BindScan

About BindScan:

Bindery Scanner is a NetWare utility that shows you exactly whats what in your 2.15, 2.2 or 3.11 bindery.

It runs under Microsoft Windows v3.1 in colour or monochrome configuration.

Filters can be introduced to let you see exactly whats' what, connections can be made or broken with other file servers.

If you want to know what the bindery is and why this program may be useful to you then read on, if you know what the bindery is then skip this and go directly to 'Initial screen' this will tell you how to get started.

The Bindery:

The bindery is a database file which stores server information, at the highest level this information is called 'Objects' and includes all users, groups, print queues, other file servers etc. Every object in the bindery has a unique ID, this is an 8 digit hex number, SysCon allows you to see what a users Object ID is. The ID is the way of uniquely identifying an object, for example a print queue and user could have the same name but will have different object ID's. Every object has a type, this is a number which groups like objects together, for example 1 is always a user, 2 a group, 4 a file server etc. These are used by BindScan to include or exclude certain object types in the filters dialog box.

Security is strict in the bindery and can be set to allow resticted access. there are 5 levels of security associated with read and write:

Anyone	Access allowed even if you are not logged in.
Logged	Access allowed only if you are logged in.
Object	Access granted only to the client logged in with the objects name and password.
Supervisor	Access granted to the Supervisor or those supervisor equivalent.
Netware	Only big Red can access these.

For example File Server objects can be read by anyone, but can only be we changed by NetWare.

Objects come in two flavours, static and dynamic. An object that is static has to be removed by someone or something, ie a user is removed with SysCon or another third party program. Dynamic objects come and go as they please, these are normally physical objects such as file servers or print servers, when another file server is introduced into a LAN it adds an entry into every other file server telling them its name and address. When a server is downed, this entry is automatically removed after about 30 seconds.

Each object can have a number of properties associated with them (or none in some cases), these properties are not actual values but headings for values.

Most users have one or more of the following properties IDENTIFICATION, SECURITY_EQUALS, GROUPS_I'M_IN, OBJ_SUPERVISORS,OLD_PASSWORDS etc.

Most Groups have one or more of the following properties GROUP_MEMBERS,

IDENTIFICATION etc.

Each property has its own security levels and static/dynamic attributes.

Values come in two types; item and set. Both are 128 bytes in size, values of type item hold a single value, for example IDENTIFICATION holds the users full name in zero terminated string format, LOGIN_CONTROL holds login information in byte format. Values of type Set store ID's of other objects, for example GROUPS_I'M_IN holds ID's of the groups a user is a member of and GROUP_MEMBERS stores ID's of the users in a group. A Set value can hold 32 ID's, if there are more than 32 entries another 128 bytes value is set aside, and so on.

Initial screen:

The initial screen shows objects, associated properties and values. Information on objects and properties is displayed which includes security, ID and existance.

Objects and properties are displayed in scrollable list boxes. A properties value is either displayed in a list box if it is of type set (ie GROUPS_I'M_IN) or in a text box if it is of type item (ie IDENTIFICATION).

More often than not an item value will contain non-printable characters (ie LOGIN_CONTROL), in this case you can view the value in hex which displays a list box containing 32 lines of 4 hex values.

A value of type set cannot be viewed in hex as it is a number of Object ID's.

Filters:

Selecting the filters option from the File menu displays the filters dialog box, this allows you to include or exclude certain object types.

Initially the <u>All</u> box is checked, if this is un-checked, the common object types become enabled, you may then click on an object type to select it for inclusion or exclusion.

Checking the <u>All</u> box again disables the common object types but they do not lose any 'checks' you have set. Checking <u>All</u> once more restores the common object types.

A user defined type can be entered by un-checking the User Defined box to enable the edit box and then entering the required value.

Clicking the Include button toggles between include the selected objects and exclude the selected objects.

Selecting Cancel will return you to the main screen unchanged.

Selecting Ok will return you to the main screen and initiate a re-scan of the bindery using the filters you have defined.

A certain amount of validation is performed in this dialog box, for example you cannot select <u>All</u> and then exclude, otherwise this would not select any objects

Connections

Selecting the connections option from the File menu will display the Connections Dialog Box.

This allows you to make and break connections to other Novell file servers. The main list box displays all known file servers in alphabetical order, any file servers you are already attached to have an asterisk beside them.

Attaching to a server:

Select the required server from the list box. The userID and password edit boxes should then be enabled, enter your user ID and password (optional) and click connect, the number of connected servers will be increased by one and an asterisk will appear next to the server name in the list box.

Disconnecting from a server:

Select the server you wish to disconnect from and click the Disconnect button, you will be asked if you are sure you want to disconnect at which point you can reply *Yes* and you will be disconnected or *No* and you will not.

Your current sever is displayed along with the number of connected servers, you cannot connect to more than 8 file servers at once (Novells limitation not mine), if you are running in glorious colour and you connect to 8 file servers the number will change to eight and be displayed in red, if you are in monochrome land the number will not change colour but the limitations still apply.

The current default server is the server that you are viewing the bindery of, you can change this by selecting a server you are connected to and clicking the 'Set Default' button. If you have changed the default server, when you click Ok the bindery will be read for the new server.

The current server is displayed in the windows title of the main screen.

Another way of changing the current server is to double click the right mouse button anyway on the main screen except on the list boxes, this will then popup a list of connected servers allowing you to change the current server.

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Registered users benefit from receiving future updates and being notified of new programs, also they can sleep at night 'cause they have a clear conscience.

Feel free to give this program and its documentation to friends and colleagues as long as no part of either is altered in any way.

If you have any questions, suggestions or opinons then mail me on CompuServe 100041,36 and I will do my best to answer you.