Quick Look-up Procedure

Purpose

You can use the Search feature in this help system to quickly look up several types of reference information.

Steps

1. In this window, choose **Search**.

2. Type one of the following keywords, depending on which information you want:

- Objects
- Naming Conventions
- Properties
- Rights
- Attributes
- Shortcuts
- Tools
- Command Line
- Tips
- Glossary
- Dialog Boxes
- How to
- Overviews

3. Press Enter.

If you are running Windows** 3.1, before searching for the last three types of information listed above, you must choose **Main**, and then choose a help file.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Command Line Syntax

Purpose

Some versions of Windows** let you start NetWare* Administrator from the command line. Normally, you start it by clicking an icon that's associated with a command line. Either way, the syntax for the command line is the same.

Syntax

    NWADMNxx [/N | /Ffile]

Options

- **xx** is "nt", "95" or "3X", depending on your Windows version.
- **/N** causes your preferences to be registered in your User object in the Directory.
- **/F** causes your preferences to be registered in the specified **file**. If you don't include a path, the local Windows directory is assumed.
- Omitting the parameters causes your preferences to be registered locally (in the Windows registry if you are running Windows 95** or Windows NT**, or in the WINDOWS\NWADMN3X.INI file if you are running Windows 3.1).

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Object Rights

Supervisor
Browse
Create
Delete
Rename

Property Rights

[All Properties](#)
[Supervisor](#)
[Compare](#)
[Read](#)
[Write](#)
[Add Self](#)

File System Rights

Granting and Denying Rights

To explicitly grant a right, check the corresponding check box. To explicitly deny a right, uncheck the check box. Note that unchecking a check box doesn't effectively deny the right if the right is obtained by security equivalence. If a check box is unavailable, you don't have rights to set the right.

Rights

Supervisor

Read

Write

Create

Erase

Modify

File Scan

Access Control

Object Naming Conventions

Trademarks

Novell Trademarks

Client 32 is a trademark of Novell, Inc.

GroupWise is a trademark of Novell, Inc.

IPX (Internetwork Packet Exchange) is a trademark of Novell, Inc.

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Windows NT is a trademark of Microsoft Corporation.

WNIM is a registered trademark of Gateway Communications, Inc.

WordPerfect is a registered trademark of Corel Corporation Limited.

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browser

The default NetWare* Administrator tool. It provides a main view in which the Directory appears as an expandable tree. You can't remove the browser from NetWare Administrator.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

NetWare* Application Manager*

An installable tool for managing users' desktop applications. It adds several objects to the browser tool, but doesn't provide a main view.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

NDS* Manager

An installable tool for maintaining and troubleshooting Directory database partitions and replicas. It provides its own main view but doesn't add any objects to the browser tool.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Remote Console

A utility program that lets you enter server console commands from a workstation over either an SPX* or asynchronous connection. You can't remove this tool from NetWare* Administrator.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

High Capacity Storage System

An installable tool for controlling data migration to a secondary storage device such as a tape or optical disk. It extends the browser tool but doesn't provide a main view.

NetWare Licensing Services

An installable tool for managing software license usage on the network. It adds several objects to the browser tool but doesn't provide a main view.

Salvage

A tool for recovering files that were deleted but not purged from a NetWare* volume. This tool can't be removed from NetWare Administrator.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

AFP Server

A leaf object that represents an AppleTalk** Filing Protocol (AFP) server, which enables workstations to share files and programs using the AppleTalk protocol.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Alias

A leaf object that represents another object at a different location in the tree. Use it to see an object that you need to use regularly but that isn't in the context in which you normally work.

Audit File

A leaf object that represents a log of events associated with a container or volume. You can see but not create audit files in NetWare* Administrator. They are created by a separate auditing program.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Bindery Object

A leaf object that was upgraded from a bindery (NetWare* 2 or 3) server, but that cannot be identified. Bindery-based clients must use NetWare 2 or 3 utilities to access these objects through bindery services.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Computer

A leaf object that represents a network computer other than a server, such as a router. It records information such as a description, serial number, and contact person.

Country

An optional, container object that represents the country where all or part of your network is located. For example: US.

This object is not often used, but it is available for compliance with the X.500 standard. If you do use it, it must reside immediately under the root of the tree. You can organize other objects within the Country object.

Directory Map

A leaf object that represents a path on a volume. It allows users to map a drive to a resource without knowing its physical location. If the path to the resource changes, only the Directory Map needs to be updated; users' MAP commands stay the same.

Group

A leaf object that represents a group of users. It simplifies the granting of rights to users, because you can grant Directory and file system rights to the group, and then assign users as members. Members are security equivalent to the group.

NetWare Server

A leaf object that represents a NetWare* server.

Organization

A mandatory, container object that represents an organization such as a corporation, university, or operating division.

It contains the objects that represent the network users and resources in the actual organization, and must reside immediately under the root of the tree or a Country object.

Organizational Role

A leaf object that represents a position or role that can be filled by a succession of users. For example: Accounting Resources Manager. It simplifies rights management for roles whose occupants change, because you grant Directory and file system rights to the role, and the current occupant gets security equivalence to the role.

Organizational Unit

An optional, container object that represents a unit within an organization, such as a department or business unit.

It contains the objects that represent the network users and resources in the actual unit, and must reside immediately under an Organization object or another Organizational Unit.

Print Queue

A leaf object that represents a print queue. Print queues store print jobs sent from workstations. When the printer is ready, jobs in the queue are sent by a print server to the printer.

Print queues are subdirectories in the QUEUES directory at the root of a NetWare* volume.

Print Server

A leaf object that represents a print server. Print servers (PSERVER.NLM) monitor print queues and printers. They send jobs from print queues to printers when the printers become available.

Printer

A leaf object that represents a physical print device in the network, such as a printer or plotter. Each network printer requires a NetWare* printer driver, such as NPRINTER.EXE or NPRINTER.NLM, to service network print jobs. When the printer is ready, print jobs are sent to it from print queues by print servers.

Profile

A leaf object that provides a login script that executes after the container login script but before the User login script. Use it to provide a common set of login script commands for either of the following:

- User objects in different containers
- A subset of the Users in a container.

Template

A leaf object that provides a base set of properties and setup procedures for creating new user accounts. It can't be used to apply changes to existing users.

User

A leaf object that represents a person who uses the network. Each person must be assigned a user identity, or username.

Volume

A leaf object that represents a physical volume attached to a NetWare* server.

Account Disabled

A mandatory, single-valued property that indicates whether login is disabled for the user account.

To disable login, check this check box. To enable it, uncheck this check box (this is the default).

In NetWare* Directory Services* terminology, Account Disabled is called Login Disabled.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Account Has Expiration Date

A mandatory, single-valued property that specifies the date and time the user account expires.

To assign a date and time, check this check box and fill in the available fields. The value is actually stored in the Directory as the number of seconds since 12:00 midnight, January 1, 1970, UTC. To keep the account active indefinitely, which is the default, uncheck this check box.

In NetWare* Directory Services* terminology, Account Has Expiration Date is called Login Expiration Time.

Allow User to Change Password

A mandatory, single-valued property that indicates whether the user can change his or her login password.

To enable password changes, check this check box. To disable them, uncheck this check box (this is the default).

In NetWare* Directory Services* terminology, Allow User to Change Password is called Password Allow Change.

Days Between Forced Changes

An optional, single-valued property that specifies the number of days the user can use a password before it expires.

You can enter any value between 1 and 365. The value is actually stored in the Directory in seconds, not days.

In NetWare* Directory Services* terminology, Days Between Forced Changes is called Password Expiration Interval.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Date Password Expires

An optional, single-valued property that specifies the date and time the user's current login password expires.

To assign a date and time, fill in the available fields. The value is actually stored in the Directory as the number of seconds since 12:00 midnight, January 1, 1970, UTC.

In NetWare* Directory Services* terminology, Date Password Expires is called Password Expiration Time.

Default/Host Server

A mandatory, single-valued property that specifies the NetWare* server associated with the object. For a User object, it's the default server. For a Volume object, it's the server the volume is attached to.

It must be a complete name. Type the name in the available field or choose the browse button to browse the available NetWare server objects. If the server isn't available, you must create it as an object before completing this step. If you don't specify a default server when creating a User, the server you are logged in to when you create the User becomes the default server.

During login, if no specific server connection is requested, the user is connected to the default server. After login, if the user makes a network request without specifying a server, the default server is assumed. After logout, the user is left with an attachment to the default server's SYS:LOGIN directory.

In NetWare Directory Services* terminology, this property is called Host Server.

* Novell trademark.   ** Third-party trademark.   For more information, see Trademarks.

Department

An optional, multivalued property that specifies one or more departments or divisions for the object. For example: Marketing.

Each value can be up to 64 characters (bytes) long.

In NetWare* Directory Services* terminology, Department is called OU (Organizational Unit).

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Description

An optional, single-valued property that provides a description for the object. The description can be up to 30 lines of 37 characters (bytes) each.

Fax Number

An optional, multivalued property that specifies one or more fax numbers for the object.

Values are case-sensitive; each can be up to 32 characters (bytes) long.

In NetWare* Directory Services* terminology, Fax Number is called Facsimile Telephone Number.

Grace Logins Allowed

An optional, single-valued property that specifies the maximum number of times the user can log in with an expired password.

You can enter a value between 1 and 200 in the available field.

Home Directory

An optional, single-valued property that specifies the location (volume and path) and name for the user's home directory (working area on the server).

The volume, path, and name can each be up to 256 characters (bytes) long. The volume must be a complete name. Type in the volume and path or choose the browse button to browse the available volumes or directories.

When creating a user account, you must specify an existing path as the path to the home directory. After the user account is created, in the user's properties you can specify a new home directory, but you must manually create it if it doesn't exist.

Language

An optional, single-valued property that lists, in order, the languages in which the user prefers to work.

Each entry can be up to 256 characters (bytes) long, but in practice should correspond to one of the NetWare* Client* language (NWLANGUAGE) values documented in *NetWare Client for MS Windows User Guide*.

If the user logs in and then runs a program that checks this property (some NetWare utilities do), the program displays text in the language of first preference, if the language is installed. If it isn't installed, the second preference is used, and so on.

Because Language is a single-valued property, if you add or remove entries in the list, the entire list is replaced. To get the list into the desired order, you might need to remove all entries and add them back in the right order.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Last Name

A mandatory, single-valued property that specifies the user's last name.

It can be up to 64 characters (bytes) long.

In NetWare* Directory Services* terminology, Last Name is called Surname.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Location

An optional, multivalued property that specifies one or more physical locations for the object. For example: Building A, Office 12.

Each value can be up to 128 characters (bytes) long.

In NetWare* Directory Services* terminology, Location is called L.

Maximum Connections

An optional, single-valued property that specifies the maximum number of concurrent login sessions the user can open.

You can enter a value between 1 and 999 in the available field.

The number of concurrent login sessions generally corresponds to the number of workstations the user is logged in from, but some workstations, such as those running OS/2**, allow the user to run multiple login sessions at a time.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Minimum Password Length

An optional, single-valued property that specifies the minimum number of characters for the user's login password.

You can enter a value between 1 and 128 in the available field.

In NetWare* Directory Services* terminology, Minimum Password Length is called Password Minimum Length.

* Novell trademark.   ** Third-party trademark.   For more information, see Trademarks.

Name

A mandatory, multivalued property that specifies one or more names for the object.

Each value can be up to 64 characters (bytes) long.

Note: This field allows only one value, which is the object's official name in the Directory. It should follow standard object naming conventions. After creating the object, you can enter additional values for the Name property in the **Other name** field.

In NetWare* Directory Services* terminology, Name is abbreviated as CN (Common Name) for leaf objects and C (Country), O (Organization), or OU (Organizational Unit) for container objects.

Require a Password

A mandatory, single-valued property that indicates whether the user must enter a password when logging in.

To require a password, check this check box. To not require one, uncheck this check box (this is the default).

In NetWare* Directory Services* terminology, Require a Password is called Password Required.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Require Unique Passwords

A mandatory, single-valued property that indicates whether the user is prevented from reusing any of his or her last eight passwords.

To require unique passwords, check this check box. To not require them, uncheck this check box (this is the default).

In NetWare* Directory Services* terminology, Require Unique Passwords is called Password Unique Required.

Run Setup Script

A mandatory, single-valued property that indicates whether the template's setup script will run as part of the User object creation process.

To run the setup script, check this check box. To bypass it, uncheck this check box (this is the default).

Set Password After Create

A mandatory, single-valued property that indicates whether you will be prompted to set a login password when you create a User object with the template.

To set a password, check this check box. To not set a password, uncheck this check box (this is the default).

Setup Script

An optional, single-valued property that specifies a setup script for the Template object. Use the setup script to perform user setup tasks that aren't taken care of by the other properties of the Template. For example, you can copy files to the user's home directory.

The syntax rules for the setup script are the same as for login scripts. The setup script is processed by the login script processor on your workstation immediately after each new User object is created, if **Run setup** is checked.

Telephone

An optional, multivalued property that specifies one or more telephone numbers for the object.

Values are case-sensitive; each can be up to 32 characters (bytes) long.

In NetWare* Directory Services* terminology, Telephone is called Telephone Number.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Title

An optional, multivalued property that specifies one or more titles for the user. For example: Marketing Manager.

Each value can be up to 64 characters (bytes) long.

Account Balance

An optional, single-valued property that specifies the amount of credit the user has to buy network services, such as connection time. The value is dynamic; as the user uses network services, the value is reduced.

To set the value, enter a number between -99,999,999 and 999,999,999 in the available field. The number is relative to the services being charged for, the rates being charged, and the number of servers that are charging.

Allow Unlimited Credit

A mandatory, single-valued property that indicates whether the user account has unlimited credit for using network services.

To allow unlimited credit, check this check box (this is the default). In this case the Account Balance property value is maintained but doesn't enforce anything.

To enforce a credit limit, uncheck this check box and enter the minimum balance that must be maintained. If the account balance falls below this value, within a half hour the user is logged out and denied further access to the servers on which accounting is set up.

City

An optional, single-valued property that specifies the city in the user's mailing address. For example: Boston.

The value can be up to 30 characters (bytes) long.

In NetWare* Directory Services* terminology, City is called Physical Delivery Office Name.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Full Name

An optional, single-valued property that specifies the user's full name. For example, John B. Snow.

The value can be up to 127 characters (bytes) long.

Generational Qualifier

An optional, single-valued property that specifies a generational qualifier, such as Junior or Senior, for the user.

The value can be up to 8 characters (bytes) long.

Given Name

An optional, single-valued property that specifies the user's given (first) name. For example, John.

The value can be up to 32 characters (bytes) long.

Group Membership

An optional, multivalued property that lists the groups the user is a member of.

Each value must be a complete name.

Host (Physical) Volume

A mandatory, single-valued property that specifies the physical volume represented by the object. This is the name that was given to the volume during installation.

When creating the object, type the name without the colon (:), or choose the name from the drop-down list.

In NetWare* Directory Services* terminology, Host Volume is called Host Resource Name.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Login Script

An optional, single-valued property that specifies a login script for the container, Profile, Template, or User object.

The login script runs on the user's workstation during login. The container login script runs first, followed by the profile login script, and then the user login script.

In the editing box, enter the login script commands.

If no login script is available for the user, the login utility maps a search drive to SYS:PUBLIC on the user's default server.

Low Balance Limit

An optional, single-valued property that specifies the minimum account balance that must be maintained for the user to access the network. If the account balance falls below this value, within a half hour the user is logged out and denied further access to the servers on which accounting is set up.

You can enter any value between -99,999,999 and 999,999,999.

In NetWare* Directory Services* terminology, Low Balance Limit is called Minimum Account Balance.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Mailing Label Information

An optional, six-valued property that specifies the user's postal address. It serves no purpose but to comply with the X.500 standard.

Each value can be up to 30 characters (bytes) long. You can enter values directly in the available fields, or you can choose **Copy to Label** to fill in the fields with the information specified in the top half of the property page.

In NetWare* Directory Services* terminology, Mailing Label Information is called Postal Address.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Members of Template

A mandatory, multivalued property that specifies which User objects have been created from the Template object.

Each value must be a complete name.

Middle Initial

An optional, single-valued property that specifies the user's middle initial.

The value can be up to 8 characters (bytes) long.

In NetWare* Directory Services* terminology, Middle Initial is called Initials.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Network Address

A mandatory, multivalued property that lists the network addresses used by the object. For a User object, it corresponds to the workstations the user is logged in from.

If the object is using more than one protocol, the network address for each protocol is listed. If a user isn't logged in, this property is empty for the user. For most objects, you cannot modify the contents of this property.

Organization (O)

An optional, multivalued property that specifies one or more organizations for the object. For example: ACME Corporation.

Each value can be up to 64 characters (bytes) long.

Post Office Box

An optional, single-valued property that specifies the user's post office box. For example: P.O. Box 102.

The value can be up to 30 characters (bytes) long.

In NetWare* Directory Services* terminology, Post Office Box is called Postal Office Box.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Postal (Zip) Code

An optional, single-valued property that specifies the user's postal ZIP code. For example: 95023.

The value can be up to 30 characters (bytes) long.

Profile

An optional, single-valued property that specifies a Profile object for the user. It must be a complete name. When the user logs in, the profile login script runs after the container login script but before the user login script.

Resource

An optional, multivalued property that lists network resources, such as volumes and printers, that the server provides access to.

Each value must be a complete name.

See Also

An optional, multivalued property that lists objects that are related to this object.

Each value must be a complete name.

Serial Number

An optional, multivalued property that specifies serial numbers for the computer or AFP server.

Each value can be up to 64 characters (bytes) long and is for reference only.

State or Province

An optional, single-valued property that specifies the state or province in the user's mailing address. For example: Ohio.

The value can be up to 30 characters (bytes) long.

In NetWare* Directory Services* terminology, State or Province is abbreviated S.

Status

A mandatory, single-valued property that specifies the operational state, such as up or down, of the object.

The value is stored in the Directory as an integer. It can't be set by users. It is for reference only. For a NetWare* Server object, a value of 2 means the server is up, and a value of 1 means the server is down.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Street

An optional, single-valued property that specifies the user's street address. For example: 24 Columbus Drive.

The value can be up to 30 characters (bytes) long.

In NetWare* Directory Services* terminology, Street is called SA (Street Address).

* Novell trademark.   ** Third-party trademark.   For more information, see Trademarks.

Supported Connections

This property is currently unused. You cannot edit the field.

Supported Services

An optional, multivalued property that lists services, such as file and print, provided by the server.

Each value can be up to 64 characters (bytes) long.

Users

An optional, multivalued property that lists users of the server.

Each value must be a complete name.

Version

An optional, single-valued property that specifies the version number of the installed server software.

The value can be up to 64 characters (bytes) long. For NetWare* servers and volumes, you can view but not edit the value. In the case of AFP Server objects, you can enter a value, but it is for reference only.

* Novell trademark.   ** Third-party trademark.   For more information, see Trademarks.

Volume Space Restrictions

An optional, multivalued property that lists, by volume, any disk space limits for the User objects that are created from the template. When the Users are created, the limits are stored in the file system, not as properties of the User or Volume object.

Each value must be a complete name and have a space limit between O and 134,217,728 KB. If you specify limits for multiple existing users, each limit either replaces an existing limit stored for the user in the file system, or creates a new limit in the file system where none existed for the user.

If no limits are listed in this property, the amount of disk space the user can use on any volume is limited only by the volume's physical capacity.

Account Locked

A mandatory, single-valued property that indicates whether login is disabled for the user due to intruder detection.

If the account has been locked due to intruder detection, this check box is checked. To unlock the account, uncheck this check box.

In NetWare Directory Services* terminology, Account Locked is called Locked By Intruder.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Account Reset Time

A mandatory, single-valued property that specifies when the user account will be unlocked, if the account is locked. If the account isn't locked, it specifies when the incorrect login count will be reset.

The value is actually stored in the Directory as the number of seconds from 12:00 midnight, January 1, 1970, UTC.

In NetWare Directory Services* terminology, Account Reset Time is called Login Intruder Reset Time.

Aliased Object Name

A mandatory, single-valued property that specifies the object represented by the Alias object.

It must be a complete name. Type the name, or choose the browse button to choose from the available objects.

Detect Intruder

A mandatory, single-valued property that indicates whether to detect intruders for the user accounts in the container.

To enable intruder detection, check this check box. To disable it, uncheck the check box (this is the default).

Incorrect Login Attempts

An optional, single-valued property that specifies the number of failed login attempts allowed for the users in the container. If the number is exceeded, intruder detection is activated.

In NetWare Directory Services* terminology, Incorrect Login Attempts is called Login Intruder Limit.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Incorrect Login Count

A mandatory, single-valued property that reports the number of failed login attempts by the intruder.

In NetWare Directory Services* terminology, Incorrect Login Count is called Login Intruder Attempts.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Intruder Attempt Reset Interval

An optional, single-valued property that specifies the time span in which consecutive failed logins must occur to be counted toward the limit.

Enter the amount of time in days, hours, and minutes. The value is actually stored in the Directory in seconds.

Intruder Lockout Reset Interval

An optional, single-valued property that specifies the length of time the user accounts in the container remain locked for intruder detection. After the specified time, the account is unlocked.

Enter the amount of time in days, hours, and minutes. The value is actually stored in the Directory in seconds.

Home Directory Rights

An optional, multivalued property that lists the explicit rights assignments to the home directory that are made for each User object that is created from the template.

Last Intruder Address

A mandatory, single-valued property that specifies the intruder's network address for a locked user account.

In NetWare Directory Services* terminology, Last Intruder Address is called Login Intruder Address.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Lock Account After Detection

A mandatory, single-valued property that indicates whether user accounts in the container are locked if intruder detection is activated.

To lock user accounts on intruder detection, check this check box. Otherwise, uncheck the check box (this is the default).

In NetWare Directory Services* terminology, Lock Account After Detection is called Lockout After Detection.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Login Time Restrictions

A mandatory, single-valued property that specifies the times when the user can be logged in.

Each cell in the grid represents a half hour. Gray cells represent times when the user can't be logged in. Blank cells represent times when the user can be logged in. The default is no restrictions (all blank cells).

As you move the cursor or pointer over the grid, the starting time for each cell is displayed below the grid. To apply a time restriction, choose one or more cells in the time grid. You can drag to choose multiple cells.

In NetWare Directory Services* terminology, Login Time Restrictions is called Login Allowed Time Map.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Members

A mandatory, multivalued property that specifies which users are members of the group.

Each value must be a complete name.

Network Address Restrictions

An optional, multivalued property that lists the network addresses (workstations) the user can log in from.

Each value must specify the protocol of the network address followed by the network address itself. The format of the network address depends on the protocol. If this property is empty, the user can log in from any network address.

New Object's FS Rights

An optional, multivalued property that lists the explicit file and directory rights assignments that are made for each User object that is created from the template.

New Object's DS Rights

An optional, multivalued property that lists the explicit object and property rights assignments that are made for each User object that is created from the template.

New Object's Self Rights

An optional, multivalued property that lists the explicit object and property rights assignments to self that are made for each User object that is created from the template.

NRD Registry Data

An optional, single-valued property that specifies the actual setting for each of the user's preferences that are stored in the Novell Network Registry* database.

The entire set of settings is treated as a single value (much like a login script), and is entirely replaced each time a change is made to any setting.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

NRD Registry Index

An optional, single-valued property that specifies the registration key and value names for the user's preferences that are stored in the Novell Network Registry* database.

The entire set of key and value names is treated as a single value (much like a login script), and is entirely replaced each time a change is made to any key or value name.

Object Trustees

A mandatory, multivalued property that lists the objects that can access this object.

Each value must be a complete name.

This property also contains the object's Inherited Rights Filter.

In NetWare Directory Services* terminology, Object Trustees is called ACL (Access Control List).

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Occupant

An optional, multivalued property that specifies the users who currently occupy the organizational role. Each occupant is granted security equivalence to the Organizational Role object.

Each value must be a complete name.

In NetWare Directory Services* terminology, Occupant is called Role Occupant.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Operator

An optional, multivalued property that lists operators for the server or computer.

Each value must be a complete name.

For a NetWare* server, this property specifies which users have console operator privileges, which include viewing certain statistics, remotely clearing connections, and so on. For a computer, this property is for information only.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Owner

An optional, multivalued property that specifies the users, groups, or other objects that are responsible for this object.

Each value must be a complete name.

Path

A mandatory, single-valued property that specifies the path pointed to by the Directory Map object.

It can be up to 256 characters (bytes) long. Type the path or choose the browse button to choose from the available volumes and directories.

When creating the Directory Map, you must specify an existing volume or directory. After creating the Directory Map, you can modify the path, but you must manually create the path if it doesn't exist.

Security Equal To

An optional, multivalued property that lists the objects that the user is granted security equivalence to.

Each value must be a complete name.

Server

An optional, multivalued property that lists the servers associated with the object.

Each value must be a complete name.

Trustees of New Object

An optional, multivalued property that lists the trustees and their explicit object and property rights assignments for each User object that is created from the template.

Volume

A mandatory, single-valued property that specifies the volume that contains the path pointed to by the Directory Map object.

It must be a complete name. Type the name or choose the browse button to choose from the available volumes.

Marks the position where the view-specific buttons are inserted.

Moves items down one position in the list.

Moves items from the list on the right to the list on the left.

Moves items from the list on the left to the list on the right.

Inserts a space between toolbar buttons.

Moves items up one position in the list.

Active (Included) Items

Lists the items to be shown (included) in the view.

- To hide (exclude) an item, drag it to the other list.
- To select multiple items, hold down Shift or Ctrl when clicking.

Available Items

Lists the items to be hidden (excluded) from the view.

- To show (include) an item, drag it to the other list.
- To select multiple items, hold down Shift or Ctrl when clicking.

Show Status Bar

If you want the status bar to be shown, check this check box.

If you want it to be hidden, uncheck this check box.

Show Toolbar

If you want the toolbar to be shown, check this check box.

If you want it to be hidden, uncheck this check box.

Lets you enter a complete name in the available field by browsing for the object.

...

Lets you enter additional values or edit existing values for the property.

Class of New Object

Lists the available classes (types) of objects. To choose an item, begin typing its name or use the scroll bar.

If the desired class isn't listed, the tool (.DLL file) that provides it might not be installed, or it might be a class that can be viewed but not created in NetWare* Administrator.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Create Another Object

If you want to create another object of the same class as soon as you're done creating this one, check this check box.

If this is the last or only object of this class that you will create, leave this check box unchecked.

Create Home Directory

If you want to create a home directory (working area on the server) for the user, check this check box and then choose the browse button to choose the volume and path.

If you don't want to create a home directory, leave this check box unchecked.

Define Additional Properties

If you want to assign additional properties to the new object during the creation process, check this check box.

If you prefer to assign additional properties later, leave this check box unchecked.

Force Periodic Password Changes

If you want the user to be prompted to change his or her login password periodically, check this check box and enter the interval between prompts and the starting date in the available fields.

If you uncheck this check box, the user won't be prompted to change his or her password unless this setting is changed.

Home Directory

Specifies the name of the home directory. You can edit the name if desired; make sure you adhere to the filename requirements of the user's desktop operating system.

Limit Concurrent Connections

If you want to limit the number of login sessions the user can have open at a time, check this check box and enter the number in the available field.

The number of concurrent login sessions generally corresponds to the number of workstations the user is logged in from, but some workstations, such as those running OS/2**, allow the user to open multiple login sessions at a time.

To allow unlimited concurrent login sessions, uncheck this check box.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Limit Grace Logins

If you want to limit the number of times the user can log in with an expired password, check this check box and enter the number in the available field.

To allow unlimited logins with an expired password, uncheck this check box.

Parent Context

Displays the container in which the new object will be created. If it's the wrong container, cancel the **New Object** dialog box and choose a different container.

Path

Specifies the location for the home directory. The first line is the volume; the second line is the path.

To select a different location, choose the browse button.

Use Template

If you want to base the new User object on a template, check this check box and enter the complete name of the Template object in the available field, or choose the browse button to choose from the available Templates.

To create the new User from scratch, leave this check box unchecked.

Use Template or User

If you want to base the new Template object on an existing User or Template object, check this check box and enter the complete name of the User or Template in the available field, or choose the browse button to choose from the available Templates and Users.

To create the new Template from scratch, leave this check box unchecked.

Accounting

Installs or removes accounting on the server.

When accounting is installed, the **Blocks Read**, **Blocks Written**, **Connect Time**, **Disk Storage**, and **Service Requests** property pages appear.

Add

Lets you add an entry to the list.

Add Charge Rate

Lets you add a charge rate to the list.

Add

Lets you add a complete name to the list by browsing for the object.

Archived Last by

Specifies the user who last archived (backed up) the volume, file, or directory. It is automatically set when the Archive attribute of the volume, file, or directory is cleared by the backup program. The Archive attribute of a volume is the Archive attribute of its root directory.

The value must be a complete name. To change it, type the new username or choose the browse button to choose from the available User objects.

Archived Last on

Specifies the date and time the volume, file, or directory was last archived (backed up). It is automatically set when the Archive attribute of the volume, file, or directory is cleared by the backup program. The Archive attribute of a volume is the Archive attribute of its root directory.

To change it, type new values in the date and time fields or use the up and down arrows next to the fields.

Block Size

Shows the block size (in bytes) for the volume. The block size is set during installation.

Charge Rate List

Lists the available charge rates for this service.

Clear Error Log

Clears (empties) the server's error log file. Clear the error log occasionally to free up disk space.

Compressed Files

Shows the number and total size of files that have been compressed.

Copy to Label

Copies the values of the user's Name, Street, Post Office Box, City, State or Province, and Postal (Zip) Code properties into the six fields.

Created on

Specifies the date and time the physical volume, file, or directory was created. For a volume, this is the installation date and time. You can't edit this field.

Delete Charge Rate

Deletes the selected charge rate from the list.

When you choose **OK**, deleted charge rates are also removed from the time grid.

Delete

Deletes the selected entry from the list.

Deleted Files

Shows how many files have been deleted but not purged from the volume. It also shows how much space is recoverable (**Purgeable size**) and unrecoverable (**Un-purgeable size**) by purging the files. A small amount of space is sometimes recoverable only by remounting the volume.

Directory Entries

Shows the total number of directory entry slots allocated on the volume and how many are used.

If the percentage used is near 100, you can increase the value of the Maximum Percent of Volume Used By Directory parameter at the server console.

Disk Space

Shows the total capacity of the volume and how much space is currently used.

Installed Features

Lists the features that are installed for this volume, such as suballocation, compression, migration, and auditing.

Limited Volume Space

To set a space limit for the user, check this check box and enter the space limit (in kilobytes) in the available field.

To allow unlimited space (up to the volume's physical capacity), uncheck this check box.

Migrated Files

Shows the number and total size of files that have been migrated from the volume to a secondary storage medium.

Modified Last on

Specifies the date and time the information on this screen was last modified. You can't edit this field.

Modify

Lets you modify the selected entry.

Name Spaces

Lists the name spaces supported by the volume. Name spaces allow non-DOS files, such as Macintosh** or OS/2** files, to be stored on the volume.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

[Non-]Removable Volume

Indicates whether the volume is permanent or removable. For example, a hard disk is permanent, and a CD-ROM disc is removable.

Other Name

Specifies optional, additional values for the Name property.

Each value can be up to 64 characters (bytes) long.

Owner

Specifies the user who is the owner of the volume, file, or directory.

The user who creates the volume, file, or directory is initially assigned as the owner, but you can modify it if you have the Supervisor right. To assign a new owner, type in the complete name of the User object or choose the browse button to choose from the available Users.

Reset

Resets the time grid to the way it was before you opened the property pages.

Search Context

Specifies the context of the User objects whose space limits are to be listed.

You cannot edit this field directly. Choose the browse button next to the field to choose the context. You must do this or the user list won't be filled in.

Search Entire Subtree

If you want the specified container and all of its subordinate containers to be searched, check this check box.

If you don't want the subordinate containers to be searched, uncheck this check box.

Space Limit

Specifies the disk space (in kilobytes) the user can use on the volume.

If you are modifying the limit, type in the number of kilobytes. The maximum limit is 134,217,728 KB.

Time Grid

Shows the times when each charge rate is in effect. Each cell in the grid represents a half hour. Each color represents a charge rate. Blank cells don't have a charge rate assigned.

Note: In the case of **Disk Storage**, the time grid shows the time when users' storage space is calculated and charged. Only one charge rate and time are allowed per day.

As you move the cursor or pointer over the grid, the starting time and charge rate for each cell are displayed below the grid.

To apply a charge rate to a time, choose the charge rate from the list and then choose one or more cells in the time grid. You can drag to choose multiple cells.

User

Specifies the user whose space limit you are editing.

User Space Limit List

Lists the volume space limit for each user, and how much space each user has left.

Volume

Specifies the volume you are viewing the space limit for. You cannot edit the field directly.

If you are modifying the space limit, you can choose a different volume by choosing the browse button.

Volume Space Used by User

Shows the space (in kilobytes) currently used by the user.

Lets you choose from the trees in your network.

Available Objects

Lists the objects, directories, or files you can choose from. In some cases, you can choose more than one item by holding down Ctrl or Shift while clicking.

In the field above the list, you can type a wildcard pattern to filter the list. For example, to list only the items that start with the letter P, type P* in the field. The filter takes effect as soon as you move the cursor to a different dialog box option.

To list the items from a different context, from **Browse context**, choose the new context.

Assigned Objects

Lists the objects that this object has an explicit rights assignment to.

If an object is crossed out, you don't have rights to change the associated rights assignment. Objects to which this object has effective rights but no explicit rights assignment aren't included in the list.

For a Template object, the list of rights assignments is stored in the New Object's DS Rights property.

Begin Search in Context

Specifies the container to search.

To choose a different container, choose the browse button.

Browse Context

Lists the containers, volumes, or directories whose contents you can display in **Available objects**.

In the field above the list, you can type a wildcard pattern to filter the list. For example, to list only the items that start with the letter P, type P* in the field. The filter takes effect as soon as you move the cursor to a different dialog box option.

If a container, volume, or directory isn't listed because you don't have the Browse right to it, you can still choose it if you have the Browse right to a subordinate object, directory, or file. Choose **Change Context**, and then enter the complete name of the container, volume, or directory.

Change Context

Lets you choose a container, volume, or directory that isn't listed under **Browse context** because you don't have the Browse right to it. You must have the Browse right to a subordinate object, directory, or file.

Change Password

Lets you change the user's login password. If the user doesn't have a login password, you can set one. The change takes place immediately and cannot be undone.

Clear

Removes the explicit rights assignments that are listed above the **Clear** button. This doesn't affect rights that are obtained by nonexplicit means, such as inheritance.

Clear All Login Time Restrictions

To clear all login time restrictions, check this check box. The action isn't effective until you choose **OK**.

If you check this check box and then decide you want to specify time restrictions, uncheck the check box and make the settings on the time grid.

If you check this check box, the only way to completely cancel the action is to choose **Cancel**. If you check this check box and then uncheck it, whatever is on the time grid is applied to all the selected users (if the time grid is blank, all login time restrictions are cleared).

Context

Specifies the container or volume that will appear at the top of the view.

Choose an item from the drop-down list, or choose the browse button to choose from the available containers and volumes.

If a container or volume isn't listed in the browser because you don't have the Browse right to it, you can still choose it if you have the Browse right to a subordinate object, directory, or file. Enter the complete name of the container or volume.

Create Alias in Place of Renamed Container

Check this check box if the object is a container.

This creates an Alias object for the container under the old name, so that users in the container can still log in. After the **Name Context** setting has been updated on each user's workstation, you can delete the Alias.

Deleted File List

Lists the deleted files from the specified source that match the specified filename pattern.

Several items of information are shown for each deleted file. Use the scroll bar to see all the items. You can drag the column headings to reorder or resize them. You can choose multiple entries in the list by holding down Ctrl or Shift while clicking.

Destination

Specifies where you are moving the objects to.

To choose a new destination, choose the browse button.

Directory Name

Lets you type a name for the new directory. You should comply with the filename requirements of the operating systems that are installed on the workstations in your network.

Effective Rights

Lets you view the this object's effective rights to the selected item or another item you specify.

Effective Rights

Lets you view the selected trustee's effective rights to this object, file, or directory. You can also view effective rights for other objects you specify.

This button is not available if you are viewing **Details**.

File/Directory

Specifies the file or directory you are viewing effective rights to.

To choose a different file or directory, choose the browse button.

Files and Directories

Lists the files and directories that the user has an explicit rights assignment to. Files and directories to which the user has effective rights but no explicit rights assignment aren't included in the list.

For a Template object, the list of rights assignments is stored in the New Object's FS Rights property.

Find

Lets you choose the contexts to search for volumes to list under **Volumes**.

From

Lists the objects you are moving or copying.

To remove an object from the list, deselect it by holding down Ctrl while clicking the object.

GID

Specifies the group ID of the primary UNIX** group associated with the owner of this file or directory. The value is a whole number.

GID Name

Specifies the name of the primary UNIX** group associated with the owner of this file or directory.

Hide

Lets you hide the selected volume from the list. This also hides the associated file system rights assignments shown below.

If you have made changes to the associated file system rights assignments, you are prompted whether to save them before hiding the volume.

Include

Specifies which deleted files to include in the list. Enter a filename pattern. For example, to list all executable files, type *.EXE.

Inheritance Filter

Lists the file system rights that can be filtered for this file or directory. Only inherited rights can be filtered. The Supervisor file system right cannot be filtered.

To filter an inherited right, uncheck the corresponding check box; no users will be able to exercise the right unless it is explicitly granted to them. If a check box is unavailable, you don't have rights to filter the right.

Inherited Rights Filter

Lets you edit the Inherited Rights Filter for this object (or for the target User objects).

KB Available to Directory

Shows the space, in kilobytes, available to the directory.

Unless a space limit has been set on this or a parent directory, the available space is limited only by the volume's physical capacity.

Last Accessed

Specifies the date the file or directory was last accessed.

To change it, type new values in the date field or use the up and down arrows next to the field.

Last Modified

Specifies the date and time the file or directory was last modified.

To change it, type new values in the date and time fields or use the up and down arrows next to the fields.

List

Fills in the list with the deleted files from the specified source that match the specified filename pattern.

You can purge all deleted files without listing them.

Mode

Specifies the UNIX** access mode for this file or directory. The access mode specifies the rights that the owner, primary group, and everyone else has to the file or directory.

Modifier

Specifies the user who last modified the file or directory.

The value must be a complete name. To change it, type the new username or choose the browse button to choose from the available User objects.

Name

Specifies the name for this file or directory in the UNIX** file system. The name can be up to 255 characters and is case sensitive.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Network Protocol

Specifies the protocol, such as IPX/SPX* or TCP/IP, for a network address.

* Novell trademark.   ** Third-party trademark.   For more information, see Trademarks.

New Name

Type a new name for the object. Make sure you follow standard object naming conventions.

Number of Links

Specifies the number of hard links to this file or directory in the UNIX** file system.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Object Name

Specifies the object that you are viewing effective rights to.

To choose a different object, choose the browse button.

Object Name

Specifies the object that you are viewing effective rights for.

To choose a different object, choose the browse button.

Open

Lets you open a quick search template (.SCH file). When you open a quick search template, the fields of the **Search** dialog box are filled in with the values from the quick search template.

Path

Displays the complete path for the selected file or directory.

Property

Specifies which property to use as the search criterion, and how to use the property value in the search.

For example, to find all servers that are down, in the first two fields, choose **Status** and **Equal To**, and then enter 1 (one) in the third field. For some comparisons, the third field is not required. For text comparisons, you can use wildcard patterns. For example: PRV*

Restrict Size

To limit the space available for this directory, check this check box, and then in **Limit**, enter the limit in kilobytes. The limit will be rounded up to the nearest 32 KB.

To leave the directory space unlimited, uncheck this check box. Note, however, that any limits placed on parent directories are still operative on this directory.

Save

Lets you save the current search criteria as a quick search template (.SCH file) so you can reuse them later.

Save Old Name

Check this check box to save the old name as an additional value of the Name property.

This helps users search for the object by the old name. After renaming the object, you can view the old name in the **Other name** field.

Search For

Specifies the class of object to search for.

Choose a class from the drop-down list.

Show

Lets you show a volume that is currently hidden from the list. Do this if you want to see the associated file system rights assignments.

Size

Shows the space (in bytes) used by this file.

Sort Options

Specifies how to sort the list of deleted files. You can sort by filename, deletion date, deletor, file size, and file type.

Source

Specifies whether to get the list of deleted files from the current directory (the one you chose in the browser) or from all deleted directories on the volume.

If you salvage files from deleted directories, the salvaged files are placed in the DELETED.SAV directory in the volume's root directory.

Symbolic Links

Specifies the UNIX** file system path that this file or directory is a symbolic link to. If this file or directory isn't a symbolic link, this field is empty.

Tree

Specifies the tree to be viewed.

Choose a tree from the drop-down list, or choose the tree button to choose from the available trees.

Trustee

Specifies the object that you are viewing effective rights for.

To choose a different object, choose the browse button.

Trustee List

Lists the objects that have an explicit rights assignment to this object, file, or directory (or to the the target User objects). Objects that have effective rights but no explicit rights aren't included in the list.

For a Template object, the trustee list (and the associated rights assignments) is stored in the Trustees of New Object property. For other objects, it's stored in the Object Trustees property. For files and directories, it's stored in an access control list in the file system.

UID

Specifies the user ID of the UNIX** user who owns this file or directory. The value is a whole number.

UID Name

Specifies the name of the UNIX** user who owns this file or directory.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Volumes

Lists the volumes whose file system rights assignments are shown on this property page. Only the rights assignments for the selected volume are shown.

Access Control

A file or directory right that allows the trustee to change the trustee assignments and Inherited Rights Filter for the file or directory. In the case of a directory, the right applies to all subordinate files and directories.

With this right, a user can grant all rights, except Supervisor, to other users, including rights that the user doesn't have.

All Property rights

An inheritable set of property rights that controls access to all the properties of an object. Specific (individual) property rights override All Property rights but can't be inherited.

Add Self

A property right that allows the trustee to add or remove his or her User object as a value of the property. It applies only to properties that contain a list of object names, such as membership or mailing lists.

For example, if you have this right to the Users property of a server, you can add or delete yourself as a user of the server.

If the trustee is granted the Write right, Add Self is disabled because Write includes its functionality.

Browse

An object right that allows the trustee to view the object and its subordinates.

Compare

A property right that allows the trustee to compare the value of the property with another value to see if they are equal, but not to see the value.

If the trustee is granted the Read right, Compare is disabled because Read includes its functionality.

Create

A file or directory right that allows the trustee to salvage the file after it has been deleted, or to create files and subdirectories in the directory.

If Create is the only right granted at the directory level and no other rights are granted below it, the trustee can copy files into the directory or create new files in the directory but can't see or operate upon the files thereafter.

Create

An object right that allows the trustee to create a new object below the current object in the tree. This right is available only for objects that can have subordinates, such as containers and volumes.

Default Rights

- The ADMIN user has all rights in the Directory and in the NetWare file system.

- The PUBLIC object has the Browse right to the root of the tree. This enables all objects, by inheritance, to browse the tree.

- User objects created in a container have the following rights on the SYS volumes in the container: Read and File Scan to the LOGIN and PUBLIC directories, and Create to the MAIL directory. They have the same rights on the SYS volumes in all parent containers, but not on the SYS volumes in subordinate containers.

- If a home directory is created during User creation, the user has all rights to the home directory, no matter where it is in the tree.

Delete

An object right that allows the trustee to delete the object. No property right for the object can block this right.

Objects that have subordinates cannot be deleted until the subordinates are deleted.

Erase

A file or directory right that allows the trustee to delete the file or directory. In the case of a directory, the trustee can also delete the contents of the directory, unless other rights are assigned below it.

File Scan

A file or directory right that allows the trustee to see the file and its directory structure back to the root of the volume, or to see the files in the directory unless other rights are assigned below it.

Modify

A file or directory right that allows the trustee to rename the file or directory or change its attributes. In the case of a directory, the trustee can also rename or modify the attributes of any subordinate files and directories.

This right doesn't allow the trustee to see or modify the actual contents of files.

Read

A file, directory, or property right that allows the trustee to open and read the file, directory, or property.

In the case of a property, the trustee can also compare the property value.

In the case of a directory, the trustee can also execute any program files located in the directory.

Rights assigned at the file level can override the Read directory right.

Rename

An object right that allows the trustee to change the name of the object. This changes the value of the Name property.

Only the last part of the complete name can be changed with this right. Changing other parts of the name implies a move operation.

Supervisor

An object, property, file, or directory right that grants the trustee all rights to the resource. In the case of a directory, the right applies to all subordinate directories and files. The trustee can grant any right to another user and modify the Inherited Rights Filter.

The Supervisor right can't be filtered on a file or directory, but it can be filtered on an object or property. There is no automatic Supervisor user in NetWare* 4*.

Write

A file, directory, or property right that allows the trustee to open and write to the file, directory, or property. In the case of a multivalued property, the trustee can add and remove values. In the case of a directory, the trustee can open and modify individual files in the directory unless rights assigned at the file level block it.

Archive Needed

A file attribute that enables a backup program to determine whether the file needs to be archived. NetWare* sets this attribute when the file is modified, and clears it when the file is backed up.

This attribute functions the same as the DOS Archive attribute.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Can't Compress

A file status flag that indicates the file can't be compressed because of limited space savings. It is shown in attribute listings, but can't be set by users.

Compressed

A file status flag that indicates the file is compressed. It is shown in attribute listings, but can't be set by users.

Copy Inhibit

A file attribute that prevents Macintosh** users from copying the file even if they have Read and File Scan rights. A user with the Modify right can change this attribute and then copy the file.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

Delete Inhibit

A file or directory attribute that prevents users from deleting the file or directory even if they have the Delete right. To delete a directory with this attribute set, a user must have both Modify and Delete rights to the directory.

This attribute is automatically set and removed when the Read Only attribute is set and removed.

Don't Compress

A file or directory attribute that prevents the file, or the files in the directory and its subdirectories, from being compressed even when the threshold set by the server is reached. In the case of a directory, individual files marked with the Immediate Compress attribute are unaffected by this attribute.

Don't Migrate

A file or directory attribute that prevents the file, or the files in the directory and its subdirectories, from being migrated to a secondary storage device (such as a tape drive or optical disk) even when the threshold set by the server is reached.

Don't Suballocate

A file attribute that prevents the file from being stored in suballocated (unused) portions of disk blocks.

Execute Only

A file attribute that prevents the file from being copied. Only users with the Supervisor right to the file can set this attribute. Once set, this attribute can't be removed, so you should have a back-up copy of the file.

Some program files won't execute properly with this attribute set. Back-up programs won't back up Execute Only files.

Hidden

A file or directory attribute that hides the file or directory from the DOS DIR command and prevents it from being deleted or copied. The NetWare* NDIR command will list the file or directory if the user has the File Scan right.

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Immediate Compress

A file or directory attribute that indicates the file, or the files in the directory and its subdirectories, will be compressed as soon as possible, without waiting for the threshold set by the server to be reached. In the case of a directory, individual files marked with the Don't Compress attribute are unaffected by this attribute.

Indexed

A file attribute that indicates the file has been indexed for quick access. When a file reaches a certain size relative to the block size on the volume, NetWare* begins keeping an index to it. This attribute is shown in attribute listings, but can't be set by users.

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Migrated

A file status flag that indicates the file has been migrated. It is shown in attribute listings, but can't be set by users.

Purge (Immediate)

A file or directory attribute that causes the file, or the files in the directory, to be purged when deleted. A purged file can't be recovered with the **Salvage** tool.

Read Audit

This attribute is not used in NetWare* 4*.

Read Only / Read Write

Read Only is a file or directory attribute that prevents the file or directory from being deleted, renamed, or written to (modified). When this attribute is set, the Rename Inhibit and Delete Inhibit attributes are automatically set. If a user with the Modify right removes the Rename Inhibit and Delete Inhibit attributes after the Read Only attribute has been set, the file or directory can be renamed or deleted, but not written to.

If Read Only isn't set, Read Write is set and the Rename Inhibit and Delete Inhibit attributes aren't set.

Rename Inhibit

A file or directory attribute that prevents users from renaming the file or directory, even if the users have the Modify right. This attribute is automatically set and removed when the Read Only attribute is set or removed.

Before a user can rename a file or directory with this attribute set, the user must have the Modify right and must remove the Rename Inhibit attribute.

Shareable

A file attribute that allows the file to be used by more than one user at a time. It is usually set only for files with the Read Only attribute.

System

A file or directory attribute that reserves the file or directory for operating-system use and prevents it from being deleted or copied. This attribute hides the file or directory from the DOS DIR command. The NetWare* NDIR command will list the file or directory if the user has the File Scan right.

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Transactional

A file attribute that indicates the file is protected by the Transaction Tracking System (TTS) feature, which allows interrupted operations to be backed out of the file, restoring it to an uncorrupted state. All database files that need TTS protection should be marked with this attribute.

A file with this attribute set can't be deleted or renamed. To set this attribute, a user must have the Modify right and the file must not be open.

Write Audit

This attribute is not used in NetWare* 4*.

Examples

- **nwadmn95**

  Registers your preferences in the Windows** 95** registry.

- **nwadmnnt**

  Registers your preferences in the Windows NT** registry.

- **nwadmn3x**

  Registers your preferences in WINDOWS\NWADMN3X.INI.

- **nwadmn3x /n**

  Registers your preferences in your User object in the Directory.

- **nwadmn95 /fh:\admin\myconfig.ini**

  Registers your preferences in H:\ADMIN\MYCONFIG.INI.

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Tip

To activate a tool, choose a menu item, window, or browser object created by the tool. For example, some tools add an item to the **Tools** menu.

Tips

- To show an item, drag it from the list on the right to the list on the left.
- To hide an item, drag it from the list on the left to the list on the right.
- To reorder items, drag them up or down in the list on the left.
- To select multiple items, hold down Shift or Ctrl when clicking.

Tips

▪   To familiarize yourself with the available commands, browse the menus and read the hints that appear in the title bar for each command.

▪   The menus are specific to the active tool and will change if you activate a tool that provides a different main view.

▪   To see the available commands for an object in a browser window, right-click the object.

Tips

- To see the available commands for an object in a browser window, right-click the object.
- To make a frequently used menu command more accessible, add it to the toolbar.
- To change the context of the current browser window, double-click the tree name in the status bar.

Tip

If you are running Windows** 3.1, you can only search one help file at a time in this help system. If you don't find the desired information, choose the **Main** button, and then choose a different help file.

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Tips

- To grant a set of objects rights to another object, select the set of objects and drag them onto the other object.
- To grant an object rights to a set of other objects, select the set of other objects and drag them onto the object while holding down the Shift key.
- To move an object, drag it to the new location while holding down the Ctrl key.
- To copy a file or directory, drag it to the new location while holding down the Alt key.

Tip

Preferences are stored on a per-user basis. Any settings you make won't affect other users of NetWare* Administrator.

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Tips

■   **OK** and **Cancel** affect all the property pages in the object dialog box. Don't choose **OK** until you've entered all the desired changes to all pages. If you choose **Cancel**, you discard all changes in all pages.

■   If you have changed anything on a page, the upper right corner of the page button appears black.

■   To quickly move between pages, use Ctrl+Page Up and Ctrl+Page Down, or right-click to access the pop-up list of pages.

■   To show, hide, or reorder pages, choose **Page Options**.

Tips

■   To find and choose an object, begin typing its name. Press Enter when the object appears.

■   To choose a menu command, type the keystrokes listed for it on the menu. Some commands don't have keyboard shortcuts.

■   To move back and forth between property pages in an object dialog box, type Ctrl+Page Up or Ctrl+Page Down.

Tips

■   You can administer multiple trees at the same time; from the **Tools** menu, choose **NDS* Browser** to open an additional tree.

■   You can copy files and directories between volumes in different trees by dragging and dropping while holding down the Ctrl key.

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Tips

▪ You can create a template for setting up new user accounts; right-click a container, choose **Create**, and then choose **Template**.

▪ You can create different templates for different kinds of users. And because templates are not User objects, they can't be used to breach login security.

▪ Templates can include scripts for creating home directories, copying files, and otherwise setting up the work environment for the new users.

▪ Templates can set up trustee and rights assignments for the new users, including rights to self and the home directory.

Tips

- You can add or change specific properties of multiple users; choose any combination of User, container, Group, and Template objects. Then from the **Object** menu, choose **Details on Multiple Users**.
- To choose more than one object, hold down Ctrl while clicking the objects.

Tip

To quickly set up print services in a container, choose the container; then from the **Tools** menu, choose **Print Services Quick Setup**.

Tip

To enable an application to be managed as a NetWare* object, right-click the container where you want the object to appear, choose **Create**, and then choose the application type.

Tips

▪   You can add Directory database maintenance and troubleshooting capabilities to NetWare* Administrator. From the main table of contents of this help system, choose **NDS* Manager** and then follow the installation instructions.

▪   After installing, from the **Tools** menu, choose **NDS Manager**.

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Tips

- You can migrate the NetWare* file system to NetWare 4.11; from the **Tools** menu, choose **File Migration**.

- You can also add capabilities for migrating bindery (NetWare 2 and 3) objects. Follow the installation instructions for the DS Migrate utility in the *Upgrade* manual. After installing, from the **Tools** menu, choose **DS Migrate**.

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Tips

▪   You can go directly to NetWire* from NetWare* Administrator if you have an internet browser installed. From the **Help** menu, choose **Novell Support**.

▪   You can also connect to sites for which you have defined bookmarks in your internet browser. From the **Tools** menu, choose **Internet Connections**.

▪   You must be running Windows** 95** or Windows NT to get these features.

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Tips

▪   You can focus on the objects that are most pertinent to your work by filtering and sorting browser views. From the **View** menu, choose **Sort and Include**. You can apply different filtering and sorting preferences to each open browser window.

▪   You can adjust the context of the current browser window up one level in the tree by pressing Backspace.

▪   You can add frequently used menu commands to the toolbar. From the **View** menu, choose **Configure Toolbar and Status Bar**.

▪   You can show status information, such as the current tree, login name, and number of selected objects, in the status bar.

▪   You can set a different context for the current browser window by double-clicking the tree name in the status bar.

Tip

If you are editing the properties for multiple users, the existing property values aren't shown. You can only add new values to multivalued properties and replace values of single-valued properties.

Naming Conventions - Objects

- The name must be unique in the container. For example, Debra Jones and Daniel Jones cannot both be named DJONES if they are in the same container.

- Special characters are allowed. However, plus (+), equals (=), and period (.) must be preceded by a backslash (\) if used. Additional naming conventions apply to NetWare* Server and Country objects, as well as to bindery services and multilingual environments.

- Uppercase and lowercase letters, as well as underscores and spaces, are displayed as you first entered them, but they aren't distinguished. For example, Manager_Profile and MANAGER PROFILE are considered identical.

- If you use spaces, you must enclose the name in quotes when entering it on the command line or in login scripts.

Naming Conventions - Multilingual

If you have workstations running in different languages, you might want to limit object names to characters that are viewable on all the workstations. For example, a name entered in Japanese can contain characters that aren't viewable in Western languages.

Naming Conventions - Bindery

If the object will be accessed from NetWare* 2 or 3 workstations through bindery services, the following restrictions apply:

- Spaces in the name are replaced with underscores
- Names are truncated to 47 characters
- The following characters are not allowed: slash (/), backslash (\), colon (:), comma (,), asterisk (*), and question mark (?)

Naming Conventions - Countries

Country objects must be named using a two-letter ISO country code:

Argentina - AR
Australia - AU
Austria - AT
Belgium - BE
Brazil - BR
Canada - CA
China - CN
Denmark - DK
Finland - FI
France - FR
Germany - DD
Greece - GR
Hong Kong - HK
Ireland - IE
Israel - IL
Italy - IT
Mexico - MX
Netherlands - NL
Norway - NO
Portugal - PT
Puerto Rico - PR
Singapore - SG
South Africa - ZA
Spain - ES
Sweden - SE
Switzerland - CH
Taiwan - TW
United Kingdom - GB
United States - US
Venezuela - VE

Naming Conventions - NetWare Servers

- NetWare* Server objects are automatically created when you install new servers using INSTALL.NLM.

- You can create additional NetWare Server objects for existing NetWare 2 and 3 servers and for NetWare 4* servers in other trees, but they are all treated as bindery objects.

- When creating a NetWare Server object, the name must match the physical server name, which

- Is unique in the entire network

- Is from 2 to 47 characters long

- Contains only letters A-Z, numbers 0-9, hyphens, periods, and underscores

- Doesn't use a period as the first character

- Once named, the NetWare Server object cannot be renamed from NetWare Administrator. If you rename it at the server, the new name automatically appears in NetWare Administrator.

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Sample login script

The following login script illustrates

- The available login script variables
- How to display the date and time of the user's last login
- How to display environment variable values
- How to map a drive to the nearest SYS:PUBLIC and SYS:APPS directories
- How to map a drive to the user's home directory

You might want to maximize this window before viewing the login script.

```
WRITE "Login script begin"
MAP DISPLAY ON
WRITE ""
WRITE "Access Server                  : %ACCESS_SERVER"
WRITE "Account Balance                : %ACCOUNT_BALANCE"
WRITE "Administrative Assistant       : %ADMINISTRATIVE_ASSISTANT"
WRITE "Allow Unlimited Credit         : %ALLOW_UNLIMITED_CREDIT"
WRITE "Certificate Validity Interval  : %CERTIFICATE_VALIDITY_INTERVAL"
WRITE "CN (Common Name)               : %CN"
WRITE "Description                    : %DESCRIPTION"
WRITE "E-Mail Address                 : %EMAIL_ADDRESS"
WRITE "Employee ID                    : %EMPLOYEE_ID"
WRITE "Equivalent To Me               : %EQUIVALENT_TO_ME"
WRITE "Fax Number                     : %FACSIMILE_TELEPHONE_NUMBER"
WRITE "File Server                    : %FILE_SERVER"
WRITE "Full Name                      : %FULL_NAME"
WRITE "Generational Qualifier         : %GENERATIONAL_QUALIFIER"
WRITE "Given Name                     : %GIVEN_NAME"
WRITE "Group Membership               : %GROUP_MEMBERSHIP"
WRITE "Higher Privileges              : %HIGHER_PRIVILEGES"
WRITE "Home directory                 : %HOME_DIRECTORY"
WRITE "Initials                       : %INITIALS"
WRITE "L (Locality)                   : %L"
WRITE "Language                       : %LANGUAGE"
WRITE "Last Name                      : %LAST_NAME"
WRITE "Locked By Intruder             : %LOCKED_BY_INTRUDER"
WRITE "Login Context                  : %LOGIN_CONTEXT"
WRITE "Login Disabled                 : %LOGIN_DISABLED"
WRITE "Login Maximum Simultaneous     : %LOGIN_MAXIMUM_SIMULTANEOUS"
WRITE "Login Name                     : %LOGIN_NAME"
REM
REM Note that %LOGIN_NAME only stores 8 characters. If the username is longer,
REM you can use %1 instead.
REM
WRITE "Machine                        : %MACHINE"
WRITE "Mailbox ID                     : %MAILBOX_ID"
WRITE "Mailbox Location               : %MAILBOX_LOCATION"
WRITE "Mailstop                       : %MAILSTOP"
WRITE "Message Server                 : %MESSAGE_SERVER"
WRITE "Minimum Account Balance        : %MINIMUM_ACCOUNT_BALANCE"
WRITE "Network Address                : %NETWORK"
WRITE "Object Class                   : %OBJECT_CLASS"
WRITE "OS                             : %OS"
WRITE "OS Version                     : %OS_VERSION"
WRITE "OU (Department)                : %OU"
WRITE "Password Allow Change          : %PASSWORD_ALLOW_CHANGE"
WRITE "Password Expires               : %PASSWORD_EXPIRES"
WRITE "Password Minimum Length        : %PASSWORD_MINIMUM_LENGTH"
WRITE "Password Required              : %PASSWORD_REQUIRED"
WRITE "Password Unique required       : %PASSWORD_UNIQUE_REQUIRED"
WRITE "Physical Station               : %P_STATION"
```

```
WRITE "Postal Office Box                    : %POSTAL_OFFICE_BOX"
WRITE "Postal Code                          : %POSTAL_CODE"
WRITE "Private Key                          : %PRIVATE_KEY"
WRITE "Profile                              : %PROFILE"
WRITE "Requester Context                    : %REQUESTER_CONTEXT"
WRITE "Requester Version                    : %REQUESTER_VERSION"
WRITE "Revision                             : %REVISION"
WRITE "S (State)                            : %S"
WRITE "SA (Street Address)                  : %SA"
WRITE "Security Equals                      : %SECURITY_EQUALS"
WRITE "Security Flags                       : %SECURITY_FLAGS"
WRITE "See Also                             : %SEE_ALSO"
WRITE "Server Holds                         : %SERVER_HOLDS"
WRITE "Shell Version                        : %SHELL_VERSION"
WRITE "Station                              : %STATION"
WRITE "Supervisor                           : %SUPERVISOR"
WRITE "Surname                              : %SURNAME"
WRITE "Telephone number                     : %TELEPHONE_NUMBER"
WRITE "Title                                : %TITLE"
WRITE "User ID                              : %USER_ID"
WRITE ""
REM
REM Display Last Login Date and Time
REM
LASTLOGINTIME
WRITE ""
REM
REM Display Environment Variables
REM
WRITE "COMSPEC                              : "; <COMSPEC>
WRITE "NWLANGUAGE                           : "; <NWLANGUAGE>
WRITE "TZ (Timezone)                        : "; <TZ>
WRITE ""
REM
REM Perform drive mappings
REM
MAP S1:=%FILE_SERVER/SYS:PUBLIC
MAP S2:=%FILE_SERVER/SYS:APPS
MAP H:=%"HOME DIRECTORY"
DRIVE H:
REM
WRITE ""
WRITE "Login script end"
```

Sample setup script

The following setup script illustrates

- How to map a drive to the user's home directory
- How to copy files to the user's home directory

You might want to maximize this window before viewing the setup script.

```
WRITE "Setup script begin"
WRITE "Copying important files to user's home directory"
MAP n:=server1\sys:users\%LOGIN_NAME
REM
REM Note that %LOGIN_NAME only stores 8 characters. If the username is longer,
REM you can use %1 instead.
REM
#XCOPY c:\temp\*.wpd
WRITE "Setup script end"
```

Tips

▪ To define a new charge rate, choose **Add Charge Rate**, enter the top and bottom parts of the fraction, and then choose **OK**.

▪ You can define up to 20 different charge rates per service on a server. However, you must apply each charge rate to a time or it won't be saved.

▪ To apply a charge rate to a time, choose the charge rate from the list and then choose one or more cells in the time grid.

▪ You can drag to choose multiple cells. The resulting colored area represents the time during the week when the charge rate is in effect.

▪ Charge rates apply the same to all users; you can't charge one rate for one user and another rate for another user.

▪ Users are charged only for services performed by servers on which accounting has been set up. Services performed by other servers aren't charged to user accounts.

Tips

- Each charging server computes charges and subtracts them from the account balance every half hour during the defined time periods. In the case of disk space, charges are computed and subtracted only once a day, during the defined half hour.

- If you plan to enforce a credit limit, you might want to monitor the account balance for two or three weeks and then adjust the balance and/or charges as needed.

Tips

▪ To edit this object's explicit rights assignments, choose the target object from the list, and then under **Object rights** and **Property rights**, check and uncheck check boxes to grant and deny rights.

▪ To explicitly deny all object and/or property rights, under **Object rights** and/or **Property rights**, choose **Clear**. Explicitly denying rights is ineffective if the rights are granted by security equivalence at the same level.

▪ To add an explicit rights assignment, choose **Add Assignment**, choose the target object, and then choose **OK**. Then under **Object rights** and **Property rights**, check and uncheck check boxes to grant and deny rights.

▪ To remove an explicit rights assignment, choose the target object from the list, and then choose **Delete Assignment**.

▪ To view this object's effective rights to an object, choose the target object from the list, and then choose **Effective Rights**. If the target object isn't listed, just choose **Effective Rights**, and then in the **Effective Rights** dialog box, choose a different object using the browse button.

Tips

▪ If you are making explicit rights assignments for multiple existing users, the existing rights assignments for the users aren't listed, because they might be different for each user.

▪ To set the users' explicit rights to themselves, choose the bracketed **< >** user from the list, and then under **Object rights** and **Property rights**, check and uncheck check boxes to grant and deny rights. For a Template object, these settings are stored in the New Object's Self Rights property.

▪ To add an explicit rights assignment, choose **Add Assignment**, choose the target object, and then choose **OK**. Then under **Object rights** and **Property rights**, check and uncheck check boxes to grant and deny rights.

▪ To explicitly deny all object and/or property rights, under **Object rights** and/or **Property rights**, choose **Clear**. Explicitly denying rights is ineffective if the rights are granted by security equivalence at the same level.

▪ If you are making explicit rights assignments for multiple existing users, each assignment either adds a new entry to the target object's trustee list, or replaces an existing entry. If an existing entry is replaced, both the object rights assignments and the property rights assignments are replaced, even if you only specified settings for one of them.

Tips

▪ To control which file system rights assignments are shown under **Files and directories**, from **Volumes**, choose the volume that contains the files and directories you want. Use **Find**, **Show**, and **Hide** to control which volumes are listed.

▪ To edit an explicit file system rights assignment, choose the file or directory from the list, and then under **Rights**, check and uncheck check boxes to grant and deny rights.

▪ Explicitly denying rights is ineffective if the rights are granted by security equivalence at the same level.

▪ To add an explicit file system rights assignment, choose **Add**, choose the file or directory, and then choose **OK**. Then under **Rights**, check and uncheck check boxes to grant and deny rights.

▪ To remove an explicit file system rights assignment, choose the file or directory from the list, and then choose **Delete**.

▪ To view this object's effective rights to a file or directory, choose the file or directory from the list, and then choose **Effective Rights**. If the file or directory isn't listed, just choose **Effective Rights**, and then in the **Effective Rights** dialog box, choose a different file or directory using the browse button.

Tips

▪   If you are making explicit file system rights assignments for multiple existing users, the existing file system rights assignments for the users aren't shown, because they might be different for each user.

▪   To set users' explicit rights to their home directories, choose **<Home Directory>** from the list, and then under **Rights**, check and uncheck check boxes to grant and deny rights. You can do this only in a Template object; the settings are stored in the Home Directory Rights property.

▪   Explicitly denying rights is ineffective if the rights are granted by security equivalence at the same level.

▪   To add an explicit file system rights assignment, choose **Add**, choose the file or directory, and then choose **OK**. Then under **Rights**, check and uncheck check boxes to grant and deny rights.

▪   Each explicit file system rights assignment either adds a new entry to the file or directory's access control list, or replaces an existing entry.

Tips

■   To add a trustee, choose **Add Trustee**, choose the object, and then choose **OK**. Then under **Object rights** and **Property rights**, check and uncheck check boxes to grant and deny rights for the trustee.

■   To explicitly deny all object and/or property rights, under **Object rights** and/or **Property rights**, choose **Clear**. Explicitly denying rights is ineffective if the rights are granted by security equivalence at the same level.

■   To edit a trustee's explicit rights assignment, choose the trustee from the list, and then under **Object rights** and **Property rights**, check and uncheck check boxes to grant and deny rights.

■   To remove a trustee, choose it from the list, and then choose **Delete Trustee**.

■   To edit the Inherited Rights Filter for this object (or for the target User objects), choose **Inherited Rights Filter**.

Tips

■ To add a trustee, choose **Add Trustee**, choose the object, and then choose **OK**. Then under **Access rights**, check and uncheck check boxes to grant and deny rights for the trustee.

■ Explicitly denying rights is ineffective if the rights are granted by security equivalence at the same level.

■ To edit a trustee's explicit rights assignment, choose the trustee from the list, and then under **Access rights**, check and uncheck check boxes to grant and deny rights.

■ To remove a trustee, choose it from the list, and then choose **Delete Trustee**.

■ To view a trustee's effective rights to this file or directory, choose the trustee from the list, and then choose **Effective Rights**. To view effective rights for an unlisted object, just choose **Effective Rights**, and then in the **Effective Rights** dialog box, choose the object using the browse button.

■ To filter inherited rights from all users of this file or directory, under **Inheritance filter**, uncheck the check boxes for the rights that you want blocked. You cannot block the Supervisor right or rights that are explicitly granted at this level.

Tips

▪   To specify a network address restriction, under **Network protocol**, choose the protocol of the network address, choose **Add**, and then complete the dialog box.

▪   You can specify network address restrictions for each protocol used by the user.

▪   If you don't specify any network address restrictions, the user can log in from any network address.

Tips

- The list of deleted files is empty until you choose **List**. If you just want to salvage or purge all deleted files in the selected directory, you can choose **Salvage** or **Purge** before choosing **List**. If you want to salvage or purge only certain files, choose **List** first.

- To list deleted files from all deleted directories instead of from the directory you chose in the browser, in **Source**, choose **Get From Deleted Directories**.

- To salvage files from a deleted directory, you need the Supervisor right to the volume's root directory, and the DELETED.SAV directory must exist in the root directory.

- To salvage files from an existing directory, you need the Create right to the directory.

- To purge a file, you must have the Erase right or be the owner.

- To filter or sort the list, fill in **Include** or **Sort options**.

- To choose multiple files from the list, hold down Ctrl or Shift while clicking.

Tips

▪ To manage files and directories on a NetWare* 2 or 3 volume, you must create the volume as an object.

▪ To create a Volume object, the server that the volume is attached to must exist as an object somewhere in the tree. If it doesn't exist, you must create it.

▪ You can create several NetWare Server objects for the same NetWare 2 or 3 server, as long as the objects are in different contexts.

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Tips

■   For general information about a volume, see the **Identification**, **Statistics**, and **Dates and Times** property pages.

■   To view or change the owner, use the **Dates and Times** page for a volume and the **Facts** page for a file or directory.

■   For general information about a file or directory, see the **Facts** page.

■   To limit the space that a directory can occupy, on the **Facts** page, check **Restrict size**. Then in **Limit**, enter the space limit in kilobytes.

■   To edit file system attributes, use the **Attributes** page.

■   To limit the space a user can use on a volume, use the **User Space Limits** page.

■   For help with items on a property page, choose **Help** from that page.

Tip

If you create a Template object based on an existing User object, only information that is stored in the User's properties is copied to the new Template. Therefore, the following Template properties are not filled in:

- New Object's DS Rights
- New Object's FS Rights
- Volume Space Restrictions

In addition, the User's Object Trustees property values are not copied to the Template's Trustees of New Object property.

Tips

▪ Use this dialog box as you would any other standard Open, Save, or Print Setup dialog box.

▪ If you are running Windows** 95** or Windows NT**, you can get help with any item in the dialog box by right-clicking the item and choosing **What's This?**

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Tips

- Double-clicking objects in the print layout expands or contracts the diagram.

- A trouble icon indicates printing problems. Expand the print layout tree completely to see exactly which object is not functioning

- A dashed line between objects means the connection is established only for the current print server session rather than every time the print server is loaded.

Tips

■   Parity checking degrades speed by about 10% but may be desirable in some environments such as printers connected by very long cables.

■   When parity checking is used, errors are reported at the printer. However, parity checking does not provide absolute assurance that no errors occur. If more than one bit changes, parity checking might not detect the error.

Tips

- Most printers are fast enough that stop bits is set to one.
- Slower printers like teletypes require more than one stop bit.
- The use of 1.5 stop bits requires a character length of 5 data bits.
- To choose 1.5 stop bits, first set data bits to 5.

Tips

▪ To restrict login times, choose one or more cells in the time grid. You can drag to choose multiple cells.

▪ If the user is logged in and reaches a restricted time, the system issues a five-minute warning. If the user is still logged in after five minutes, he or she is logged out and loses any unsaved work.

▪ If you are running Windows 3.1, you must set the TZ environment variable to your time zone before starting NetWare Administrator and making login time restrictions. Otherwise, your time zone is assumed to be Eastern Standard Time (TZ=EST5EDT).

▪ Login time restrictions are not adjusted for mobile or remote users whose local time zone is different than the NetWare server that is processing the login request.

Directory

A network database that provides look-up information for a single, logical NetWare* 4* network. In larger networks, the database is usually distributed across multiple servers.

The entries in the database provide access-control information for the individual users, servers, printers, and other objects in the network.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

main toolbar buttons

The set of buttons that is included in the toolbar by every main view that has the corresponding menu commands.

property pages

A secondary view provided by the browser tool in which the properties of an object are displayed as a set of notebook-style pages.

registration

The process of retrieving user preferences on startup and saving them on exit.

status bar

A configurable strip of status information along the bottom of the NetWare* Administrator window. It displays key information about your current session or task.

tool

An installable module (.DLL file) that adds capabilities to NetWare* Administrator. For example, the NDS* Manager tool adds Directory database maintenance capabilities.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

toolbar

A configurable strip of buttons that appears by default just below the NetWare* Administrator menu bar. Each item on the toolbar is a shortcut to a menu command.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

tree

A main view provided by the browser tool in which a network Directory is displayed as an expandable and collapsible tree.

view

A window that lets you view, and possibly edit, some type of network information. A **main** view provides the main window in which you work, and controls the menu bar; a **secondary** view is a dialog box that provides more detail or options for an item in the main view.

view-specific toolbar buttons

The set of toolbar buttons that are unique to the active tool. They are inserted in the position marked by **[Active View Buttons]** on the **Toolbar - Main Features** tab.

attribute

A characteristic of a network file or directory. For example: Read Only.

complete name

An object name that includes its path from the root of the tree. For example, if user KSMITH is located at O=Novell, OU=Sales, then her complete name is KSMITH.SALES.NOVELL.

In NetWare* Directory Services* terminology, complete name is called distinguished name (DN).

container

An object that can contain other objects. An example is an Organizational Unit. Objects you create in a container inherit the rights granted to the container.

leaf object

An object located at the end of a branch in the tree. Examples include User, Group, and NetWare* Server objects. Leaf objects can't contain other objects.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

login script

A list of commands that are executed when a user logs in to the network. The commands are typically used to establish connections to network resources that the user needs. A login script is a property of a container, Profile, Template, or User object.

manager

A user who has rights to manage other objects. To manage an object, a user must have the Write right to the Object Trustees (ACL) property.

network address

The internal network number that specifies where a device (such as a server or workstation) can be located in the network cabling system.

object

An icon in a browser view that represents an actual user, server, printer, or other object in the network. It also refers to the information stored for that object in the Directory database.

property

An item of information about a network object, such as a name, network address, or password. Some properties can have multiple values. For example, the Telephone property, found in many objects, can contain several telephone numbers.

protocol

A set of rules by which network clients and servers communicate. The term is also used to refer to the software module that's responsible for converting data to and from the protocol.

trustee

An object that has rights to access a network resource is a trustee of that resource.

trustee assignment

The assigning of another object as a trustee of the current object, file, or directory. The list of trustees is stored in the object's Object Trustees (ACL) property.

accounting

An optional NetWare* feature that lets you charge users for network services, such as connection time and disk reads and writes.

For each NetWare server, you can specify the services, rates, and times to be charged. For each user, you can specify an overall credit limit (account balance).

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

bindery services

A set of functions provided by NetWare* 4* servers to emulate the services provided by bindery-based (NetWare 2 or 3) servers.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

block

The smallest amount of disk space that the server reads or writes at a time. All disk accesses are measured in blocks. The block size for a volume is defined at installation, and is usually between 4 KB and 64 KB.

block suballocation

A feature that allows files to be stored in unused space within disk blocks. It requires some server memory but greatly reduces wasted disk space, especially if you have many small files.

charge rate

The number that is subtracted from a user's account balance for a unit of service. For example, a charge rate of 2/3 for connection time means that 2 is subtracted from the user's account balance for every 3 minutes of connection time.

context

The location of an object in the tree. For example, if a User is located in the SALES Organizational Unit of the ACME Organization, the user's context is SALES.ACME.

directory entry

An entry in a server's directory entry table (DET). Each directory entry contains information for a single file or directory, including the name, owner, date and time of last update, first six trustee assignments, and location of the first data block.

error log

A log of the errors that have appeared on the server console. It is stored as a text file on the server and keeps growing until you clear it.

The errors in the log might be related to Directory synchronization, file migration, NLM* execution, disk mirroring, or any other server operation. Most errors are corrected automatically, but you should check the log occasionally to understand problem areas and prevent them from becoming more serious.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

file compression

A feature that enables more data to be stored on server hard disks by compressing files that aren't being used.

interrupt mode

If a printer is using this transmission mode, its data port sends a signal, or interrupt, to its port driver (NPRINTER) indicating that it's ready to accept transmission of another character. The interrupt instructs the CPU to suspend its other processing activities to service the port.

migration

The moving of data from a volume to a secondary, on-line storage medium such as tape or optical disk, to optimize hard-disk space.

When data is migrated, users continue to perceive it as residing on the volume.

name space

A loadable module that enables the storing of non-DOS files, such as Macintosh** or OS/2** files, on a NetWare* server.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

polled mode

The default transmission mode for printers in NetWare* 4*. In this mode, the printer port driver (NPRINTER) periodically checks, or polls, its data port to determine whether it's ready to accept data transmission. The port's status is indicated by an electronic signal called a flag. Checks are made at each CPU timer tick (18 per second).

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

purge

To delete files permanently from a NetWare* server. Files that have been purged cannot be recovered.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

salvage
To recover files that were deleted but have not yet been purged.

service request

Any request from the network that causes the server to invoke a NetWare* Core Protocol* routine. Examples include a request to authenticate a user, a request to read a disk block, or a request to queue a print job.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

subordinate

An object that is below another object in the tree. For example, a leaf object is subordinate to its parent container, a file is subordinate to its parent directory, and an Organizational Unit is subordinate to its parent Organization.

auditing

The process of tracking and examining network transactions to ensure security.

character set

The standard ASCII character set has 128 characters of letters, numbers, and punctuation. It requires 7 bits for transmission.

An extended character set has 256 characters with 128 characters from the standard character set and an additional 128 characters of line drawings and foreign characters. It requires 8 bits for transmission.

current context

Your current location in a tree, as reported by the NetWare* Client* software. When you open a tree in the browser tool, the top object in the view is set by default to your current context.

effective rights

The actual rights that an object has to a resource when inherited rights, explicitly granted rights, and security equivalences are considered.

To calculate effective rights, you take the inherited rights that haven't been blocked by an Inherited Rights Filter and add to them (overriding as needed) the combined rights obtained from explicit assignments and security equivalences. To combine explicit assignments and security equivalences, you grant each right that is granted by *either* source, and you deny each right that is denied by *both* sources.

inheritance

By inheritance, explicitly granted rights to one object apply to all subordinate objects, unless other rights are explicitly assigned at a lower level or the rights are blocked by an Inherited Rights Filter.

Inherited Rights Filter

The part of the Object Trustees property that prevents other objects from inheriting rights to this object.

- Only inherited rights can be filtered. Rights granted at the current level, either by explicit assignment or by security equivalence, cannot be blocked.

- The Supervisor right can be blocked to an object but not to a file or directory.

- Object rights and property rights are inherited separately; therefore, specific property rights can be blocked without affecting any object rights.

object rights

Rights to access an object. The object that possesses the rights is called the trustee. Object rights don't affect properties or property rights, with the exception of the Supervisor object right, which grants access to all property values.

print device

A defined set of printer functions and modes that are supported for the Printer objects in a container. Print devices can be saved as .PDF files.

print job configuration

A predefined set of options that a user can apply to a print job. It frees the user from having to specify each option setting when using print utilities like NPRINT and CAPTURE.

printer form

A defined set of paper dimensions that can be specified for a print job. When a print job requests a form that currently isn't mounted in the printer, the print server must wait to service the job until the operator mounts the form.

printer function

An action that the printer can perform, such as bold text or proportional spacing. You cause the printer to perform the function by sending control sequences to the printer.

printer language

A protocol or type of printing that this printer can receive. For example: PCL**, PCL 5, or PostScript**.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

printer mode

A set of printer functions that execute to prepare the printer for specific types of print jobs. For example, you might define a printer mode called Title that includes functions for bold, double wide, and letter-quality printing.

property rights

Rights to access the properties of an object. The object that possesses the rights is called the trustee. Property rights held by an object don't affect the object rights held by the object.

security equivalence

If a user possesses all the rights possessed by another object, the user is security equivalent to that object. Only users can be security equivalent to other objects.

A user is always security equivalent to the containers, groups, and organizational roles that he or she belongs to. For example, user KSMITH.SALES.ACME is security equivalent to the SALES and ACME containers.

specific property right

The right to access a single property of an object. Specific property rights override All Property rights, and cannot be inherited.

status flag

A flag that specifies status information for the file. It is similar to a file attribute, but you cannot set its value; it is set by the NetWare* file system.

* Novell trademark.   ** Third-party trademark.   For more information, see <u>Trademarks</u>.

typeface

A collection of fonts that the printer can produce. For example: Helvetica and Times Roman.

XON/XOFF

A method of hardware handshaking that uses the Clear to Send signal between the port and the printer. It prevents the sending system from transmitting data faster than the receiving system can handle. Use it to avoid troubleshooting the printer or cable pin configuration.