Connecting to Team Server

This topic describes how to connect C/C++test to Parasoft Team Server, which supports centralized administration and application of test practices.

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About Team Server

Parasoft Team Server is the software that manages the team-wide distribution and sharing of Test Configurations, rules, rule mappings, suppressions, skipped resources, and test results.

Prerequisites

Before you proceed with the team deployment, ensure that Team Server is successfully installed and deployed on one of your organization's machines. If you need information on obtaining, installing, or deploying Team Server, contact your Parasoft representative.

Connecting to Team Server

After Team Server is installed and deployed, you need to connect all team machines to that Team Server. If a Parasoft product is not connected to Team Server, Team Server will not provide file/configuration/task sharing and management for that installation.

To connect the team's Parasoft installations to Team Server, perform the following procedure on every Parasoft product used by the team:

1. Choose **Parasoft> Preferences** to open the Preferences dialog.
2. Select the **Parasoft> DTP> Team Server** category in the left pane.
3. If the appropriate Team Server is not already set (from the auto-configuration process described in C++test Configuration Overview:
    a. Enable the **Enable Team Server** option.
    b. Enter your Team Server's host (either a name or an IP address) in the **Host name** field.
    c. Enter your port in the **Port number** field.
    d. If your team requires users to log in to Team Server, check **Enable account login** and then enter your Team Server username and password in the appropriate fields. Depending on how your Team Server was configured, each team member might have a unique Team Server username and password, or all developers might share a single "generic" account.
    e. Click **Test Connection** to verify the connection to Team Server.
4. If you want to minimize the number of operations on Team Server by reusing cached data, check **Enable cache mode**.
    - This can improve performance, but there is a small risk that outdated rules or Test Configurations could be distributed (if the file was updated since the caching, which is set to occur every 8 hours by default). If a file has been updated since the caching, users can force a refresh by clicking **Refresh**.
5. Click **Apply** to apply your settings.
6. Click **OK** to set and save your settings.

Extending the Team Server Timeout Period

By default, C/C++test waits 60 seconds for a response from Team Server. If a response is not received within this time, it times out.

If you want it to wait longer before timing out, you can extend the timeout as follows:

- Add a `tcm.timeout` value to the registry key `HKEY_CURRENT_USER\Software\Parasoft\Team: tcm.timeout=[timeout_in_seconds]`

Exporting Team Data

You may occasionally want to export team data. You can copy:

- All data from one Team Server account to another (with or without transforming the paths to use a new location).
- Suppressions and resource data from one location to another within the same Team Server account.

To export team data:

1. Open the **Team Server** page in the Preferences panel.
2. Click **Export Team Data**.

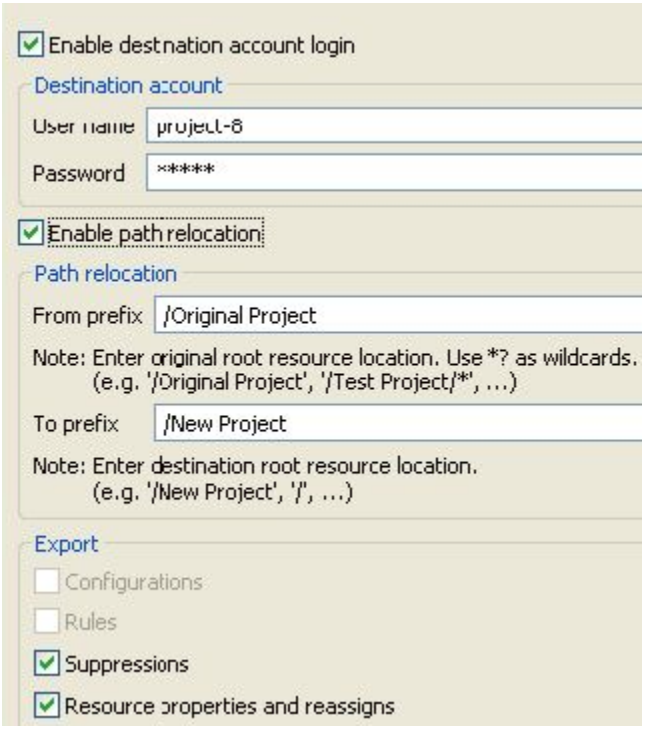
3. Use the available controls to specify what data you want exported, where you want it exported, and whether you want paths to be transformed during export.

Export Use Cases

Exporting Team Server data may be especially useful in the following situations.

Renaming IDE projects

To ensure that resource data settings and suppressions are still available after renaming a project, you can use the export wizard to copy data with path relocation; for example:

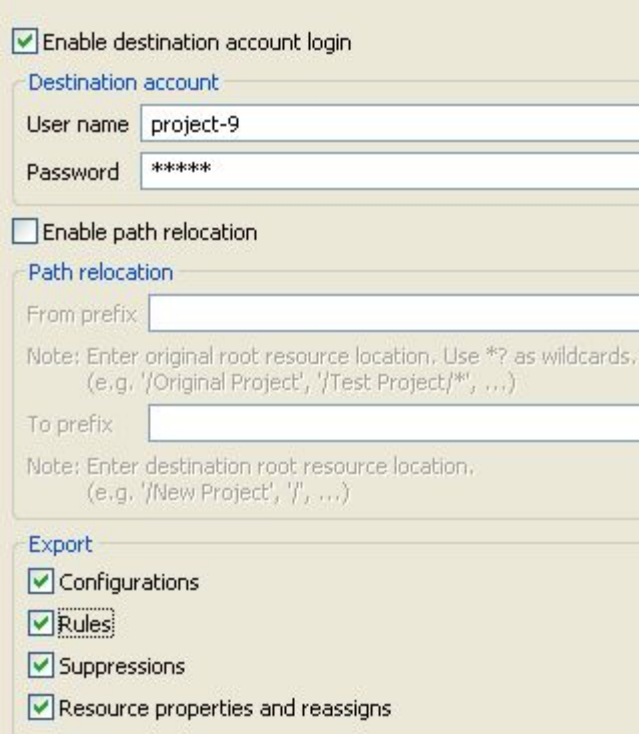


Creating a new version of the general project connected to a new Team Server user

When a new version of project is created in source control (branch), it is recommended that you also create a new Team Server user that will control configurations, rules, suppressions and other data for the given project version.

Initially, the new area on Team Server should be filled from the current project. After creating the Team Server user, you can use the wizard to copy all data from the current user to the new one. This configures Team Server to support two separate areas for two versions of the product.

From this point forward, any changes in configurations, rules, or suppressions in one version will not affect settings in the other version.



Modifying the project/solution layout

For example, assume that your team decides to add artifacts in separate folders: you have all artifacts in /My Project/src/... but you want to have them in /My Project/... To make this move without losing the data on Team Server, you can copy data from /My Project/src to /My Project.