores all tabs and windows to the factory default.

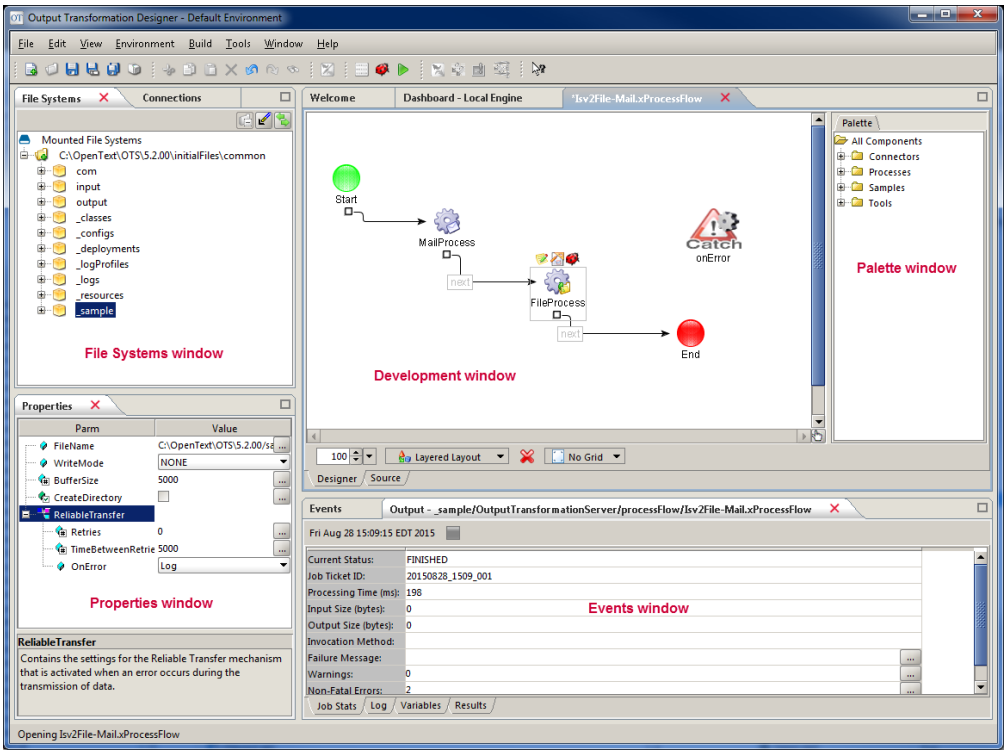

Figure 4-1: Output Transformation Designer default workspace layout

4.1 File Systems Window

The **File Systems** window contains the "File Systems Tab" on page 47, the Connections tab, and if a project is currently open, a tab containing the available resources for the current open project file.

- The File Systems tab contains the resources required for solution development.
- The Connections tab displays all your system's configured deployed and undeployed OpenText servers.
- The current project tab displays all the available resources for the current open project.

You can use the » button to access hidden tabs if they do not fit on the screen.

4.1.1 File Systems Tab

The **File System** tab displays where your resources and configurations are stored. File systems can be local or network directories, compressed files, either ZIP or JAR, relational databases, or content storage systems. Resources are categorized and sorted into folders. Resources that do not fall into one of the categories appear uncategorized below all of the folders.

The File Systems tab of the "File Systems Window" on page 46 is where the file systems are displayed and managed. You can consult the following topics for more information about working in this window:

- "File System Functions" on page 48
- "Mounting a File System" on page 50
- "Unmounting a File System" on page 50

If you have accidentally closed the tab or cannot locate it for any reason, you can navigate to **Window** > **File Systems** to either reopen or set focus on the tab.

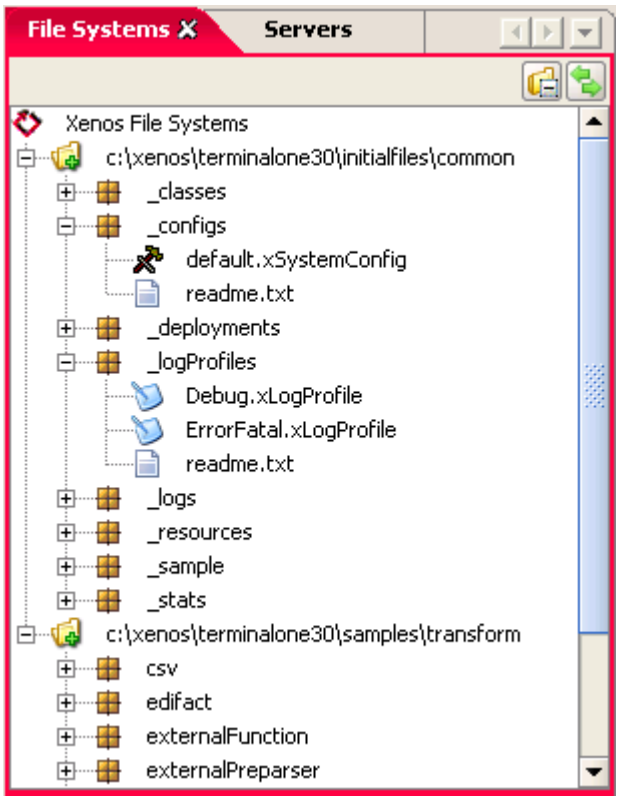

Figure 4-2: Output Transformation Designer File Systems tab

4.1.1.1 File Systems Tab Options

Icon	Command	Description
	Collapse All	Collapses the tree view of the file system from the selected folder.
	Logical View	Click to expand a process flow and see all the process within the flow.
	Link with Editor	Click to automatically select the proper node in the tree view each time you click a different editor.

4.1.1.1.1 File System Functions

The following context menu functions are available by right-clicking a folder in the "File Systems Window" on page 46.

Function	Shortcut	Description
New	Ctrl + N	Creates a new component or folder. The new component or folder will be nested in the folder it was created under.
Mount		Mounts a file system of the following types: • Local directory • Compressed file See "Mounting a File System" on page 50.
Unmount		Unmounts a selected file system.
Refresh	F5	Refreshes the file system directory view.
Deploy		Deploys a selected file system to a connected server.
Explore		Opens the Microsoft Windows Explore window to the selected folder.

The following context menu functions are available by right-clicking a file in the "File Systems Window" on page 46.

Function	Shortcut	Description
View as Type		Allows you to associate the selected file type with a viewer.
Open	Ctrl + O	Opens the selected file in the Development window.
Execute		Executes the process or event. **Note:** : This option is only available for processes, process flows, and events.
Mount		Mounts a file system of the following types: • Local directory • Compressed file See "Mounting a File System" on page 50.
Compile	F9	Compiles a Java file. **Note:** : This option is only available for Java files.
Clone		Creates an exact duplicate of the selected file named `<originalName>_date_time_incrementalNumber.<fileExt>`.
Delete	Delete	Deletes the selected file.
Rename	F2	Allows you to rename the selected file. Do not enter a file extension as the new filename will be appended automatically with the original file extension.
Refresh		Refreshes the file system directory view.
Deploy		Deploys a selected file system to a connected server.
Explore		Opens the Microsoft Windows Explorer window to the selected folder.

4.1.1.1.2 Mounting a File System

To mount a new file system:

1. In Output Transformation Designer, right-click anywhere in the **File Systems** window.
2. From the context menu that appears, hover over **Mountand then** select the type of file system you wish to mount. You can choose from either **Local Directory** or **Archive**.

   The **Mount File System** dialog window opens on the tab of the type of file system you selected.

   Note: The tabbed display enables you to select other types of file systems once the **Mount File System** dialog is open.
3. Navigate to the directory or archive you would like to mount. Then either select it or manually type the name in the **Folder Name** field for a local file system, or the **File Name** field for an archived file system.
4. When you are finished, click **Mount**.

   Output Transformation Designer builds the new file system and your selected local directory or archive is mounted as a file system.

4.1.1.1.3 Unmounting a File System

To unmount a file system, right-click the unwanted directory or archive and from the context menu that appears, select **Unmount**.

4.2 Properties Window

The **Properties** window contains a list of the parameters for the selected project component, if available. Explanations of each parameter are provided in the message area at the bottom of the window.

The Properties window has two distinct areas:

- "Parameter List" on page 51
- "Parameter Definitions Area" on page 52

If you have accidentally closed the tab or cannot locate it for any reason, you can navigate to **Window** > **Properties** to either reopen or set focus on the tab. Alternatively, you can also right-click a component in the "Development Window" on page 54 and select **Properties** from the context menu.

In the figure below, the Properties window is displaying the parameters and values of a new instance of MailProcess that has been selected in the **File System** window.

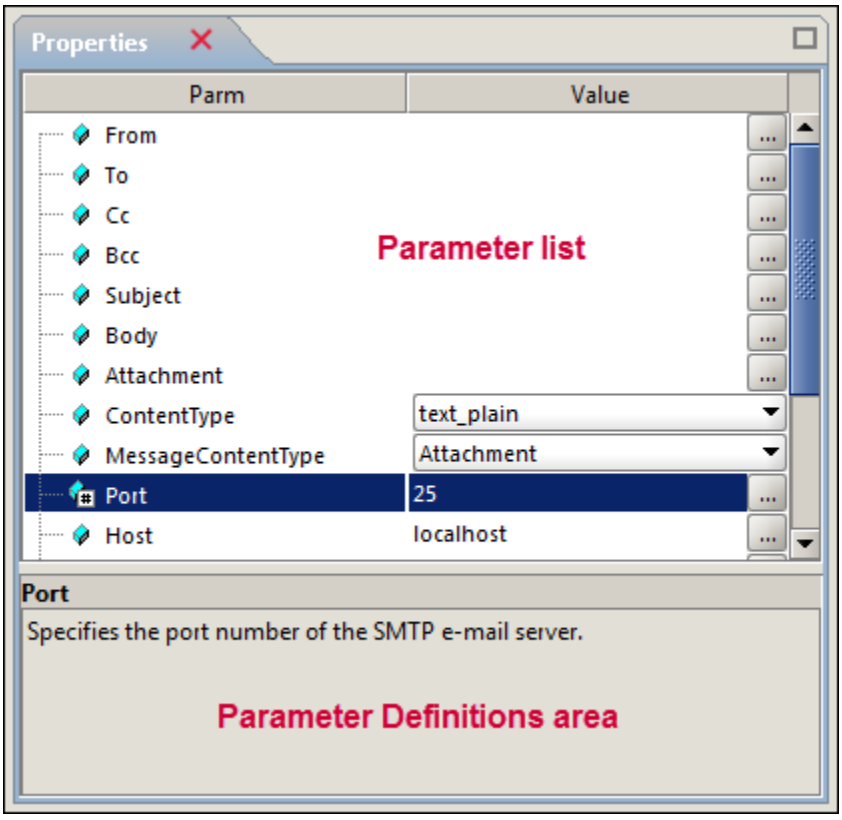

Figure 4-3: Output Transformation Designer *Properties window*

Parameter List

You can edit the parameters within the **Properties** window. There are three types of parameters:

Icon	Description
	Normal. These parameters have one attribute.
	Multiple. These parameters have more than one *attribute* available to be set. To expand or collapse the attribute list, double-click the multiple parameter.

Icon	Description
	List. These parameters have a list of *multiple parameters*. Each parameter in the list may in turn be a **Multiple Parameter** or a **Normal Parameter**. Right-click the list's value field to add or remove an additional parameter. To expand or collapse the attribute list, double-click the list parameter's name.

Parameter Definitions Area

When an individual parameter is selected in the **Properties** window, a description of the parameter is displayed in the **Parameter Definitions area** located at the bottom of the **Properties** window. The Parameter Definitions area explains the use and syntax of the selected parameter, attribute, or element.

To alter the size of the Parameter Definitions area within the properties window, place your mouse pointer on the bar between the Parameters list and the Definitions area, and drag it up or down.

Editing Parameters

A basic set of parameter values are established whenever you add a component. You can specify additional parameters or change the values for the parameters that have already been set.

If you need to make changes to components after their creation, or if you prefer to skip component wizards and enter parameter values yourself, you may do so in the Properties window in a number of ways:

- Editing the field in the parameter's respective **Value** column.
- Selecting the parameter's ellipses,  , and making your changes in the **Property** dialog box that opens. For some parameters, the Property dialog box displays a simple wizard to help you configure specific values such as adding resources to a resource category. However, there is more flexibility for most parameters because in the Property dialog box you can choose the format for how you want to enter parameter values by clicking the existing format type to display a list of the formats. You can choose from:
  - **Expression**. Accepts parameter values as regular expressions. To assist with building your expressions, various **Functions**, split up by **Category**, are displayed as well as a list of **Variables** you can use.
  - **JavaScript**. Accepts parameter values in the JavaScript programming language.
  - **Text**. Accepts parameter values as a text string.

  When switching between different formats, any existing values are translated into the other format.

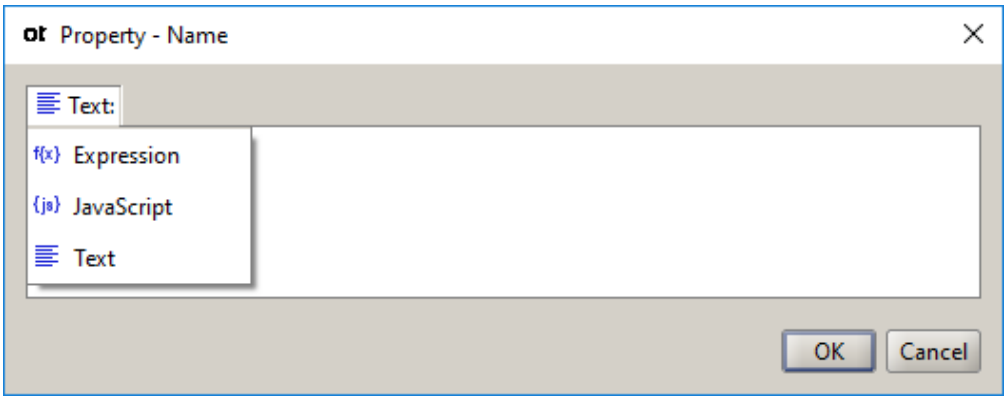

Figure 4-4: Property dialog box displaying Value formats list

Parameter Characteristics

This section discusses key characteristics about working with parameters.

Case Sensitivity

Parameter names and their values are **not** case sensitive, but are documented in mixed case for readability. If a value **must** represent lowercase characters, you **must** enclose it in single quotes.

On/Off Versus Yes/No

Some parameters are set using On/Off values while others use Yes/No. Even though only Yes and No are documented, for compatibility:

- On is the same as Yes (true).
- Off is the same as No (false).

In the Output Transformation Designer interface, On/Off or Yes/No states are represented by:

- **Check boxes** being selected or cleared:
- – A check mark in a box indicates the Yes, On, or True condition.
  – No check mark means Off, No, or False.
- **Radio buttons** being activated or deactivated. An activated radio button indicates the Yes/On condition and the value for that parameter will be used.

Parameter Descriptions

Click on a parameter name to see a description of that parameter in the definitions area of the window. The Parameter Definitions Area explains the use and syntax of the selected parameter, attribute, or element.

Some parameters have multiple values that can be set. To view additional parameter attributes, click the plus (+) sign to the left of the parameter name. The list of additional possible values will drop down. Clicking a minus (-) sign will compress the parameter details.

Parameter Values

Click the **Value** field to see the acceptable values for that parameter. If there are a several valid values:

1. Click the drop-down list arrow to view a **list of valid values**.
2. **Select a value**. The value is inserted into the **Value** field.

Note: Remember to **save** your component or the changed parameters will not be applied to your file.

4.3 Development Window

The **Development** window is where resources are opened and project development is carried out. Processes and process flows are created in this window. If you have multiple product modules installed, you can easily switch from one product to another by selecting the corresponding tab in the Development Window.

In the Output Transformation Designer Development window figure below, a Process Flow tab is selected in the Development window.

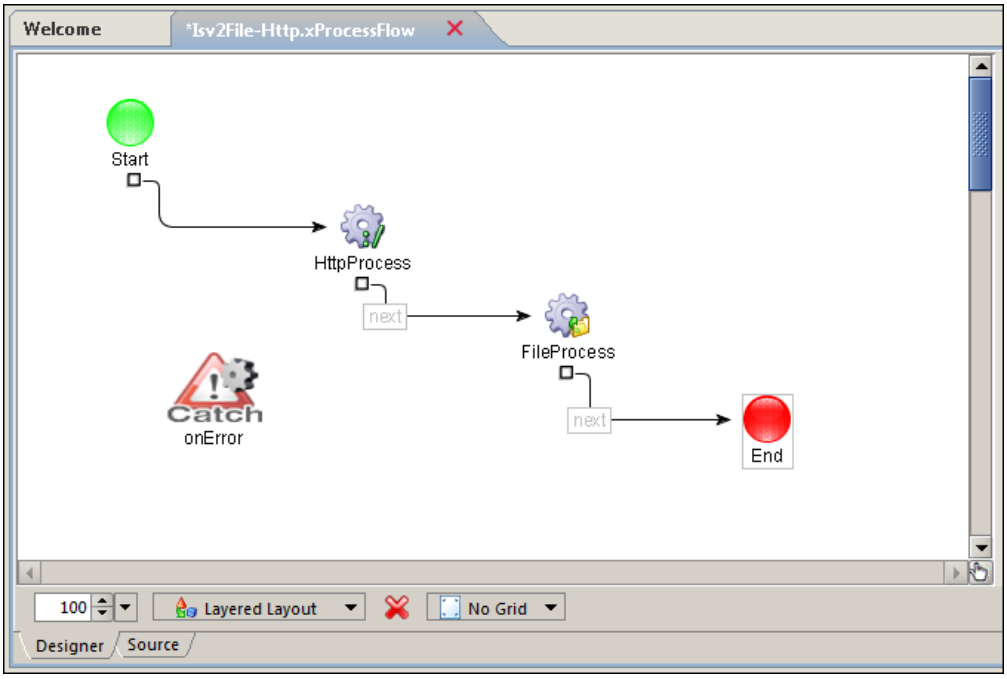

Figure 4-5: Output Transformation Designer *Development window*

4.3.1 Designer Layout Options

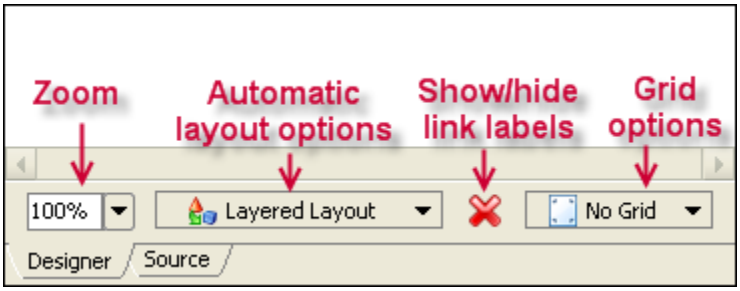

Figure 4-6: Layout options

The **Zoom** tool allows you to enlarge the graphical representation area to see details clearly, or to zoom out to view a complex process flow without having to scroll. Enter a percentage value, or select to use the sizing tool.

You can manually arrange the icons, or you can use one of the four available automatic layout options:

- **Layered Layout** creates a top-down, centred process flow layout.
- **Layout Right** creates a right-to-left process flow layout.
- **Layout Left** creates a left-to-right process flow layout.
- **Force Directed Layout** applies an evenly spaced grid-aligned layout to the previous layout option chosen.

Click **Show/Hide link labels** to disable/enable arrow notations.

If you want to manually align processes for a more uniform look, use the grid.

- Choose **Dot Grid**, **Cross Grid**, or **Line Grid**.
- Choose **No Grid** to remove the grid from view once your layout is complete.

4.4 Welcome Tab

When Output Transformation Designer is first started, the **Welcome** tab is shown in the **Development** window. This tab displays links to help and useful functionality related to the specific OpenText products you have installed.

To display the Welcome tab after closing it, select **Show Welcome** from the "Help menu" on page 39.

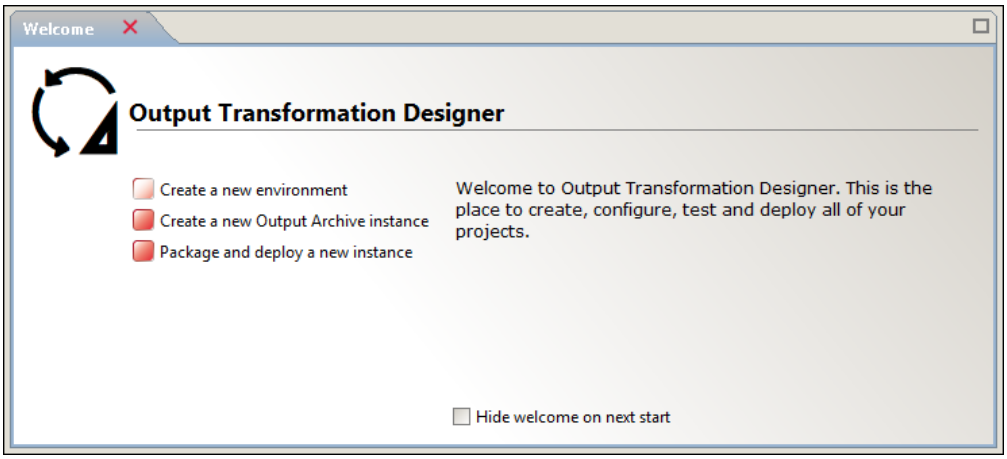

Figure 4-7: Output Transformation Designer Welcome tab

4.5 Palette Window

The Palette window contains the components available for your projects. They can be simply dragged and dropped into a process flow. The look of the window depends on the OpenText product you are working with. For example, when building process flows in Output Transformation Server, the palette window is a tree view, and when creating projects in Output Transformation Engine, the palette displays icons and tabs.

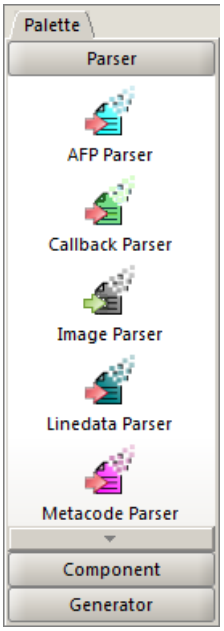

Figure 4-8: Palette window in Output Transformation Engine

4.6 Events Window

The **Events** window displays messages generated by Output Transformation Designer as a solution is being created. There are three types of messages shown:

- Warning
- Exception
- Information

If you have accidentally closed the tab or cannot locate it for any reason, you can navigate to **Window** > **Events** to either reopen or set focus on the tab.

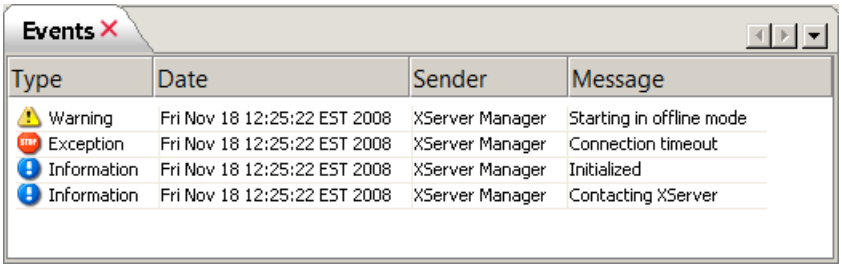

Figure 4-9: Output Transformation Designer Events window

4.6.1 Additional Event Window Tabs

Additional tabs may be available depending on which OpenText Output Transformation Suite solutions you have installed. Refer to product-specific guides for more information.

Chapter 5

Output Transformation Designer Environments

An Output Transformation Designer **Environment** is a collection of mounted file systems, relevant application files, and resources that are used to build an OpenText solution. Resources include events, process flows, processes, and Data Transformation Engine projects.

An Environment is also the output that is deployed to the following platforms:

- HP UX
- IBM AIX
- Sun Solaris
- Linux
- Microsoft Windows Servers

The Environment can be compressed into a single file to aid portability and deployment across platforms. The compressed Environment will need to be manually decompressed once it reaches its target system.

Chapter 6

Components

Components are configurable resources that form the basis of an OpenText Output Transformation Suite solution. Components can be added to the "Development Window" on page 54 and linked together as required.

Topics covered in this section include:

6.1 Creating Components

To create a component, please refer to *OpenText Output Transformation Server - User Guide (VDTOTS-H-UGD)*.

6.2 Opening Components

To open a component:

1. Right-click the component and select **Open**, or drag the icon into the main window.
2. The component will open in its own tab and when selected, its properties will be shown in the Properties window as shown below.

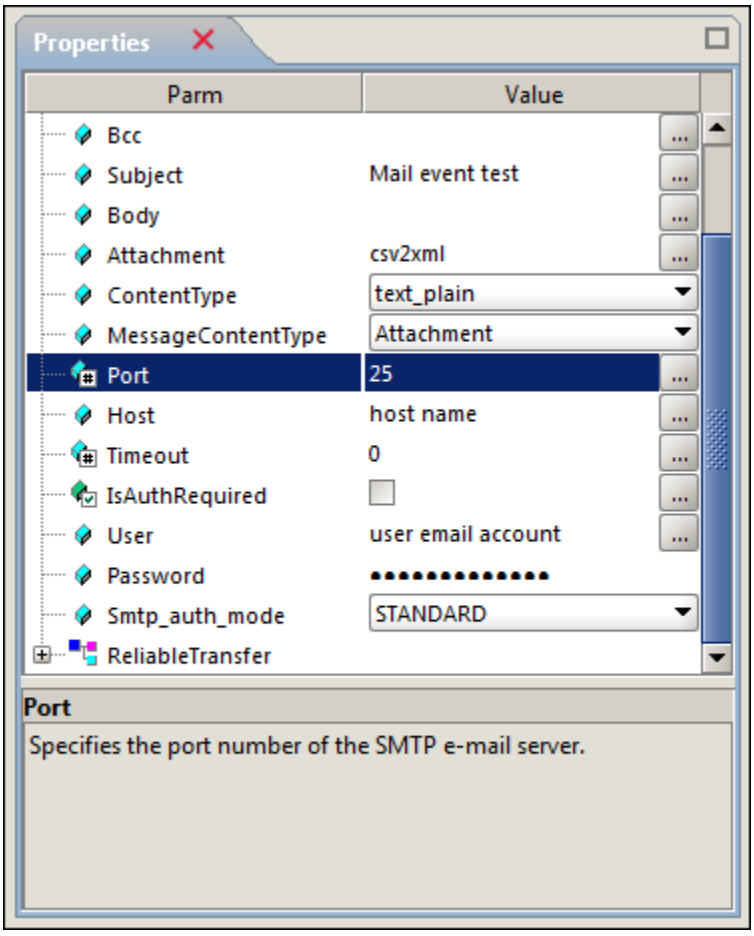

Figure 6-1: Component Properties

6.3 Viewing the XML Source of a Component

You can view the XML source code of any component in the Development window.

To view the XML source:

1. If the component is not already open in the "Development Window" on page 54, right-click it in the "File Systems Window" on page 46 and select **Open.**
2. Ensure the component is the active tab in the Development window.
3. Click **the Source** tab below the Development window (see the image below). The XML source code replaces the design view.
4. Click the **Designer** tab to return to the design view.

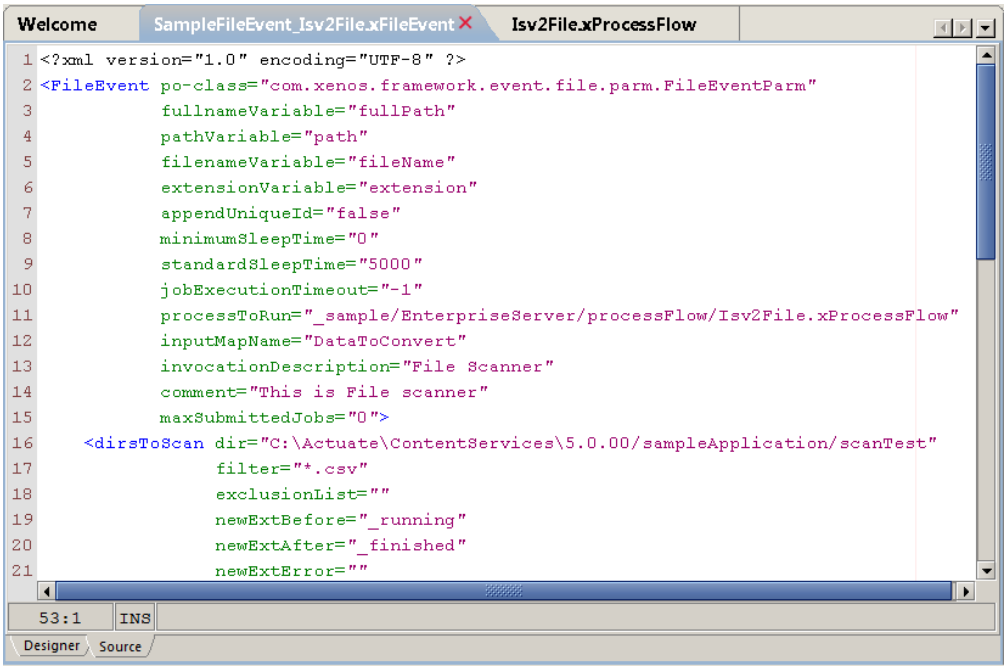

Figure 6-2: XML Source of a Component

6.4 Modifying a Component

The following table details actions that can be performed on a component. Some of these options are also available from the toolbar, while others are accessed by right-clicking the component in the workflow. This table describes all possible actions, but the actions available to a specific component may not include all these options.

Function	Description
Open	Opens the component configuration wizard and properties form.
View Resources	Opens the Output Transformation Engine component resources in a new window for editing.
Page View	Opens the Output Transformation Engine parser component page view. The Page View details all parser information about the component.
Annotate	Opens an edit box to allow you to add informational notes to the component as required.

Function	Description
Cut	Cuts the component to the system clipboard. The component, with all its current parameter settings can then be pasted into another process flow or project.
Copy	Copies the component to the systems clipboard. A copy of the component, with all its current parameter settings can then be pasted into another process flow or project.
Paste	Pastes a cut or copied component from the systems clipboard.
Clone	Creates a duplicate of the component in the current process flow or project.
Remove	Removes the component from the process flow or project.
Show Source	Opens the source code of the selected component in a new editing window.
Show Mappings	Opens the Source and Result Mappings dialog to view or edit job variables and source and result XDocs.
Properties	Opens the component configuration wizard and properties form.
Debug	Debugs the selected component.

Chapter 7

Output Transformation Designer Logging

Logs for Output Transformation Designer are written to the `application.log` file. This log file is located in the `C:\Users\<user_account>\.ots` directory, with the size of the file being user configurable and truncated at 1 MB by default. On Unix and Linux operating systems, the file is stored in the `~/.ots/logs` folder. The log file can also be accessed through Output Transformation Designer by navigating to **View** > **Log**.

Some messages are also output to the Events Window, but the full logging messages are written to the log file.