Marimba Channel Store User Guide

Supporting

Symphony Marimba Client Automation version 9.0.00

November 2015

Contacting Symphony Teleca Customer Support

You can obtain technical support by contacting Customer Support by telephone or e-mail. We are available 24/7/365:

Please send an e-mail to: CustomerSupport@Symphonyteleca.com OR

Call us at +1 214 396 0493 or US Toll Free Number +1 855 394 1543

Before contacting Symphony Teleca support

Please gather the following information and have it ready before contacting Symphony Teleca. This will help us service your request immediately:

- Marimba channel version for each module being used
- Sequence of events leading to the issue
- Error messages received along with the time and date that you received them
- Environment details (number of transmitters, type of transmitters, number of endpoints, Operating System from servers and endpoints, Database version)
- Details about the problem
- Screenshots of errors
- Attachments of relevant logs and configuration files

Contents

Preface

This guide contains information on how you can configure and use the Marimba Channel Store and Marimba Ecplipse plugin to publish channels and create new custom channels.

The following topics are provided in this chapter:

- Accessing product documentation (page 6)
- Related documentation (page 7)

Accessing product documentation

You can access Symphony Marimba Client Automation documentation from the Marimba Channel Store. The most recent information is located on the Marimba Channel Store.

Proactive notification

By subscribing to proactive notification, you can receive email messages that direct you to technical bulletins, release notes, and other documentation notices that are made available on the Customer Support site after you receive your initial product shipment. For more information about proactive notification, see the Customer Support page.

Related documentation

Symphony Teleca provides Symphony Marimba Client Automation documents in PDF format. These documents are written for system administrators and are listed in the following table.

Guide	Description
Symphony Marimba Client Automation Product Introduction	Introduces you to Symphony Marimba Client Automation and its components and defines basic concepts about its core technology.
Symphony Marimba Client Automation Installation Guide	Provides: ▪ information needed to design an infrastructure for your enterprise, which involves determining the machines you will use for the various components and whether you need to purchase additional hardware and software ▪ instructions for a first-time installation of Symphony Marimba Client Automation and its associated components ▪ instructions about upgrading to the current version ▪ hardware requirements (such as processing speed, disk space, and RAM) and operating system requirements for supported platforms. This guide also lists the supported databases, directory services, and locales
Symphony Marimba Client Automation Installation Notes	Lists supported platforms and system requirement.
Symphony Marimba Client Automation Application Packager Guide	Provides information about packaging software for distribution to desktops or servers. This guide also includes information about command-line usage, policies, XML templates, and Windows system macros.
Symphony Marimba Client Automation CMS and Tuner Guide	Provides information about the Common Management Services (CMS) and tuner infrastructure components. This guide also describes the tools and features you use to configure these components.
Symphony Marimba Client Automation Configuration Discovery Integration for CMDB Implementation Guide	Provides instructions about planning, installing, and configuring the Configuration Discovery integration. This guide also includes information about relationship classes and mappings, data exchanges, and reconciliation definitions.
Database Schema Guide	Provides reference information about database schema, such as table names, field names, indexes, and primary, foreign, and unique key constraints.

Guide	Description
Symphony Marimba Client Automation Deployment Manager Guide	Describes how to use Deployment Management and Content Replicator to control and monitor the distribution of content and applications across heterogeneous server platforms and data centers. Deployment Manager extensions to Report Center and Application Packager are also described.
Symphony Marimba Client Automation Device Management Guide	Describes how to use Configuration Management products to manage your mobile devices. This includes Scanner Service to perform inventory scans on your mobile device endpoints; Report Center to run queries against your scanned data; Application Packager, using the PDA Packager, to package and publish files and applications to mobile devices; and Policy Service to define subscription policies for your mobile devices.
Symphony Marimba Client Automation Package Deployment CLI Guide	Provides syntax and usage information about the command-line options used with Content Replicator, Deployment Manager, and Application Packager. Using the SOAP interface feature is also described.
Symphony Marimba Client Automation Patch Management Guide	Helps you configure and administer Patch Management and the Patch Service plug-in. This guide also includes working with the patch repository, patches, patch groups, and custom patches, and deploying patches.
Symphony Marimba Client Automation Policy Management Guide	Helps you configure and administer Policy Management and the Policy Service plug-in. This guide also includes integration procedures for directory services, such as Active Directory, ADAM, and Sun ONE Directory.
Symphony Marimba Client Automation Reference Guide	Provides reference information, such as command-line options, tuner properties, proxy properties, transmitter properties, channel properties, channel parameters, channel states, ports, and log IDs with associated log messages.
Symphony Marimba Client Automation Report Center Guide	Provides instructions about running queries of inventory information, configuring the Inventory and Logging plug-in, configuring endpoints, and integrating Report Center with other Configuration Management applications.
Symphony Marimba Client Automation Transmitter and Proxy Guide	Provides information about the transmitters and proxy infrastructure components. This guide also describes the tools and features you use to configure these components.
Definitive Software Library Administrator's Guide	Provides a description of the Definitive Software Library and explains how the DSL is useful to you, how to use the DSL console, and how to access the DSL using Configuration Management products, such as Report Center and Application Packager.

Chapter 1 Channel Store

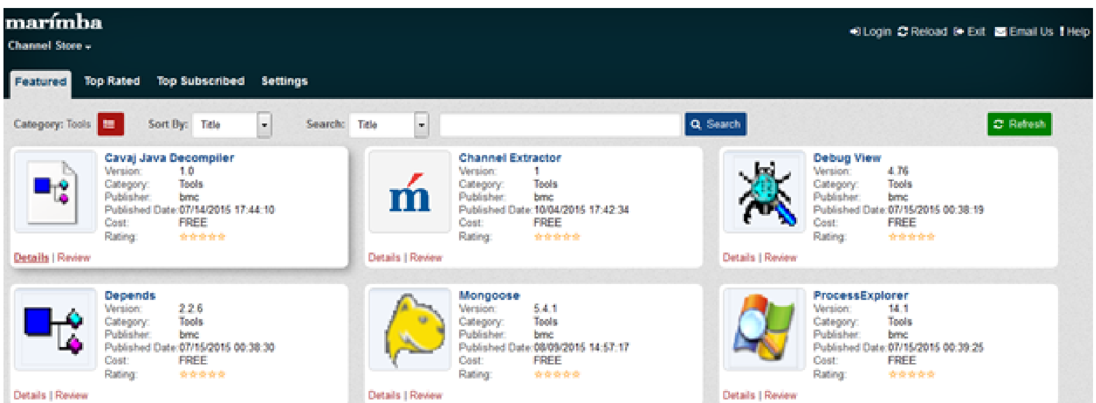
This chapter provides information about the Channel Store, Marimba Eclipse Plug-in, the Channel Store channel format, and it also provides the prerequisites required for installing and configuring Channel Store.

The following topics are provided:

Introduction to the Channel Store

Channel Store is an online application store where IT administrators, partners, and consultants can upload channels and the users can copy or subscribe to the channels. The main advantage of the Channel Store is that IT administrators can use and distribute custom channels more effectively and create a user group of publishers who can create and publish channels. You can also rebrand the Channel Store to change the look and feel of the user interface at the endpoints so that the organization's branding can be reflected.

In addition to that, with 9.0 release onwards, Channel Store has the "Software Request Management" capability in-build. With this feature, IT administrators can configure the approval workflow to be followed, whenever a user requests for a channel from Channel Store.



The main features of Channel Store are:

- In-build "Software Request Management" capability.
- Users can easily download, view, and rate and review channels.
- Publishers can publish channels.
- Channel Store administrators can approve or reject channels published by publishers.
- Automatic e-mail notifications to users when they perform Channel Store operations such as confirmation of a channel upload and permission granted for downloading a channel.
- Write connectors to handle approval of channels published by the publishers or subscribed by end-users.

The Channel Store consists of the plug-in and client components. While the plug-in component is deployed on the Transmitter, the Channel Store user interface channel is deployed on the endpoints. By default, the Channel Store client on the endpoint uses the 8585 port. However, you can configure this port number using channel property. When a publisher publishes a channel, it gets published in the staging transmitter. Once the Channel Store administrator approves the channel, it is copied into the Channel Store transmitter.

You can create your own local Channel store which is accessible to your organization's employees or a set of users defined by a database or an LDAP.

Difference between Channel Store format and the existing channel format?

The old channel format contains the following folders and files:

- .castanet folder
- classes folder
- lib folder
- log file
- properties file

The new channel store channel format contains the following folder structure:

- Channel
  - Classes
  - Lib
- Code
  - Com
- Demo
- Doc

Converting channels in old channel format to the new Channel Store channel format

If you want to create a new channel compatible with the Channel Store format, use any of the following ways:

- Marimba Eclipse Plug-in

  For more information, refer Introduction to Marimba Eclipse Plug-in (MEP) (page 81).

- Bulk publish option in Channel Store

  For more information, refer Publishing a channel (page 42).

Prerequisites for Channel Store

Ensure that the following channels are installed and configured:

- Channel Store 9.0.00

  The Software Request Management feature is part of the Channel Store, with version 9.0.00 and above.

- Transmitter 9.0.00

  The Transmitter hosts the repository of the Channel Store which stores all the published channels.

- Infrastructure Administration 9.0.00

  The Infrastructure Administration provides you options to rebrand the Channel Store user interface to meet the organization’s requirements.

- Common Management Services 9.0.00

  You can use Common Management Services to control the approval of channels which are published by the publishers. It also helps in controlling the approval of newly registered users and manage channels by allowing movement of approved channels within existing categories.

  The Administrators can use the Common Management Services to configure the approval workflow for a software request. This includes, configuring the groups in organization to which user is mapped, assigning approvers for a software and also assigning entitlements for a software.

- Report Center 9.0.00

  The Report Center is used to configure the Channel Store.

- Schema Manager 9.0.00
  The Schema Manager contains the Channel Store schema which you must install after installing core schema.

- Microsoft SQL Server or Oracle database

- Microsoft AD/ADAM

  Ensure that for ADAM users, the following attributes are set. The value of these attributes is used to store user information required for Channel Store:

  - givenName: The value of this attribute is used as the First name of the user
  - sn: The value of this attribute is used as the Last name of the user
  - userPrincipalName: The value of this attribute is used as the EMAIL Address of the user. This e-mail notification if configured is sent to this e-mail address
  - telephoneNumber: The value of this attribute is used as the contact number of the user.
  - company: The value of this attribute is used as the Company name of the user.
  - COMP_ADDRES: The value of this attribute is used as the Company Address of the user.

Browser support for Channel Store

Channel Store 9.0.00 supports the following browsers:

- Microsoft Internet Explorer 10 and higher
- Edge 20.10240.16384.0 and higher
- Chrome 37.0.2062.103 m and higher
- Firefox 31 and higher

Note:
- Once you have upgraded to Channel Store 9.0.00, if you see any visual user interface problems in the supported browsers, it is recommended to clear the browser cache.
- Channel Store can work on Internet Explorer version lower than 10, however it has not been tested.

Pre-defined Queries in Report Center Query Library

The Query Library in Report Center contains predefined queries that you can run or use as templates for creating your own queries. You cannot alter or delete Query Library queries. To view and run these queries, click the Query Library tab.

To access query library,

1. Log into CMS console
2. In CMS, click **Applications** > **Report Center.**
3. In the Report Center home page, select **Queries** tab and select **Query Library** from the left tree.

Software Request Management Queries

Software Request Management queries help you track information such as which software requests are in approved state, which software requests are in rejected state, which software requests exceed the available license count, which software requests were raised after a specified date, and other similar information.

Query Name	*Edit Format*	*Query Description*
List of Approved Softwares Requests (filter by approver)	Form	List of all software requests that are approved by the approver(s), along with option to filter the results based on the approver
List of Approved Softwares and their Available License Count	Form	List of all software requests that are approved by the approver(s) along with the available license count for that particular software
List of Softwares Exceeding Available License Count	Form	List of all softwares requested by the users and the available license count for each of them

List of Auto-Approved Softwares	Form	List of all software requests that were auto-approved as the request was pending for more than the allowed number of days with approver(s)
List of Pre-Approved Softwares	Form	List of all software requests that were pre-approved, as the requester was entitled for the software
List of Rejected Softwares Requests (filter by approver)	Form	List of all software requests that are rejected by the approver(s), along with option to filter the results based on the approver
List of Softwares Requests pending for approval and exceeding the earliest 'Required Date' mentioned by Requester	Form	List of all software requests that are still pending for approval and has crossed the earliest request date mentioned by the user at the time of raising the request
List of Softwares Requests pending for approval for more than exceeding 'x' days	Form	List of all software requests that are pending for approval for more than the specified number of days
List of Software requests received after certain date	Form	List of all software requests raised after the specified date.

Known Limitations

- Custom channels created with Java 1.7 or later versions fail to start on Mac computers. Tuners in Mac computers run on JRE 1.6. Hence, ensure that you use Java 1.6 to write the custom channels for Mac computers for publishing to Channel Store.

About Marimba Eclipse Plug-in

The Channel Store also hosts the Marimba Eclipse Plug-in (MEP) which allows you to quickly develop channels for Channel Store. The MEP provides a skeleton code which you can easily modify based on your business requirements, and then publish it as a channel on Channel Store.

For more information on how to use MEP to publish a channel to Channel Store, refer “Publishing the channel”.

The MEP quickens your process of developing the following types of channels:

- Custom Connector
- Custom ISM
- Custom Inventory
- Marimba Channel

Note: You cannot publish the Custom Connector in Channel Store.

For more information, refer Introduction to Marimba Eclipse Plug-in (MEP) (page 81).

Chapter 2 Configuring Channel Store

This chapter provides information about how to configure the settings in Report Center and Schema Manager for the Channel Store.

The following topics are provided:

Overview of Channel Store configuration

The configuration process to setup the local Channel Store includes the following steps:

- Installing the Schema for Channel Store
- Configuring the Channel Store in Report Center
  - Configuring Store Transmitter Repository
  - Adding categories
  - Configuring Staging Transmitter Repository
  - Configuring Channel Store replication
  - Configuring e-mail notifications
  - Configuring channel download preferences
- Configuring the directory source or LDAP for users

Installing the Schema for Channel Store

Before you configure the Channel Store plug-in, you must install the Channel Store schema. Prior to installing the Channel Store schema ensure that the core schema is installed and configured.

To install the Channel Store schema

1. In the Schema Manager, click the Inventory Database tab.
2. In the Schema Modules tab, click **Install** for **Channel Store - Schema Module**.

   Schema Manager installs the Channel Store schema.

Note: It is recommended to take a regular back up of Channel Store data.

Downloading the Channel Store database scripts

Use Schema Manager to download the database scripts.

To download the Channel Store database scripts

1. Log in to the CMS console and use Schema Manager to connect to the database, as follows:

   - Choose **Applications** > **Console** > **Schema Manager**.
   - On the Welcome to Schema manager page that appears, click **Database**.
   - Select the type of database you installed from the **Database type** list.
   - Supply the host name, port number, and, for Oracle, database system ID.

     (For SQL Server, the database name, which is invdb.)

     The database administrator (DBA) can provide you with these values.

     Tip: Commonly used port numbers are 1521 (for Oracle) and 1433 (for SQL Server). For SQL Server, the database name is invdb, unless you edited all the necessary database setup scripts to change this value (not recommended).
   - Supply the system administrator user name and password.

     Often, on Oracle, the system administrator user name is system and the default password is manager; on SQL Server, the user name is often sa, and the default password is no password. If you don’t know the password, contact your DBA.
   - Supply the password for the inventory user.

     The default password is inventory for the inventory user.
   - Supply the password for the user_view user.

     The default password is user_view for the user_view user.
   - Click **Connect**.

2. On the Schema Modules tab, for the item called **Channel Store**, click **Install** (or **Reinstall**).

3. On the Install Options page that appears, select **Manual install** (or Manual reinstall), and click the **Install Channel Store Schema** hyperlink.

   You are then prompted to save the .zip file to your hard disk. This zip file contains scripts for Channel Store.

4 Extract the directories and files from the .zip file or files you downloaded.

For example, extract the files from the channel-store.zip file to a directory named Channelstore_scripts.

5 Copy the appropriate directories to the location where you want to run the scripts.

Note:

SQL Server: After channel store zip file extraction, go to **installation\sqlserver** and modify as necessary the lines that begin with **set @MRBA_** in the **create_cs_filegroups.sql** file.

Oracle: After channel store zip file extraction, go to **installation\oracle** and modify as necessary the lines that begin with DEFINE MRBA_ in the **define_cs_variable_values.sql** file.

From the command line, run the required scripts from the following table:

Database	Script Name	Location	Action Type
SQL Server	install_cs_schema.bat	installation\sqlserver	Install
Oracle	install_cs_schema.sql	installation\oracle	Install
SQL Server	reinstall_cs_schema.bat	installation\sqlserver	Reinstall
Oracle	reinstall_cs_schema.sql	installation\oracle	Reinstall
SQL Server	uninstall_cs_schema.bat	installation\sqlserver	Uninstall
Oracle	uninstall_cs_schema.sql	installation\oracle	Uninstall

Configuring the Channel Store Repository location

In the Channel Store plugin configuration page of Report Center, you can specify the folder location on transmitter to be used for Channel Store Repository. Once you specify the Repository location, whenever you create a new category for channels, an appropriate sub-folder with category name is created in the Channel Store repository. All the channels tagged with this category are published inside this folder on the Channel Store repository location in Transmitter.

Note:

- You cannot create sub-categories in the Channel Store repository location on transmitter.
- Channel Store allows anyone to subscribe a channel if the URL of the channels published at the Channel Store is known. To prevent this situation, Administrators must ensure to set appropriate subscribe credentials so that the Channel Store transmitter is protected from unauthorized users.
- When you browse the contents of a Transmitter, you cannot view the folder that is set as the channel store base folder. This applies to accessing the transmitter URL through HTML listing or through any other requests to transmitter such as ?xml request.
- Once a folder in transmitter is configured as the Channel Store repository location, you can publish channels only to this folder by using the Channel Store UI. On this folder, you cannot use other applications like Channel Copier and Publisher, to publish the channels. Hence, it is recommended to have components like plugins outside this folder location. Hence, ensure that you do not configure the transmitter root as the Channel Store repository location. For this reason, the transmitter root should never be configured as the store repository location.

▶ To configure the Channel Store Transmitter repository location in Report Center

1. In Report Center, click **Configuration** tab.
2. Select **Enter Plug-in URL** option and click **Browse** to select the Channel Store Plug-in.

   or

Select **Select Plug-in URL** and select the Channel Store plug-in from the drop-down list.

3 In the Configure Channel Store Repository Settings panel, type the URL of the folder in Channel Store Tx Repository Location text box or click **Browse** to select the folder.

4 Click **Save.**

5 Publish the Channel Store plug-in.

Once the plug-in is published on the Master Transmitter, this setting is replicated by the mirror in the next replication cycle.

Categorizing channels in Channel Store

All the applications in a Channel Store can be classified into categories. You can create and define the categories in the Channel Store plug-in configuration page of Report Center. When you add a new category, Channel Store creates a new folder with the specified category name in the Channel Store folder in Transmitter.

Note: While creating new category, do not use the *General* name because there already exists a default category with this name. The purpose of having this category by default is to move all the channels to this category from a category that is being removed.

▶ To add a new category in Channel Store

1 In the **Channel Store Settings** pane of Channel Store Plug-in Configuration page of Report Center, type the name of the new category in the **Channel Categories** text box.

2 Click **Add.**

The new category is added to the text box which is displayed below the Channel Categories text box.

Note: You can change the category of a channel when you approve a channel for publishing.

To remove a channel category

You can remove any channel category by selecting the required channel category in the **Channel Category** text box and then clicking **Delete**.

Configuring the authentication type for users of Local Channel Store

You can define authentication type for the users of a Channel Store by specifying whether the authentication type is LDAP or a database. If you specify LDAP as the authentication source, then all the members of LDAP are pre-approved and can access and use the Channel Store. If you select LDAP, Channel Store Plug-in Configuration page displays the LDAP service that is configured to use with CMS. This same LDAP service will be used for Channel Store.

Policy based channel download for users

You can use the policy based channel download feature for LDAP or database users to restrict them from downloading all the channels. This feature allows you to enforce permissions on users so that only they can download channels from categories for which they have the permissions. Other users who do not have permission on this category cannot download channels from this category. This feature helps you to map the users to the required categories and hence restricts other users from downloading all channels from this category. If a user does not have permission to copy a channel from a Channel Store category, then the user cannot download the channel. However, for all the categories on which the user does not have permissions, the user can browse and view the details of all the channels but cannot download. For all the channels on which the user does not have download permissions the **Copy** and **Add to Cart** buttons in Channel Store will be inactive and greyed out.

To enable this feature, in the Channel Store Plug-in configuration page, select **Enable access restriction to categories** check box.

Policy based channel download for database users

To restrict a database user from downloading all the channels, you can directly map the database user to a Channel Store category.

Policy based channel download for LDAP users

For LDAP users, you can map the users in the following two ways:

- map a user to a Channel Store category
- map a group to a Channel Store category

When you map a group to a Channel Store category, all the users belonging to the group can download channels mapped to the Channel Store category.

To map users to Channel Store categories:

1. Navigate to **Report Center-> Configuration-> Channel Store Configuration link.**

   The Channel Store Plugin to configure page appears.

2. Select the Channel Store plugin.

   The Channel Store plugin configuration page appears

3. In Authentication type section, select **Database** or **LDAP**.
4. If you want to enable policy based channel download for users where you can restrict access to channels, select **Enable access restriction to categories** checkbox.
5. In **Channel Categories** list box, select the required category.
6. In **Users** list, type the e-mail address of the required user.

Note: In Users list, type the e-mail address of the required user. If you have selected Database as the authentication type, to add database users in Users list, type the database username which was provided at the time of registration. If you have selected LDAP as the authentication type, to add LDAP users in Users list, type the name of the LDAP user.

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7. Click **Add.**

   Repeat Step 6 and 7 to add more users.

   For a database user, you can also add users in bulk. For example: *@bmc.com. You cannot use this feature to add users in bulk if you are selecting users from LDAP users.

Note: The user name for the database users which you type are not validated. The user name or groups for the LDAP users which you type are not validated.

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8 Click **Save and Preview.**

▶ To map groups to Channel Store categories:

1 Navigate to **Report Center**-> **Configuration**-> **Channel Store Configuration link.**

The Channel Store Plugin to configure page appears.

2 Select the Channel Store plugin.

The Channel Store plugin configuration page appears

3 In Authentication type section, select **LDAP.**

4 If you want to enable policy based channel download for users where you can restrict access to channels, select **Enable access restriction to categories** checkbox.

5 In **Channel Categories** list box, select the required category.

6 In **Groups** list box, select the required group which you want to map to the user.

Note: this step is applicable only if you have selected LDAP as the authentication type.

7 Click **Add.**

Repeat Step 6 and 7 to add more groups.

8 Click **Save and Preview.**

Configuring replication of Channel Store

If you want to replicate the Channel Store folder, you can configure replication by selecting the **Enable Replication** check box in the configuration page.

Configuring Channel Store settings in Report Center

To configure Channel Store plugin in Report Center

1. In CMS, start Report Center.
2. In Report Center, click **Configuration** tab.
3. Click **Channel Store Configuration**.

   The Channel Store Plug-in to Configure appears.
4. Select **Enter Plug-in URL** and use the Browse button to select the URL.

   or

   Select **Plug-in URL** and select the required URL from the drop down list.
5. Click **OK.**

   The Channel Store Plug-in Configuration page displays where you can set the required settings.
6. Select the authentication type. You can select anyone of the following:
   - Database
   - LDAP
7. To specify the Channel Store transmitter repository location, click **Browse** which is beside the **Channel Store Tx Repository Location** text box and select the required folder.
8. To add a channel category, type the channel category in the **Channel Categories** text box and click **Add.**

   Or

   To delete a channel category, select the required channel in the **Channel Categories** text box and click **Delete.**
9. Type the required details in the following text boxes:
   - Publisher User Name
   - Publisher Password
   - Subscriber User Name
   - Subscriber User Name
   - Copy User Name

- Copy Password

10 To specify the URL of the Staging Plugin URL, click **Browse** available beside the **Staging Plugin URL** text box and select the appropriate plugin.

11 To specify the location of the Staging Transmitter Repository, click **Browse** available beside the **Staging Tx Repository Location** text box and select the required folder.

12 Type the required details in the following text boxes

- Publisher User Name
- Publisher Password
- Subscriber User Name
- Subscriber User Name
- Copy User Name
- Copy Password

Note: If you want to set the same settings for both Staging and Store Transmitter, then select the **Set the same repository setting for both Staging and Store Transmitter** option.

13 To enable Channel Store Replication, select the **Enable Replication** check box.

14 To receive e-mail notifications, select **Enable Email Notification** check box.

When you select **Email Notifications** check box, the **While Subscribing** and **While Publishing** check boxes are enabled.

15 If required select the **While Subscribing** and **While Publishing** check boxes.

16 To specify the channel download preference, select **Copy** or **Subscribe** options.

Note: If you select **Copy** option , then the user can copy the channel to the user's local transmitter. If you select Subscribe option, then the channel is directly subscribed to the tuner.

Channel Store Properties

To auto launch the Channel Store

- channelstore.console.autolaunch

Specifies whether to launch the browser automatically when Channel Store starts.

Default value: true

Possible values: true, false

To specify the Channel Store port

- channelstore.port

Specifies the port number on which the Channel Store should run.

Default value: 8585

Possible values: any integer above 1024

To specify the Channel Store session time-out

- channelstore.session.timeout

Specifies the default time-out for Channel Store sessions.

Default value: 30 minutes

Possible values: time in minutes

To stop the Channel Store channel on session time-out

- channelstore.console.autostop

Specifies whether to stop the Channel Store channel after session time-out.

Default value: true

Possible values: true, false

To specify the sender's name for news and announcements notifications

Specifies the name of the sender when you send news and announcements through e-mail to the subscribed users.

- channelstore.sender.name

Default value: not set

Possible values: any text string

To specify the sender's e-mail address for news and announcements notifications

Specifies the e-mail address of the sender when you send news and announcements through e-mail to the subscribed users.

- channelstore.sender.emailaddress

Default value: not set

Possible values: any text string

Tuner property

To specify whether tuner_ns.exe should be used for launching Channel Store

- marimba.channelstore.shortcut.usetunerns

Specifies whether tuner_ns.exe should be used for launching Channel Store through desktop shortcut. By default, the desktop shortcut triggers Channel Store through tuner.exe, which runs in admin privileges. In cases where the user lacks administrator privileges, setting this property to a value of true will cause the shortcut to be launched with invoker privileges.

Note: To implement this, you must set this property before the Channel Store is deployed on a tuner, or if the Channel Store channel is already subscribed on a tuner, the channel needs to be removed or unsubscribed from the tuner and then re-subscribed to take the value specified for this property.

Channel Store History Log

You can find all the log messages in the Channel Store History Log file which you can find in the Channel Store folder.

Note: The *sunrsasign.jar class not found* error message in the Channel Store history log is a warning and you can safely ignore the error message.

Chapter 3

Using the Channel Store

This chapter provides information about how to use the Channel Store.

The following topics are provided:

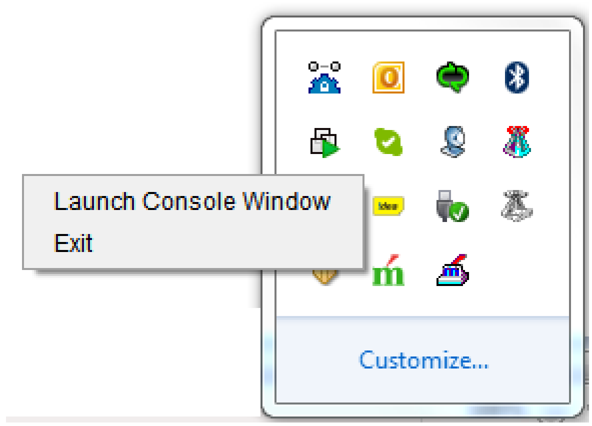
Accessing Channel Store

Once the Channel Store channel is subscribed on the tuner, you can access the channel store from:

- Channel Store Tray icon
- Channel Store Desktop shortcut

Starting the Channel Store from the Channel Store System Tray icon

To start the Channel Store from the System Tray icon, right click the Channel Store tray icon in the Windows Taskbar and click Launch Console Window. The default browser starts and displays the home page of the Channel Store.



Starting the Channel Store from the Desktop shortcut

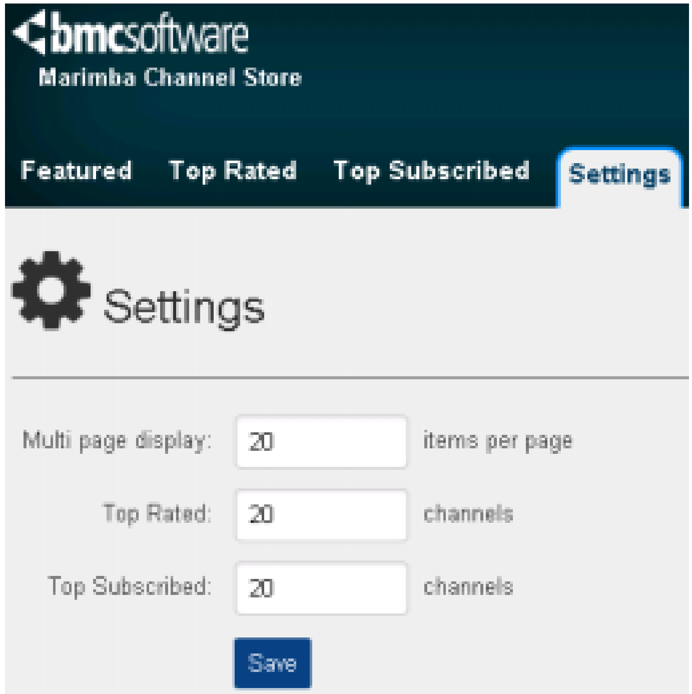
To start the Channel Store from the desktop shortcut, double click the channel store desktop shortcut that is created for Channel Store. The Channel Store channel starts and launches the default browser to display the home page of the Channel Store.

Configuring the Channel Store

You can specify the number of items to be displayed on each page and the number of items to be displayed in the Top Rated and Top Subscribed pages of the Channel Store UI.

Note: By default the Channel Store on the endpoints uses the 8585 port. However, you can configure the port number to be used by Channel Store using a channel property. For more information, refer Channel Store Properties (page 27).

To configure Channel Store settings



1 In Channel Store, click **Settings**.

Channel Store displays the Settings page.

2 Specify the required details in the following text boxes:

- Multi page display
- Top Rated
- Top Subscribed

3 Click **Save**.

Channel Store saves the specified settings.

Home page of the channel store

When you start Channel Store either through desktop shortcut, through subscription, or manually through the Channel Manager, the home page of the Channel Store appears which displays the list of available channels. For each channel you can see the following channel details:

- Channel description
- Category
- Version
- Publisher
- Published date
- Size
- Cost of the channel: whether it is a paid channel or a free channel
- The rating of the channel
- Segment

You can also view the channels ordered by the following parameters:

- Categories

  To view the list of channels ordered by categories, click **Featured** which you can find in the top right side of the page.

- Top rated

  To view the list of channels ordered by ratings, click **Top Rated** which you can find in the top right side of the page.

- Top subscribed

  To view the list of channels ordered by the highest subscribed parameter, click **Top Subscribed** which you can find in the top right side of the page.

To view more details of the channel, click the channel name.

Note: Before you can perform actions in this page like viewing a demo or writing a review, ensure that you are logged-in as a user. For more information on logging in, refer Logging on to Channel Store (page 38).

Channel store displays details of the channel such as published date, channel category and user reviews of the channel. This channel page also allows you to:

- Raise request for a channel
- Copy or subscribe the approved/entitled channels
- Add or remove channel from Cart
- View demo of the channel
- Download channel documents
- Write a review
- Rate the channel

Viewing the demo and writing reviews for a channel

To view the demo of the channel, click the **Demo** link. Channel Store displays the demo of the channel.

To view the reviews of the channel, click the **View Review** link. To write a review on the channel, click the **Write Review** link.

Note: If a proxy is configured on the endpoint, then the document and demo downloading requests will not go through proxy. To ensure that the requests go through proxy, you must enable the proxy in the browser.

Registering a user in Channel Store

You can register yourself as a user in channel store. Channels Store provides three categories of users. You can register yourself in the following categories:

- User

  You can only download channels.

- Publisher

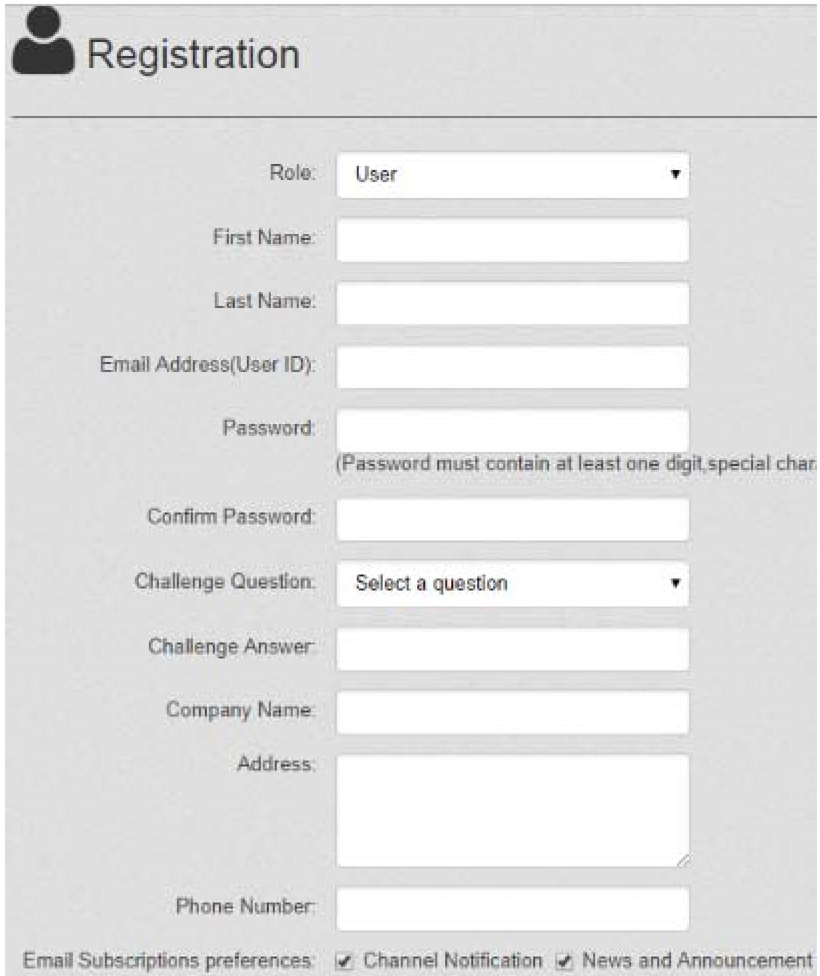
  You can only publish channels.

- Publisher and user

  You can publish channels and also download channels.

▶ To register yourself as a user

Note: It is mandatory to fill all star marked fields.



1 In Channel Store home page, click **Register** link which you can find in the top right corner of the page.

The registration page appears.

2 In the **Role** list, select the type of role you would like to register yourself.

You can select from the following options:

- User
- Publisher

- Publisher and User

3 In the **First Name** text box, type your first name.

4 In the **Last Name** text box, type your last name.

5 In the **Email Address**(**User Id**) text box, type your e-mail address. The e-mail address will be your username to login to the Channel Store.

6 In the **Password** text box, type the required password.

Note: Ensure that the password contains at lease one digit, one special character, one lower case and one upper case letter. Ensure that the password is between 8 and 20 characters.

7 In the **Confirm Password** text box, again type the password.

8 In the **Challenge Question** list, select the required question.

9 In the **Challenge Answer** text box, type the answer to the challenge question you have selected in the previous step.

10 In the **Company Name** text box, type the name of your company.

11 In the **Address** text box, type your address.

12 In the **Phone Number** text box, type your phone number.

13 If you want to receive any channel notifications, select **Channel Notifications** checkbox.

14 If you want to receive news and announcements, select **News and Announcements** checkbox.

15 Click **Create Account** to create your account.

Or

16 Click **Cancel** to cancel the account creation process.

Channel Store creates the account.

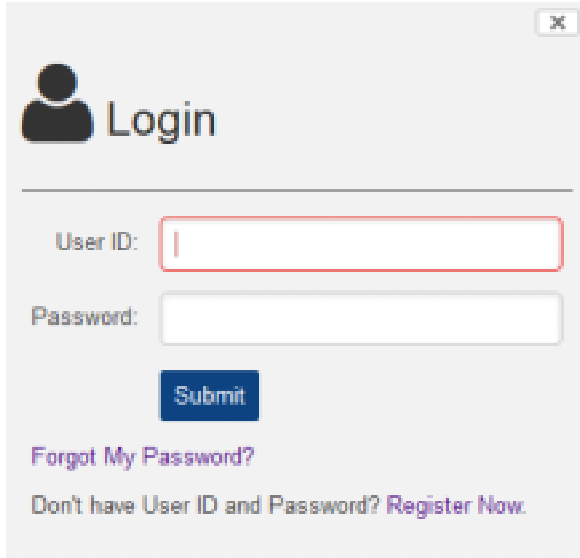
Logging on to Channel Store

▶ To log on to Channel Store

1 Start Channel Store.

2 Click **Login** link at the top right corner of the home page.

The Login dialogue appears.

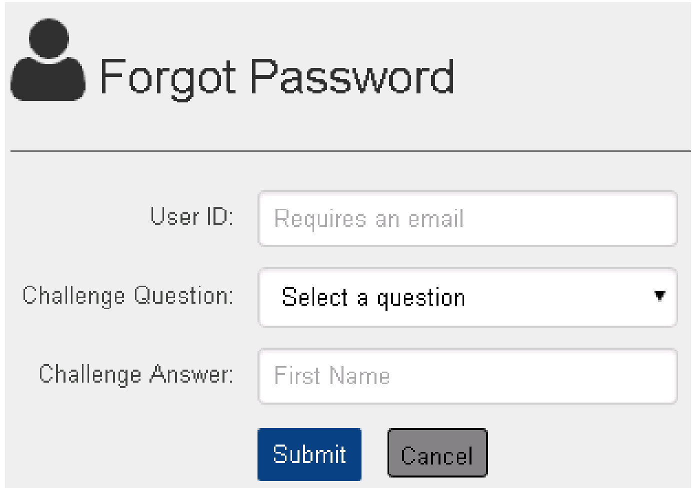


3 Type your credentials which you specified during account creation.

4 Click **Login**.

If you have forgotten the password, click **Forgot My Password** link. The Forgot Password page appears where you have to specify the following information:

- User ID
- Challenge Question
- Challenge Answer



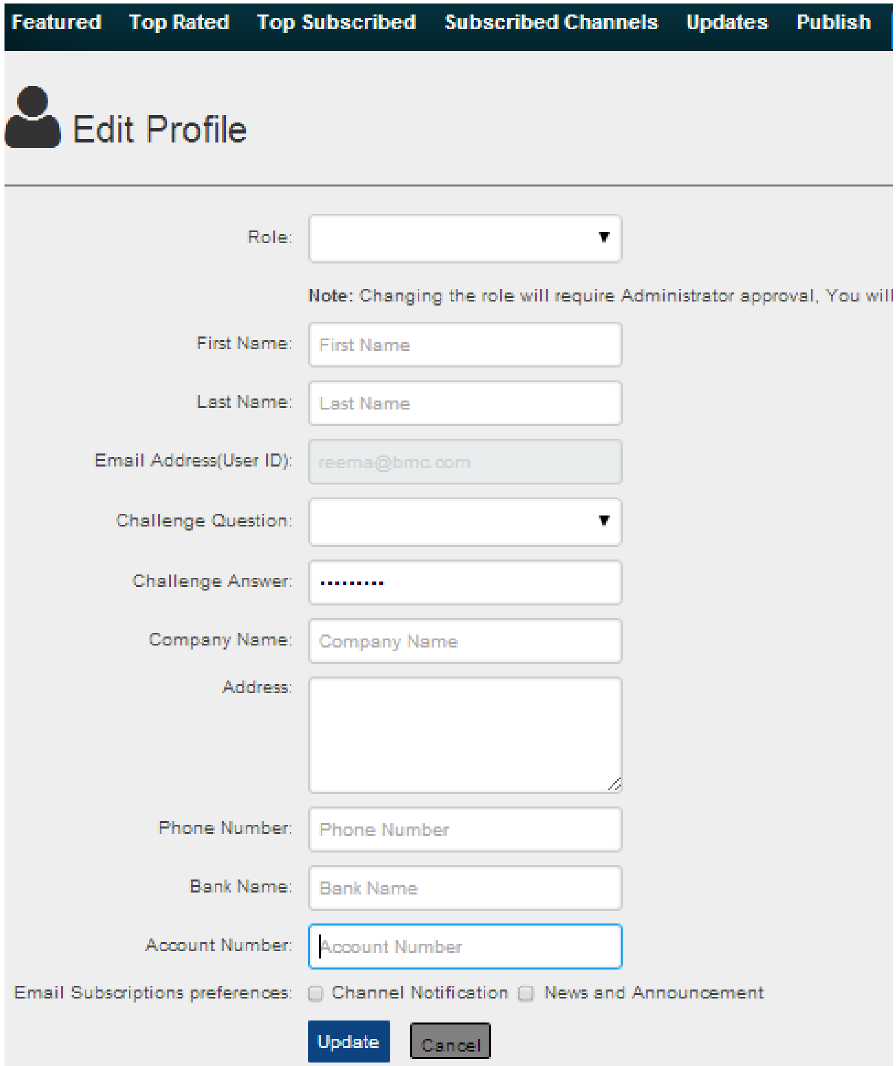
If you have provided the correct information Channel Store displays a new page where you can specify the new password.

Note: If you do not remember your Challenge Question and its answer, you can send an e-mail to the Channel Store administrator to reset the password.

If you want to logout of Channel Store, click **Logout** link which you can find in the top right corner of the page.

Editing your profile

Once you have logged in, you can always edit your profile.



To edit your profile

1 Click on **Edit Profile** link which you can find at the top right corner of the page.

The Edit Profile page appears.

2 Make the required changes:

You can modify the following fields:

- Role

  Note: Changing the role will require Administrator approval, You will not be able to login until Administrator approves your user role change request.

- First name
- Last name
- Challenge question
- Challenge answer
- Phone number
- Address
- Company name

3 If you want to receive any channel notifications, select **Channel Notifications** checkbox.

4 If you want to receive news and announcements, select **News and Announcements** checkbox.

5 Click **Update.**

Channel Store updates the profile information.

Publishing a channel

You can publish channels to the local channel store only if you are logged on as a Publisher or as a Publisher and User. When you click on the **Published Channels** tab, the page by default displays the list of channels which you have published with the following information:

- Channel name
- Size
- Segment
- Cost
- Status

- Last Modified Date

You can also view the list of published channels according to the status of the published channel. In the **Status** list box, select any one from the following list of parameters:

- All
- In Review
- Approved
- Rejected
- Need more information

Channel Store displays the list of published channels according to the selected parameter.

To publish a channel

1. Click **Published Channels** tab.
2. By default, Channel Store displays the list of channels which you have published.
3. Click **Publish Channel** button.

   The Publish page appears

4. Select a **Source Type** option. You can select from the following four options:

   - **Folder**

   If you select the **Folder** option, then type the URL in the **Channel Source** text box and click **Load**. Once you click **Load**, the **Channel Name**, **Channel Title**, **Version**, **Channel Description** text boxes are auto-populated. However, you can make changes to the text in these text boxes.

   Note: Use this option to publish Channel Store format channels where all segments are in folder format.

   - **Transmitter**

   If you select the **Transmitter** option, type the URL of the transmitter in the **Source Transmitter** text box. You can also click **Browse** to select the folder and then click **Load**. Once you click **Load**, the **Channel Name**, **Channel Title**, **Version**, **Channel Description** text boxes are auto-populated. However, you can make changes to the text in these text boxes.

Note: Use this option to publish Channel Store format channels (with code, demo, doc, and OS segment) from the local transmitter to the staging transmitter.

- **Transmitter and Folder**

If you select the **Transmitter and folder** option, type the URL of the channel location in the **Source Transmitter** text box, and the folder location containing contents of code, demo and doc segments in the **Source Folder** text box. You can also click **Browse** to select the folder and then click **Load.** Once you click **Load**, the **Channel Name**, **Channel Title**, **Version**, **Channel Description** text boxes are auto-populated. However, you can make changes to the text in these text boxes.

Note: Use this option to publish non-Channel Store format channels.

- **Bulk**

If you select **Bulk** option, you can convert a set of old channels to the Channel Store format and publish it to the staging transmitter. In the **Source Folder URL** text box, specify the folder location in transmitter where all source channels are published. You can also click **Browse** to select the folder. You can view the status of bulk publishes by clicking on Bulk publish Status button available on Published Channels page. This status displays the total count and list of pending channels, channels that are published successfully, channels that have failed to publish and the channel whose publish is in progress.

Note: Use this option if you want to convert a non-Channel Store format channels into Channel Store format and publish. When you use this option for conversion, Channel Store automatically creates empty Doc, Demo and Code segments.

5. If the **Source Type** for publish is **Transmitter, Transmitter and Folder** or **Bulk** and if the source transmitter has replication credentials configured, then specify the same credentials in the following text boxes:
   - **Replication User name**
   - **Replication Password**
6. Type the required information in the following text boxes:
   - **Channel Name**
   - **Channel Title**
   - **Version**

- **Channel Description**

7 In the **Publisher** text box, type the name of the publisher for this channel.

Note: Only the Publisher specified here can publish updates of this channel at a later point of time. Also, no other publisher can publish a channel with the same name in the same category.

8 In the **Main Class** text box, type the main class of the channel.

9 In the **Category** list, select the appropriate category for the channel.

10 In the **Segment** list, select the required segment.

If you have selected **Folder** from the Source Type list, you can select from the following available options:

- Any/Any
- Windows,x64
- Windows,x86
- Linus,i386
- Mac OS X,x86

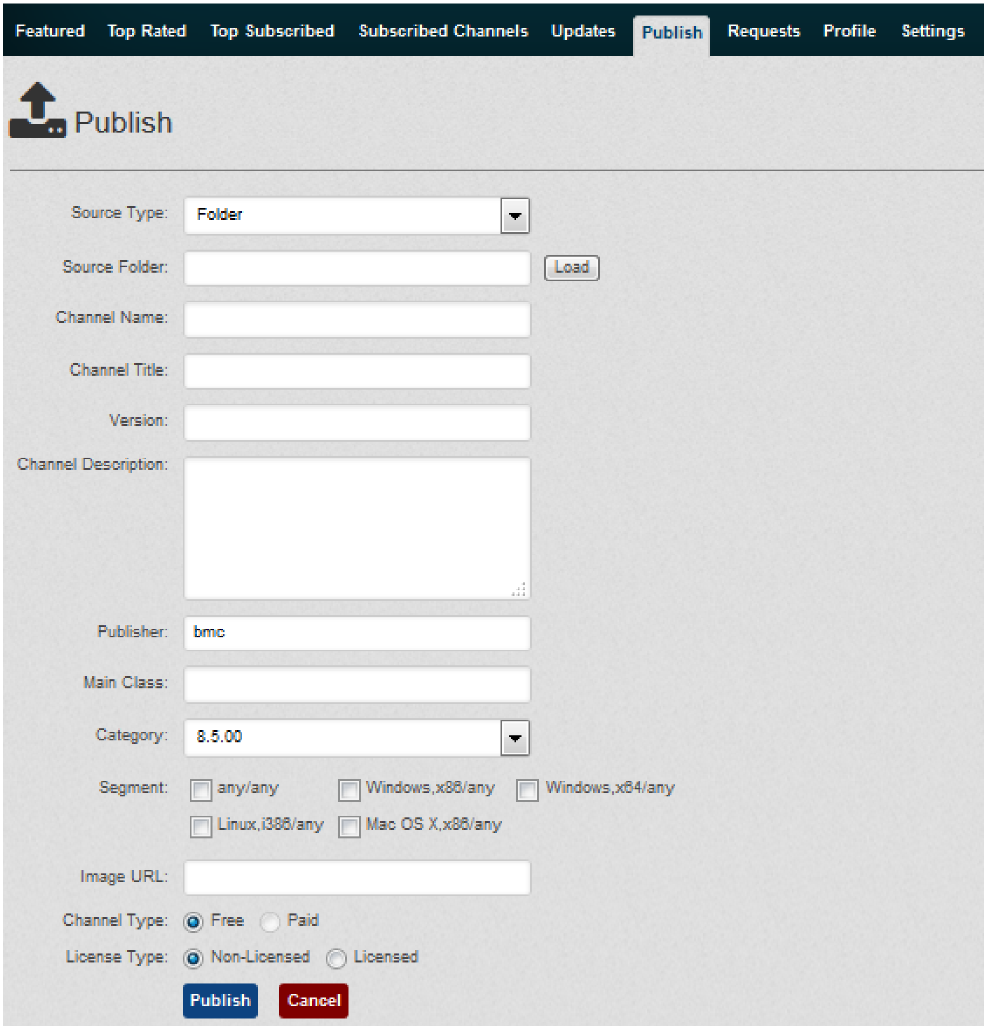
If you have selected Transmitter as the Source Type, you can select one of the available segments in the source channel or you can select to copy all the segments from source channel.

11 In the **Image URL** text box, type the location of the image which you want to display for the channel.

12 Click **Publish**.

Channel Store publishes the channel to staging transmitter and the channel goes for approval. The channel is published in the Channel Store only if the Channel Store administrator approves the channel.

Note: Publishing paid channels to Channel Store is not supported.



Refreshing the Channel Store page

Once you have published a channel or performed any action, and if you want to retrieve the latest data from the Channel Store, then click **Refresh**.

Reloading the Channel Store

Whenever you make any changes to the Channel Store configuration in Report Center, and if you want the changes to be reflected in Channel Store immediately, then click on the **Reload** link. You can find the **Reload** link at the top right corner of the Channel Store page.

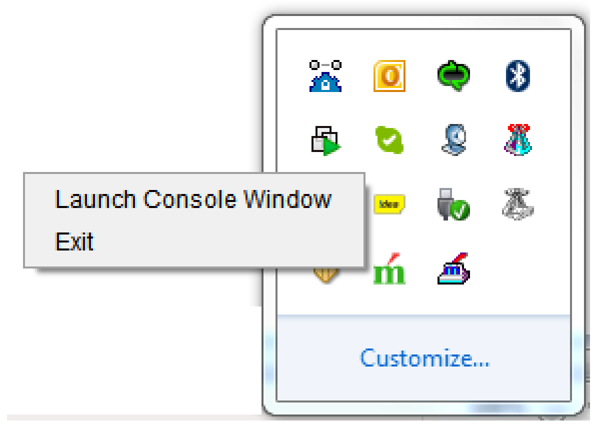
When do I use the Exit link?

The tuner does not go into minimal mode unless the user exits the Channel Store browser session by clicking the **Exit** link. When you click the **Exit** link, Channel Store logs you off, stops the Channel Store channel and closes the tab in the browser. If only Channel Store tab is running in the browser, then the browser closes.

Note:

- This functionality of the tab being closed when you click **Exit** link works only in Microsoft Internet Explorer.
- When you click **Logout** link, Channel Store logs off the user, however the Channel Store channel continues to run.

You can also exit from the Channel Store tray icon as shown in the following diagram.

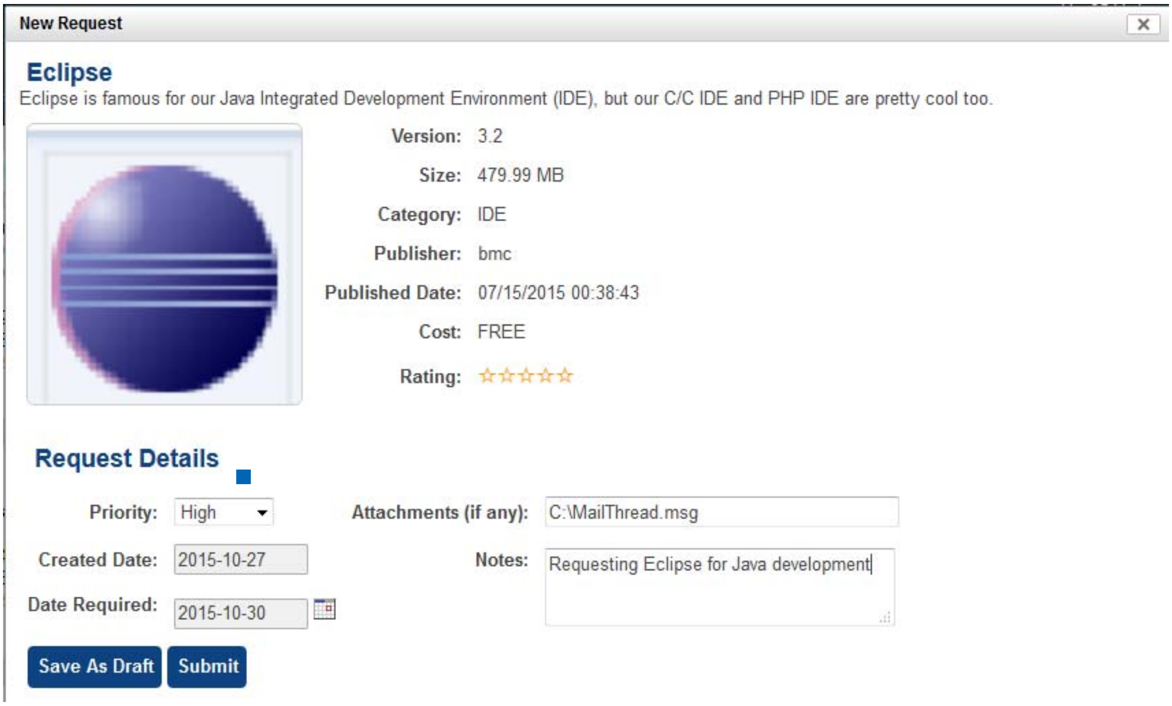


Requesting for a new channel

A registered user with Channel Store, can raise a request for a downloading any Channel or Software.

To raise a request,

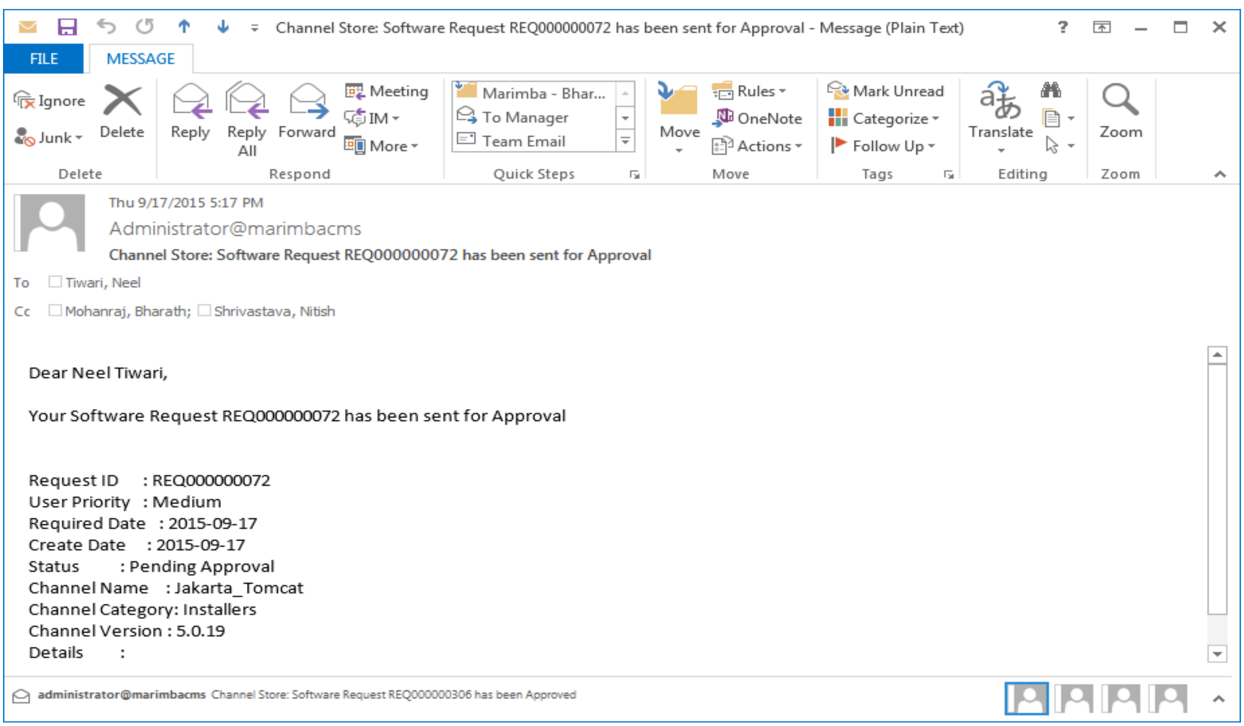
- Click on the **Request** link for the channel you require
- On clicking the **Request** a new dialo opens (as shown in below figure), in which you will need to specify some of the details related to the request.



- "New Request" page provides you some of the basic details related to the channel like name of the channel, description, version, etc.,
- The requesting user will need to fill in the below details before submitting the request,
  1. Priority- Specify the priority of this "Request". This will help the approvers and administrators to handle the request at right pace.
  2. Created Date- This displays the date at which the user raised this request. This is a non-editable field.
  3. Date required by default this takes the value same as the "Created Date". The requesting user can modify this to reflect as per his requirement
  4. Attachments (if any)- In case, if the user has any supporting documents, he can attach the same as part of the request by specifying the full path of the document in the text field provided. Note: This path refers to the machine in which the "Channel Store" is subscribed.

     Notes in addition, the user can also write a note to the approvers, describing the request.

- Once the details are filled-in, the user can perform one of the below mentioned operation,
  - Save As Draft- if the user decides to submit the request at a later point in time, he can then use the "Save As Draft" option.
  - Submit- The user can also directly submit the request for approval, using the "Submit" option.
- Once the requester selects one of the options ("Submit" or "Save As Draft") a unique ticket Id is generated for this request. Hence forth, this request will be tracked with the same ticket Id.
- If the "Email Notifications" are configured, the requester will be notified with an email with the ticket details as shown below,



The approvers configured for the particular channel are also copied in the email that is notified to the requester.

- Once the request is submitted, the user will need to wait until the request is approved before he can start downloading.

Tracking the request

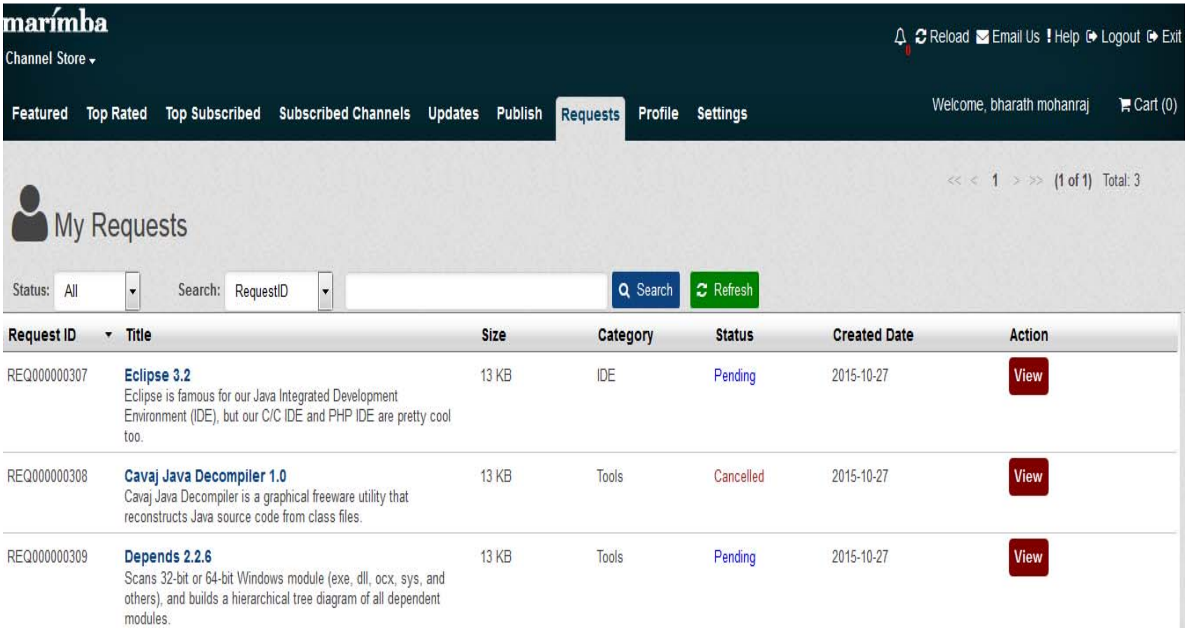
Once the request is submitted, the user can track the request from the channel store.

To Track a request

- Click on the "**Requests**" tab in the Channel Store.
- Select "**My Requests**" under the menu that gets popped-out.

- The "My Requests" page list provides a history of all the requests raised by the logged-in user of Channel store.

- The user is provided with a list of requests submitted by him, with details like the ticket Id Channel name, Channel Size, Channel Category, Request Status and Created date as shown below:



In addition, every request has a "View" button next to it, clicking on which will provide you the details of that particular request as shown below:

- The user can also cancel the request at any point of time until the request completes the approval flow. The "Cancel Request" button in the request details page shown above can be used for the same.

Approve or Reject a Request

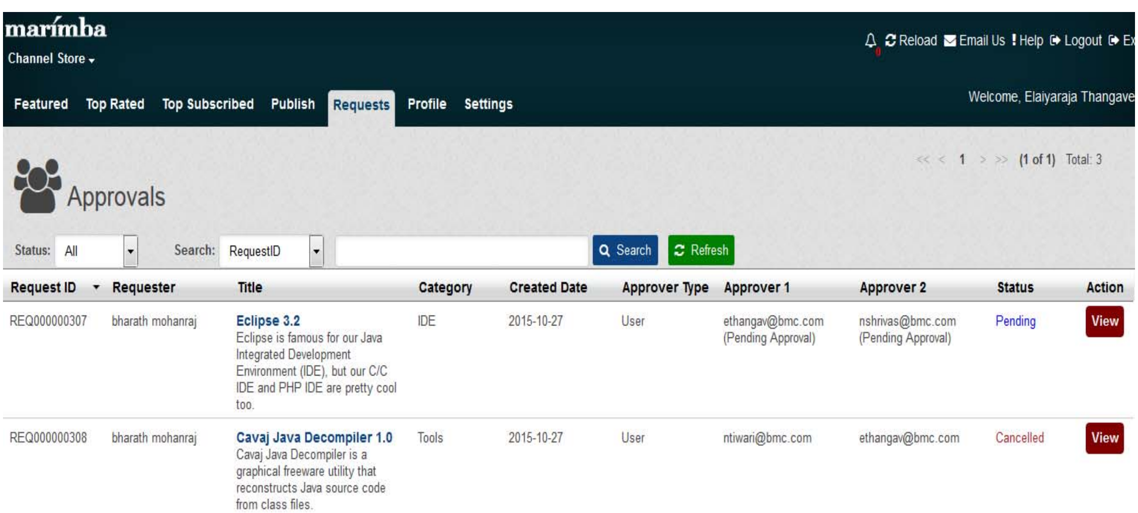
Once a request is submitted by a requesting user, the request gets into the approval process. The designated approvers for a software are notified with the details of the request.

In order to approve/reject a request:

- Click on the "Requests" tab in the Channel store.
- Select "Approvals" under the menu that gets popped out.

- The Approvals page list provides a history of all the requests that is either pending for approved/rejected by the logged-in user of Channel store.

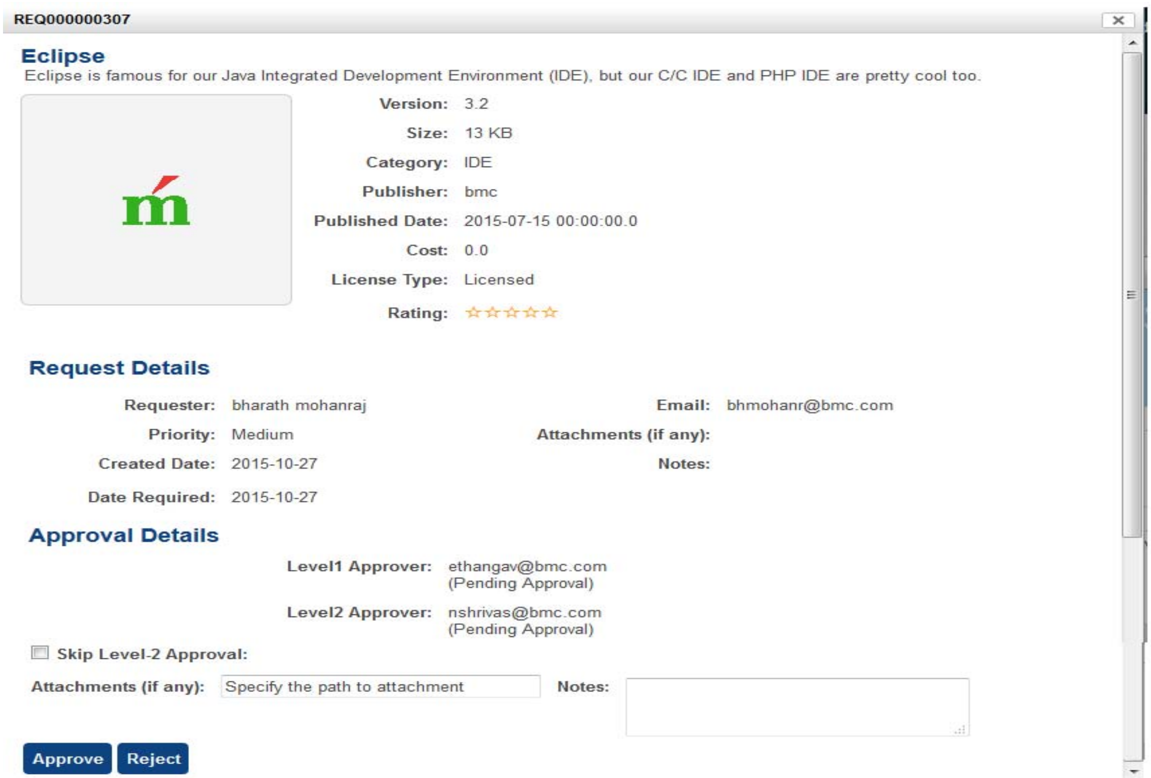
- The approver is provided with a list of requests pending for him, along with details like the Ticket Id, Requesting User, Channel name, Channel Size, Channel Category, Created Date, Approvers configured at both levels as shown below:



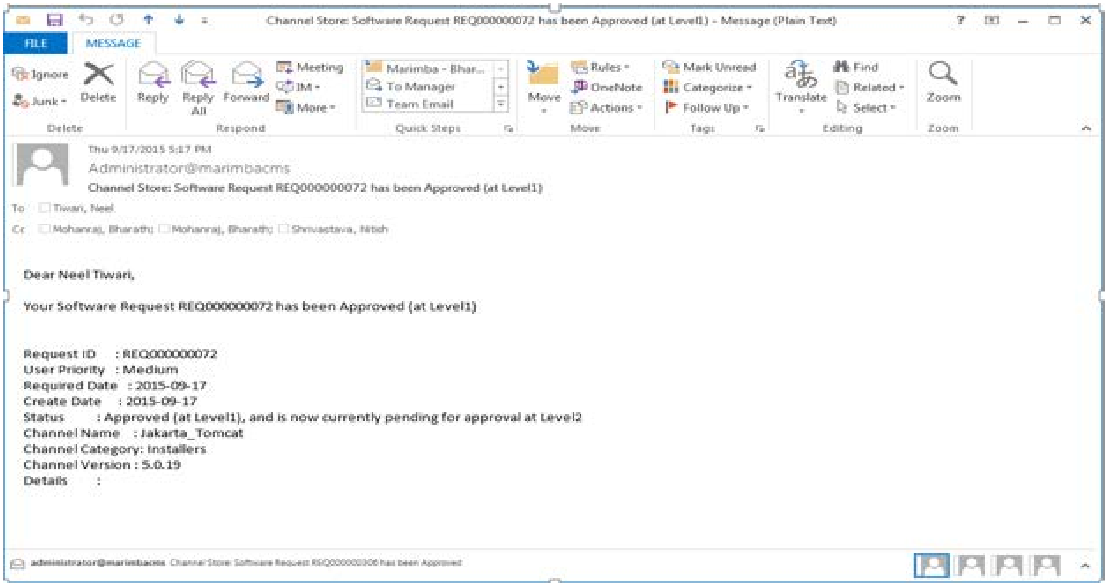
- In addition, every request has a "View" button next to it, clicking on which will provide you the details of that particular request. In addition the approver can either approve/reject a software request from the dialog opened by clicking this "View" button.

- Approver is provided with options to either "Approve" or "Reject" a software request. In addition the approvers can also add any attachments and specify his comments that gets passed to the requester and next level approvers.

Note: The first level approver also has an option provided in this dialog, to specify if the approval process need to be skipped for further level of approvals.

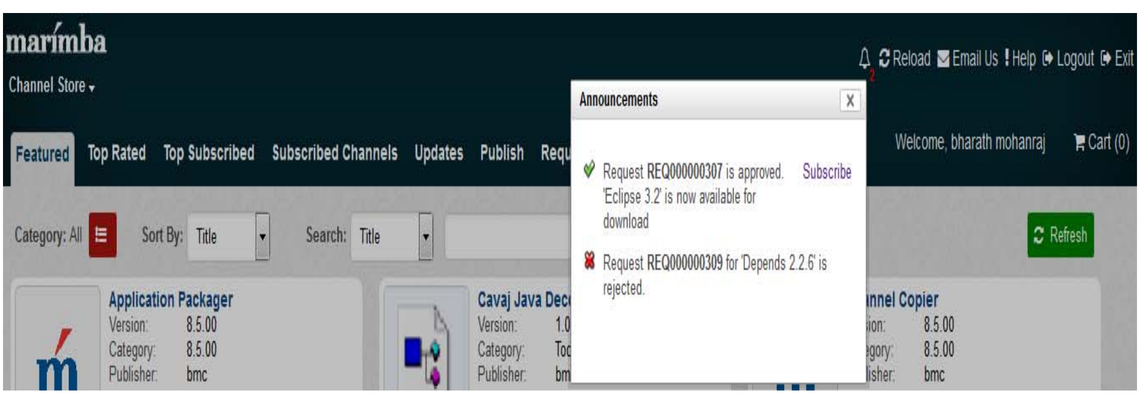


- Once the request is either “Approved” or “Rejected” by an approver the status is notified to the requester user and other approvers of the request.



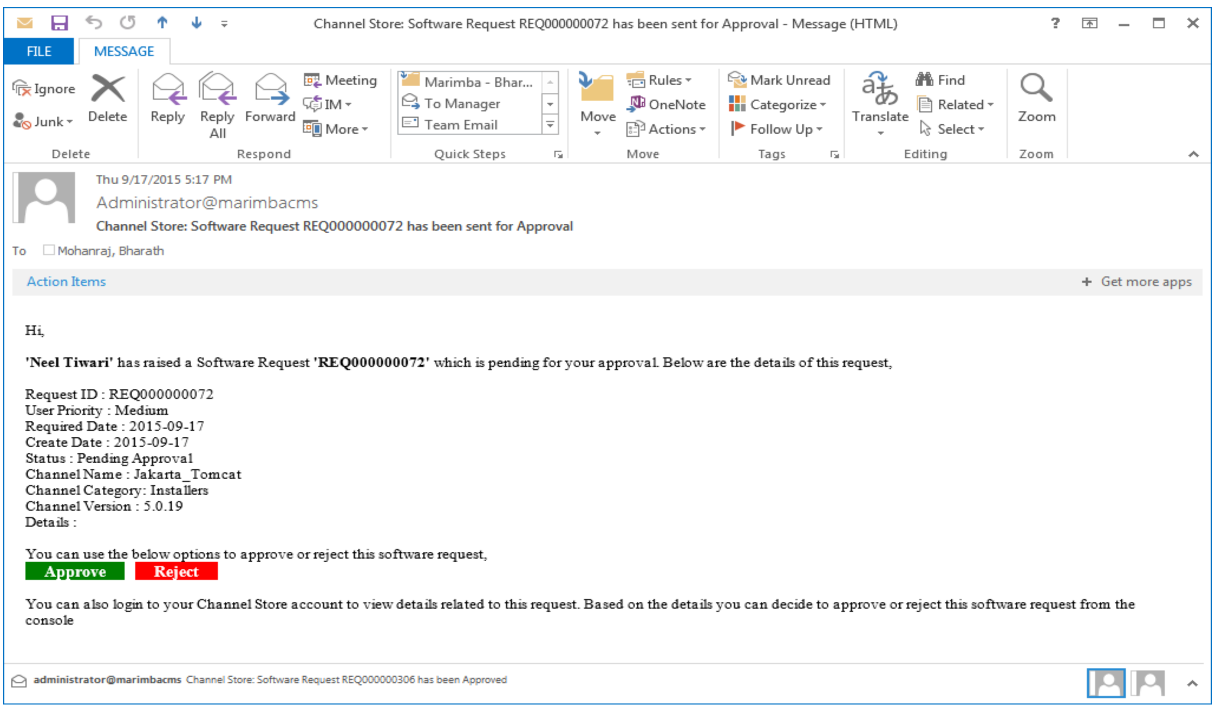
- Once a request is approved by all the assigned approvers, the requester user is notified over an email (or he can also check the status from “Requests -> My Requests” page in channelstore).

- Also, the "Notification" icon in the Channel Store will display the count of requests raised by requester that are recently approved/rejected as shown below. Clicking on the “Notification” icon will open a dialog with the list of requests.



Manage Approval via Email:

- The approvers also have an option,where in the approval can be handled through the email that gets notified once the request is raised by the user.
- Once the request is submitted, a separate email is sent to the appropriate approver, with option to either approve or reject the software from the email, as shown below.



Note: In order to manage approval through email, the device used for approving request through email should have access to the transmitter machine.

Limitations

This section describes limitations with Software Request Management feature in 9.0.00 release.

- The Software Request Management feature doesn't support adding multiple attachments as part a software request. In cases where a requester or an approver need to attach more than one file as an attachment, the files need to be compressed into an archive and need to be uploaded as a compressed format (like .zip, .rar, .7z)

- The Software Request Management feature currently supports only two levels of approvals for a request.

Copying or Subscribing a channel from the Channel Store

Once the request is approved for a software, you can either copy or subscribe channels from Channel Store based on the download type configured in report Center Channel Store plugin configuration page.

To copy a channel

1. Click **Copy** link for the channel that you want to download.

   The Copy dialog appears.

2. In the **Target Tx URL** text box, type the URL of the transmitter where you
3. want to copy the channel.

   If the target transmitter is configured with publish credentials, type the publish credentials in **Publish User Name** and **Publish Password** text boxes.

4. In the Segment section, select the operating system segment for which you want to copy the channel.
5. Click **Copy**.

   The channel is copied to the transmitter you specified.

To subscribe a channel

1. Click **Subscribe** link for the channel that you want to download.

   You can select whether the channel should only be subscribed on your tuner or if it should be subscribed and started.

2. Click **Submit**.

   The channel is subscribed to the tuner.

Using the Cart feature

If you want to download multiple channels, you can use the Cart feature. The Cart stores all the channels which you have added so that you can download all the channels in one step. For any channel which you want to download click **Add to Cart** link. When you click **Add to Cart** link:

- If the authentication type is set to Copy in plug-in configuration, then the Segments dialog appears where you can select the operating system segment for which you require the channel.

- If the authentication type is set to Subscribe in plug-in configuration, then you can either choose to subscribe the channel or to subscribe and start the channel.

Select the required segments and click **Add**. Channel Store displays a confirmation message when the channel is successfully added to the cart.

To view the channels in the cart, click the **Cart** link in the top right corner of the Channel Store. Channel Store displays the Cart page which contains the list of channels you have selected for purchased or download. To remove any Channel or a segment in the channel from the Cart, select the required channel or segment and click Remove icon. If you want to remove all the channels from the Cart, click **Clear Cart**.

If you want to download all the channels, click **Download**.

If the authentication type is set to **Copy** in the Channel Store plug-in configuration page, then Channel Store displays the Download page where you have to specify the URL of the transmitter and the credentials to publish the channel.

If the authentication type is set to **Subscribe** in the Channel Store plugin configuration page, then Channel Store displays the following options:

- Subscribe
- Subscribe and Start

Select the required option to start subscribe of all the channels in the Cart.

You can view the download status of channels by clicking on the **Download status** button. The download status displays the total count and the list of channels that have been copied or subscribed, channels that are pending, and the channel whose copy or subscribe is in progress.

Viewing a list of subscribed channels and subscribing for the latest version

The Channel Store displays a list of channels that you have subscribed.

To view the list of subscribed channels, click **Subscribed Channels**. Channel Store displays the list of channels to which you have subscribed, with the following information:

- Title

- Size
- Cost
- Status

  Status of the channel indicating whether is approved, in review, rejected, or need more information

- Last Modified Date

You can also view the list of subscribed channels according to the status of the subscribed channel. In the **Status** list box, select any one from the following list of parameters:

- All
- In Review
- Approved
- Rejected
- Need more information

Channel Store displays the list of subscribed channels according to the selected parameter.

Subscribing a channel

If for any reason, a channel which is already subscribed from Channel Store is removed from your tuner, you can again subscribe the channel using the **Subscribe** button next to this channel in the Subscribed Channels page.

Updating channels

Whenever a new version of a channel is published, Channel Store displays the list of your channels which can be updated to the latest version. To view the list of channels that can be updated, click **Updates** tab. Channel Store displays the list of channels that can be updated. This page displays the following information about the channels that can be updated:

- Title
- Latest version
- Size
- Cost

To get the latest update of a channel, click Update button which you can find next to the required channel. Channel Store updates the channel to the latest version.

Chapter

4 Approvals and Branding

This chapter provides information about how to perform actions like approving or rejecting a channel, and configuring e-mail notification. It also describes how to brand the Channel Store.

The following topics are provided:

Approving or rejecting a channel for publishing and subscribing

When a user having publishing rights publishes a channel, or if a user subscribes to a channel, Channel Store administrator has to approve it, before the channel is published or subscribed. The Channel Store administrator can perform the following actions on a published channel which has been published by the user:

- Approve the channel
- Reject the channel
- Ask for more information

To make a decision on approving or rejecting a channel, the Channel Store administrator can view the details of a channel by performing the following actions:

- Save Demo
- Save Document
- Save Source Code

Note: When you approve or reject channels, ensure that you specify the URL of the Channel Store plugin hosted on the master transmitter. Do not specify the URL of the mirror transmitter. When you approve channels using the Channel Store plugin hosted on the master transmitter, the changes are replicated to the mirrors and repeaters. Ensure that the Channel Store plugin hosted on the master transmitter has connectivity to the Channel Store database and LDAP directory service.

To perform action on a channel for publishing or subscribing

1. In CMS, click **Applications** > **Console** > **System Settings**.
2. In the General Settings page, click the **Channel Store** link.

   CMS displays the Channel Store page.
3. Specify the path of the Channel Store plugin in the **Plugin URL** text box or click **Browse** to select the Channel Store plugin.

   Or

   You can select the required plugin from the drop down list.

If the subscribe credentials are configured on the transmitter where the plugin is hosted, then type the credentials in the **Subscribe Username** and **Subscribe Password** text boxes.

4 Click **Load**.

The Channel Store page displays the default Published Channels tab with a list of channels and the following information about the channel:

- Channel Name
- Version
- Status
- Channel Category
- Publisher Name

5 To narrow down the list of published and subscribed channels awaiting your action, you can use the filter and search criteria feature.

Select the required filter criteria from the **Filter by** list. You can select the following filter criteria:

- Pending Channels
- Approved Channels
- Rejected Channels
- Need more info

6 In the **Search by** list, you can select whether you want to search using a channel name, publisher name. In the keyword text box, type the word required for searching, and click **Search**. The Channel Store Approval page displays the list of channels matching your search criteria.

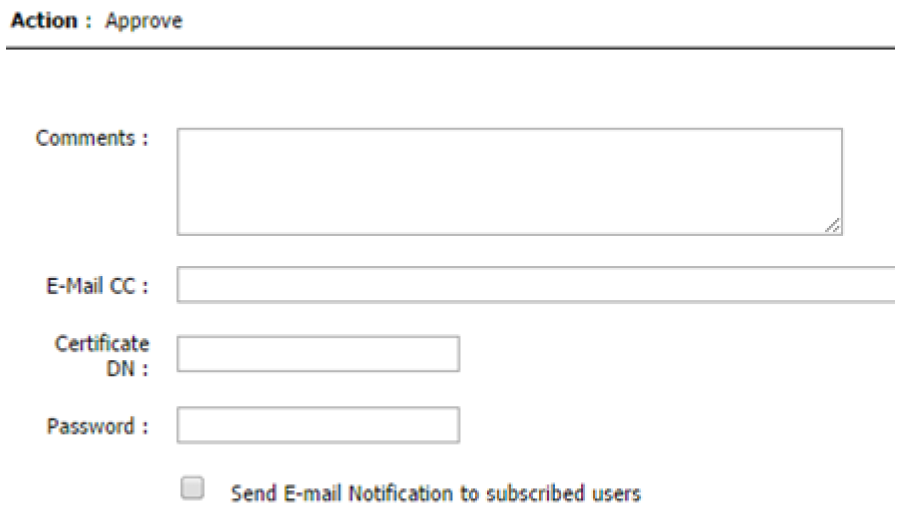
7 For the required channel, in the Action column select the required action from the list and click **Go**.

On a subscribed or published channel, you can perform the following actions:

- Approve
- Reject
- Need more info
- Save Demo

- Save Document
- Save Source Code

Note: When you approve a channel for publishing, you can change the category of the channel.



8 In the **Comments** text box, type the comment.

9 In the **E-Mail CC** text box, type the e-mail address to whom you want to send a the e-mail. .

This field is auto-populated with the e-mail id of the publisher or subscriber. This field is non-editable and only the approval administrator can add e-mail addresses in the **Email CC** column.

10 In the **E-Mail CC** text box, type the e-mail address of the publisher or subscriber.

11 In the **Certificate DN** text box, type the URL of the certificate.

12 In the **Password** text box, type the password of the certificate.

13 If you want to send a notification to the subscribed users that the channel is approved, then select the **Send E-mail Notification to subscribed users** checkbox.

14 Click **Ok**.

Sending an e-mail to the subscribed users

You can send news and announcements through an e-mail to the subscribed users. You can also send an attachment along with the e-mail.

Note: Only those subscribed users will receive the e-mail message who have selected the News and Announcements checkbox in their Edit Profile page.

To send an e-mail to the subscribed users

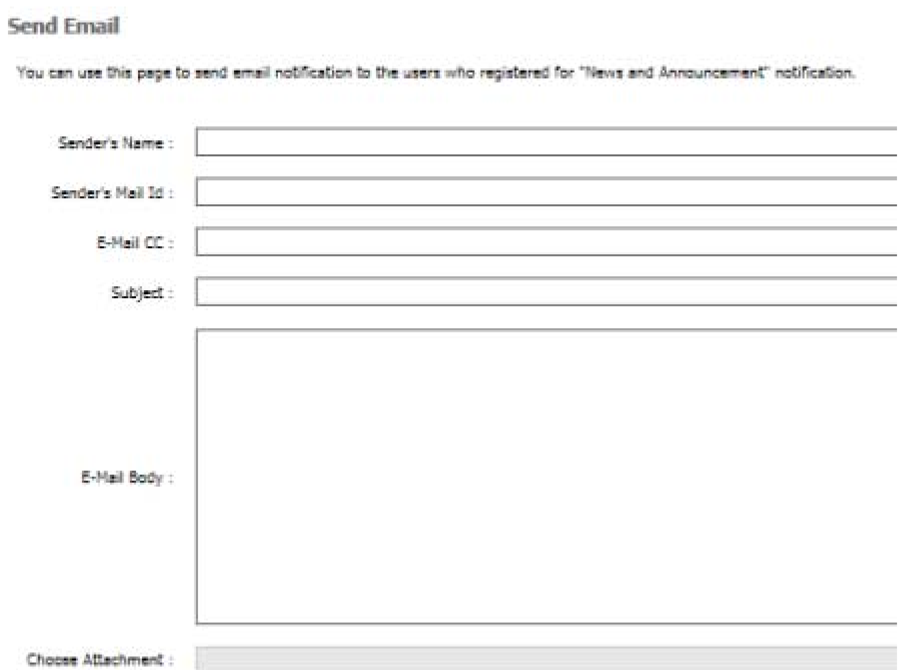
1 In CMS, click **Applications** > **Console** > **System Settings**.

2 In the General Settings page, click the **Channel Store** link.

CMS displays the Channel Store configuration page.

3 Click the E-mail tab.

CMS displays the E-mail tab.



4 In the **Sender's Name** text box, type the name of the sender.

5 In the **Sender's Mail Id** text box, type the e-mail address of the sender.

Note: By default, the sender's name and e-mail address text boxes are blank. However, once you type any name and e-mail address and send an e-mail, the data is captured and stored in the following properties:

- channelstore.sender.name
- channelstore.sender.emailaddress

You can directly set the details in these properties.

6. In the **Subject** text box, type the subject you like to specify for the information you send.
7. In E-mail body text box, type the message or information which you want to convey to the subscribed users.
8. If you want to send an attachment along with the e-mail to the subscribed users, then click Choose File to select the attachment.
9. If you want to send a copy of the message or announcement to anyone, then type the e-mail address of the recipient in the **E-mail** CC text box.
10. Click **Send** to send the message.
11. If you want to cancel the message, click **Cancel**.

Managing User groups

The workflow of a Channel Store allows you to map the users who register with the channel store, to one of the groups (or hierarchical levels) in your organization.

- In CMS, click **Applications** > **Console** > **System Settings.**
- In the General Settings page, click the **Channel Store** link. CMS displays the channel store page.
- Specify the path of the Channel Store plugin in the **Plugin URL** text box or click Browse to select the Channel Store plugin.

  Or

  You can select the required plugin from the drop down list.
- If the subscribe credentials are configured on the transmitter where the plugin is hosted, then type the credentials in the **Subscribe Username** and **Subscribe Password** text boxes.
- Click **Load**.

  The Channel store page displays the default published channels tab.
- Click the "**Manage users group**" tab.

To add an user group

- In the treee that appears in the left side, select the group under which the new group needs to be added. Note: In case of adding the very first group, there will not be any tree available in the left side, and hence it is not required to select any item in the group tree.
- In the **"Manage User Groups"** tab select the **"Add a new Group under the selected Group"** option.
- Enter the display name for the new group in the "**Group Name**" field.
- In case where LDAP is selected for authentication of channelstore users, then the **"LDAP Group "** field needs to be filled-in with the distinguised name of the LDAP group.
- In case where Database is selected for authentication of channel store users, then you can specify any name that you want to assign to the new user Group
- Click **"Save".** The specified group will be added under the selected group in left tree.

To rename an User Group

- In the tree that appears in the left side, select the group that needs to be renamed.
- In the **"Manage User Groups"** tab select the **"Rename the selected Group"** option.
- Enter the new display name for the selected group in the **"New Name"** field.
- Click **"Save"**. The specified group will be renamed with the newly specified value.

To Delete an User Group

- In the tree that appears in the left side, select the group that needs to be deleted.
- In the **"Manage User Groups"** tab select the "**Delete the Selected Group**" option.
- Click **"Save".** The specified group will be deleted from the group hierarchy.

Approving or rejecting users

The workflow of a Channel Store allows you to approve or reject new users.

To approve or reject a user

1 In CMS, click Applications > Console > System Settings.

2 In the General Settings page, click the Channel Store link,

CMS displays the Channel Store page.

3 Specify the path of the Channel Store plugin in the Plugin URL text box or

click Browse to select the Channel Store plugin.

Or

You can select the required plugin from the drop down list.
If the subscribe credentials are configured on the transmitter where the plugin is hosted, then type the credentials in the Subscribe Username and Subscribe Password text boxes.

4 Click Load.

The Channel Store page displays the default Published Channels tab.

5 Click the Registered Users tab.

The Channel Store Users Approval page appears. By default, this page displays the list of pending users with the following information about the users:

- First Name
- Last Name
- E-mail id
- Role
- Action
- Status

6 You can use filters and search criteria to narrow down the list of users

You can use the predefined filter to view the list of following types of users:

- Pending users
- Approved users
- Rejected users
- Need more info

Click **Filter by** list and select the required type of users.

7 To further filter and refine the list of users, click **Search by** field which allows you to specify the first name or the second name as a search criteria.

8 To further refine the search, specify a keyword in the **Keyword** text box.

9 Once you have narrowed down the required set of users, select the required action in the **Action** column for the required user. You can perform the following actions:

- Approve
- Reject
- Need more info
- Reset Password
- Edit group(s)

When a user does not remember the challenge question and its answer, the user can send an e-mail to the Channel Store administrator. The administrator can then reset the password and communicates about the taken action to the user.

. While approving a user , the administrator can map the user to any of the organizational groups that are configured using "Manage User Groups" tab. In case, where a user is not mapped to any of the groups, the user will be part of the global "Users" group.
The administrator can also edit the groups of approved users at a later point of time, by selecting the "Edit Group(s) option under Actions menu.

Click **Done**.

Moving channels from one category to another

You can change the categorization of channels by moving channels from one category to another. This feature is also useful when you want to delete a category which contains channels. If you want to delete only the category and not the channels in that category, then you can use this feature to move all the channels within the category to another category before you delete the category.

▶ To move channels between categories

1 In CMS, click **Applications** > **Console** > **System Settings.**

2 In the General Settings page, click the **Channel Store** link.
CMS displays the Channel Store page.

3 Specify the path of the Channel Store plugin in the **Plugin URL** text box or click **Browse** to select the Channel Store plugin.
Or
Select the required plugin from the drop down list.
If the subscribe credentials are configured on the transmitter where the plugin is hosted, then type the credentials in the **Subscribe Username** and **Subscribe Password** text boxes.

4 Click **Load.**
The Channel Store page displays the default Published Channels tab.

5 Click the Manage Categories tab.

6 In the **Source Category** list, select the required category from which you want to move the channels.
Channel Store displays the list of channels in the selected source category.

7 In the **Destination Category** list, select the required category to which you want to move channels.

8 Click on the required channel in the destination category list and click < to remove the channel from the selection list.

Note: You can click >> or << if you want to move all the channels. You cannot multi select channels using the keyboard.

9 Click **Move.**

Channel Store moves the channels.

Managing software approvers

This section describes how CMS administrators can manage approvers for software(s).

Adding, modifying and deleting approvers

By following the steps mentioned below, the CMS administrators can add, modify and delete entries for approvers and the software that they can approve.

To add an approver

1 In CMS, click **Applications>Console>System Settings**.

2 In the General Settings page, click the Channel Store link. CMS displays the Channel Store page.

3 Specify the path of the Channel Store plugin in the Plugin URL text box or click Browse to select the Channel Store plugin

Or

You can select the required plugin from the drop down list.

4 If the subscriber credentials are configured on the transmitter where the plugin is hosted, then type the credentials in the Subscribe Username and Subscribe Password text boxes.

5 Click Load.

The Channel Store page displays the default Published Channels tab.

6 Click the “Manage Approvals” tab.

7 The Channel Store Manage Approval page appears. By default, this page displays the list of channels for which the approval is configured with the following information about the approval:

- Channel Name
- Channel Version
- Channel Category
- Number of levels configured for approval
- Type of Approval – User or Group
- Approvers configured for both levels

8 Click **"Add Approval"**

9 Choose an **Approval Type**

- Software—Gives approval permission for an individual software.
- Category—Gives approval permission for softwares that belongs to a particular category.

10 Choose a Software or Category Name from the menu.

11 Choose an Approver Type.

1. User— can grant approval permission for specific users.
2. Group— can grant approval permission for users in a group.

12 Choose the number of approval levels that the currently selected Software or Category need to undergo. With 9.0.00 version, Channel Store supports either 1 or 2 levels of approval

13 Choose an **Approver Name** or **Approver Group** from the menu for the levels selected.

14 If required, the administrator can configure the "**Auto-Approval Days**", in which case if the approval is pending with an approver for more than the auto-approval days, the request will be auto-approved at that particular level.

15 Click **Save**

To modify an approver's entry

1. From the Manage Approval tab, click the "Add Approval" option, and re-configure the approval details for a software or category (refer to steps 9 to 10 under the section *Adding, modifying, and deleting approvers*).
2. Click **Save**

   The existing approval configuration will be overwritten with the currently saved values.

To delete an approver

Deletion of approvals can be performed in two ways – delete approval configured for channel(s) or delete approvals configured at category level.

Delete approval Configured for Channels

1. From the Manage Approval tab, search for an approver name or software name by entering a full or partial name in one or both of provided search fields and click Search.
2. Select entries in the Manage Approval table.
3. Once the required approvals for deletion is selected, click on the “Delete Selected Approval(s)” button.

Delete approval Configured for Categories

1. From the Manage Approval tab, click on the “Delete Category Level Approval(s)”.
2. A new page is displayed with a table containing the list of approvals conftigured for categories.
3. Select the required categories for which approvals need to be deleted
4. Once the required approvals for deletion is selected, click on the “Delete” button.

Note:

- If a software or category has no approval defined, then requests for the same will not follow any approval process and the user is entitled to get those software(s) immediately after raising the request.
- In cases where the requester is the level1 approver or he is part of the group configured for level 1 approval, then the requester is pre-approved for the level 1. Request will be placed for level 2 approval process directly.
- In cases where the requester is the level2 approver or he is part of the group configured for level 2 approval, then the request will not follow any approval process. The user is entitled to get those software(s) immediately after raising the request

Managing software pre-approvals

This section describes how to use the Pre-Approval Console to pre-approve a user to install and use a software program. If a user is pre-approved for a software program, that user does not have to wait for the request to be approved i.e. the user's request gets pre-approved so user can download software right after raising request for software.

Pre-approve software(s) for a user(s)

1. In CMS, click Applications > Console > System Settings.
2. In the General Settings page, click the Channel Store link. CMS displays the Channel Store page.
3. Specify the path of the Channel Store plugin in the Plugin URL text box or click Browse to select the Channel Store plugin.

   Or

   You can select the required plugin from the drop down list.
4. If the subscribe credentials are configured on the transmitter where the plugin is hosted, then type the credentials in the Subscribe Username and Subscribe Password text boxes.
5. Click Load.

   The Channel Store page displays the default Published Channels tab.
6. Click the “Manage Entitlements” tab.
7. The Channel Store Manage Entitlement page appears. By default, this page displays the list of channels for which the approval is configured with the following information about the approval:
   - Channel Name
   - Channel Version
   - Channel Category
   - Pre-approved Users and the group they are associated with.
8. Click “Add Entitlement”.

9 Choose Software or Category from the Entitled For box.

- Software—Allow usage of a software program.
- Category—Allow usage of software program in a particular category.

Depending on which option you choose, the appropriate details will appear below your selection.

10 If you chose Software, select one or more software programs from the Software Name box.

11 If you chose Category, select one or more category from the Category Name box.

12 In the Entitlement Type box, select one of the following:

- User—Entitles a user.
- Group—Entitles a group.

13 If you chose User, select one or more users from the Entitled To box.

14 If you chose Group, select one or more groups from the Entitled To box

15 Click Save.

To delete an pre-approval

Deletion of pre-approvals can be performed in two ways – delete entitlements configured for channel(s) or delete entitlements configured at category level.

Delete entitlement Configured for Channels

1. From the Manage Entitlement tab, search for an user name or software name by entering a full or partial name in one or both of provided search fields and click Search.
2. Select entries in the Manage Entitlement table.
3. Once the required entitlements for deletion is selected, click on the "Delete Selected Entitlement(s)" button

Delete entitlement Configured for Categories

1. From the Manage Entitlement tab, click on the "Delete Category Level Entitlement(s)".
2. A new page is displayed with a table containing the list of entitlements configured for categories.
3. Select the required categories for which entitlements need to be deleted.
4. Once the required entitlements for deletion is selected, click on the "Delete" button.

Branding the Channel Store

You can brand the Channel Store with your company logo and name by specifying the text in the header and footer of the Channel Store. You can also specify the copyright message that has to be displayed in the Channel Store.

To brand the Channel Store

1. After logging in to the Console, choose Applications > Infrastructure > Setup & Deployment.
2. Click the Profiles tab.
3. Select or type the name of the required profile.
4. Click **Edit**.
5. Click the Rebranding tab.
6. Click the Channel Store tab.
7. In the Channel Store Console Settings section, specify the required details in the following text boxes:
   - **Title message**
   - **Logo**
   - **Background Color**
   - **Font Color**
8. In the **Copyright Message** text box of the Footer Options section, type the copyright message.
9. To specify the custom settings for Channel Store tray icon, in the Channel Store Tray Icon Settings section, type the required details in the following textboxes:
   - **Icon Image Location**

- **Tool tip**
- **"Launch Console" menu item text**
- **"Exit" menu item text**

10 Click **Preview.**

11 The Preview settings page appears and shows all the options you have specified.

12 Click **Save and publish.**

The required changes are applied on the Channel Store after the infrastructure service profile is updated.

Chapter

5 Channel Store – Hybrid and Private Mode

This chapter provides information about the Marimba Hybrid and Private Mode.

The following topics are provided:

By configuring the Channel Store to operate in Hybrid Mode, it provides the channelstore users with an option, wherein they can make requests from more than one channelstore plugin.

For instance, if a local channelstore is configured in organization, then

- The users registered with local channelstore of the organization will have access to the contents uploaded in local store.
- In addition, the registered user will also need to have access to the Symphony Marimba Channel Store.
- The user will be able to raise request to the softwares/channels from any of the applicable channelstores, with Hybrid mode

With the Hybrid Mode solution in-place, “Channel Store” can be executed in any of the two modes,

- Private Mode (existing behavior)
- Hybrid Mode

Private Mode:

- This will be the default mode. This will follow the same existing behavior, where registered users of a channelstore can download the channels from it. In order to download from a different channelstore, then he need to re-login to the second channelstore portal.
- User will click the “Copy” or “Subscribe” option against the software/channel displayed in the portal for the currently logged in channelstore repository.

Hybrid Mode:

- Hybrid mode will provide registered users with an option to download channels/ softwares from more than one channelstore repository

- In order to enable channelstore in "hybrid" mode, a new channel property need to be set, "*channelstore.mode.hybrid=true*"

- With this property set to true, the list of channelstore repositories (plugins) that a registered user can access to get software is now configurable. A channel property need to be set, which will have the value of plugins that can be reached out.

Format: *"channelstore.mode.hybrid.plugins=<Display Name for Plugin1>,<Plugin1 URL>;<Display Name for Plugin2>,<Plugin2 URL>;<Display Name for Plugin3>,<Plugin3 URL>;……."*

Example: *channelstore.mode.hybrid.plugins=QIP Store,http://vw-pun-ngp-qa1y.bmc.com:8282/ channelstore;Marimba Store,http://products.marimba.com:80/channelstore*

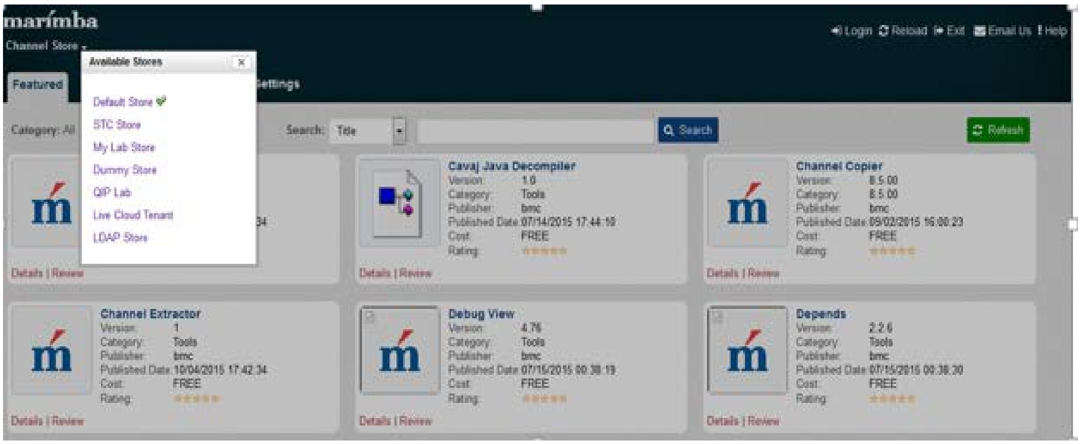
- The above property doesn't need to include the default plugin url (the same as channelstore url).

- In order to configure the display name for the default plugin, "channelstore.mode.hybrid.default.name=<Display Name>" need to be set. Example: *channelstore.mode.hybrid.default.name=Default Store*

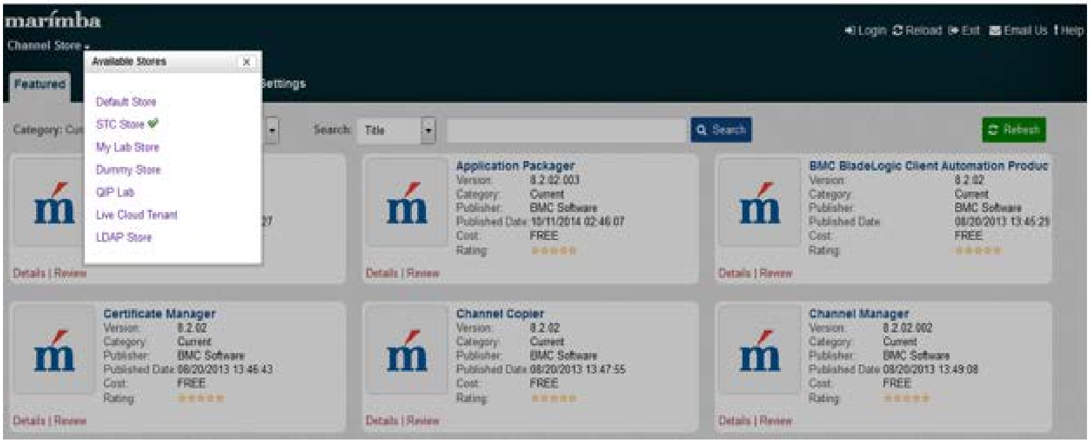
When the below pre-requisites are met, channel store will be started in "Hybrid" mode.

- "channelstore.mode.hybrid" set to "true"
- "channelstore.mode.hybrid.plugins" set to a valid value (as per the format mentioned above)

With “Hybrid” mode, user will see a “drop-down” option, which can be used to toggle between any of the channelstore repositories.



- From the above figures you could see that the “Default” plugin is selected and its contents are loaded in it.
- In the figure below, user has toggled between the channel store repositories that he has access, With “STC Store” being selected, the channels/softwares that are displayed is now rendered from the second repository.



Note:

- While toggling between the channelstore repositories in "Hybrid" mode,
  If the user credentials are same for the current and the newly selected repository, then the workflow will continue seamlessly with the same credentials
  If the user credentials are found to be different for the repositories, then the user will be prompted with the "Login" dialog while toggling.

- In any of the pages (like "Top Subscribed Channels", "Top Rated Channels", "Published Channels", "Updates", "Requests"…) in "Channel Store" only the selected plugin's data will be displayed. If the user needs to view data from a different repository, then appropriate plugin need to be selected in the newly added dropdown shown in images above.

- Also, this helps in avoiding conflicting data between two plugins, where if say a same channel in same category need to be displayed in a page.

- With hybrid mode operation, all configurations are driven through channel properties for now. Due to this there is no way to specify the credentials configured on different plugins. In order to address this, a tuner property is added which will hold the credentials of a plugin if configured. This property will be used for connecting the plugin whenever required.

  Property Name: *marimba.channelstore.<plugin_url>.password*

  Property Value: *user:password --> in base64 encoded format.*

  Example: *marimba.channelstore.http://vw-pun-rem-qadm:9282/Marimba/SRM/channelstore.password=YXRsYWRtaW46bWFyQWRtMW4\=*

Chapter

6 Marimba Eclipse Plugin

This chapter provides information about the Marimba Eclipse Plug-in which quickens and facilitates the process of channel development. MEP gives a ready-made skeletal framework of code which allows you to immediately start writing code for any new channel that you would like to create, and publish it to the staging transmitter.

The following topics are provided:

Introduction to Marimba Eclipse Plug-in (MEP)

MEP is a plug-in created for Eclipse which allows you to quickly create and publish the following types of channels:

- Custom Connector
- Custom ISM
- Custom Inventory
- Marimba Channel

MEP provides a wizard where you can quickly generate code for different types of channels, which helps you to quickly start adding and modifying code. For these channels, MEP generates framework with skeletal code required to develop channels, and also maps to the required binaries. You can use the MEP to create a channel which you may want to publish to the destination transmitter.

Note: You can install MEP on Windows, Linux, and MAC platforms.

MEP allows you to publish only the any/any or operating system specific segment of the channel if it is created for the non-Channel Store format. MEP allows you to publish all the following segments when you are publishing in a Channel Store format:

- any/any or operating system specific segment
- .code
- .doc
- .demo

Note: When you use MEP to create a custom connector which is a non-Channel Store type of channel, you must publish the custom connector channel in the root location of the destination transmitter in a channel called *.internal*, so that the connector can be activated.

For example:

http://bbcatransmitter:5282/.internal

You cannot publish the custom connector on a Channel Store.

For any Custom Connector project, ensure that the channel name field in the wizard is always *.internal*.

About Custom Connector

You can use the Custom Connector type of channels to serve as an option to extend the functionality of the Channel Store. You can publish the custom connector as a plugin to the Transmitter on which the Channel Store plugin is hosted.

Note: You must always publish the custom connector in the *.internal* channel of the root folder of the Transmitter. The name of the segment must always be *.csauthenticator*.

You can use the custom connector only as a server plugin component. You cannot use this channel on end point tuners.

How Custom Connector works?

The custom connector channel implements interfaces which allow the Channel Store plugin to hook into the connector at key points in the following workflows:

- A publisher who logs in and attempts to upload a channel into the Channel Store.
- A subscriber who logs in and attempts to download a channel from the Channel Store.

Note: The Marimba Eclipse Plugin automatically generates the skeleton code required to implement this interface so that the coder does not have to implement it from scratch.

The interface is defined as follows:

```
public interface IChannelStoreAuthenticator {
int CHANNEL_STORE_REQUEST_APPROVAL_PENDING = 0;
    int CHANNEL_STORE_REQUEST_DENY = 1;
    int CHANNEL_STORE_REQUEST_SEND_EMAIL = 2;
    int CHANNEL_STORE_REQUEST_APPROVED = 3;
int processRequest(IChannelStoreRequestDetails reqDetails);
}
```

The IChannelStoreAuthenticator is implemented by a class which is part of the Custom Connector code developed by a customer. When the Channel Store plugin receives a request to either upload a channel or download a channel, the Channel Store calls the processRequest method and passes a IChannelStoreRequestDetails object that contains all the information required to process the request in a custom connector. The definition of the IChannelStoreRequestDetails interface is as follows:

```
/** An interface for holding the details which have to be included
in requests related to channel store*/

public interface IChannelStoreRequestDetails extends IConfig {
/** Gets the user who requested for a channel from Channel Store.
*/
    String getUserName();

/** Gets the FQDN of the machine from which user requested for a
channel from Channel Store.*/
    String getFQDN();

/** Gets the date at which user requested for a channel from
Channel Store.*/
    Date getRequestDate();

/** Gets the url of the channel which the user requested for from
Channel Store. */
    String getChannelURL();

/** Gets the name of the channel which the user requested for from
Channel Store. */
    String getChannelName();
}
```

This interface extends the IConfig interface which is used to represent objects that contain key-value pairs that can be queried. In the custom connector, it is possible to determine the type of request by using the IConfig.getProperty API to look up the request-type key. For example:

```
String requestType = details.getProperty("request-type");
/** where "details" is a reference to a
IChannelStoreRequestDetails object */
if(requestType.equalsIgnoreCase("download")) {
/** The plugin is passing a request to "download" a channel */
} else if(requestType.equalsIgnoreCase("publish") {
/** The plugin is passing a request to "publish" a channel */
}
```

Prerequisites for installing MEP

The prerequistes for installing MEP are:

- Ensure that Eclipse 4.2 Juno version or later is installed.
- Ensure that the JRE version used by Eclipse is 1.6 or later.

Limitations of MEP

- You cannot create a Custom ISM channel using 8.2.00 binaries because 8.2.00 does not support Custom ISM.
- You cannot publish channel from MEP to the SSL enabled transmitter. Workaround: You can publish the channel to any non-SSL enabled local transmitter and then copy it to the SSL enabled transmitter.

Difference between folder structure of Channel Store format and non-Channel Store format

Non-Channel Store format

When you use MEP to create a non-Channel Store format channel, the project folder generates the following directory structure with the required files:

- Channel
  - Classes

    This directory contains the channel related class files.
- Code

  This directory contains the source code of the channel.
- Lib

  The lib directory in the newly created channel project contains both x86 and 64 bit tuner binaries of the tuner version you have selected, and the tuner.zip and marimba.zip files. It also contains other zip files and properties files needed for compiling and publishing the channel.

Channel Store format

When you use MEP to create a Channel Store format channel, the project folder generates the following directory structure with the required files:

- Channel
  - Classes

    This directory contains the channel related class files.
  - Lib

    This directory contains a set of libraries referred by the classes.
- Code

  This directory contains the source code of the channel.
- Demo

  This directory contains the demo file for the channel which shows the demo of channel. This segment can contain any file which is supported and can be played by Windows Media Player. However, ensure that Windows Media Player has the required codecs to play the file.

  Note: Ensure that the file size of the demo file is less than 2 GB. You can place only one file in the demo folder.
- Doc

  This directory contains the documentation required for the channel. You can publish any type of file such as pdf, word file, etc.
- Lib

  The lib directory in the newly created channel project contains both the 32 and 64 bit tuner binaries of the tuner version you have selected, and also the tuner.zip and marimba.zip files. It also contains other zip files and properties files needed for compiling and publishing the channel.

For more information on using APIs and writing code, refer Advanced BBCA Programming Guide.

Accessing MEP Online Help

To access MEP Online Help, start Eclipse and navigate to **Help>Help Contents**. The Eclipse Online Help opens. In the left hand side Contents section, you can view **Marimba Eclipse Plugin**. Click **Marimba Eclipse Plugin**. Eclipse Online Help displays the MEP Online Help.

Installing MEP

Prior to installing the MEP plug-in, ensure that Eclipse is installed. For more information on how to install Eclipse, refer the user guide on Eclipse.

▶ To install MEP

1. Unzip or copy the contents of the MEP files in a computer where Eclipse is installed.
2. Start Eclipse.
3. Click **Help** > **Install New Software…** .

   The Install dialog appears.
4. Click **Add.**

   The **Add Repository** dialog appears where you specify the location of the plug-in.
5. If the MEP files are located in the computer where Eclipse is installed, click **Local...** .

   The Browse for Folder dialog appears.
6. Select the folder which contains the MEP files and click **OK.**

   Note: Ensure that you select the folder which contains features, plugins folders, and the site.xml file.

   The Browse for Folder dialog closes and you can see the path of the Marimba Eclipse Plug-in in the Install dialog.
7. Select the following options:
   - **Show only the latest version of the available software**
   - **Group items by category**

8 In the Install dialog, select the Marimba Eclipse Plug-in and click **Next.**

The Install dialog displays the details of the plug-in which you can review.

9 Click **Next**.

The Install dialog displays the Review License information where you can accept the license.

10 Select **I accept the terms of the license agreement**, and click **Finish**.

11 If Eclipse displays a Security Warning dialog related to unsigned content, click **OK.**

Eclipse installs the MEP and prompts you to restart Eclipse.

12 Restart Eclipse to complete MEP installation.

You can now immediately start creating projects for BBCA channels.

Creating a new BBCA Channel

Once the MEP is installed on Eclipse, it creates the following four types of channel creation wizards as part of Marimba Wizard category:

- Custom Connector
- Custom Inventory
- Custom ISM
- Marimba Channel

To create a BBCA channel in Eclipse

1 Start Eclipse.

2 Click **File->New->Others.**

The New dialog appears from where you can select the Marimba Wizard from the list of wizards.

3 Select the required type of channel which you want to create.

The BBCA Channel Creation Page dialog appears.

4 Specify the following information in corresponding text boxes:

- Channel Name
- Class Name

- Package Name
- Transmitter URL
- Publish User Name
- Publish Password

5 In the Configure Channel Settings pane, select the required option.

If you want to create a channel which you want to publish to the Transmitter, select the **Channel Compatible For Non Channel Store Format** option, else select the **Channel Compatible For Channel Store Format** option.

If you select **Channel Compatible For Channel Store Format** option, the BBCA Channel Creation dialog displays the following two options:

- **Publish Channel to Staging Transmitter**

  When you select this option, the following text boxes are displayed:

  Channel Store Plugin URL

  Plugin Subscribe Username

  Plugin Subscribe Username

  Note: These are the subscribe credentials set on the transmitter where the Channel Store plugin is hosted.

- **Publish Channel to Local Transmitter**

Select the required option.

6 Select the required version from the **Select Tuner Kernel Version** list.

You can use Marimba Eclipse Plugin to create channels compatible with the following Tuner versions:

- 8.2.00
- 8.2.01
- 8.2.02
- 8.3.00

Based on the Tuner version which you select, MEP uses the appropriate tuner binaries for the newly created project.

7 Select the required segment from the **Select Channel Segment** list.

You can select from the following available segments:

- Any
- Linux,i386
- Mac OS X,x86
- Windows,x64
- Windows,x86

8 Click **Next**.

9 Type the name of the project in the **Project Name** text box.

By default, the **Use default location** check box is selected. If you want to specify a different workspace location, uncheck the **Use default location**, and specify the required information in the **Location** text box, and select the required file system from the **Choose file system** list.

10 Click **Finish.**

MEP creates the coding template and the required folders for the channel.

For more information, referDifference between folder structure of Channel Store format and non-Channel Store format (page 69).

Note: It is recommended to use the same name for both project name and channel name, because using the same name helps developers to track channels.

The wizard also creates a Java class file with skeletal code so that you immediately start writing business logic.

Prerequisites for publishing a channel

- Before you publish the channel, ensure to build the project.
- Before you publish the Channel Store format channel, ensure that the code, demo and doc folders contain appropriate code, demo and documentation files of the channel. Publishing fails if any of the code, demo or doc folders is empty.

Publishing the channel

You can publish both non-Channel Store format and Channel Store format channels on the local transmitter. However, you can publish only the Channel Store format channels on the staging transmitter.

Publishing the channel in non-Channel Store or Channel Store format on Local Transmitter

▶ To publish the channel in non-Channel Store or Channel Store format on Local Transmitter

1. Once you have successfully built the channel, select the project in the project hierarchy or the package hierarchy.
2. In the Eclipse menu bar, click **Marimba** -> **Publish Marimba Channel**.

   The Channel Information dialog appears.
3. Type the name of the project or channel which you want to publish.
4. Click **OK.**

   A dialog appears.
5. Type the required information in the following text boxes.
   - **Channel Description**
   - **Publish Username**
   - **Publish Password**
6. Click **Finish.**

   Channel Store publishes the channel.

Publishing the channel in Channel Store channel format

▶ To publish the channel in Channel Store format on Staging Transmitter

1. Once you have successfully built the channel, select the project in the project hierarchy or the package hierarchy.
2. In the Eclipse menu bar, click **Marimba** -> **Publish Marimba Channel**.

   The Channel Information dialog appears.
3. Type the name of the project or channel which you want to publish.

4 Click **OK**.

5 Type the required information in the following text boxes:

- **Channel Description**
- **Publish Username**
- **Publish Password**
- **Channel Version**

Note: Do not use any special characters in the version text. This field is mandatory.

- **Channel Cost**
- **Publisher**

Note: This field is mandatory. Only the Publisher specified here can publish updates of this channel at later point of time. No other publisher can publish a channel with the same name in the same category.

- **Image path**
- **Staging User Name**
- **Staging User Password**

Note: These are the credentials of a user who has publish permissions on the Channel store and can publish. If you provide staging transmitter and publishing credentials, the channel is published to the Staging Transmitter.

6 In the Select **Channel Store Category** list, select the required channel.

7 Click **Finish**.

If the channel is successfully published, a success dialog appears else a failure dialog appears.

Note: For debugging purpose, you can view the *MarimbaPluginLogs.log* log file which you can find in the Eclipse workspace directory.

Uninstalling MEP

To uninstall the MEP

1 Start Eclipse.

2 Click **Help** > **About Eclipse**.

The About Eclipse dialog appears.

3 Click **Installation Details.**

4 The Eclipse Installation Details dialog appears.

The Installed Software tab displays the list of plug-ins and software installed for Eclipse.

5 Select **Marimba PluginFeatureProject**.

6 Click **Uninstall** and follow the uninstallation steps.

Debugging information

For debugging purpose, you can view the *MarimbaPluginLogs.log* log file which you can find in the Eclipse workspace directory.

You can start Eclipse by using *-consoleLog* command-line option in the command prompt. The Eclipse console window appears which displays the debugging messages or error messages.

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