

Workspace Files Tech Tip



[Introduction](#)

PC School uses configuration files to enable and configure several features of the software. This document is designed to give you a basic understanding of how to edit these files, as well as what the settings within these files are designed to achieve.

Table of Contents

<u>Introduction</u>	<u>2</u>
<u>Workspace File Information</u>	<u>3</u>
Select Workspace	4
View the Workspace File.....	5
Change / Edit the Workspace File	5
Add New Keys to Workspace File	6
<u>Workspace File Key Descriptions</u>	<u>7</u>
<u>Sample WS File</u>	<u>8</u>

Workspace File Information

These settings are contained in a text file with the extension of “.ws”. All of these *workspace* (.ws) files can be found in the PC School\Programs directory.

Each PC School *Work Area* will have its own workspace file. The main PC School work area will have a file called “PCSchool.ws” while the Play work area will have the file “PCSPPlay.ws”. Any other work areas will have a similar file, based on the work area name. For instance a work area called Library will have a workspace file called “Library.ws”.

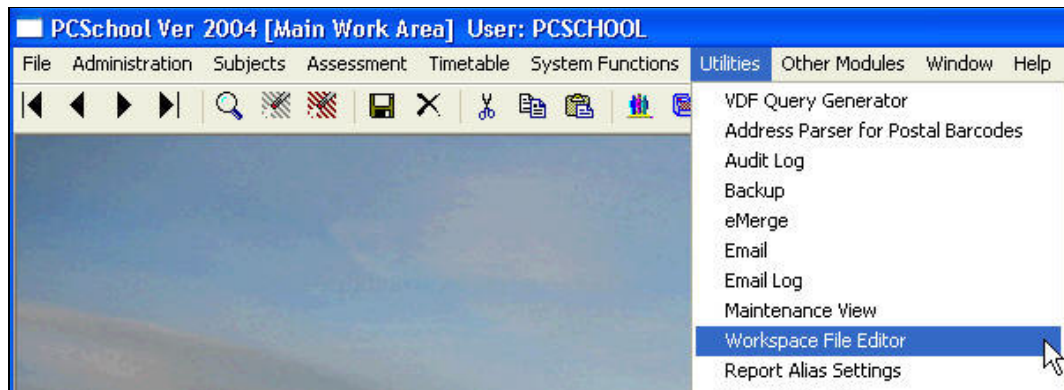
PC School provides a Workspace File Editor to modify these files. As these files are simple text files, a text editor such as Notepad may also be used, though to ensure the integrity of these files it is recommended that the PC School tool be used.

The workspace file is a locally stored file which will only affect the settings of the PC on which they are changed. This means that if necessary each PC may have a different workspace file with any unique setting required for the user of that PC.

Workspace File Editor

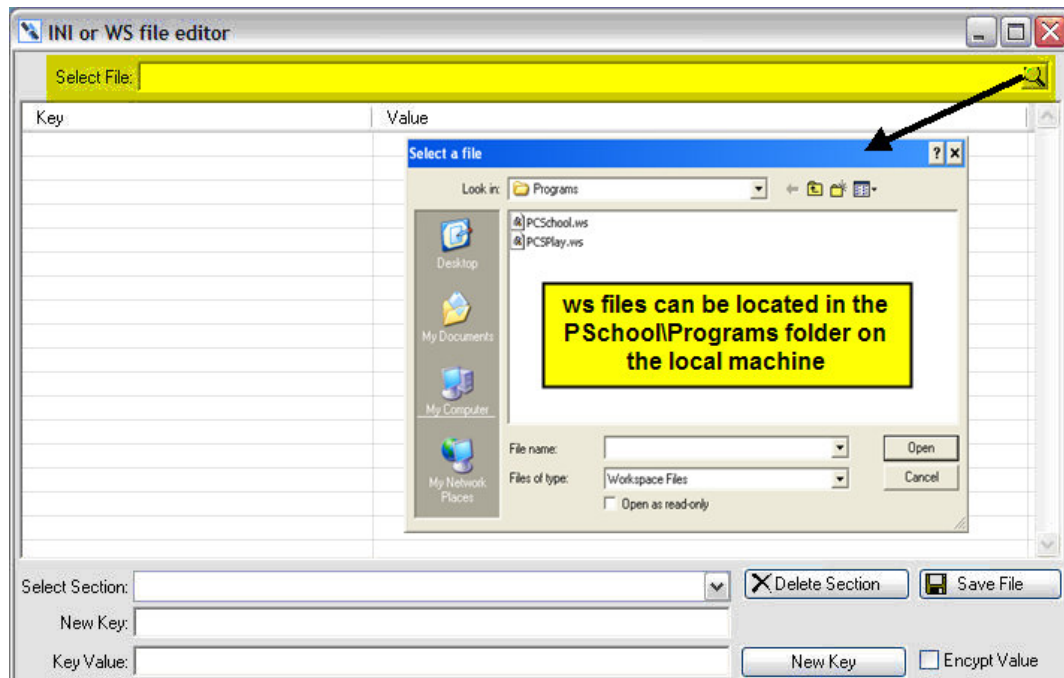
The *Workspace File Editor* is a tool that can be accessed from the Scholastic Module in PC School by clicking Utilities → Workspace File Editor.

Path: Utilities → Workspace File Editor



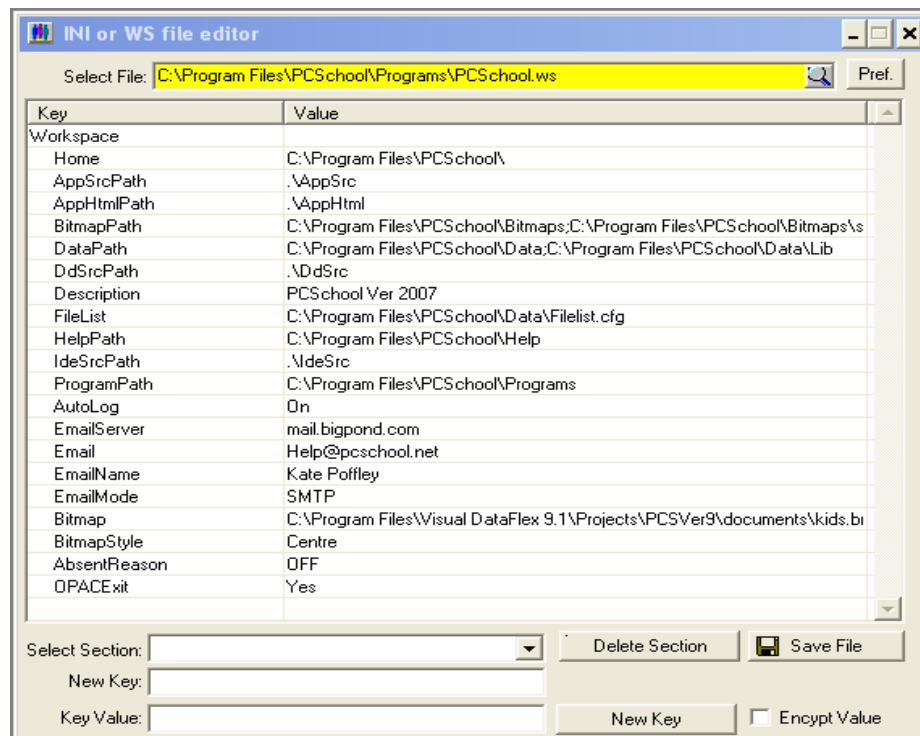
Select Workspace

Select the workspace (ws) file you wish to edit, remembering that all the workspace files are contained within the PCSchool\Programs directory.



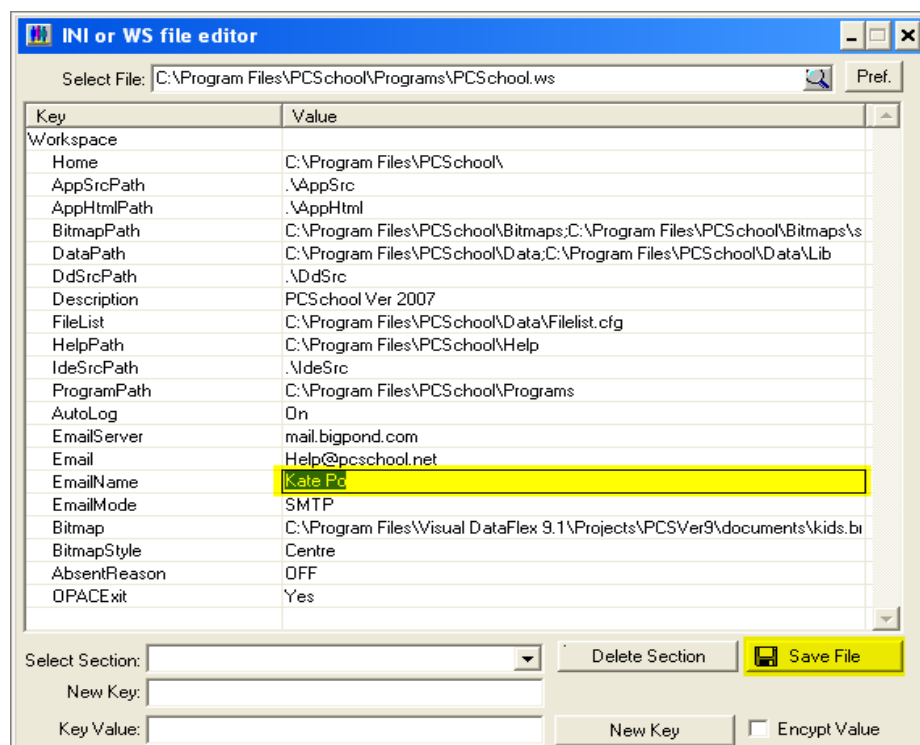
View the Workspace File

Once a file is selected, the grid will fill with the values from the workspace file.



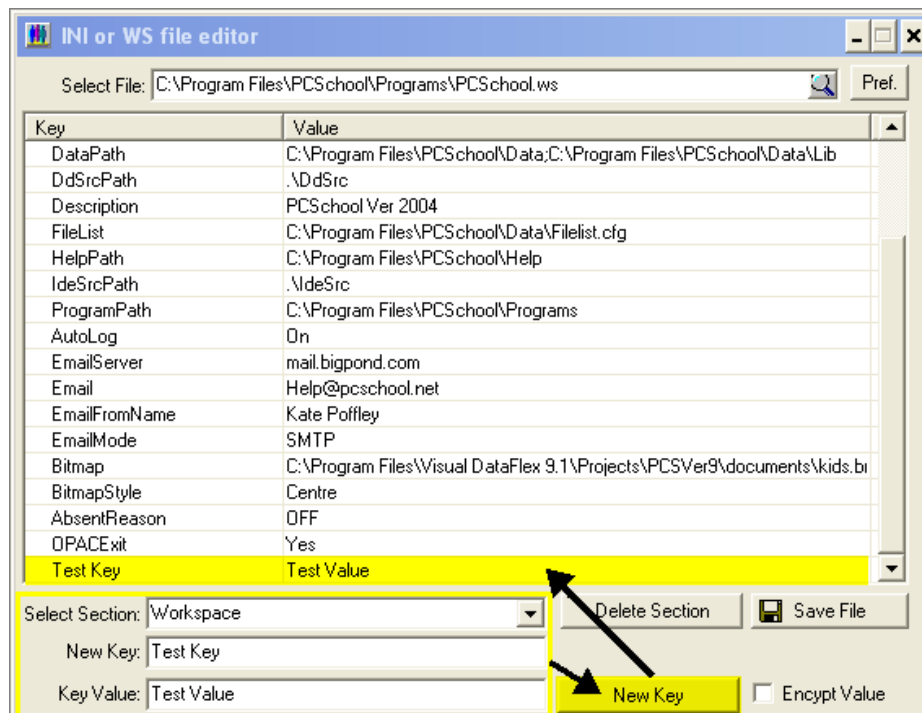
Change / Edit the Workspace File

To change any of the key values within the workspace file, simply click in the value column of the key you change, and alter it to the appropriate value. When you have finished making the necessary changes; simply click on the “Save File” button to commit them.



Add New Keys to Workspace File

New keys may be added if required. To do this first select the section for this key to appear in. In PC School the only section you should be adding keys to is the Workspace section. Then enter the Key name in the “New Key” field and its value in the “Key Value” field. Then click the “New Key” button to save the new key.



Bear in mind that clicking the New Key button will undo any changes you may have made to the workspace file that have not yet been committed by clicking the “Save File” button.

Workspace File Key Descriptions

The workspace file contains numerous keys which relate to the various configurations of PC School. Below is an outline of the keys within this file, and what options are available for them.

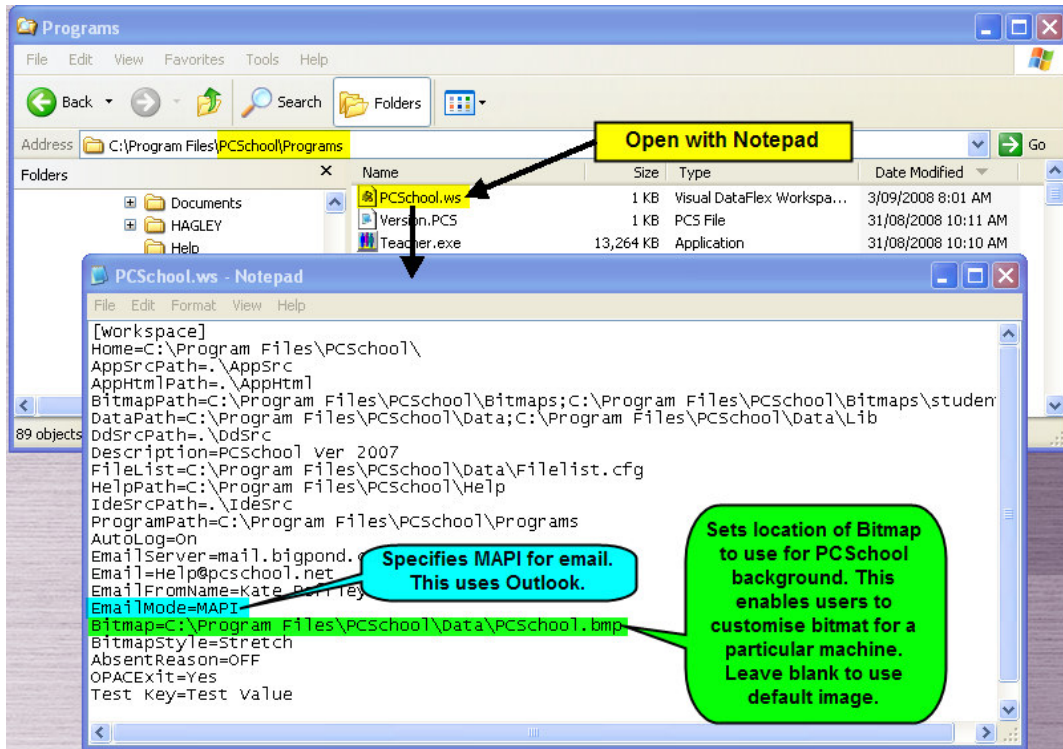
Home	Dataflex generated key. Should be left alone.
AppsrcPath	Dataflex generated key. Should be left alone.
AppHtmlPath	Dataflex generated key. Should be left alone.
BitmapPath	Dataflex generated key. Should be left alone.
DataPath	Dataflex generated key. Should be left alone. This normally points to the path that your PC School data is stored.
DdSrcPath	Dataflex generated key. Should be left alone.
Description	Dataflex generated key. Should be left alone.
FileList	Dataflex generated key. Should be left alone. This points to where the FileList.cfg file is located.
HelpPath	Dataflex generated key. Should be left alone. This points to where the PCSchool Help chm file is located.
IdeSrcPath	Dataflex generated key. Should be left alone.
ProgramPath	Dataflex generated key. Should be left alone. This points to where the Program files are located.
AutoLog	This indicates how users are logged into PC School. If this is set to "ON" then users will be logged in as the PCSCHOOL user. If set to "NET" then they will be logged in as the user which matches their Windows User Name. If set to "OFF" then the user will be required to log in with a user name and password each time they run PC School.
Postman	Indicates whether or not Postman is available for use with PC School. Is set to "Y" if this is true.
Email	The email address that will be used as the From address for every email sent by PC School (may differ for each machine).
EmailServer	The SMTP mail server that is used for outgoing mail.
ESMTPAuthMode	Indicates whether or not the SMTP mail server required authentication for emails to be sent. It is set to "On" if this is true. If no value is set then PC School will not attempt to authenticate to the SMTP server.
ESMTPAccount	The account name to be used for SMTP Authentication.
ESMTPPassword	The password to be used for SMTP Authentication.
EmailMode	Used to identify that SMTP, MAPI or GROUPWISE is used when sending email via PC School. SMTP is the default and this should be set to "MAPI" if the MAPI protocol is to be used.
Timer	The time, in seconds that the PC School main menu will remain open, when left unattended.
Bitmap	The path to the bitmap to be used as the background for PC School. This may be a absolute path to the file, such as "C:\Pictures\background.bmp" or a relative path such as ".\Bitmaps\background.bmp" The file type must be either Bitmap (.bmp) or RLE (.rle) file. If no bitmap is defined the standard "pcschool.bmp" file is used.
BitmapStyle	This defines how the bitmap is displayed. The values may be either "Stretch", "Tile", "Centre" or "Actual". If no style is set then Actual will be used.
AbsentReason	Set to OFF to disable requirement for reason input when absence record is changed. Must NOT disable in NZ.
Shop	Specifies name of default POS Shop on this machine. Eg CLOTHING

Sample WS File

Workspace files can also be opened and edited using Notepad (or similar).

Each PC will have its own WS files, these can be found in \PCSchool\Programs on the local drive.

Path: Local Drive → Program Files → PCSchool → Programs



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