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## SB/XA Release Notes for Hotfixes:

- 6.6.2.7746
- 6.6.2.7719

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# Corporate information

Rocket Software, Inc. develops enterprise infrastructure products in four key areas: storage, networks, and compliance; database servers and tools; business information and analytics; and application development, integration, and modernization.

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To contact Rocket Software by telephone for any reason, including obtaining pre-sales information and technical support, use one of the following telephone numbers.

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- United States: 1-855-577-4323
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## Contacting Technical Support

The Rocket Community is the primary method of obtaining support. If you have current support and maintenance agreements with Rocket Software, you can access the Rocket Community and report a problem, download an update, or read answers to FAQs. To log in to the Rocket Community or to request a Rocket Community account, go to [www.rocketsoftware.com/support](http://www.rocketsoftware.com/support). In addition to using the Rocket Community to obtain support, you can use one of the telephone numbers that are listed above or send an email to [support@rocketsoftware.com](mailto:support@rocketsoftware.com).

## SB/XA hotfix 6.6.2.7746

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This hotfix resolves the following issue:

- SBXA-21301. New VT220MX Terminal Type with Unique Screen ID Support for MX Workbench

### Fix

The VT220MX terminal type has been introduced specifically to enable screen identification when using MX Workbench. When using the VT220MX terminal type, you will see a unique screen identifier displayed on the 25th line. This feature is not available when using other terminal types.

When you log in with the VT220MX terminal, the system displays a unique identification string on the 25<sup>th</sup> line for the following screen types:

- Dialogs
- Menus
- Input/Output Screens
- Reports
- Selection Screens

This hotfix enhancement helps you easily and consistently identify screens when using MX Workbench.

This hotfix is provided as the complete installation media for SB/XA, and follows the installation instructions provided in the SB/XA Getting Started Guide.

## SB/XA hotfix 6.6.2.7719

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This hotfix resolves the following issue:

- SBXA-21245. The U2 version check for SB/XA authentication does not work because the standard CT VOC pointer is overwritten.

### Fix

To implement the hotfix, complete the following steps for UniVerse or UniData.

### *UniVerse*

- 1 Extract the contents of the appropriate .zip file for your platform.
  - For Windows: **uv\_win.zip**
  - For UNIX: **uv\_unix.zip**

The extracted .zip file contains the following object code files:

DM.O SB.CHECK.FIELD.REFS

```
DM.O SB.CSUSER.CHECK
DM.O SB.GET.SEC.INFO
DM.O SB.REMOTE.PROCESS
DM.O SB.SET.SEC.INFO
DM.O SB.USER.CHECK
DMSH.O SH.SEC.API
DMSH.O SH.SEC.PASS
DMSH.O SH.SEC.S
DMSH.O SH.SEC.SETUSEALGORITHM
DMSH.O SH.VERIFY.USER
```

- 2 Make a backup copy of the original object code files, then copy these files to the DM.O and DMSH.O folders in the SB+.DEFN account.
- 3 On certain machines (such as Linux), this BASIC object code will not match the byte order of your target server. To swap the byte order, use the UniVerse `fnuxi` command, as shown in the following example:

```
[root@server uv]# PATH=$PATH:/usr/uv/bin
[root@server uv]# cd /usr/u2/sbxa/UniVerse/SB+.DEFN/DM.O
[root@server DM.O]# fnuxi SB.CHECK.FIELD.REFS
Processing 'SB.CHECK.FIELD.REFS'
[root@server DM.O]# fnuxi SB.CSUSER.CHECK
Processing 'SB.CSUSER.CHECK'
[root@server DM.O]# fnuxi SB.GET.SEC.INFO
Processing 'SB.GET.SEC.INFO'
[root@server DM.O]# fnuxi SB.REMOTE.PROCESS
Processing 'SB.REMOTE.PROCESS'
[root@server DM.O]# fnuxi SB.SET.SEC.INFO
Processing 'SB.SET.SEC.INFO'
[root@server DM.O]# fnuxi SB.USER.CHECK
Processing 'SB.USER.CHECK'
[root@server uv]# cd /usr/u2/sbxa/UniVerse/SB+.DEFN/DMSH.O
[root@server DMSH.O]# fnuxi SH.SEC.API
Processing 'SH.SEC.API'
[root@server DMSH.O]# fnuxi SH.SEC.PASS
Processing 'SH.SEC.PASS'
[root@server DMSH.O]# fnuxi SH.SEC.S
Processing 'SH.SEC.S'
[root@server DMSH.O]# fnuxi SH.SEC.SETUSEALGORITHM
Processing 'SH.SEC.SETUSEALGORITHM'
[root@server DMSH.O]# fnuxi SH.VERIFY.USER
Processing 'SH.VERIFY.USER'
```

## UniData

- 1 Extract the contents of the appropriate .zip file for your platform.

- For Windows: **udt\_win.zip**
- For UNIX: **udt\_unix.zip**

The extracted .zip file contains the following object code files:

```
DM _SB.CHECK.FIELD.REFS
DM _SB.CSUSER.CHECK
DM _SB.GET.SEC.INFO
DM _SB.REMOTE.PROCESS
DM _SB.SET.SEC.INFO
DM _SB.USER.CHECK
DMSH _SH.SEC.API
DMSH _SH.SEC.PASS
DMSH _SH.SEC.S
DMSH _SH.SEC.SETUSEALGORITHM
DMSH _SH.VERIFY.USER
```

- 2 Make a backup copy of the original object code files, then copy these files to the `DM` and `DMSH` folders in the `SB.DEFN` account.
- 3 On certain machines (such as Linux), this BASIC object code will not match the byte order of your target server. To swap the byte order, use the UniData `convcode` command, as shown in the following example:

```
[root@server ud82]# PATH=$PATH:/usr/ud82/bin
[root@server ud82]# cd /usr/u2/sbxa/UniData/SB.DEFN/DM
[root@server DM]# convcode _SB.CHECK.FIELD.REFS
_SB.CHECK.FIELD.REFS: Converted
[root@server DM]# convcode _SB.CSUSER.CHECK
_SB.CSUSER.CHECK: Converted
[root@server DM]# convcode _SB.GET.SEC.INFO
_SB.GET.SEC.INFO: Converted
[root@server DM]# convcode _SB.REMOTE.PROCESS
_SB.REMOTE.PROCESS: Converted
[root@server DM]# convcode _SB.SET.SEC.INFO
_SB.SET.SEC.INFO: Converted
[root@server DM]# convcode _SB.USER.CHECK
_SB.USER.CHECK: Converted
[root@server ud82]# cd /usr/u2/sbxa/UniData/SB.DEFN/DMSH
[root@server DMSH]# convcode _SH.SEC.API
_SH.SEC.API: Converted
[root@server DMSH]# convcode _SH.SEC.PASS
_SH.SEC.PASS: Converted
```

```
[root@server DMSH]# convcode _SH.SEC.S
_SH.SEC.S: Converted
[root@server DMSH]# convcode _SH.SEC.SETUSEALGORITHM
_SH.SEC.SETUSEALGORITHM: Converted
[root@server DMSH]# convcode _SH.VERIFY.USER
_SH.VERIFY.USER: Converted
```

- 4 If you chose to globally catalog SB+ object code during your installation, then re-catalog SB+ in the SB account: `RUN SAPROGS CATALOG.SBPLUS .`
- 5 Restart UniData to ensure that all users run the new object code.

## Feedback

Send feedback to [U2Support@rocketsoftware.com](mailto:U2Support@rocketsoftware.com).