



Product Documentation

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# Embarcadero® AppWave™

## Quick Start Guide

3rd Edition

Version 3.0

Published February 15, 2012

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December 20, 2011

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# INTRODUCTION

This document helps you install and configure AppWave and introduces you to the basic functionality of AppWave, AppWave Browser, and AppWave Studio. It is comprised of the following topics:

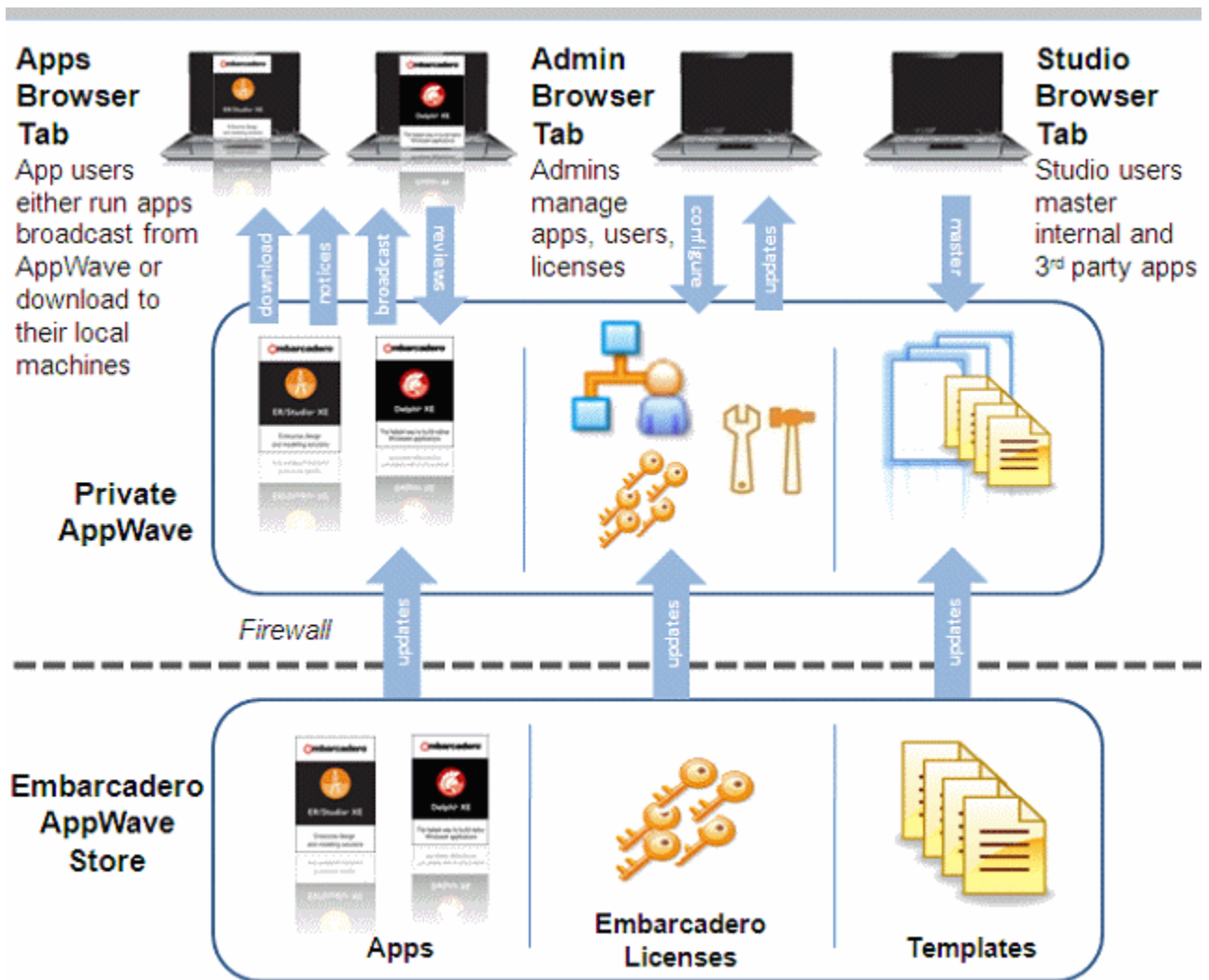
- [Introducing AppWave](#) on page 5
- [New Features of AppWave 3.0](#) on page 11
- [AppWave Requirements](#) on page 14
- [Installing AppWave](#) on page 16
- [Starting the AppWave Console](#) on page 18
- [Exploring AppWave Browser](#) on page 33
- [Creating an App](#) on page 42

For more information, see the Embarcadero website at [www.embarcadero.com](http://www.embarcadero.com).

## INTRODUCING APPWAVE

AppWave is Embarcadero's on-demand software solution. The Embarcadero AppWave Store is your source for applications or Apps, licenses, and templates you can use to master and broadcast your own Apps. The Private AppWave is your AppWave server. The Private AppWave catalog receives updates from AppWave Store when new App version, templates and reviews are available. The Private AppWave controls application, template and license availability to your users. It streams Apps to AppWave Browser users. AppWave Browser is the interface used to communicate with the Private AppWave and AppWave Store. AppWave Browser has several tabs that enable different functionality.

- The Apps tab lets users find, run, organize, and review Apps that are streamed to their desktop in a near- zero-install environment.
- The Admin tab lets the administrator control and monitor Application usage and licenses. It is also used to configure the Private AppWave.
- The Studio tab lets Authors master their own Apps that can be streamed from the Private AppWave to AppWave users.



This section provides a little more detailed introduction to the AppWave family and is comprised of the following topics:

- [Introducing AppWave Console](#) on page 8
- [Introducing AppWave Browser Apps Tab](#) on page 9
- [Introducing AppWave Browser Studio Tab](#) on page 10
- [Introducing the AppWave Admin Tab](#) on page 11

# INTRODUCING APPWAVE CONSOLE

**embarcadero** WELCOME, admin NOTIFICATIONS (14 NEW) HOME Help

**APPWAVE**  
Dashboard

**MANAGE USERS & GROUPS**  
Users  
Groups  
LDAP

**MANAGE FOLDERS**  
All Apps  
All-Access  
Database Tools  
Developer Tools  
IDEs  
App Folders

**MANAGE APPS**  
App Inventory  
Version Updates  
Download Progress  
Moderate Reviews

**MANAGE LICENSES**  
License Inventory  
License Assignments  
License Automation  
Connected Users

**SYSTEM MANAGEMENT**  
System Properties  
Streaming Service  
Backup License Server

**REPORTING**  
Reports

## Welcome to Embarcadero AppWave Dashboard

System ETTOTC20.embarcadero.com is up since 3 hours 52 minutes ago.  
✓ Streaming service online

**Download AppWave Browser**  
Use AppWave Browser to launch applications.  
During startup you may be required to provide the following AppWave address:  
Host: ETTOTC20.embarcadero.com  
Port: 80

**Set up licenses**  
License is configured. You can add more licenses.  
Setting up licenses is a **mandatory** step to complete configuring your AppWave.

**Download applications**  
Applications can be launched quicker if they are downloaded.  
This is an **optional** step to complete configuring your AppWave.

**Manage mastering plugins**  
View and download plugins.

**Import LDAP users and groups**  
Configure AppWave to authenticate users against an LDAP directory.  
This is an **optional** step to complete configuring your AppWave.

**Change admin password**  
Changing Admin's password is strongly suggested.  
This is an **optional** step to complete configuring your AppWave.

**Update application catalog configuration**  
Product update information can be retrieved from the Embarcadero AppWave Store.  
Last updated on Aug 30, 2011 1:00:01 PM  
This is an **optional** step to complete configuring your AppWave.

**Manage disk space**  
Total free space 10.00G on disk. Necessary disk space 26.26G.

**Set up backup license server**  
No backup license server configured.

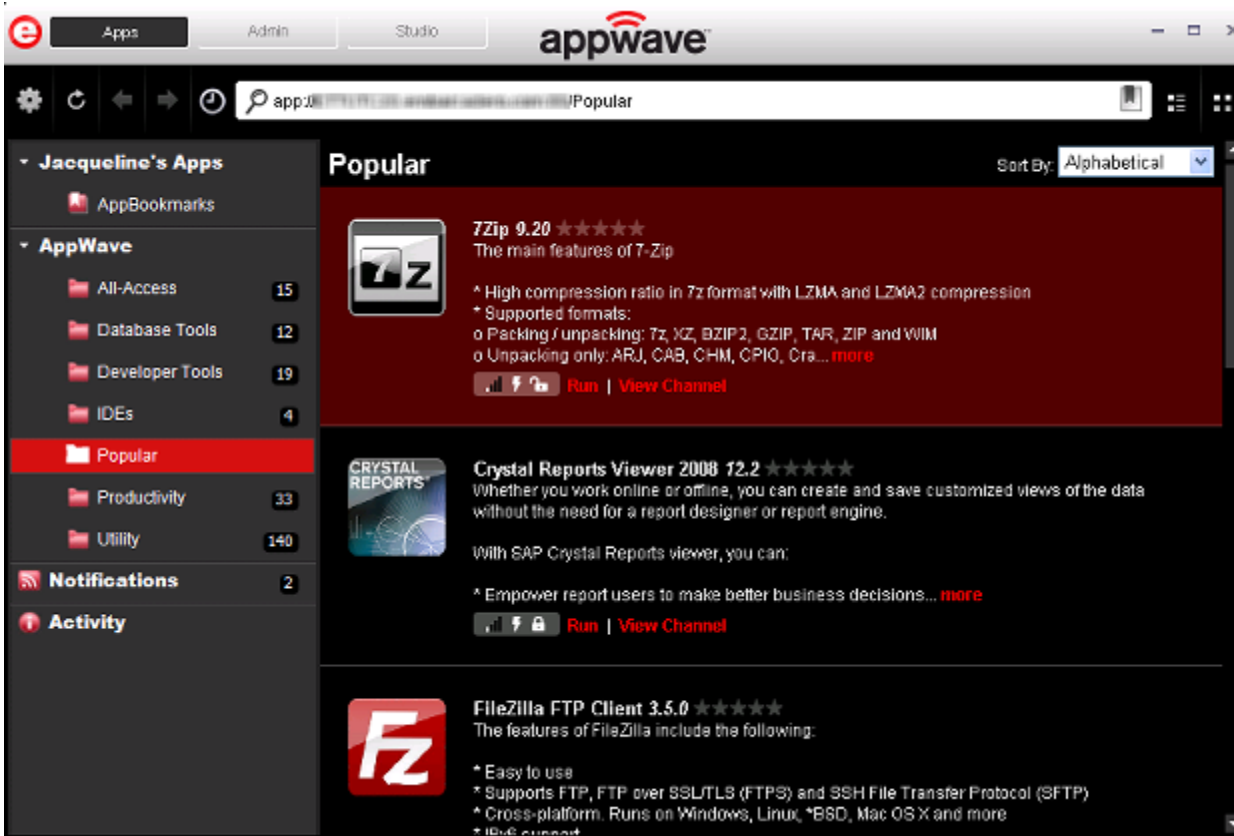
Embarcadero AppWave DEV-build.1031 © Copyright 2011 Embarcadero Technologies, Inc., All Rights Reserved



AppWave has the following features:

- Centrally provision, manage and update your software and licenses inside your own firewall.
- Control which applications and software versions are available via the AppWave Browser.
- With network licensing, control the list of authorized users.
- Create and access reports to understand usage history.

## INTRODUCING APPWAVE BROWSER APPS TAB



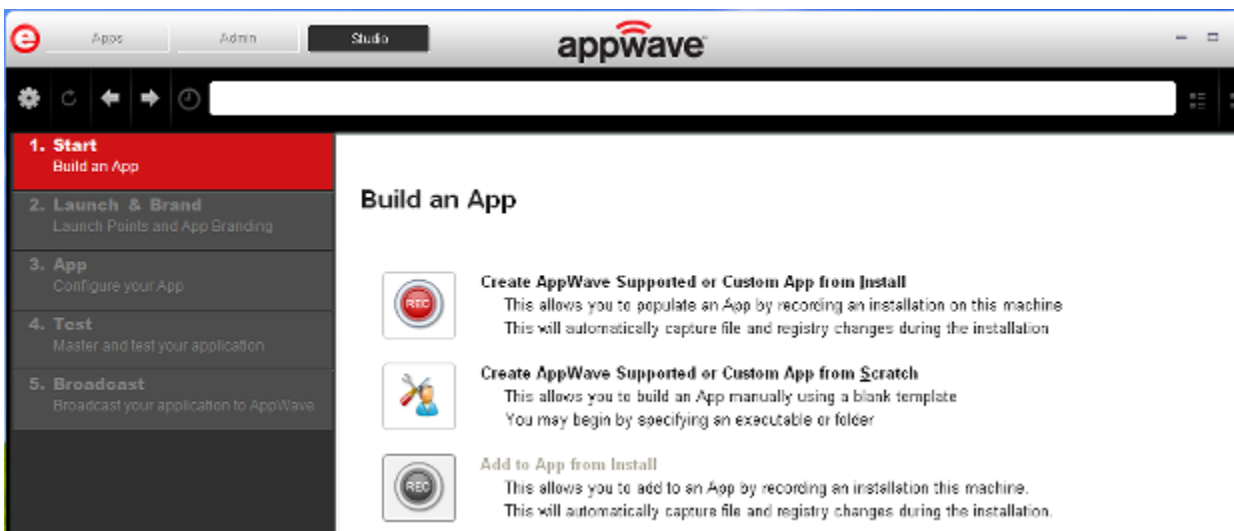
The AppWave Browser Apps tab has the following features:

- Lightweight client access to zero-install tools.
- Launch, install, update, and select product versions.
- Runs on your network with AppWave.
- Access Embarcadero AppWave Store for free apps.

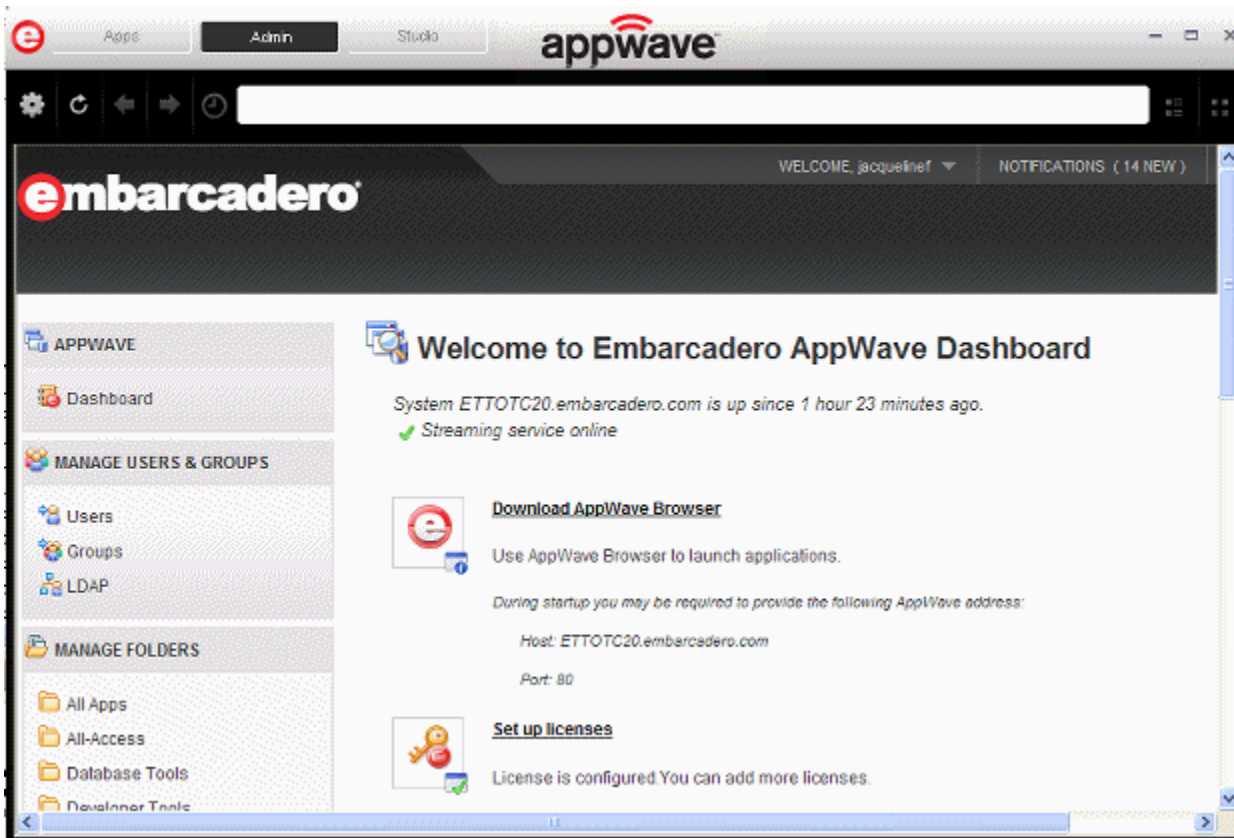
## INTRODUCING APPWAVE BROWSER STUDIO TAB

The AppWave Studio is an application within the AppWave Browser where you can master an existing or new application for AppWave. These mastered applications are referred to as “Apps” in the AppWave Browser.

Once you master your applications, these applications can then be streamed from the AppWave and then run locally on the desktop without installation. This options also allows applications to be run on locked-down desktops. There are no conflicts with other applications, no writing to the system areas of their registry or modifying shared dlls. Application data such as configuration and license information is stored locally on the hard disk, and is separate from the executable itself.



## INTRODUCING THE APPWAVE ADMIN TAB



The AppWave Admin tab is available in AppWave Browser for users with administrative rights. When selected, the AppWave console pages open where you can perform all the usual administrative functions as if you were connected to AppWave via Internet Explorer or Firefox.

## NEW FEATURES OF APPWAVE 3.0

This section describes the new features of the following AppWave components and additional components available in this release.

- [New Features of AppWave 3.0](#) on page 12
- [New Features of AppWave Browser 3.0](#) on page 12
- [New Features of AppWave Studio 3.0](#) on page 13

## NEW FEATURES OF APPWAVE 3.0

### **App inventory**

The app inventory on the Embarcadero AppWave now includes more than 300 free apps, more than 50 commercial templates, and all Embarcadero products.

### **Offline app usage**

AppWave supports offline usage for commercial apps with workstation, free or network named licenses. You can now assign network named licenses for commercial products to your users for their use offline, when not connected to AppWave. Concurrent licensing is currently supported only for Embarcadero apps.

### **Installation feedback and options**

The AppWave installation has been improved to provide more visual feedback during the installation process and at completion offers you the option to either launch the admin console or install AppWave Browser.

### **ELC querying**

You can now use a read only user account to access the Embarcadero License Center database. For more information, see the "Querying the ELC Database" in the *AppWave Administrator Guide*.

## NEW FEATURES OF APPWAVE BROWSER 3.0

### **Install from the command line**

AppWave Browser can now be installed from the command line without user intervention. For additional details, see "Administrator Installing AppWave Browser" in the *AppWave Administrator Guide*.

### **Install for all users**

AppWave Browser can be installed once for all users on a machine, such that only one instance of AppWave Browser is installed, but multiple users on that machine can use AppWave and it will track their personal settings, preferences, and Apps. For more information, see "Administrator Installing AppWave Browser" in the *Administrator's Guide*.

### **Microsoft SCCM compatible**

AppWave Browser can now be pushed out to your user's desktops via Microsoft SCCM. For additional details, see "Distributing AppWave Browser Using Microsoft SCCM" in the *AppWave Administrator Guide*

### **Cache/local repository improvements**

- You can now maximize the cache size so Apps can be streamed in their entirety to your local repository.
- You can set the cache to automatically grow as you download and run apps.
- The minimum cache size has been decreased to 512K.
- You can now designate your local repository to be located in a network shared directory.

For more information see “Configuring AppWave Browser Options” in the *AppWave Browser Apps User Guide*.

### **Free apps**

With an internet connection you can access more than 300 free apps on the public Embarcadero AppWave.

### **Windows integration**

Apps are now more tightly integrated with Windows and for example, can now be associated with shortcuts in the Start menu, right-click menu, task bar, and File Explorer. For more information, see “Running Apps from the Windows Desktop” in the *AppWave Browser User Guide*.

### **Offline app usage**

AppWave now supports offline usage for commercial apps with workstation, free or network named licenses. Concurrent licensing is currently supported only for Embarcadero apps.

### **Complex app suites**

Support for complex apps such as Microsoft Office and Adobe Create Suite can be seen as individual apps in AppWave Browser, and are integrated so you can insert an object from one app in the suite into another app in the suite. For example, you can insert an Excel spreadsheet into a Word document.

### **Individual trial licenses**

An individual user can now request a trial license for Embarcadero products using their own Embarcadero Developer Network credentials.

## **NEW FEATURES OF APPWAVE STUDIO 3.0**

### **Authoring support for over 50 additional commercial applications**

There are now more than 50 commercial templates available and templates are available for all Embarcadero products.

## Integration of app with Windows

In the mastering process, you can more tightly integrate your apps with Windows by, for example, configuring Start menu entries, shortcuts, and file associations for the app.

## Scripting

You can now add scripts to perform such actions as launching an batch file or application on app startup or shutdown.

## Multiple recordings

You can now add multiple recordings to an .app file to for example add a patch to a previous installation or add a database client installation to the main software product.

## Complex suite apps

Mastering suite applications, such as Microsoft Office and Adobe Creative suite, are now supported. Studio allows you to create one package that contains all the suite apps which when deployed appear as separate apps to the user. The AppWave administrator can also permit or deny the use of licenses for each individual app in a suite.

# APPWAVE REQUIREMENTS

The minimum requirements for AppWave are:

- Intel Pentium III 1.2 GHz processor or higher
- 2 GB of RAM
- Basic install of 650 MB with an additional 100GB for the repository for initial and future product downloads. (Current app inventory of all apps requires 53 GB of disk space.)
- High resolution monitor (1024 x 768), 16-bit display or greater
- AppWave is supported on the following operating systems:
  - Windows XP SP3, 32-bit
  - Windows 2003, 32-bit
  - Vista SP2, 32-bit
  - Windows 7, 32 and 64-bit
  - Windows 2008 R2
- Mozilla Firefox or Internet Explorer 7 or later

- AppWave uses the following ports by default, which are set by the installer  
Tomcat and other internal processes: 8009  
AppWave server port: 80  
Shutdown port: 8082  
Database port: 3052  
Licenses port: 5567
- All products that you share through AppWave reside in the repository. Ensure that you have enough hard disk space to accommodate all of the products prior to defining the location of the repository directory. Individual space requirements can be found in the individual product documentation at [docs.embarcadero.com](http://docs.embarcadero.com).
- AppWave ships with JVM 1.6 embedded.

#### Technical requirements for AppWave Browser:

- AppWave Browser is a Windows application that is supported on the following 32-bit and 64-bit operating systems:  
Windows XP 32-bit, SP3 and higher  
Vista SP2, 32-bit  
Windows 7, 32 and 64-bit
- AppWave Browser supports 32-bit applications on 32-bit and 64-bit operating systems. AppWave Browser does not support 64-bit applications.
- AppWave Browser is 85 MB in size and requires a minimum of 512 MB of memory to start. More memory will be consumed based on usage.
- Default cache size for AppWave Browser is 512 MB and can be increased manually. Using the Autogrow function, the cache can grow to accommodate the apps run as long as enough disk space is available.
- Products available in the AppWave Browser have the same approximate memory and disk size requirements as they do independent of AppWave. For the requirements of individual Embarcadero products, consult the product documentation at [docs.embarcadero.com](http://docs.embarcadero.com).

#### Technical requirements for AppWave Studio:

- Mastering is supported currently only on 32-bit operating systems.
- Mastering 64-bit applications is not supported.

# INSTALLING APPWAVE

There are several ways you can install AppWave. If you have internet connection from the designated AppWave host you can download the AppWave executable from the Embarcadero website and then stream the application from the AppWave Store or you can order the AppWave media kit and install AppWave and the free applications Embarcadero provides from DVD. This section describes both installation methods.

- [Install AppWave with Internet Connection](#) on page 16
- [Install AppWave Using the AppWave Media Kit](#) on page 17

AppWave can also be installed from the AppWave Store. For more information, see the AppWave Store section of this guide.

## INSTALL APPWAVE WITH INTERNET CONNECTION

In most situations, you will receive an email containing instructions including how to download the installer. This email will also contain licensing information you will need once AppWave has been installed.

**NOTE:** If you are upgrading from ToolCloud 1.x or from an earlier version of AppWave to AppWave X.X, please see the *Readme* for important upgrade information.

- 1 Quit all programs.
- 2 Launch the AppWave installer.
- 3 Select **I accept the terms of the License Agreement** and click **Next**. The **Install Options** page appears.
- 4 Accept the default installation options by clicking **Default Installation**.

**NOTE:** For complete details on the special circumstance installations and the installation options available, see the "Installation" section of the *AppWave Administrator's Guide*.

- 5 On the **Pre-Installation Summary** page that appears, click **Print Summary** so you have a record of the settings for later use.
- 6 Click **Install**.
- 7 Click **For End-Users and Authors** to install AppWave Browser. The AppWave service starts and the AppWave Browser installation starts.
- 8 Accept the End User License Agreement by clicking **Accept**. A desktop shortcut is created for AppWave Browser and the Browser starts and connects to the AppWave you just installed.

**NOTE:** For complete details on the special circumstance installations and the installation options available, see the "Installation" section of the *AppWave Administrator's Guide*.



## INSTALL APPWAVE USING THE APPWAVE MEDIA KIT

- 1 Quit all programs.
- 2 Insert the AppWave setup disk and in the root directory of the disk, double-click **Autorun.exe**.  
  
This starts the AppWave launcher program that will install AppWave.
- 3 Read the terms of the license agreement, and if you agree select **I Agree** and then click **Next**.
- 4 Accept the default installation options by clicking **Default Installation**.  
  
**NOTE:** For complete details on the special circumstance installations and the installation options available, see the "Installation" section of the *AppWave Administrator's Guide*.
- 5 On the **Pre-Installation Summary** page that appears, click **Print Summary** so you have a record of the settings for later use.
- 6 Click **Install**.
- 7 Click **Continue** to install AppWave Browser. The AppWave service starts and the AppWave Browser installation starts.
- 8 Accept the End User License Agreement by clicking **Accept**. A desktop shortcut is created for AppWave Browser and the Browser starts and connects to the AppWave you just installed.

# STARTING THE APPWAVE CONSOLE

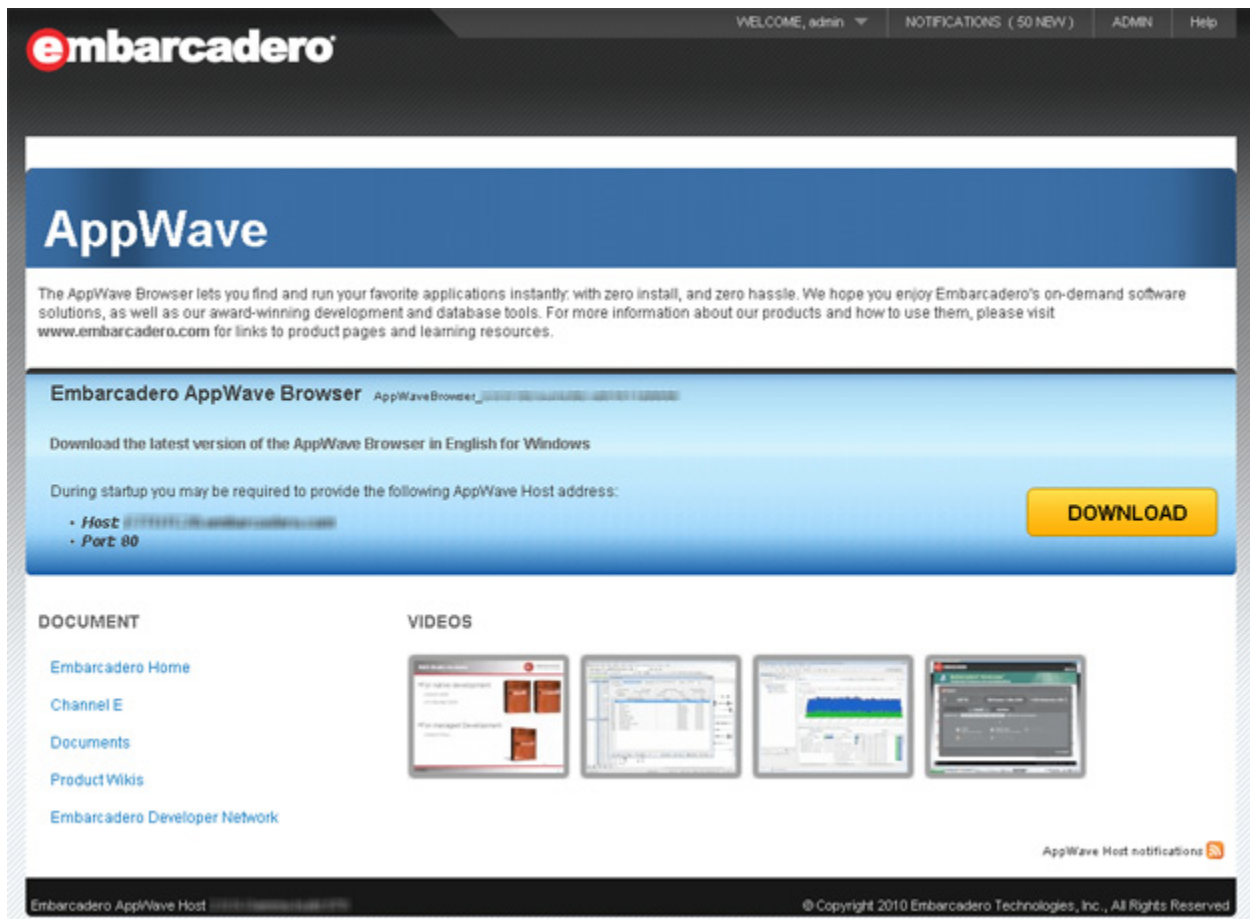
You use the AppWave Admin Console to manage users, applications, and licenses, and to configure AppWave.

- 1 On the machine onto which you installed AppWave, open an internet browser and go to the URL:

`http://localhost/aaserver`

If you gave it a port number other than 80 during installation, use:

`http://localhost:<port_number>/aaserver.`



- 2 At the top of the AppWave **HOME** page, click **ADMIN**.
- 3 Enter your login credentials. By default, the initial login name is "admin" and the password is "admin".

**NOTE:** You should change your password immediately.

- 4 Click **Login**. The **ADMIN** page opens to the **Welcome to Embarcadero AppWave Dashboard** page.

**NOTE:** In its default configuration, anyone inside your firewall can access your AppWave and run the applications streamed by it. Also, Apps broadcast from AppWave Studio will immediately be added to the **All Apps** folder and will be available to the **All Users** group. To secure your AppWave, set **Restricted mode** and **Allow client to register user** to off. You should also edit the **All Users** group and the **All Apps** folder, and the user to limit the licenses available for that user. For more information, see "System Management", "Folder Management", "Group Management", and "User Management" in the *AppWave Administrator Guide*.

## POPULATING YOUR APPWAVE WITH APPS

Your AppWave can be populated with Apps either via an Internet connection or from the Embarcadero AppWave Media Kit. This section describes the procedure involved to populate your AppWave.

- [Obtain Apps Via Internet Connection](#) on page 19
- [Obtain Apps Via the AppWave Media Kit](#) on page 20

**NOTE:** AppWave Browser users will need to be connected to the internet in order to register and use free apps from the AppWave Store.

## OBTAIN APPS VIA INTERNET CONNECTION

If your AppWave has an Internet connection, then by default, when an AppWave Browser user attempts to run an App, it will be automatically downloaded from the Embarcadero AppWave Store to your AppWave and then broadcasted to the Browser. You can also choose to cache all your licensed and free Apps on your AppWave through the **App Inventory** option on the Admin console. When cached on your AppWave, the Apps will start faster for your Browser users. For more information on using the **App Inventory** option, see the *AppWave Administrator Guide*.

**Next Step:** [Licensing AppWave Apps](#) on page 21

## OBTAIN APPS VIA THE APPWAVE MEDIA KIT

The AppWave Media Kit is used to install AppWave when you do not have access to the Internet from the machine designated to be the AppWave server or when you want to install the Apps Embarcadero provides, without having to download them from the AppWave Store. This section helps you install AppWave Apps.

**NOTE:** For information on upgrading an existing ToolCloud 1.x installation using the AppWave Media Kit, see the upgrade instructions in ReadMe.htm.

- 1 Log in to the AppWave console using admin credentials.
- 2 From the **MANAGE APPS** menu, click **Version Updates**.
- 3 At the bottom of the page, click **Manually update your applications**.
- 4 If you have purchased AppWave for Custom Apps licenses and want to be able to use the templates you must perform steps 5 and 6 in order. Otherwise, proceed to step 7.
- 5 Import Pade Plugins as follows:
  - In the **Media Kit location** field, enter the location of the directory on the setup disk containing the Pade Plugins, such as E:\PADE.
  - Click **Submit**.
  - Once the list is populated, at the bottom of the page, click **Import**.

**CAUTION:** Import Pade Plugins first, Template configuration requires that the Pade plugins be already present.

- 6 Import Templates
  - At the bottom of the **Version Updates** page, click **Manually update your applications**.
  - In the **Media Kit location** field, enter the location of the directory on the setup disk containing the Templates, such as E:\Templates.
  - Click **Submit**.
  - Once the list is populated, at the bottom of the page, click **Import**.
- 7 Import Apps
  - At the bottom of the **Version Updates** page, click **Manually update your applications**.
  - In the **Media Kit location** field, enter the location of the directory on the setup disk containing the Apps, such as E:\Apps.
  - Click **Submit**.
  - Once the list is populated, at the bottom of the page, click **Import**.


This will update the App Inventory with Apps that once cached on AppWave can be broadcasted to AppWave Browser users.

## 8 Import Installers

There are two ways to import installers. Choose one of the following methods:

- [Import installers one at a time](#) on page 21
- [Import all installers at once](#) on page 21

### Import installers one at a time

- From the **MANAGE APPS** menu, click **App Inventory**.
- On the **App Inventory** page, locate the App with an installer and click the **App Title** entry.
- On the App page that appears, locate the installer and at the far right of the page, click the Import Apps icon [].
- On the **Import Apps...** page, in the **Import location** field, enter the location of the directory on the product disk containing the installer file, such as E:\Install\_Files.
- Click **Submit**.

This will update the App Inventory with application installers that an AppWave Browser user can download and then install on their system and run the application locally.

### Import all installers at once

- At the bottom of the **Version Updates** page, click **Manually update your applications**.
- In the **Media Kit location** field, enter the location of the directory on the setup disk containing the all\_products.tc file, such as E:\.
- Click **Submit**.
- Once the list is populated, at the bottom of the page, click **Import**.

**Next Step:** [Licensing AppWave Apps](#) on page 21

## LICENSING APPWAVE APPS

Before you can use AppWave, you have to set up a license. The AppWave licensing process differs, depending on whether the license is a trial license or a purchased license, and whether your AppWave and AppWave Browser users have Internet connection or not.

The following topics help you obtain and register your AppWave licenses.

### With Internet Connection

[Obtain Trial Licenses When AppWave has Internet Access](#) on page 22

[Obtain Trial Licenses When Only the AppWave Browser has Internet Access](#) on page 24

[Register Licenses When AppWave has Internet Connection](#) on page 28

## Without Internet Connection

[Obtain Trial Licenses When Only the AppWave Browser has Internet Access](#) on page 24

[Host Time Limited License Certificates Without Internet Access](#) on page 24

[Obtain the License .zip file for AppWave When not Connected to the Internet](#) on page 25

[Register Licenses Using a .zip File](#) on page 30

## OBTAIN TRIAL LICENSES WHEN APPWAVE HAS INTERNET ACCESS

When AppWave has Internet access, trial on demand is available. The AppWave Browser can launch an Embarcadero product and if there is no license available, a trial license is automatically downloaded from Embarcadero. Trial licenses are typically valid for 30 days. However, you must set the trial license owner first.

- 1 From the AppWave **Dashboard**, click **Set up licenses**.



### **Set up licenses**

License is configured. You can add more licenses.

*Setting up licenses is a **mandatory** step to complete configuring your AppWave.*

- 2 On the **Set Up Licenses** page, click **Set Trial Owner**.

## Set Up Licenses

Choose one of the following options to configure the license/licensing.



### **Retrieve licenses**

Retrieve licenses that you have purchased from Embarcadero.



### **Set Trial Owner**

Enable concurrent trial licenses, allowing you to try all of Embarcadero's award-winning applications.



### **Manually import licenses**

Manually import license files that you have received from Embarcadero. If this machine cannot access the internet directly, licenses can be generated here via [web registration](#). Or you can contact [Support](#).

Cancel

- 3 Complete the **Set Trial Owner** page as required and then click **Save**.

## Set Trial Owner

Trials will be obtained when users will launch applications. These trials will be associated with the following EDN account:

\* EDN login name or email address:

\* EDN password:

The fields indicated with an asterisk (\*) are required to complete your request.

Save

Cancel

### Create EDN account

If you don't have an EDN account you can create one here.

**Next Step:** [Creating a User with Authoring Privileges](#) on page 31

## OBTAIN TRIAL LICENSES WHEN ONLY THE APPWAVE BROWSER HAS INTERNET ACCESS

If AppWave does not have Internet access but the AppWave Browser does, then a trial license can be obtained for the Browser user by an AppWave administrator using the following procedure.

- 1 From an Internet connected AppWave Browser, connect to AppWave using administrator credentials.

From the **Tools and Options** menu, click **Connect**, enter the administrator credentials, and then click **Login**.

- 2 In the application window, locate and then launch the application for which the Browser user wants to obtain a trial license.
- 3 Enter the Embarcadero Developer Network (EDN) credentials of the trial owner.

A .zip file containing the Embarcadero product license is downloaded to the AppWave Browser machine and is then automatically uploaded to the AppWave the Browser is connected to. Once this is accomplished the trial license for that specific product can be obtained from AppWave by any other AppWave Browser user on the network.

**Next Step:** [Creating a User with Authoring Privileges](#) on page 31

## HOST TIME LIMITED LICENSE CERTIFICATES WITHOUT INTERNET ACCESS

If neither your AppWave nor your AppWave Browser users have Internet access you can still obtain trial licenses from Embarcadero. Embarcadero support will send you an email that contains a certificate number, Login name and password that you use on the Embarcadero license creation site to obtain a license .zip file. Once you have the license .zip file, you can register the license in the same manner as you would for a purchased license as described in [Register Licenses Using a .zip File](#) on page 30.

**Next Steps:** [Obtain the License .zip file for AppWave When not Connected to the Internet](#) on page 25 and then [Register Licenses Using a .zip File](#) on page 30.

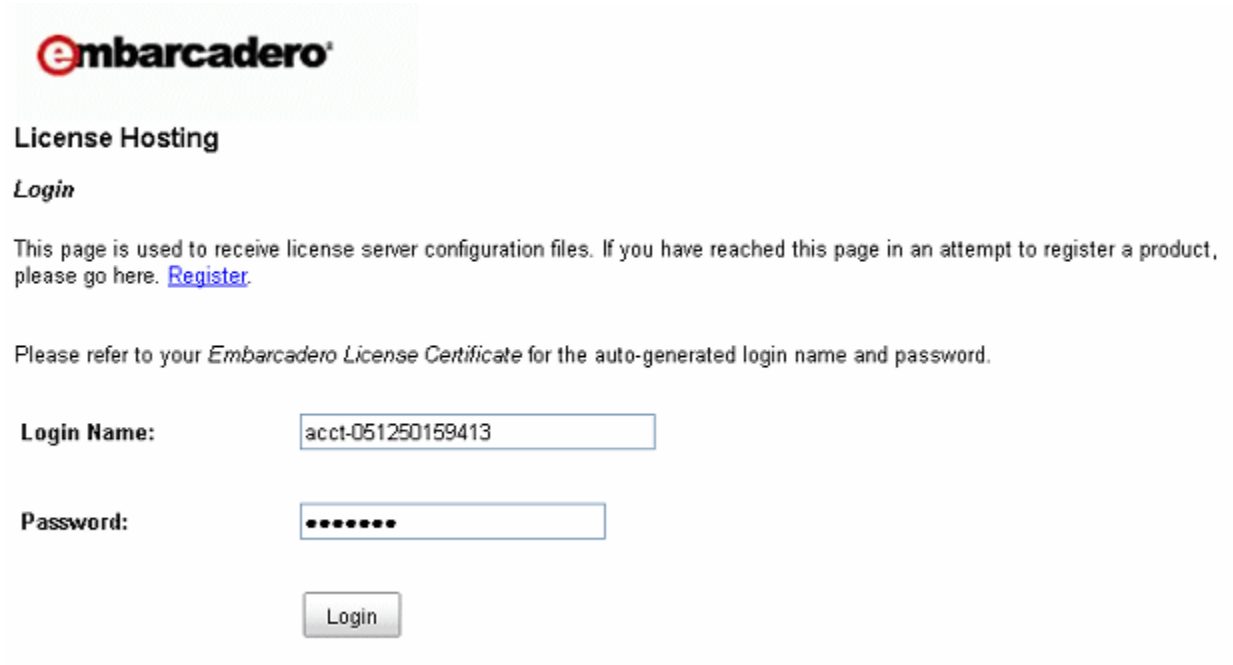


## OBTAIN THE LICENSE .ZIP FILE FOR APPWAVE WHEN NOT CONNECTED TO THE INTERNET

The following procedure helps you obtain the license .zip file you need to license AppWave.

- 1 From an internet connected computer, go to <https://reg.codegear.com/srs6/el/>.

The Embarcadero License Hosting page appears.



**embarcadero**

### License Hosting

*Login*

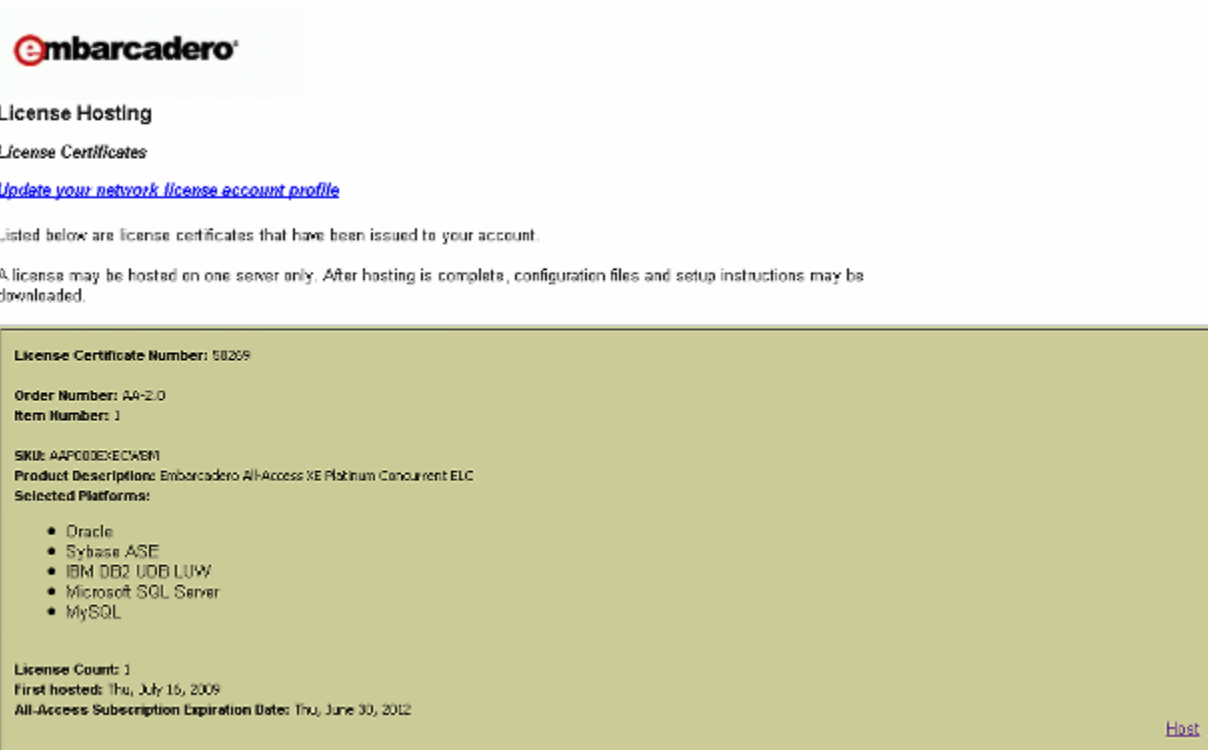
This page is used to receive license server configuration files. If you have reached this page in an attempt to register a product, please go here. [Register](#).

Please refer to your *Embarcadero License Certificate* for the auto-generated login name and password.

**Login Name:**

**Password:**

- 2 Enter your account **Login Name** and **Password** provided to you by Embarcadero.  
The License Certificates page appears showing all the licenses available to your account.



**embarcadero**

### License Hosting

*License Certificates*

[Update your network license account profile](#)

Listed below are license certificates that have been issued to your account.

A license may be hosted on one server only. After hosting is complete, configuration files and setup instructions may be downloaded.

**License Certificate Number:** 58269

**Order Number:** AA-210  
**Item Number:** 1

**SKU:** AAP003EXE0AEM  
**Product Description:** Embarcadero All-Access XE Platinum Concurrent ELC  
**Selected Platforms:**

- Oracle
- Sybase ASE
- IBM DB2 UDB LUW
- Microsoft SQL Server
- MySQL

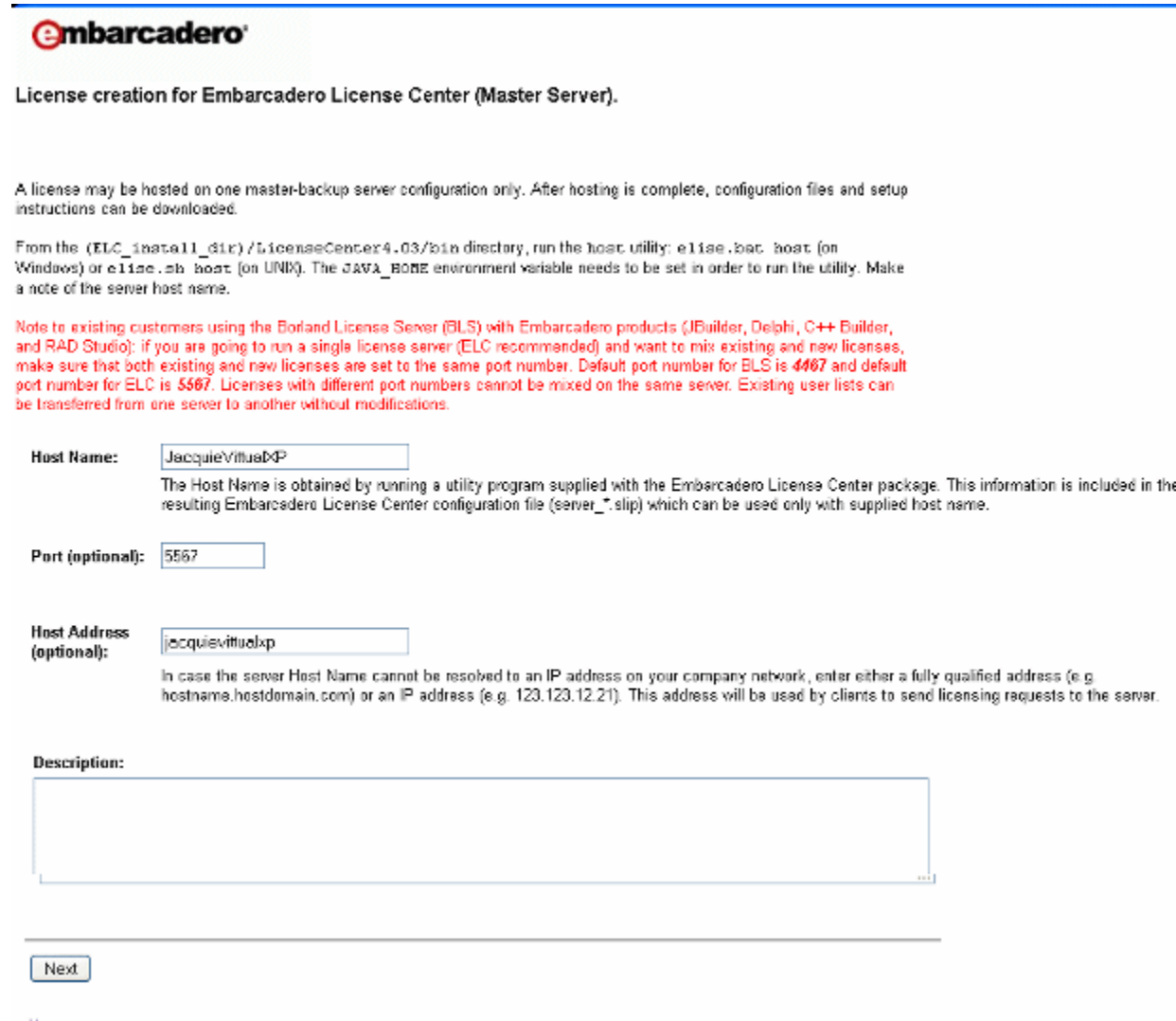
**License Count:** 1  
**First hosted:** Thu, July 16, 2009  
**All-Access Subscription Expiration Date:** Thu, June 30, 2012

[Host](#)

- 3 Locate the license that you want to use on your AppWave and on the bottom right-hand side of the certificate, click **Host**.

The following page appears.

---



**embarcadero**

**License creation for Embarcadero License Center (Master Server).**

A license may be hosted on one master-backup server configuration only. After hosting is complete, configuration files and setup instructions can be downloaded.

From the `(ELC_install_dir)/LicenseCenter4.03/bin` directory, run the host utility: `elise.bat host` (on Windows) or `elise.sh host` (on UNIX). The `JAVA_HOME` environment variable needs to be set in order to run the utility. Make a note of the server host name.

**Note to existing customers using the Borland License Server (BLS) with Embarcadero products (JBuilder, Delphi, C++ Builder, and RAD Studio):** if you are going to run a single license server (ELC recommended) and want to mix existing and new licenses, make sure that both existing and new licenses are set to the same port number. Default port number for BLS is **4467** and default port number for ELC is **5567**. Licenses with different port numbers cannot be mixed on the same server. Existing user lists can be transferred from one server to another without modifications.

**Host Name:**   
The Host Name is obtained by running a utility program supplied with the Embarcadero License Center package. This information is included in the resulting Embarcadero License Center configuration file (`server_.slip`) which can be used only with supplied host name.

**Port (optional):**

**Host Address (optional):**   
In case the server Host Name cannot be resolved to an IP address on your company network, enter either a fully qualified address (e.g. `hostname.hostdomain.com`) or an IP address (e.g. `123.123.12.21`). This address will be used by clients to send licensing requests to the server.

**Description:**

- 4 Enter the **Host Name** and then click **Next**.
- 5 Optional. Select the checkbox to configure a backup license server and then enter the host name obtained on the backup license server in Step 1.
- 6 Click **Next**.
- 7 Review the hosting information. To change the details, click **Back**, otherwise, click **Finish**.
- 8 On the page that appears, click **Download**.

The license .zip file is downloaded to your system. Copy this file to a location accessible by your AppWave server.

**Next Step:** [Register Licenses Using a .zip File](#) on page 30

## REGISTER LICENSES WHEN APPWAVE HAS INTERNET CONNECTION

When you purchase a license, Embarcadero may send you an email containing license certificate information. If you have a pre-existing license that you want to start managing with AppWave, you can also register it with AppWave using this procedure.

**NOTE:** If you have received a .zip license from Embarcadero, see [Register Licenses Using a .zip File](#) on page 30.

- 1 On the dashboard, click **Set up licenses**.



### **Set up licenses**

License is configured. You can add more licenses.

*Setting up licenses is a **mandatory** step to complete configuring your AppWave.*

- 2 On the **Set Up Licenses** page, click **Retrieve licenses**.



## Set Up Licenses

*Choose one of the following options to configure the license/licensing.*



### **Retrieve licenses**

*Retrieve licenses that you have purchased from Embarcadero.*



### **Set Trial Owner**

*Enable concurrent trial licenses, allowing you to try all of Embarcadero's award-winning applications.*



### **Manually import licenses**

*Manually import license files that you have received from Embarcadero. If this machine cannot access the internet directly, licenses can be generated here via **web registration**. Or you can contact **Support**.*

Cancel

The **Retrieve License** pane appears.



## Retrieve License

\* Login name:

\* Password:

Certificate number(s):

Enter one or more comma-separated Certificate numbers, to retrieve just those licenses you specified.

Host address:

This is the AppWave Host address used by clients for license requests. Ensure that it is correct. If not, specify the correct address as either a host name (hostname.hostdomain.com) or an IP address (123.123.12.1).

The fields indicated with an asterisk (\*) are required to complete your request.

▶ All hosted licenses are automatically downloaded under conf directory.

▶ You will need to reload server licenses manually if reload is not done during hosting

### Alternative Setup

Please use Embarcadero's License Hosting site to retrieve your licenses if any of the following are true:

1) 'Retrieve License' returns an error.

2) You are using, or plan to use, a port other than 5567 as the ELC Communication Port.

[Embarcadero License Hosting](#)

- 3 Enter **Login name** and **Password** and **Certificate number** provided in the email Embarcadero sent you when you purchased the license.
- 4 Ensure the Host address is correct.
- 5 Click **Retrieve**.

The license will be registered with AppWave.

**Next Step:** [Creating a User with Authoring Privileges](#) on page 31

## REGISTER LICENSES USING A .ZIP FILE

When you purchase a license, Embarcadero may send you an email containing license certificate information. If you have a pre-existing license that you want to start managing with AppWave, you can also register it with AppWave using this procedure.

**NOTE:** If you have received a .slip license from Embarcadero, see [Register Licenses Using a .zip File](#) on page 30.

- 1 On the **Dashboard**, click **Set up licenses**.



### Set up licenses

No licenses available. Please add one or more licenses.

*Setting up licenses is a **mandatory** step to complete configuring your AppWave.*

The **Set Up Licenses** pane appears.



## Set Up Licenses

*Choose one of the following options to configure the license/licensing.*



### Retrieve licenses

*Retrieve licenses that you have purchased from Embarcadero.*



### Set Trial Owner

*Enable concurrent trial licenses, allowing you to try all of Embarcadero's award-winning applications.*



### Manually import licenses

*Manually import license files that you have received from Embarcadero. If this machine cannot access the internet directly, licenses can be generated here via [web registration](#). Or you can contact [Support](#).*

Cancel

- 2 Click **Manually import licenses**.

The **Import Licenses** pane appears.

### **Import Licenses**

\* Zip file:

Please select a license zip file to import.  
The zip file contains both client and server licenses.

The fields indicated with an asterisk (\*) are required to complete your request.

- 3 Click **Browse** and navigate to the zip file containing the license.
- 4 Click **Import Licenses**.

The license will be registered with AppWave.

**Next Step:** [Creating a User with Authoring Privileges](#) on page 31

## CREATING A USER WITH AUTHORIZING PRIVILEGES

In order to complete the AppWave Studio portion of this guide, we need to create a user belonging to the Authors group. Being part of the Authors group lets the user see the AppWave Studio tab and use it to create Apps.





**NOTE:** The default Administrator account has access to all the tabs in AppWave Browse, including the Studio. So, if you like you can log in to AppWave Browser as admin and you can skip this procedure. Once AppWave Browser is running, you can change your user name and password in the Connect details of the AppWave Browser.

- 1 From the **MANAGE USERS & GROUPS** menu, click **Users**.

The **Users** pane appears.

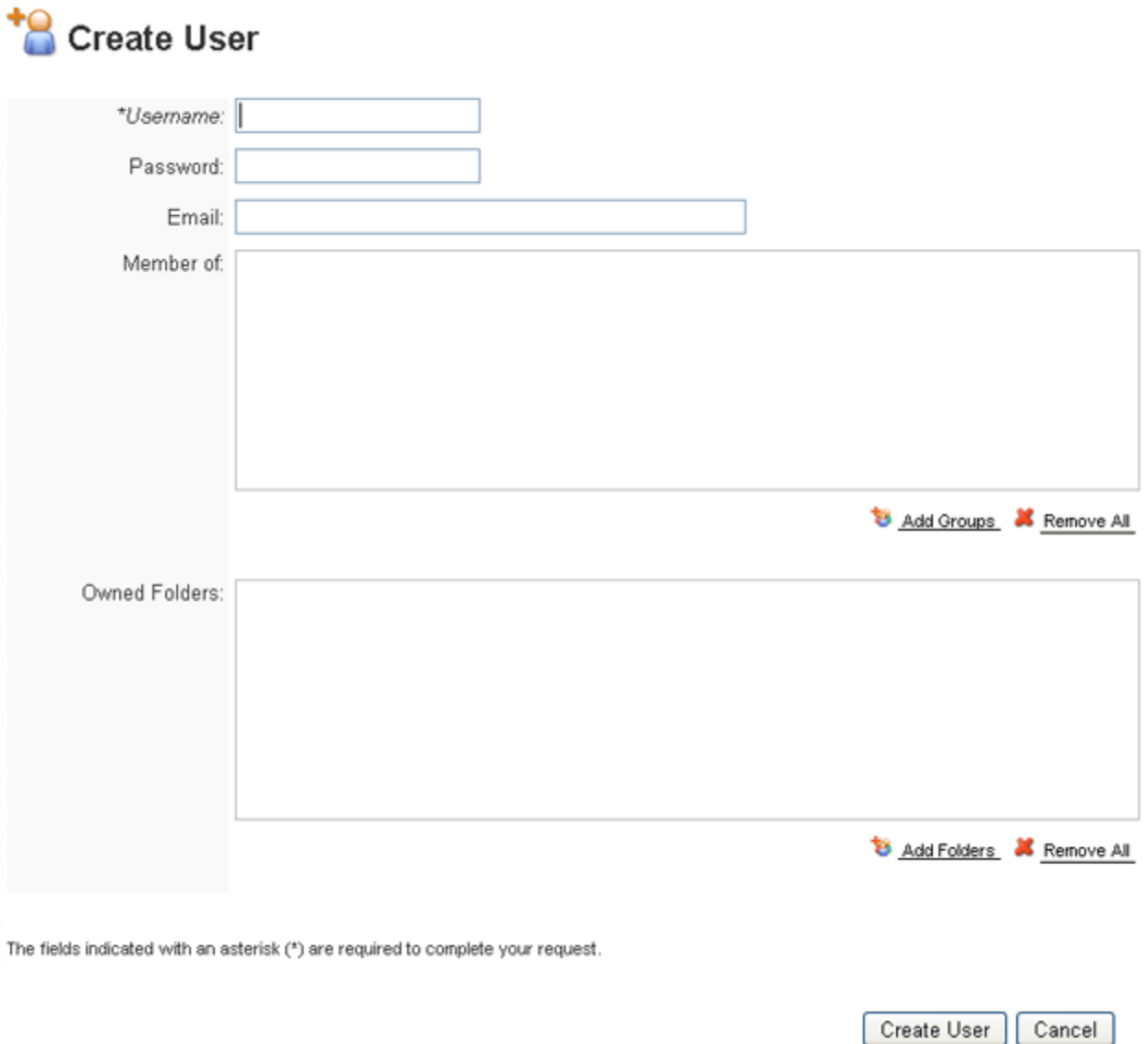
### **Users**

Search for:

<input type="checkbox"/>	User Name	
<input type="checkbox"/>	 <b>Jacquie</b>	
<input type="checkbox"/>	 <b>labs</b>	

- 2 Click **Create User**.

The **Create User** pane appears.





**Create User**

\*Username:



Password:

Email:

Member of:

 Add Groups  Remove All

Owned Folders:

 Add Folders  Remove All

The fields indicated with an asterisk (\*) are required to complete your request.

- 3 Enter the name of the user, and optionally a password and the user's email address.  
**NOTE:** Entering a password is optional only if the system property, Allow blank password has been set to On. For more information, see "System Properties > General tab" in the *AppWave Administrator's Guide*.
- 4 In the **Member of** area, click **Add Groups** and then from the **Groups** window, choose the **All Users** and **Authors** groups, and then click **Select**.
- 5 To grant the user access to applications on AppWave, in the **Owned Folders** area, click **Add Folders** and then on the **Folders** window, select the folders containing the applications the user should have access to, and then click **Select**.



- 6 Click **Create User**.

## MOVING ON

This completes the required setup of AppWave. There are many other features you can use to customize AppWave, which are discussed in the *AppWave Administration Guide*.

Now, we are ready to see the power of AppWave Browser, from which we can create a user account, initiate the download of an application from the Embarcadero AppWave Store to AppWave, and run and review applications.

## EXPLORING APPWAVE BROWSER

This section covers the following topics to introduce you to AppWave Browser.

- [Download AppWave Browser](#) on page 33
- [Start AppWave Browser](#) on page 35
- [Search for an Application](#) on page 36
- [Read an Application Review](#) on page 38
- [Launch an Application](#) on page 40
- [Access Online Help](#) on page 41

## DOWNLOAD APPWAVE BROWSER

AppWave Browser users access application information and run applications hosted on AppWave.

- 1 From an internet browser running on the machine where you installed AppWave, connect to AppWave at:

```
http://localhost/aaserver
```

- 2 To download AppWave Browser, on the AppWave **HOME** page, click **Download Embarcadero AppWave Browser**.

The screenshot shows the Embarcadero AppWave website. At the top left is the Embarcadero logo. The top right navigation bar includes 'WELCOME, admin', 'NOTIFICATIONS ( 50 NEW )', 'ADMIN', and 'Help'. The main heading is 'AppWave'. Below it, a paragraph describes the AppWave Browser as a tool for finding and running applications instantly with zero install and zero hassle. A section titled 'Embarcadero AppWave Browser' features a 'DOWNLOAD' button and instructions to download the latest version in English for Windows. It lists the host address as 'Host: 177.111.110.embarcadero.com' and port '80'. A 'DOCUMENT' sidebar on the left lists links to Embarcadero Home, Channel E, Documents, Product Wikis, and the Developer Network. A 'VIDEOS' section displays four video thumbnails. The footer contains 'Embarcadero AppWave Host' and '© Copyright 2010 Embarcadero Technologies, Inc., All Rights Reserved'.

3 Save AppWave Browser to disk; the download location depends on your browser setting.

## START APPWAVE BROWSER

- 1 To launch AppWave Browser, double-click the application executable downloaded in [Download AppWave Browser](#) on page 33.
- 2 *If you are have administrator privileges on your computer, AppWave Browser will run with Turbo mode enabled by default. AppWave Browser will install a tiny piece of virtualization software onto your system that allows you to run applications faster. The first time AppWave Browser runs it will ask you to reboot your computer so it can install this software. You will then need to restart AppWave Browser.*

*If you do not have administrator privileges on your computer, AppWave Browser will run with Turbo mode disabled mode by default, which does not require any change to your system software. To run in Turbo mode, have your administrator log in to your system and install AppWave Browser for you. Then after the system restarts, you will be able to run AppWave Browser in Turbo mode.*

You are automatically connected to the AppWave from which the AppWave Browser application was downloaded, using your Windows login credentials. If you do not already have an AppWave user account, one is created for you with default user credentials. Automatic registration of new users is enabled automatically by the AppWave System Properties, Allow client to register user setting. This setting is enabled by default. If you have not changed the Administrator password in the AppWave Console, you can alternatively log in as *admin* with a password of *admin*.

Depending on your user privileges, AppWave Browser may have up to three tabs available, *Apps*, *Admin*, and *Studio*. If you logged in as *admin*, you will see all three tabs. Otherwise only the *Apps* tab will be available to you



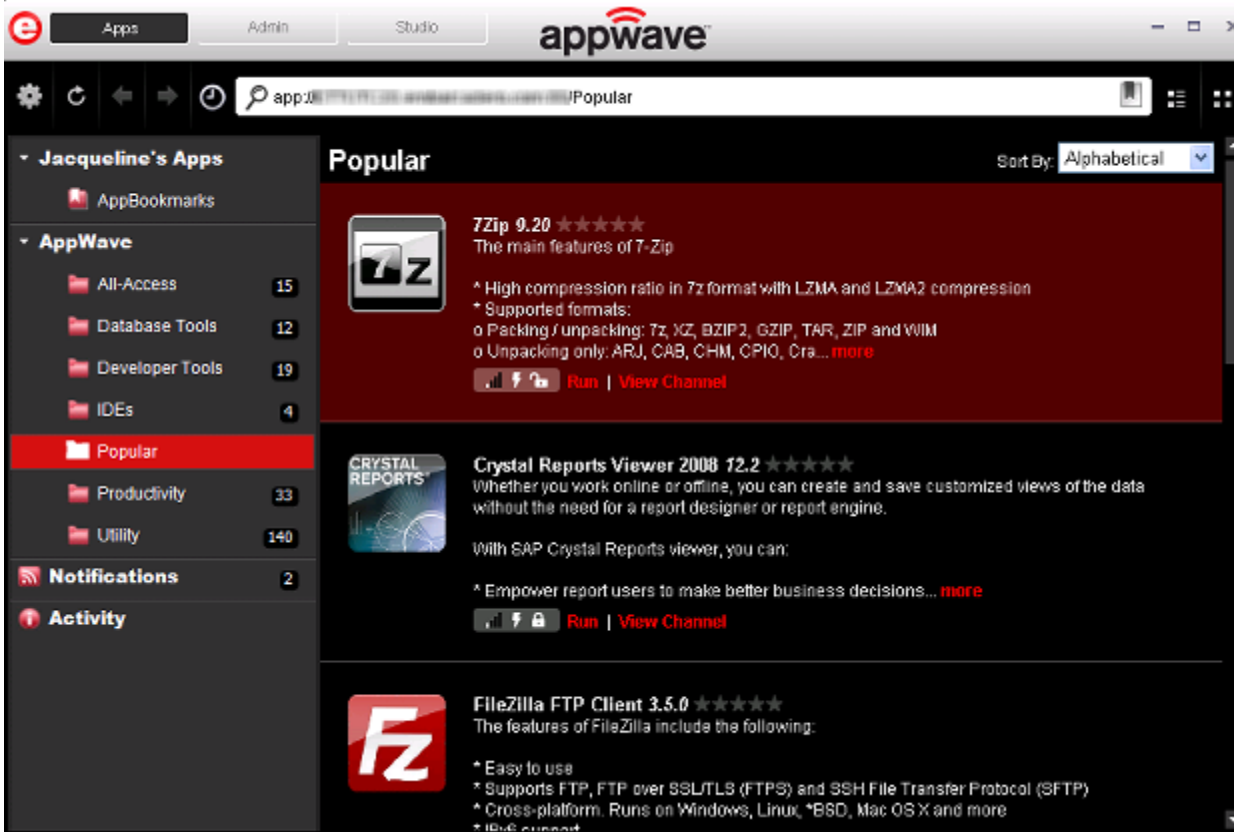
On the *Apps* tab you can view application details, search for and select the one you want to run. Applications are grouped into folders. Which folders of applications you see depends on permissions set for the folders in the *Manage Folders* section of the AppWave Console.

On the *Admin* tab you can manage users and groups, products, licenses and system properties. This is the same as the AppWave Console seen in your internet browser. This tab is only available to members of the *Administrators* group.

On the *Studio* tab you can package your own apps or InstantOns to deploy on AppWave. This tab is only available to members of the *Packagers* group.

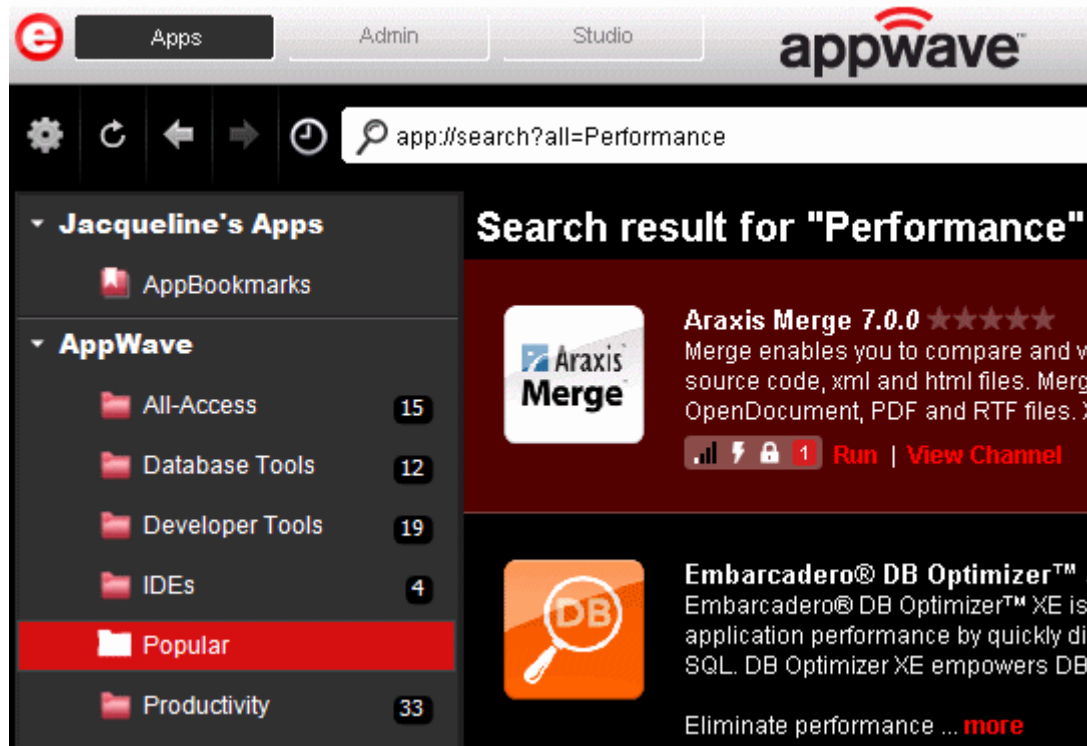
## SEARCH FOR AN APPLICATION

- 1 From the **Apps** tab, click **All-Access** in the **AppWave** to see the list of applications available on AppWave.



- 2 In the search field next to the eyeglass [ 🔍 ], enter the first few letters of the application you want to learn more about or run or a keyword you expect to see in the application name or details and then press **Enter**.

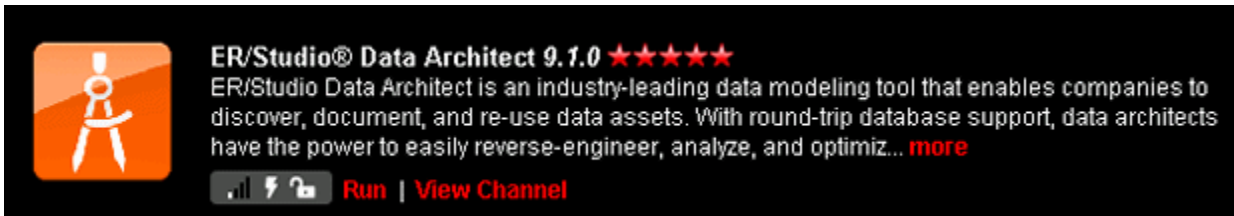
The application list is filtered to show only the applications that meet your search criteria.



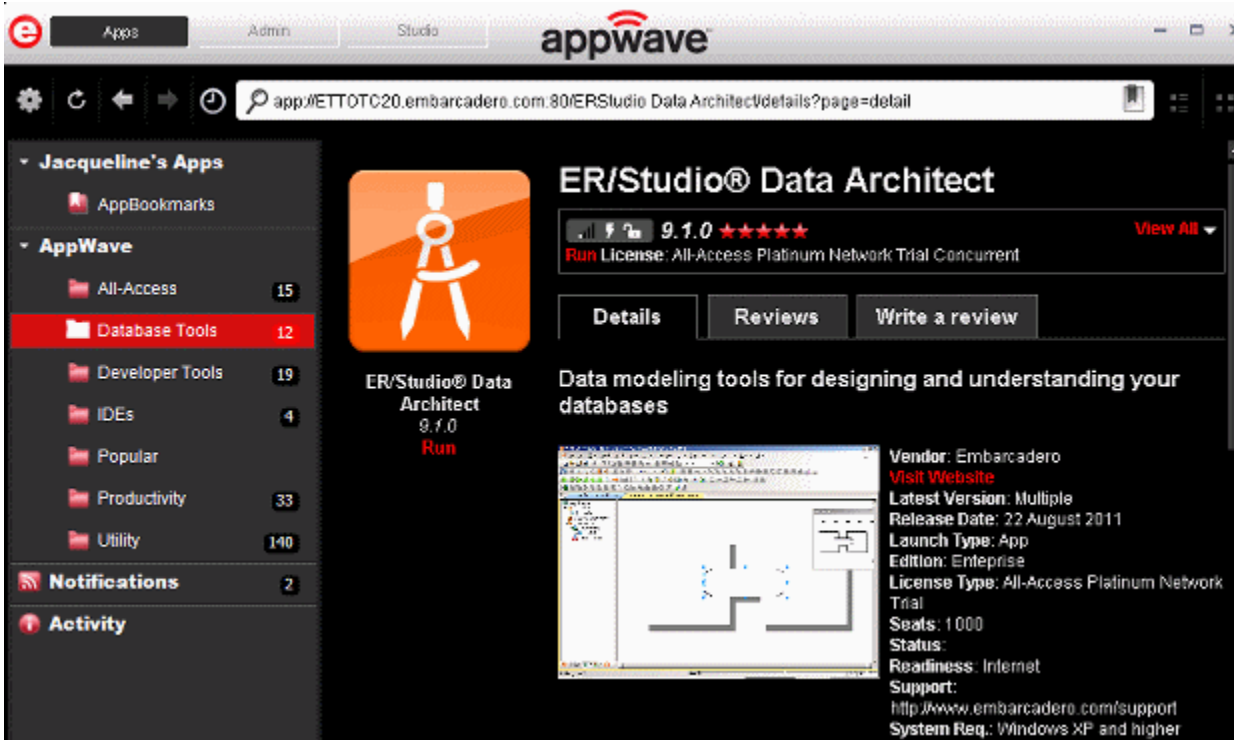
## READ AN APPLICATION REVIEW

- 1 Locate and then select the product you want to read reviews about and then click **View Channel**.

Applications for which there are reviews will show the average rating of the App to the right of the App name; some or all of the stars will be colored.



The application channel pane appears where you can read a detailed description of the application and read, write, and rate product reviews.



- 2 Click the **Reviews** tab and then scroll to view all the reviews.

The screenshot displays the product page for ER/Studio Data Architect. At the top left is the product icon, a white compass on an orange square. To its right, the product name 'ER/Studio® Data Architect' is shown in white. Below the name, the version '9.1.0' is displayed with five red stars, and a 'View All' dropdown menu is visible. A red 'Run' button is present, along with the license information: 'License: All-Access Platinum Network Trial Concurrent'. Below this are three buttons: 'Details', 'Reviews', and 'Write a review'. The 'Reviews' section is divided into two columns. The left column is titled 'Most Helpful Favorable Review' and features a green checkmark icon. It shows a review titled 'Great product' with five stars, five thumbs up, and one thumbs down. The review text reads: "An interactive environment for accessing ER/Studio data models. This distributable application offers the same sophisticated navigational features of ER/Studio to members of the modeling team that want advanced browsing and zooming capabilities but do not require the ability to edit the models." The reviewer is 'ADMIN' and the date is '24 October 2011 4:43:40 PM'. The right column is titled 'Most Helpful Critical Review' and features a red 'X' icon. It shows a review titled 'Great product' with five stars, five thumbs up, and one thumbs down. The review text is identical to the favorable review. The reviewer is 'ADMIN' and the date is '24 October 2011 4:43:40 PM'. A 'VS' icon is placed between the two review columns. At the bottom of each review column are links for 'Read all reviews' and 'Write a review'.

In the application details above we see that the **Average Rating** for this product is five stars.

- To rate a review, click thumbs up [👍] to agree with the review or click thumbs down [👎] to disagree with it.

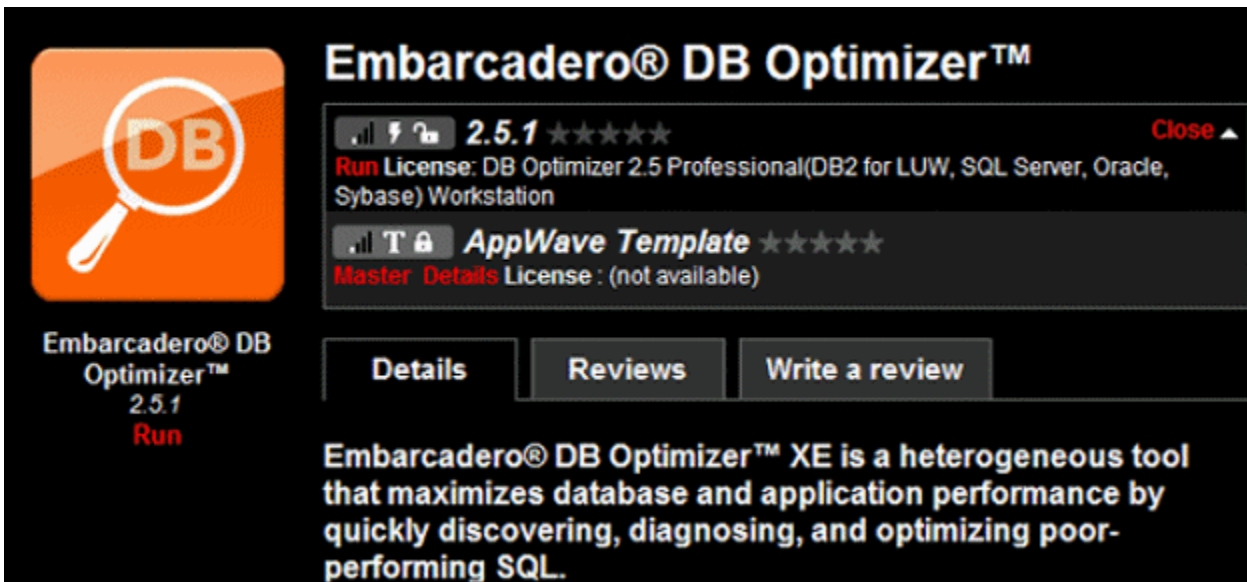
## LAUNCH AN APPLICATION

You can launch any App from the AppWave Browser.

- 1 In the application window, locate the App you want to run.
- 2 Click **Run** and the launch starts. If the application has not already been downloaded from the Embarcadero AppWave Store to your AppWave, then the Application starts downloading and when the download is finished it will start automatically.

If there is more than one version of the application, click **View Channel** and then click **View All** to view the details of the available versions and then click the **Run** button for the version you want to run.

For example, in the following screenshot, there are multiple versions of DB Optimizer.

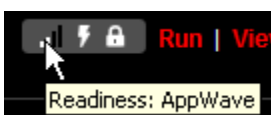


Notice that the if you hover your mouse over the status bars, you see that Readiness is displayed as Internet,



meaning that it was available on the public Embarcadero AppWave but has not yet been cached on your AppWave. When you click **Run**, the caching is initiated. The caching status shows as a green circle at the bottom of the App icon. The application launches when the caching has completed.

Applications whose Readiness shows as AppWave, start streaming to your desktop immediately.





## ACCESS ONLINE HELP

Online help is available for each tab of the Browser, Apps, Studio, and Admin. Online help is supported on Internet Explorer and Firefox.

### AppWave Quick Start

Click the **Tools and Options** icon [] and choose **Quick Start Guide**.

### Tab specific help

Click the **Tools and Options** icon [] and choose **Help Content**.

or

Press **F1**.

Help appears for the active tab.

## MOVING ON

In the following section we'll use the AppWave Studio tab to create a custom App, but in order to use AppWave Studio, you must have the privileges afforded to the Authors group. Ensure that you created the Authors user as described in "[Creating a User with Authoring Privileges](#)" on page 31.

## INTRODUCTION TO THE APPWAVE STUDIO QUICK START

The AppWave Studio is an application within the AppWave Browser where you can master App versions of existing applications or create App versions from scratch. Mastering is the process of wrapping an application to create the App. This Quick Start walks you through the basic steps of mastering applications three different ways.

For additional information on AppWave Studio please refer to the online help *AppWave Studio User Guide*.

## GETTING STARTED

When you open the AppWave Browser, if only the Apps tab is visible, this indicates that you do not have permission to master applications.



To gain access to the Studio, the Administrator must grant you mastering permission. Once this is done, the Studio tab appears in the AppWave Browser.

**NOTE:** For more information on how to set up this permission, please refer to the "Group Management" topic in the *AppWave Administrator Guide*.

Once the Studio tab is available, you can click **Studio** to gain access to the Studio application where you can master applications and then use them in your organization.



## CREATING AN APP

This Quick Start covers three different ways to create an App:

- [Create an App with One Click](#)

All the mastering support has been done. All you have to do is supply an application's executable. This process uses a template that has been created with the information needed to complete the App. This information includes descriptions, display name, product name, icon, etc. This creation process starts in the Apps portion of the AppWave Browser. You then complete the creation process in the Studio portion.

**User:** This type of mastering is recommended for use by an Enterprise Desktop Administrator. Only basic programming skills are necessary. This process is streamlined with many of the necessary decisions made for the user.

- [Create AppWave Supported or Custom App from Install](#)

With this option, you create, edit, and broadcast an App from Install using Embarcadero® AppWave™. The steps to be completed depend on the application you have chosen to install; some steps may be automatically completed for you.

**User:** This type of mastering is recommended for use by an Independent Software Vendor (ISV) user. The user mastering the application must have the knowledge to make key decisions during the creation process. This includes knowledge about the results of decisions made and when and why to use the default recommendations.

- [Create AppWave Supported or Custom App from Scratch](#)

This option allows you to master a custom application that does not have the mastering support. This means that you would need to manually insert Product Name, Display Name, Version, Licensing Information, Long Description, etc.

**User:** This type of mastering is recommended to be used by someone who has registry knowledge. This user also needs an understanding of the installation process including files (location and properties), licensing, registry values, and environment variables.

The mastering process creates an application that can be streamed from AppWave and then run locally on your desktop without installation. This option allows most applications to be run on a locked-down desktop. There are no conflicts with other applications, no writing to the system areas of their registry, or modifying shared DLLs.

The AppWave Browser is hosted outside of your site and is managed by Embarcadero.

## CREATE AN APP WITH ONE CLICK



You can use the AppWave Browser to create an App. To demonstrate this process we will use an application, available in the AppWave Browser, that has an AppWave Template. This template tells AppWave how to master an application, and contains branding information and information on which filter to run on the installer for the application.

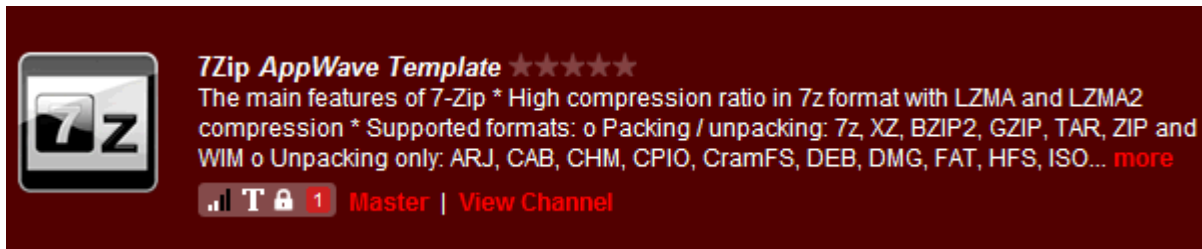
Unlike the other two App mastering processes, you start this process from the Apps tab in the AppWave Browser and then broadcast it in the Studio tab.



## Setup

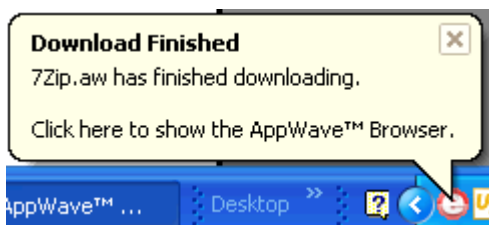
- 1 We are going to use the 7Zip application for this process. So first we need to download the executable for a free trial from <http://www.7-zip.org/>.
- 2 Save the executable in the `c:\root` directory.

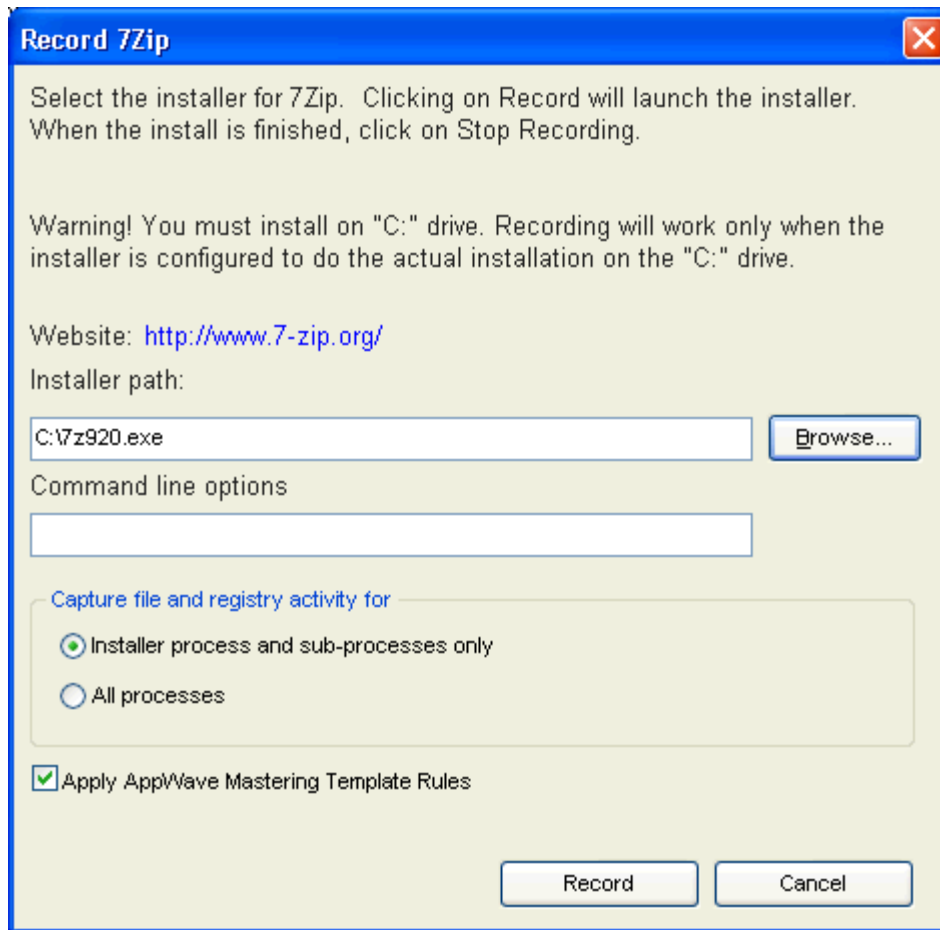
- 3 In **Apps**, search (  ) for "AppWave Template" and all the applications with that designation are listed. This template is indicated by an icon (  ) located to the right of the application icon.
- 4 Scroll down to **7Zip AppWave Template**. The screen shot shown below shows that the 7Zip application is available to be mastered.



- 5 Right-click the template and select **Download**.
- 6 Click **Master** located to the right of the application icon. The Record Installation dialog briefly appears and then is replaced by the **Record 7Zip** dialog.

**NOTE:** A window opens in the lower right-hand corner showing that the selected file has finished streaming. The file extension `.aw` indicates it is the AppWave Template file.





- 7 In the Installer path browse to the application's executable that you downloaded from the web site and click **Open**. The executable must reside on the c:\ drive.

**NOTE:** The "Command Line" value indicates how to launch the file and the value is the trigger to run a specific command. We will not use a command line option for this App.

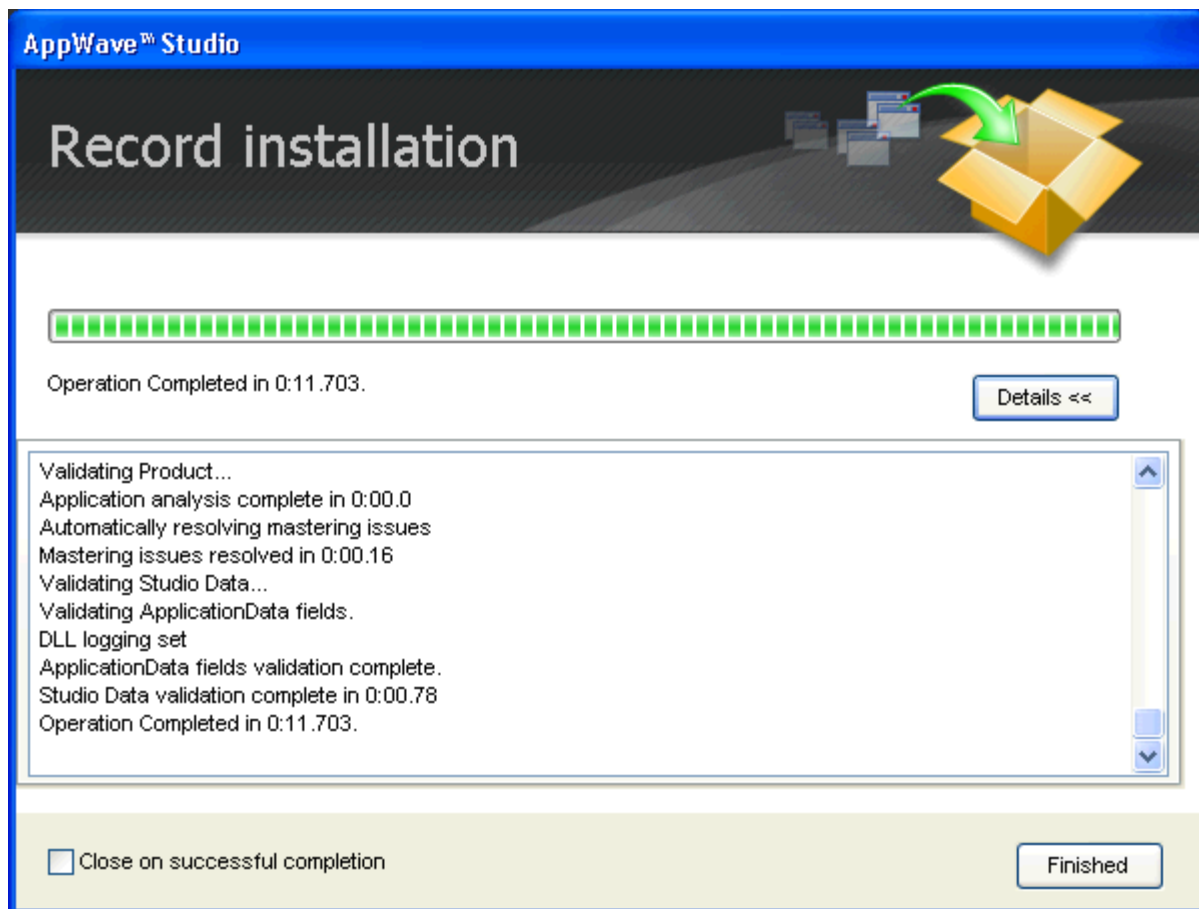
- 8 Leave the default setting of **Installer process and sub-processes only**. This option captures only the install processes instead of all the processes associated with the application.
- 9 Leave the default setting of **Apply AppWave Mastering Template Rules**. As the mastering goes through the steps to create an App, tasks may be created indicating missing data. This option automatically completes any missing data.

## Recording

- 1 Click **Record** and the install process starts. A Recording dialog appears in the upper right corner of your screen and the AppWave Browser is minimized. The blinking recording status button indicates that recording is in progress. The **Record Installation** dialog also briefly appears.



- 2 Follow the install steps for your selected application.
  - NOTE:** The example we are using does not require a license. For more information on how to license an App, see the *AppWave Administrator Guide*.
- 3 Once the installation is complete, click **Finish** to close the install dialog.
  - NOTE:** At the completion of an install you usually have the option to run the application. It is recommend that you do not run the application at this time.
- 4 Click **Finished** in the Recording dialog and the **Record Installation** dialog appears. This dialog identifies everything as it is installed and a progress bar shows each step of the process. The completion time for the operation is also displayed.
  - NOTE:** You can see the details of the installation during the record process by clicking **Details**.



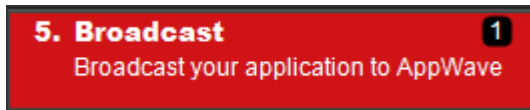
- 5 If the Record Installation dialog did not close automatically, click **Finished** and the **Broadcast your application to the AppWave** page appears.
- 6 During the mastering, the AppWave template populates the various fields in the Steps (Launch & Brand, App, Mastering, and Broadcast.). If a Step is missing required information, it is the page that opens. If all the information is completed, the Studio opens to the Broadcast step.
- 7 Click **Broadcast** and you are asked to save your current working file before broadcasting.
- 8 Click **Yes** and save the file. Note that the app file has a .tca file extension.
- 9 At this point you will see that there is a Task at the bottom of the page that requires fixing. This task is about using the Prefetch Option that can make launching the application faster. Follow the steps below to complete the prefetch and mastering process.

### Using the Prefetch Option

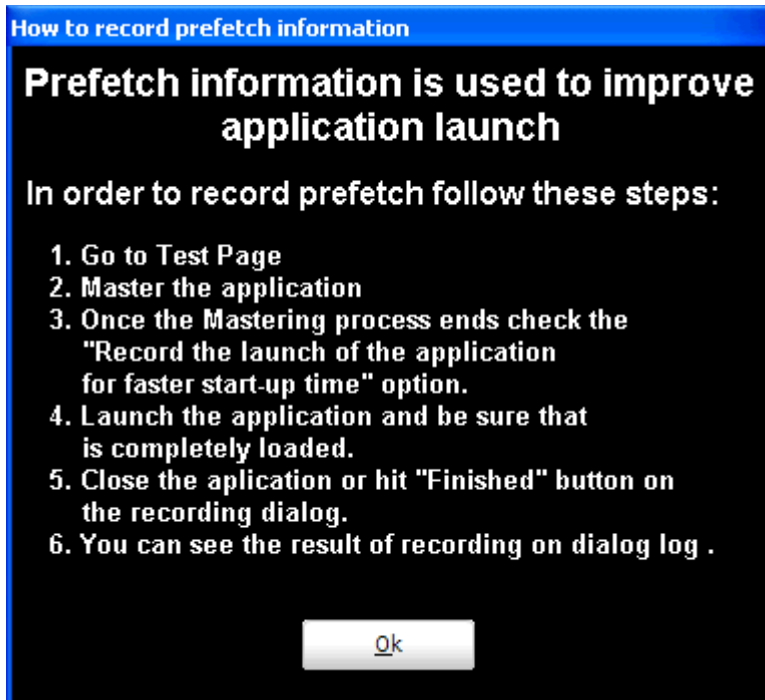
Prefetch is the process of streaming application blocks in anticipation that those blocks are needed by an application. When you record with prefetch you can launch the application with faster start up times.

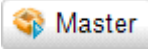
Notice that a Task appears at the bottom of the Broadcast page. This task indicates that *“in order to Record the launch of the application for faster start-up time, you need to master the App from the Master tab before broadcasting. Once the launch data was recorded, remastering before broadcast will not remove this information.”* Only some key blocks of application data from AppWave are necessary for the application to launch and perform basic functions.

**NOTE:** There is also an indicator next to the Broadcast step showing that there is a task that needs to be fixed.

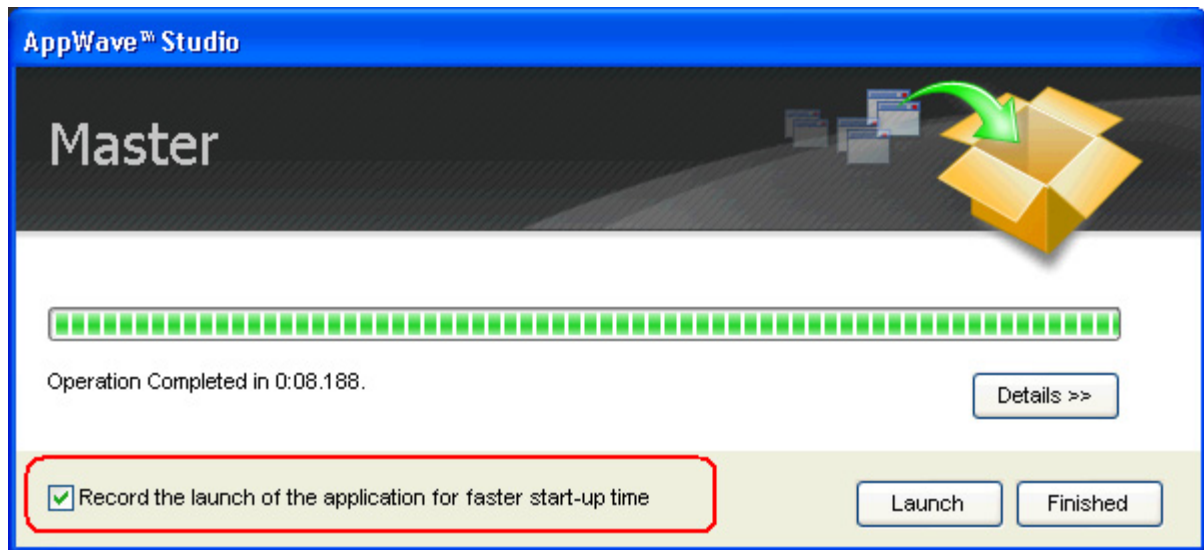


- 1 In the Task list area, click **Fix** and a dialog appears instructing you on how to record prefetch information. Click **OK** to close this dialog.

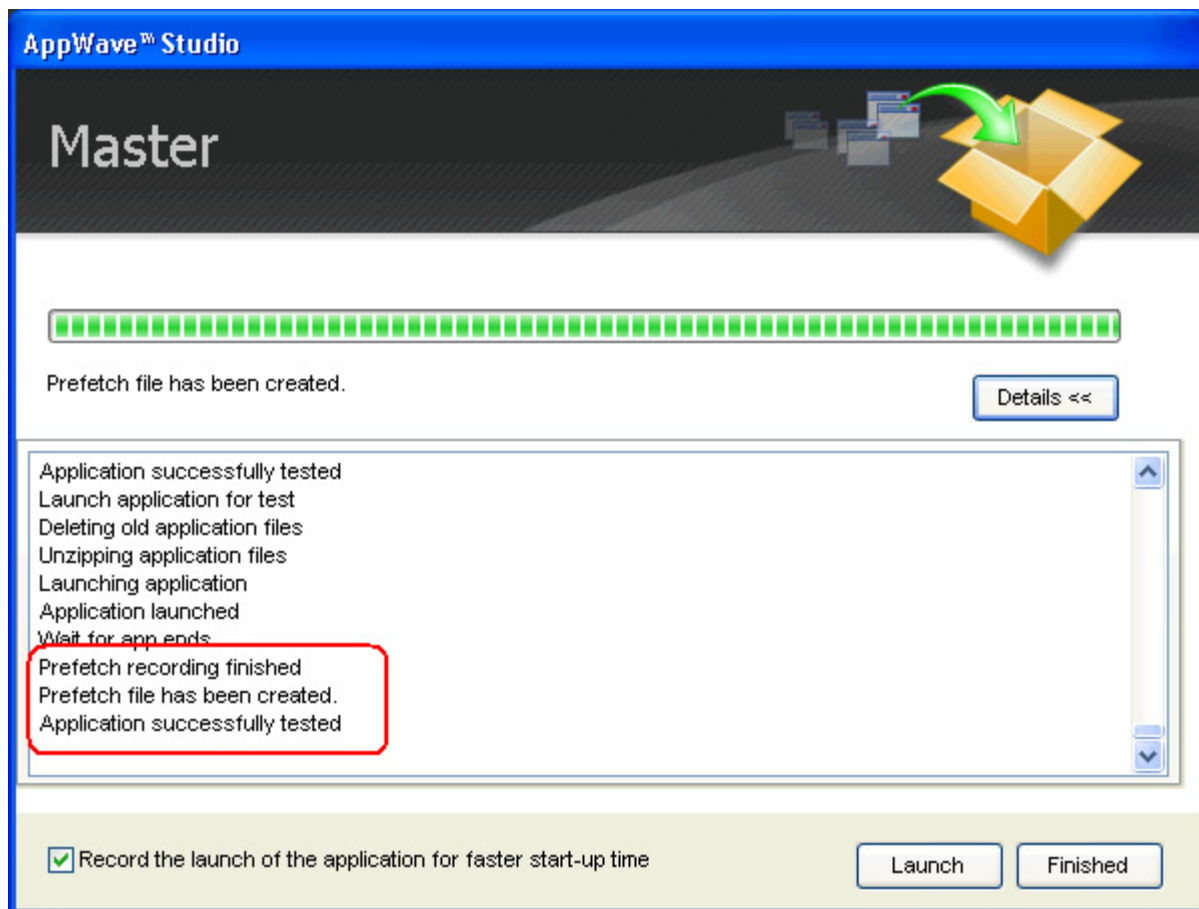


- 2 Click the **Test** step and the **Master and Test your App** page appears.
- 3 Click  , save your changes to the working file and the Master dialog appears.
- 4 Select “Record the launch of the application for faster start-up time” and click **Launch**. This is to ensure that the application is completely loaded.





- 5 If an End User License Agreement is required, it will appear. Click **Accept** and the application opens.
- 6 Close the application or click **Finished** in the recording dialog.
- 7 Click **Details** to view the results of the recording.



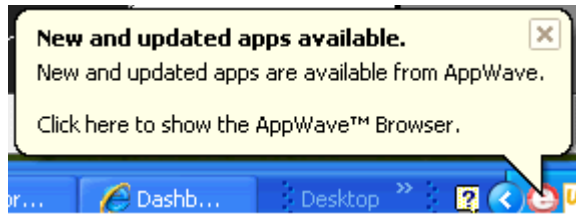
- 8 Click **Finished** in the Master dialog and then click **Next** to advance to the **Broadcast** page.
- 9 Leave the AppWave URL as is. It does not require editing.
- 10 Make sure the option to **Always remaster projects before broadcasting to the AppWave** is selected.
 

**NOTE:** This is a best practice to ensure any changes you might have made are included in the final mastering.
- 11 Click **Broadcast**. You are then prompted to save the changes to the current working file. Click **Yes** and save your .tca file in a directory of your choice.
 

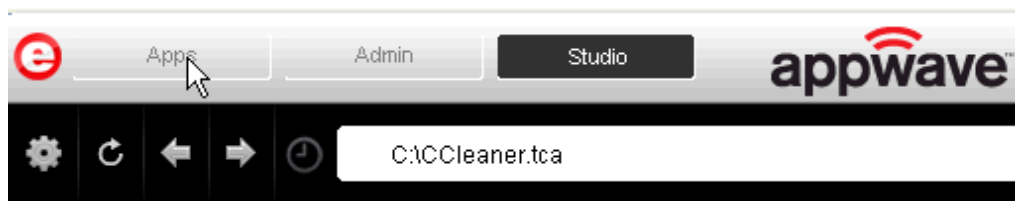
**NOTE:** It is a best practice to save your .tca file in a specific directory (i.e., c:\7Zip\ ) rather than a directory in the Program Files directory.
- 12 The **Broadcast** dialog opens and shows the mastering processes. It also displays the completion time.
 

**NOTE:** You can click **Details** to view the steps taken during the deploy process.

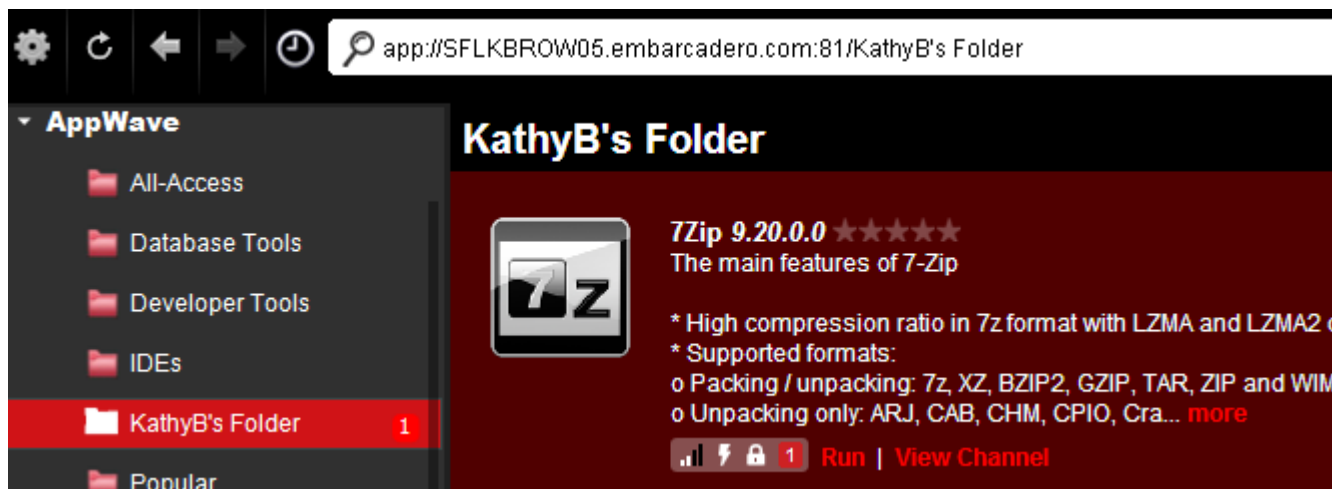
- Once you get the indication that the operation is complete, click **Finished** and the Broadcast dialog closes. A popup also appears in the lower right-hand corner of your screen indicating that this app is now available.



- Click **Apps** to return to the Apps portion of the application.



- Once your application is broadcast, the newly mastered App build is placed in a personal folder. The following screen shot shows one App has been placed in "KathyB's Folder" designated by the **1**, as well as the App that was just mastered.



- Click **Run** and the End User License Agreement dialog opens.

During the install process, you may be asked for licensing information. For example, if you have already installed a previous version or have a trial version, you get information regarding the status of your license. If you are installing a trial version for the first time the Register Trial Owner dialog box opens. This is where you enter your EDN user name and password to request a trial.

17 Click **Accept**, the dialog closes and the application opens and is ready to use on your computer.

**NOTE:** Click **View Channel** to access details and reviews for this App. You can also write a review on the application.

**7Zip**

9.20 ★★★★★  
Run License: 7zip Workstation

Details Reviews Write a review

**7-Zip is a file archiver with a high compression ratio.**

7-Zip File Manager

Name	Size	Modified	Cre
Codecs	0 B	2004-12-13 23:48	200
Far	0 B	2004-12-13 23:48	200
Formats	0 B	2004-12-13 23:48	200
Lang	0 B	2004-12-13 23:48	200
7-zip.chm	67 K	2004-11-17 20:35	200
7-zip.dll	131 K	2004-11-16 19:03	200
7-zipn.dll	122 K	2004-11-16 19:03	200
7z.exe	120 K	2004-11-18 09:41	200

Vendor: 7Zip Organization - Free Software  
Visit Website  
Latest Version: 9.20 App  
Release Date: 11/18/2010  
Launch Type: App  
Edition:  
License Type: 7zip  
Seats: 1  
Status: Mounted  
Readiness: Local  
System Req.:

The main features of 7-Zip \* High compression ratio in 7z format with LZMA and LZMA2 compression \* Supported formats: o Packing / unpacking: 7z, XZ, BZIP2, GZIP, TAR, ZIP and WIM o Unpacking only: ARJ, CAB, CHM, CPIO, CramFS, DEB, DMG, FAT, HFS, ISO, LZH, LZMA, MBR, MSI, NSIS, NTFS, RAR, RPM, SquashFS, UDF, VHD, WIM, XAR and Z. \* For ZIP and GZIP formats, 7-Zip provides a compression ratio that is 2-10 % better than the ratio provided by PKZip and WinZip \* Strong AES-256 encryption in 7z and ZIP formats \* Self-extracting capability for 7z format \* Integration with Windows Shell \* Powerful File Manager \* Powerful command line version \* Plugin for FAR Manager \* Localizations for 79 languages

✓ Most Helpful Favorable Review  
Be the first to review this App

✗ Most Helpful Critical Review  
Be the first to review this App

## CREATE APPWAVE SUPPORTED OR CUSTOM APP FROM INSTALL

After you have installed the AppWave Browser and have mastering permission from the Administrator, click **Studio** to open the Start page.



### Start Step

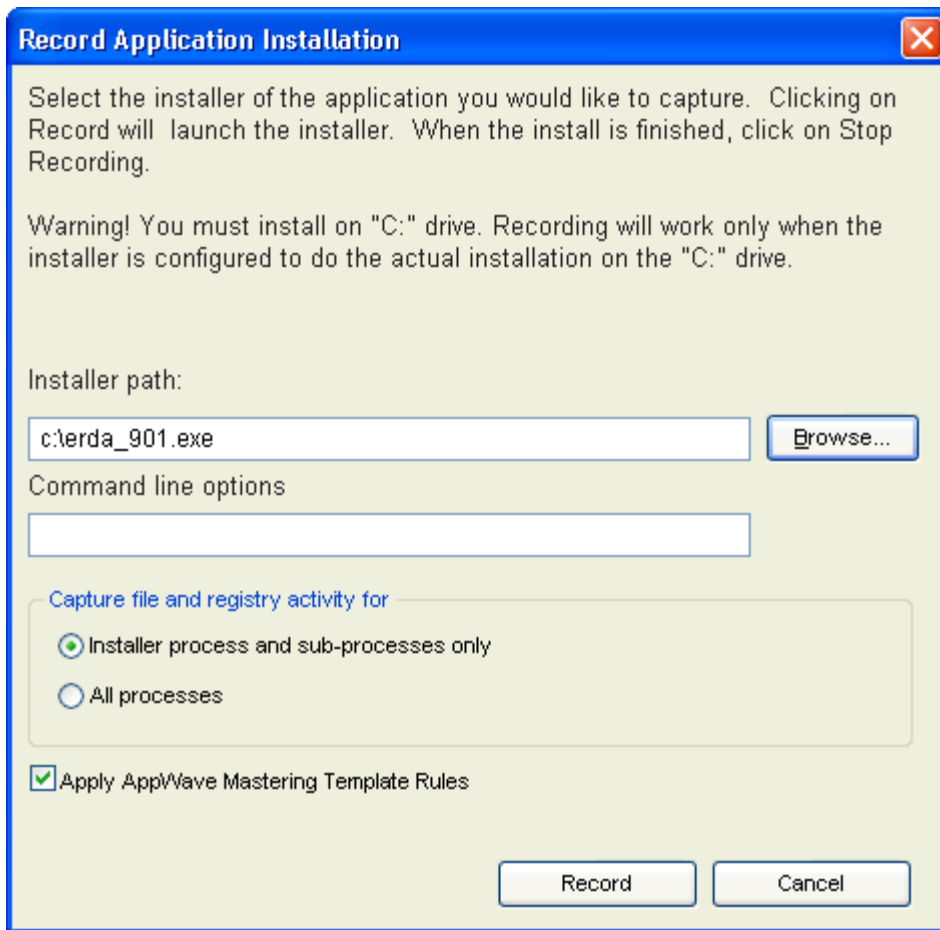
- 1 On the **Build an App** page click **Create AppWave Supported or Custom App from Install**

or click  .

- 2 In the **Record Application Installation** dialog, browse to the ERStudio Data Architect executable (erda\_XXX.exe)

**NOTE:** To download the executable for the Data Architect application click [Embarcadero's download page](#) and select to download the trial. A 14-day trial license serial number is sent to your EDN account e-mail address.

**TIP:** The "Command line options" value indicates how to launch the file and the value is the trigger to run a specific command. We will not use the command line option for the creation of this App.



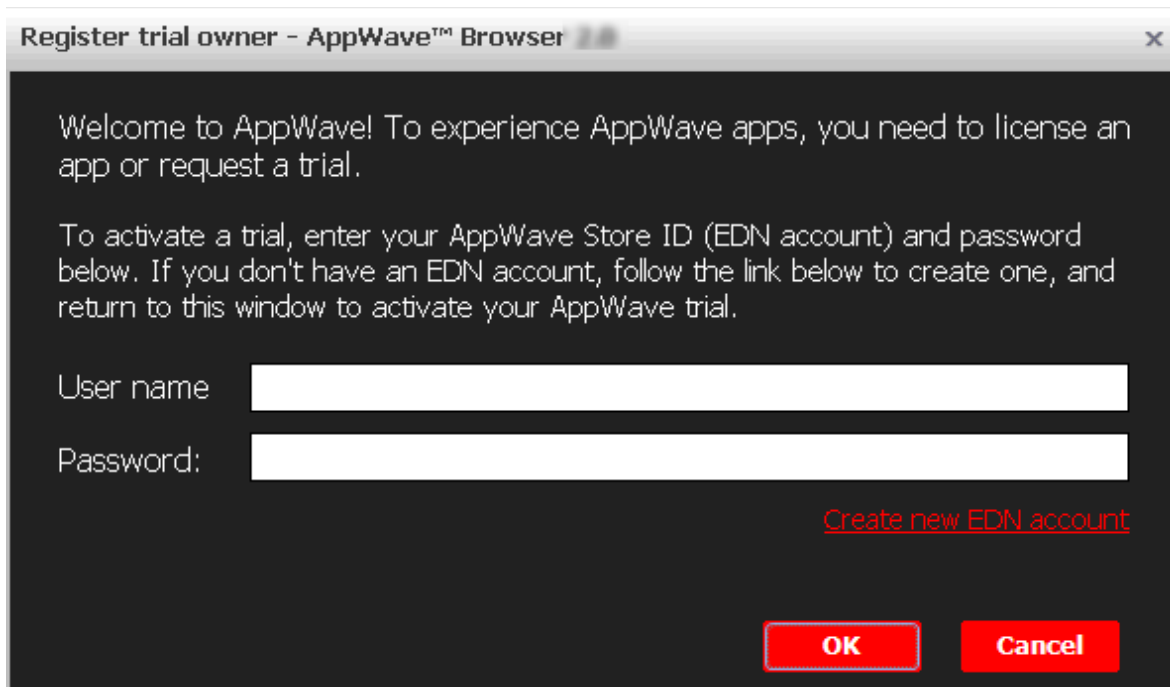
- 3 Leave the default setting of **Installer process and sub-processes only**. This option captures only the install processes instead of all the processes associated with the application.
- 4 Leave the default setting of **Apply AppWave Mastering Template Rules**. As the process goes through the steps to create an App, tasks may be created indicating missing data. This option automatically completes any missing data.
- 5 Click **Record** and the install process starts. A Recording dialog appears in the upper right corner of your screen. The blinking recording status button indicates that recording is in progress.

**NOTE:** The AppWave Browser application is minimized.

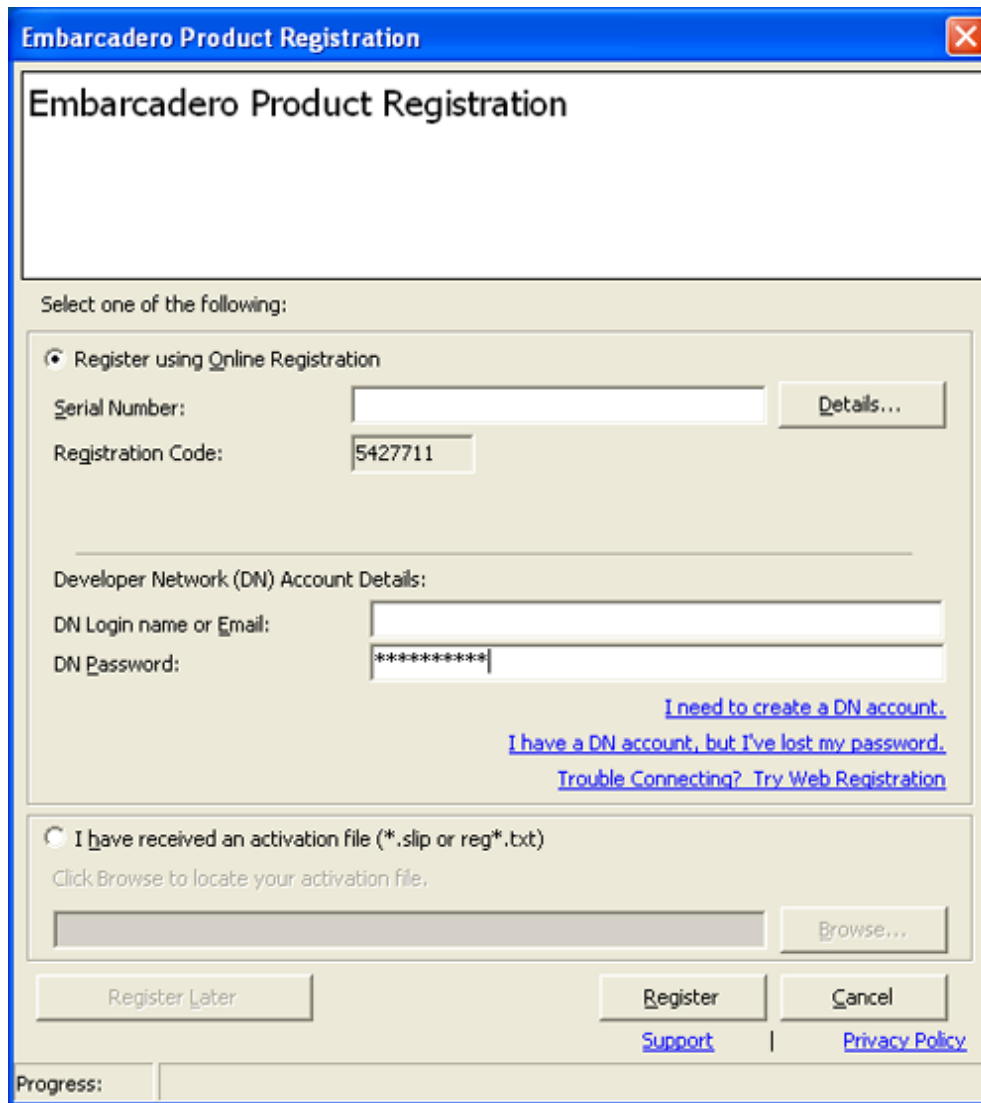
- 6 Follow the install steps for your selected application.

During the install process, you may be asked for licensing information. For example, if you have already installed a previous version or have a trial version, you get information regarding the status of your license. If you are installing a trial version for the first time the Register Trial Owner dialog box opens. This is where you enter your EDN user name and password to request a trial.

**NOTE:** If you do not have an EDN account, click "Create new EDN account" in this dialog.



- 7 Once you enter the required information click **OK** and the Embarcadero Product Registration opens.



8 Insert the serial number that was sent to your e-mail address. You also need to enter the DN Login Name and DN Password.

**NOTE:** The DN Login Name and Password are what you created in your EDN account.

9 Click **Register** and End User License Agreement for Data Architect appears.

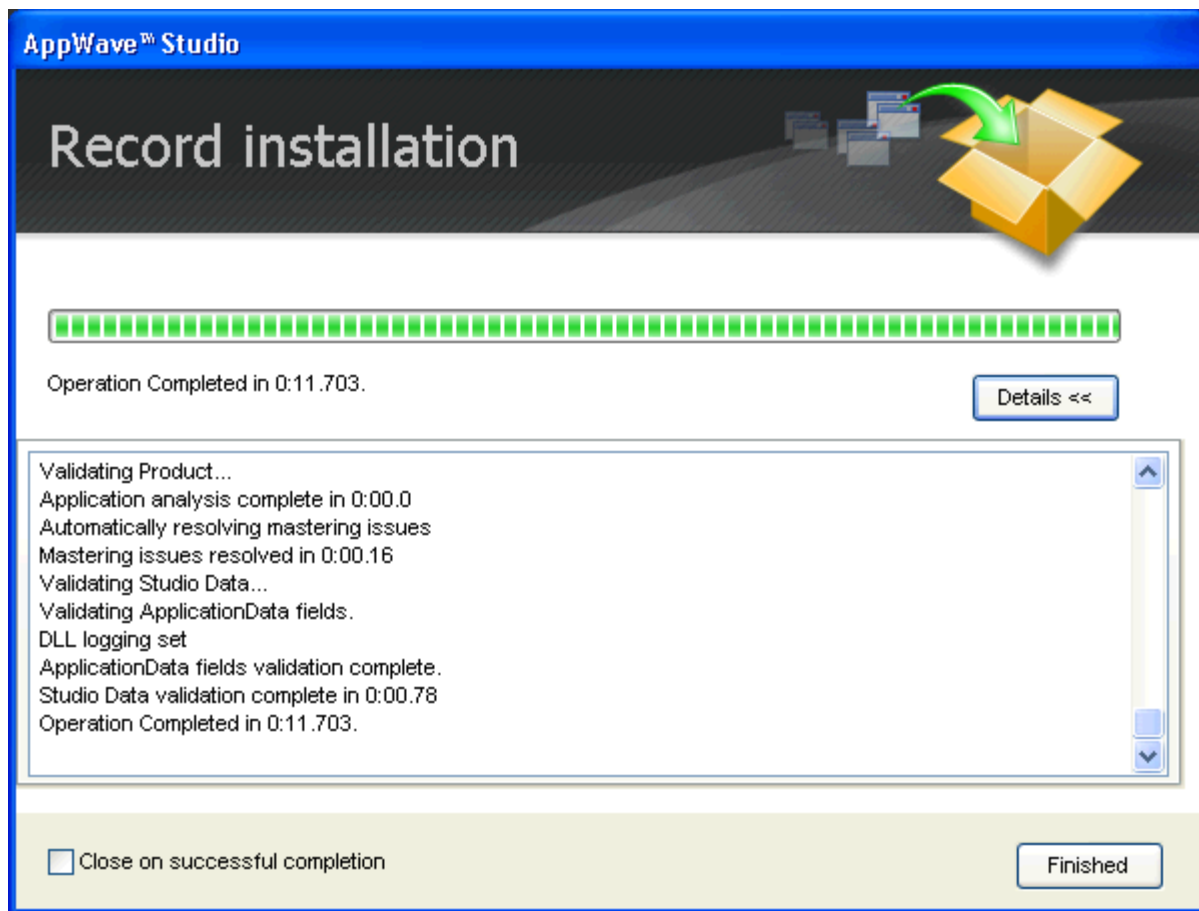
10 Click **Accept** and the dialog closes.

11 Complete all the installation steps and click **Finish** in the **Embarcadero ERStudio Data Architect** dialog.

12 Then click **Finished** in the Recording dialog and the **Record installation** dialog appears. This dialog identifies everything that needs to be installed. A progress bar shows the steps being taken. The time it took to complete the operation is also displayed.

**NOTE:** To see the steps being performed during the installation click **Details**.





- 13 The step that opens next depends on the app being mastered and the information provided during the install process. The options are:
- [Launch & Brand](#)
  - [App](#)
  - [Master](#)
  - [Broadcast](#)

### Launch & Brand

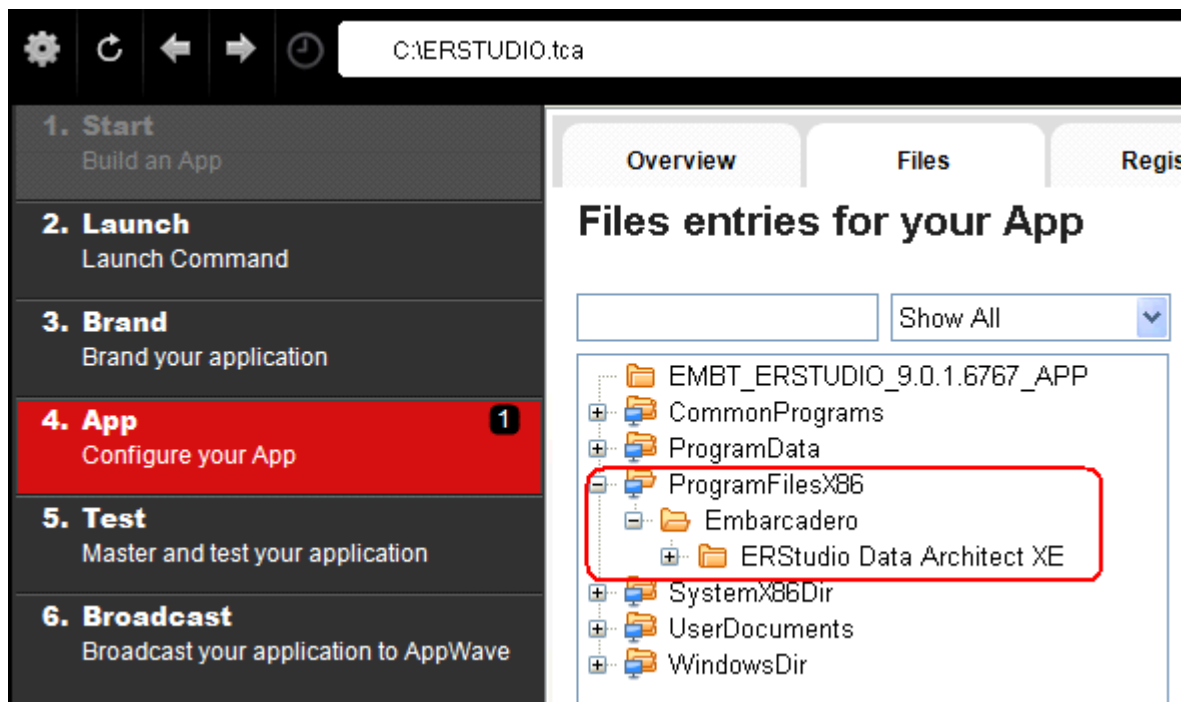
- 1 If the Record Installation dialog does not close automatically, click **Finished** and the **Launch & Brand** page appears. This is where you select the launch executable and critical information.
- 2 Select *Embarcadero\ERStudio Data Architect X,X\ERSTUDIO.exe* from the drop-down menu.  
**NOTE:** The Working Folder and Icon information fields are then automatically populated.
- 3 Next you will select a Product name. Click the drop-down arrow in the **Product Name** field and select *ER/Studio Data Architect* from the list.

- 4 If it isn't automatically populated, enter the version in the **Product Version** field.
- 5 In the **Publisher** field enter *Embarcadero*. You can leave the default settings in the remainder of the fields.

**NOTE:** Any empty fields that are required are listed in the lower Tasks panel. An alert icon (⚠) also appears next to the field. Click **Fix** on an issue and your cursor is placed in the field requiring information. Once the information is supplied the item listed in the Tasks panel disappears.

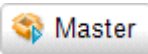
## App

- 1 Click **Next** and the **Configure your App** page appears. This is where you can view the changes and/or additions made to your files, registry settings, environment variables, and required runtimes. You can also edit custom scripts to run when certain app events happen.
- 2 Click **Files** to view the files that were created and placed in the working folder.



**NOTE:** For more information on this please refer to the *Using AppWave Studio* chapter in the Studio online help.

## Test

- 1 Click the **Test** step and the **Master and Test your App** page opens. Note that the output folder and file name fields are automatically populated.
- 2 Click  **Master** and a confirm dialog appears asking if you would like to save your changes.

- 3 Click **Yes** and a Confirm dialog appears. Save the file as "ERSTUDIO.tca" and click **Save**. The **Master** dialog opens and a progress bar tracks the process of mastering. It also displays the time it took to complete the operation.
- 4 Click **Finished** to close the dialog and then click **Next**.

**NOTE:** You can also choose to launch the mastered application at this point, but for purposes of the Quick Start we will advance to the Broadcast page.

## Broadcast

- 1 In the **Broadcast your application to the AppWave** page leave the AppWave URL default setting.
- 2 There is a Task showing at the bottom of this page that requires fixing. This task is about using the Prefetch Option. Follow the steps below to complete the prefetch and mastering process.

## Using the Prefetch Option

Prefetch is the process of streaming application blocks in anticipation that those blocks are needed by an application. When you record with prefetch you can launch the application with faster start up times.

Notice that a Task appears at the bottom of the Broadcast page. This task indicates that *"in order to Record the launch of the application for faster start-up time, you need to master the App from the Master tab before broadcasting. Once the launch data was recorded, remastering before broadcast will not remove this information."* Only some key blocks of application data from AppWave are necessary for the application to launch and perform basic functions.

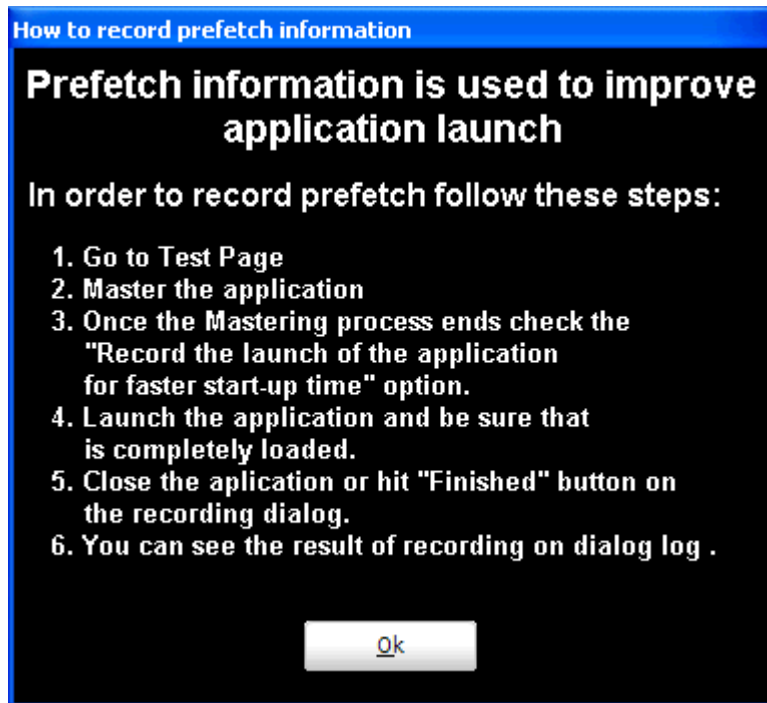
**NOTE:** There is also an indicator next to the Broadcast step showing that there is a tasks that needs to be fixed.

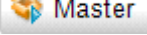
## 5. Broadcast

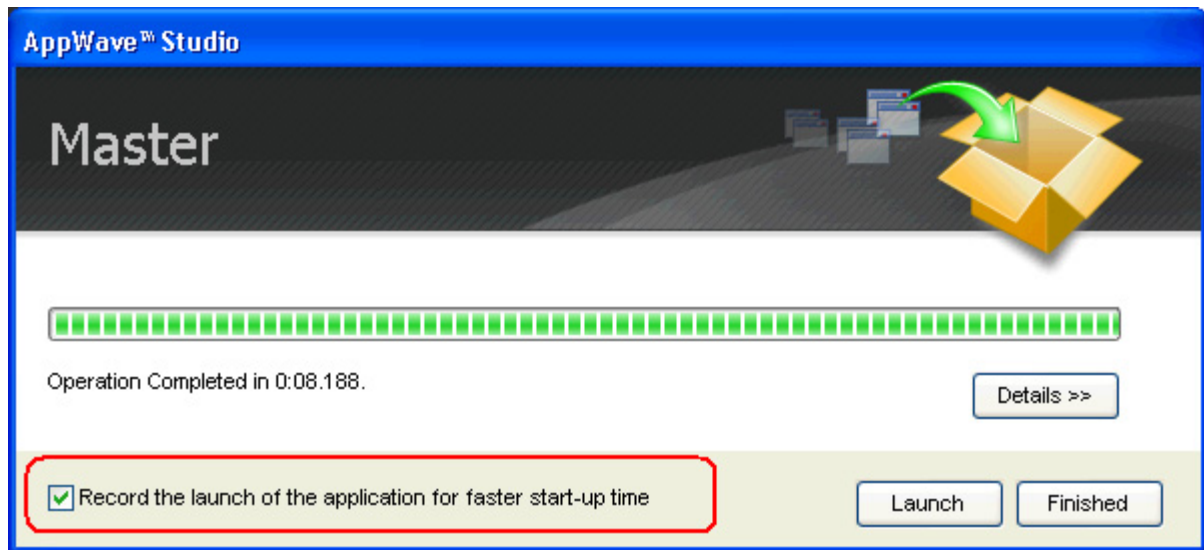
1

Broadcast your application to AppWave

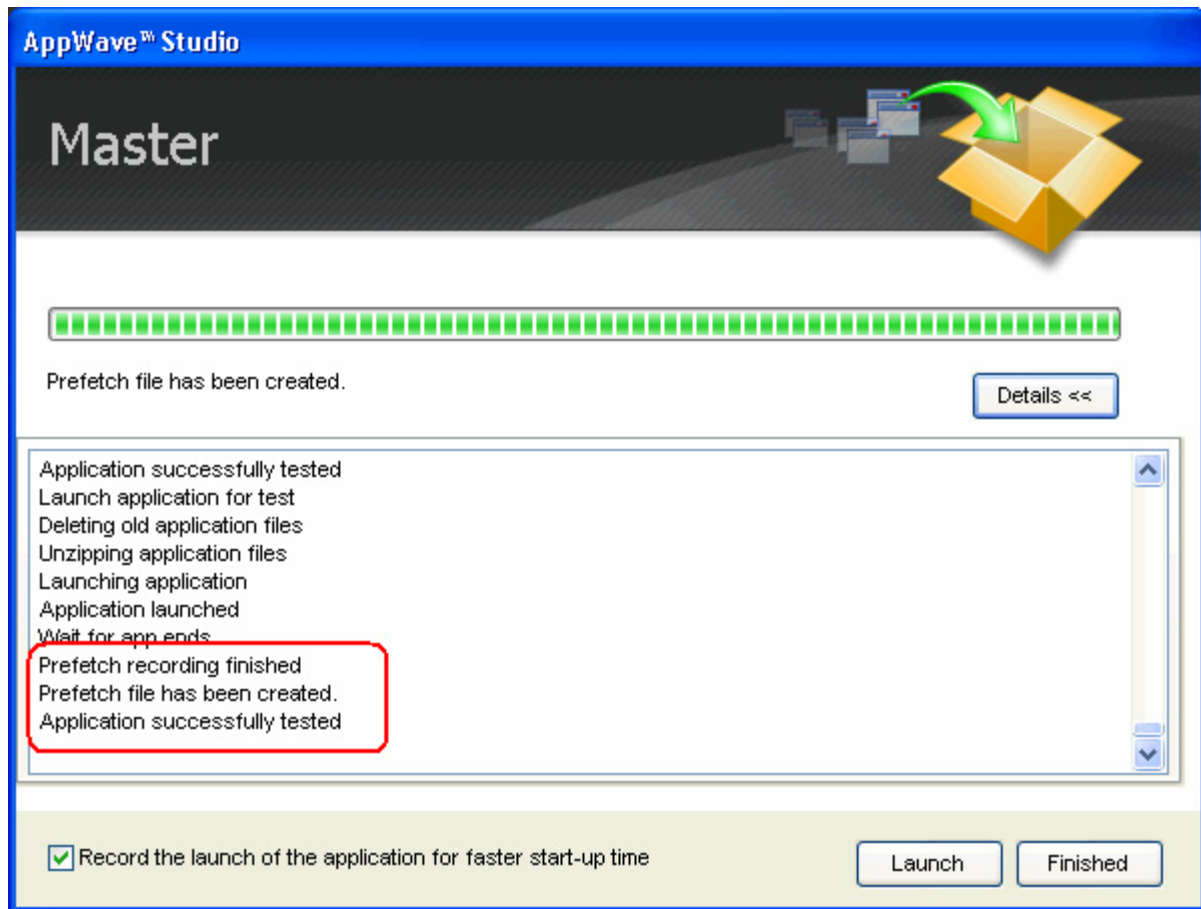
- 1 Click **Fix** and a dialog appears instructing you on how to record prefetch information. Click **OK** to close this dialog.



- 2 Return to the **Master** page and click . The Master dialog appears.
- 3 Select "Record the launch of the application for faster start-up time" and click **Launch**. This is to ensure that the application is completely loaded.



- 4 If an End User License Agreement (EULA) is required, it will appear at this time. Click **Accept** and the application opens.  
**NOTE:** This application may take a few moments to open.
- 5 Once the application has launched, close the application or click **Finished** in the recording dialog.
- 6 Click **Details** to view the results of the recording.



- 7 Click **Finished** in the Master dialog and then click **Next** to advance to the **Broadcast** page.
- 8 Click **Broadcast** and you are asked again to save your working file. Click **Yes** and the Broadcast dialog opens showing a progress bar as the app is mastered.
- 9 Click **Finished** to close this dialog.

**NOTE:** You will get a “pop-up” notification that New apps are available as well.

## Run Application

Once the broadcasting is complete you can return to the Apps portion of AppWave to run your application.

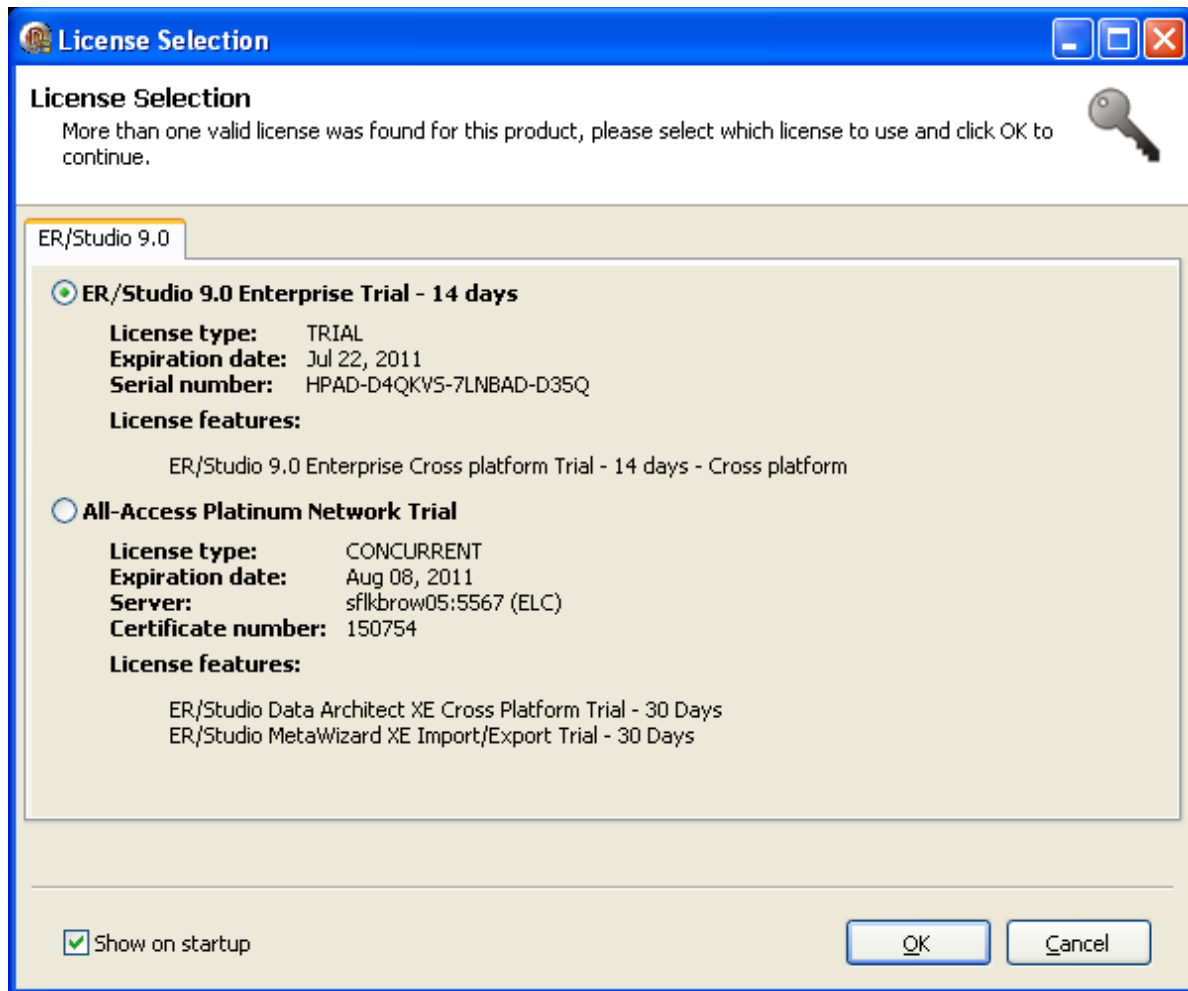
- 1 Click **Apps** to open the AppWave Browser. Then click **<user's folder>** and select the ERStudio Data Architecture application from your folder in AppWave. In the following example the ER/Studio Data Architect X.X App appears in the KathyB's folder.



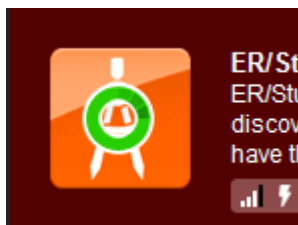
- 2 Click **Run** and the End User License Agreement opens.



- 3 Click **Accept** and if you have more than one license type available to you, the License Selection dialog opens.



4 Select the trial license option and click **OK**. When loading is complete, the App opens.



## CREATE APPWAVE SUPPORTED OR CUSTOM APP FROM SCRATCH

This section walks you through how to create an App from an application's executable. When you create an App from an application, key data fields are automatically populated with data as you walk through the process. Once your product is mastered and placed in your AppWave Browser you won't have to master it again. For this Quick Start we will build an App for the Embarcadero application *ERStudio Business Architect* using the executable.



After you have installed the AppWave Browser and have mastering permission from the Administrator, click **Studio** to open the Start page.

**NOTE:** For more information on how to set up this permission, please refer to the "Group Management" topic in the *AppWave Administrator Guide*.

## Start

On the **Build an App** page, click  or the **Create AppWave Supported or Custom App from Scratch** link.

1 The **Select Folders and Files to include** dialog opens. For the **Initial Folder Name**, enter an existing folder name or create a new one. This is the root folder where the executable will be added. For purposes of this Quick Start, enter the folder name *Test Folder*, which is the folder that appears in the App->File page.

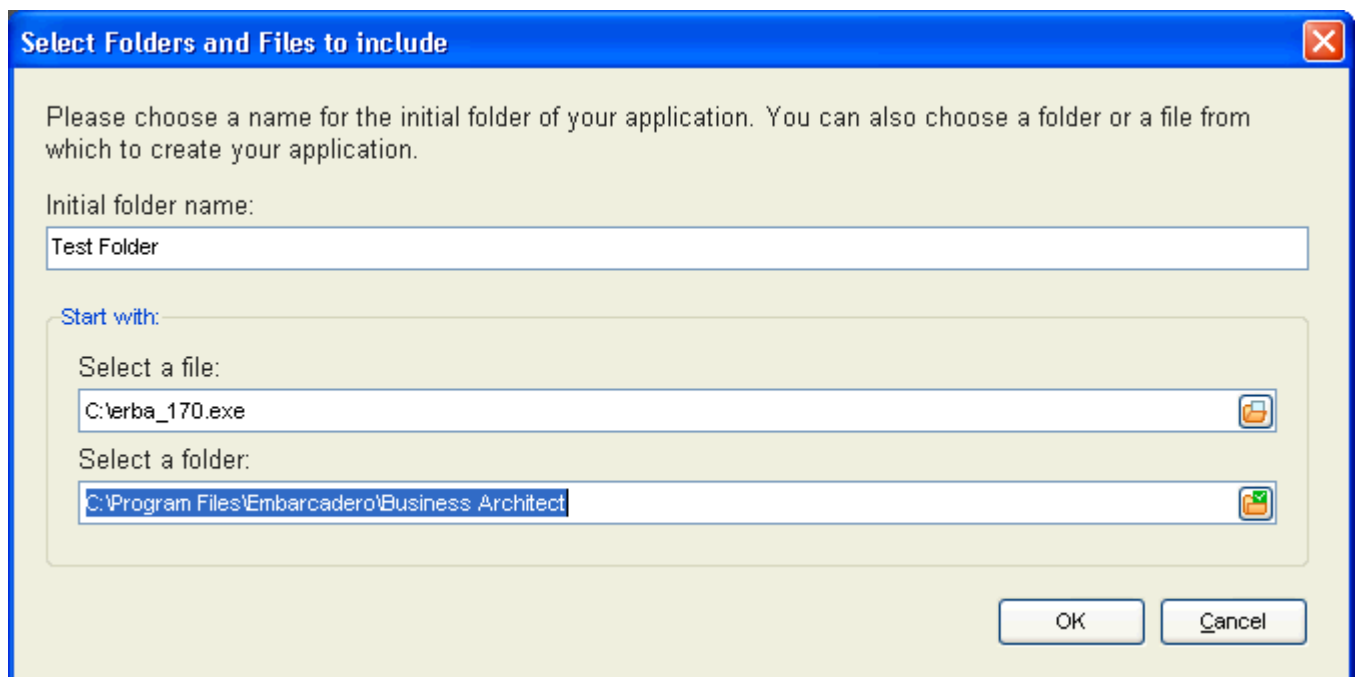
2 Download the **ER/Studio Business Architect Trial** executable from <http://www.embarcadero.com>.

**NOTE:** Your serial number is sent to the e-mail address you registered with when you downloaded the trial.

3 In the **Select a file**, browse to the Installer path and select the executable. The Installer path must be on the "C:" drive. For example: C:\erba\_170.exe.

4 Select a folder for your install and click **OK**.

**NOTE:** It is recommended that you create a folder for the application, for example, c:\Program Files\Embarcadero\Business Architect.



5 The **Create from Scratch** dialog shows the various processes completed. The time it took to complete the operation is also displayed.


**NOTE:** To see the details of the process click **Details**.

6 The step that opens next depends on the app being mastered and the information provided during the install process. The options are:

- [Launch& Brand](#)
- [App](#)
- [Master](#)
- [Broadcast](#)

## Launch& Brand

If the **Launch & Brand** page opens:

**NOTE:** When you first open this page, any empty fields that are required are listed in the lower Tasks panel. An alert icon (  ) also appears next to the field. Click **Fix** on an issue and your cursor is placed in the field requiring information. Once the information is supplied the item listed in the Tasks panel disappears.

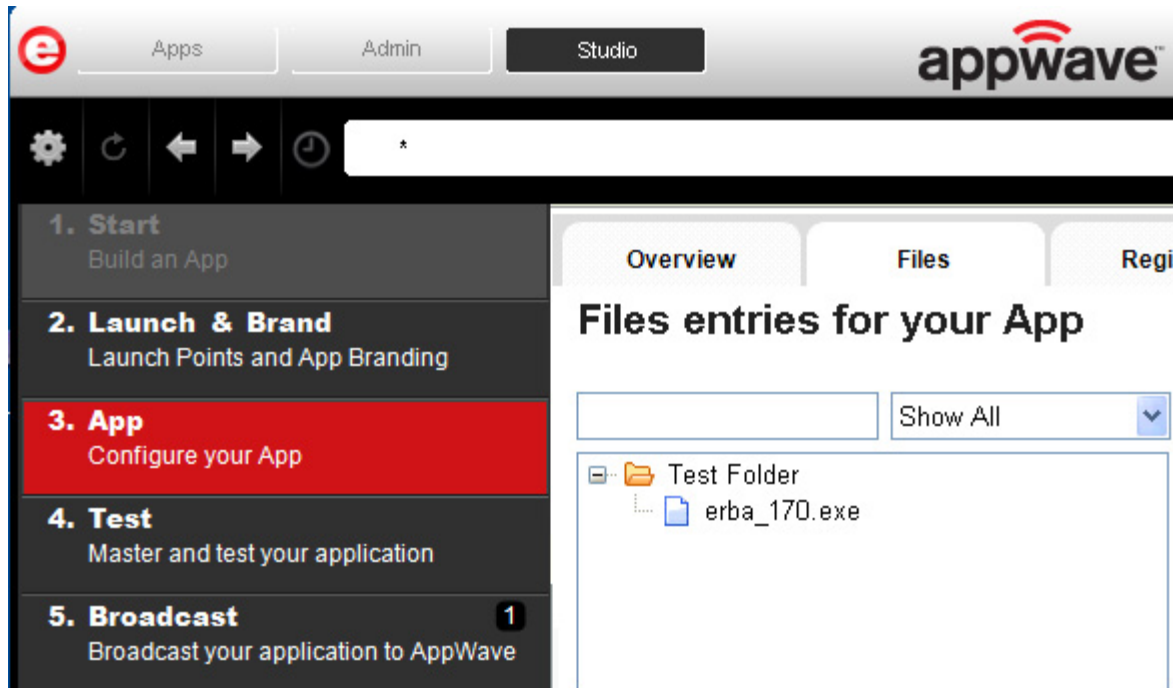
- 1 The Launch Executable field is automatically populated.
- 2 If the Working Folder is not automatically populated, select one from the Browse dialog. This is a required field.
- 3 Click the drop-down in **Product Version** and select the version from the list.
- 4 The **Publisher** is a required field, so enter *Embarcadero Technologies*.
- 5 The remainder of the fields on this page are not necessary since this is a trial application.

**NOTE:** The Tasks pane located at the bottom of the page lists fields that require information. You need to select the product name and version number of the installed application. Click the drop-down and select *ER/Studio Business Architect*. Once that is selected the Display Name field is also populated.

## App


Click **Next** to advance to the **App** page: This is where you can view your files, registry settings and environment variables created during the mastering task. Files created by an application installer are placed in their appropriate folders. You also can select runtimes required by your App.

- 1 Click **Next** to advance to the Files page and review the additions made to folder. Note that the working folder, "Test Folder", appears here.



- 2 Click **Next** again to advance to view any registry entries for your App.
- 3 Click **Next** again to open the Environment Variables page. You can add variables here.
- 4 Click **Next** to advance to the Runtime page. All available runtimes that may be required by your App are listed.

## Master

- 1 Click **Next** to open the **Master and Test your App** page. Notice that the **Output Folder** and **File Name** fields are automatically populated.
- 2 Click  **Master** to master and then test your application before deploying it. You are prompted to save your working file. Select the default name of the file of EMBARCADERO\_EASTUDIO.tca.
- 3 The **Master** dialog opens and a progress bar tracks the process of mastering. It also displays the time it took to complete the operation.

- 4 Click **Finished** to close the dialog. We are not going to launch the application at this time because we want to broadcast it to AppWave.

## Broadcast

- 1 Click **Next** and the **Broadcast your application to the AppWave** page appears.
- 2 In the **Broadcast your application to the AppWave** page leave the AppWave URL default setting.
- 3 There is a Task showing at the bottom of this page that requires fixing. This task is about using the Prefetch Option. Follow the steps below to complete the prefetch and mastering process.

## Using the Prefetch Option

Prefetch is the process of streaming application blocks in anticipation that those blocks are needed by an application. When you record with prefetch you can launch the application with faster start up times.

Notice that a Task appears at the bottom of the Broadcast page. This task indicates that *“in order to Record the launch of the application for faster start-up time, you need to master the App from the Master tab before broadcasting. Once the launch data was recorded, remastering before broadcast will not remove this information.”* Only some key blocks of application data from AppWave are necessary for the application to launch and perform basic functions.

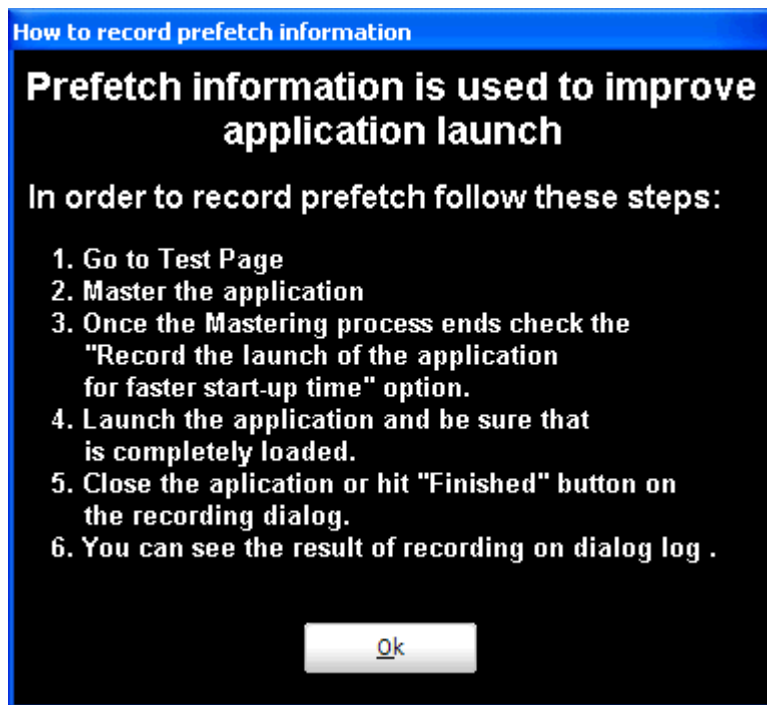
**NOTE:** There is also an indicator next to the Broadcast step showing that there is a tasks that needs to be fixed.

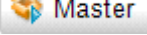
## 5. Broadcast

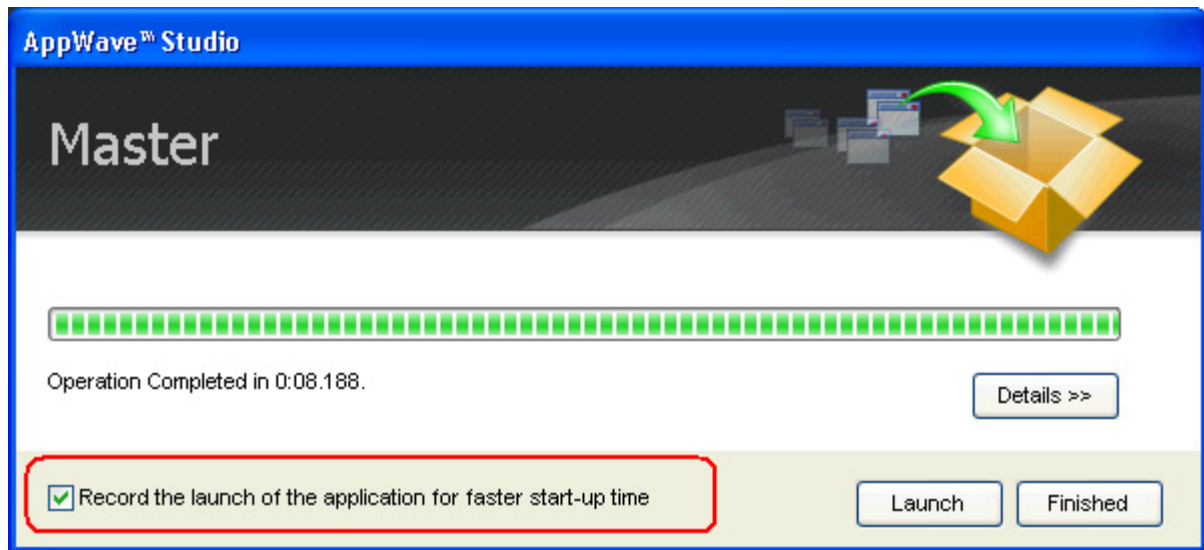
1

Broadcast your application to AppWave

- 1 Click **Fix** and a dialog appears instructing you on how to record prefetch information. Click OK to close this dialog.



- 2 Return to the **Master** page and click . The Master dialog appears.
- 3 Select "Record the launch of the application for faster start-up time" and click **Launch**. This is to ensure that the application is completely loaded.

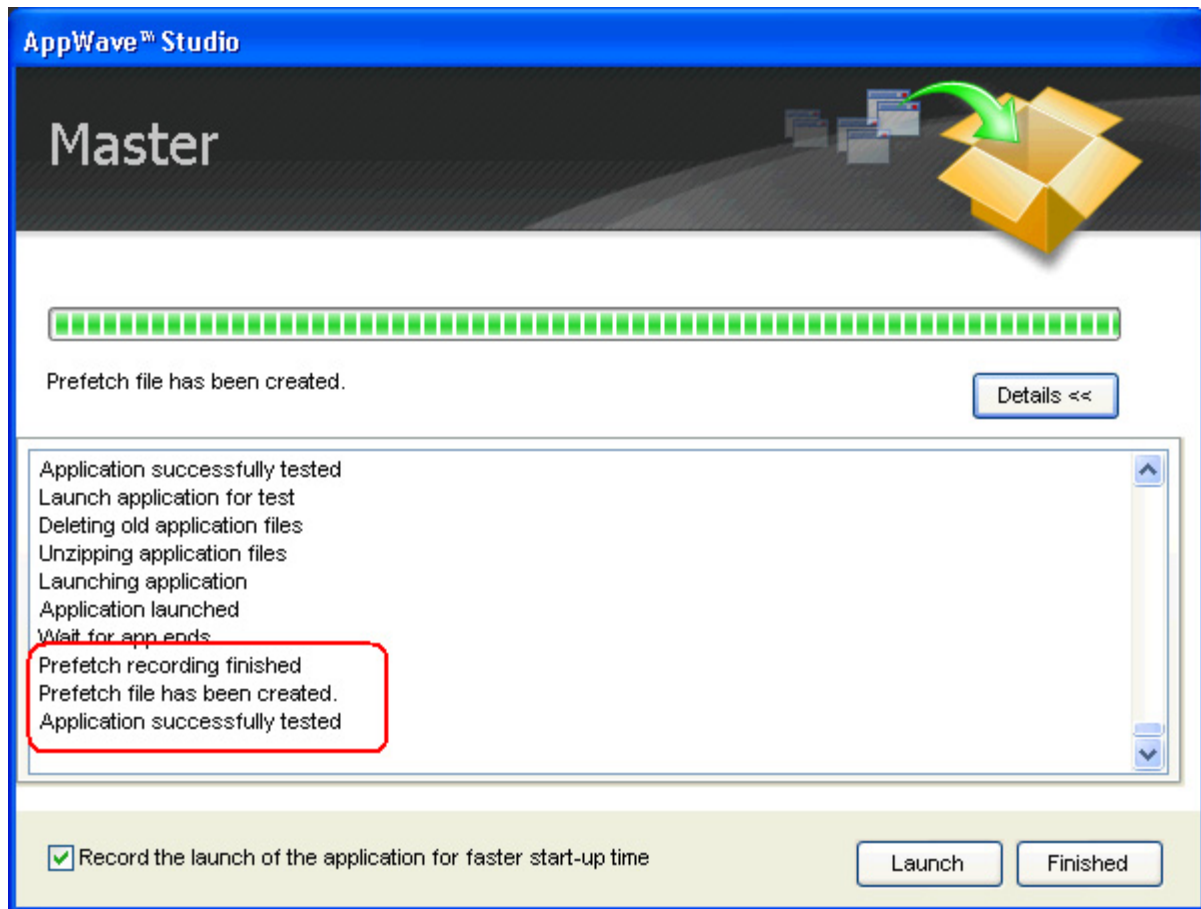


4 If an End User License Agreement is required, it will appear at this time. Click **Accept** and the application opens.

**NOTE:** The application may take a few moments to open.

5 Close the application or click **Finished** in the Recording dialog.

6 Click **Details** to view the results of the recording.



- 7 Click **Finished** in the Master dialog and then click **Next** to advance to the **Broadcast** page.
- 8 Click **Broadcast** and you are asked again to save your working file. Click **Yes** and the Broadcast dialog opens showing a progress bar as the app is mastered.
- 9 Click **Finished** to close this dialog.

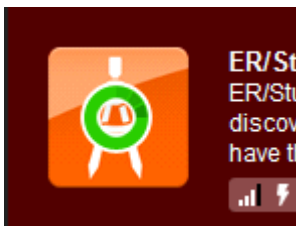
**NOTE:** You will get a “pop-up” notification that New apps are available as well.

## USING THE APP

- 1 Once you have mastered the App using AppWave Studio, it is available on AppWave Browser.
- 2 Once the broadcasting is complete you can return to the Apps portion of AppWave to run your application.
- 3 Click **Apps** to open AppWave Browser. Then click **<user’s folder>** and select the ERStudio Business Architecture application from your folder in AppWave. In the following example the ER/Studio Business Architect 1.7 App appears in the KathyB’s folder.



4 Click **Run**, the load indicator appears in the middle of the application icon.



**NOTE:** For more information on the Apps tab, please see the *AppWave Browser Apps User Guide*.



- 5 The **End User License Agreement** dialog appears. Click **Accept** and the ER/Studio Business Architect application loads and runs.





# APPWAVE GLOSSARY

This glossary includes terms from AppWave, AppWave Browser, AppWave Studio, and All-Access.

## A

### **.aib**

This file contains all registry keys and values and also the file structure for the app.

### **.app**

This is the filename extension for an AppWave-enabled application file. So once you have managed [Product] in AppWave Studio it is saved in the file [Product].app. This file contains all files necessary to run it: .tca, metadata.xml, .stc, .toc, .aib, and .pref. It also contains EULA files, icons, and screen shots.

### **.aw**

An .aw file is a template that stores information about an application. This information includes: Product Name, Display Name, Version, Long Description, etc. The included files are: .tca, metadata.xml, templateversions.dat, EULA, icons, and screen shots.

### **Acceptance Criteria**

In order for an app to be mastered it must meet required specifications. For example, no beta versions can be mastered, an original installer must be used, and Apps must be mastered using the prefetch option.

### **Administrators**

This is the group of AppWave users that have access to the administrative functions in AppWave. They can access this functionality either through a web browser or through the Admin tab in the AppWave Browser. By default, the Administrators group is a member of the Authors group.

### **All-Access**

Embarcadero All-Access licenses that are managed by AppWave provide you with industry-leading database tools, including DBArtisan®, Rapid SQL®, ER/Studio® family of products, and many more. They also provides powerful application development tools, including Delphi®, JBuilder®, C++Builder®, the InterBase® SMP database, and more.

### **All-Access Pass**

This is a license key that unlocks all applications for a given All-Access level.

## **All Apps Folder**

When installation is complete, the All Apps folder will not contain the All Users group. AppWave Browser users have access only to applications corresponding to the license level assigned on 1.x through the migration folder after an upgrade. Apps appear in Pending only when they are removed from All Apps folder; in this case the folder is not assigned to All Users group, but it contains all apps.

## **All Users**

This is the group that contains all AppWave users. Members of this group have access to the Apps tab in the AppWave Browser. When a user connects to AppWave for the first time, they are automatically added to the All Users group.

## **App**

Once an application is mastered, it is referred to as an App. Apps are the applications that are mastered into a single file that runs without installation. The application runs on the desktop, locally and under 'full power' but does not change OS or registry. Apps run within their own space, with no shared DLLs or other system-wide settings that could conflict with other applications. Application data, including settings and licenses are stored locally on the hard drive separate from the executable.

## **App Cache Size**

This is the amount of memory set aside as cache for use with streamed applications.

## **App Channel**

A channel is a landing page inside the AppWave Browser including an app description, reviews, and an app/version selector. Each product has a channel.

## **Application Service Provider (ASP)**

A provider of streamable applications, which could be a user's company IT group, a software vendor, or an online gaming company. An ASP packages software applications into a format that can be streamed to clients over the Internet or a company intranet.

## **Application Repository**

AppWave distributes Embarcadero products through a local or shared repository. When you specify the repository location, you then have to specify the access rights for that directory. The AppWave Browser gets the streamed apps through the streaming server and others (installers) have to be cached locally.

## **AppWave**

AppWave is where you centrally provision, manage, and update your All-Access software and licenses inside your own firewall. You control what product versions are available to end users. With network licensing, you can use the server to centrally control the list of authorized users, and what licenses they have access to.

## **AppWave (formerly known as 'host')**

The machine where AppWave is installed that the AppWave Browser connects to in order to browse and download applications.

## **AppWave App**

This is an application that was mastered with AppWave. These apps have instant access to your products without installation. It is a ready-to-run app launched from the AppWave Store.

## **AppWave Browser**

This is the client software that the AppWave user installs allowing a user to launch AppWave applications. It provides a primary entry point to the various products used with All-Access. You can launch, install, update, and select product versions, all from a single user interface. It can be configured to run standalone, to receive products from Embarcadero, or to run with AppWave on your own network.

## **AppWave Channel**

A channel is a landing page inside the AppWave Browser including an app description, reviews, and an app/version selector. Each product has a channel.

## **AppWave for Custom Apps**

The product name for the license to package a customer's internal applications for use with AppWave.

## **AppWave for [Product]**

The product name for a license to use [Product] when it has been mastered and is available on AppWave.

## **AppWave Network Mode**

When using AppWave to manage applications, it operates in network mode. Users connect to AppWave from a Web browser and download the AppWave Browser from the repository. Licensing is automatically handled by AppWave.

## **AppWave Name**

The AppWave name is set by the Administrator in the System Management -> System Properties page. You can set the name in General Properties in the AppWave name field. This is the name of the AppWave, not the name of the machine that holds the Host. This AppWave name appears as a folder in the Apps portion of the AppWave Browser.

## **AppWave Private Store**

The AppWave Private Store describes the AppWave as an installed product catalog of apps within an organization typically used to broadcast commercial and custom apps relevant to that organization and accessed by employees of the same organization. The AppWave Private Store is typically behind the company firewall and in many cases without direct access to the internet.

## **AppWave Public Store**

The AppWave Public Store describes the AppWave accessible to the public containing free and commercial vendor apps for purchase. The AppWave Public Store can be accessed by anyone with access to the internet. This Store is hosted and managed by Embarcadero.

## **AppWave Store**

The AppWave that Embarcadero maintains for all of the Embarcadero-provided applications and templates and the e-commerce web site that allows customers to purchase applications they can use in AppWave. In the AppWave Store the user can purchase applications that they can use in AppWave. This includes Embarcadero-provided applications, templates, and e-commerce web sites.

## **AppWave Studio**

The application (within the AppWave Browser) that a user can use to master applications for AppWave. You are walked through a series of steps where you master and then broadcast the App file for your selected application. This can then be run on the local machine and be launched from either the local hard drive or the network using AppWave Browser.

## **AppWave Mastering Template**

An AppWave Template is a predefined plug-in that allows the user to master (or package) a given application with default settings. It is a model for mastering an application, e.g. contains branding information and information on which filter to run on the installer for the application. It must respect all of the "Acceptance criteria". The AppWave Template file (.AW) is created by the PADE Product Manager and is used to add Instant AppWave Mastering support to a server.

## **Authors**

This is the group of AppWave users who are able to master applications for use in AppWave. Members of this group have access to the Studio tab in the AppWave Browser. Authoring permission is granted by the Administrator.

## **Autogrow**

When streaming, if the cache cannot accommodate the size of the full app, the cache can automatically grow to accommodate the new size. The Autogrow default setting is "On", and the command is available in the AppWave Browser under Menu->Options. If the Autogrow setting is not selected you will be asked, via the browser, to increase the size of the cache to meet the size requirements.

## **Auto Load**

You have the option to always launch the AppWave Browser. this means that it automatically loads when the operating system is started. Then any previously run apps that have been download are "auto loaded" as well as the catalog. Once an App is run, it automatically loads each time.

# **B**

## **B2B**

Business to Business. B2B transactions are through purchase orders through our sales offices.

## **B2C**

Business to Consumer. B2C transactions are processed with Cleverbridge as the payment processor.

## **Bookmark**

Bookmarks are shortcuts that links you to your favorite Apps in the AppWave Browser. These bookmarks are in the AppBookmarks folder. You can create a bookmark by selecting an app in the Application Window and then clicking the Bookmark icon located in the search field. The selected app is added to the AppBookmarks folder in My Apps.

## **Brand**

This is one of the steps of mastering an application in the AppWave Studio. An application is identified or "branded". The branding information includes product name, display name, version, publisher, web site, icons, product description, licensing information, etc. This information then appears in the Studio and/or AppWave Browser.

## **Broadcast**

This is one of the steps of mastering an application in the AppWave Studio. Once you have broadcast a product to AppWave, that product is streamed or made available to users via AppWave.

## **Browser**

See [AppWave Browser](#)

# **C**

## **Cache Folder**

This is where you will store your download. This is your Product Repository.

## **Caching**

Caching occurs when you obtain your licensed installers and executables, and download them from Embarcadero to your AppWave.

## **Channel**

Channels, or groupings, can be created for any purpose, by an administrator. For example, you could create the "New Hire Channel" to see all the applications needed to get started with your work. A channel is a landing page inside the AppWave Browser including an app description, reviews, and an app/version selector. Each product has a channel.

## **Client-Centered Environment**

Also known as a client workstation mode, the AppWave Browser user downloaded products from Embarcadero which you then license using the Embarcadero Developer Network (EDN).

## **Client Network Mode**

This is server-centered environment where app executables are provisioned and licensed by AppWave and then accessed using the AppWave Browser.

## **Common Gateway Interface**

The CGI is a standard protocol that defines how web server software can delegate the generation of web pages to a console application. Such applications are known as CGI scripts; they can be written in any programming language, although scripting languages are often used.

## **Custom Scripts**

The AppWave Studio Custom Script Support gives the user the ability to define a custom action called an AppEvent, at key points: (1) before or after an App is added to a machine; (2) before or after the App is launched; and (3) before or after the App is running.

# **D**



## Disposition Layers

The layers used to configure individual system resources, such as a file, folder, registry key, or registry value. The layer determines whether the system resource can be seen by the local system, and whether it is permanent or can be removed.

- Layer 1: Installed-permanent - Copies assets (files, folder, registry keys, and registry values) permanently onto the local system, and can be seen by the entire local system.
- Layer 2: Installed-temporary - Installs assets during the activation process, and uninstalls assets during the deactivation process. The original asset is backed up before the new asset is installed, and when the new asset is uninstalled the original asset is restored.
- Layer 3: Virtual-integrated - (default setting) Assets that can be seen both by the streamed application and the local system, but are not physically installed on the local system.
- Layer 4: Virtual-Isolated - Assets that can only be seen by the streamed application, and are not physically installed on the local system.

## Dynamic Cache

The dynamic cache is created with launching an application in the AppWave Studio. This cache is cleared when using the Remove Application option. For Windows XP, the cache location is:

C:\Documents and Settings\Data\Embarcadero\Product

Repository\StreamingCore\Profiles\

Windows 7 and Vista the cache location is: C:\ProgramData\Embarcadero\Product

Repository\StreamingCore\Profiles\

C:\Users\

Repository\StreamingCore\

# E

## Embarcadero Development Network

The EDN provides support, updates, upgrades, new products, and access to premium content on the Embarcadero Developer Network and is a way to provide a cost-effective way to license products and tools. You can also create your own EDN accounts

## Embarcadero License Center

The ELC is integrated with AppWave and installs automatically when you install AppWave. If you are upgrading your Embarcadero License Center installation, you will set up licenses, users and groups. You do not have to cache products on AppWave if AppWave will only be managing your site licenses and you do not have an All-Access license.

## exclusions.dat

This file contains informations for autodetecting exclusions applications.

# F

## **File Association**

With file association, you have the ability to launch AppWave applications using the file format typically associated with that application. You can also access the functionality typically made available within the right-click menu of a file type. It also covers the proximity and visual presence of the AppWave Browser when launching an app directly via file association, license checking, etc.

## **Free AppWave Store Apps**

This refers to free apps available from Vendors through the AppWave Store. End users will need to be connected to the internet in order to register and use free apps from the AppWave Store.

## **Fully Streamed**

The streaming activity is initiated when a user selects to "Run" an app using the AppWave Browser. AppWave streams the app into the client cache and loads the app onto a user's screen before it's fully streamed. The app is said to be "fully streamed" when 100% of the app has been streamed into client cache - which is also a pre-requisite for the offline use case. This improves performance and enables offline usage.

# H

## **Harvesting**

Harvesting refers to mastering an app from an application that is already installed on the app author's PC. With this feature the app author does not have to master the app using the application's installer.

## **Heartbeat Period**

Number of minutes between "keep alive" pings to the streaming server. The heartbeat maintains streaming server connectivity and alerts AppWave when the streaming server does not respond.

## **Heartbeat Grace Period**

The number of minutes to wait for the streaming server to respond to a heartbeat. If the streaming server does not respond within this period, the streaming server is considered to be offline and a notification is generated.

## **Hosted AppWave**

An AppWave host that is located on the Amazon EC2 cloud or elsewhere outside of the customer's site and is managed by Embarcadero.

## I

### **Integrated-Complex Apps\**

With AppWave you can master complex applications (for example, Microsoft Office, Visual Studio, Autodesk Design Suites, Adobe CS5, etc.). Suites, or larger product "bundles", require a deeper level of integration with the operating environment. Once mastered, common components are exposed within the Windows UI as a collection of executables, right-click menu extensions, and file associations.

### **ISV**

An Independent Software Vendor would create, edit, and broadcast applications using the Studio's Create an AppWave from Install function.

### **Item**

Anything that has a SKU (Stock-keeping Unit) associated with it.

## L

### **Launch at Startup**

You have the option to always launch the AppWave Browser. This means that it automatically loads when the operating system is started. Then any previously run apps are "auto loaded" as well as the catalog. Once an App is run it automatically loads each time.

### **License, AppWave Browser User**

This license is required for each AppWave Browser user. This license entitles the user to connect to AppWave and run Embarcadero applications as permitted by the administrator.

### **License, AppWave for Premium Product**

This license is required in order for an AppWave Studio user to master and deploy a premium application to AppWave. This license is purchased separately for each application and gives the AppWave Studio author access to an Embarcadero-created template that guides the Studio user easily through the mastering process of premium applications.

### **License, AppWave for Products License**

These licenses are purchased by organizations from Embarcadero so they can master and run complicated commercial applications and run them in their own AppWave environment.

### **License, AppWave for Custom Apps**

This license is required in order to use AppWave Studio to master and deploy applications, such as in-house applications, for which Embarcadero is not currently providing premium support.

### **License, Concurrent**

Floating license. Can be assigned to a group or an individual user. A concurrent license can be borrowed from the license pool and when the user quits the application, the license is returned to the shared pool and made available for another user to use.

### **License, MyApps**

This license is required for the AppWave Browser user who will be connecting to AppWave in order to launch and run custom or premium Apps mastered in your company.

### **License, Network Named**

A network named license is a license assigned to a specified user for their use anywhere on the network, from any IP address.

### **Licenses, Premium or Custom App Product**

Through License Automation, AppWave can manage the licenses of custom 3rd party Apps you have mastered. This provides the license key and displays information on how to use the license when the AppWave Browser user launches a 3rd party App. Depending on the App, in the AppWave License Automation pages, you need to provide the license as either a serial key or as a .csv file containing multiple serial keys.

### **License Automation**

The License Automation feature enables AppWave to automatically provision licensing information for 3rd party Apps. An AppWave admin must set up licenses for license automated supported Apps in the Admin console. The number and types of licenses can be customized by the admin. AppWave will then allocate licenses through license automation and ensure the number of simultaneous users of that app does not exceed the specified settings.

### **Lightweight Directory Access Protocol**

LDAP is an application protocol for querying and modifying directory services running over TCP/IP.

## **M**

## **MD5**

Message-Digest algorithm 5 (MD5) is used to check the integrity of files. The .aw and the .app files must come together with the associated md5 message digest file. Each time one of the two files needs to be changed, the .md5 file must be changed too.

## **Master**

When you package or wrap an application so it can be used in AppWave.

## **Mastering Template**

This is a plug-in that allows the user to master a given application with default settings.

## **Metadata.xml**

This is the information used by Appwave host to add the new app or template to the server catalog.

## **MSI Installer**

MSI files are database files, used by Windows Installer. They contain information about an application which is divided into features and components, and every component may hold files, registry data, shortcuts etc. The MSI file also contains the UI that is to be used for installing, and various other data such as any prerequisites to look for, custom actions to execute, the order of the installation procedure, whether to support Administrative installations, etc. MSI files are the current recommended way of doing installations on Windows. The .msi files provided must have the ability to run in Unattended mode.

## **Membership**

Provides support, updates, upgrades, new products, and access to premium content on the Embarcadero Developer Network (EDN), plus Embarcadero® AppWave for one-step access to your tools without installation.

## **Multiple Entry Points**

There are products which include several applications. So when the applications are being mastered, the installer installs several applications which could be launched with different command lines. It could be a different executables or the same executable but with different command line parameters. With Multiple Entry Points, you do not have to produce several Apps with different command line arguments. This eliminates the need for extra disk space on the server (in the repository and in the streaming cache folder) and client local cache). In addition you do not have to master additional Apps.

## **My Documents**

The My Documents folder is your own personal folder in which you can store your documents, graphics, and other personal files. When there is more than one person using the computer, Windows creates a My Documents folder for each user on the computer. By default, the target or actual location of the My Documents folder is C:\Documents and Settings\*user name*\My Documents, where C is the drive in which Windows is installed, and *user name* is the currently logged-on user. However, companies can change this folder to a network location instead of their local machines.

## **My Tools License (Enterprise Client)**

A concurrent license that is consumed by the AppWave Browser, that governs whether a user can run Apps that were mastered by a customer. Only one license is required per user and machine. All Apps requiring a MyApp license share the same MyApps license. This is to simulate "machine" license.

# **N**

## **Notifications**

These messages come from AppWave. The AppWave administrator configures what types of messages are sent out as notifications. Notification messages can include new product or version availability, downloads complete, and download errors. You can also subscribe to an RSS news feed of notifications from the AppWave Home page of the AppWave console application.

# **O**

## **On-Demand**

Tools can be delivered on demand to users as they need them from the AppWave Browser. Applications they have licenses for automatically show up in their Browser. You can see what previous versions are available and can run versions side-by-side without conflicts and without uninstalling and reinstalling versions.

## **One-click Mastering**

The AppWave Studio has third party commercial and OSS applications that have already been mastered previously by Embarcadero and have auto-fix capabilities. If you master one of those apps, then a plug-in has been created to help you fix all potential problems.

## Open Mode

In unrestricted or open mode, broadcast Apps are published to the All Apps folder which is assigned to the All Users group. The administrator can fine-tune the members of the All Users groups and the Apps available in the All Apps folder to restrict application usage. In open mode, all users can access all reviews on AppWave as soon as they are submitted.

## P

### PADE

The purpose of a Packaging Analyst & Design Engine (PADE) is to help correct problems frequently encountered when preparing an application for an APP. PADE allows for plug-ins to analyze the content of the application and recommend changes and potentially make changes. A single plug-in can support multiple resolutions.

### Parsing

Parsing takes a TCA profile and maps the file location to where they are going to appear when you are either running or have the app mounted on your machine. It mounts the app as part of your profile.

### .pref

This file contains information to improve the timing of when an application is launched, and is recorded in the Test page of the AppWave Studio after mastering the app.

### Prefetch

Prefetching is the process of streaming application blocks prior to their being explicitly requested by AppWave Browser, in anticipation of being needed by the application. Be advised that only some key blocks of application data from AppWave are necessary for the application to launch and perform basic functions.

### Premium Application

A premium application is an application for which Embarcadero provides a mastering template. This template contains licensing information which allows for License Automation. Once a premium application has been mastered the licenses for the application can be managed by AppWave.

### Premium or Custom App Product Licenses

Through License Automation, AppWave can manage the licenses of custom 3rd party Apps you have mastered. This provides the license key and displays information on how to use the license when the AppWave Browser user launches a 3rd party App. Depending on the App, in the AppWave License Automation pages, you need to provide the license as either a serial key or as a .csv file containing multiple serial keys.

## Private Server

A Private Server means those operated by AppWave licensed owners, in their own network. Private servers can be configured to authenticate via several means (local, LDAP, etc). When a user starts AppWave Browser or connects to AppWave, the application-populated folder appears in the Private AppWave. The Apps are broadcast from AppWave to AppWave Browser user.

## Product Channel

A channel is a landing page inside the AppWave Browser including a description, reviews, and an app/version selector. Each product has a channel.

## Product Name

When creating an app for an Embarcadero product, choose the Product Name from the drop-down list of available names. This is done during the Branding step of the creation process. You must select the correct name or the concurrent licensing will not be managed by AppWave.

## Public Server

Public servers are operated by Embarcadero.

# R

## Repository Cache

This is the directory where the applications that will be streamed are saved on the AppWave Browser user's local machine. The primary purpose for the cache is to allow partial downloading of an application before showing the application to the user. This is especially important when working with large applications because caching the application allows the user to begin using the application sooner, before the entire application has been cached.

## Restricted Mode

You can operate AppWave in either Restricted Mode or Open Mode. In restricted mode, the admin must approve any new reviews or broadcast Apps before they are made available to AppWave Browser users. In unrestricted or open mode, broadcast Apps are published to the All Apps folder which is assigned to the All Users group. The administrator can fine-tune the members of the All Users groups and the Apps available in the All Apps folder to restrict application usage.

## Runtime

This refers to execution runtimes that some products need like the .NET framework which RADStudio needs. Runtimes are provided for authors to include when creating their apps. They can pick and choose what to include.



# S

## **.stc**

The file contains the code and other configuration information that comprises most of the app. It is a package containing all files of the app. This contains the block database for the app (all the binary).

## **.stp**

The .stp file is an appset file. It is encrypted and stores the files, folders, and registry settings needed to reproduce the application being mastered on the end users machine. This file is the result of mastering a project in Test page. It's a zip file containing necessary files (.stc, .toc, and .aib) for running an application. It can also contain EULA information files, icons, and screen shots.

## **SDK**

Software Development Kit is typically a set of development tools that allows for the creation of applications for certain software, software framework, hardware platform, computer system.

## **Search**

The search function in both the AppWave Browser and AppWave Store searches all fields with the exception of product reviews written by the user.

## **Staff**

In the AppWave Store, the Staff is all the personnel who have access to the Vendor's account. The information for each staff person is displayed on the Staff tab and includes ID number, name, e-mail address, and status.

## **Stage**

In the AppWave Store, once you create and manage your application you submit it to Embarcadero for staging. This is where your submission is reviewed. You can then review the feedback on the review.

## **Start**

In the AppWave Studio, this is the first step in creating your App. You select a source and begin to build your App. This step currently allows you to select the launch command (the application's executable), view and edit files, view and edit registry entries, and manage environment variables.

## Static Cache

You can view the size of the Static Cache (also referred to as the App Cache) in the AppWave Browser Options. Click **Options** and then click **Clear**. For Windows XP, the cache location is: Repository\StreamingCore\Profiles\

## Streaming

An application is constantly received by and presented to an end-user while being delivered by a streaming provider.

## Subject Channel

Channels can be created for any purpose, for example a "DBA Channel". Channels can include both Product and Subject Channels. So a subject channel would contain apps pertaining to a specific type.

## Subscribing

You can also ensure you always have the latest version of your applications by subscribing to AppWave notifications and by checking the Notifications folder in AppWave Browser, so you will always know when a new version is available.

## Suite Product

Suite Products are complex applications such as Microsoft Office, Visual Studio, Adobe CS5, etc., that have multiple entry points. The Suite contains multiple applications. For example Microsoft Office includes Excel, Word, PowerPoint, etc.

# T

## .tca file

The .tca file contains the registry and folder and files structure captured during a software installation along with resources, launch points, and registry settings required to run a product. It also contains information about the product such as the version, name, and editions. Every time a user needs to master an App, a .tca file is created.

## templateversions.dat

This file contains information about harvesting. Some templates will contain several versions of an application, and this file indicates which tca file will be used for which version.

## Test

In this step you master all the elements needed to build the app and then test the results.

## **Threshold**

Default or user-defined values that mark performance boundaries. Thresholds are the point that must be exceeded to begin producing a user-defined effect or result or to elicit a response.

## **Ticket**

When a customer encounters a problem and reports it in the AppWave Store, a ticket is generated and submitted to the vendor for correction, additional information, etc. The Ticketing site is where you manage all aspects of your tickets.

## **.toc**

This is the token file, containing the information used by the player to run the app. It includes the launch command, environment variables, all the custom settings, and app events for the app.

## **Turbo Option**

This is a performance option that allows the AppWave Browser to run in a more resource-efficient and feature-rich fashion. This is the default option. If the user does not have administrator rights at the time of install, the AppWave Browser installs without the turbo option. The executing code has complete and unrestricted access to the underlying hardware. It can execute any CPU instruction and reference any memory address. The Turbo mode is generally reserved for the lowest-level, most trusted functions of the operating system.

# **U**

## **User Mode Streaming**

In User mode, the executing code has no ability to directly access hardware or reference memory. Code running in user mode must delegate to system APIs to access hardware or memory. Due to the protection afforded by this sort of isolation, crashes in user mode are always recoverable. Most of the code running on your computer will execute in user mode.

# **W**

## **Web Caching**

Web Caching configures a transparent proxy set up between AppWave and AppWave Browser. If this proxy is configured, AppWave would add special headers to streaming data sent to the AppWave Browser. This allows the streamed data to be cached on the proxy server so that the next time an AppWave Browser user asks for the relevant application, the streamed data is sent directly to the AppWave Browser from the proxy. This ability may be useful when the communication channel between AppWave and AppWave Browser is poor.

## **Windows Authentication**

Automatically authenticates connections between Microsoft Internet Information Services, Internet Explorer, and other Active Directory aware applications.

## **Windows Services Registration**

AppWave is automatically registered as a Windows service, therefore it starts when your machine starts. By default, the service is named Embarcadero AppWave. If you do not want AppWave to start as a Windows service, you can reset or otherwise change the service by selecting Start > Embarcadero AppWave X.X > Configure AppWave. In the Embarcadero AppWave Properties dialog, select the General tab and change the service parameters.

## **Working Folder**

The user can pick a directory in the working file directory. However, you can't enter your own path, the folder has to exist already. When the launch command manages it, it is converted to what is needed.

## **Workstation License**

A workstation license is a license assigned to a specific workstation for its use by specified users associated with that workstation. Permissions allow you to define who can and cannot use the workstation license and under what circumstances, offline or online only.