



## Evolution of ThinManager Terminology

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Use the **F1** button on any page of a ThinManager wizard to launch Help for that page.

Visit [www.thinmanager.com/TechNotes4/01\\_Intro/Manuals.shtml](http://www.thinmanager.com/TechNotes4/01_Intro/Manuals.shtml) to download the manual, manual chapters, or the abridged ThinManual.

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ThinManager has evolved over the years leading to changes in terminology and function.

### Essential ThinManager Functionality

The booting of a ThinManager Ready thin client is a two-step process:

- The ThinManager Ready thin client connects to ThinManager to receive its configuration.
- This configuration sends the ThinManager Ready thin client to a terminal server to login and run a session.
- The ThinManager may be on the same physical computer as the terminal server or it may be on a different computer.

### The Client/Server Relationship in Terminal Services

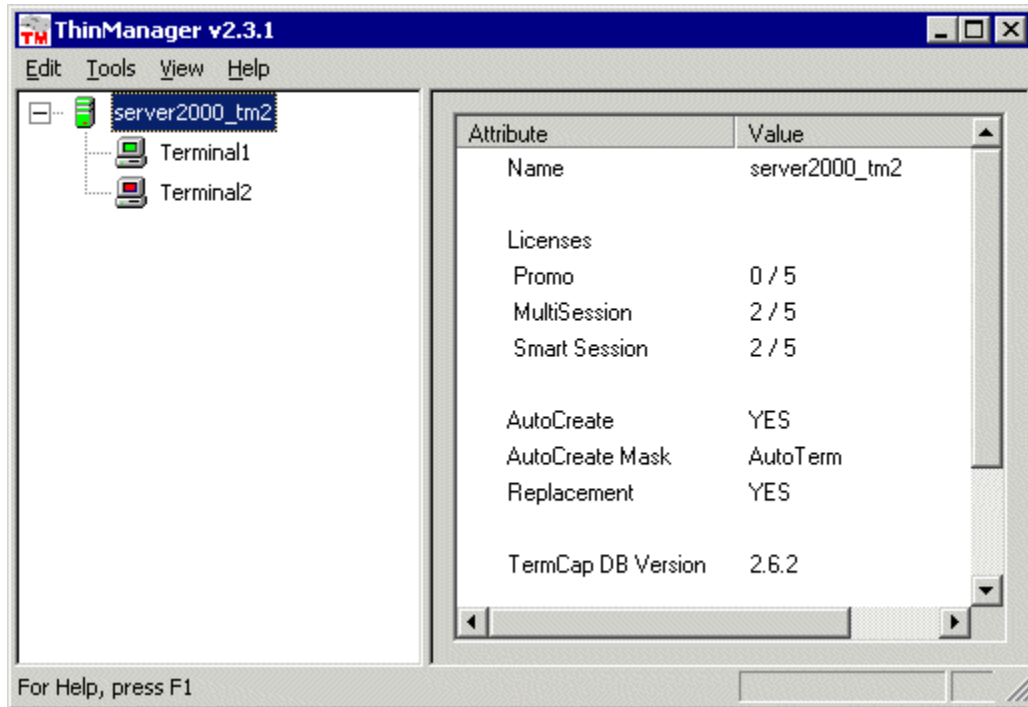
This is how the client/server relationship works in terminal services:

- The client (fat or thin) connects to a terminal server, logs on, and starts a session.
- The client sends mouse and keystrokes to the terminal server for processing.
- The terminal server processes the input, generates the corresponding graphics, and sends the graphics calls to the client for display.
- The client displays the graphics locally for the user.



## Hardware Configuration Tool

Early versions of ThinManager functioned as a tool for configuring the thin client hardware.



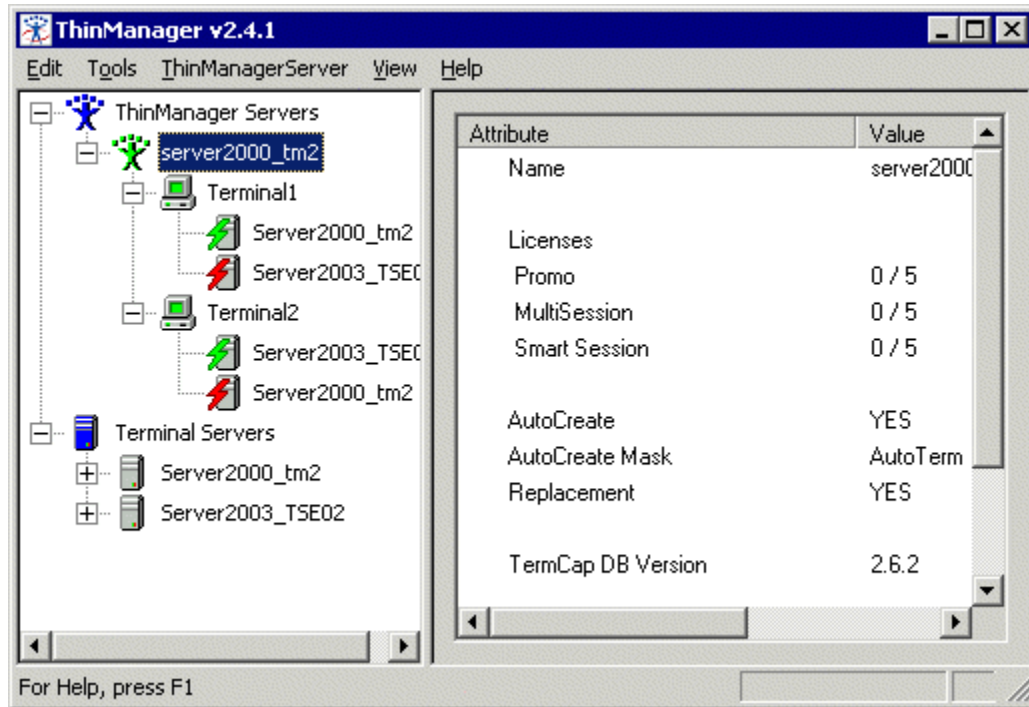
*ThinManager 2.3.1 Interface*

The status of the terminal was limited to indicating if a terminal was on or off by use of green or red colors on the terminal icons.



## Wizards

Configuration wizards were added in ThinManager 2.4.



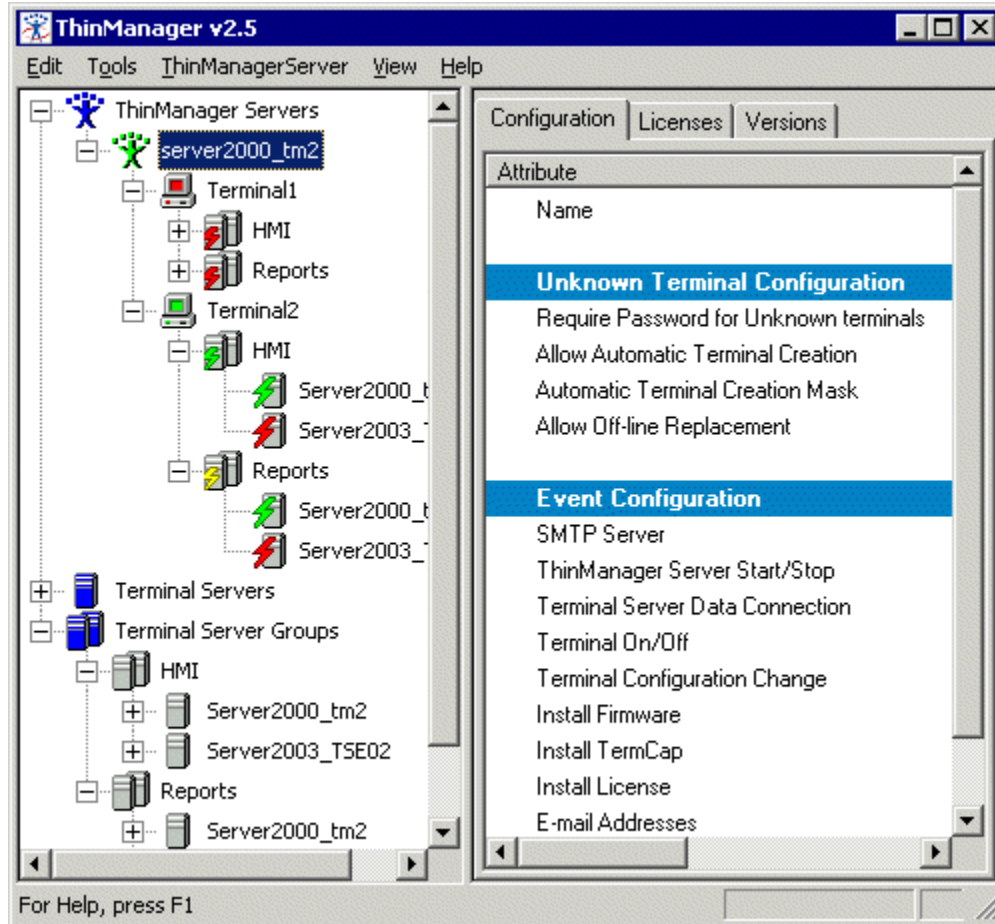
*ThinManager 2.4 Interface*

The tree was expanded to show what terminal servers the terminals were assigned to. Green and red lightning bolts indicated whether a terminal had an active connection to the terminal server.



## Terminal Server Groups

ThinManager 2.5 introduced Terminal Server Groups. These were collections of terminal servers that a terminal could connect to and run a session on.



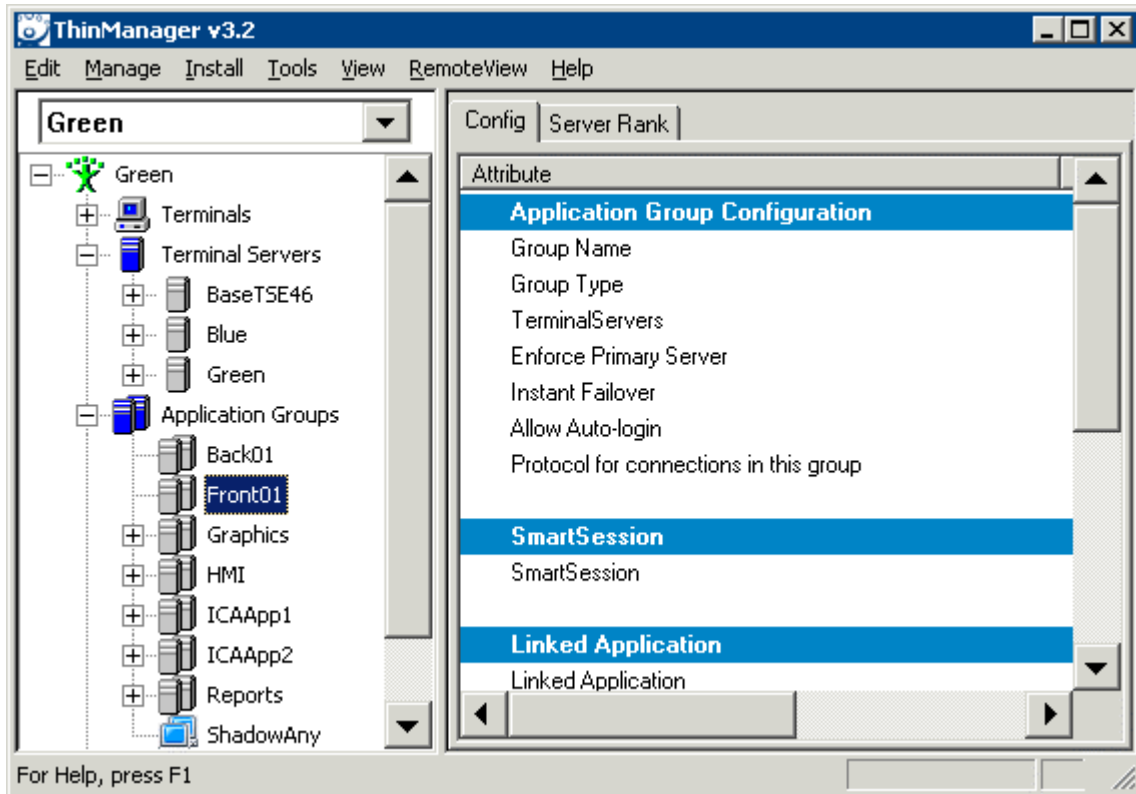
*ThinManager 2.5 Interface*

The use of Terminal Server Groups increased the power of ThinManager through AppLink and MultiSession. AppLink is the deployment of specific applications and MultiSession is the ability to run multiple sessions on a terminal at the same time. In the example Terminal2 is using MultiSession to run two AppLink apps (HMI and Reports).



## Application Groups

Terminal Server Groups were renamed Application Groups in ThinManager 3.2.



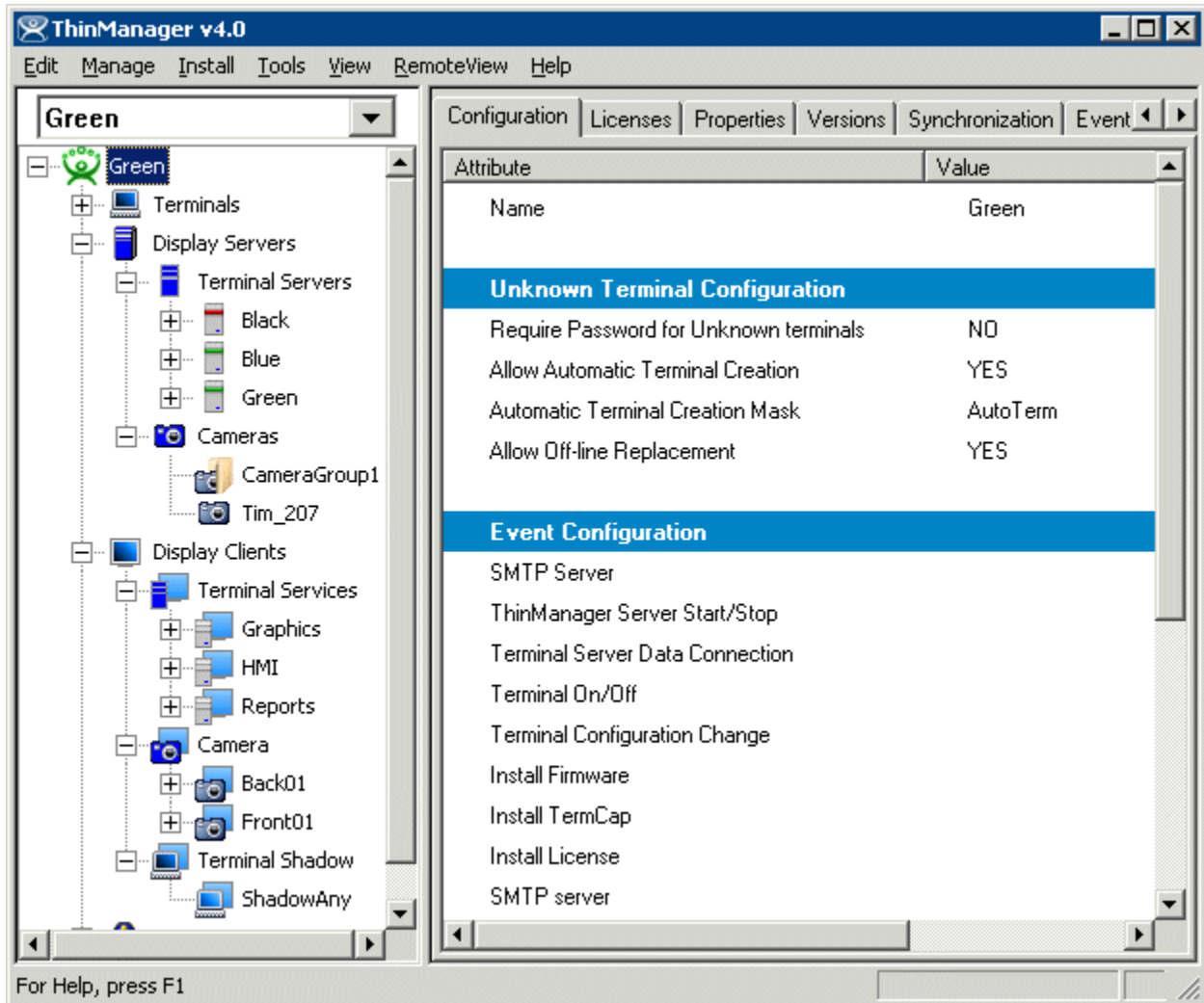
*ThinManager3.2 Interface*

Terminal Server Groups didn't describe Terminal-to-Terminal shadowing accurately because that function isn't coming from the terminal server but is coming from the shadowed terminal.



## Display Servers and Display Clients

ThinManager 4.0 added IP cameras, an additional source to display on the ThinManager Ready thin client leading to a major change in terminology.



*ThinManager 4.0 Interface*

### Important Definitions:

A **server** is defined as device, computer, or application that provides applications, files, or data for use by other computers.

A **client** is defined as device, computer, or application that requests data, resources, or services from a server or software program that shares data with the server.

**Display Servers** – ThinManager 4.0 uses Display Servers to denote devices that provide content that can be displayed on the client. Examples include the traditional terminal server and IP cameras.

**Display Clients** - ThinManager 4.0 uses Display Clients to denote the graphic rendering of the output from a Display Server. This could be a traditional Terminal Server session, IP Camera display, or a Terminal-to-Terminal Shadow session.