

# StarTeam New Features Guide

# StarTeam®

**Borland®**  
Excellence Endures™

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Printed in the U.S.A.

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## Preface

This manual provides details about the new features offered in the StarTeam 2005 release.

The online manuals are distributed in Adobe Acrobat (.pdf) format and require the Adobe Acrobat Reader, 4.0 or higher, in order to display them. The installation program for the Adobe Acrobat Reader is located in the \Docs folder of the StarTeam Installation CD. The reader is also available from the Adobe web site at: [www.adobe.com](http://www.adobe.com).

## Contacting Borland Support

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Borland Software Corporation is committed to providing world-class services in the area of consulting and technical support. We have over 15 years of experience in supporting developers and enterprise customers. Our qualified technical support engineers are prepared to handle your support needs on a case-by-case basis or in an ongoing partnership. Borland provides support worldwide, delivering timely, reliable service to ensure every customer's business success.

For more information about Borland's support services, please see our web site at <http://support.borland.com>.

From the Web site, you can also access many newsgroups where users exchange information, tips, and techniques. See <http://info.borland.com/newsgroups/> for the latest list of free product newsgroups. Also available on the Internet is the Borland Developer Network site at <http://community.borland.com>. This Borland Community provides access to product specific information, articles, code examples, and news.

When contacting support, be prepared to provide complete information about your environment, the version of the product you are using, and a detailed description of the problem.

For support on third-party tools or documentation, contact the vendor of the tool.

## Documentation Conventions

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The StarTeam documentation uses the following conventions.

Select File > Exit	Indicates a menu selection followed by a submenu selection. The greater-than character (>) separates the commands to be selected from subsequent menus. In this case, select File from the menu bar, then select Exit from the drop-down menu.
Fixed-SpaceFont	Text appearing in Courier font represents information that you need to type and messages from the system.
<i>italics</i>	Syntax appearing in italics represents information that you replace with the names of your files, child folders, etc. Italics are also used for the names of dialogs and books and for emphasis.

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<b>Note</b>	Identifies supplemental information.
<b>Tip</b>	Identifies information on alternative procedures or other helpful but nonessential information.
<b>Important</b>	Identifies information that is essential to the completion of a task.
<b>Caution</b>	Identifies actions that may result in loss of data or procedures that must be followed to ensure that data is <i>not</i> lost.

## New Features in StarTeam 2005 Release 2

This chapter provides an overview of the new features for StarTeam SDK, StarTeam Server, and various StarTeam clients for 2005 Release 2.

StarTeam 2005 Release 2 follows StarTeam 2005. The internal name is StarTeam 8.0 and you may see 8.0 or 80 in registry keys, build numbers, and some file names.

After installing this release, you must upgrade each server configuration. Be aware, when installing the StarTeam Server or Windows client, the person running the installation program needs administrative privileges on that computer.

Be sure to read the *StarTeam Installation Guide* before installing and upgrading StarTeam products.

You can upgrade 6.0 and 2005 server configurations to 2005 Release 2. Earlier releases must be upgraded to an interim release and then 2005 Release 2. See the *StarTeam Installation Guide* for details.

### Reserved JRE

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StarTeam 2005 Release 2 uses a reserved JRE installed with the SDK, the SDK runtime, and StarTeam client applications. Using a reserved JRE enables all StarTeam products to perform in a consistent manner and provides the best possible product performance. StarTeam 2005 Release 2 products use Sun Microsystems JRE version 1.5.0\_03.

### Client/Server Compatibilities

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The 2005 Release 2 version of the StarTeam Windows and Cross-Platform clients can access both the 2005 and 2005 Release 2 servers. This makes it easier to roll out client upgrades after StarTeam Server 2005 has been installed.

## StarTeam Server for Windows

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The next few sections detail the change made to StarTeam Server 2005 Release 2.

### Database Support

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Support has been added for IBM DB2 UDB 8.1.9 and 8.2.2 in addition to the currently supported Microsoft SQL Server, MSDE, and Oracle databases.

### Server Administration

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A new Server Administration utility, which combines the old Server Tools and Server Administration utility into one tool that does both:

- local administration of servers as formerly done with Server Tools (for example, starting and stopping server configurations)
- remote administration of servers as formerly done with the old Server Administration utility (for example, changing a server configuration's notification, time outs, and other configuration settings)

You start the new Server Administration utility using Start > Programs > StarTeam > StarTeam Server 2005 R2 > StarTeam Server. This is the same way that Server Tools used to be started.

A couple of features from the 2005 Server Administration utility available from the Windows client are not yet parts of the new utility. They are Import User and Import Groups, which imported users from the Windows Domain. The 2005 StarTeam Windows client will be made available to customers who need to use this import feature. However, you may prefer to use Borland LDAP QuickStart Manager and import user and group information from a directory service.

### License Server Support

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You can now use Borland License Server or FLEXlm with StarTeam Server. This gives you a choice between using a license server and using the StarTeam licensing found in this and earlier releases.

**Notes** If you use a license server, users must use their network logon names as their StarTeam user names.

FLEXlm configuration files on Solaris are case sensitive.

To use Borland licensing for license servers, an administrator performs the following steps:

- 1 Receives licensing information from Borland via email (a sales representative should put this in motion)
- 2 Installs the license server (the license server documentation explains how to do this)
- 3 Hosts the licenses sent by Borland (this involves accessing a Borland web site and downloading Borland license files called slips)
- 4 Places the slips in the /License folder, a subdirectory of the StarTeam Server installation folder.
- 5 Configures the license server for users (this is covered in the license server documentation)
- 6 Uses the StarTeam Server Administration tool to:
  - a Change user names to network logon names.



- b Assign users to specific licenses (this cannot be done from the StarTeam Windows client).

When StarTeam Server starts up, it checks for slips and stores information about them in memory. It does not recognize new slips until the next restart.

When a user logs in from a StarTeam client application, StarTeam Server tells the client application what features are available to its user based on the license assigned to that user.

If the user is assigned a license from a slip, but that slip is no longer in the /license folder, StarTeam Server displays an error message. If the user's license type is Unassigned, the user is not logged on and StarTeam Server returns an exception.

The following procedures explain how to assign licenses to specific users. Once the slips have been placed in the /license folder, User Manager can display information about the slips and an administrator can assign licenses from those slips to users.

## Assigning Existing Users

To assign licenses to existing users:

- 1 Run the Server Administration tool from the Cross-Platform client or as a stand-alone from the computer on which StarTeam Server is installed.
- 2 Click the User Manager button and log on.  
The User Manager window opens.
- 3 Select one or more users.
- 4 Select User > Assign License to display a list of the licenses that can be assigned.

The license types are:

- Licenses from slips. The figure above shows slip 9954 which contain named user licenses, but slips can contain either named or concurrent user licenses.
- StarTeam named user licenses. This is the same as named user licenses in earlier StarTeam releases.
- StarTeam concurrent user licenses. This is the same as concurrent user licenses in earlier StarTeam releases.
- Unassigned. Select this "license type" when a user has no license.

### Notes

The status line at the bottom of the User Manager window provides licensing statistics.

You may need to edit the properties for the user to change the user name to the network logon name.

## Assigning New Users

To assign a license to a new user:

- 1 From User Manager, select User > New. The New User Properties dialog opens.
- 2 On the General tab, select a license type from the License drop-down list box.  
The default is StarTeam Concurrent.
- 3 Fill in the rest of the data on the General and other tabs as appropriate. Remember to use the network logon name for the User Name text box on the Logon tab.
- 4 Click OK to exit the New User Properties dialog.

## All Clients

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Most of the clients have new icons for this release. This is particular noticeable in the StarTeam Windows client, Cross-Platform client, and Web Edition.

## StarTeam Windows and Cross-Platform Clients

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The StarTeam Server Administration utility has been modified and is no longer installed as part of the StarTeam Windows or Cross-Platform clients. It is installed when you select the appropriate custom option during the installation process. You start it by selecting Start > Programs > StarTeam > StarTeam Cross-Platform Client 2005 R2 > Server Administration from the Start menu.

When started from the client, it is unaware of any local server configurations and can be used only for the remote administration of servers. This is not new; the old Server Administration utility also did only remote administration.

Within the clients, individual user account management has been simplified to display only the data relevant to the current user. From the Tools menu, select My Account to to update information about yourself and change your password.

## StarTeam Cross-Platform Client

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This section covers features new only to the StarTeam Cross-Platform client.

### Charting

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Similar to the Windows client, the Cross-Platform client now includes Charting features for this release.

The Cross-Platform client also offers a wide variety of charts. You can filter out data in the upper pane to display only the data that you want to include in your chart. In addition, you can select specific items from the filtered data to include in your chart.

Charts are created from the data displayed in the upper pane. A maximum of 60 fields can be displayed in the upper pane.

For more information about Charting in the Cross-Platform client, refer to Online Help or *Star Team's User Guide*.

### Using URLs

---

The Cross-Platform client can now open URL links to projects, views, folders, and items (files, change requests, requirements, tasks, and topics). By doing this, users can easily access specific items in a project.

Users can also create URLs and HTML representations for items and copy them to the Windows Clipboard. Depending on the application, a paste operation transfers either the URL or HTML data to the application. For example, you can copy the names of a list of files to a Microsoft Excel spreadsheet using the HTML representation. You can email the URLs for a list of files to a coworker to use in StarTeam, as long as your email application does not convert the paste operation to HTML.

The URL can be ID-based or name-based. ID-based is the initial default for each item type. The sample URLs below show the basic differences between ID-based and named-based URLs. They both represent a file in that root view of a project. The ID-based URL is the first of the two.

```
starteam://hostname:49201/12;ns=Project;scheme=id/
154;ns=View;scheme=id/869958;ns=File;scheme=id;scope=full;
starteam://hostname:49201/myproject/myview/path to myfile;scope full;
```

The advantage of using the ID-based URL is that an item can be moved to a different folder (or a file's name can be changed) and the item can still be located. The advantage of a name-based URL is that the URL can resolve to different StarTeam objects at different points in time. For example, if a file is deleted and then added again (with a new ID), it can still be located.

**Note** Like other URLs, StarTeam URLs include the name of the server for the connection. This the "hostname" in the samples above. In some organizations, StarTeam servers may be reached from both the Internet and the corporate intranet. In such cases, a server may have two different IP addresses. If the user configures the server list to reference a server by its IP address, rather than its DNS name, then any URLs generated by the client will work only from the network on which that IP address exists.

## Setup

The type of URL that your StarTeam client creates for an item is set, per item, on their respective tabs in the *Personal Options* dialog. There is one exception to this. Because there is no way to set the URL type for a folder, folders always use the ID-based URL type. Also from the *Personal Options* dialog, you specify the templates used to create an item's HTML representation. For projects, views, and folders there is no HTML representation.

To specify the URL type and HTML template:

- 1 From the Tools menu, select Personal Options.
- 2 Select the tab for the appropriate item type. For example, select File to change the URL type for files.
  - Enter the template in the Display Template text box that will be used to generate the HTML representation of an item when the item's URL is copied to the Clipboard. With no format, there is a default HTML representation that specifies the type of item and identifies it by name or number. For example, "Change Request #34,132".

When the text is generated from the template, the specified property values are substituted for the variables in `~~*~~`. The variables may be referenced by the same names used in report templates, as well as by the display name of the property. When using the display name, you can omit spaces, and case will be ignored.

For example, If you use the following sample template for a file:

```
~~FolderPath~~~~Name~~
```

the HTML representation will be the StarTeam path to the selected file.

This template is a superset of that used by the Report feature of the client.

- Select or clear Generate ID-based URLs. When this option is selected, the URL will be specified by ID rather than by name.

## Creating and Copying the URL and HTML Representation

To copy the URL or HTML representation to the Clipboard:

- 1 Select one or more items.
- 2 From the item menu bar or context menu, select Copy URL to Clipboard. For the selected items, this action places a plain text version of the URL and an HTML representation on the Clipboard.

- 3 From the Clipboard, paste the URL or HTML representation to a selected application.

**Note** Not all applications support the HTML representation. Microsoft Word, Excel, and Outlook are examples of applications that do. StarTeam and Notepad, on the other hand, display the URL after a paste operation.

## Using a URL in StarTeam

To open an item using a URL in StarTeam:

- 1 From the Project menu, select Open StarTeam URL.
- 2 In the Open StarTeam URL dialog box, paste or type a valid URL to a project, view, folder, or item. This may be either an ID-based or name-based URL.
  - If the URL is a reference to a project, the default view of the project opens. If the URL is a reference to a view or folder, then the view or folder opens.
  - If the URL is a reference to an item, the item's view opens, the item's parent folder is selected in the folder tree, the item type is selected, and the item itself is selected in the item list or tree on the upper pane.

## New Operations Available in the Link Pane

---

Several commands have been added to the context menu in the Link pane. They allow you to perform operations on items that are linked to another item in the same view. For example, suppose you select a change request from the upper pane and then select the Link tab from the lower pane. Suppose there are three links in the Link pane, two for files and one for a task, all three of which are in the same view as the selected item. You can use the Linked File submenu to perform file operations on the files represented by the links. You can use the Select Linked Item command to locate any of the linked items.

The Linked File is a new submenu of the context menu and contains the commands Check In, Check Out, Attach Label, Detach Label and Compare Contents. These command are enabled when one or more files from the current view have been selected in the Link pane.

- **Check In**  
When selected, the standard Check In dialog appears and the working files can be checked in. This check-in operation does no linking or pinning.
- **Check Out**  
When selected, a modified version of the Check Out dialog appears. The files linked to the selected item are checked out. If the link is pinned to a specific revision, that revision is checked out. If the link is floating, the tip revision is checked out.
- **Attach Label**  
When selected, a modified version of the standard Label Selection dialog appears. The selected label becomes attached to the linked file revision, either the pinned revision or the tip revision if the link is floating.
- **Detach Label**  
When selected, the standard Detach Label dialog appears. The selected label becomes attached to the linked file revision, either the pinned revision or the tip revision if the link is floating.
- **Compare Contents**  
When selected, the standard Visual Diff utility compares the working file to the linked file revision, either the pinned revision or the tip revision if the link is floating.

The Select Linked Item command is enabled when one item from the current view has been selected in the Link pane. When selected, StarTeam selects the item's parent folder in the folder hierarchy, the correct tab from the upper pane, and then selects the linked item. If the item cannot be located because of the current filter and query settings in the upper pane, you are warned that the selection could not be completed.

## New Operations Available in the Upper Pane

---

A Linked Files submenu has been added to the upper pane's context menu. The operations on the submenu allow you to select and perform file operations on files that are linked to the item selected from the upper pane.

For example, suppose you select a change request from the upper pane. Whether or not the Link tab has been selected, you can perform operations on the files linked to this change request. These commands are enabled when the selected item is linked to one or more files in the current view.

- Check In All

When selected, the standard Check In dialog appears and you can check in the working files for all the files linked to the selected item. This check-in operation does no linking or pinning.

- Check Out All

When selected, a modified version of the Check Out dialog appears. You can check out the file revisions that are linked to the selected item. If the link is floating, the revision that is checked out is the tip revision.

- Select All

When selected, the focus changes to the File tab and all of the linked files are selected. If the linked file cannot be selected because of the current filter and query settings, you are warned that the selection could not be completed.

- Add To Selection

When selected, the focus changes to the File tab and all of the linked files are added to the currently selected files. If the linked file cannot be selected because of the current filter and query settings, you are warned that the selection could not be completed.

**Note** If a linked file included in any of these new operations is not from the current view, a warning displays prior to the operation's completion. This warning displays only your personal options include the setting for confirm warnings. This is on the Workspace tab of the Personal Options dialog.

## Added Check-out Statistics

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The Check Out Statistics dialog now contains the total number of files that failed to be checked out and the total number of files that were skipped during the check out operation.

## Visual Diff and Visual Merge Available on Windows Platforms

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StarTeam Visual Diff and Visual Merge utilities have been added to the default installation when installing the Cross-Platform client on Windows operating system. They can be used from the client and from View Manager.

## StarTeamMPX

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The only StarTeamMPX components with new features are Cache Agent and File Transmitter.

The File Transmitter maintains a CacheJournal.dat file that is used by the Root Cache Agent. With this release, that file is more compact because File Transmitter skips files whose creation time stamp is older than the last record in the journal. It also has a new parameter named JournalTrimInterval which allows you control how often (in hours) the cache journal file is trimmed of records that are older than the configured age. If unspecified, the default is 24 hours. The cache journal is trimmed of aged records when the server first starts and every trim-interval hours thereafter.

Cache Agent has some new parameters, including some that allow a Remote Cache Agent to retrieve files from only specific projects in a server configuration. Also, more instances of Cache Agent can be run as services on a given computer than in the previous release.

The following sections provide more detail about the Cache Agent changes.

### Pushing Files to Remote Cache Agents from Specific Projects

---

Formerly, a Remote Cache Agent cached content for all files corresponding to one or more StarTeam Servers. With StarTeamMPX 2005 Release 2, a Remote Cache Agent can be configured to cache content corresponding to specific projects for each StarTeam server that it tracks.

This new "tracking-by-project" feature is enabled by adding a <projects> option within the appropriate <ContentSource> option of the Cache Agent's configuration file. The <projects> option then contains one or more <project> options, each of which designates a specific project name or project name pattern that is to be tracked.

For example:

```
<ContentSource>
  <ServerGUID>bd1352a8-68a3-4ac1-9f28-0604b3d9267a</
ServerGUID>
  <Projects>
    <Project>FelixTools</Project>
    <Project>Bank*</Project>
    <Project>Insurance*West*</Project>
  </Projects>
  <UpstreamCache>
    <AutoLocate/>
  </UpstreamCache>
</ContentSource>
```

In this sample, the Remote Cache Agent will cache file content from the server whose GUID is "bd1352a8-68a3-4ac1-9f28-0604b3d9267a". The <Projects> element indicates that content will be restricted to specific projects. The example <Project> values show that a project name can be an exact name or a wild-carded project name pattern:

- "FelixTools is a specific project name.
- "Bank\*" causes all projects beginning with "Bank" to be tracked.
- "Insurance\*West\*" causes all projects that begin with "Insurance" and subsequently have the word "West" in the name to be tracked.

StarTeam project names are case-insensitive. Additional notes about the use of the tracking-by-project feature are provided below:

- Each StarTeam server configuration that has at least one Remote Cache Agent using the tracking-by-project feature must be upgraded to 2005 Release 2. This includes both the StarTeam Server release and StarTeamMPX Event Transmitter and File Transmitter components.
- Use of the tracking-by-project feature is optional. When the <projects> option is not included, the Remote Cache Agent continues to cache all file revisions for the StarTeam server specified by the corresponding <ContentSource> group. StarTeam 2005 Remote Cache Agents will continue to track content for all projects, even if one or more of the StarTeam server configurations it is tracking are upgraded to 2005 Release 2.
- Tracking-by-project supports project names containing asterisks (\*). However, the use of an asterisk is interpreted as a wildcard, hence files from additional projects may be included. For example, if a project is called "Info\*Exec" and a Remote Cache Agent subscribes to this project name, it will receive content for all projects starting with "Info" and ending with "Exec".
- For caching purposes, each file revision "belongs" to the project it is checked in to. In practice, a file could be shared among multiple projects and a given check-in may cause the corresponding file revision to appear in multiple projects. Because the file content is "broadcast" with the project name it was checked into, only Remote Cache Agents tracking that project will store the file. For example, suppose a file is shared between projects P1 and P2, and a new revision of the file is checked into project P1. Only Remote Cache Agents tracking project P1 store the new file revision. A Remote Cache Agent tracking only project P2 will not receive the broadcast. However, "pull through" caching, explained more below, allows the Remote Cache Agent that is tracking only project P2 to obtain the file revision anyway.
- The Remote Cache Agent "catch-up" function is still based on the "whole server" scope, not project-specific scope. For example, if a Remote Cache Agent that is tracking by project is stopped or is disconnected from the network at time T1 and then reestablishes a connection at time T2, it will request a catch-up of files added since time T1. However, it will receive a list of all files added since T1, not just those added for the projects it tracks. Hence, catch-up may add more files than actually needed based on a Remote Cache Agent's projects. Similarly, a Cache Agent's "pre-charge" (initial catch-up) uses 'whole server' scope instead of project scope.
- When a Remote Cache Agent is configured to track specific projects, it still accepts requests for any file. If a requested file is not in its local cache, a Remote Cache Agent forwards the request to the appropriate Root Cache Agent and stores it locally for future requests, regardless of which projects the file belongs to. In other words, tracking-by-project limits files visible to Remote Cache Agents by "push" caching, but it does not limit the files a Remote Cache Agent can store via "pull through" (request forwarding) caching.

## Setting Up Multiple Services

---

Formerly, only one Cache Agent per computer could be run as a Windows service. Now multiple Cache Agents can be registered as services on the same Windows system. Each Cache Agent service instance requires a unique "service name", which identifies the service in the Windows Services panel. Any mixture of up to 25 Root and Remote Cache Agents can be configured on the same system. Cache Agent services are registered and unregistered from a console window via the program CacheAgentService.exe.

The syntax for CacheAgentService.exe is as follows:

```
CacheAgentService -start [ configFile ] [ -log logFile ] [ -verbose ]
CacheAgentService -register [ Manual | Auto ] [ configFile ]
[ -dependson list ] [ -log logFile ] [ -name serviceName ]
[ -verbose ]
CacheAgentService -unregister
```

Parameter	Description
<i>configFile</i>	The default configuration file is CacheAgentConfig.xml. If you use multiple configuration files, each one must specify unique values for CachePath and RequestPort so that Cache Agent services do not interfere with each other's operation.
-dependson <i>list</i>	Specifies service dependencies for the new Cache Agent service. The <i>list</i> must be a quoted, space-separated list of internal (not display) names of the services on which the Cache Agent service will depend. (A service's internal name is its registry key within the Windows registry.)  The most common dependency for a Cache Agent is to make it dependent on the Message Broker service running on the same machine. The Message Broker service's display name is typically "StarTeam Message Broker 6.4", but its internal name is typically "StarTeamMessageBroker6.4".  Consequently, to make a Cache Agent depend on the Message Broker service on the same computer you would use:  -dependson "StarTeamMessageBroker6.4"
-log <i>logFile</i>	Specifies a log file name other than the default, which is CacheAgentService.log.
-name <i>serviceName</i>	Specifies the display name for the service in the Control Panel's Services utility. The default is StarTeamMPX Cache Agent.  This is <b>not</b> the internal name which defaults to CacheAgentService (or, if that is already in use, CacheAgentService2 through CacheAgentService25).
-register	Register the service with the specified start mode (Manual or Auto), optionally with a specific configuration file at startup.
-start	Starts the service, optionally with a specific configuration file.
-unregister	Removes a service. For example, if you change the Cache Agent from Manual to Auto, you would unregister it and reregister it. A service must be stopped before it can be unregistered.
-verbose	Causes another more detailed log to be generated. It defaults to CacheAgentService-debug.log.



## New Parameters

Several new parameters have been added to Cache Agent.

**Table 2.1** Parameters Used by Any Cache Agent

Parameter	Description
CacheCheckInterval	<p>Integer; number of seconds. The default is 60.</p> <p>The frequency with which the Cache Agent compares its cache size to the configured cache limit (MaxCacheSize). When the total cache size exceeds the configured limit, least-recently-used files are removed from the cache until the cache size is under the configured limit. Root Cache Agents do not add to their local cache after the Native-II vault has been converted to Native-II format.</p> <p>Minimum value is zero, which disables the feature.</p>
InitialRequestThreads	<p>Integer; number of connections. The default is 10. The range is from 1 to MaxConnections.</p> <p>The initial number of request handler threads launched when the Cache Agent starts. Additional request handler threads are launched, up to MaxConnections, as needed when all current threads are dedicated to active connections.</p>
MaxCatchupSize	<p>Integer; number of bytes. The default is 100MB. The range is 0 to <math>2^{63}-1</math>.</p> <p>For a Root Cache Agent, this parameter constrains the maximum number of files returned in a catch-up request. For a Remote Cache Agent, this parameter constrains the maximum number of files requested in a catch-up request. In both cases, the value is the total size in bytes of the files in the catch-up operation. If this value is 0, the catch-up request is unconstrained. In a given catch-up operation, the smaller of the requester's and the requestee's MaxCatchupSize is used to constrain the operation.</p>
RequestReadTimeout	<p>Integer; number of seconds. The default is 30.</p> <p>Specifies the time which a Cache Agent will wait to read the next request from a client before passively closing the corresponding connection. When the connection is closed, the request handler thread is freed-up to service other connections.</p> <p>Minimum value is zero, which disables the feature.</p>

**Table 2.2** Parameters Used by Remote Cache Agent Only

Parameter	Description
CatchupCheckInterval	<p>Integer; number of seconds. The default is 300.</p> <p>The interval in which a remote Cache Agent will check to see if any of its cache sources require catch-up because the Message Broker connection was lost. When catch-up is required, catch-up cycles continue to be performed until normal Message Broker connectivity has been resumed.</p> <p>The Remote Cache Agent "catch-up" function is still based on the "whole server" scope, not project-specific scope. For example, if a Remote Cache Agent that is tracking by project is stopped or is disconnected from the network at time T1 and then reestablishes a connection at time T2, it will request a catch-up of files added since time T1. However, it will receive a list of all files added since T1, not just those added for the projects it tracks. Hence, catch-up may add more files than actually needed based on a Remote Cache Agent's projects. Similarly, a Cache Agent's "pre-charge" (initial catch-up) uses 'whole server' scope instead of project scope.</p> <p>Minimum value is 1.</p>

**Table 2.2** Parameters Used by Remote Cache Agent Only

Parameter	Description
ContentSource	<p>The ContentSource group is not new, but it has two additional parameters.</p> <p><b>Projects</b></p> <p>If specified, this group value indicates that not all content for the corresponding StarTeam server is to be tracked. Instead, only content for each Project parameter within the Projects group will be tracked and stored. It contains one or more Project parameters.</p> <p><b>Project</b></p> <p>Each Project parameter specifies one project name or name pattern. All files checked into a project whose name matches the specified name or pattern are cached by the Cache Agent. A pattern is a name that contains one or more asterisk (*) wildcard characters.</p> <p>For caching purposes, each file revision "belongs" to the project it is checked in to. In practice, a file could be shared among multiple projects and a given check-in may cause the corresponding file revision to appear in multiple projects. Because the file content is "broadcast" with the project name it was checked into, only Remote Cache Agents tracking that project will store the file. For example, suppose a file is shared between projects P1 and P2, and a new revision of the file is checked into project P1. Only Remote Cache Agents tracking project P1 store the new file revision. A Remote Cache Agent tracking only project P2 will not receive the broadcast. However, "pull through" caching, explained more below, allows the Remote Cache Agent that is tracking only project P2 to obtain the file revision anyway.</p> <p>When a Remote Cache Agent is configured to track specific projects, it still accepts requests for any file. If a requested file is not in its local cache, a Remote Cache Agent forwards the request to the appropriate Root Cache Agent and stores it locally for future requests, regardless of which projects the file belongs to. In other words, tracking-by-project limits files visible to Remote Cache Agents by "push" caching, but it does not limit the files a Remote Cache Agent can store via "pull through" (request forwarding) caching.</p>
PrechargeSize	<p>Integer. The default is MaxCatchupSize.</p> <p>Specifies the maximum size of a Remote Cache Agent's first catch-up operation, which is used to precharge its cache. It defaults to the Cache Agent's MaxCatchupSize, but it can be specified larger or smaller than that value. If this value is zero, the Remote Cache Agent does not perform an initial precharge operation.</p>

## StarTeam Extensions

The Import Requirements (impreq) utility that imports CaliberRM requirements into StarTeam has been replaced by the CaliberRM StarTeam Requirements Publisher, which will be released at the same time as CaliberRM 2005 Release 2. If you need to rely on the old utility for a while, you can use the copy that shipped with StarTeam Extensions 2005. The old utility will also be available on the Borland Code Central web site (<http://cc.borland.com/>) in the near future. For more information about CaliberRM StarTeam Requirements Publisher, see the section on integrations below.

## StarTeam Integrations

The StarTeam integrations that are new or substantially different are the StarTeam Visual Studio .NET integration, the StarTeam Eclipse integration, and the CaliberRM StarTeam Requirements Publisher.

Formerly, StarTeam integrated with Visual Studio using the Microsoft SCC APIs. The new StarTeam Visual Studio .NET integration uses the StarTeam .NET SDK and offers many more features. It resembles the StarTeam JBuilder integration and StarTeam Eclipse integrations in what it has to offer.

The StarTeam Eclipse integration now supports alternate property editors (APEs), custom forms designed for use with the StarTeam Enterprise Advantage feature set.

The CaliberRM StarTeam Requirements Publisher replaces the Import Requirements utility (impreq) formerly available with StarTeam Extensions. It uses both the CaliberRM and StarTeam SDKs to access CaliberRM requirements and copy them to a StarTeam project. The Requirements Publisher is not a part of StarTeam Extensions. It is an integration that can be downloaded from [http://www.borland.com/downloads/download\\_starteam.html](http://www.borland.com/downloads/download_starteam.html).

Unchanged (and therefore still using the release number 2005) but tested and working well with StarTeam Server 2005 Release 2 are:

- Mercury TestDirector Synchronizer
- Mercury TestDirector Version Control Add-in
- Mercury Quality Center Version Control Add-in
- Microsoft SCC integration
- Microsoft Visual Studio .NET Web Projects

## Borland LDAP QuickStart Manager

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Borland LDAP QuickStart Manager now allows you to set default options for:

- overwriting existing users' properties
- validating and initializing passwords
- setting license types

To set the default settings for import options, you select Configure > Default Import Options.

Formerly, you had to use the wizard to change these settings. Now you can set these options before drag-and-drop import operations. You can set them during an import operation if you select the "Show this dialog automatically before importing users" check box. Then this dialog becomes a reminder to check your settings before every import.

Borland LDAP QuickStart Manager supports both StarTeam licenses and Borland licenses for license servers.

## StarTeam Import/Export Manager

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Because of some additions to the SDK, StarTeam Import/Export Manager can now identify shared and moved items much more easily.

Also, it is no longer necessary to provide a user name and password in the import and export .cdl files. If you remove the USERNAME and PASSWORD parameters from these files, you will be prompted for your username and password at the command line.

## StarTeam 2005 Compatibility

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The following StarTeam applications have been updated and verified for compatibility with StarTeam Server 2005 Release 2. These applications do not contain much in the way of new features, although, collectively, they have plenty of fixed defects and some new icons.

- StarTeam SDK (See SDK documentation for more details.)
- StarDisk

- Web Edition
- Workflow Designer
- Notification Agent
- most IDE integrations
- StarTeam Datamart
- StarTeam Quality Center Synchronizer

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