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## A

- access code** A five-digit number that the BBSM software generates for access to the Internet.
- access point** A wireless network device that provides physical access to a mobile node.
- access policy** An access policy defines how an end user gains access to the Internet through BBSM. The access policy is the BBSM logic that controls the duration of the Internet access for the end user.
- access policy module** BBSM ships with several access policy modules. An access policy controls the web user interface that an end user experiences before the session is active, and it also monitors the end user's session while it is active. An integrator can create a new access policy module by writing a DLL in C++.
- accounting policy** An accounting policy authorizes and posts charges for access to the Internet. An accounting policy is the BBSM logic that controls how the end user is charged for Internet access.
- accounting policy module** BBSM ships with several accounting policy modules. An accounting policy module charges for various services that the access policy module provides. An access policy determines when or if it should invoke an accounting policy module. An integrator can create a new accounting policy module by writing a DLL in C++.
- activate (session)** Activating a session is the process by which BBSM grants Internet access to an authenticated end user.
- Active Server Page** *See ASP.*
- administrator** A user who has authentication rights on the BBSM server. The administrator has full access to control and configure the system; that is, to add and edit sites and PMS systems and gain access to all other resources available on the BBSM system. Administrator access is on a global, not per-site, basis. *See also Operator and Reports user.*
- API** application program interface. An API is the language and message format by which an application program communicates with communications software. Standardized APIs allow application programs to be developed independently of the underlying method of communication. Typically, APIs make it easier for software developers to create the links that an application needs to communicate with the operating system or with the network.
- ARP** Address Resolution Protocol. ARP is a protocol for mapping IP addresses to physical addresses in the local network.
- ASP** Active Server Page. An ASP file is a web page implemented using Microsoft IIS ASP technology. ASP files can contain logic that runs on the web server before the page is served to the client browser. Typically, the server-side logic looks up information from a database and generates specific content for the client based on that information.

<b>AtDial</b>	<ol style="list-style-type: none"><li>1. Running as a Windows 2000 service, the component of BBSM configuration and logging data.</li><li>2. The BBSM SQL server database that contains BBSM configuration and logging data.</li></ol>
<b>Athdmn</b>	A BBSM service that provides the interface between BBSM and a PMS system. Required to support PMS billing.
<b>authentication</b>	The process by which BBSM identifies users by verifying their credentials, using an external system such as a RADIUS or credit card server.
<b>authorization</b>	The process by which BBSM allows the client access to the Internet by obtaining user credentials for authentication (such as username, password, and credit card number) and other policy preferences, such as bandwidth selection.

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**B**

<b>barred</b>	In the hospitality industry, the term <i>barred</i> is used to describe a guest room that is cash only and not allowed to make charges.
<b>BBSD</b>	(Cisco) Building Broadband Service Director. BBSD is a feature of BBSM provides centralized usage reporting for a group of BBSM servers.
<b>BBSM</b>	(Cisco) Building Broadband Service Manager. BBSM is an authentication, authorization, and accounting router, built on Windows 2000 technology, that controls access to and charging for Internet access in building-centric applications, such as hotels, apartments, and multi-tenant offices.
<b>bridged network</b>	A bridged network is a network in which all devices are in the same broadcast domain.
<b>byte order</b>	The order of bytes in a binary representation of a number. When transmitted on the Internet, the most significant byte is first; for example, a 16-bit word representation of 256 would be <i>0x0100</i> . On a host computer, such as an Intel computer, the least significant byte is first; for example, a 16-bit word representation of 256 would be <i>0x0010</i> .

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**C**

<b>CA</b>	certificate authority. A CA is a company that issues and manages security credentials (certificates). The CA verifies the information that the certificate requestor provides. If the CA successfully verifies the requestor's information, the CA then issues a certificate to the requestor.
<b>cable modem</b>	A device that enables you to hook up your PC to a local cable TV line and receive high-speed data.
<b>CAS</b>	call accounting system.
<b>certificate</b>	An electronic credential that is used to establish identity during web transactions to secure the communication between the web server and the web browser. The certificate contains sufficient information for the recipient to verify that the certificate is real. <i>See also CA.</i>
<b>certificate authority</b>	<i>See CA.</i>

<b>certificate request</b>	A file generated by following the certificate request generation procedure. An administrator generates a certificate request, sends the request to a certificate authority, and receives from the certificate authority a signed certificate for installation on the Microsoft Internet Information Server (IIS).
<b>client</b>	The hardware device, such as a laptop or PC, that the end user uses to access the Internet through BBSM. <i>See also end user.</i>
<b>client search</b>	The process used to search network devices in a BBSM network to locate the stack, switch, and port to which a client is physically connected.
<b>cluster</b>	A group of network devices that function as a single device.
<b>CMS</b>	Conversational Monitor System. CMS is software that provides interactive communications for IBM's VM operating system. It enables a user or developer to launch an application from a terminal and work with it interactively.
<b>CMTS</b>	Cable modem termination system. A CMTS is a component that exchanges digital signals with cable modems on a cable network. When a CMTS sends signals to a cable modem, it converts them into IP and sends the signal to a router for transmission over the Internet.
<b>CNR</b>	Cisco Network Registrar. CNR is a Cisco DHCP server that runs on Windows or Solaris and can be extended with C++ DLLs.
<b>COM</b>	common object model. COM is a platform-independent, distributed, object-oriented system for creating binary software components that can interact. It requires a formal separation of interface and implementation; that is, it requires that clients communicate with objects exclusively through interface references.
<b>COS</b>	class of service.
<b>CPE</b>	customer premises equipment.
<b>CSR</b>	certificate signing request.
<b>customer</b>	An individual or organization who purchased BBSM.

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## D

<b>dashboard</b>	A central location for similar features or links related to a specific feature or feature set. The Dashboard is the BBSM-hosted web page that contains links to all BBSM management and reporting web applications.
<b>deactivate (session)</b>	Deactivating a session is the process by which BBSM denies access to the Internet to a formerly authorized end user.
<b>default gateway</b>	The IP address configured on the router that is used as the interface between the BBSM network and the Internet. This IP address is routable.
<b>deprecated parameter</b>	An API feature that is still supported but not recommended for use because it may be removed in the future. Usually a newer feature has superseded a deprecated parameter.

<b>DHCP</b>	Dynamic Host Configuration Protocol. DHCP is a protocol that allows TCP/IP settings of a networked computer, called a <i>DHCP client</i> , to be configured automatically from a central DHCP server. In the BBSM network, the BBSM server is a DHCP server, and a guest computer may be a DHCP client.
<b>DLL</b>	dynamic link library. A DLL is a library of executable functions or data that can be used by a Windows application. The DLL feature allows executable code modules to be loaded on demand and linked at run time, which enables the library code to be updated automatically (transparent to applications) and then unloaded when they are no longer needed.
<b>DNS</b>	Domain Name System. DNS is name resolution software that lets users locate computers on a UNIX network or on the Internet by domain name. The DNS server maintains a database of domain names (host names) and their corresponding IP addresses.
<b>DSL</b>	digital subscriber line.
<b>DSLAM</b>	digital subscriber line access multiplexer. A DSLAM is a device that connects many digital subscriber lines (DSLs) to a network by multiplexing the DSL traffic onto one or more network trunk lines.

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**E**

<b>email relay server</b>	Email relay servers are used by your ISP to forward non-web based email, such as Microsoft Outlook or Eudora email programs, from public locations. An example on an FQDN is <i>www.ispemail.com</i> . Typical email servers block traffic from unknown sources for security purposes. Our server, as with any public location, is considered an unknown source that requires an email relay server to forward end-user mail.
<b>end user</b>	An end user who uses a hardware device, such as a laptop, PDA, or web-enabled cell phone, to access the Internet through the BBSM server. The term is used interchangeably with the word <i>user</i> .
<b>external network</b>	BBSM connects the external network to the internal network. BBSM does not enable an end user to transmit packets to the external network until the end user has an active session. <i>See internal network.</i>

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**F**

<b>folio</b>	An itemized list of hotel charges that the end user accrues.
<b>forced redirect</b>	A forced redirect occurs when an end user attempts to view one URL, and BBSM forces the user to a different URL. BBSM performs a forced redirect when it detects an unauthenticated client.
<b>FQDN</b>	fully qualified domain name. An FQDN is the part of a URL that defines the server addressed by the URL. For example, the FQDN of <i>http://www.microsoft.com/default.asp</i> is <i>www.microsoft.com</i> .

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**G**

<b>gateway address</b>	The address of the gateway used to reach a specified destination such as a destination on a network or the Internet. Gateways are devices that route packets between different physical networks.
<b>GUI</b>	graphical user interface.

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**H**

- Handheld PC** The Handheld PC is a Microsoft class of PC devices that has a half-sized VGA screen (640 by 240 pixels) or a full-sized screen with or without an integrated keyboard.
- HTTP** Hyper-Text Transmission Protocol. HTTP is a TCP protocol used to request and deliver web pages.

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**I**

- ICMP** Internet Control Message Protocol. ICMP is a TCP/IP protocol used to send error and control messages. For example, a router uses ICMP to notify the sender that its destination mode is not available. A ping utility sends ICMP echo requests to verify the existence of an IP address.
- IETF** Internet Engineering Task Force. The IETF is the main standards organization for the Internet. It is a large, open, international community of network designers, operators, vendors, and researchers concerned with identifying problems and opportunities in IP data networks and proposing technical solutions to the Internet community.
- IIS** (Microsoft) Internet Information Server. IIS is Microsoft's web server that runs under Windows NT. You can install a certificate on the server to enable it to serve pages using Netscape's SSL security protocol.
- Inetinfo** Inetinfo is the process in the Microsoft IIS in which the BBSM Access Policy ActiveX server components run.
- integrator** A software developer that uses the BBSM SDK to extend the functionality of the BBSM.
- internal adapter** The internal adapter communicates with the local area network (the internal network).
- internal network** The network that the end user connects to. The internal network consists of a collection of network devices, end-user computers, and the BBSM internal interface. *See also external network.*
- IP address** Internet Protocol address. The 32-bit (IPv4) address of a network interface on a computer. A computer with multiple network interfaces typically has a different address for each interface.
- iPass Smart Client** The iPass Smart Client is a piece of software on an end-user PC that controls the user experience for gaining access to the Internet in a visitor-based network.
- IRB** integrated routed and bridged. An IRB network includes a bridged network and one or more routed networks.
- ISA** (Microsoft) Internet Security and Acceleration. ISA is the name of the Microsoft's server that replaces Microsoft Proxy Server 2.0. It provides caching, proxy server, and firewall features.
- ISAPI** Internet server application program interface. ISAPI is a programming interface on IIS, Microsoft's web server. It allows third parties (and Microsoft) to add functionality to web servers running Microsoft IIS.
- ISAPI filter** A DLL that uses the Internet Server API (ISAPI) to register for web server events and edit the data stream going to and coming from the Microsoft IIS web server.
- ISP** Internet service provider.

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**J**

- JavaScript** An interpreted client-side programming script language that is used in HTML programs and ASP files.
- JScript** An interpreted server-side programming script language that is used in HTML programs and ASP files.

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**K**

- kbps** kilobits per second (thousands of bits per second). kbps is a measure of bandwidth on a data transmission medium.
- key manager** The part of Microsoft IIS that enables the BBSM administrator to generate a certificate request and install a signed certificate.
- KeyView Pro** A desktop utility that provides instant access to virtually all the popular file formats for viewing, printing, or converting files to Rich Text Format (RTF).

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**L**

- LAN** local area network.
- LRE** long-reach Ethernet.

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**M**

- MAC address** Media Access Control address. The MAC address is the client's unique hardware number. BBSM uses the MAC address to identify the location (or port) of a client. After BBSM identifies the port that a client is using, BBSM applies the per-port policy to the client session.
- mapped port** The port has an entry in the port\_map table. The values in the Room\_number and Time\_of\_last\_configure fields may be either default values or updated values.
- mapped room** Because enterroom.asp has been run successfully from the port, the port's port\_map table entry has a correct room number value in the Room\_number field and a time and date value in the Time\_of\_last\_configure field.
- Mbps** megabits per second (millions of bits per second). Mbps is a measure of bandwidth on a data transmission medium.
- MDU** multiple dwelling unit.
- META tag** A special HTML tag that provides information about a web page. Unlike normal HTML tags, meta tags do not affect how the page is displayed. Instead, they provide information such as who created the page, how often it is updated, what the page is about, and which keywords represent the page's content. Many search engines use this information when building their indices.
- MFC** Microsoft Foundation Classes. MFC is a library of C++ classes that Microsoft developed.
- MHU** multiple hospitality unit.

<b>MIB</b>	management information base.
<b>mixed network</b>	BBSM supports networks that contain a mixture of bridged and routed networks by combining bridged and fully routed network associations. Some switches reside on the BBSM server's internal network, and others are accessible through routers on the internal network.
<b>MMC</b>	Microsoft Management Console. The MMC is a Windows-based application that provides a GUI and a programming framework in which <i>consoles</i> (collections of administrative tools) can be created, saved, and opened.
<b>module</b>	A software component that implements the functionality of the BBSM system. BBSM supports access policy modules, accounting policy modules, property management system (PMS) modules, and network device modules.
<b>MSDE</b>	Microsoft SQL Server Desktop Engine. MSDE is a freely distributable, fully SQL server-compatible database engine without the graphical management tools that accompany an SQL server.
<b>MSSQLServer</b>	The MSSQLServer service is the service for the Microsoft SQL Server and MSDE.
<b>MTU</b>	multiple tenant unit
<b>multinet</b>	A physical network upon which two or more logical networks operate.

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## N

<b>NAS</b>	network access server. NAS is a RADIUS term that denotes a RADIUS client that is trying to access a RADIUS server. BBSM acts as a RADIUS client, or an NAS, when authenticating users that are using a RADIUS page set.
<b>NAT</b>	network address translation. NAT is an Internet standard that enables a LAN to use one set of IP addresses for internal traffic and a second set of addresses for external traffic. This allows a company to shield internal addresses from the Internet.
<b>NE</b>	network element. An NE is a device connected to the internal network. An end user connects his or her computer to an NE, and then BBSM queries the NE to determine the end user's location.
<b>network</b>	A network connects all buildings, sites, and ports together with the BBSM server. The network is configured with routers, switches, and other network hardware. BBSM supports bridged networks, fully routed networks, and mixed networks that are a combination of bridged and fully routed networks. <i>See also bridged networks, fully routed networks, and mixed networks.</i>
<b>network byte order</b>	The order of bytes in a binary representation of a number as transmitted on the Internet. The most significant byte is first; for example, a 16-bit word representation of 256 would be <i>0x0100</i> .
<b>network element</b>	<i>See NE.</i>

**network device module** BBSM ships with support for several types of network equipment, such as a variety of Ethernet switches, DSL access multiplexers, and cable modem head ends. A developer can add support for new equipment by writing a network device DLL in C++.

**NIC** network interface card. The NIC is an adapter card inserted into a computer to provide network communication capabilities. It connects the server to the network. It is also referred to as an Ethernet adapter.

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## O

**operator** A BBSM user who can perform some administrative functions on the BBSM server but does not have access to the full administrative interface. An operator is allowed to change entries in the port map and access code tables. Operator access is on a per-site basis. *See also Administrator and Reports user.*

**outage** The duration that the client cannot fully use the BBSM server. The outage can be caused either by an AtDial service restart or by a server reboot. *See also service restart and server reboot.*

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## P

**package file** An ASP file (page) included in some page sets that defines configuration information for the page set. The package file contains settings to control session behavior, pricing, and bandwidth settings. Other pages within a page set include the package file to gain access to the configuration values.

**page set** A set of active server page (ASP) files that the end user can view and that the administrator specifies for each port. BBSM restricts the end user from viewing pages that are part of any page set other than the port's allowed page set. BBSM ships with several template page sets that implement various end-user interfaces. You can use these page sets to create custom page sets that reflect your own business.

**PAT** port address translation. PAT is a form of dynamic NAT that lets you number a LAN with inside local addresses and filter them through one globally routable IPS address.

**PDA** personal digital assistant. A PDA is a handheld computer that enables you to store, access, and organize information. Most PDAs work on either a Windows-based or a Palm operating system. PDAs can be screen based or keyboard based, or both.

**plug and play** A set of features that allows a client to access the Internet without reconfiguring network and browser settings.

**PMS** property management system. A PMS is a software system used in the hospitality industry to manage customer accounting and billing.

**PNF** patch information file. A PNF is a text file that contains sections and keys that include all the information that WEBpatch needs to install a patch.

**Pocket PC** A Pocket PC is a Microsoft class of PC devices that has a quarter-sized VGA screen (320 by 240 pixels).

**policy** Any rule that determines the use of resources within the network. A policy can be based on the user, the port, the device, the subnetwork, the network, or the application.

<b>port</b>	The jack into which an end user connects a PC to access the Internet. In the case of a wireless network device, such as an access point, the port is a virtual jack. BBSM enables the administrator to configure the page set and start page on a per-port basis.
<b>port hopping</b>	A feature that enables an end user to maintain an active session when moving from port to port.
<b>port ID</b>	An identifier that uniquely identifies a network device port within a site.
<b>post page</b>	An ASP file (page) included in page sets that displays the <code>Connecting . . .</code> message. The post page calls the functions needed to connect the end user.
<b>Property Management System</b>	<i>See PMS.</i>
<b>pre-connect page</b>	A web page that implements logic to determine the physical location of the client requesting the page. Used by the policy server to determine the access and accounting policies that apply to a client session.
<b>pseudo-debug</b>	A Microsoft Visual C++ project build configuration that generates executables and DLLs that contain symbolic debug information but invoke the release version of the Microsoft memory management library. Release executables and DLLs can invoke pseudo-debug DLLs so developers of pseudo-debug DLLs can debug their DLLs in a release environment.
<hr/>	
<b>Q</b>	
<b>QoS</b>	quality of service. QoS usually refers to the prioritization of packets over a network.
<hr/>	
<b>R</b>	
<b>RADIUS</b>	Remote Authentication Dial-In User Service. RADIUS is a client/server protocol and software that enables network access servers to communicate with a central server to authenticate dial-in users, authorize their access to the requested system or service, and send accounting information about their use of the requested system or service.
<b>redirect</b>	The procedure by which a web server tells a web browser to obtain a certain requested page from a different location.
<b>remote client</b>	A hardware device, such as a laptop or PC, through which an end user accesses a BBSM server from the external network.
<b>Reports</b>	A BBSM web application used to display BBSM configuration and logged data.
<b>Reports user</b>	A BBSM user who has read-only access to the Reports web applications. This user has more access permissions than an end user but fewer access permissions than an Operator. A Reports user has access to the information for only one site. <i>See also Operator and Administrator.</i>
<b>RFC</b>	Request for Comments. An RFC is a series of notes on topics concerning the Internet. RFCs can be purely informational, or they can specify a proposed, draft, or approved Internet standard. Online versions of RFCs are available at the following URL: <a href="http://www.ietf.org/rfc.html">http://www.ietf.org/rfc.html</a>

<b>rogue user</b>	An end user who attempts to access the BBSM server fraudulently or maliciously.
<b>routed network</b>	In routed networks, some computers cannot communicate with each other directly. Instead, they must send packets through one or more relays (routers). In a routed network, the only plug-and-play feature that works is redirection of the initial web page request.
<b>RX</b>	A communications abbreviation for <i>receive</i> , as contrasted with <i>transmit</i> .

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## S

<b>SDK</b>	software developer's kit. An SDK is a set of routines and utilities that developers use to write an application. The BBSM SDK is used to customize and extend the functionality of the BBSM server.
<b>server reboot</b>	In the BBSM system, the situation in which the server is powered off or shut down for any reason (such as a power outage or patch installation) and the server restarts. When the BBSM server is shut down, clients lose access to the Internet and BBSM services, and active sessions are disrupted. End users cannot connect to the BBSM server or terminate active sessions. After the server restarts, clients still may not be able to resume active sessions because session states are not preserved across server reboots.
<b>server-side script</b>	A series of statements that a web server executes when a client's browser requests a page.
<b>service restart</b>	The situation in which BBSM service has stopped for any reason (such as being stopped through WEBconfig) and BBSM service is being restarted and re-initialized. When service stops, clients can still access the Internet. Although active sessions are not disrupted, end users cannot activate new sessions or terminate existing sessions until BBSM is restarted. Session termination can be active (such as the end user's clicking the Disconnect button) or passive (such as the end user's shutting the client down or unplugging the Ethernet connection, or the client's moving out of range).
<b>session</b>	A set of interactions between an end user and BBSM. The session starts when BBSM serves the page set's start page. At this point, the session is inactive, which means that the user does not have access to the Internet. The session becomes active when BBSM authorizes the user to access the Internet according to the access policy and accounting policy that are specified by the page set. The session ends when AtDial deactivates service for the end user. Note that transactions pertaining to the session can still exist after the session deactivates. These transactions are still associated with that session.
<b>site</b>	In BBSM documentation, a site is a collection of clients behind network devices connected to the Internet through a single network device. It is a subset of the BBSM internal network. Each network device and all of its ports are associated with exactly one site. One or more mutually exclusive sites always exist in the BBSM internal network. A site is often a single geographic location, such as a single hotel or large building.
<b>SMTP</b>	Simple Mail Transfer Protocol. SMTP is a TCP/IP protocol used for sending email messages over the Internet.
<b>SNMP</b>	Simple Network Management Protocol. SNMP is an application layer protocol that facilitates the exchange of management information between network devices. It is part of the Transmission Control Protocol/Internet Protocol (TCP/IP) protocol suite. SNMP enables network administrators to manage network performance, find and solve network problems, and plan for network growth.
<b>SSL</b>	Secure Sockets Layer. SSL is a web encryption protocol for providing secure transactions between a web server and a web browser, such as the transmission of credit card numbers for e-commerce.

<b>start page</b>	An ASP file (page) included in page sets that defines the first page displayed to the end user sees when he or she attempts to connect to the Internet. The start page prompts the user to authenticate for authorization to access the Internet.
<b>subscription</b>	A subscription is a period during which BBSM enables the end users to create sessions. If a user attempts to create a session outside any subscription period, BBSM denies the session.
<b>switch</b>	A network device that selects a path for sending a packet of data to its next destination.

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**T**

<b>tagged format</b>	Syntax used to denote the beginning or end of a particular message string, parameter string, or data device.
<b>TCP/IP</b>	Transmission Control Protocol/Internet Protocol. TCP/IP is a communications protocol that is the standard protocol of the Internet and the global standard for communications. TCP provides transport functions, which ensures that the total amount of bytes sent is received correctly at the other end. TCP/IP is a routable protocol, and the IP part of TCP/IP provides the routing capability.
<b>TCP port</b>	transmission control protocol port. A TCP port is a port (on an Internet host) that is supporting a particular networking application that needs a unique identity.
<b>Terminal Services</b>	A Microsoft remote management tool that comes enabled on the BBSM 5.3 appliance. It can be used to access and manage the server remotely.
<b>TFTP</b>	Trivial File Transfer Protocol. TFTP is a simple form of File Transfer Protocol (FTP) that uses the User Datagram Protocol (UDP) and provides no security features.
<b>ToD</b>	An abbreviation for time of day when used in the term <i>ToD server</i> .
<b>TX</b>	A communications abbreviation for <i>transmit</i> , as contrasted with <i>receive</i> .

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**U**

<b>URL</b>	uniform resource locator. The address that defines the route to a file on the web or any other Internet facility.
<b>USB</b>	universal serial bus.
<b>user</b>	<i>See end user.</i>

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**V**

<b>VPN</b>	virtual private network. VPN is a private network that uses the public Internet to connect some nodes. It maintains privacy by using a tunneling protocol and security procedures.
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**W**

- walled garden** A subset of Internet web sites that unauthenticated BBSM end users can access.
- WEBpatch** The web-based utility included with BBSM that allows remote updates to the BBSM server.
- web service** A programmable entity that provides a particular device of functionality, such as application logic, and is accessible to any number of potentially disparate systems through the use of Internet standards, such as XML and HTTP.
- Windows CE** A modular, real-time, embedded version of the Windows operating system designed to support small, mobile, 32-bit intelligent devices such as a PDA (Microsoft Handheld PC).
- WISPr** Wi-Fi service provider roaming.

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**X**

- XML** extensible markup language. XML is a standard format for data on the web. It enables developers to describe and deliver structured data to and from any application.
- XML document** An XML device that can include nested XML devices. *See also XML device.*
- XML device** An XML device is made up of a start tag, an end tag, and data in between the tags. The starting and ending tags describe the data within the tags, which is the value of the device. For example, `<IP>192.168.10.1</IP>` is an XML device. *See also XML.*