

All patches for NetWare 386 v3.10+ are managed and tracked by a new utility called PATCHMAN.NLM.

PATCHMAN.NLM is the Patch Manager for NetWare 386 v3.10.

Patches for NetWare 386 v3.10+ consist of three types:

**DYNAMIC** -- Dynamic patches are implemented as .NLM files that can be loaded/unloaded while the server is running. Unloading a dynamic patch will restore the Operating System to its original "un-patched" state.

**SEMI-STATIC** -- Semi-static patches can also be loaded while the server is running, but they cannot be unloaded. It is not possible to undo the effects of a semi-static patch without first downing the server and bringing it back up without loading the semi-static patch.

**STATIC** -- A static patch is a DOS executable program that modifies the SERVER.EXE file. This type of patch is applied once and its effects are permanent. It is suggested that a backup of the original SERVER.EXE file be made before applying a static patch. (In other words, do not patch the SERVER.EXE on your original distribution diskette!)

Dynamic and semi-static patches modify the Operating System in memory, not on the disk. This means that dynamic and semi-static patches must be loaded each time the Operating System is brought up in order for any "fixes" to take effect. It is recommended that the command "LOAD <patch>" be placed in the file server's AUTOEXEC.NCF file to ensure that the patch is always in effect as soon as the server is brought up. Typing MODULES at the server console will show which dynamic patches have been loaded, but will not show semi-static or static patches.

The Patch Manager (PATCHMAN.NLM) must be loaded before any dynamic or semi-static patches can be loaded. If PATCHMAN is not already loaded, the <patch>.NLM will attempt to locate PATCHMAN and, if found, will load it automatically. PATCHMAN only needs to be loaded once; all .NLM patches can then be loaded. PATCHMAN cannot be unloaded until all patches that rely on it are first unloaded.