

# **Borland<sup>®</sup> StarTeam<sup>®</sup> 2009**

**What's New**

**Borland<sup>®</sup>**

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# What's New in StarTeam 2009

This section provides an overview of the new features found in StarTeam 2009.

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New features and changes found in StarTeam 2009 Server .

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# New Features in StarTeam 2009 Server

This release of the StarTeam 2009 Server includes the following new features:

## Online Purge

StarTeam 2009 Server introduces Online Purge.

- ◆ Online Purge allows you to purge data while the Server is running, significantly reducing maintenance downtime.
- ◆ The Online Purge process can be started and stopped using a new Online Purge view in the Server Administration Tool. You can also write an SDK script to control and automate the Online Purge process, which enables you to schedule the purge to start and stop at specific times and avoid purging data during peak usage times.
- ◆ The new Online Purge is faster than the previous offline implementation. Offline Purge is still available in StarTeam 2009, but will be removed in subsequent releases.
- ◆ The changes to Online Purge are being done in phases over a series of releases. In the StarTeam 2009 phase, newly deleted data will be available to purge only after a Server restart.
- ◆ Online Purge is an interactive process which can be stopped and restarted anytime when the server is running. Online Purge records its current execution state and provides the ability to restart from the exact point where it stopped. After a server start, Online Purge has to be restarted manually.
- ◆ You can start and stop Online Purge on a remote Server as well as a local Server.

## StarTeam Connection Control

StarTeam 2009 Server allows administrators to fine tune the set of client applications that can connect to the server by customizing a new `app-control.xml` file. This feature prevents unwanted SDK applications from connecting to the Server and draining Server resources.

**Note:** This is strictly an administrative tool, not a security measure.

### *app-control.xml Configuration File*

The server looks for a new configuration file named `app-control.xml` located in the `AppControl` subdirectory under the StarTeam repository root directory. When a new configuration is created, StarTeam 2009 Server creates this file from a template `app-control.xml` file located in `AppControl` directory under the Server installation directory.

The configuration `app-control.xml` file, if present, contains a set of rules. Each rule asks the server to test the incoming client connections to satisfy one or more of the following conditions:

- ◆ The StarTeam SDK is greater or equal to a certain version.
- ◆ The application name, connecting user name, and/or client workstation name must match a specified text pattern.

The Server tests each incoming client connection against all the rules present in the `app-control.xml` file until a match is found or until the rule list is depleted. Once a match is found, no more checks are done and the connection handshake sequence is resumed. If no match is found, the connection is refused. If the `app-control.xml` file does not exist in the `AppControl` directory, the Server allows all supported client applications to connect.

## AllowedApp

**AllowedApp:** This is the main rule element. It must have a **Name** attribute that specifies the text pattern for the client application name (such as “client identification string”). The text pattern can have an asterisk character (“\*”) that is used as a wildcard. Besides the **Name** attribute, this node can optionally specify one or more of the following attributes:

- ◆ **MinimumSDKVersion:** specifies a minimum version of StarTeam SDK with which the client application is built. The format of this field is *nn.nn.nn.nn*, where *nn* is a non-negative number. Not all of the “dot” numbers have to be specified, for example **MinimumSDKVersion**=“10.4” will allow 10.4.x.y and above (10.5, 11.0, and so on).
- ◆ **WorkStationID:** if set, specifies text pattern to match the client computer name.
- ◆ **Name:** if set, specifies text pattern to match the StarTeam user name.

If an optional parameter is not set, the server does not test the corresponding connection attribute.

## AppDefault

**AppDefault:** This is an optional element that can be used to specify default values for one of the parameters listed under **AllowedApp**. The syntax of this element is similar to the **AllowedApp** syntax, except that the **Name** attribute cannot have a default value. Default values can be specified for **MinimumSDKVersion**, **WorkStationID**, and **UserName**.

## Other StarTeam 2009 Server Features

This release of the server includes the additional new features:

- ◆ StarTeam Server for Windows platform is now supported on 64-bit architecture, increasing access to more available memory. This requires Windows Server 2008 64-bit.
- ◆ StarTeam Server 2009 supports all the other new StarTeam 2009 features as well, such as Change Packages and trace support for artifact to artifact linking (external links) across different Servers.
- ◆ StarTeam Server 2009 now creates new projects with only the “File” type pre-selected as a default for new views. Users can still change the project properties after the project is created, and they can change the item types included for any given new view. However, if the user changes nothing, by default new views will only include files when they are created. **Note:** This change does not affect any existing projects. It only affects new projects created with new StarTeam Server 2009 Servers or existing servers once they are upgraded to StarTeam Server 2009. Adding other item types to the Project Properties (after the view is created) will NOT populate the items that were contained in the parent view (but left out during New View creation). If the user wants to bring the previous items into the new view, they must retrieve them by Rebasing from the parent view.
- ◆ StarTeam Server 2009 has improved command handling performance achieved by using Asynchronous I/O to perform network read and write operations on supported Windows 32-bit and 64-bit platforms. This is the second phase of Asynchronous I/O support. The first phase was introduced in StarTeam Server 2008 R2 release and provided only write operation support.
- ◆ A new StarTeam Web Server is being introduced to support the new Web Client being released for the first time in StarTeam 2009.
- ◆ Additional changes have been made to increase and improve Server performance.
- ◆ The Linux Server installation instructions have been moved into the main “StarTeam 2009 Installation Guide” (*ST\_Install\_en.pdf*) at <http://techpubs.borland.com/starteam/> .
- ◆ The StarTeam Server Administration Tool uses the new Eclipse Info Center Help. See “What’s New in Documentation” in “New Features in Other StarTeam 2009 Components and Products.”

# New Features in the StarTeam 2009 Cross-Platform Client

This topic describes the new features and changes in this release of the StarTeam 2009 Cross-Platform Client.

The following new features in this release are described in more detail in the sections below:

- ◆ Change Packages
- ◆ External linking
- ◆ EOL Improvements
- ◆ Other Cross-Platform Changes

## Change Packages

StarTeam has historically provided many features that support change management (CM), including built-in workflow, customizable workflow, process links, process tasks, and View Compare/Merge (VCM). Now, StarTeam 2009 adds a comprehensive *change package* feature which allows you to track all changes made in a single commit using a change package object. As a result of this new feature, VCM now uses change packages instead of VCM process tasks as it has in the past. Change packages are a change management feature that improves StarTeam ability to manage and track updates. Change packages are an evolution of the View Compare/Merge (VCM) feature first introduced in the StarTeam 2006 release.

For more information on the new Change Packages feature see the topic "What's New in View Compare/Merge".

## External Linking

A new external linking feature provides the ability to link between items on different Servers (item to item linking across servers). The process for creating external links is basically the same as for creating links between items on the same Server. However, an external link has a decoration (  ) that clearly shows it is an external link rather than a regular link, and there is a new check box on the Link tab that enables you to show or hide external links in the display.

- ◆ All the same linking operations are available for external links that are available for standard links, such as Create Link, Complete Link, and drag and drop operations. To create external links, the projects on both Servers containing the items you want to link need to be opened in the Cross-Platform Client at the same time.
- ◆ The Link pane also gives you the ability to search for external links in all Servers to which you are logged on.
- ◆ When you create an external link, the item details for the external link on the Link pane are represented by a URL so you know how to find that item
- ◆ External link options are the same as standard links, such as being able to view the link properties. However, floating and pinning external links are not available.
- ◆ External links have direction, so whether you are viewing the external link from the source Item of the link, such as a CR, or the Item on the external Server, such as the file being linked to from the CR, the source and target information will always remain the same and does not change based on the item you have selected.
- ◆ You can create external links only to objects that exist on a StarTeam 2009 Server which supports external linking, and you must use the StarTeam 2009 Cross-Platform Client. Only the Source Item of the external link must be on a StarTeam 2009 Server.
- ◆ You cannot create external links to or between Change Packages.
- ◆ Some information which is available for standard links is not available for external links because not all of the information from the external object is available, such as file status, who has the file locked on the external Server, what the object's folder path is, and the folder in which the object actually exists.

- ◆ **Access Rights** dialog boxes now contain **External Links** container level access rights.

## EOL Improvements

EOL improvements result in better support for fixed EOL conversion files. For example, EOL conversion now works correctly for unicode files which previously could be corrupted on check-in.

Files can be checked out in LF format on every platform, regardless of specific options. Also, Update Status works for all text files once EOL Format is defined, regardless of what EOL format was used when they were checked-out.

For compatibility with older Clients, if check-out "EOL conversion" is not requested, and EOL Format is Undefined, files are still checked out with the EOL conversion with which they were added to the Server.

StarTeam 2009 provides the following new EOL handling.

- ◆ The property is still displayed as "EOL Character" in the Cross-Platform Client Item pane.
- ◆ The EOL Format property is only meaningful for text files during the check-out operation.
- ◆ The EOL Property values are:
  - *Undefined* (null in the SDK): Used for files added before StarTeam 2009.
  - *Client Defined*: Causes workstation default or per-checkout EOL conversion option to be used.
  - *Fixed CR*, *Fixed LF*, and *Fixed CRLF*: Causes this EOL format to be used always; the work station/check-out conversion option is ignored.
- ◆ The EOL Format property can be set in the Cross-Platform Client in the **Add/Check-in** and **File Properties** dialog boxes.
- ◆ The Cross-Platform Client EOL conversion for the add/check-in options have been removed.
- ◆ By default, the SDK will compute the EOL Format under the following conditions:
  - When a new text file is added or a new revision is checked in for a text file whose EOL Format is *Undefined*, the file's EOL convention matches the platform default, EOL Format is set to *Client Defined*. Otherwise, EOL Format is set to the convention found: *Fixed LF*, *Fixed CR*, or *Fixed CRLF*.
  - The user can change EOL Format to any value (other than *Undefined*) at any time.
  - Regardless of their EOL Format setting, text files added or checked in with a StarTeam 2009 Cross-Platform Client always use a canonical (CRLF) format in the vault.

**Note:** The default for automatic EOL conversion for check-out operations has been changed to "checked" if the user does not have that option defined already. Users that upgrade to 2009 should check that option to be sure they have it set correctly given the new EOL Format changes.

## Other Cross-Platform Client New Features

The following are additional new features added to the Cross-Platform Client:

- ◆ StarTeam 2009 now has "Me" queries that allows a query to be set up which is evaluated against the currently logged in user ("Me"), rather than having to specify a specific username at the time of query creation.
- ◆ The order of the **Folder** context menu has been reorganized to be more like the **Items Table** context menu to improve menu consistency.

- ◆ The **Select View** dialog box has a new checkbox which allows the user to choose to open the selected view in a new View window instead of changing the current view window to the selected view.
- ◆ In the Folder Tree, folder icons have a new decorator to signify that a folder is using an alternate path for the working folder rather than the default working path.
- ◆ When the user creates a new project, the Server previously pre-selected all item types for the project properties. This means that if the user did not change anything in the **Project Properties** dialog box, or in the **New View Wizard**, then new views would contain all item types. As a best practice recommendation, we want to discourage users from including item types other than **File** for new views. StarTeam Server 2009 will now create new projects with only the **File** type pre-selected as a default for new views. Users can still change the project properties after the project is created, and they can change the item types included for any given new view. However, if the user changes nothing, by default new views will only include files when they are created. This change does not affect any existing projects. It only affects new projects created with new StarTeam Server 2009 or existing Servers once they are upgraded to StarTeam Server 2009. **Note:** Adding other item types to the project properties (after the view is created) will NOT populate the items that were contained in the parent view (but left out during new view creation). If the user wants to bring the previous items into the new view, they must retrieve them by using View Compare/Merge to rebase them from the parent view.
- ◆ The Cross-Platform Client now supports comparing properties of non-file items using the embedded compare pane. For example, you can select two CRs in the Item pane, or two historical revisions of the same CR, and choose **Tools** ▶ **Compare** to compare their properties. The embedded compare window will appear at the bottom of the window displaying the properties of each selected CR. This new feature affects the all **Item** and **Information** tabs in the both the **Content Perspective** and the **Change Perspective**.
- ◆ The **File Check In** dialog box no longer displays frozen revision labels.

# New Features in View Compare/Merge

This topic describes the changes and new features in View Compare/Merge and in the [VCMUtility](#).

## Change Packages

StarTeam historically provided many features that supported change management (CM), including built-in workflow, customizable workflow, process links, process tasks, and View Compare/Merge (VCM). Now, StarTeam 2009 introduces a comprehensive *Change Package* object which allows you to track all changes made in a single commit. As a result of this new feature, VCM now creates change packages instead of VCM process tasks as it has in the past.

Change packages improve StarTeam's ability to manage and track updates. Change packages are an evolution of the View Compare/Merge (VCM) feature first introduced in the StarTeam 2006 release. A change package is an object that contains a set changes applied to a target view. To create a change package, a user first starts a VCM session, which acts as a staging area where changes are defined, reviewed, and tested.

A VCM session is visible in the target view as a change package after it has been saved or committed.

- ◆ As a result of using the new change package item, merge points and process tasks are no longer used in VCM sessions to track changes.
- ◆ Perspectives have been introduced into the StarTeam View window so you can click an icon to switch between the standard **Content Perspective**, represented by the StarTeam logo icon, and the **Change Perspective**, represented by a new icon next to the standard icon. These new perspective icons are right-justified in the toolbar. Using the **Change Perspective**, a manager, for example, can review all the change package objects and the details around those change packages, see what changes were committed to a view, and review changes in uncommitted change packages being proposed for committal.
- ◆ VCM Session menu items have changed. For example, now that the change package is an object, a new **Change Package ▶ Properties** menu item exists for opening the change package to view and/or change its properties, such as the working folder for the VCM session. Other menu changes are the **Change Package ▶ Save** menu item that saves a change package object in an uncommitted state onto the target view of the StarTeam Server. **Change Package ▶ Export** is still supported as the way to save a VCM Session as a `.vcmx` file to send to others for review, though change packages are now preferred over `.vcmx` files. For additional information on the new **Change Package** menu, see the "Change Perspective UI" topic in "Getting Started" under "Tour of the UI".
- ◆ Since each change package is a new object in StarTeam that represents a set of changes, StarTeam 2009 has added a new **Change** tab at the bottom of the Client to support viewing updates to a selected item that occurred as the result of a change package. A more detailed explanation of all the parts of the **Change Perspective** is available in the "Tour of the UI" section of "Getting Started" in the "StarTeam Help".
- ◆ Other options are available in the **Change Perspective** such as toolbar buttons, a standard **Filter** menu, and **Change Layout** toolbar button which lets you switch between a left/right layout or a top/bottom layout. In the left/right layout, icons are used for switching viewers in the **Change Perspective** between the **Detail**, **History**, **Label**, **Change**, and **Replay** panes. In the top/bottom layout, bottom tabs allow you to change these views.
- ◆ A context menu item now lets you copy URLs to the clipboard to saved change packages so others can open the URL to the target view and review the change package in read-only mode, eliminating the need to send a `.vcmx` file of the whole VCM session.
- ◆ In the **Replay** viewer, you can use drag and drop to replay a change package to another view. You can also re-open the change package in a VCM session using the item's **Advanced ▶ View Compare/Merge** menu option to initiate a **Replay** to another view.
- ◆ You can delete a change package if it is uncommitted. Once it is committed, the delete operation is no longer available.

- ◆ You can create exclusive locks on uncommitted change packages. Only one person can make changes to a change package at a time. Consequently, a change package is automatically locked exclusively when it is opened for editing.
- ◆ A **Restart Session** menu operation in the **Change Perspective** allows a user to restart (re-compare) a change package in a VCM session.
- ◆ The VCM Session menu now has two new items: **Copy URL to Clipboard** and **Select in View**. When the current VCM Session has been saved as a change package, these operations allow the user to more easily access saved change packages.
- ◆ A new change package **Report** menu is available from the **Reports** dialog box for change packages.
- ◆ The **Change Perspective** supports the **Compare Properties** menu for comparing change package properties.

## Other VCM Changes

Other new features in View Compare/Merge, besides the already mentioned Change Packages and External Linking, are the following miscellaneous changes:

- ◆ The **View Compare/Merge Wizard** has a new **Exclude Properties** page which allows you to exclude properties of any branchable item type. It lets you select specific item type properties for which you do not want to merge changes when the session is committed.
- ◆ The **View Compare/Merge Wizard** has a new button at the bottom right of each wizard page which, when clicked, opens an information pane that shows you the details of the choices you have made for the VCM session up to that step in the **View Compare/Merge Wizard**. To hide this information pane, click the button again and it will disappear. The advantage of this information pane is that you can review in one place all the details of the session before you click **Finish** without having to go back and forth to different pages of the wizard to see what you selected. That way, if you decide you want to make a different choice, you can go back to the specific page of the wizard, make the change, then click **Finish** at that point.
- ◆ The **Compare**, **Merge**, and **Test** perspective buttons have been moved to the right side of the toolbar.

## Merge Points

Merge points are no longer used in VCM sessions now that the change packages have been implemented. VCM now uses internal "change" objects that yield improved merge capabilities compared to merge points.

## New or Changed Difference Types

The following changes to difference types and actions have been made:

- ◆ *Fail* has been changed to *Needs Review*. *Needs Review* is now a legal action in all cases.
- ◆ Custom merge types: Changing the default action of any difference type to *Needs Review* means that human intervention is required before a commit can be made.
- ◆ *Mark Resolved* no longer creates a Merge Point. Now it means create a *Mark Resolved* Change Object. *Mark Resolved* is now a legal action in many cases where it was not previously permitted. This affects about two dozen difference types.
- ◆ *Don't Care* difference types have been fixed. We now distinguish between the *Modified in target* and *Unmodified in target* cases.

For example, in StarTeam 2008 Release 2,

[2000]: Moved in source, target on different branch

```
ItemPresentInSource: true.
ItemPresentInTarget: true.
ItemDeletedInSource: false.
ItemDeletedInTarget: false.
ItemModifiedInSource: false.
ItemModifiedInTarget: Don't Care.
ItemMovedInSource: true.
ItemMovedInTarget: false.
ItemsInDifferentBranches: true
Default Action: Ignore.
Legal Actions: Ignore; Move; Move and Overwrite
```

In StarTeam 2009,

[2000]: Moved in source, target on different branch

```
ItemPresentInSource: true.
ItemPresentInTarget: true.
ItemDeletedInSource: false.
ItemDeletedInTarget: false.
ItemModifiedInSource: false.
ItemModifiedInTarget: false.
ItemMovedInSource: true.
ItemMovedInTarget: false.
ItemsInDifferentBranches: true
Default Action: Ignore.
Legal Actions: Ignore; Move; Needs Review; Mark Resolved
```

Old rows which now have **Modified in target=false**

```
[2000]: Moved in source, target on different branch
[2500]: Moved and modified in source, target on different branch
[2510]: Moved and modified in source, target on different branch, same content.
```

New rows with **Modified in target=true**

```
[2060]: Moved in source, branched and modified in target
[2520]: Moved and modified in source, target on different branch, modified in target
[2530]: Moved and modified in source, target on different branch, modified in target,same
content
```

### ***Changes to the VCM Table of Action Decisions***

The following changes have been made to the VCM Table of Action Decisions for StarTeam 2009:

```
[100]: Parent folder failed

ParentFolderFailed: true

Default Action: Needs Review
Legal Actions: Ignore; Needs Review

[110]: Parent folder ignored
```

```
ParentFolderIgnored: true

Default Action: Ignore
Legal Actions: Ignore; Needs Review

[200]: Target folder has floating share in source view

TargetFolderHasFloatingShares: true

Default Action: Needs Review
Legal Actions: Ignore; Needs Review

[620]: Deleted in target (Promote)

MergeType: Promote
ItemPresentInSource: true
ItemPresentInTarget: false
ItemDeletedInSource: false
ItemDeletedInTarget: true

Default Action: Ignore
Legal Actions: Ignore; Share; Reverse Share; Needs Review

[600]: Deleted in target

ItemPresentInSource: true
ItemPresentInTarget: false
ItemDeletedInSource: false
ItemDeletedInTarget: true

Default Action: Ignore
Legal Actions: Ignore; Share; Needs Review

[520]: New in source, shared (Promote)

MergeType: Promote
ItemPresentInSource: true
ItemPresentInTarget: false
ItemDeletedInSource: false
SourceItemOnRootBranch: false

Default Action: Needs Review
Legal Actions: Ignore; Share; Needs Review

[510]: New in source (Promote)
```

## Changes in Resolving Process Tasks

Resolving a Process Task in 2008 Release 2,

- ◆ You had to follow the process links.
- ◆ Process links could not reference a deleted item
- ◆ You could not propagate *deletes* using process item scope.

Resolving a Process Task in 2009 involves the following:

- ◆ Opening the attached \*.vcmx file.

- ◆ Using the *ItemDifferences* to determine scope

This is the equivalent of using change package/change objects.

## VCMUtility Command-line Changes

The `VCMUTILITY` is integrated with change package objects. New commands and session options have been made to support change packages.

The following additions have been made to the `VCMUTILITY` command to support change packages:

### Command Options

- ◆ `{Open <Change Package name>}`
- ◆ `{Replay <Change Package name>}`

### Session Options

- ◆ `{Description <description>}`
- ◆ `{Name <Change Package name>}`

### Other Syntax Options

- ◆ `<Change Package name>`
- ◆ `<folder path>`
- ◆ `<VCM exchange file>`
- ◆ `<VCM session file>`

These, and all the other `VCMUtility` commands and options are listed in the Compare/Merge Reference section of the Cross-Platform Client Help.

## Borland StarTeam 2009 Web Client

The new Borland® StarTeam® Web Client is an intuitive Web-based interface that multiple simultaneous users can use to connect to one or more StarTeam Servers to access projects and manage items.

This initial release of the Web Client delivers a core feature set designed to meet the needs of users responsible for viewing, creating, and editing StarTeam change requests, requirements, tasks, and topics.

### Web Client Capabilities

The StarTeam Web Client supports the following activities:

- ◆ Using public filters on the StarTeam server to refine the scope of items to browse
- ◆ Creating a non-file Item
- ◆ Editing item properties
- ◆ Locking and unlocking an Item
- ◆ Displaying item details
- ◆ Deleting an item
- ◆ Downloading a file to a local or network drive
- ◆ Starting a view session with a generated item or folder URL
- ◆ Viewing an Item's historical revisions
- ◆ Viewing a revision's properties
- ◆ Editing a revision's comment

**Note:** You must possess a StarTeam user license to use the Web Client.

# New Features in Other StarTeam 2009 Components and Products

The following are new features or improvements made in other StarTeam products included with this release.

- ◆ What's New in Documentation
- ◆ What's New in StarTeamMPX
- ◆ What's New in Layout Designer

## What's New in Documentation

For StarTeam 2009, in our basic applications we have changed from the proprietary Borland Help Browser to the Eclipse Info Center for our online help presentation. Ultimately the Eclipse Info Center will be used across all Borland products.

The Eclipse Browser will be introduced in this release in the Cross-Platform Client, the Server Administration Tool, and the Layout Designer. The combined help documentation called "Administering and Using StarTeam" in previous releases has been replaced with smaller pieces of documentation which are relevant to the application being used. So, for example, the Cross-Platform Client will contain the Client Help, and Help on the Command-line tools, including the [VCMUtility](#), and the Server Administration Tool will contain only the Server Administration Help, plus the help for Command-line tools.

The advantages to you from the Eclipse Info Center is that you can do full-text search, and you can print small sections or whole sections from the Table of contents.

As always, the Help is also available from the Start menu on Windows. On Linux or Solaris, it will be in / [PRODUCT\\_NAME/Documentation](#) folder.

**Note:** The Linux Server installation instructions have been moved into the main Installation Guide.

## What's New in StarTeamMPX

StarTeamMPX 2009 has the following new features:

- ◆ The Multicast option has been removed from StarteamMPX.
- ◆ Clients subscribe to a new [STEvent3](#) stream which uses more granular subjects for view-specific events. Messages are compressed and batched by transaction. Each Client receives 70% to 80% reduction in traffic. A StarTeam 2009 Client can get as little as 2% of the messages and 2% of the traffic that a pre-StarTeam 2009 Client gets.
- ◆ Certain "duplicate" cache messages are eliminated, for example, redundant file content messages. This reduces traffic to Cache Agents.
- ◆ The message improvements are transparent to Clients.
- ◆ When pre-StarTeam 2006 Clients connections are not allowed, which occurs when the Server minimum API level is > 1.25, the [STEvent](#) event stream is not broadcast. Similarly, the [STEvent2](#) event stream is not broadcast when the Server minimum API level is > 1.66, which means that only StarTeam 2009 and later clients are allowed.
- ◆ New StarTeam 2009 events are sent to the [STEvent3](#) stream, such as change packages and trace objects (external links).

## **What's New in the Layout Designer**

The following features are new for Layout Designer in StarTeam 2009

- ◆ The forms provided in the Cross-Platform Client are now available as example Layout Designer forms.
- ◆ The Layout Designer uses the new Eclipse Info Center Help. See “What's New in Documentation”.