



Rapise™ User Guide

Version 1.4

Inflectra Corporation

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The Rapise User's Guide is divided into four sections: Getting Started; Features; Dialogs, Views, and Menus; HowTos.

Getting Started

The **Getting Started** section is for new Rapise users. It has the following subsections:

- (1) An [Overview](#) of Rapise: what it's for and how to use it.
- (2) [Test Samples](#), where the sample projects included with Rapise are described.
- (3) [TwoDialogs Sample](#), a step-by-step tutorial for creating your first test with Rapise
- (4) [Tutorial: Record and Playback](#), a slightly more advanced tutorial in using Rapise to test a web page.

Features

The features of Rapise are many. Features have been designed to make all aspects of test automation as easy as possible.

Most of the features of Rapise fall into one of five categories:

- (1) Building test scripts with little or no manual scripting.
- (2) Reading and interpreting results and reports.
- (3) Additional features and capabilities for sophisticated testing.
- (4) Writing more involved or complicated tests using scripting.
- (5) Extending Rapise to learn new or extended libraries of capabilities.

Depending on the application set being tested, not all of these features are necessarily needed for every situation.

For each feature, this document attempts to present:

- (1) The reason you might use a given feature.
- (2) A summary of the basic value of the feature.
- (3) An overview of how the feature works from the perspective of using it.
- (4) At least one useful sample that demonstrates how to use the feature.

Dialogs, Views, and Menus

This section details the Rapise GUI. Each subsection describes the function of a particular Dialog, View, or Menu. The purpose and consequences of all buttons, options, lists, and check boxes are listed.

HowTos

This section focuses on specific tasks that a Rapise user might want to accomplish.

Glossary

This glossary presents a list of terms and their definitions as they are used in this guide.

AUT - Application Under Test
DOM - Document Object Model
GUI - Graphical User Interface
GWT - Google Web Toolkit
IDE - Integrated Development Environment
UI - User Interface
YUI - Yahoo! User Interface (library)

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Overview

Rapise was created to make software testing easy and manageable without being prohibitively expensive.

Rapise was made easy for software test professionals, developers and professionals concerned with quality assurance to simply and quickly write a test to cover an application, a web page, or a single bug to prevent regression.

Consider for a moment what it is you do to test your software today. Most likely it has some form of user interface (UI), probably a graphic user interface (GUI). So you will run the application, click around, perhaps in some way that gives you complete coverage of all the features (but probably not if it's a large application or web). Then you will login, if appropriate, and you will fetch some data and modify some data, test some more controls - edit boxes, buttons, drop-down lists, links, etc. If you have just fixed a bug then you will focus on the area of the application where the bug occurred. You will enter data that causes the bug, or go through the control sequence that causes the bug.

Next time you come to fix a bug in this application, you will do the same thing again.. Once again, you will focus on the area where the bug was.

Rapise presents you with two methods for capturing specific tests, and it will keep the test as a solo test or as part of a suite of tests that help you to qualify the application for release or a more formal QA process. Rapise is designed to allow the developer or the test professional to add new tests quickly and so to build up a library of tests.

There are two methods for capturing tests:

- **Record and playback.** In this type of test creation, you turn on the recorder and perform the actions needed to execute the test. Each test is saved to its own directory. A test consists of a javascript [test script](#) (js), a meta-data file (*.sctest), and any number of additional supplementary scripts and data files. The test script is automatically generated after recording; simple modifications are required to make the test [data driven](#). [Checkpoints](#) can be added during recording, or manually into the script.
- **Object-driven learning.** Rapise considers each item on the page or within the application window to be an object. Examples are buttons, edit boxes, links, etc. To create a test using this technique, you have Rapise "learn" each control, and it will keep a miniature [database](#) of all the controls you "teach" it. To create a test, you write a script to instruct Rapise to perform a particular action on each object in the prescribed order. As any point along the way, the script you write can instruct Rapise to look inside an object and read its data and compare that value or content with what you expect it to be.

There are many methodologies with their own recommended approaches for designing testing strategies to ensure that application coverage is complete and meets the business requirements specification of the work being accomplished. Inflectra in general, recommends that you [create a new test](#) for each software requirement (to track progress) and for each issue in your issue tracking system (to test for regressions).

To help you manage the requirements and issue tracking processes and to ensure that you have adequate **test coverage**, Inflectra recommend that you use Rapise with a test management system such as [SpiraTest](#). That way you can maintain all your requirements, test cases and defects in a single place.

Once you have created the test, you can [playback](#) your test from within Rapise, run it from the [command-line](#) or execute it remotely using [RapiseLauncher](#) in conjunction with [SpiraTest](#). A [report](#) detailing the outcome of each step of the test will be automatically generated.

[Recording](#), [playback](#), the [report](#), and the Rapise [engine](#) are all customizable.

Samples Index

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Rapise includes several sample tests that you are free to read, modify, copy and use. They are located in: *RapiseDirectory\Samples*. Unless you specified otherwise, *RapiseDirectory* should be: *C:\Program Files\Inflectra\Rapise*.

The sample tests are described below.

AnalogRecorder

This sample demonstrates [Analog Recording](#).

CrossBrowser

A simple recorded test is modified to run on both Firefox and Internet Explorer. Read the [Cross Browser Testing](#) HowTo for more details.

DotNet20

This sample tests a .NET 2.0 application. This sample demonstrates the capabilities of the .NET library. The application under test contains various standard GUI controls, such as: button, edit, tree, combo box, menu, etc.

Java

This sample tests a Java AWT/SWING application. This sample demonstrates the capabilities of the Java library. The application under test contains various standard GUI controls, such as: button, edit, tree, combo box, menu, etc.

Library Information System

These tests can be used to test the sample library information system web application hosted at <http://www.libraryinformationsystem.net>. This is the same sample application used by [SpiraTest](#) and illustrates how you can use [SpiraTest](#) to manage and execute automated Rapise tests. A copy of these tests is also available in new installations of [SpiraTest](#) v3.2+.

Managed

This sample tests a .NET 2.0 application. This sample demonstrates the capabilities of the **Managed** library. The application under test contains various standard GUI controls, such as: button, edit, tree, combo box, grid, listbox, listview, menu, etc.

SimulatedObject

This sample opens **MS Paint** and draws on its canvas. It uses [Simulated Objects](#) and several related methods: **DoMouseMove(X,Y)**, **DoLButtonDown()**, **DoLButtonUp()**, and **DoSendKeys(text)**.

SampleATM

This sample tests an **MFC** application. You will also learn how to organize your test script in modular form, how to launch the AUT from your test script and how to execute various actions on GUI controls.

UsingCustomStrings

This sample demonstrates how to integrate Rapise tests with other tools using [Custom Strings](#). **TestFinish()** is used to analyze and save test results. For more details, see: [Custom Strings](#).

UsingDLLHandlerManaged

This sample shows how to [unit test managed DLLs](#). You'll see how to use methods **CreateClassInstance()** and **InvokeMember()**.

UsingDLLHandlerUnManaged

This sample shows how to [unit test unmanaged DLL code](#). You'll learn how to register (**UserWrap.Register**) and execute (**UserWrap.ShellExecute**) a function.

UsingImageCheckPoint

This example shows how to create image [checkpoints](#).

UsingInclude

This sample demonstrates two ways to include external files/functions:

1. **eval(g_helper.Include(...))**: include a file with utility functions.
2. **SeSRUnJScript(...)**: include and execute external function with its own object map.

UsingMSAccess, UsingMSExcel, UsingMSWord

These samples demonstrate how you can work with **Microsoft Word**, **Excel**, and **Access** from scripts. You'll learn how to test applications that expose a [COM interface](#).

UsingRegistry

This sample demonstrates usage of the windows registry. The registry is queried to determine the OS (XP/2003/Vista, etc) and owner.

UsingReporting

This sample illustrates various [reporting](#) features:

1. Regular reporting (**Tester.Assert**, **Tester.Message**)
2. Custom attributes (**Tester.SetReportAttribute**, **Tester.ResetReportAttribute**)
3. Stacked attributes (**Tester.PushReportAttribute**, **Tester.PopReportAttribute**)
4. Nested Tests (**Tester.BeginTest**, **Tester.EndTest**)
5. Inserting Links, Text and Images into the report (tags parameter, **SeSReportText**, **SeSReportLink**, **SeSReportImage**)

UsingSpreadSheet

This example shows how you can use **Excel** spreadsheets to create [Data-Driven](#) tests. This script reads test case data from an XLS spreadsheet to test **Calculator**.

UsingXML

This sample demonstrates how to read, modify and write XML files.

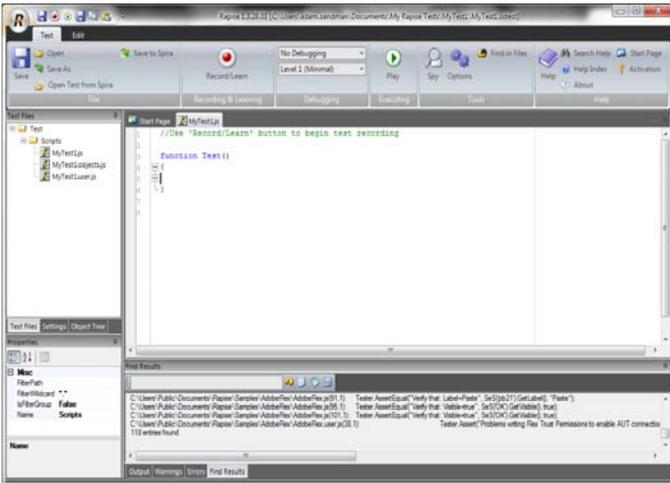
Tutorial

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In this section, you will learn how to record and execute a Rapise script. We will be using a demo application called **SampleATM**. Our test will be simple. It will log on to SampleATM, navigate to the main menu, and click on all of the menu options to make sure the links are working.

1. Open Rapise

Go to **Start > All Programs > Inflectra > Rapise**. The following window should appear.



2. Open the AUT (Application Under Test)

Open Internet Explorer. You will find it in **Start > All Programs > Internet Explorer**. In Internet Explorer, navigate to: <http://www.inflectra.com/SampleATM/>:

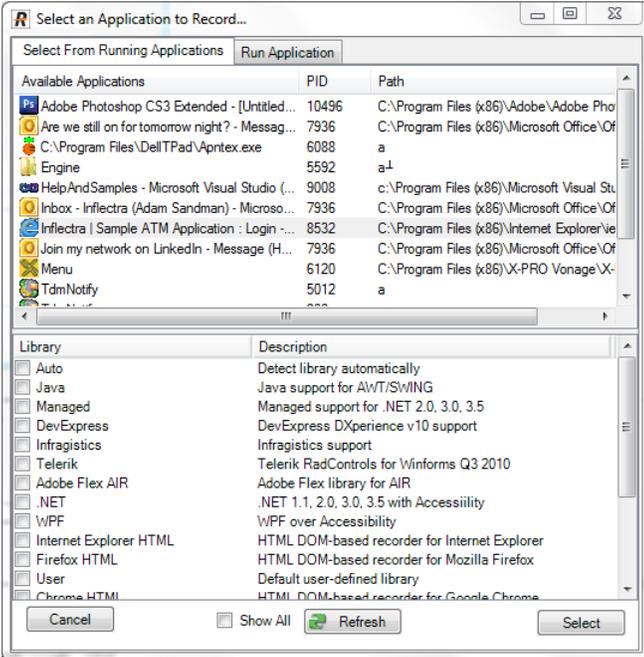


3. The Select an Application to Record Dialog

In the Rapise window, press the **Record/Learn** button on the Ribbon.



The **Select an Application to Record... Dialog** (SAR dialog) will open.



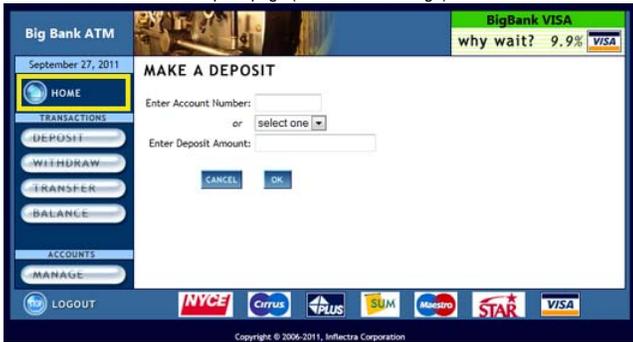
There are two sections to the **SAR dialog**. In the bottom section, you select which Rapise library will be used during the recording session. Because we will be recording our interactions with Internet Explorer, make sure that the **Internet Explorer HTML** library is checked. No other libraries should be selected. See below:



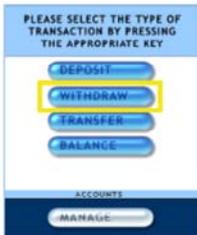
Click the **DEPOSIT** button. It is highlighted in the next screenshot:



You should now be on the Deposit page (see the below image). Click the **HOME** button to go back to the main menu.



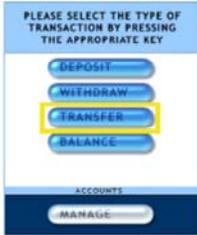
Now, click the **WITHDRAW** button:



You should now be on the Withdraw Funds page. Click the **HOME** button to go back to the main menu.



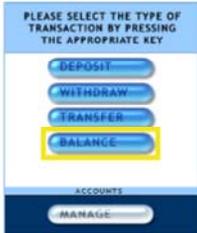
Click the **TRANSFER** button:



You should now be on the Transfer page. Click the HOME button to go back to the main menu.



Click the BALANCE button:



You should now be on the Balance page. Click the HOME button to go back to the main menu.

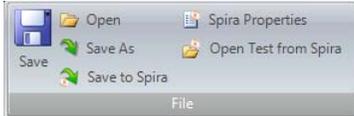


At this point, there should be 11 rows in the RA dialog grid.

You are now back on the Main Menu. Click LOGOUT (lower left).



To end the recording session, you can either press **CTRL+3** or press the **Stop** button on the Record dialog. End the recording session now. You will see a script created from your recording session in the Rapise window. Let's save our test. Press the **Save** button at the top left of the Rapise window.



5. Playback

Let's execute the test we just created. First, close Internet explorer. Rapise will open a new instance of Internet Explorer to the correct url (SampleATM) when the test begins.

To execute the script, press the Play button at the top middle of the Rapise window.



After execution, a screen like the one below will appear. Each row represents a step in the test. The rows with green text are steps which passed, whereas the rows with red text are the steps which failed.

#	Name	Start	Type	Status	Iteration
1	Error calling: Init("Object ID is invalid: Butto	11:36:32.81	Assert	Fail	0
2	Object ID is invalid: OK	11:36:32.81	Assert	Fail	0
3	Error calling: Init("Object ID is invalid: Butto	11:36:32.82	Assert	Fail	0
4	Error calling: Init("Object ID is invalid: Butto	11:36:32.82	Assert	Fail	0
5	Object ID is invalid: Hello Flex!	11:36:32.83	Assert	Fail	0

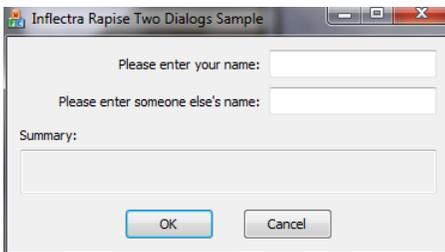
For more information on the report, see [Automated Reporting](#).

Tutorial: TwoDialogs Sample

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This section outlines the usage of Rapise for testing a very simple [AUT](#). Please run the application now. You will find it in the samples directory where you installed Rapise. By default, that will be C:\Users\Public\Documents\rapise\Samples\TwoDialogs\TwoDialogs.exe.

You will see the following:



Please run the application a few times and observe its behaviour. If you press the OK button with the first edit box empty, the application will complain and return you to the dialog box. If you put text in the first edit box but not the second, you will be shown a single line of text in a read-only edit box. If you enter text in the second edit box as well as the first, pressing OK will put two lines of summary information in the read-only edit box.

An adequate testing strategy for this over-simple application might be to:

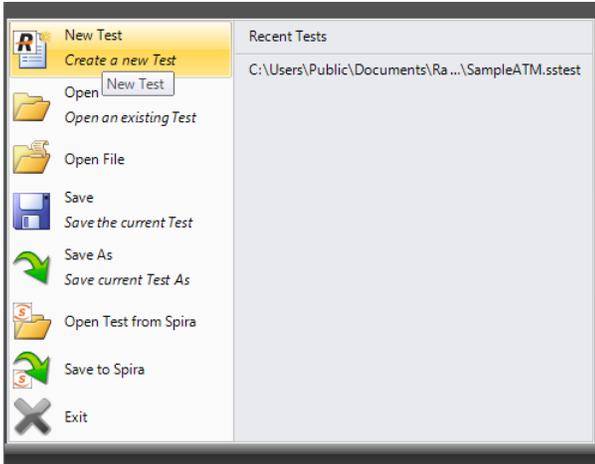
1. Put data in the first text box but not the second, and verify that the summary information is correct.
2. Press the OK button with no data in either text box, and verify that a message box is displayed.
3. Verify that if the success "Thank You" message is displayed the edit box input fields are cleared (but not the summary information).

If at this point you do not understand what the application is supposed to do, or the application is not behaving as described here, please contact [support](#) and clarify the details before proceeding.

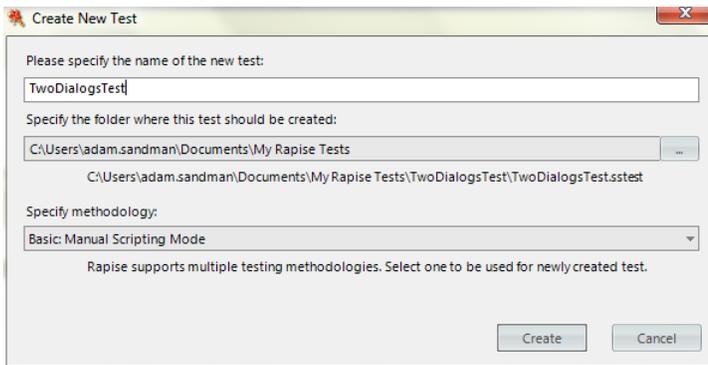
Now, let's use Rapise to implement the first of these tests.

Step 1. Run the TwoDialogs application and leave it in its default start state.

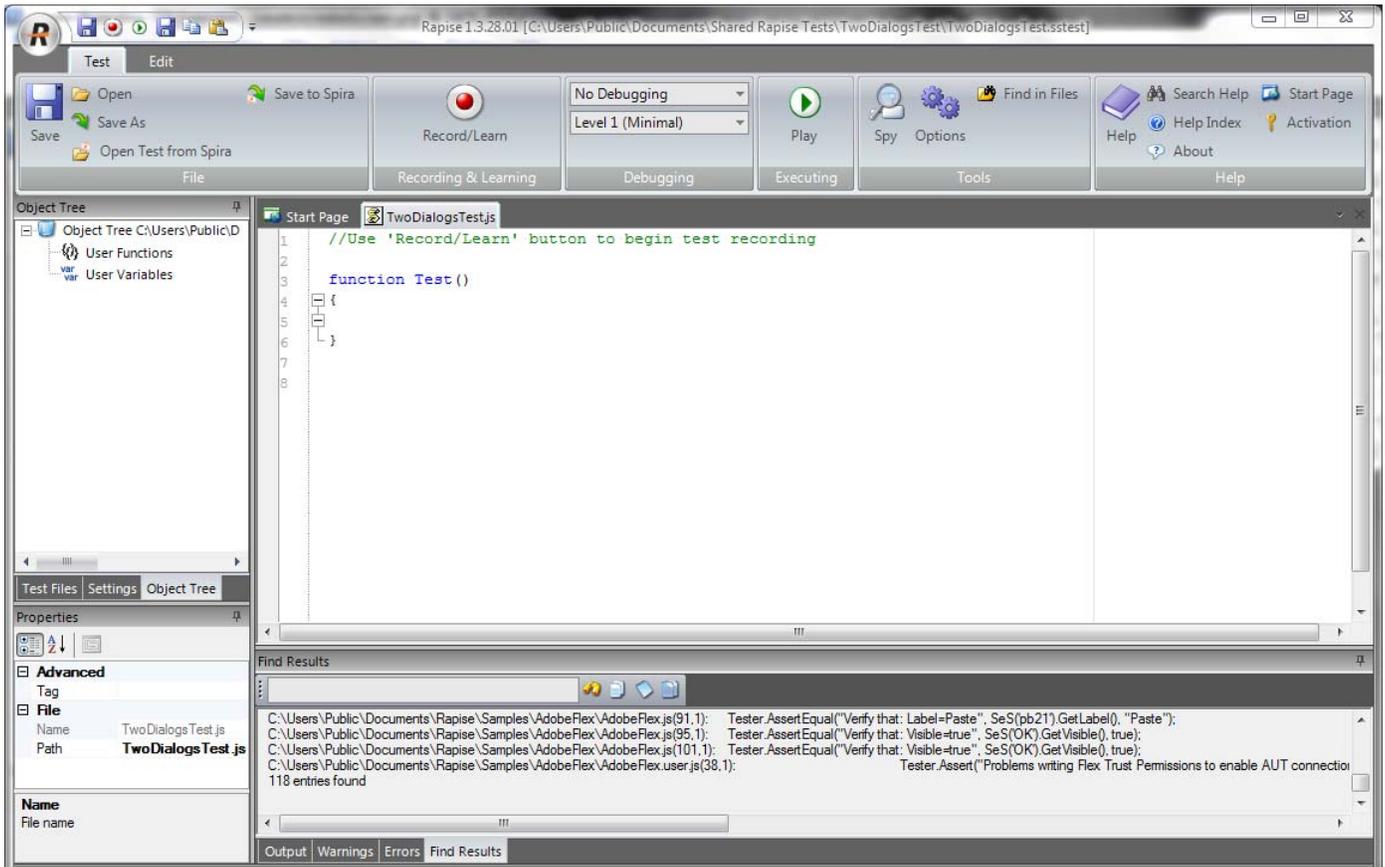
Step 2. Start Rapise and make the window a conveniently large size. Click on the  button (top left). Choose the first option there, "New Test."



Step 3. Navigate to the desired path using the "..." button on the "Create New Test" dialog. Leave the "Use Methodology" as "Basic" for now. Press the "Create" button.

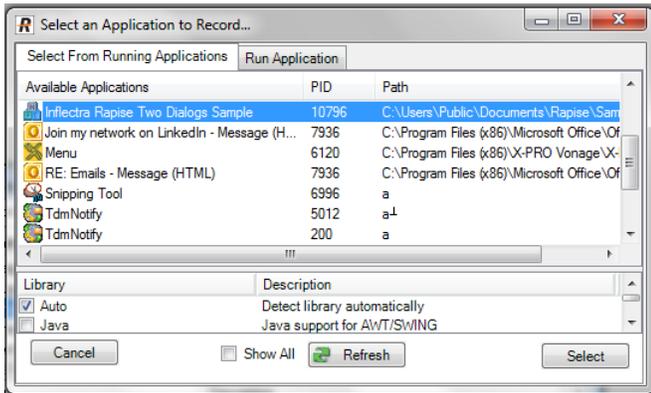


You will now see the following:



Step 4. Recording the test sequence. Press the "Record/Learn" button in either the ribbon or on the toolbar. It has an icon like this:

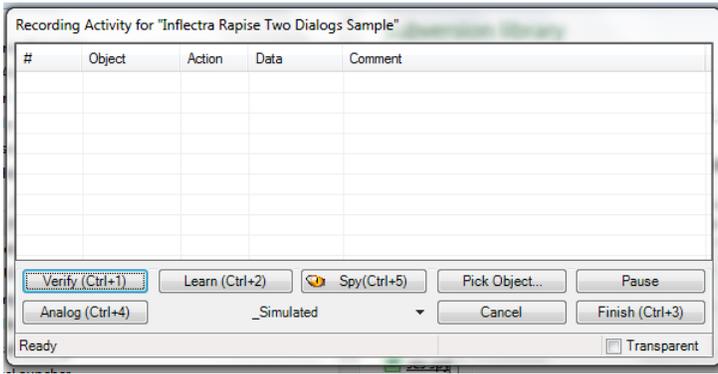
You will see an application selection dialog like the following.



Select the "Inflectra Rapise Two Dialogs Sample" entry.
Leave the library selection as "Auto."
Press the "Select" button at the bottom right.

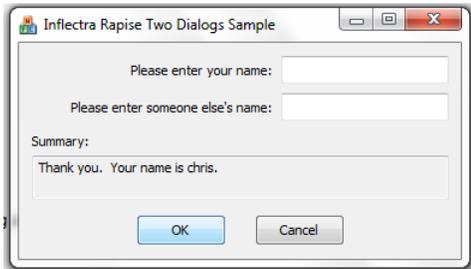
Step 5. Record the activity in the application.

Rapise will pause while it starts the necessary background processes and hooks into the running AUT. Once those tasks are complete, you will see the following "Recording Activity" for "Inflectra Rapise Two Dialogs Sample" dialog:

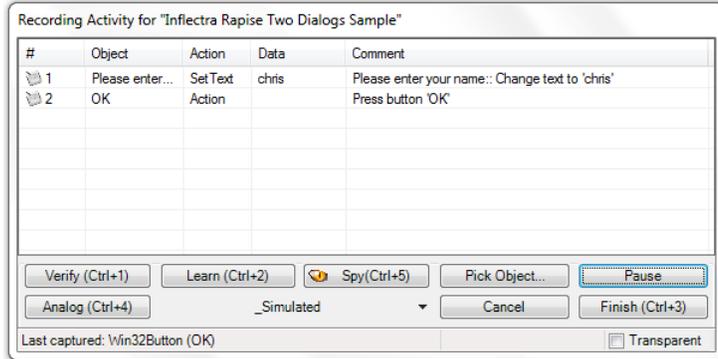


The AUT will be brought to the foreground and Rapise will be minimized.
 You will achieve best results in recording if you observe the following guidelines:
 (1) Work slowly while recording. Perform one action and wait for the results to be recorded in the Recording Activity dialog as a new grid line-item before going to the next item.
 (2) Use the mouse to select controls and operate them. Avoid using keyboard shortcuts and keyboard commands.

Step 6. Click in the first edit box in the TwoDialogs application. Type a name in there.
 Watch the Recording activity dialog as you operate the AUT interface. As you press a button or fill a field, notice that the grid in the Recording activity has entries added to it.



As you take these actions, you will see the Recording Activity grid update accordingly:

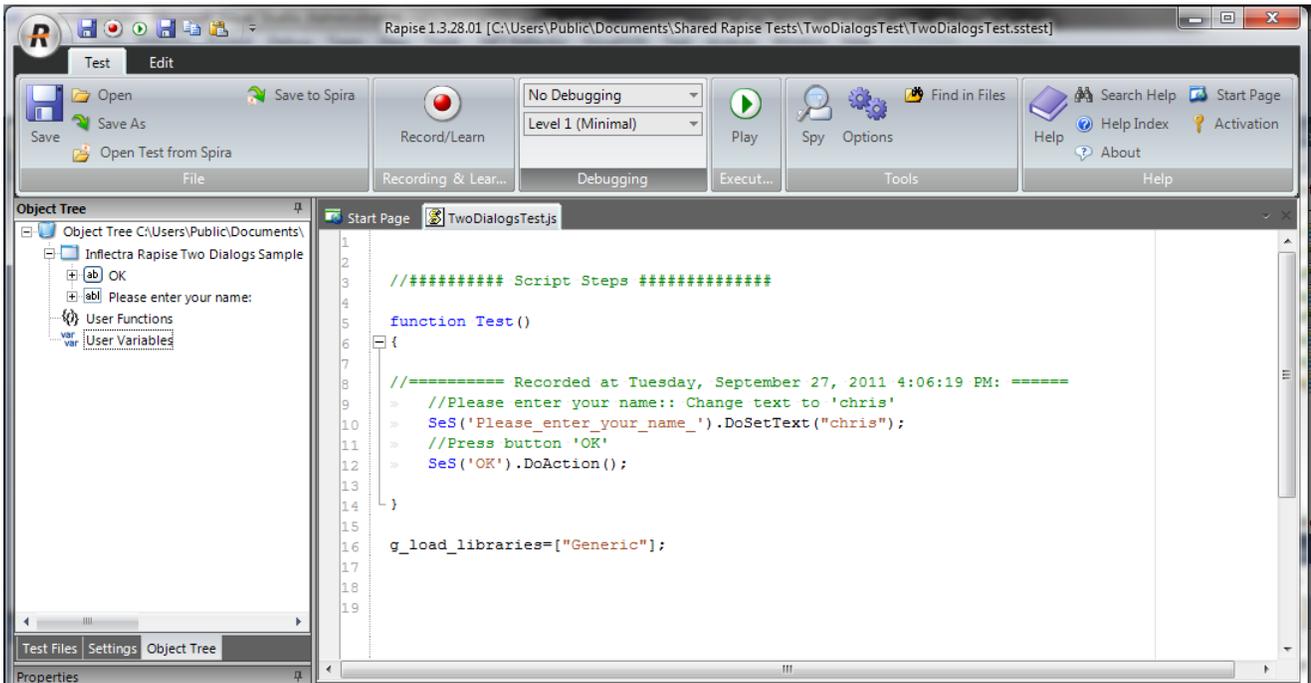


For a full explanation of the controls on this dialog, refer to the reference for [Recording Activity Dialog](#)

When you have finished recording the activity for the AUT, press the "Finish" button or CTRL+3.

Note: Do not terminate the TwoDialogs application.

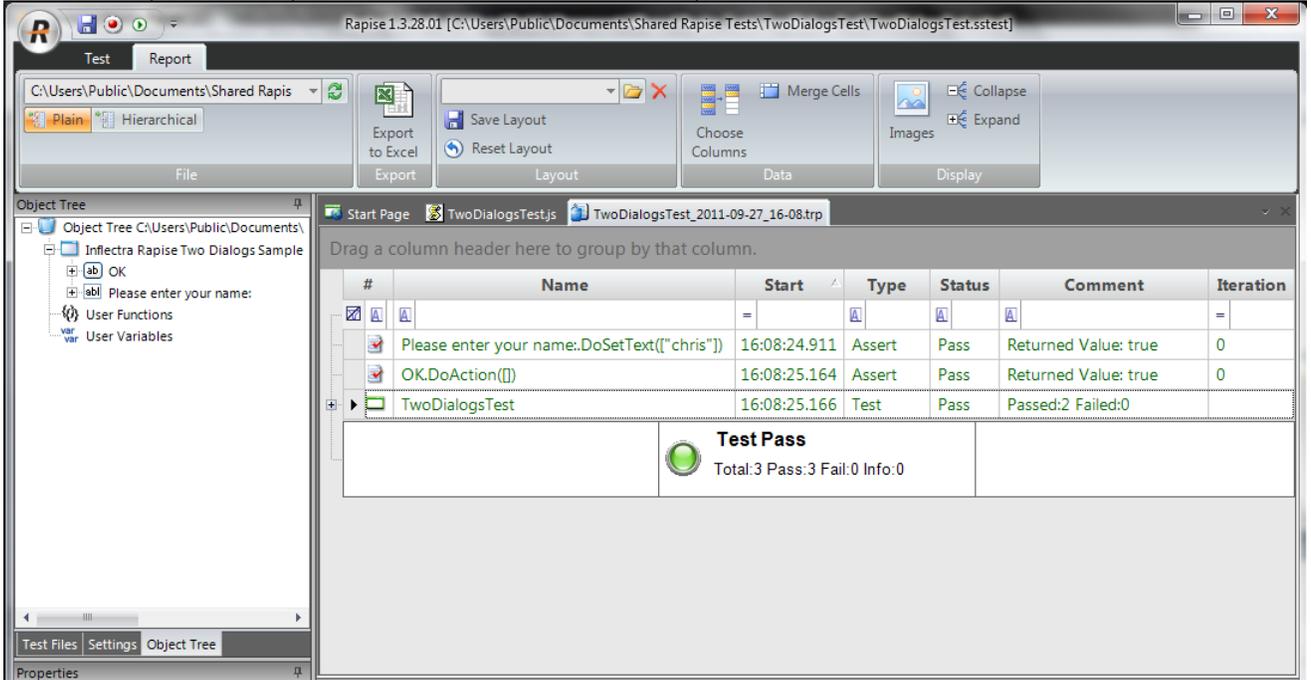
When you do this, the "Recording Activity" dialog will be closed and the AUT will lose focus. Rapise will change the view to display the newly recorded script. It will look something like the following:



Notice that the two steps of the script are automatically documented and that they correspond precisely and in the same order as the way they appeared in the Recording Activity dialog during recording.

Step 7: Run ("Play") the recorded test script. Press the "Play" button on the ribbon or the toolbar.

As the script runs, the Rapise window will be minimized to the taskbar and you will see the results of the script's activities on the TwoDialogs application window. At the end of the script execution, the Rapise window will be restored and the view will be of the report for the test:



Step 8: A refinement on the launching of TwoDialogs.exe.

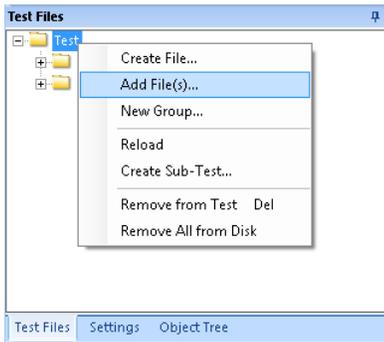
To date, we have operated on the assumption that the TwoDialogs sample program (application) is running. If this situation remained, the test script would require that the AUT be running before the script started. That would require that the person running the test remembered where it resided. To overcome this, Rapise provides a way to have the script run the program (AUT) before beginning the test.

Rapise has an underlying scripting language based on JavaScript (see [Scripting](#)). This help system covers available scripting objects in detail from a practical perspective. For the moment, we want to simply take the shortest path to starting the application before attempting to run the test.

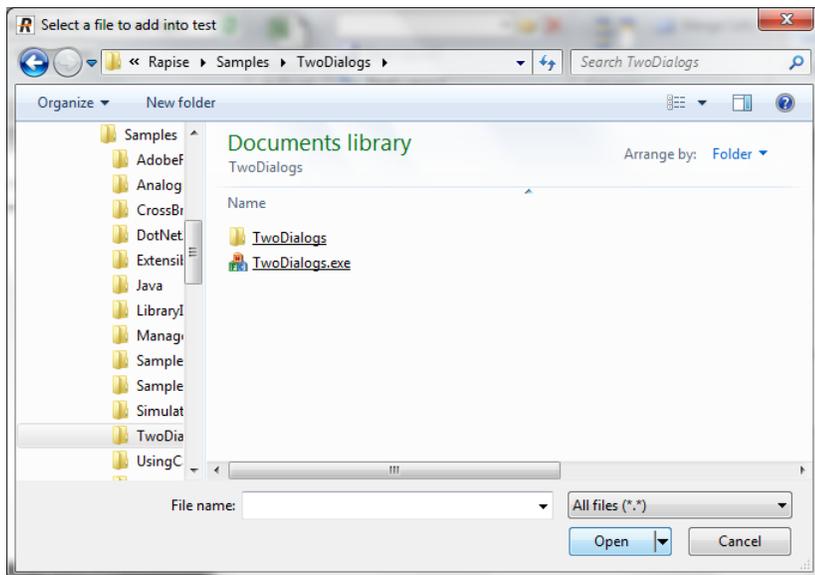
There are at least 3 ways of adding application launch code to your test.

Way 1: Drag The File from the Test Files view

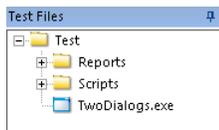
First, switch to Test Files view. Right-click on "Test" folder and choose "Add File(s)..." menu item:



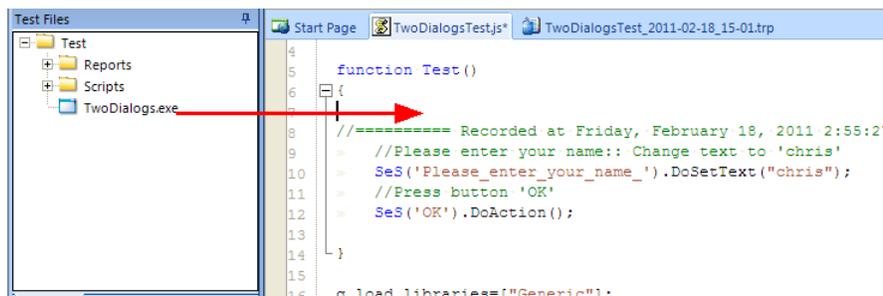
And select the location of the `TwoDialogs.exe` (normally, it is `C:\Program Files\Inflectra\Rapise\Samples\TwoDialogs\TwoDialogs.exe`),



Now you have the executable as a part of your test files set:



If you wish to launch `TwoDialogs.exe` once then just double-click on it in the tree. If you wish it to be launched every time the test starts then simply drag it from the tree into the source code:



The proper launch statement will be inserted:

```
function Test()
{
  > Global.DoLaunch('../Rapise/Samples/TwoDialogs/TwoDialogs.exe');
  > //===== Recorded at Tuesday, September 27, 2011 4:06:19 PM: =====
  > //Please enter your name:: Change text to 'chris'
  > SeS('Please_enter_your_name_').DoSetText("chris");
  > //Press button 'OK'
  > SeS('OK').DoAction();
}
```

Way 2: Type the Code

The `Global` object contains methods that are available to all scripts.

Select the `TwoDialogs.js` file in the `Test Files` view of the Rapise main page.

Double-click the file name to open it in the main (editing) window of Rapise. You will see the generated script from the recording session from earlier steps in this sample.

Place the cursor in the main editing window and click on the first line after

```
function Test()  
{
```

Now type

Global.

As soon as you type the ".", Rapise will give you a drop down list of all the available methods available in the Global object:

- DoAnalogPlay(path, left, tc
- DoAppActivate(title)
- DoInvokeTest(pathToTes
- DoKillByName(processNar
- DoKillByPid(pid)
- DoLaunch(cmdLine, wrkD
- DoMessageBox(prompt, b
- DoOcrTesseract(img)
- DoOcrTextract(img)
- DoSendKeys(keys)

Select the DoLaunch(cmdLine, wrkD) member and hit the Enter key.

Now your script contains the line:

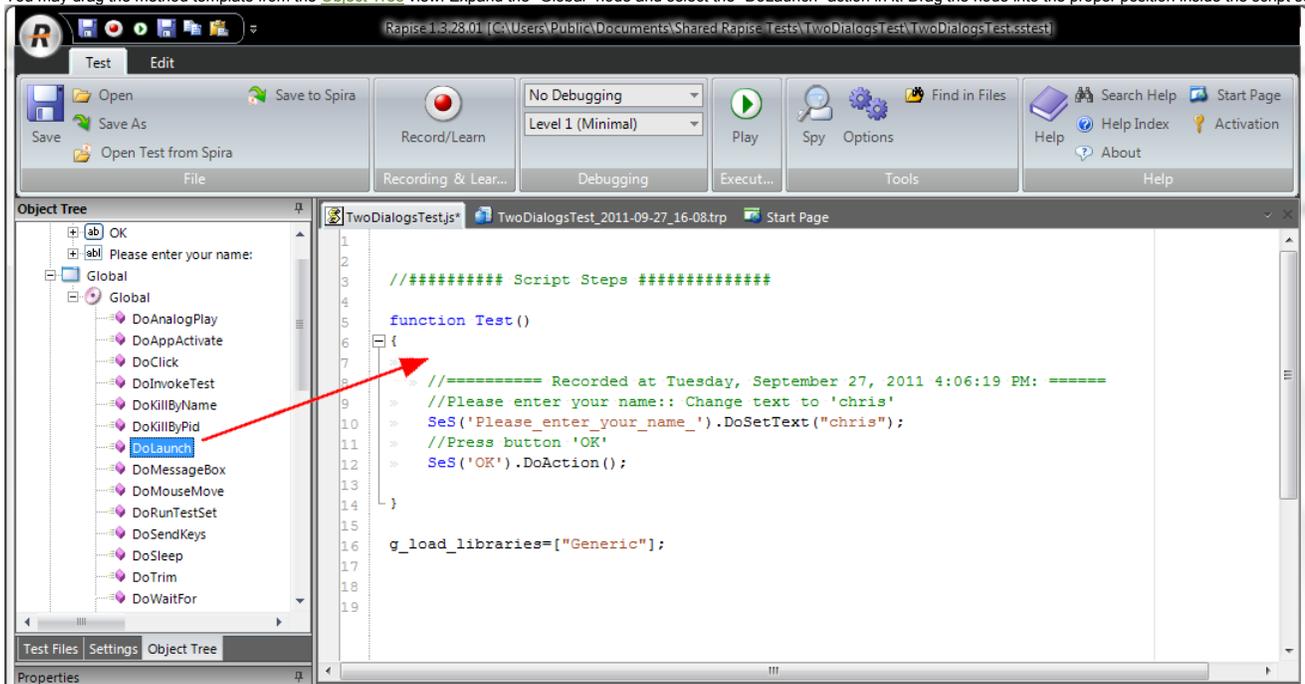
```
Global.DoLaunch("")
```

You need to correct the references to the command line:

```
Global.DoLaunch("C:\Program Files\Inflectra\Rapise\Samples\TwoDialogs\TwoDialogs.exe");
```

Way 3: Drag the Action from the Objects Tree

You may drag the method template from the Object Tree view. Expand the "Global" node and select the "DoLaunch" action in it. Drag the node into the proper position inside the script source:



Template call is inserted:

```
4  
5 function Test()  
6 {  
7   Global.DoLaunch("");  
8   //===== Recorded at Friday, Feb  
9   > //Please enter your name:: Chang  
10  > SeS('Please_enter_your_name_').D  
11  > //Press button 'OK'
```

Now you need to correct the references to the command line:

```
Global.DoLaunch("C:\Program Files\Inflectra\Rapise\Samples\TwoDialogs\TwoDialogs.exe");
```

Tutorial: Testing Adobe Flex Applications

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Introduction

After going through this tutorial you'll get a basic idea of how to test browser-based Flex applications with Rapise.

Prerequisites

This tutorial assumes that you have installed:

1. Rapsie
2. Adobe Flex Builder 3 (<http://www.adobe.com/cfusion/entitlement/index.cfm?e=flexbuilder3>)

Create a Simple Flex Application: HelloFlex

Let's start from creation of a very simple Flex application.

1. Create home directory for the application: **C:\HelloFlex**. You may create any other directory that is more suitable for you, just do not forget to change corresponding paths used in this tutorial.
2. Create main file of the application: **C:\HelloFlex\HelloFlex.mxml**. Place the following code in it:

```
<?xml version="1.0" encoding="utf-8"?>

<mx:Application
  xmlns:mx="http://www.adobe.com/2006/mxml"
  viewSourceURL="src/HelloFlex/index.html"
  horizontalAlign="center" verticalAlign="middle"
  width="640" height="480"
>
  <mx:Script>
    <![CDATA[
      import mx.controls.Alert;
    ]]>
  </mx:Script>
  <mx:Panel
    paddingTop="10" paddingBottom="10" paddingLeft="10" paddingRight="10"
    title="My Application"
  >

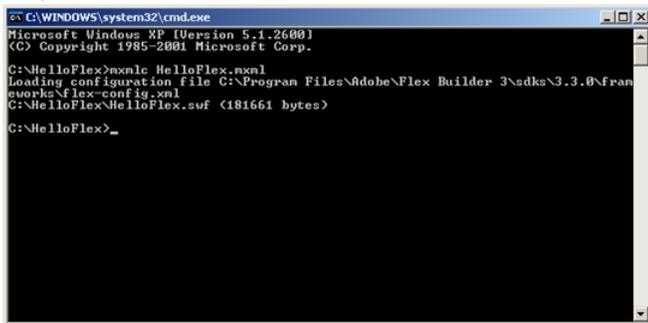
    <mx:Label text="Hello Flex!" fontWeight="bold" fontSize="24"/>
    <mx:Button id="button" label="Button" click="{Alert.show('Button Pressed');}"/>

  </mx:Panel>
</mx:Application>
```

3. Create wrapper HTML for the application: **C:\HelloFlex\HelloFlex.html**. Place the following code in it:

```
<html lang="en">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title>HelloFlex</title>
</head>
<body scroll="no">
  <object classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
    id="HelloFlex" width="100%" height="100%"
    codebase="http://fpdownload.macromedia.com/get/flashplayer/current/swflash.cab">
    <param name="movie" value="HelloFlex.swf" />
    <param name="quality" value="high" />
    <param name="bgcolor" value="#869ca7" />
    <param name="allowScriptAccess" value="sameDomain" />
    <embed src="HelloFlex.swf" quality="high" bgcolor="#869ca7"
      width="100%" height="100%" name="HelloFlex" align="middle"
      play="true"
      loop="false"
      quality="high"
      allowScriptAccess="sameDomain"
      type="application/x-shockwave-flash"
      pluginspage="http://www.adobe.com/go/getflashplayer">
    </embed>
  </object>
</noembed>
</body>
</html>
```

4. Compile the application (make sure that **mxmcl.exe** is available in command line window. If Flex Builder is installed then it is available at: "**c:\Program Files\Adobe\Flex Builder 3\sdk\<SDK Version>\bin\m**
 - a) Open CMD window in **C:\HelloFlex** directory
 - b) Run command: **mxmcl HelloFlex.mxml**

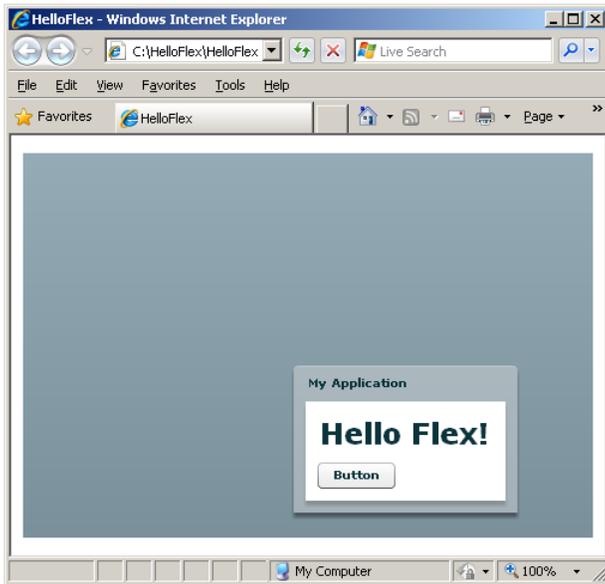


```
C:\WINDOWS\system32\cmd.exe
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\HelloFlex>mxmcl HelloFlex.mxml
Loading configuration file C:\Program Files\Adobe\Flex Builder 3\sdk\3.3.0\frameworks\flex-config.xml
C:\HelloFlex>HelloFlex.swf (181661 bytes)

C:\HelloFlex>_
```

5. Test the application by opening **C:\HelloFlex\HelloFlex.html** in Internet Explorer.



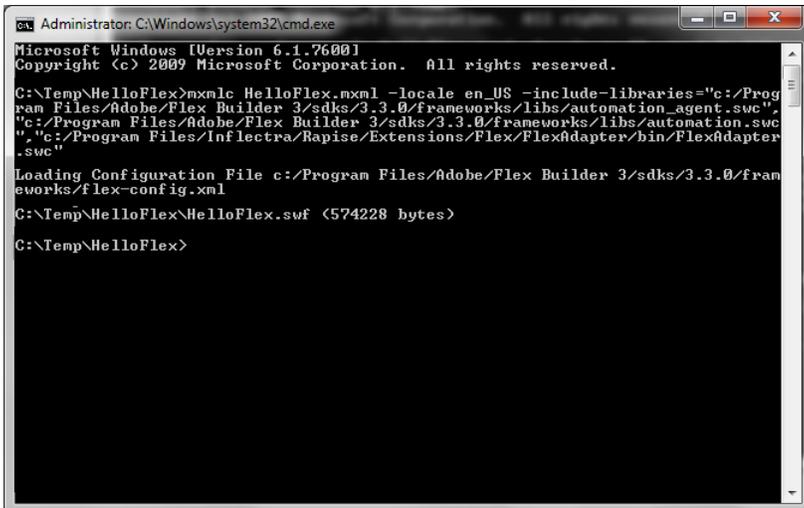
Enable HelloFlex Application for Testing

To make HelloFlex application testable by Rapise you need to link it with automation libraries.

Link HelloFlex with Necessary Libraries

Recompile HelloFlex application using the following command line that links **automation.swc** and **automation_agent.swc** from Flex Builder 3 and **FlexAdapter.swc** from Rapise:

```
mxmhc HelloFlex.mxml -locale en_US -include-libraries="c:/Program Files/Adobe/Flex Builder 3/sdks/<Version>/frameworks/libs/automation_agent.swc","c:/Program Files/Adobe/Flex Builder 3,
```



Add HelloFlex to FlashPlayerTrust

Adobe Flash Player has restricted security settings for SWFs opened from file system. To enable testing of such SWFs their corresponding folders must be listed in FlashPlayerTrust directory.

Path to FlashPlayerTrust directory:

to enable testing for all users:

```
<system>\Macromed\Flash\FlashPlayerTrust
```

to enable testing just for current user:

```
<ApplicationData>\Macromedia\Flash Player\#Security\FlashPlayerTrust
```

(on Vista this path looks like:

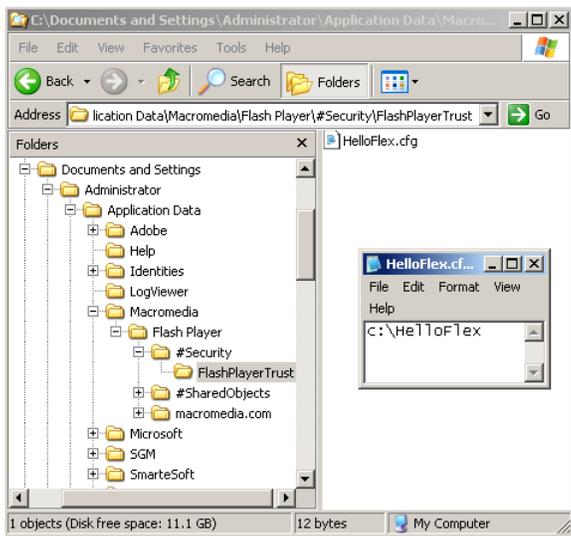
```
c:\Users\<User Name>\AppData\Roaming\Macromedia\Flash Player\#Security\FlashPlayerTrust
)
```

To register your SWF just create a file with the name "<name of your SWF>.cfg" and put it in this directory. In the file write a path to SWF folder.

Note: If you do not have *FlashPlayerTrust* directory in one of locations listed above then you will have to create missing directories yourself.

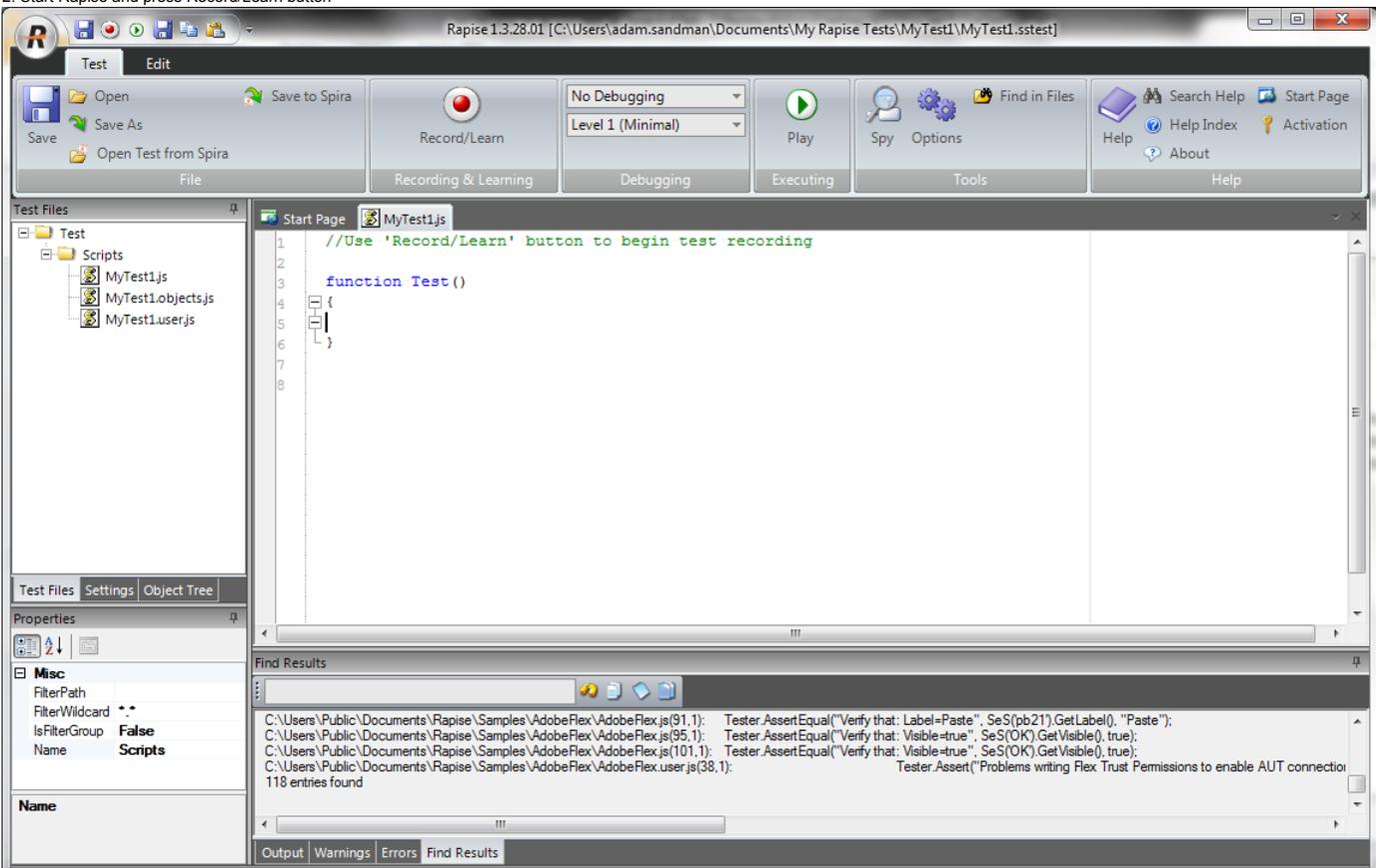
To register c:\HelloFlex\HelloFlex.swf

- a) create file <ApplicationData>\Macromedia\Flash Player\#Security\FlashPlayerTrust\HelloFlex.cfg
- b) add this to the file: c:\HelloFlex

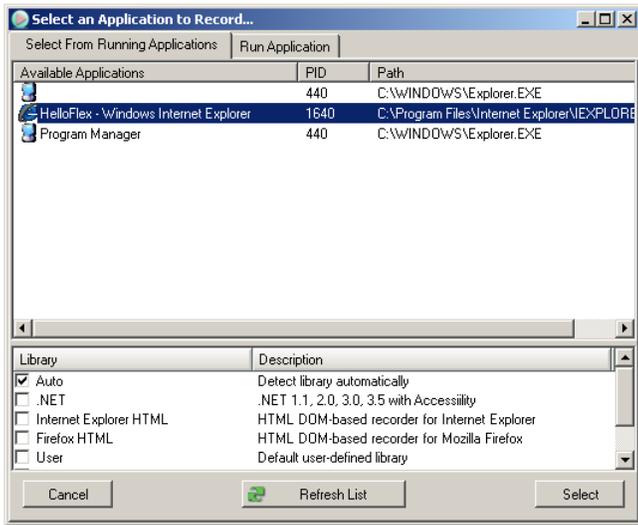


Record a Simple Test

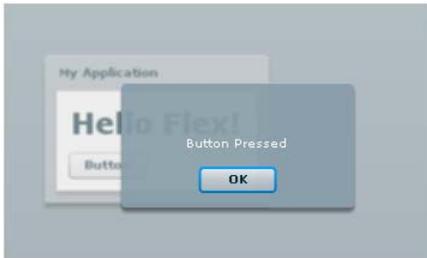
1. Open C:\HelloFlex\HelloFlex.html in Internet Explorer.
2. Start Rapise and press Record/Learn button



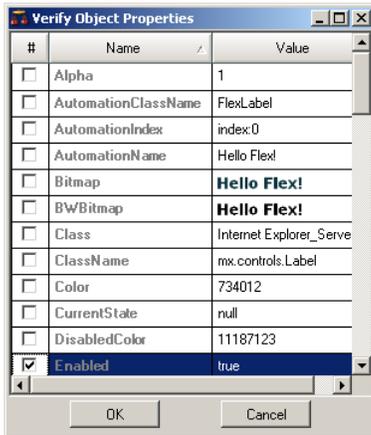
3. Choose HelloFlex application and press Select, recording will start.



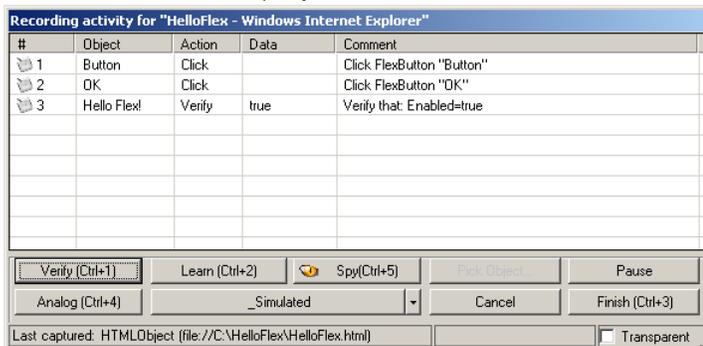
4. In HelloFlex application press Button and then press Ok in the alert message.



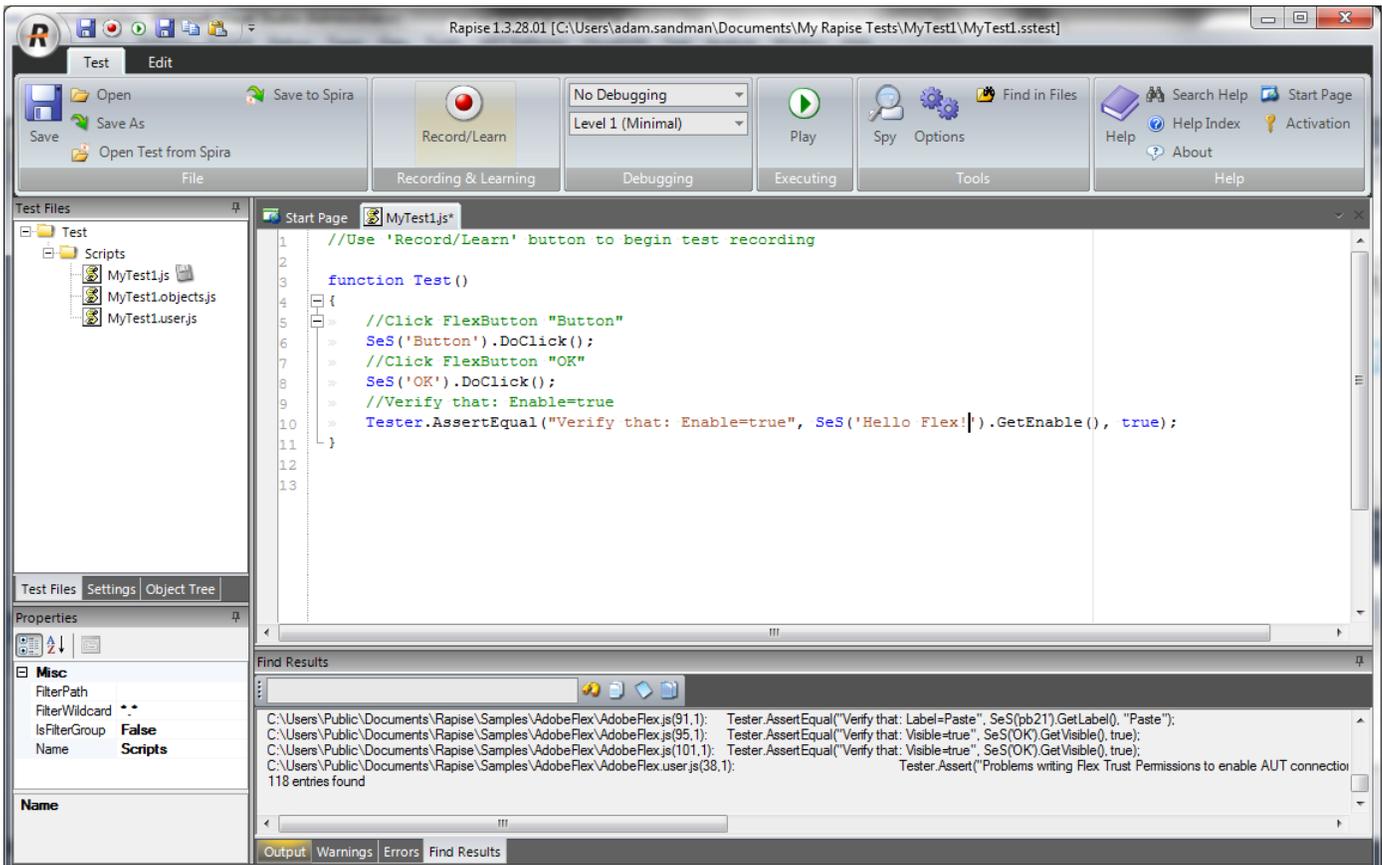
5. Then press Verify button on Recording activity dialog and click on "Hello Flex!" label. In Verify Object Properties dialog check Enabled property.



6. You have recorded three basic steps of your test.



7. Press Finish button on Recording activity dialog. You now have recorded the test.



Execute the Test

Execute the test by pressing the Play button in Rapise.

Congratulations! You have successfully completed this tutorial and now know basics of testing Flex applications with Rapise.

Using FlexLoader

If you do not want to compile your application with automation libraries you have an option to use FlexLoader.

FlexLoader is a Flex 3 application compiled with required automation libraries and capable of loading any given SWF application. With FlexLoader you do not need to modify your application to make it test

To use FlexLoader just copy **FlexLoader.html** and **FlexLoader.swf** from `c:/Program Files/Inflectra/Rapise/Extensions/Flex/FlexLoader/bin` to your web server near your application. Then type in browser URL `http://localhost/FlexLoader.html?automationswfurl=Sample.swf`

You can find sample application for testing here: `c:/Program Files/Inflectra/Rapise/Extensions/Flex/FlexLoader/bin/Sample.swf`

See Also

- [Adobe Flex](#)

Features

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Rapise is a feature-rich test automation system, however all the features have been designed to make test automation as easy as possible.

Most of the features of Rapise fall into one of five categories:

- (1) Building test scripts with little or no manual scripting.
- (2) Reading and interpreting results and reports.
- (3) Additional features and capabilities for sophisticated testing.
- (4) Writing more involved or complicated tests using scripting.
- (5) Extending Rapise to learn new or extended libraries of capabilities.

Depending on the application set being tested, not all of these features are necessarily needed for every situation.

For each feature, this document describes:

- (1) The reason you might use a given feature.
- (2) A summary of the basic value of the feature.
- (3) An overview of how the feature works from the perspective of using it.
- (4) At least one useful sample that demonstrates how to use the feature.

Recording and Learning

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Purpose

To understand what different objects might be found on a UI screen, and how to recognize them, record their characteristics and interact with them using Rapise.

Value

A UI screen entity (object) may consist of many different parts and components. Actions on these objects, and usage of these controls, must be captured in different ways, depending on the properties of the object. Rapise provides four fundamental methods for capturing objects and corresponding user actions:

- (1) **Recording** - Rapise is able to track user interactions with AUT and automatically capture affected objects and corresponding user actions. See [Recording](#) for more information.
- (2) **Learning** - there are cases when it is not necessary or is not possible to track user interactions with AUT. In this case user can manually point to an object that should be captured by Rapise. See [Learning](#) for more information.
- (2) **Analog Recording (Absolute/Relative)** - this is for objects that are not standard in some important way, and so activity on them cannot be captured using recording or cannot be specified after

learning. [Absolute Analog Recording](#) is used to track mouse usage (movement and clicks) and keyboard events. For absolute analog recording, the positions these events are recorded relative to the top-left corner of the system screen. (In contrast, in [Relative Analog Recording](#), the events are recorded relative to the upper-left corner of the selected objects.) The events are recorded in a file of type arf (Analog Recording File).

(4) **Simulated Object Recording** - a Rapise user can use simulated objects when some objects are not natively supported by Rapise (e.g. their internal structure, properties and actions are unknown). In this case, what is recorded are mouse clicks and keyboard activity. Compare to Analog Recording when all mouse and keyboard actions are recorded, including mouse up/down, mouse move events. See [Simulated Objects](#) for more information.

Usage

Before an operation (press, enter text, select, click, etc.) can be performed on an object automatically, Rapise must be able to identify the object. That identification must be able to locate the object definitively, and it must be able to duplicate the action or operation precisely. This carries several implications. Firstly, if the AUT is in a different position on the screen when it is started, Rapise must still be able to find the objects in the AUT window. Secondly, if the positioning of objects on the AUT window is proportional or relative to the screen size of shape, Rapise must still be able to locate the object.

A secondary set of considerations relates to the fact that the AUT UI layout may be sensitive to the context of the state of the application. For example, consider the case of a word processor. Pressing the "bold" button doesn't predict what the result will be unless it is known whether the text highlighted is currently bold or not. A far more illustrative example is that of the Microsoft Paint utility. The Microsoft Paint utility is the subject of a Inflectra sample, [Simulated Object](#).

The most instructive way to identify the objects to Rapise is to practice with the tool and different types of objects. The best methodology to use is as follows:

- (1) First, try to use Record/Learn to learn the object and record actions in a single step.
- (2) If learning/recording fails to record actions in the grid, use [SeSSpy](#) to observe the object carefully and discover what libraries and classes are being used by the AUT.
- (3) Use Verify (Ctrl+1) from the Recording Activity dialog to get summary information about the object.
- (4) Use a more appropriate set of libraries when selecting the AUT prior to recording.
- (5) Use Analog Recording with absolute positioning to identify and locate the object.
- (6) Use Analog Recording with relative positioning to identify and locate the object.
- (7) Use Simulated Object Recording to track the actions required and at the positions required.
- (8) Look for [custom libraries](#) that support the technology being used by the AUT.
- (9) Build your own custom library to support the technology in use by the AUT.

Recording

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Purpose

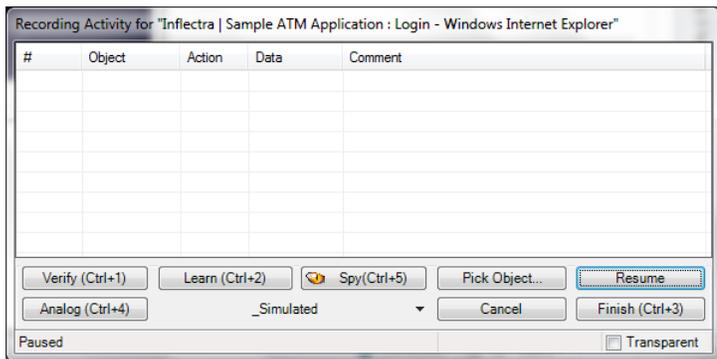
Recording is the name given to having Rapise track your interactions with an application.

Value

The actions you take in using the [AUT](#) are observed by Rapise and are transformed into a script (javascript), which you can execute using the Play button. The script can be extended and modified to suit special purposes.

Usage

The **Recording Activity (RA) Dialog** is opened when you start recording using the Record/Learn button. When the Recording Activity dialog appears, Rapise has connected to your AUT and is ready to monitor and record your interactions. You'll find instructions [here](#) or look at one of the examples - [TwoDialogs](#) or [Sample Record and Playback](#)



You'll notice that the RA dialog has a grid. As you interact with the AUT, your actions will be listed in the grid. If you record an incorrect action, you can right-click on the action and delete it.

To ensure you successfully record your interaction with the AUT, navigate slowly through the AUT. Wait a second or two between each action to make sure Rapise has time to interpret and record your action. Once your interaction is updated in the RA dialog grid, you are free to continue with the next action.

When you are done recording, press the Finish button on the RA dialog or type **Ctrl+3**. The RA dialog will disappear, and you will see an automatically generated script opened in Rapise.

See also

- If you have already recorded a script and want to record additional interactions in the same test, be sure to read [Making Multiple Recordings](#).
- The RA dialog is described more thoroughly in [Recording Activity Dialog](#).
- To learn how to run the script, see [Playback](#). To learn how to modify the script, see [Scripting](#).
- For a detailed tutorial, see [Tutorial: Record and Playback](#) in the Getting Started section.
- For more information on the Spy (ObjectSpy) capability, see [Object Spy](#).

Learning

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Purpose

Objects are the controls and items on the screen of the AUT. "Learning" an object refers to the process of Rapise collecting enough information about the on-screen item to be able to reference the item when the test script is run without ambiguity and regardless of its location on the UI.

Value

When Rapise "learns" an object, it records the object's type, its name and how to find the object again (locator). It saves everything it learns to the script so that the object can be identified when the test is run. Rapise gives the object a simple name so that you can easily refer to it later if you decide to modify the script.

Usage

Objects are learned in two ways: (1) during recording or (2) explicitly.

Recording

During a Recording session, Rapise learns about each object with which you interact. For details, see [Recording](#).

Explicitly

1. Open the **Recording Activity Dialog**. Instructions are [HERE](#).
2. Place your mouse over the object you wish to learn. It should become surrounded by a purple box.
3. Press **CTRL+2**.
4. You will see a new entry in the Recording Activity Dialog, signifying that the object was learned.

Everything Rapise learns about an object is saved in `saved_script_objects`. You can see this variable defined in the `<project-name> objects.js` file that will be listed in the Test Files tab of the Rapise. The following shows what Rapise saved about the "Please enter your name" text box in the [TwoDialogs](#) example:

```
Please_enter_your_name_{
  "locations": [
    {
      "locator_name": "Location",
      "location": {
        "location": "4.4",
        "window_name": "param:window_text",
        "window_class": "param:window_class"
      }
    },
    {
      "locator_name": "LocationPath",
      "location": {
        "window_name": "param:window_text",
        "window_class": "param:window_class",
        "path": [
          {
            "object_name": "param:object_name",
            "object_class": "param:object_class",
            "object_role": "param:object_role"
          },
          {
            "object_name": "param:window_text",
            "object_class": "param:window_class",
            "object_role": "ROLE_SYSTEM_DIALOG"
          }
        ]
      }
    }
  ],
  {
    "locator_name": "LocationRect",
    "location": {
      "window_name": "param:window_text",
      "window_class": "param:window_class",
      "rect": {
        "object_name": "param:object_name",
        "object_class": "param:object_class",
        "object_role": "param:object_role",
        "x": 222,
        "y": 40,
        "w": 140,
        "h": 23
      }
    }
  }
],
  "window_text": "Inflectra Rapise Two Dialogs Sample",
  "window_class": "#32770",
  "object_text": "Chris",
  "object_role": "ROLE_SYSTEM_WINDOW",
  "object_class": "Edit",
  "object_name": "Please enter your name:",
  "version": 0,
  "object_type": "Win32Text",
  "object_flavor": "Text",
  "object_library": "Generic"
},
...
```

See Also

- [Recording](#)
- Learning invisible and [Simulated Objects](#) is slightly more complicated. You can find information on both in the [Recording Activity Dialog](#) section. Look for descriptions of the **Pick Object** button and the **_Simulated** drop-down menu.
- [Learn Object](#)

Analog Recording

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Concept

During **Analog Recording**, Rapise records mouse movements, keyboard inputs, and clicks.

There are two types of Analog Recording: **Absolute** and **Relative**.

- **Absolute**: Mouse coordinates are recorded relative to the top left corner of the screen.
- **Relative**: Mouse coordinates are recorded relative to the top left corner of the object beneath the mouse cursor.

Usage

1. Open the **Recording Activity dialog**. Instructions are [HERE](#).
2. To record in **Absolute** mode, press **CTRL+4**. To record in **Relative** mode, press the **Analog** button.
3. Press **CTRL+Break** to end analog recording. You can alternate between normal and analog recording in the same Recording session.

See Also

- [Recording Activity Dialog](#)

Absolute Analog Recording

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Purpose

Absolute analog recording is used to track mouse usage (movement and clicks) and keyboard events. For absolute analog recording, the positions these events are recorded relative to the top-left corner of the system screen. (In contrast, in relative analog, the events are recorded relative to the upper-left corner of the selected objects.) The events are recorded in a file of type arf (Analog Recording File).

Value

Not all applications can be recorded by locating and learning objects being used. A very good example of this is free-hand drawing in an application such as Microsoft Paint (Start Menu -> Accessories -> Paint). There are several reasons why this application cannot be recorded using object tracking, learning and recording. The most important is that when the mouse is moved free-hand, it is operating on the same object the whole time - the blank "canvas." Another reason is that the application changes behaviour and the positions of the canvas change depending on the size of the canvas and the positions of floating toolbars.

Absolute analog recording is provided by Rapise to make it possible to make it possible to design and implement tests for these types of applications.

See Also

- [Do Absolute Analog Recording](#)
- [Relative Analog Recording](#)

Relative Analog Recording

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Purpose

Relative analog recording is used to track mouse usage (movement and clicks) and keyboard events. For relative analog recording, events are recorded in relation to the top-left corner of the application's window. The events are recorded in a file of type arf (Analog Recording File).

Value

Not all applications can be recorded by locating and learning objects being used. A very good example of this is free-hand drawing in an application such as Microsoft Paint (Start Menu -> Accessories -> Paint). There are several reasons why this application cannot be recorded using object tracking, learning and recording. The most important is that when the mouse is moved free-hand, it is operating on the same object the whole time - the blank "canvas." Another reason is that the application changes behaviour and the positions of the canvas change depending on the size of the canvas and the positions of floating toolbars.

Relative analog recording is provided by Rapise to make it possible to make it possible to design and implement tests for these types of applications.

See Also

- [Do Relative Analog Recording](#)
- [Absolute Analog Recording](#)

Simulated Objects

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Purpose

During normal recording, Rapise [Learns about the Objects](#) you interact with. If, for some reason, Rapise cannot learn an object, you can create a **Simulated Object**. Rapise identifies a simulated object by its location in the Window or Dialog and can perform certain generic actions on it, such as Click and Fill In. This works in the reverse sense also. That is, if Rapise cannot identify an object, or, for example, you click outside any defined object in the AUT's UI, Rapise will create a simulated object to represent the action.

Value

Not all objects on a screen are "standard" or can be recognized by the libraries loaded. Some are compound objects, consisting of two or more individual objects that work together to deliver a UI effect or behaviour. Simulated objects "fill in the blanks" to allow Rapise to cause an event outside the normal set of objects.

See Also

- [Recording Activity Dialog](#)
- [Sample Tests: The SimulatedObject sample.](#)
- [Deal with a Simulated Object](#)

Object Libraries

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Purpose

Object libraries define what objects and interactions Rapise understands during [Recording](#) and [Learning](#). Most Object Libraries are specific to an application or a set of applications.

Usage

Rapise comes with several different object libraries:

1. Auto
2. .NET
3. Internet Explorer HTML
4. Firefox HTML
5. Chrome HTML
6. User
7. DOM GWT
8. DOM YUI
9. Generic
10. Advanced Accessibility.
11. WPF
12. Console
13. Java
14. Managed
15. DevExpress
16. Infragistics
17. Telerik
18. Adobe Flex AIR

You can [add your own](#) Recording library--one that understands the objects in your application.

- Selecting **Auto** as the application recording library will cause Rapise to select the one that it deems is most appropriate.
- **.NET**: Use this library with .NET applications. When used with .NET 2.0+ applications you should also include the **Managed** library as well. When used with WPF applications, you should also include the **WPF** library.
- **Internet Explorer HTML**, **Chrome HTML** and **Firefox HTML** are used with Internet Explorer, Google Chrome and Firefox respectively. They understand only the **DOM** (document object model) and therefore capture interactions with the web application, not the browser. They also have access to passwords. Tests recorded with either of the libraries can be run in any of the three browsers. See [Cross Browser Testing](#) for more details.
- **User** refers to [Custom Libraries](#).

- The **DOM GWT** library uses the Document Object Model to learn or record objects found in the Google Web Toolkit.
- The **DOM YUI** library uses the Document Object Model to learn or record objects found in the Yahoo! User Interface library.
- The **Generic** library uses Microsoft's **MSAA** event model to capture user actions. The Generic library should be used if there is no library more specific to the AUT available. The Generic library will record a large set of applications, but it has drawbacks; it may skip some actions and/or record unintended actions. Passwords are not visible to the Generic library, and must be manually entered into the test after recording.
- The **Advanced Accessibility** library is for recording with Internet Explorer. In general, you will want to use the Internet Explorer HTML library. However, there is some information available through Advanced Accessibility that is unavailable when looking solely at the DOM. For example: the absolute screen position of an object. Advanced Accessibility is not precise, as Internet Explorer HTML is, and may miss actions or record unintended actions.
- The **WPF** library is for use with Windows Presentation Framework (WPF) applications.
- The **Console** library is for use with Windows Console Applications that run in the command-line.
- The **Java** library is for use with Java GUI applications that are written using either AWT or SWING.
- The **Managed** library is for use with Microsoft .NET 2.0 + applications. It adds some additional .NET 2.0+ specific-controls to the list supported in the Generic and .NET libraries.
- The **DevExpress** library allows you to record and learn using the various controls provided in the DevExpress DXperience v1.0 component library. This allows you to save time by having the system recognize the various controls directly.
- The **Infragistics** library allows you to record and learn using the various controls provided in the Infragistics component library. This allows you to save time by having the system recognize the various controls directly.
- The **Telerik** library allows you to record and learn using the various controls provided in the Telerik RadControls for Winforms component library. This allows you to save time by having the system recognize the various controls directly.
- The **Adobe Flex AIR** library is for use with applications that are written using Adobe Flash, Flex or AIR.

See Also

- [Recording](#)
- To write an Object library specific to your application, see [Custom Libraries](#).
- [Cross Browser Testing](#)
- If you interact with an object that is not defined in your chosen recording library, it will be treated as a [Simulated Object](#).

Custom Libraries

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Purpose

If your application doesn't work with the predefined [Recording Libraries](#), you can create your own.

Usage

Your library can provide **Basic** or **Full** support for your application. Basic support allows you to manually [Learn](#) objects, [write test scripts](#), and [Playback](#) your scripts. Full support allows you to [Record](#) as well. Create your library in the **LibUser** directory. Unless you specified otherwise, you will find it at:
 C:\Program Files\Inflectra\Rapise\Engine\Lib\LibUser.

Basic Support

Add a Matcher Rule to the library for every window type in your application. The **SeSMatcherRule** includes information to identify your application, and a set of behaviors.

```
var yourApplicationRule = new SeSMatcherRule(
{
  object type: "yourAppObject",
  classname: "yourAppFrame", //You can use a regular expression here
  behavior: [yourAppBehavior]
})
```

Override Actions: Override actions in **yourAppBehavior** (above). The action definitions you provides will be used during [Playback](#). Overriding actions does not affect recording.

```
var HTMLFirefoxBehavior =
{
  actions: [
    {
      actionName: "Click",
      DoAction: function(){}
    },
    {
      actionName: "SetText",
      DoAction: function(/**String*/txt){}
    }
  ]
}
```

Full Support

Enable Recording: You can enable recording in two ways. If your application notifies the [Accessibility Events](#) interface about application events, you can override events in the **behavior** section of **SeSMatcherRules**:

```
var newBehavior={
  actions: [/*section deleted for brevity*/],
  events:
  {
    OnSelect: function(/**SeSObject*/ param, /**Boolean*/ badd)
    { /*...*/
    },
    OnSelectAdd: function(/**SeSObject*/ param, /**Boolean*/ badd)
    { /*...*/
    }
  }
}

var newRule = new SeSMatcherRule({
  object_type: "someType",
  role: "someRole",
  behavior: [newBehavior],
})
```

Otherwise, you will have to implement **Custom Recording**.

Custom Recording: With custom recording, it is the library's responsibility to:

- detect user actions in the application, and
- call **RegisterAction()** (which writes the action to the script).

See Also

- To see what actions and events can be overridden, see **SeSBehavior.js** (in the [Rapise Engine](#)).
- Check the **Engine/Lib** directory for examples.
- You can alter the behavior of an action without creating an entire library. See the [Actions](#) section for more details.

Actions

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Purpose

Actions are anything the user can do to a GUI control, such as click, select, fill with text, etc. You can override the behavior of an action, without creating or altering a [Recording Library](#), using **SeSExtendAction()**. Overriding an action affects [Playback](#), but not [Recording](#).

Usage

SeSExtendAction() is used to override an action handler or add a new **DoAction** handler:

```
function SeSExtendAction(objectType, doActionName, replacementFunction)
```

where:

- **objectType** is the name or [regular expression](#) specifying the object type(s) for which this extension should apply.
- **doActionName** is the name or [regular expression](#) specifying the **DoAction handler** that should be overridden.
- **replacementFunction** is the function containing overriding behavior.

In most cases **SeSExtendAction()** should be called from within **TestInit()**.

Calling Base Actions

The function you are overriding is called the **BaseAction**. You can call it like this:

```
this.BaseAction(arguments);
```

You may override actions several times. For example:

```
function DoActionB()
{
    this.BaseAction();
}

function DoActionC()
{
    this.BaseAction();
}

SeSExtendAction("Win32Button", "DoAction", DoActionB);
SeSExtendAction("Win32Button", "DoAction", DoActionC);
```

When **DoAction** is called for the **Win32Button**, the following sequence is executed:

```
DoActionC->DoActionB->DoAction
```

See Also

- To see what actions can be extended, look in **SeSBehavior.js** (in the [Rapise Engine](#)).

Multiple Recordings

[Top](#) [Previous](#) [Next](#)

Purpose

Every time you record, the script recorder updates your test script. Be cautious about what changes you make to the test script; some changes could be lost if the recorder is re-run (see **Usage**).

Usage

The test script path can be found in the [Settings Dialog](#) under **Settings > ScriptPath**. Unless you specify otherwise, the test script is named *testname.js* (where *testname* is whatever you named your test).

Note that the Script Recorder only has knowledge of four functions and two data structures:

1. function Test()
2. function TestInit()
3. function TestFinish()
4. function TestPrepare()
5. array "g_load_libraries"
6. map "saved_script_objects"

You can make changes to the body of any of the above functions, and you can alter the initialization of **g_load_libraries** and **saved_script_objects**. All other changes are unsafe.

During Recording, the Script Recorder:

1. Appends newly recorded actions to the **Test()** function
2. Appends newly encountered objects to the **saved_script_objects** array
3. Updates **g_load_libraries** to reflect the library selections you made in the [Select an Application to Record... Dialog](#)
4. Ignores (and leaves intact) the definitions of **TestInit()**, **TestFinish()**, and **TestPrepare()**

For example, suppose that you have the following code inside your script file:

```
//External comment // UNSAFE: will be removed by recorder
/*Another comment*/ // UNSAFE
var external_var; // UNSAFE

function Test()
{
    //comment --SAFE
    var external_var; //SAFE: defines a local variable for function "Test"
    global_var=value; //SAFE: updates (or defines) a global variable
    //SAFE everything inside this function will be kept intact after recording
}
```

The parts of code marked **UNSAFE** will be deleted by the script recorder.

See Also

- [Settings Dialog](#)
- [Select an Application to Record... Dialog](#)
- [Recording](#)

Object Spy

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Purpose

Object Spy allows you to inspect an object's properties and state.

Value

Many controls on **UIs** are compound objects or there may be many instances of a similar object. To be sure to select precisely the correct object, or to select the correct object from a collection of similar objects, the object's properties can be used to further identify the correct instance.

Usage

To spy on an Object:



1. Open the **SeS Spy Dialog**. This can be done directly using the Spy button in the main Rapise window's toolbar, or by pressing the  **Spy(Ctrl+5)** button in the [Recording Activity](#) dialog during recording or learning.
2. Press the **Start Tracking** button (or type CTRL+G).
3. As you mouse over different objects, you will see the contents of the SeS Spy dialog change as it collects information about the object.
4. Mouse over the object you wish to spy on and press **CTRL+G**. The reduced-size tracking dialog will be expanded into the larger [SeS Spy Dialog](#) dialog, presenting all the available information for the object.

See Also

- See the [SeS_Spy_Dialog](#) for more details.

Playback

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Purpose

When you record a test, Rapise translates your actions into a script. When you **playback** the test, the script is executed.

Usage

You can either run your script from the [Command Line](#), or you can play it back while Rapise is open (described below):

1. You will first need to [open your test](#). There is no need to have the AUT (Application Under Test) open. Rapise will open the AUT before it begins execution of the test.
2. Now, press the play button at the top of the Rapise window.



3. When Rapise is done executing the test, results will be displayed in a table. The rows with green text are steps that passed; the rows with red text are steps that failed. The following is a screenshot of test results where every step passed:

Drag a column header here to group by that column.

#	Name	Start	Type	Comment	Status	Iteration
1	Submit Transaction.DoAction()	14:09:32.17	Assert	Returned Value: true	Pass	0
2	Verify that: WindowText=Transaction	14:09:32.48	Assert	Returned Value: true	Pass	0
3	OK.DoClick()	14:09:32.87	Assert	Returned Value: true	Pass	0
4	Transfer	14:09:32.87	Test	Passed:7 Failed:0	Pass	0
5	Balance.DoAction()	14:09:33.14	Assert	Returned Value: true	Pass	0
6	OK.DoClick()	14:09:33.40	Assert	Returned Value: true	Pass	0
7	Balance	14:09:33.40	Test	Passed:2 Failed:0	Pass	0
8	Application.DoMenu(["Account:Exit"])	14:09:35.06	Assert	Returned Value: true	Pass	0
9	Exit	14:09:35.06	Test	Passed:1 Failed:0	Pass	0
10	C:\Program Files	14:09:35.06	Test	Passed:7 Failed:0	Pass	0

Test Pass
Total: 33 Pass: 33 Fail: 0 Info: 0

See Also

- For more information about the report, see [Automated Reporting](#).
- For information about recording a test, see [Recording](#).
- For instructions on using the [Command Line](#), look [HERE](#).

Command Line

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Purpose

Rapise test scripts can be run from the **command line**.

Usage

The form of the command is:

```
cscript SeSExecutor.js path_to_sstest_file [evals]
```

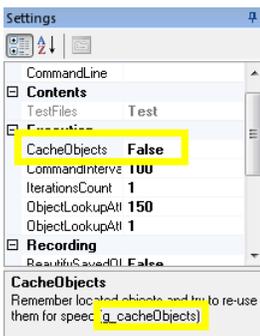
where

path_to_sstest_file is a path to sstest file, e.g. "C:\Program Files\Inflectra\Rapise\Samples\SmarteATM\SmarteATM.sstest"

evals (optional) is a statement like this:

```
-eval:varname1=value1;varname2=value2;...
```

varname is a global variable associated with an option in the [Settings Dialog](#). Global variables are prefixed with a **g_**. The global variables under the **Execution** and **Recording** headings can be found by clicking on the corresponding option in the Settings Dialog (see below):



Other variables include:

- g_scriptPath
- g_reportPath
- g_objectsPath
- g_configPath

Exit Code

- 0 indicates a pass
- 1 indicates failure

See Also

- [Settings Dialog](#)

Object Locator

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Purpose

Object locators are created during [Recording/Learning](#) and used during [Playback](#) to identify [learned objects](#) and [simulated objects](#). There are four types of locators:

- **Locator**: This locator uses the object's index relative to encapsulating objects for identification. The location is stored as a period separated list of indexes. For instance, 1.2.3 would be "the third object in the second object in the first object." The name, class, and role of the object are also stored.
- **LocatorPath**: This locator remembers name, class, and role property information for the object and all of its encapsulating objects.
- **LocatorRect**: This locator stores screen coordinates.
- **Ordinal**: This locator creates an array of object name/object class combinations. Each object is assigned an index in the array.

Usage

The locator for each object is specified in `saved_script_objects` in `<scriptname>.objects.js` your test script. Locator information is highlighted in the simulated object example below:

```
Obj10:{"version":0,"object_type":"SeSSimulated","object_name":"regex:.+ - Paint",
"object_class":"MSPaintApp","object_role":"ROLE_SYSTEM_WINDOW",
"object_text":"regex:.+ - Paint",
"locations":[{"locator_name":"Location","location":{"location":"","
>window_name":"regex:.+ - Paint","window_class":"MSPaintApp"}]}
```

Locator Parameters

If a piece of information in the locator matches a piece of object info (object_name, object_class, object_role, object_text) then it is stored in the locator as "param:<object_info>". For example:

```
"object_name": "param:object_name",
"object_class": "param:object_class",
"object_role": "param:object_role",
```

Over-riding Locator Parameters

You can over-ride the information used to locate your object at runtime. Normally, to refer to an object, you use the SeS function:

```
SeS('Obj9')
```

To override locator parameters, specify the new value in the function call. In the following example, we over-ride the `object_name` parameter for object 9:

```
SeS('Obj9', {object_name:'regex:.+'})
```

You may want to change a parameter value for every locator/object in the program. For instance, perhaps the url of the webpage has changed. Use the global variable `g_locatorparams` as in the following example:

```
function Test()
{
    // Here we use direct parameter overriding
    SeS('Obj1', {url:'http://newaddr/'}).DoAction();
    SeS('Obj2', {url:'http://newaddr/'}).DoAction();

    // And this is equivalent to above
    g_locatorparams["url"]="http://newaddr/";
    SeS("Obj1").DoAction();
    SeS("Obj2").DoAction();
    ...
}
```

See Also

- [Object Learning](#)
- [Playback](#)

Automated Reporting

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Purpose

Each time you playback a test, Rapise **automatically generates a report** detailing the steps of the test, the data values used, and the outcome of each step.

Usage

Execute your test using the instructions [here](#). When the test is complete, the [Report Tab](#) will appear in the Ribbon, and a report file (ending in `.trp`) will open in the [Content View](#). It will look like this:

#	Name	Start	Type	Comment	Status	Iteration
	Character read successfu	15:32:28.89	Assert	T	Pass	0
	Letter size is 44	15:32:28.89	Assert		Fail	0
	Character read successfu	15:32:28.90	Assert	e	Pass	0
	Letter size is 24	15:32:28.92	Assert	Text = 'e' Font = (Name='Calibri'; Size=2	Pass	0
	Character read successfu	15:32:28.93	Assert	s	Pass	0
	Letter size is 12	15:32:28.93	Assert	Text = 's' Font = (Name='Calibri'; Size=1	Pass	0
	Character read successfu	15:32:28.95	Assert	t	Pass	0
	Letter size is 72	15:32:28.96	Assert	Text = 't' Font = (Name='Calibri'; Size=7	Pass	0
	C:\Program Files	15:32:28.96	Test	Passed:7 Failed:1	Fail	

Test Fail
Total: 9 Pass: 7 Fail: 2 Info: 0

The first row (with a white background) is used for [Report Filtering](#). The rows below that each represent a step in the test. The rows with green text represent success; the rows with red text represent failure. You can reposition the columns by dragging and dropping the column names.

The Columns

- **#**: For displaying icons.
- **Name**: The test name.
- **Start**: The time the test step began executing.
- **Type**: Can be one of the following values: Test; Assert; Message.
- **Comment**: Assertions and messages have associated comments. They are displayed here.
- **Status**: Whether the step passed, failed, or was merely informational.

Drag a column header here...

Drag a column header here to group by that column.

Use to order by the values in the chosen column. The result of dragging the **Status** column over looks like this:

Status	#	Name	Start	Type	Comment	Iteration
• Status : Fail (2 items)						
• Status : Pass (7 items)						

You can expand each item to see the corresponding report rows:

#	Name	Start	Type	Comment	Iteration
Status: Fail (2 items)					
1	Letter size is 44	15:32:28.89	Assert		0
2	C:\Program Files\	15:32:28.96	Test	Passed:7 Failed:1	
Status: Pass (7 items)					

Drag the Status icon back to undo the sort:

#	Name	Start	Status	Type	Comment	Iteration
Status: Fail (2 items)						
Status: Pass (7 items)						

See Also

- [Report Filtering](#)
- The report output file is specified in the [Settings Dialog \(Settings > ReportPath\)](#).
- The [Report tab](#) of the Ribbon is used to alter the report layout.

Writing to the Report

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Purpose

You can write to individual columns, create columns, and add data to the [report](#).

Usage

Writing to and Creating a Column

Use `Tester.PushReportAttribute` or `Tester.SetReportAttribute` to set values in specific rows. `Tester.PopReportAttribute` reverses the effect of `Tester.PushReportAttribute`:

PushReportAttribute

```
Tester.PushReportAttribute(columnName, value);
...some test steps... //the rows corresponding to these steps will have
                      //value in their columnName column
Tester.PushReportAttribute(columnName, value2);
...some test steps... //the rows corresponding to these steps will have
                      //value2 in their columnName column
Tester.PopReportAttribute(columnName); //test steps proceeding this will be back to value
If columnName does not exist, it will be added to the report.
```

SetReportAttribute

```
Tester.SetReportAttribute(columnName, value);
If columnName does not exist, it will be added to the report. Column columnName will be populated with value for rows created after this function call (unless specified otherwise).
```

Adding Data

Data must be associated with an **Assert** row or a **Message** row.

```
Tester.Assert(description, expression, data, columnValuePairs)
Tester.Message(description, data, columnValuePairs)
```

- **description** is a string.
- **expression** is the Boolean expression that the assertion tests.
- **data** is an array of data objects. Each data element is written to its own row below the assert/message row with which it is associated. Data can be text, a link, or an image. The following is an array with text, link, and image data.

```
{
  new SeSReportText(text),
  new SeSReportLink(urlString, linkText),
  new SeSReportImage(ImageWrapperObject, imageDescription)
}
```

- **columnValuePairs** is an object with key/value pairs. Column names are the keys. If the specified column does not exist, it will be created. Ex:


```
{requirement: "Req1.2.3", paragraph: "12.5"}
```

See Also

- [Automated Reporting](#)
- The [test samples](#) include a sample about reporting (Reporting.sstest)

Report Filtering

[Top](#) [Previous](#) [Next](#)

Purpose

Report Filtering lets you specify criteria to filter your view of the [test execution report](#). Rows that do not match your criteria are hidden.

Usage

You can filter the report view while the file is open. Directly above the first row of the report, there is a row of filter cells. Each one has a **matching criteria** button  a text-box to specify a filter value, a drop-down menu with **predefined filter values**, and a **clear** button .

Drag a column header here to group by that column.

#	Name	Start	Type	Comment	Status	Iteration
1	Submit Transaction.DoAction()	14:09:32.17	Assert	Returned Value: true	Pass	0
2	Verify that: WindowText=Transaction	14:09:32.48	Assert		Pass	0
3	OK.DoClick()	14:09:32.87	Assert	Returned Value: true	Pass	0
4	Transfer	14:09:32.87	Test	Passed:7 Failed:0	Pass	0
5	Balance.DoAction()	14:09:33.14	Assert	Returned Value: true	Pass	0
6	OK.DoClick()	14:09:33.40	Assert	Returned Value: true	Pass	0
7	Balance	14:09:33.40	Test	Passed:2 Failed:0	Pass	0
8	Application.DoMenu(["Account:Exit"])	14:09:35.06	Assert	Returned Value: true	Pass	0
9	Exit	14:09:35.06	Test	Passed:1 Failed:0	Pass	0
10	C:\Program Files	14:09:35.06	Test	Passed:7 Failed:0	Pass	0

Test Pass
Total: 33 Pass: 33 Fail: 0 Info: 0

Matching Criteria

Matching criteria determine how to compare the filter string value you input with the values in the report. You can select from 16 matching criteria. Press the button marked **A** above the column you are filtering to see the possible criteria:

#	Start	Type
1	=	Assert

A

- Starts with
- Contains
- Ends with
- Does not start with
- Does not contain
- Does not end with
- Does not match
- Not Like

Predefined Filter Values

If we expand the filter cell's drop-down menu, we will see a list of predefined filtering options:

ent	Status	Iter
	=	0
	(Custom)	0
	(Blanks)	0
	(NonBlanks)	0
ent	Fail	0
	Pass	0

- **(Custom)**: This option has to do with the next section *Custom Filter Options*.
- **(Blanks)**: Matches all rows where the value for this column is blank.
- **(NonBlanks)**: Matches all rows there the value for this column is not blank.
- All other predefined values are copied from cells in the column you are filtering.

Custom Filter Option

To create a filter with multiple matching criteria and filter values, select **(Custom)** from the filter cell's drop-down menu. The **Enter filter criteria for... Dialog** will open. Instructions for how to use it are [here](#).

ent	Status	Iter
	=	0
	(Custom)	0
	(Blanks)	0
	(NonBlanks)	0
ent	Fail	0
	Pass	0

Undo Filtering

To undo filtering for a particular column, press the clear button for that column:

Status	Iter
= Pass	0
Pass	0

See Also

- [Automated Reporting](#)
- [Enter filter criteria for... Dialog](#)

Scripting

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Purpose

There are three reasons to script with Rapise:

1. To modify a [recorded](#) test to increase coverage, add [assert statements](#), or make the test [data-driven](#).
2. To extend recording functionality by defining your own objects, actions, and libraries.
3. To [customize the Rapise Engine](#).

Usage

Rapise scripts are written in JavaScript (Microsoft JScript). You can run and debug your script using the full featured [Internal Debugger](#). Rapise includes a testing API, with methods for manipulating images, spreadsheets, common GUI widgets, and more.

See Also

- Learn about MS JScript [HERE](#).

Understanding the Script

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Purpose

When you [create a new test](#) in Rapise, four files are created:

- **<TestName>.sstest** ? the test meta-data
 - **<TestName>.js** ? the test script file
 - **<TestName>.objects.js** ? the file that contains recorded objects.
 - **<TestName>.user.js** ? the file that contains user defined functions.
- where **<TestName>** is the name of your Test.

You can have as many javascript files in your test directory as you like, but **<TestName>.js** is the test script (unless you specify otherwise in the [Settings Dialog](#)). When you record, your interactions are written to **<TestName>.js** and objects are written to **<TestName>.objects.js**; when you Playback the test, **<TestName>.js** is the script that will run. All Rapise test scripts must have the same basic structure.

Usage

If you are going to modify the script, or create a test script from scratch, you will need to know the test script structure:

Basic Script

The Recording tool creates a Rapise Script with three sections:

1. **<TestName>.js: A Test() function**

```

//##### Script Steps #####
function Test()
{
  //script logic
}

```

2. **<TestName>.js: A list of required libraries: `g_load_libraries`**

```
g_load_libraries=["Generic"]; // This script will load the Generic library
```

3. **<TestName>.objects.js A list of learned objects in `saved_script_objects`.**

```

var saved_script_objects={
  //list of objects used in this script ?
};

```

All Scripts must have the above three sections.

Full script

The following functions are also recognized by Rapise and may be present in the test script. Put these functions either in **<TestName>.js** or **<TestName>.user.js**.

- **TestInit()** : This function is called once before script playback. It should be used to initialize script-wide data (counters, open datasets, etc).
- **TestFinish()** : This function is called once after test execution. It should be used to release resources (data sets, spreadsheets). TestFinish() is a good place to post-process Reports. It may also be used as an integration point with external test management or bug tracking systems.
- **TestPrepare()** : For advanced users; TestPrepare() is called before recording and before playback. It may be used to properly initialize libraries.

See Also

To specify a different test script, see the [Settings Dialog](#). The test script is specified by **Settings > ScriptPath**.

Naming Conventions

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Purpose

The Rapise engine and API follow some simple naming conventions.

Usage

You will find descriptions of the naming conventions below. Note: italicized text represents placeholders.

- **SeS<xxx>** ? public functions for user
- **Do<Action>** ? action implementations
- **_<somevar>** and **_<somename>** ? private functions and objects
- **g_<varname>** ? system global data.

Defining Functions

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Purpose

The Rapise test script is in Javascript. You may define as many Javascript functions as you would like to call from your test script.

Usage

There are two ways to maintain additional functions: (1) Inside your test script and (2) in an external file.

Inside your Test Script

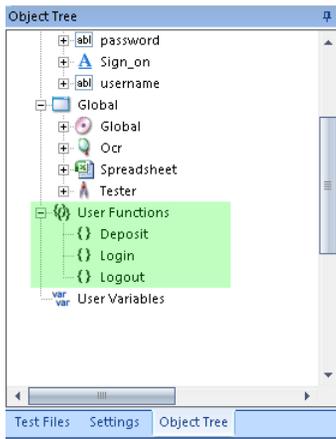
Define the function inside of one of the following functions: **Test()**, **TestInit()**, **TestFinish()**, or **TestPrepare()**. The Script Recorder will erase code placed outside of these functions.

Inside *.user.js File

It is recommended to put all user functions into **<testname>.user.js** file available in any test from its creation.



This file is automatically attached into every script. All variables and functions defined in it may be used in the test. User-defined functions are also available under the "User Functions" node in the Object Tree:



In an External File

You can define your function in another file and include it.

For example:

```
function Test()
{
    // Withdraw is defined inside the "Test" function
    function Withdraw(amount)
    {
        Log("Start Withdraw of:"+amount);
        // Withdraw logic is here
    }

    Withdraw(12.34);

    // Include "UtilityFunctions.js" to get at function Deposit()
    eval(g_helper.Include(Global.GetFullPath("UtilityFunctions.js")));
    // Deposit is defined in "UtilityFunctions.js"
    Deposit(56.78);
}
```

See Also

- To learn more about what the Script Recorder will change in your test script, see [Multiple Recordings](#).

Global Variables

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Purpose

Global variables are variables that can be accessed anywhere in the script. There are restrictions (specific to Rapise) as to where they may be placed in the test script. These restrictions do not apply to any additional script files you write and then call from your test script.

Usage

Define your global variables in **TestInit()**. Because Rapise uses javascript, you can initialize global variables inside of functions. See the sample TestInit() below.

```
function TestInit()
{
    number_of_visited_links = 0; //This variable becomes global
    var local_var = 5; //This variable is local for TestInit function
}
```

The keyword **var** gives variables local scope. A variable initialized without the keyword **var** will have global scope.

The **Script Recorder** knows about the following functions: **Test()**, **TestInit()**, **TestPrepare()**, and **TestFinish()**. Do not declare global variables outside of one of the preceding four functions. The Script Recorder alters the script each time it is run, and may erase your changes.

See Also

- See [Making Multiple Recordings](#) for details on what effect the script recorder will have on your test script.
- For details on the structure of the test script, see [Understanding the Script](#).

Including other Files

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Purpose

The **eval** keyword lets you use external functions and data structures in your test script; **eval** is a javascript reserved word.

Usage

See the example below:

```
function Test()
{
    eval(g_helper.Include(Global.GetFullPath("myfunctions.js")));
}
```

See Also

- [Understanding the Script](#)

Regular Expressions

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Purpose

A **regular expression** is a sequence of characters that describes how to construct a set of strings. It is composed of character literals and special characters. Each character literal represents one single character (such as "a", "b", "C", "1"). The special characters can represent a character, many characters, or a choice about how to select characters.

Special Characters:

Char	Description	Examples
------	-------------	----------

?	Combines with whatever character/sub-expression precedes it to represent 0 or 1 occurrences of that character/sub-expression.	a? describes the set: { "", "a" }
*	Combines with whatever character/sub-expression precedes it to represent 0 or more occurrences of that character/sub-expression.	a* describes the set: { "", "a", "aa", "aaa", "aaaa", "aaaaa", "aaaaa", ... }
+	Combines with whatever character/sub-expression precedes it to represent 1 or more occurrences of that character/sub-expression.	a+ describes the set: { "a", "aa", "aaa", "aaaa", "aaaaa", "aaaaa", ... }
.	Any arbitrary character.	.* describes the set of all possible strings.
	Denotes a choice between two strings	ab ba describes the set: { "ab", "ba" }
()	Denotes a sub-expression.	(abc)?d describes the set: { "abcd", "d" }
[]	Denotes one character chosen from all the characters with the brackets. You can use a hyphen to denote a range.	[abcde] describes the set: { "a", "b", "c", "d", "e" } [A-Z] describes the set of all one-character, alphabetic, capitalized, strings. { "A", "B", "C", ... , "Z" }
{n,m}	Quantifier expression. Meaning: "Between n and m occurrences of whatever sub-expression or character precedes."	(abc){1,2} describes the set: { "abc", "abcabc" }
^	The beginning of a string.	^a.* matches all strings that begin with an a.
\$	The end of a string.	.*a\$ matches all strings that end with an a.
\	Precedes a special character to take away any special meaning.	[\\\$!-+*] represents the set: { "\", "\$", "!", "-", "+", "*" }

A string and regular expression **match** if the string is an element of the set described by the regular expression.

Usage

In Rapise, you must prepend regular expressions with the string **regex:**. So the regular expression describing all strings would be: **regex: .***

There are three uses for regular expressions in Rapise: (1) in [Object Locators](#), (2) in [action overriding code](#), (3) in [Custom Libraries](#).

Assertions

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Purpose

An **assert statement** is a special Boolean condition that represents an assumption about program state at a particular point in test execution. When an assert is encountered, the condition is evaluated. A value of **False** indicates a program error. In some languages, execution will halt if an assertion evaluates to **False**. In Rapise, the result is logged to the report with failed status, and execution continues.

Create a Checkpoint

To create a [checkpoint](#) using an assertion, you will have to manually alter the test script (another way is to use the [Verify Object Properties](#) dialog during [Recording](#)):

1. **Select a location** in your script and a subset of application state to check.
2. **Query for the application state.** For images, use the `ImageWrapper` class provided with Rapise. For object properties, `Get<.>` methods. For example:

```
var xx = SeS(?OkButton?).GetX(); // X position of the object
```
3. **Save the state.** If you are creating an image checkpoint, you will want to save the image to a file. If you are looking at text data, you could use a database, spreadsheet or text file. The `SeSSpreadSheet` class gives you access to excel spreadsheets.
4. **Compare.** Use the `ImageWrapper` class to compare images; use `Spreadsheet` to read and compare spreadsheet data.
5. **Write an Assert Statement.** Make an appropriate call to `Tester.Assert` method. Besides a Boolean condition, pass additional data to be placed in the [Report](#).

Read about [Tester.Assert syntax](#) in the Rapise Objects documentation part.

See Also

- The [test samples](#) include a `UsingImageCheckpoint.sstest`
- [Verifying Object Properties](#)
- [Writing to the Report](#)

Data Driven Testing

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Purpose

Data Driven Testing is an automated testing technique in which test case data is separated from test case logic. Each set of test case data consists of input values and a set of expected output values. The actual output values are compared to the expected output values to determine whether the test passed.

Usage

The `Spreadsheet` object is useful for implementing data-driven tests. It allows you to connect to, query, and read an excel spreadsheet from your test script. To create a data-driven test, you will:

1. **Record a test.** The exact inputs you use for the recording will not matter as much as your interactions with the objects. The following excerpt was recorded using www.google.com:

```
function Test()
{
    //Set Text Inflectra in q
    SeS('Obj1').DoSetText("Inflectra");
    //Click on btnG
    SeS('Obj2').DoClick();
}

```

The actions recorded were: (1) Type **Inflectra** into the search box. (2) Press the **Google Search** button.
2. **Parameterize the Test() function.** The `Test()` function has all of the procedural logic for the test. Replace input values with variables. Encapsulate the logic in a nested function with one parameter for each variable you created. As an example, we will parameterize the `Test()` function we created in step one:

```
function Test()
{
    function Logic(searchterm){ //our new function encapsulates the test logic
        //Set Text using searchterm
        SeS('Obj1').DoSetText(searchterm) //here we changed a hard-coded value into a variable
        //Click on btnG
    }
}

```

```

    SeS('Obj2').DoClick()
  }
  Logic("Inflectra") //don't forget to call your new function
}

```

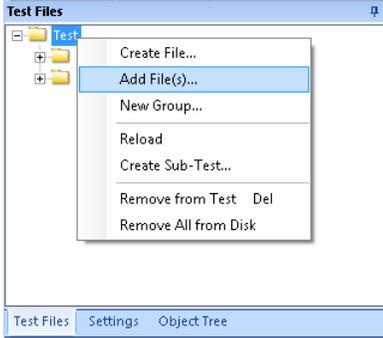
3. **Create the test case data.** In an excel spreadsheet, create a column for every variable in step two. Add columns for any expected output values you wish to verify. Each row is a test case.

In our google example, we only have one input value (`searchterm`) and we're not comparing any expected output values, so we will only need one column in our spreadsheet. Save the spreadsheet in the test folder as `searchterms.xls`:

	A
1	SpiraTest
2	SpiraPlan
3	SpiraTeam
4	Rapise
5	Remotelaunch

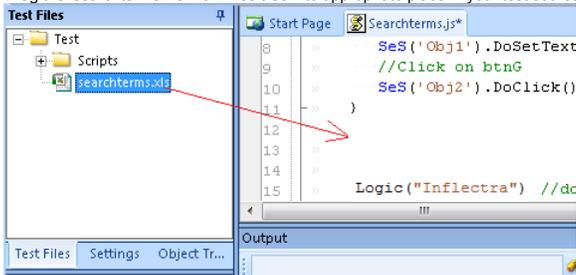
4. **Add spreadsheet to the test**

Use "Add File(s)..." to add a spreadsheet to the test files:



5. **Attach Spreadsheet object to searchterms.xls**

Drag the 'searchterms.xls' from files tree into appropriate place in your test source:



6. **Use Spreadsheet to access the test case data.**

In our example, we use a `Spreadsheet` object and run the test logic once for every row.

```

function Test ()
{
  function Logic(searchterm) {
    //Set Text searchterm in q
    SeS('Obj1').DoSetText(searchterm)
    //Click on btnG
    SeS('Obj2').DoClick()
  }

  Spreadsheet.DoAttach('searchterms.xls', 'Sheet1');

  // Go through all rows
  while (Spreadsheet.DoSequential())
  {
    // Read cell value from column 0
    var term = Spreadsheet.GetCell(0);
    // Pass it into Logic function
    Logic(term);
  }
}

```

Customizable Engine

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Purpose

The source for most of the Rapise implementation is available for you to read and modify. You may find it useful to look at if you decide to create a [library](#) customized for your application.

Usage

Unless you specified otherwise, Rapise will be installed at
`C:\Program Files\Inflectra\Rapise\`

The source code is in the `Engine` directory. You'll find the [recording/learning](#) libraries in `EngineLib`. The core logic is in four files: `SeSAction.js`; `SeSBehavior.js`; `SeSCommon.js`; `SeSConfig.js`.

If you plan to make changes to the Rapise Engine, we recommend you use a version control system capable of reconciling code conflicts, as we do not support user customizations. However, let us know if you feel that your customizations are generally useful; if we decide to integrate them into Rapise, we will support them.

See Also

- [Custom Libraries](#)
- [Scripting](#)

Purpose

The Javascript IDE includes an [editor](#) and a [debugger](#).

Usage

Simply [open a script](#) to view the editing features; create a [breakpoint](#) and [play](#) the script to view the [debugging features](#).

See Also

- Learn about MS Jscript [HERE](#).

Internal Debugger

Purpose

The Internal Debugger provides [Persistent Breakpoints](#), [Control Execution](#), a [Watch View](#), a [Variable/Call Stack View](#), and [Tooltips](#).

Usage

To use the internal debugger, you must first install [Microsoft Script Debugger](#).

You can choose the Internal Debugger on the Rapise Ribbon (**Test** tab > **Debugging** menu).

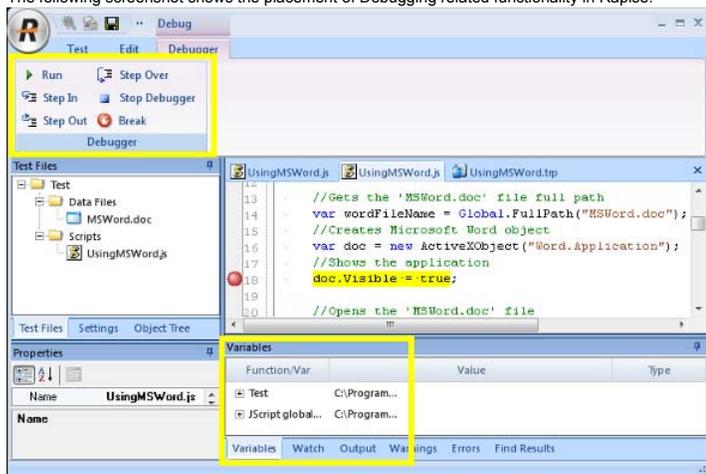


The top drop-down menu has four options. Choose the **Run with Internal Debugger** option.

When you [Playback](#) your test script with a breakpoint, the debugging related menus and views will appear:

- The [Debugging](#) tab of the Ribbon
- The [Watch View](#) and [Variable/Call Stack View](#)

The following screenshot shows the placement of Debugging related functionality in Rapise:



See Also

- You can use the [External Debugger](#) to debug your scripts as well.

Tooltips

Purpose

Tooltips let you view a variable's value during debugging.

Usage

1. Put a breakpoint in the script at or near where you wish to investigate
2. Mouse over variables as you advance through the script. A small box will popup, displaying the variables' values:

```
var y=x;  
..  
x = 13
```

See Also

- [Breakpoints](#)
- [Internal Debugger](#)

Control Execution

Purpose

Control Execution allows you to manually direct the execution of the script.

Usage

1. Set a [Breakpoint](#) where you want to take control of the execution
2. Use the buttons on the **Debugger** tab of the Ribbon to step through the script.



See Also

- [Ribbon: Debugger](#)

Breakpoints

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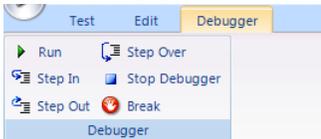
Purpose

Breakpoints stop execution of the test at a specific line in the script. They allow you to investigate program state, and trace execution flow.

Usage

To set a **Breakpoint**:

1. Open the script you would like to debug in the [Source Editor](#).
2. Place the cursor at the line where you want a breakpoint.
3. Press **F9** or the **Break** button on the Ribbon (**Debugger** tab).



See Also

- [Ribbon: Debugger](#)
- [Control Execution](#)

External Debugger

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Purpose

When you enable the **External Debugger**, the **Microsoft Script Debugger** is used to debug your script. Rapise provides an [Internal Debugger](#) as well.

Usage

You can enable the External Debugger on the Rapise Ribbon (**Test** tab > **Debugging** menu).



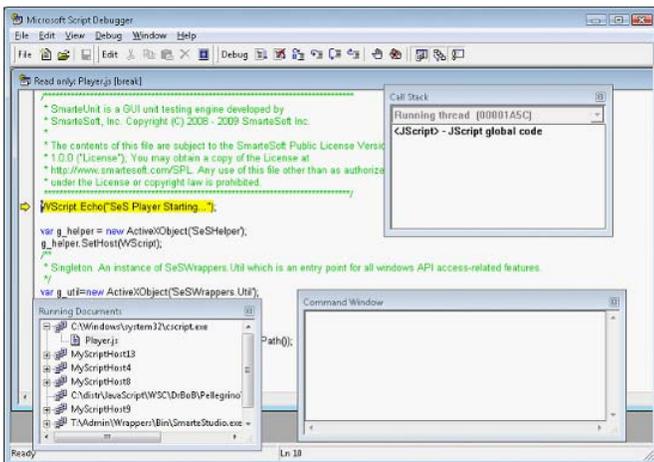
The top drop-down menu has four options:

- **No Debugging**
- **Run with Internal Debugger:** See [Internal Debugger](#) for more info.
- **Run with External Debugger:** Open the Microsoft Debugger to run the script.
- **Run External Debugger on Error:** Open the Microsoft Debugger only if an error occurs.

When you choose the **Run with External Debugger** option, Microsoft Script Debugger will open as soon as you begin [Playback](#) of your script. The debugger will pause on the line

```
WScript.Echo("SeS Player Starting...")
```

and display an error message. There is no actual error; you can begin debugging. Note, however, that Rapise is mostly written in javascript, and the Debugger will step through Rapise implementation as well as your test script.



See Also

- [Internal Debugger](#)
- For instructions on using the Microsoft Script Debugger, try this link: <http://msdn.microsoft.com/en-us/library/ms532989.aspx>

Verbosity Levels

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Purpose

The **Verbosity Level** affects the amount of information written to the [Output View](#).

Usage

The Verbosity Level is set on the Ribbon (**Test** tab > **Debugging** menu). See below:



See Also

- [Ribbon: Test Tab](#)

Syntax Highlighting

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Purpose

With **Syntax Highlighting**, words in a program are displayed so as to immediately indicate their function. Reserved words, variables, literals, and comments may be differentiated by color, boldness, underline etc. Syntax Highlighting makes programs easier to read and modify.

Usage

Every javascript file opened in Rapise will display with **Syntax Highlighting**.

See Also

- [Source Editor](#)

Code Folding

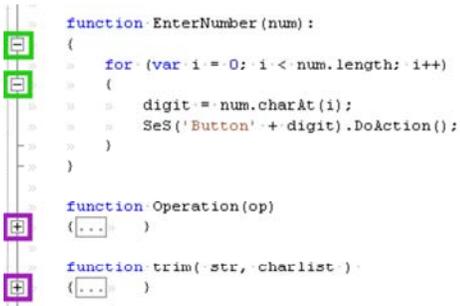
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Purpose

Code Folding allows you to hide or show blocks of code. These blocks have syntactic meaning, such as a function body, a class declaration, a loop, or a comment.

Usage

Every javascript file opened in Rapise will display with **hide** and **show** buttons to the top left of their corresponding block. In the following screenshot, hide buttons are highlighted with green boxes; show buttons are highlighted with purple boxes:



See Also

- [Source Editor](#)

Syntax Checking

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Purpose

An editor performs **Syntax Checking** if it notifies the user of syntax errors in their program/script.

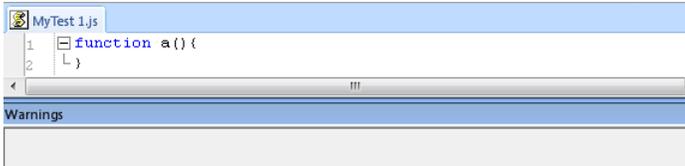
Usage

Rapise performs **Syntax Checking** as you type into the [Source Editor](#). Messages regarding syntax errors can be found in the [Warning View](#).

For example, you begin writing a function:



We have a typo here. We used '??' instead of ')?'. Once the error is corrected, the warning view clears automatically:



See Also

- [Source Editor](#)

Code Completion

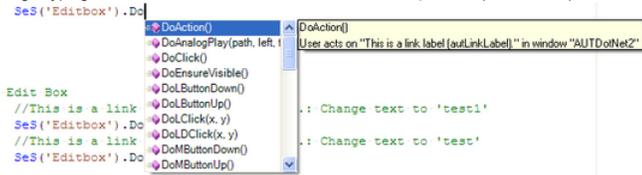
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Purpose

Rapise provides **Code Completion** for class, method and field names.

Usage

Begin typing a class, method, or field name. Press **CTRL+space** to open a list of possible completions.



See Also

- [Source Editor](#)

Unit Testing

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Purpose

Unit Testing involves testing individual units of a piece of software to make sure they act as intended. The units tested are usually functions or class methods.

Usage

There are five ways that Rapise can help you Unit Test:

1. Rapise methods support testing objects and methods in [DLLs](#).
2. Rapise can test **ActiveX** objects and their methods through their [COM Interface](#).
3. If you choose to write your Unit tests in a third-party tool, Rapise has a [Command Line](#) interface where you can access its functionality.
4. Test results are written to a [TAP](#) file, which allows integration with Unit Testing frameworks.
5. Rapise tests can be invoked from [MUnit](#) and [NUnit](#) tests.

DLL Testing

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Purpose

You can create objects and invoke methods from both managed and unmanaged dlls.

Usage

Rapise provides API calls to work with managed DLLs. The Windows object **WScript** can be used with unmanaged DLLs.

Managed DLLs

- **Util.InvokeMember**: Invoke a class method in a managed DLL.
- **Util.CreateClassInstance**: Creates an instance of a class in a managed DLL.
- **Util.SetFieldValue**: Sets a field value in an object created with CreateClassInstance.

Unmanaged DLLs

- **WScript.CreateObject("DynamicWrapper")**: Create a DynamicWrapper object. The **Register** and **ShellExecute** methods of the DynamicWrapper object can be used to invoke DLL methods as in the following example:

```
var UserWrap = WScript.CreateObject("DynamicWrapper");
UserWrap.Register("shell32.dll", "ShellExecute", "I=hsssl", "f=s", "x=1");
UserWrap.Register("USER32.DLL", "MessageBoxA", "I=HsSu", "f=s", "R=1");
UserWrap.MessageBoxA( null, "" + elapsed, "Time Elapsed:", 0x30 );
```

Test Samples

There is a **Samples** folder in your Rapise directory. There are two [test samples](#) that illustrate working with DLLs:

- UsingDLLHandlerManaged
- UsingDLLHandlerUnManaged

See Also

- For more information on the WScript object, see: [http://msdn.microsoft.com/en-us/library/at5vdy31\(VS.85\).aspx](http://msdn.microsoft.com/en-us/library/at5vdy31(VS.85).aspx)

COM Testing Support

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Purpose

Microsoft's **Component Object Model** (COM) is a standard for communication between separately engineered software components ([source](#)). Any object with a COM interface can be created and used remotely.

Usage

Creating a COM Object

You can create a COM object using Windows' **ActiveXObject** class. Once the object is created, method invocation is the same as with any other object in your program. The methods available will depend on the object's COM interface. The following example shows how to create an instance of the Word application and open a file.

```
var doc = new ActiveXObject("Word.Application");
doc.Documents.Open(wordFileName);
```

Test Samples

There are several [test samples](#) that show how to Unit Test application modules via COM interface:

- UsingMSWord
- UsingMSExcel
- UsingMSAccess

See Also

- Learn more about COM [HERE](#).
- Learn more about ActiveXObject [HERE](#).

Custom Strings

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Purpose

Custom Strings allow you to associate meta data with your test. Each custom string has a **name** and a **value**. The value can be retrieved using the name.

Usage

Adding a Custom String

1. Open the **NameValue Collection Editor** dialog. Instructions are [HERE](#).

2. Press the **Add** button.
3. Fill in a **name** and **value** for the custom string.
4. Press **OK**. The dialog will close.

Retrieving a Custom String value

Use the `GetCustomString()` method to retrieve a custom string's value. See the example below:

```
var Factory = new ActiveXObject("Rapise.Test.Test");
var test = factory.LoadFromFile( Global.GetFullPath("UsingCustomStrings.sstest"));
var BugID = test.GetCustomString("BugID");
var TestID = test.GetCustomString("TestID");
```

See Also

- [NameValue Collection Editor Dialog](#)
- There is a [sample test](#) called `UsingCustomStrings`.

MbUnit

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Purpose

SeSMBUnit.vsi is a visual studio installer packaged with Rapise. It facilitates calling Rapise tests from MbUnit tests.

Usage

Installation

- You will need **Visual Studio**, **MbUnit 3**, and **Gallio** to use SeSMBUnit. MbUnit is bundled with Gallio, which is available at www.gallio.org.
- To install SeSMBUnit, open the following directory:
C:\Program Files\Inflectra\Rapise\Extensions\UnitTesting\MbUnit\SeSMBUnit
- Double-click SeSMBUnit.vsi. The **Visual Studio Content Installer** will appear. Select the components for the language you will use and then click **Next**.

Syntax

Use both the `MbUnit.Framework` and the `SeSMBUnit` namespaces:

```
using MbUnit.Framework;
using SeSMBUnit;
```

MbUnit uses the class attribute `[Test]` to identify test methods. The corresponding attribute for SeSMBUnit is `[SeSMBUnitTest(@"<path to .sstest>")]`. Note that the SeSMBUnitTest attribute has a parameter, the file-path to the test that will be invoked.

The following example uses a test method simply as a wrapper for calling an `.sstest`:

```
[SeSMBUnitTest(@"T:\Samples\Cross Browser\CrossBrowser.sstest")]
public void TestIEandFirefox()
{
    int exitCode = SeSMBUnitHelper.TestExecute();
    Assert.AreEqual(0, exitCode);
}
```

Templates

SeSMBUnit.vsi will install a template for Visual Studio called **SeSMBUnitTests**. The template includes the appropriate `using` statements and a blank test method. You can insert additional `SeSMBUnitTest` methods by right-clicking in the editor in Visual Studio, and selecting **Insert Snippet > SeSMBUnitTest**. The following code will be added:

```
[SeSMBUnitTest(@"Insert path to .sstest file which must be run.*")]
public void TestSeS()
{
    int exitCode = SeSMBUnitHelper.TestExecute();
    Assert.AreEqual(0, exitCode);
}
```

You'll need to specify the file-path.

Samples

There is a sample dll you can run in MbUnit. From the Rapise directory, you'll find it at: `Extensions\UnitTesting\MbUnit\SeSMBUnit\SeSSamples\MbUnit\bin\Debug\SeSSamples\MbUnit.dll`

See Also

- MbUnit and related documentation can be found at www.mbunit.com

NUnit

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Purpose

SeSNUit.vsi is a visual studio installer packaged with Rapise. It facilitates calling Rapise tests from NUnit tests.

Usage

Installation

- You will need **Visual Studio** and **NUnit** to use SeSNUit. NUnit is available at <http://www.nunit.org/index.php?p=download>.
- To install SeSNUit, open the following directory:
C:\Program Files\Inflectra\Rapise\Extensions\UnitTesting\NUnit\SeSNUit
- Double-click SeSNUit.vsi. The **Visual Studio Content Installer** will appear. Select the components for the language you will use and then click **Next**.

Syntax

Use both the `NUnit.Framework` and the `SeSNUit` namespaces:

```
using NUnit.Framework;
using SeSNUit;
```

NUnit uses the class attribute `[Test]` to identify test methods. The corresponding attribute for SeSNUit is `[SeSNUitTest(@"<path to .sstest>")]`. Note that the SeSNUitTest attribute has a parameter, the file-path to the test that will be invoked.

The following example uses a test method simply as a wrapper for calling an `.sstest`:

```
[SeSNUitTest(@"T:\Samples\Cross Browser\CrossBrowser.sstest")]
public void TestIEandFirefox()
{
    int exitCode = SeSNUitHelper.TestExecute();
    Assert.AreEqual(0, exitCode);
}
```

Templates

SeSNUnit.vsi will install a template for Visual Studio called **SeSNUnitTests**. The template includes the appropriate **using** statements and a blank test method. You can insert additional **SeSNUnitTest** methods by right-clicking in the editor in Visual Studio, and selecting **Insert Snippet > SeSNUnitTest**. The following code will be added:

```
[SeSNUnitTest(/**Insert path to .sstest file which must be run.**/)]
public void TestSeS()
{
    int exitCode = SeSNUnitHelper.TestExecute();
    Assert.AreEqual(0, exitCode);
}
```

You'll need to specify the file-path.

Samples

There is a sample dll you can run in NUnit. From the Rapise directory, you'll find it at: *Extensions\UnitTesting\NUnit\SeSNUnit\SeSSamples\NUnit\bin\Debug\SeSSamplesNUnit.dll*

See Also

- NUnit and related documentation can be found at www.nunit.org

TAP Results

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Purpose

Rapise supports the **Test Anything Protocol (TAP)**. TAP specifies communication between unit tests and testing frameworks, such as [MbUnit](#) or [NUnit](#).

Usage

The results of a Rapise test are saved to a TAP file in the same directory as the test. Tap files have a **.tap** extension.

See Also

- More information about tap is available at the TAP wiki: www.testanything.org
- [MbUnit](#)
- [NUnit](#)

SpiraTest Integration

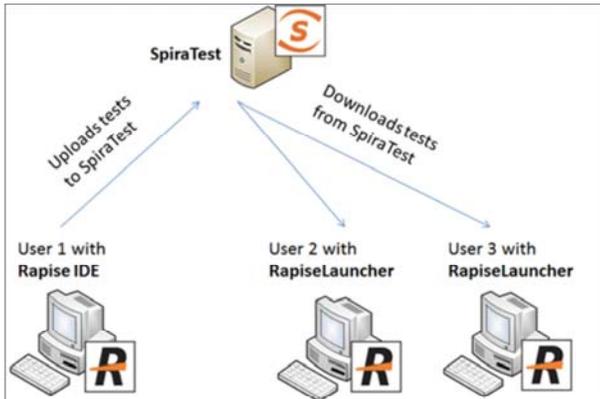
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For more details on using SpiraTest with Rapise, please refer to the separate **"Using SpiraTest with Rapise"** guide.

Overview

SpiraTest is a web-based quality assurance and **test management system** with integrated release scheduling and defect tracking. SpiraTest includes the ability to execute manual tests, record the results and log any associated defects. *Note: **SpiraTeam** is an integrated ALM Suite that includes SpiraTest as part of its functionality, so wherever you see references to SpiraTest in this section, it applies equally to SpiraTeam.*

When you use SpiraTest with Rapise you get the ability to store your Rapise automated tests inside the central SpiraTest repository with full version control and test scheduling capabilities:



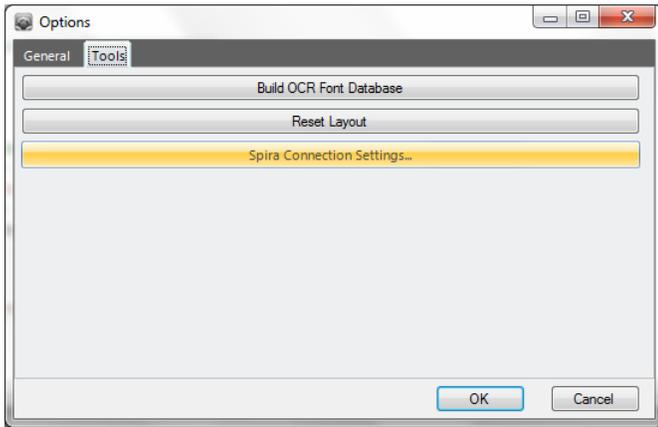
You can record and create your test cases using Rapise, upload them to SpiraTest and then schedule the tests to be executed on multiple remote computers to execute the tests immediately or according to a predefined schedule. The results are then reported back to SpiraTest where they are archived as part of the project. Also the test results can be used to update requirements' **test coverage** and other key metrics in real-time.

Connecting to SpiraTest

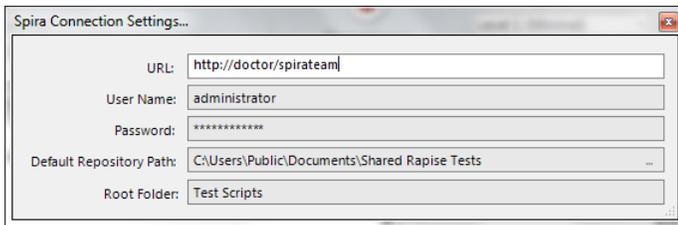
The first thing you need to do is to configure the connection to SpiraTest. To do this, click on the Options button in the Tools section of the Rapise Test ribbon:



This will bring up the Options dialog box. Click on the Tools tab to bring up the settings related to the various Tools:



Click on the "Spira Connection Settings" button to bring up the dialog box that lets you configure the connection to SpiraTest:



Enter the URL, login and password that you use to connect to SpiraTest and then click the "Test" button to verify that the connection information is correct.

- The "**Default Repository Path**" is a folder that used to store local copies of the non-absolute repositories.
- The "**Root Folder**" is used to specify the name of the top-level folder in the SpiraTest Document Repository that is used to store all the Rapise test scripts. By default this field is blank, meaning that all Rapise test cases will be saved as root-level folders in SpiraTest.

You need to be running SpiraTest / SpiraTeam v3.1 or later to use the integration with Rapise.

Saving a Test to SpiraTest

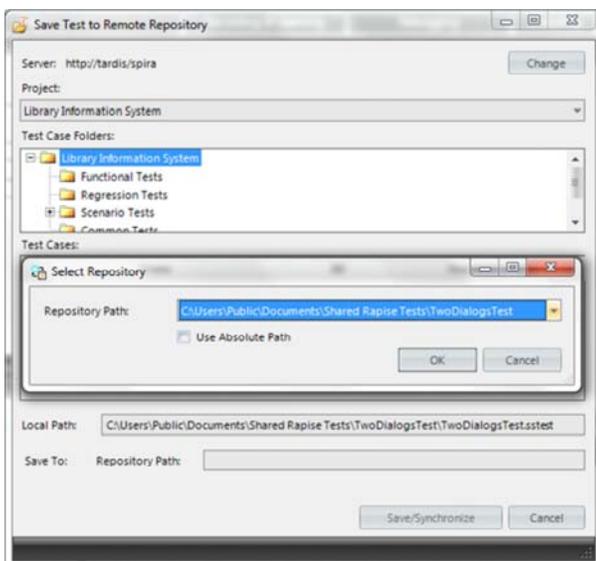
To save the a Rapise test into SpiraTest you need to make sure that the following has been setup first:

1. You have a project created in SpiraTest to store the Rapise tests in. The Rapise tests will be stored in a repository located inside the **Project Home > Documents** section of the project.
2. The user you will be connecting to SpiraTest with has the permissions to **create new document folders**. In SpiraTest v3.1 that means the user needs to be a **Project Owner** role, however in future versions it will not require such a high-priviledged role.
3. You have created the Test Case in SpiraTest that the Rapise test will be associated with. This is important because without being associated to a SpiraTest Test Case, you will not be able to schedule and execute the tests using SpiraTest and RapiseLauncher.
4. You have created an AutomationEngine in SpiraTest that has the token name "Rapise". This will be used to identify Rapise automation scripts inside SpiraTest.

Once you have setup SpiraTest accordingly, click on the **Save to Spira** icon in the File section of the Rapise Test ribbon:

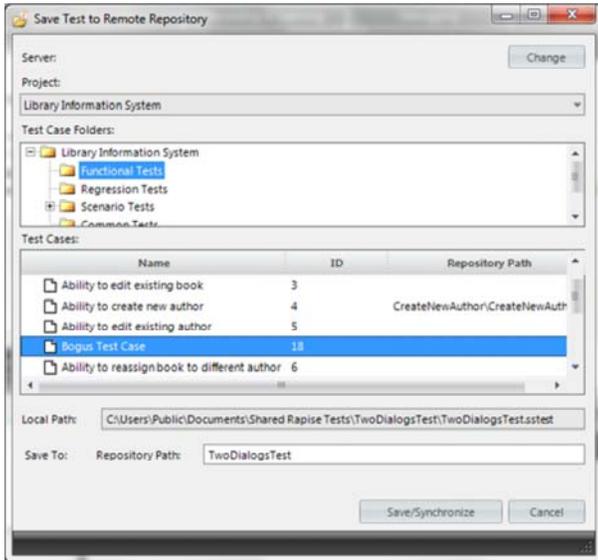


That will bring up the Save to SpiraTest dialog box:

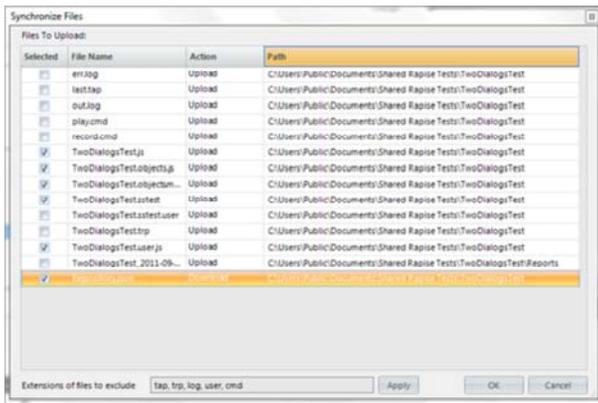


The first thing you will need to do is choose the SpiraTest project from the dropdown list. Once you have done that, the system will ask you to choose the local Repository path for the Rapise test. This is when the test will get saved-to locally before checking-in from SpiraTest. Also it's where the test gets checked-out to if you open the test in the future.

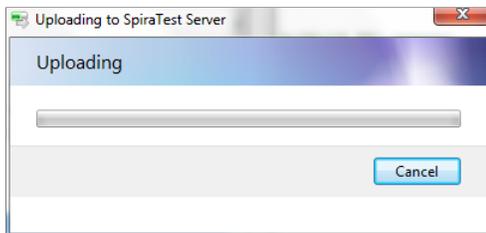
Once you have chosen the repository path, you need to expand the test case folders in SpiraTest and choose the existing Test Case that you want to attach the Rapise test to:



When you expand the folders to display the list of contained test cases, it will display the name of the associated Rapise test script associated with it (to the right). If you are adding a new Rapise test, choose a test case that doesn't have an associated Repository path. If you are updating an existing test, choose a test case that has the matching Repository path. Once you have chosen the appropriate test case, confirm the path of the test repository folder that will be created in SpiraTest (normally the default is fine). Then click the [Save/Synchronize] button:



A dialog box will be displayed that lists all the files in the local working directory and shows which ones will be checked-in to SpiraTest. The system will filter out result and report files that shouldn't be uploaded. You can change which files are filtered out and also selectively include/exclude files. Once you are happy with the list of files being checked-in, click the [OK] button: The system will display the message that it's saving the files to the server:



If an error occurs during the save, a message box will be displayed, otherwise the dialog box will simply close.

Opening a Test from SpiraTest

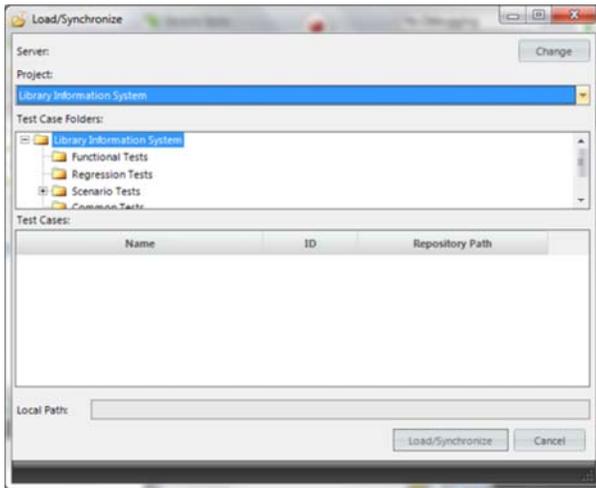
To open a Rapise test from SpiraTest you need to make sure that the following has been setup first:

1. You have already configured the connection to the SpiraTest service (see the instructions at the top of this page).
2. The user you will be connecting to SpiraTest with has the permission to view the project that the tests are being stored in.

Once you have setup SpiraTest accordingly, click on the **Open Test from Spira** icon in the File section of the Rapise Test ribbon:

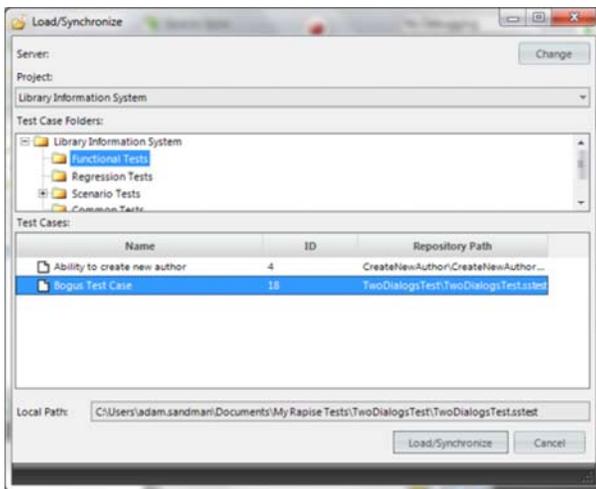


That will bring up the Open Test from SpiraTest dialog box:



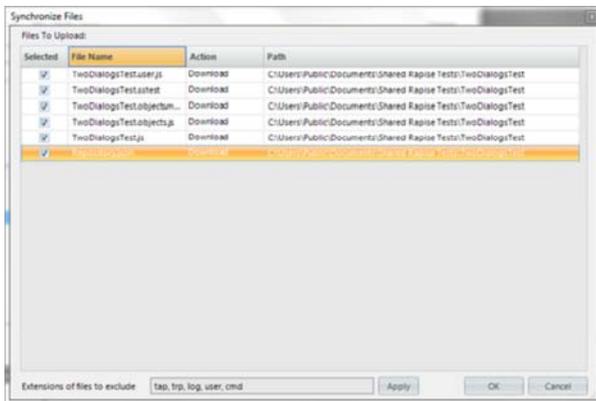
The first thing you will need to do is choose the SpiraTest project from the dropdown list. Once you have done that, the system will ask you to choose the local Repository path for the Rapise test. This is when the test will get saved to locally after checking-out from SpiraTest.

Once you have chosen the repository path, you need to expand the test case folders in SpiraTest and choose the existing Test Case that you want to attach the Rapise test to:



When you expand the folders to display the list of contained test cases, it will display the name of the associated Rapise test script associated with it (to the right). Choose a test case that has the matching Rapise test case listed to the right of it (in the Repository Path column).

Once you have chosen the appropriate test case, confirm the path of the test repository folder that will be created in SpiraTest (normally the default is fine). Then click the [Load/Synchronize] button:

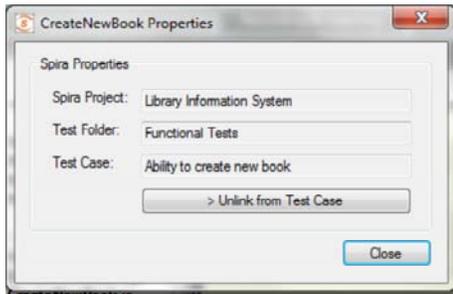


A dialog box will be displayed that lists all the files on the server which will be downloaded from SpiraTest. You can change which files are to be downloaded. Once you are happy with the list of files being checked-out, click the [OK] button:

The system will display the message that it's downloading the files from the server. If an error occurs during the download, a message box will be displayed, otherwise the dialog box will simply close.

Viewing the SpiraTest Properties of a Test

To see which SpiraTest project and test case the current Rapise test is associated with, click on the **Spira Properties** icon in the File section of the Rapise Test ribbon. This will bring up the Spira Properties dialog box:



This will display the name of the current Rapise test together with the name of the SpiraTest project, test folder and test case that this test is associated with.

If you would to save the current Rapise test into a new SpiraTest project or if you want to save it against a new test case in the same project, you must first unlink the test. To do this click on the **Unlink from Test Case** button. This will tell Rapise to remove the stored SpiraTest information from the .sstest file so that it can be associated with a new project and/or test case in SpiraTest.

Warning: This operation cannot be undone so please make sure you really want to unlink the current test.

Using RapiseLauncher

RapiseLauncher is a separate application that installs with Rapise. It allows you to remotely schedule the automated tests in SpiraTest and have RapiseLauncher automatically invoke the tests according to the schedule. Details on using SpiraTest with RapiseLauncher to remotely schedule and execute tests is described in the separate **"Using SpiraTest with Rapise"** guide. This guide can be found in the Rapise program files folder. Click on Start > Programs > Inflectra > Rapise in Windows and you will see the shortcut for the guide.

Checkpoints

[Top](#) [Previous](#) [Next](#)

Purpose

A **Checkpoint** is defined by two things: (1) a location in the test execution path and (2) a subset of AUT state. Each time the checkpoint executes, the AUT state is compared to a predefined value. Discrepancies are noted, and may show a regression in program behavior.

Usage

A checkpoint can be added in two ways:

- (1) during recording, with the [Verify Object Properties dialog](#), or
- (2) by manually adding an [Assertion](#) to the test script.

See Also

- [Recording](#)

Tests and Sub-Tests

[Top](#) [Previous](#) [Next](#)

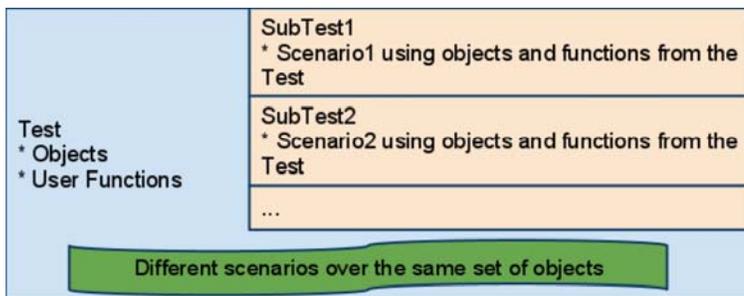
The concept of Sub-Test is an organic way to organize the whole work with Tests in organic way. By having sub-tests one may meet one of the following goals:

1. Create multiple test scenarios working with same set of Objects and Functions.
2. Organize different test scenarios into a single workspace.
3. Use Sub-test to make cross-browser tests

We will consider each of described goals separately. The test containing the sub-test(s) we will call **base** or **parent** test.

Make Multiple Test Scenarios with the Same Set of Objects

In this case 'parent' test contains all learned objects and user-defined functions.



For example, the parent test may have objects "User Name", "Password", "Sign On". And function

```
function Login(username, password)
{
  ...
}
```

SubTest1 may be used to check login with valid Credentials, **SubTest1.js** looks like:

```
function Test()
{
  Login("validuser", "validpassword");
  // Now check that login is successfull
  Tester.Assert("Login leads to welcome message: ", Global.WaitFor('Welcome_User'));
}
```

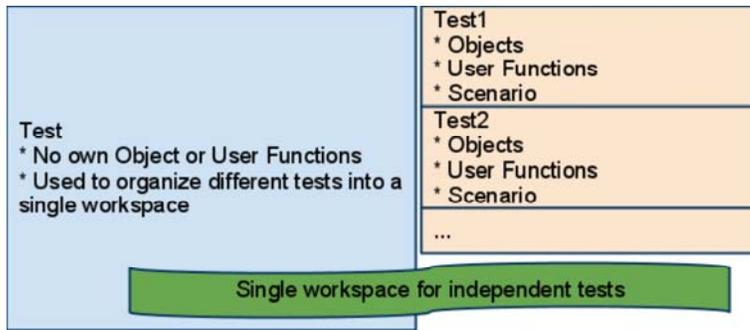
SubTest2 may be used to check login with invalid Credentials (i.e. it is a fail-test). **SubTest2.js** looks like:

```
function Test()
{
  Login("invaliduser", "invalidpassword");
  // Now check that login is successfull
  Tester.Assert("Login leads to invalid user object: ", Global.WaitFor('Invalid_User'));
}
```

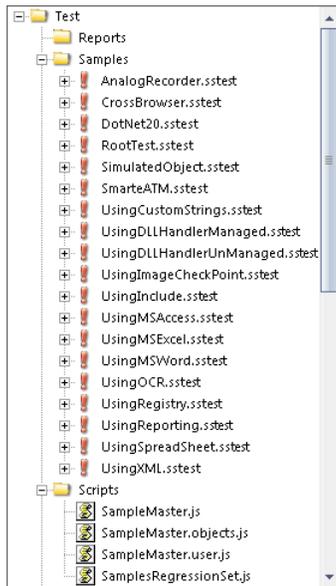
Function `Login` and objects `Welcome_User` and `Invalid_User` are defined in Test. The subtests are just implementing various scenarios for the same set of objects.

Organize different tests into a single workspace.

Each test has its own objects, functions and scenarios.



The usage of such an approach is well demonstrated by example. We created a test called 'SampleMaster' and put all Rapise samples into it by using **Add File** context menu in the the [Test Tree](#) dialog. Finally the Files tree looks like:



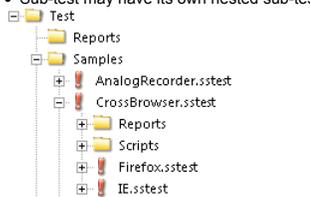
All tests in this tree are independent. We use the Sample Master to manage all the tests from a single environment.

Using Sub-Tests for a Cross-browser testing

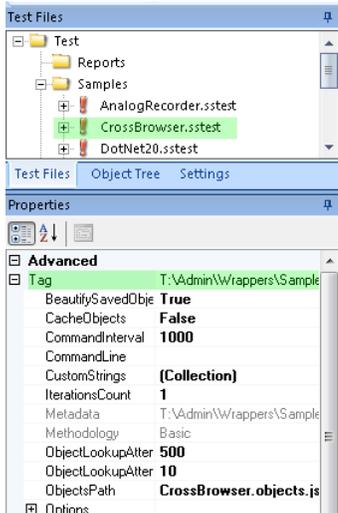
See '[Cross Browser](#)'.

Sub-Test Features

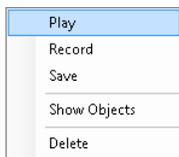
- Sub-test may have its own nested sub-tests. For example, in the parent test contains reference to 'CrossBrowser' subtest having 'IE' and 'Firefox' subtests inside:



- Sub-test options are available from the 'Tag' property in the 'Properties window':



The following options are available in the context menu for each of the sub-tests:



- **Play:** Execute selected sub-test
- **Record:** Start recording into selected sub-test
- **Save:** Save options of a sub-test
- **Show Objects:** Show objects from a sub-test in the Object Tree
- **Delete:** Remove reference to a sub-test from its parent test

Dialogs, Views, and Menus

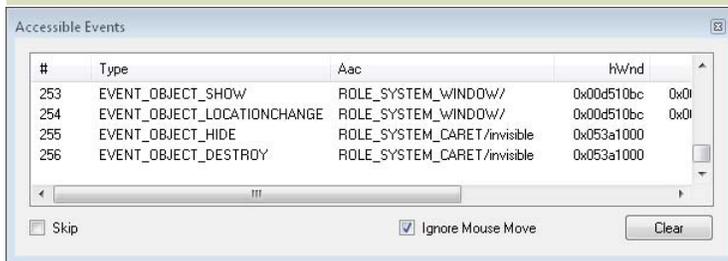
[Top](#) [Previous](#) [Next](#)

This section details the Rapise GUI. Each subsection describes the function of a particular Dialog, View, or Menu. The purpose and consequences of all buttons, options, lists, and check boxes are listed.

Accessible Events Dialog

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

To display **Microsoft Active Accessibility** event notifications.

How to Open

Press the **Monitor Events** button in the [SeS Spy Dialog](#).

Widgets

- **Skip:** While the **Skip** option is selected, the Accessible Events Dialog stops printing event notifications. The number of notifications skipped is printed to the right of the word Skip:
 - Skip (195)
- **Ignore Mouse Move:** Do not print notifications of mouse movement.
- **Clear:** Clear the Accessible Events dialog.

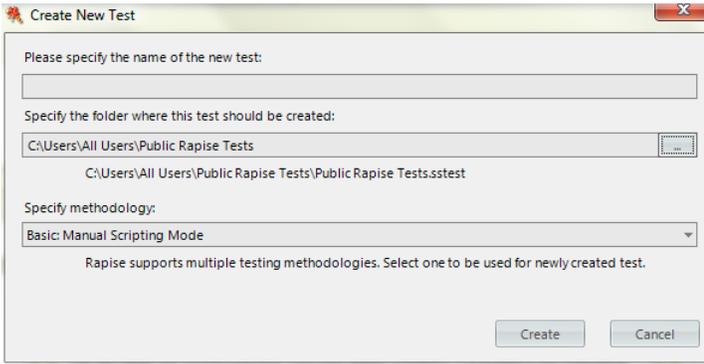
See Also

- Microsoft Active Accessibility is described here <http://msdn.microsoft.com/en-us/magazine/cc301312.aspx>

Create New Test Dialog

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

Create a new test.

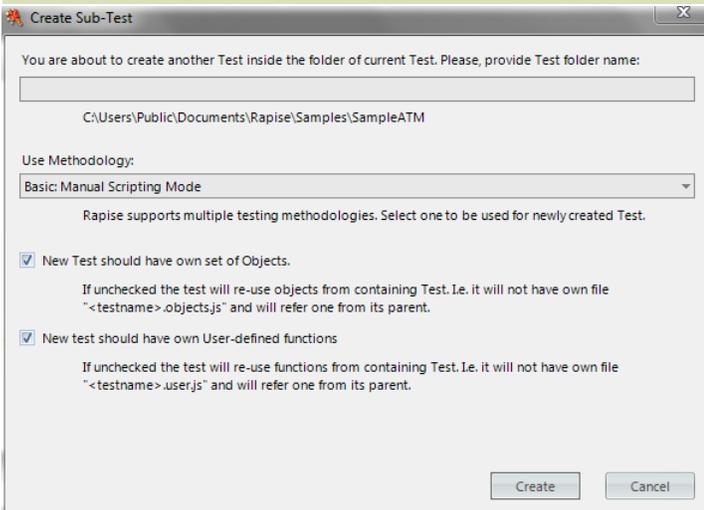
How to Open

Menu Button > **New Test**.

Create Sub-Test Dialog

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

Create a [sub-test](#).

- **New test should have own set of Objects:** Uncheck it if you want to create a scenario re-using objects from parent test.
- **New test should have own User-defined functions:** Uncheck it if you want to create a scenario re-using utility functions from its parent test.

The Sub-Test is always created inside the folder of its parent test. If parent test is saved to a new location then sub-test is also saved as a sub-folder of a new location.

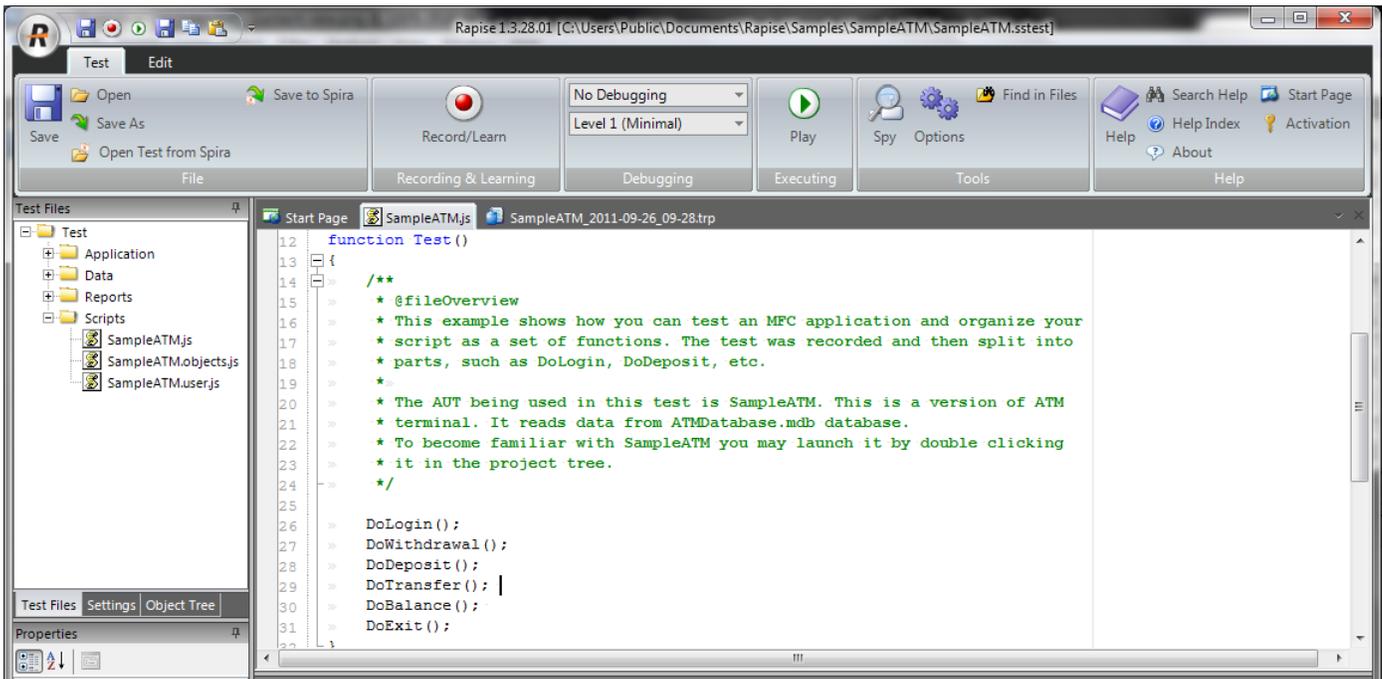
How to Open

Choose **Create Sub-Test...** in the context menu of a folder in [Test Files](#) dialog.

Content View

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

To view and edit files. This includes javascript (js), report (trp), and excel (xls) files.

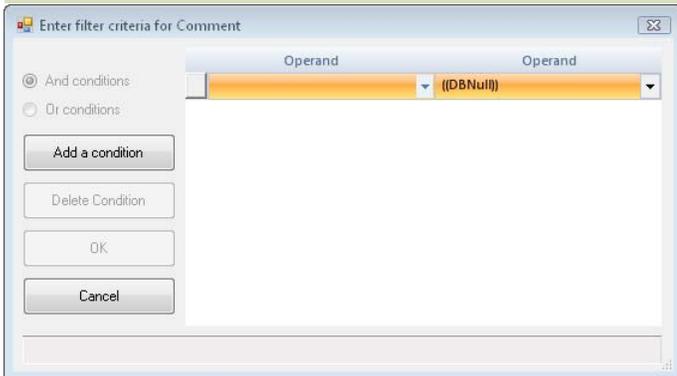
How to Open

Open a file using the [Test Files Dialog](#). The file will open inside of the **Content View**.

Enter filter criteria for... Dialog

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

Allow more than one [filter criteria](#) for the same column.

How to Open

In the [Report Viewer](#), open the drop-down menu for one of the [filter cells](#); select the Custom option (see below):

Content	Status	Item
(Custom)	0	
(Blanks)	0	
(NonBlanks)	0	
Fail	0	
Pass	0	

Conditions



You may specify as many conditions as you like. Each condition has two properties, a **Matching Criteria** on the left and a **filter value** on the right. The **filter value** is a string, and the **matching criteria** specifies what constitutes a match. For more details, look [HERE](#).

Radio List

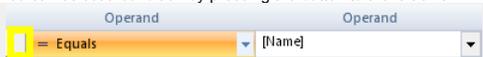
- And conditions
- Or conditions

- **And conditions:** All conditions must be true to constitute a match.
- **Or conditions:** At least one condition must be true to constitute a match.

Buttons



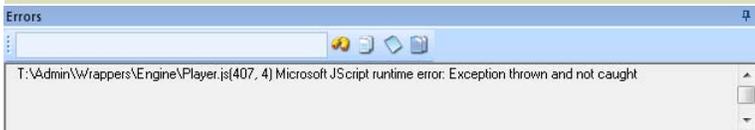
- **Add a condition:** Add an extra condition row.
 - **Delete Condition:** Delete the selected condition.
- You can select a condition by pressing the button to the left of it:



- **OK:** Close the dialog and apply the filter.
- **Cancel:** Close the dialog. Do not apply the filter.

Errors View [Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

The **Errors View** displays execution error details. Execution errors are those that cause [Recording](#) or [Playback](#) to stop.

How to Open

The **Errors View** is part of the [Default Layout](#).

Error Message

T:\Admin\Wrappers\Engine\Player.js(407, 4) Microsoft JScript runtime error: Exception thrown and not caught
 Double click on an error message to go to the corresponding source line.

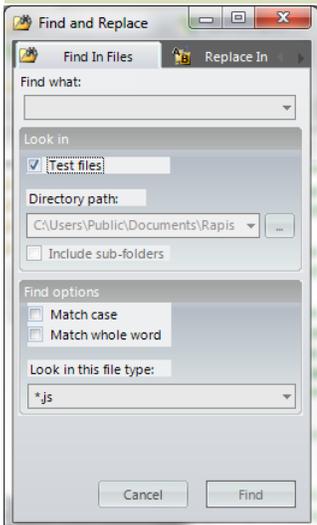
Widgets



- The text box is a search box.
- The icons from left to right are **Find Next Entry**, **Copy Selected**, **Clear All Text**, and **Select All Text**.

Find and Replace Dialog [Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

To find and replace text in files displayed in the Rapise [Content View](#).

How to Open

Select the **Find in Files** button on the Ribbon (**Test** tab > **Tools** menu).

Find in Files Tab

- **Find what:** Place the string you would like to search for in the **Find what** text box.
- If the **Test files** checkbox is checked, the search will take place in the project directory and its sub-folders.
- **Directory path:** Use the Directory Path text-box to specify the directory in which to search. The Directory path text-box cannot be accessed (and is ignored) if the **Test files** checkbox is checked.
- Check the **Include sub-folders** option to search recursively from the directory specified in the **Directory Path** text-box. The Include sub-folders option cannot be accessed if the **Test files** checkbox is checked.
- **Match case option:** If unselected, case is ignored in the search.
- **Match whole word option:** If set to true, parts of words will not count as matches.
- **Look in this file type:** Search only files with the specified file type.

Find and Replace Tab

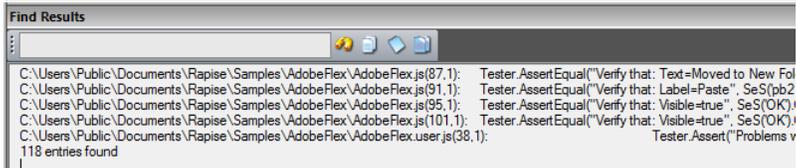
There is only one significant difference between the **Find in Files** Tab and **Find and Replace** Tab: the **Replace with** text-box.

- **Replace with text-box:** All occurrences of the string in the **Find what** text-box will be replaced with the string in the **Replace with** text-box when you press the **Replace** button.

Find Results View

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

Displays results for the [Find and Replace Dialog](#).

How to Open

The **Find Results** view is part of the [Default Layout](#).

Messages

C:\Users\Public\Documents\Rapise\Samples\AdobeFlex\AdobeFlex.js(101,1): Tester.AssertEqual("Verify that: Visible=true...
Double click on a message to go to the corresponding source line.

Widgets

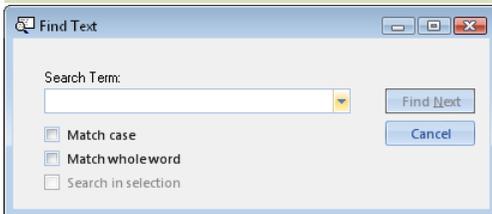


- The text box is a search box.
- The icons from left to right are **Find Next Entry**, **Copy Selected**, **Clear All Text**, and **Select All Text**.

Find Text dialog

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

Find occurrences of the **Search Term** text in the currently visible [Source Editor](#).

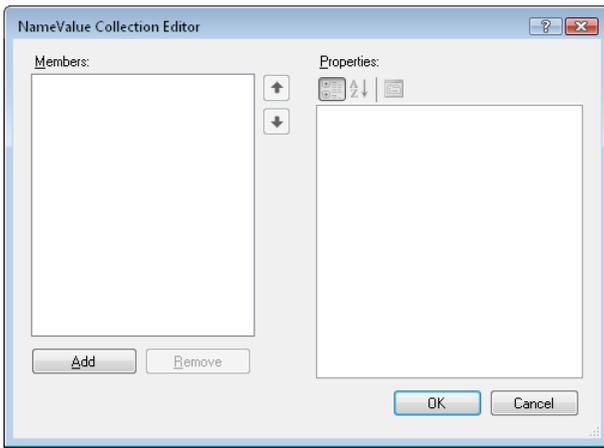
How to Open

Ribbon > [Edit Tab](#) > Search menu > Find button 

NameValue Collection Editor Dialog

[Top](#) [Previous](#) [Next](#)

Screenshot

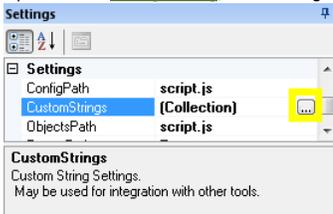


Purpose

To specify [Custom Strings](#) and their values.

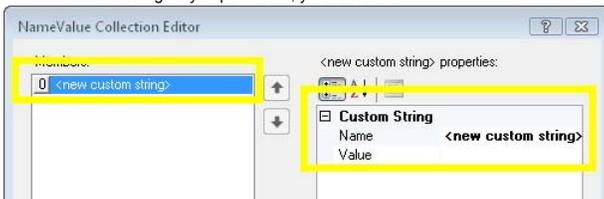
How to Open

Open from the [Settings Dialog](#), [CustomStrings](#) option:



Widgets

- **Add** a custom string. If you press **Add**, you'll see this:

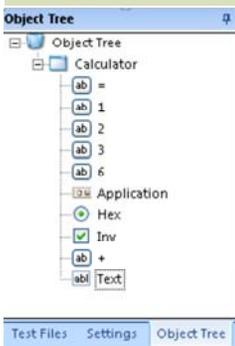


- **Remove**: removes selected custom string.
- **OK**: Save changes and close dialog.
- **Cancel**: Close dialog without saving changes.

Object Tree Dialog

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

Display learned objects.

How to Open

The **Object Tree** dialog is part of the [Default Layout](#).

Context Menu (root node)

Right click the **Object Tree** node to see:



- **Refresh** checks for new objects to display.

Context Menu (object)

Right click on an object in the **Object Tree** dialog to see:

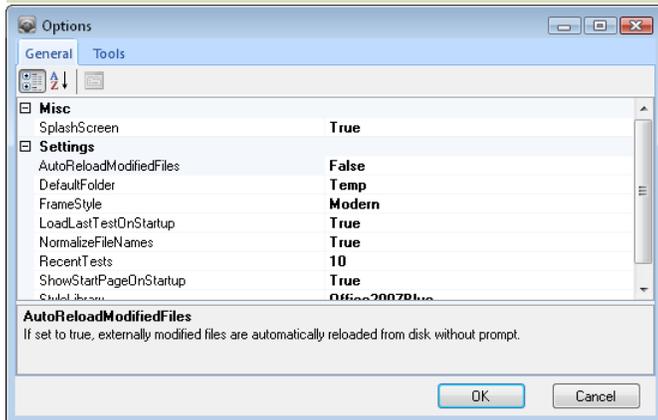
Flash

- **Flash** opens the application/url where the object is located. A frame will blink around the object to show you where it is on the page.

Options Dialog

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

Use the **Options** dialog to change Rapise settings. Your changes will apply to all tests.

How to Open

Press the **Options** button on the Ribbon (Test tab > Tools menu).



Misc

Misc	
SplashScreen	True

- **SplashScreen**: A splash screen is the image that appears while a program initializes. The Rapise splash screen looks like this:



1.1.24

Set **SplashScreen** to **False** to prevent the splash screen from appearing.

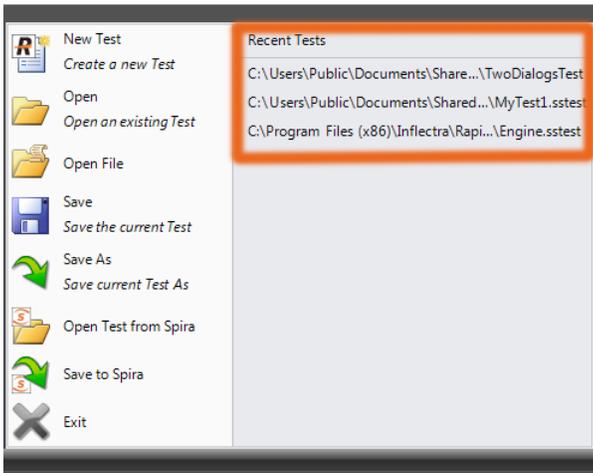
Settings

Settings	
AutoReloadModifiedFiles	True
DefaultFolder	Temp
FrameStyle	Modern
LoadLastTestOnStartup	True
NormalizeFileNames	True
RecentTests	10
ShowStartPageOnStartup	True
StyleLibrary	

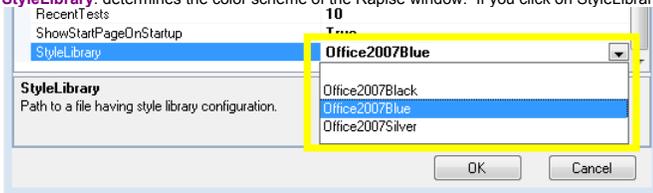
- **AutoReloadModifiedFiles**: If set to **True**, any files you modify outside of Rapise are automatically reloaded in Rapise.
- **DefaultFolder** specifies where new tests are kept before you explicitly save them. The location is relative to the Rapise executable.
- **FrameStyle**: Specifies which frame to draw around objects when you [Record](#), [Learn](#), and [Spy](#). The **Basic** frame is on the left and the **Modern** frame is on the right:



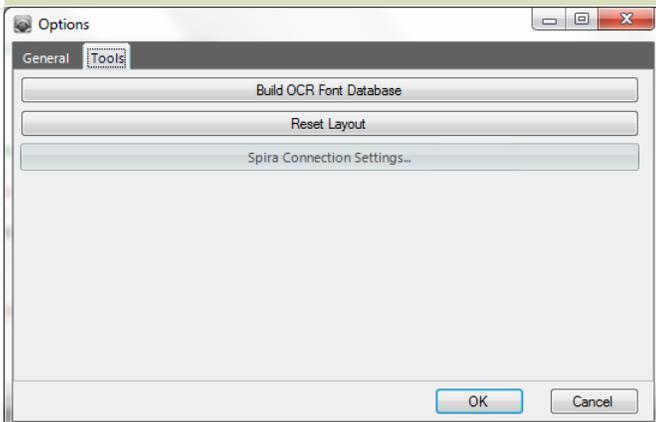
- **LoadLastTestOnStartup**: If set to **True**, Rapise will open the last test you worked on and saved. If set to **False**, Rapise will create a new test named MyTest-#> where <#> is an integer. A folder for MyTest-#> is created in the folder specified by the **DefaultFolder** option.
- **NormalizeFileName**: If set to **True**, files are referred to (in the *.sstest file) using a path relative to the *.sstest file. Otherwise, their absolute path is used.
- **RecentTests**: The maximum number of recent files displayed in the **Recent Tests** list. To see the Recent Tests list, open the Application Menu:



- **Remember Debugger Layout:** If **True**, Rapise will remember the window layout for debug mode separately. For example, this may be useful if you want to work full screen while authoring the Test and half-screen to debug. This way the AUT and the Rapise debugger fit on the screen.
- **ShowStartPageOnStartup:** If **True**, the [Start Page](#) will open automatically when Rapise is opened.
- **StyleLibrary:** determines the color scheme of the Rapise window. If you click on StyleLibrary, you'll notice that a drop down arrow appears to the right. Press the arrow to see all of the Style options:



Tools Tab

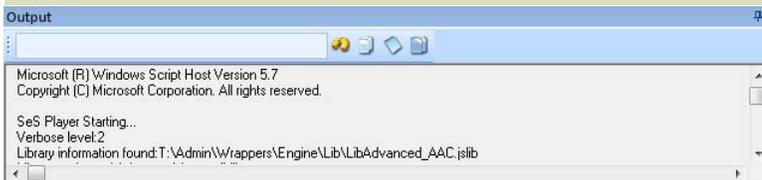


- **Build OCR Font Database:** Pressing the **Build OCR Font Database** button updates the list of screen fonts that Rapise recognizes when using an [OCR](#) object. Whenever you install new Fonts onto the computer you should click this button to have them added to the Rapise font database.
- **Reset Layout:** Pressing the **Reset Layout** button restores the [default layout](#). Rapise will restart.
- **Spira Connection Settings:** Pressing the **Spira Connection Settings** button takes you to a dialog box that lets you change how Rapise is integrated with the [SpiraTest](#) test management system. It will let you change the URL, username and password used to connect.

Output View

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

The **Output** View displays Rapise output. The amount of output depends on the [Verbosity Level](#).

How to Open

The **Output** view is part of the [Default Layout](#).

Writing to the Output View

Use the global **Log()** function to write to the **Output View**.

Widgets



- The text box is a search box.
- The icons from left to right are Find Next Entry, Copy Selected, Clear All Text, and Select All Text.

Properties Dialog

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

To display the properties of the object, file, or folder you last clicked on. Objects are in the [Object Tree Dialog](#) and files/folders are in the [Test Files Dialog](#).

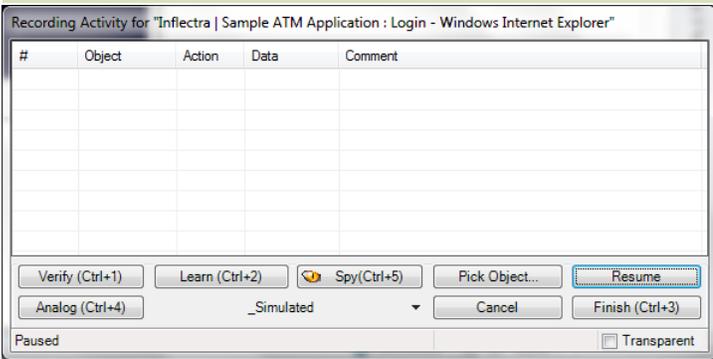
How to Open

The **Properties Dialog** is part of the [Default Layout](#).

Recording Activity Dialog

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

The **Recording Activity (RA) Dialog** is used for [Recording](#), Analog recording ([absolute](#) and [relative](#)), [Object Learning](#), and creating [Simulated Objects](#).

How to Open

1. Open the **SAR Dialog**. Instructions are [HERE](#).
2. You must select two things: (1) which recording library to use during the recording session and (2) which process/program to record. Look [HERE](#) for more information on using the SAR Dialog.
3. Press either **Select** or **Run** on the SAR dialog to open the RA Dialog.

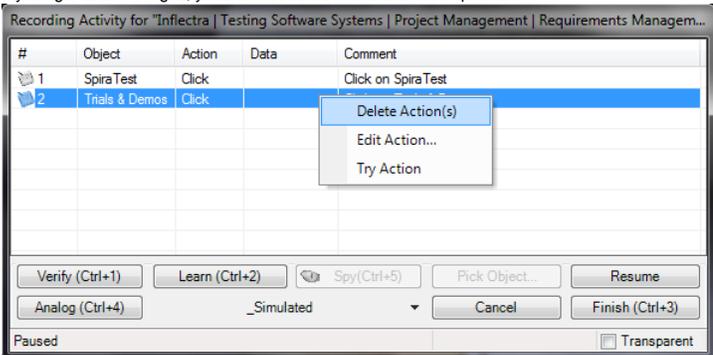
The Grid

As you interact with the AUT (Application Under Test), your actions are recorded in the grid of the **RA dialog**. The following screenshot shows the RA dialog after two interactions with [www.google.com](#): (1) first, **Inflectra** was entered into the query text box and (2) the **Google Search** button was then pressed.

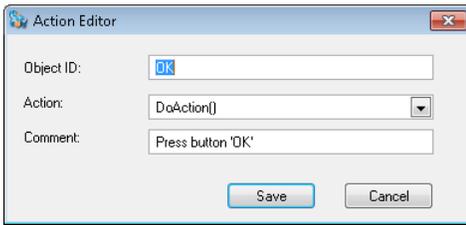
#	Object	Action	Data	Comment
1	q	SetText	Inflectra	Set Text Inflectra in q
2	btnG	Click		Click on btnG

Context Menu

If you right click in the grid, you'll see a context menu with three options:



- **Delete Action** removes the selected row.
- **Edit Action** opens the **Action Editor Dialog**. This is also opened by double-clicking a grid entry.



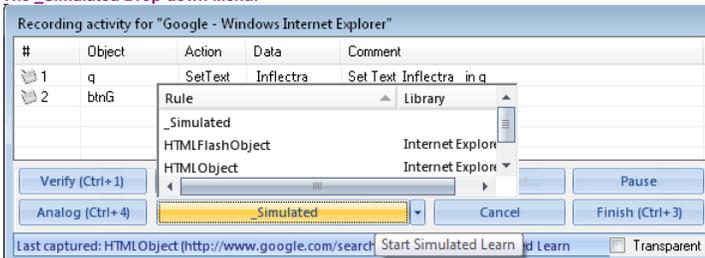
- Press **Try Action** and Rapise will execute the action.

Widgets



- **Verify:** Press to open the [Verify Object Properties](#) dialog.
- **The Learn Shortcut:** Use to [learn](#) an object. Place the mouse cursor over the object you wish to learn. It should become highlighted with a purple box. Press Ctrl+2 while the object is highlighted. You will see a line added to the RA dialog, signifying that the object was learned.
- **The Spy Button:** The Spy Button opens the **SeS Spy dialog**. The SeS Spy dialog allows you to view the state of the objects in your program. Viewing object state is called [Object Spying](#). The SeS Spy dialog is described [here](#).
- **Pick Object:** Use if the object you wish to learn is invisible (covered by another object). Pick Object is disabled for Internet Explorer and Firefox recording.
 1. The Pick Object button will open the [SeS Spy Dialog](#).
 2. Spy on the obstructing object. (Press **Start Tracking**, mouse over the object, press CTRL+G)
 3. Select the item you wish to learn from the **Tree** section.
 4. Press the **Learn Selected** button.
- **The Pause Button:** The Pause Button on the RA dialog temporarily stops Recording. Any interacting you do with the AUT is ignored. When you press the Pause Button, the title of the button changes to **Resume**. Press the **Resume** button to continue recording.
- **The Analog Button:** The Analog button begins [Analog Recording](#). Analog Recording tracks mouse movements, keyboard inputs, and clicks. To end Analog Recording, press **CTRL+Break**.

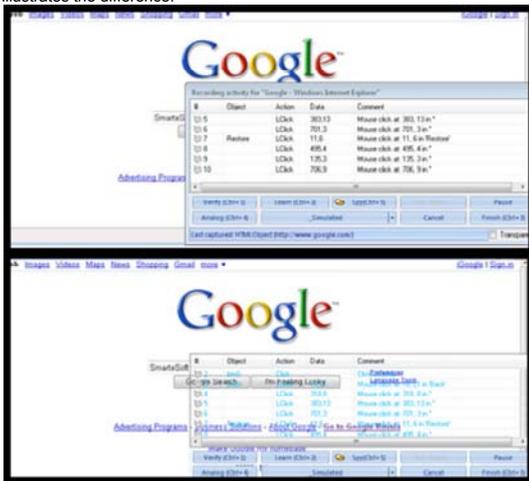
The _Simulated Drop-down Menu:



An object can be learned if it matches a rule specified in the [Recording/Learning libraries](#) available. The drop-down menu lists the possible rules for learning objects in the current application. If you cannot learn an object with one rule, try another in the list. Create a **Simulated Object** only if the other, more flexible alternatives have been exhausted.

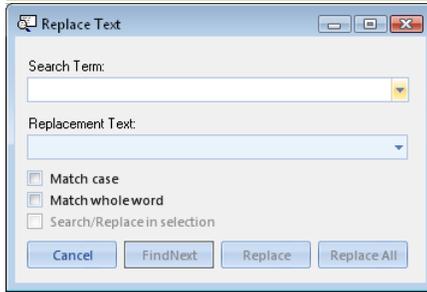
Learning using a specific rule:

1. Double click on a rule in the drop down list. The button text should change to the text that you selected
 2. Press the button
 3. Select an object on the screen and make sure it is highlighted with a rectangle
 3. Press **Ctrl+2** to learn the object
- **The Cancel Button:** The Cancel button stops Recording, closes the RA dialog, and discards any actions recorded or objects learned during the Recording session.
 - **The Finish Button:** The Finish button ends the Recording session. The RA dialog is closed, and the information collected during Recording is used to create a script. The script is displayed.
 - **Transparent Option:** While the RA dialog is open, it is always on top. The Transparent checkbox makes the RA Dialog transparent so that you can interact with objects behind it. The image below illustrates the difference:



Replace Text Dialog

Screenshot



Purpose

Replace occurrences of the **Search Term** text with the **Replacement Text** in the currently visible [Source Editor](#).

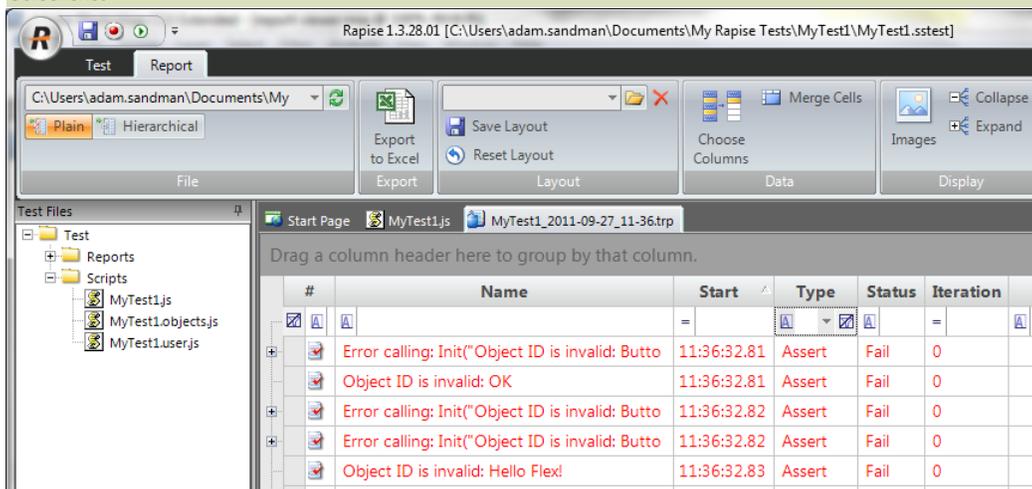
How to Open

Ribbon > [Edit Tab](#) > **Search** menu > **Replace** button.

Report Viewer

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

The **Report Viewer** displays test result (trp) files.

How to Open

Use the [Test Files Dialog](#) to open a report (trp) file. The report file will be opened in a **Report Viewer** in the [Content View](#). The [Report Tab](#) of the Ribbon will also open.

Or, you can [Playback](#) the test script. The report file will display in a **Report Viewer** after the test completes.

See Also

- For more info on Reports, see [Automated Reporting](#).
- For information on manipulating reports, see [Ribbon: Report](#).

Ribbon: Test

[Top](#) [Previous](#) [Next](#)

Screenshot



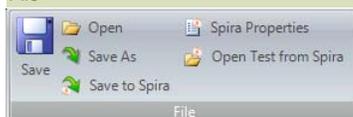
Purpose

The **Test** tab provides tools to help with creating and executing tests.

How to Open

The **Test** tab is always available.

File



- **Save** the test.
- **Open** a test.

- **Save As** allows you to create a new, differently named copy of the test you are editing.
- **Save to Spira** allows you to save a Rapise test so that it is stored in a [SpiraTest](#) test management repository.
- **Spira Properties** allows you to see the name of the SpiraTest project and test case that the current Rapise test is linked to.
- **Open from Spira** allows you to open a Rapise test that is stored in a [SpiraTest](#) test management repository.

Recording and Learning



- Press the **Record/Learn** button to open the [Recording Activity Dialog](#).

Debugging



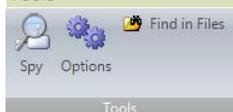
- The top drop-down list specifies if you would like to use an [External Debugger](#). If so, you can either connect on execution (the **Run with External Debugger** option) or only connect if an error occurs (the **Run External Debugger on Error** option).
- The lower drop-down list controls the [Verbosity Level](#).

Executing



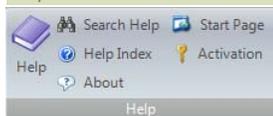
- Press **Play** to execute the test script (*.js) file associated with the open test. You can change which test script to open in the [Settings Dialog](#). The test script is specified by **Settings > ScriptPath**.

Tools



- The **Spy** button opens the [SeS Spy Dialog](#).
- Press the **Options** button to open the [Options Dialog](#).
- The **Find in Files** button opens the [Find and Replace Dialog](#).

Help

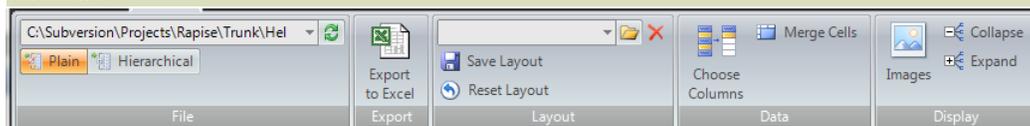


- The **Help** button opens the Rapise user's manual and makes the **Contents** tab visible.
- The **Search Help** button opens the Rapise user's manual and makes the **Search** tab visible.
- The **Help Index** button opens the Rapise user's manual and makes the **Index** tab visible.
- The **Start Page** button opens the Rapise [Start Page](#).

Ribbon: Report

[Top](#) [Previous](#) [Next](#)

Screenshot



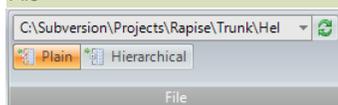
Purpose

The **Report** tab is for use with report (trp) files.

How to Open

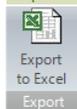
The **Report** tab is available anytime you have a report (trp) file visible in the [Content View](#).

File



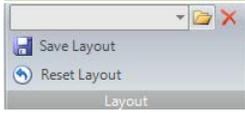
- The drop-down menu contains a history of previously opened reports.
- Press **Plain** to view test steps, assertions, and messages aligned in a table.
- Press **Hierarchical** to more clearly see what assertions, messages, and data are associated with which test steps.

Export



- Press to save the report as an excel file.

Layout



- The drop-down menu lets you choose between previously saved layouts.
- You must press **Save Layout** to keep your layout changes after closing Rapise.
- Press **Reset Layout** to undo any changes you've made.

Data



- Press **Choose Columns** to hide or reveal report columns.
- **Merge Cells**: Merge identical consecutive cells.

Display



- **Images**: Toggle between hiding and revealing images.
- **Collapse**: Collapse the report to show only the top level. What is visible will depend on how the report is sorted.
- **Expand**: Expand all report rows.

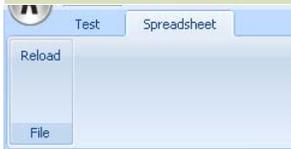
See Also

- [Automated Reporting](#)

Ribbon: Spreadsheet

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

The **Spreadsheet** tab is for use with excel (xls) files.

How to Open

The **Spreadsheet** tab is available anytime you have an excel (xls) file visible in the [Content View](#).

File

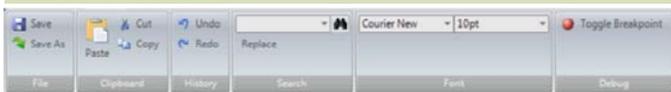


- The **Reload** button reloads the excel file from disk. Use it if the excel spreadsheet was modified by an external application after you opened it in Rapise.

Ribbon: Edit

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

The **Edit** tab of the Ribbon provides tools for editing script files.

How to Open

The **Edit** tab is available anytime you have a javascript file visible in the [Content View](#).

File



- The **Save** button (Shortcut: CTRL+S) saves the script file you are editing.
- The **Save As** button allows you to create a new, differently named copy of the script file you are editing.

Clipboard



- The **Paste** button (Shortcut: CTRL+V) pastes from the clipboard.
- The **Cut** button (Shortcut: CTRL+X) erases whatever text you have highlighted, and copies it to the clipboard.
- The **Copy** button (Shortcut: CTRL+C) copies whatever text you have highlighted to the clipboard.

History



- The **Undo** button (CTRL+Z) reverses the last deletion or insertion made in the [Source Editor](#).
- The **Redo** button (CTRL+Y) reverses the last undo action.

Search



- The above text box is a search box.
- Pressing the find button  opens the [Find Text dialog](#).
- The **Replace** button opens the [Replace Text Dialog](#).

Font



- Use the above font and size drop-down menus to change the text appearance. The entire file will be affected.

Debug

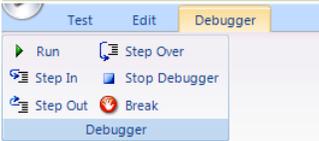


- Press the **Toggle Breakpoint** button (Shortcut: F9) to insert or remove a breakpoint at the current cursor position.

Ribbon: Debugger

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

The **Debugger Tab** provides tools for use with the [Internal Debugger](#).

How to Open

The **Debugger Tab** is available while the **Internal Debugger** is being used. To use the Internal Debugger, first enable it, then [Playback](#) your script. Instructions for enabling the Internal Debugger are [HERE](#).

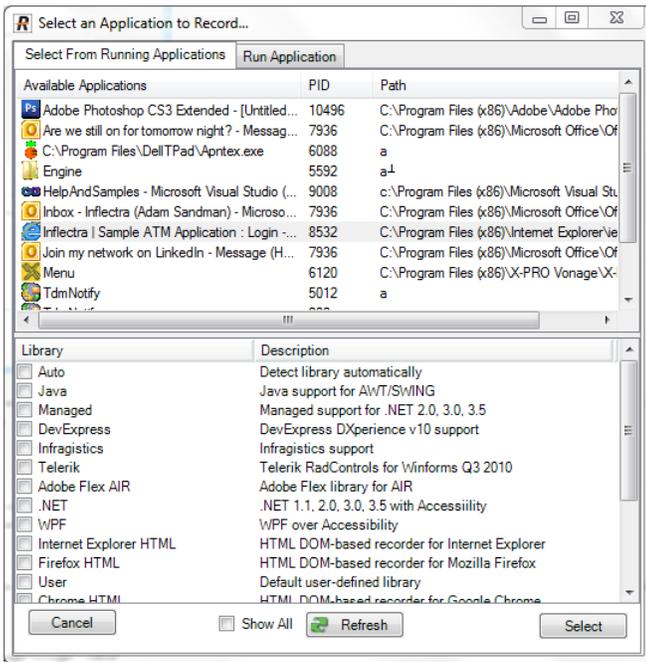
Debugger

- **Run** (F5): Continue executing the script.
- **Step In** (F11): Step into a function/procedure.
- **Step Out** (Shift+F11): Continue until the current procedure is exited.
- **Step Over** (F10): Go to the next line in the current procedure/function.
- **Stop Debugger** (Shift+F5): Stop executing the script and exit the debugger.
- **Break** (F9): Create a breakpoint in the script at the cursor.

Select an Application to Record... Dialog

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Screenshot



Purpose

The **Select an Application to Record...** (SAR) Dialog appears before **Recording** takes place. It queries the user for which program to record, as well as what **Recording Library** to use.

If you are recording the same application for the second time then SAR is not shown. The recording proceeds to last used application if it is still available on the screen.

How To Open

To open the SAR Dialog, press the **Record/Learn** button on the Ribbon (**Test** tab > **Recording & Learning** menu):



Libraries

Library	Description
<input type="checkbox"/> Auto	Detect library automatically
<input type="checkbox"/> .NET	.NET 1.1, 2.0, 3.0, 3.5 with Accessibility
<input checked="" type="checkbox"/> Internet Explorer HTML	HTML DOM-based recorder for Internet Explorer
<input type="checkbox"/> Firefox HTML	HTML DOM-based recorder for Mozilla Firefox
<input type="checkbox"/> Generic	Generic library contains basic definitions for most commo...

The **Library** table lists the available Recording Libraries. Select the one appropriate to the process/program you will record. If you select **Auto**, Rapise will attempt to choose the correct recording library for you. See the **Recording Library** section for more information.

Available Applications

Available Applications	PID	Path
	7032	C:\Windows\explorer.exe
	3744	C:\Program Files\Google\GoogleToolbar
C:\Windows\system32\cmd.exe	4796	C:\Windows\system32\cmd.exe
Help & Manual	7024	C:\Program Files\EC Software\HelpAndM
Program Manager	7032	C:\Windows\explorer.exe
Sample ATM Login - Windows Internet Ex...	7000	C:\Program Files\Internet Explorer\ieexplor

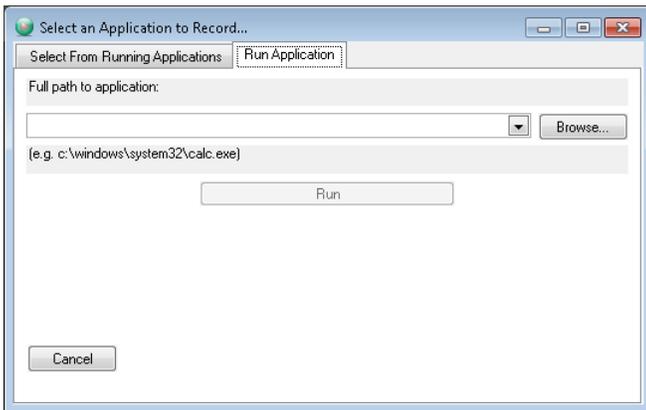
The **Available Applications** table lists all of the processes running at the time you open the **SAR** dialog. If the process you would like to record is already open, you can select it from the table. Pick the appropriate recording library (above) first before you pick an application to record; your application choice will become unselected if you do not do it last.

Widgets



- The **Cancel** button closes the dialog.
- **Show All**: While unchecked only top level application windows reflected in the Windows Task Bar are shown in the 'Available Applications' list. Check this and press Refresh to see all top level windows available on the screen.
- **Refresh** List: Press to refresh the **Available Applications** table. After refreshing, you will see processes that began after the **SAR** dialog was opened.
- **Select** button: To record a process from the **Available Applications** table, select the process and then press the **Select** button.

Run Application Tab

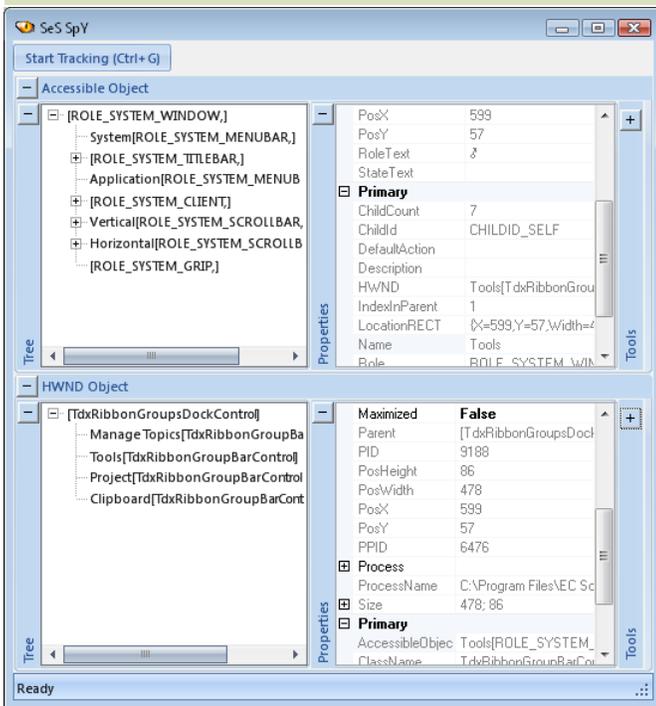


- **Path drop down list:** If the program you would like to record is not already open, you can specify its path here. If the program is already running, you can select it from the **Available Applications** table.
- **Browse button:** Browse for an application to open and record.
- **Run button:** To record a program that is not currently open, fill in the **Path** text-box and press the **Run** button.
- The **Cancel button** closes the dialog.

SeS Spy Dialog

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Screenshot



Purpose

The **SeS Spy** dialog is used to [Object Spy](#).

How to Open

There are three ways to open the **SeS Spy** dialog:

1. Press the **Spy** Button on the Ribbon (**Test** tab > **Tools** menu)



2. Press the **Spy** Button on the [Recording Activity Dialog](#)
3. Press the **Pick Object** button on the [Recording Activity Dialog](#). Note: If you use this method, the dialog has an extra **Learn Selected** button.

Start Tracking

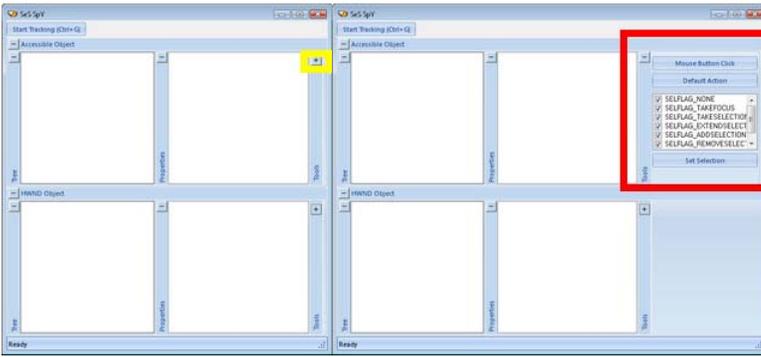
The **Start Tracking** button (or CTRL+G) causes Rapise to enter **Tracking Mode**. In **Tracking Mode**, Rapise investigates the object under your mouse. It identifies the object's type and learns the object's properties. As you move your mouse, the objects you point to are highlighted (a box is drawn around them).

Stop Tracking

The **Stop Tracking** button is only visible in **Tracking Mode**. Press **Stop Tracking** (or CTRL+G) to exit **Tracking Mode**. The **SeS Spy** dialog will display information for the last object highlighted.

Maximize/Minimize buttons

The maximize  and minimize  buttons control the appearance of the dialog. They either hide or make visible the sections to their right or below. See the example below. The button highlighted in yellow in the left image is pressed to get the image on the right. Changes are surrounded with a red box.



Accessible Object



The **Accessible Object** section of the SeS Spy dialog shows properties of the object that are visible through the Microsoft Active Accessibility interface.

Tree

The spied upon object and its children are displayed here.

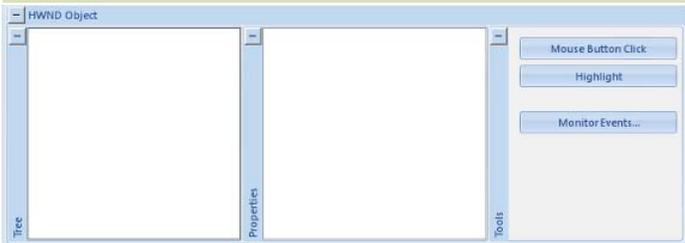
Properties

Object fields and field values are displayed here.

Tools

- **Mouse Button Click:** Emulate Left mouse click for the item selected in Spy tree.
- **Default Action:** Execute **DoDefaultAction** for given accessible object.
- **Set Selection:** Perform **accSelect** using the option flags set in the corresponding checklist (above).

HWND Object



The **HWND Object** section of the SeS Spy dialog shows properties of the object that are visible with its HWND handle.

Tree

The spied upon object and its children are displayed here.

Properties

Object fields and field values are displayed here.

Tools

- **Mouse Button Click:** Emulate Left mouse click for the item selected in Spy tree.
- **Highlight:** Draw rectangle surrounding selected object (HWND or Accessible).
- **Monitor Events** opens the [Accessible Events Dialog](#).

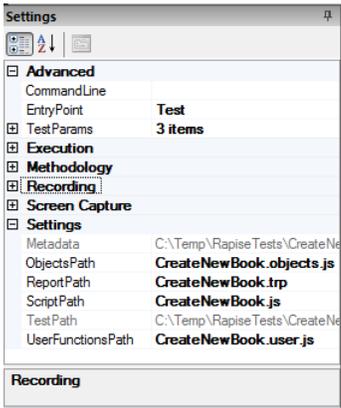
See Also

- Microsoft Active Accessibility is described here <http://msdn.microsoft.com/en-us/magazine/cc301312.aspx>
- HWND is described [HERE](#).

Settings View

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Screenshot



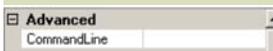
Purpose

Use the Settings Dialog to change test specific settings.

How to Open

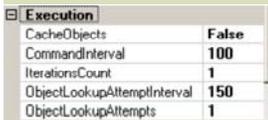
The Settings dialog is part of the [Default Layout](#).

Advanced



- **CommandLine** is a freeform text box. Use it to specify values for global variables (beginning in `g_`) to pass the [recorder](#) and [player](#). You can view which global variables are available in the source files

Execution



- **CacheObjects**: Remember object locations and try to reuse them for speed. This is helpful with dialog based applications.
- **CommandInterval**: Time interval (in milliseconds) between script commands during script execution.
- **IterationsCount**: Your test script will be executed this many times consecutively during [Playback](#).
- **ObjectLookupAttemptInterval**: This is the time Rapise will wait between attempts to locate an object.
- **ObjectLookupAttempts**: This is the number of times Rapise will attempt to locate an object.

Recording



- **BeautifySavedObjects** affects how the [Script Recorder](#) writes object information to your test script. If **False**, the object definition will be written as a single line:

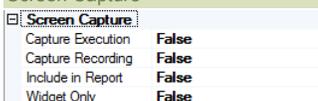
```
var saved_script_objects={
  Balance:{"version":0,"object_type":"SeSSimulated","object_name":"Transaction Completed Successfully\n\nAccount 00000005 Balance:1046.00","object_class":"Static","object_role":"ROLE_SYSTEM_STATICTEXT"};
};
```

If **True**, the object definition will be written in a manner that takes more space, but is easier to read and change:

```
var saved_script_objects={
  Balance:{
    "version": 0,
    "object_type": "SeSSimulated",
    "object_name": "Transaction Completed Successfully\n\nAccount
    00000005 Balance:1046.00",
    "object_class": "Static",
    "object_role": "ROLE_SYSTEM_STATICTEXT",
    "object_text": "Transaction Completed Successfully\n\nAccount
    00000005 Balance:1046.00",
    "locations": [
      {
        "locator_name": "Location",
        "location": {
          "location": "4.4.4",
          "window_name": "SmarteATM",
          "window_class": "#32770"
        }
      }
    ],
    //section omitted for brevity
  }
};
```

Objects that were learned in previous recordings are affected by the value of **BeautifySavedObjects**.

Screen Capture



- **Capture Execution**: Set this to **True** if you want to save screen images for each recognized object during playback.
- **Capture Recording**: Set this to **True** if you want to save screen images for each action during recording.
- **Include in Report**: Set this to **True** to include the saved images in the execution report during playback.
- **Widget Only**: Set this to **True** to only save the widget area in the screenshot, as opposed to the whole window.

Settings

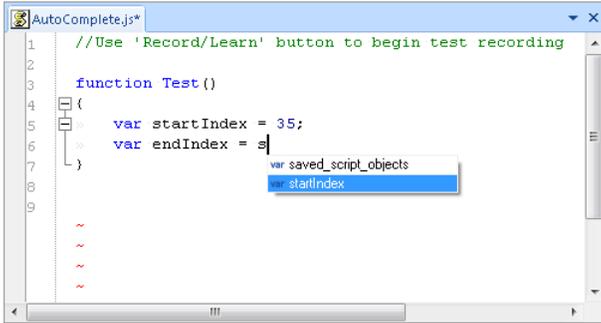
Settings	
Metadata	C:\Users\Public\Documents\Shared
ObjectsPath	TwoDialogsTest.objects.js
ReportPath	TwoDialogsTest.trp
ScriptPath	TwoDialogsTest.js
TestPath	C:\Users\Public\Documents\Shared
UserFunctionsPath	TwoDialogsTest.user.js

- **UserFunctionsPath:** Path (relative to the test directory) to the file with user-defined functions utilized in this test. Normally this file has name in form *.user.js.
- **CustomStrings:** Click to open the [NameValue Collection Editor Dialog](#).
- **ObjectsPath:** Path (relative to the test directory) to file containing object tree information. This file contains `saved_script_objects` structure with all object locators gathered during recording and learning.
- **ReportPath:** Path (relative to the test directory) to the test's report file. Normally this file has extension form .trp which stands for **Test Report**.
- **ScriptPath:** Path (relative to the test directory) to the test script.
- **TestPath:** Path to the test definition file (*.sstest).

Source Editor

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

To display and edit javascript files. The editor supports [Syntax Highlighting](#), [Syntax Checking](#), [Code Folding](#) and [Code Completion](#).

How to Open

Use the [Test Files Dialog](#) to open a javascript file. The javascript file will be opened in a **Source Editor**, in the [Content View](#). The [Edit Tab](#) of the Ribbon will also open.

Spreadsheet Viewer

[Top](#) [Previous](#) [Next](#)

Screenshot

Item1	Item2	Sum	F4
1	6	7	
2	7	9	
3	8	10	// error
4	9	13	
5	10	15	

Purpose

To display excel (xls) files.

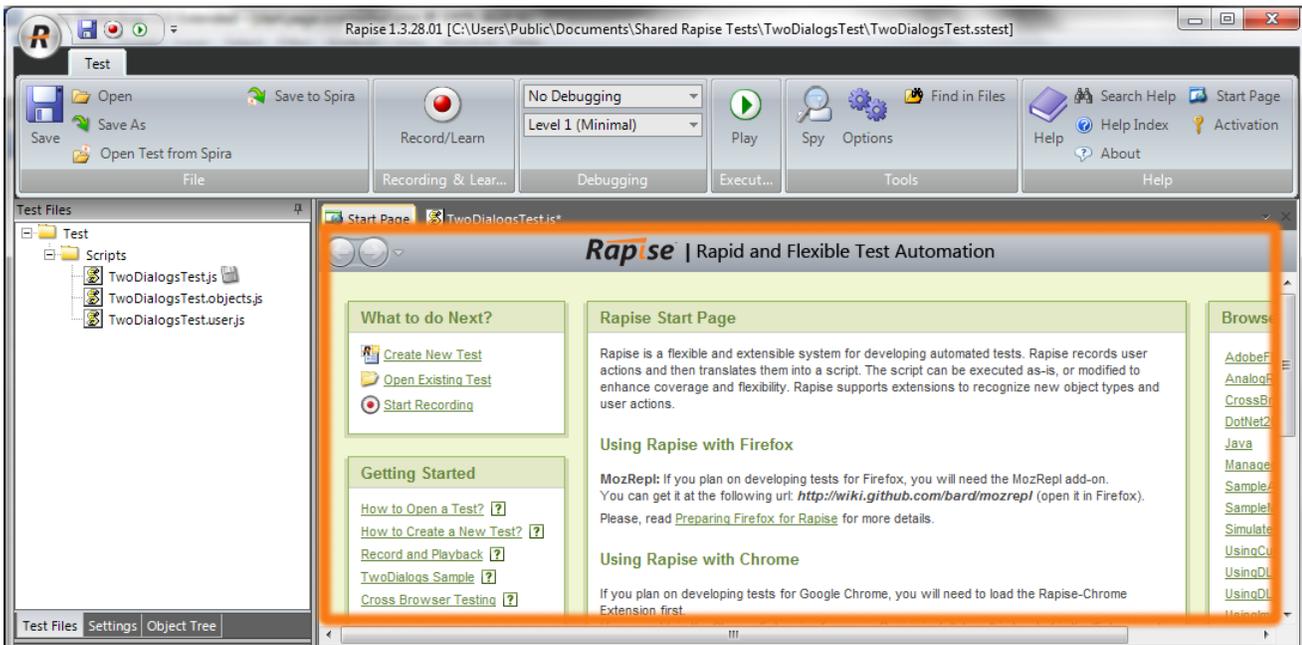
How to Open

Use the [Test Files Dialog](#) to open an excel file. The excel file will be opened in a **Spreadsheet Viewer**, in the [Content View](#). The [Spreadsheet](#) tab of the Ribbon will also open.

Start Page

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

To display the latest news and information regarding Rapise.

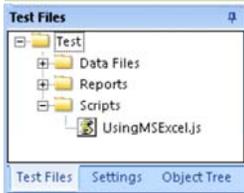
How to Open

The **Start Page** opens automatically with Rapise. This behavior can be modified in the [Options](#) dialog using the **ShowStartPageOnStartup** setting.

Test Files View

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

The **Test Files** dialog allows you to navigate and alter the Test hierarchy, including the following:

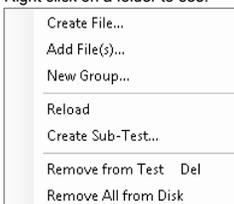
- the script
- Report files (*.trp)
- Images captured during execution using [Checkpoints](#)
- Analog recording files (*.arf)
- data files

How to Open

The **Test Files** dialog is part of the [Default Layout](#).

Context Menu (Folder)

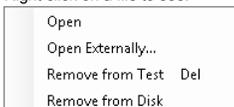
Right click on a folder to see:



- **Create File:** Create and add a new file to the test.
- **Add File:** Add an existing file to the test.
- **New Group:** Create a logical grouping of files in the test. This will **not** add a folder to the file system.
- **Reload:** Refresh group contents. Use it for [filter groups](#) ('IsFilterGroup' is set to 'True' in group properties), e.g. for Report group.
- **Create Sub-Test...:** Launch Create Sub-Test dialog.
- **Remove from Test:** Remove the selected grouping from the test. This does **not** delete included files from your hard disk.
- **Remove All from Disk:** Remove all files included into the selected grouping from your hard disk.

Context Menu (File)

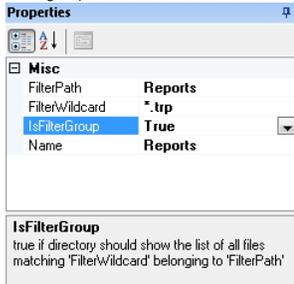
Right click on a file to see:



- **Open:** Open the file in Rapise.
- **Open Externally...:** Open the file using associated program. E.g. if a Notepad is registered in Windows to open TXT files, then TXT file will be opened by Notepad.
- **Remove from Test:** Remove the file from your test. This does **not** delete the file from your hard disk.
- **Remove from Disk:** Remove the file from your test and hard drive.

Filter Groups

Filter groups read its contents from disk according to specified path and wildcard. You may setup a filter group by editing group properties:



- **FilterPath:** Root path to find files via wildcard (valid only if 'IsFilterGroup' is 'True').
- **FilterWildcard:** Filter wildcard (valid only if 'IsFilterGroup' is 'True').
- **IsFilterGroup:** 'True' if directory should show the list of all files matching 'FilterWildcard' belonging to 'FilterPath'.
- **Name:** Group name.

Variable/Call Stack View

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Screenshot



Purpose

Lists the functions in the current call stack. Beneath each function, variables/objects local to that function are listed with their value and type.

How to Open

Begin [debugging](#) a script. The **Variable/Call Stack View** will open automatically.

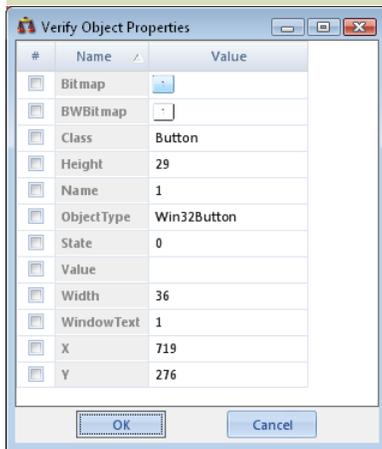
Go to a function definition

Double click on a function to go to its definition.

Verify Object Properties Dialog

[Top](#) [Previous](#) [Next](#)

Screenshot



Purpose

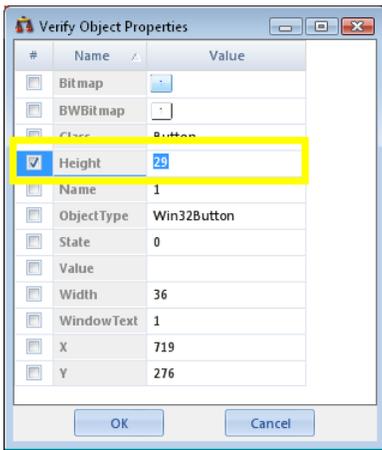
Use the **Verify Object Properties** dialog during [recording](#) to add [checkpoints](#).

How to Open

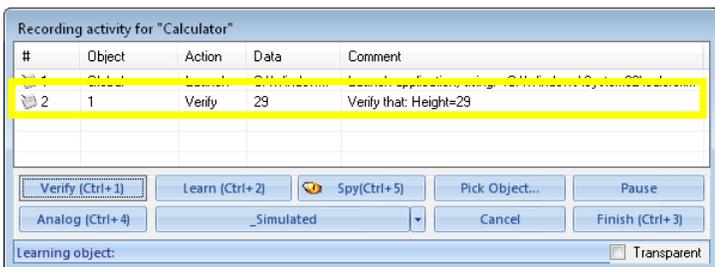
1. First, open the [Recording Activity Dialog](#).
2. Position the mouse over an object and press **Ctrl+1**, or
3. Press the **Verify** button and then click the target object with the mouse cursor.

Create a Checkpoint

Your checkpoint will be associated with a particular object. That object's properties will be listed in the **Verify Object Properties** dialog. Check those properties that you wish to verify during [playback](#). Enter expected values for the selected properties in the **Value** column. **Note:** The **Bitmap** and **BWBitmap** properties are images of the object.



Press the OK button. The Verify Object Properties dialog will close, and the [Recording Activity](#) dialog will contain a new Verify action:



The generated script will have a corresponding [assert statement](#):

```
//Verify that: Height=29
Tester.AssertEqual("Verify that: Height=29", SeS('Obj1').GetHeight(), "29");
```

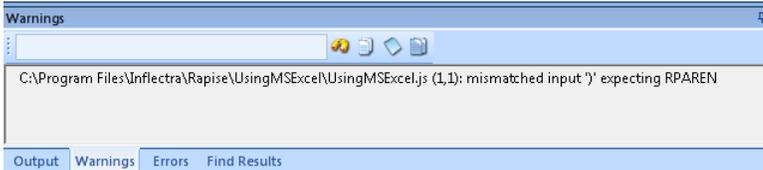
See Also

- [Recording](#)
- [Assert Statements](#)

Warning View

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Screenshot



Purpose

To display syntax error messages as you edit javascript files.

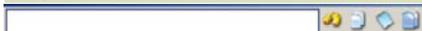
How to Open

The **Warning** view is part of the [Default Layout](#).

Error Message

C:\Program Files\Inflectra\Rapise\UsingMSExcels\UsingMSExcels.js (1,1): mismatched input ')' expecting RPAREN
 Double click on an error message to go to the corresponding source line.

Widgets



- The text box is a search box.
- The icons from left to right are **Find Next Entry**, **Copy Selected**, **Clear All Text**, and **Select All Text**.

See Also

- [Syntax Checking](#)

Watch View

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Screenshot



Purpose

To input expressions and view their values as the script executes.

How to Open

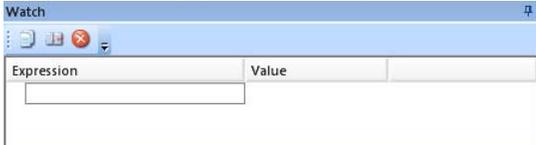
Begin [debugging](#) a script. The **Watch View** will open automatically.

Inputting an Expression

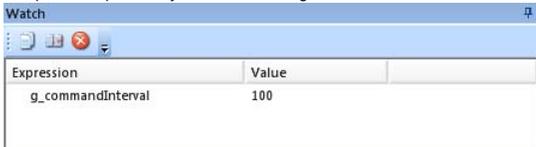
1. Click the first blank line:



2. Double click on the highlighted line, under the **Expression** column. A text box will appear.



3. Input the expression you wish to investigate. Press **Enter**.



Widgets



From left to right: **Copy** (an entire row) , **Copy Watch Value** , **Delete** .

HowTos

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This section focuses on specific tasks that a Rapise user might want to accomplish.

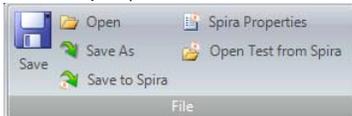
Open a Test

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You can open a test in two ways: (1) From the Ribbon, and (2) From the Application menu.

Ribbon

Select the **Open** option from the **File** menu on the **Test** Tab of the Ribbon:



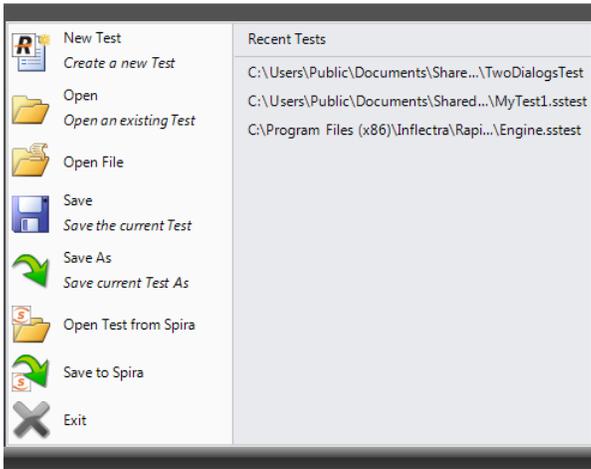
You can also open a test that is stored in **SpiraTest** (our web-based test management system) instead of the local filesystem. This is done by clicking on the **Open Test from Spira** option instead. More details on using Rapise with SpiraTest can be found in the [SpiraTest Integration](#) section.

Application Menu

Open the Application Menu by clicking on the Menu Button at the top left of the Rapise window:



The Application menu has an **Open Test** option, and a list of **Recent Test** from which you may choose:



You can also open a test that is stored in **SpiraTest** (our web-based test management system) instead of the local filesystem. This is done by clicking on the **Open Test from Spira** option instead. More details on using Raprise with SpiraTest can be found in the [SpiraTest Integration](#) section.

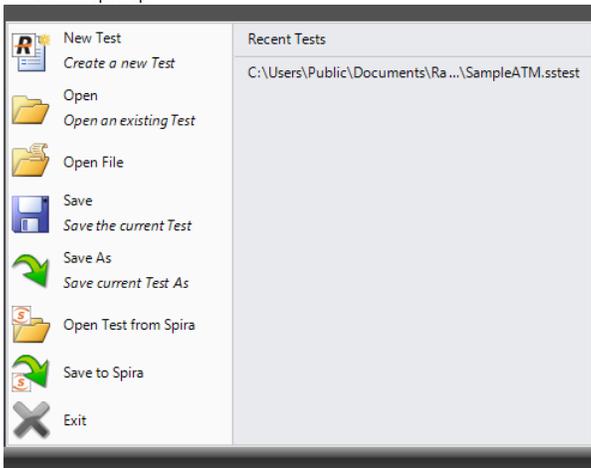
Create a New Test

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Select the Menu Button at the top left of the screen:



A menu will open up:



Select the **New Test** option. The [Create New Test](#) dialog will appear. Follow the instructions on this dialog.

Restoring the Default Layout

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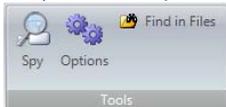
There are two ways to the restore the default layout: (1) On Startup, and (2) In the Options Menu.

On Startup

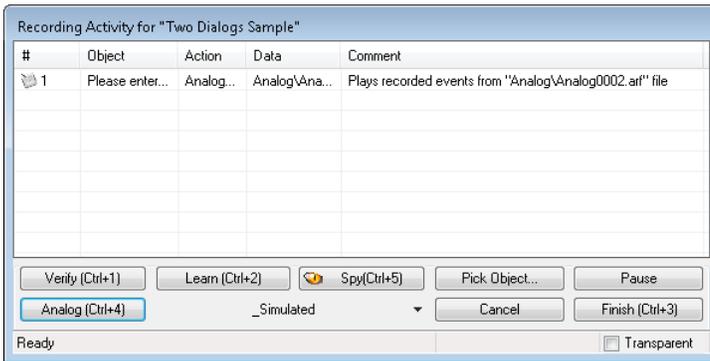
Press the **Shift** key while you open Raprise. Keep the Shift key down until Raprise is done initializing.

Options Menu

In Raprise, select the **Options** button. It is on the Ribbon in the Tools section:



The **Options dialog** will appear. Go to the Tools tab:



- (9) You can now record additional analog sessions, if you wish.
- (10) You can record normal object activity before and/or after the analog recording. When you have finished all recording press the Finish button or hit Ctrl+3. Notice that the Analog entry is added to the grid.
- (11) The Rapise screen will now be restored and will have placed focus in the editor pane of the Rapise with TwoDialogsAnalogAbsolute.js script displayed. You should see code something like the following:

```
//Plays recorded events from "Analog\Analog003.arf" file
SeS('Simulated').DoAnalogPlay("Analog\Analog003.arf");
```

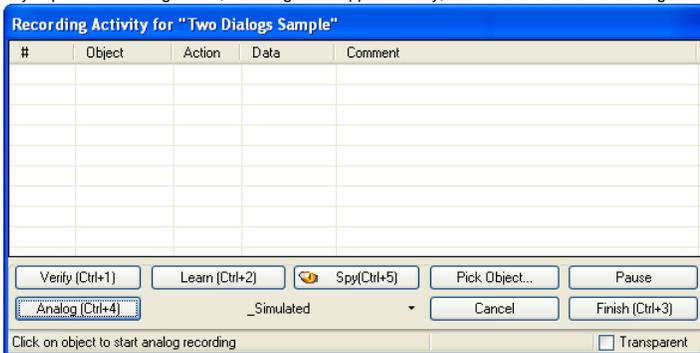
- (12) Press the Play button on the Rapise toolbar to playback the recording you made. Be sure not to interfere with the mouse or keyboard whilst the recording is playing back. NOTE: You will see all mouse and keyboard activity reproduced as the analog recording plays. The recording will start from the point where you left-clicked the mouse to begin the recording (step 7 above) and will end with clicking the close button in the Analog Recording dialog or at the last action before you pressed Ctrl+Break.
- (13) When the analog playback is complete, use the mouse to move the Two Dialogs AUT to a different location on the screen. Play the recording again, and watch the operation unfold. The most important thing to realize is that the absolute analog recording will playback the recording wherever the application is positioned on the screen wherever the AUT was positioned when you made the recording. Absolute analog recording records relative to the top-left corner of the system screen. Try this for yourself, but be sure to minimize all applications before starting.

Do Relative Analog Recording

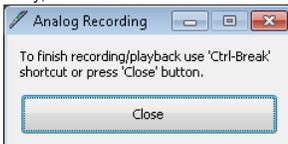
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Let's once again use our trusty over-simplified TwoDialogs sample application to learn how to use relative analog recording.

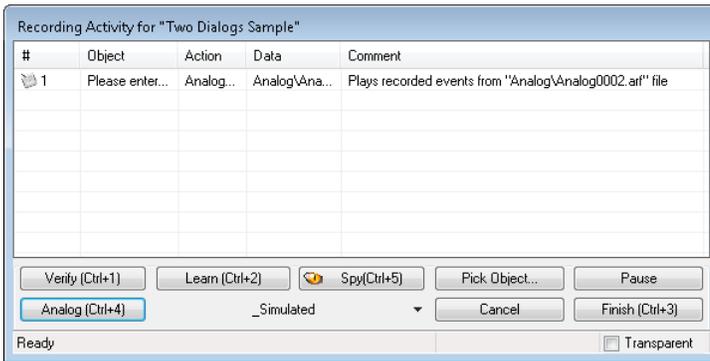
- Steps:
- (1) Run TwoDialogs sample AUT. By default this will be located in C:\Program Files\Inflectra\Rapise\Samples\TwoDialogs\TwoDialogs.exe
 - (2) Start Rapise and create a new test and call it TwoDialogsAnalogRelative.
 - (3) Press the Record/Learn button in the toolbar of Rapise.
 - (4) When the "Select an Application to Record" dialog is displayed, choose the TwoDialogs.exe application. Since we will not be using a library for this recording, the library selection is irrelevant. Press the Select button.
 - (5) The Recording Activity dialog will again be displayed with an empty grid.
- NOTE: this recording session is going to be a little different from previous sessions. Previously we could interrupt our object-related recording/learning with other activities and because Rapise was recording activity only related to the target application, our recording or object learning would be unaffected. However, in analog recording, Rapise is monitoring the mouse and keyboard for the entire system - for all applications. This means that if you answer an email in the middle of analog recording, or log in to a secure system, all the steps including mouse movement, keystrokes, etc., will all be recorded. However, note also that screen contents are not recorded by Rapise.
- (6) If the TwoDialogs UI has been occluded, bring it back to the front so you don't have to hunt for it during recording.
 - (7) When you're ready to record the session, hit the Analog button on the Recording Activity dialog.
- NOTE: The key sequence Ctrl+4 starts an absolute analog recording session. Press the Analog button to start the relative analog recording session.
- When you press the Analog button, two things will happen. Firstly, the status bar of the Recording Activity dialog will change to read, "Click on object to start analog recording."



After the next mouse click, Rapise is recording all mouse and keyboard activity until you stop the recording. Secondly, a minimized window will be created that indicates that analog recording is in progress and allowing you to stop the recording.



- (7) Go to the TwoDialogs AUT and click anywhere in the application's window to start the analog recording. Click the mouse on the empty "Please enter your name" text box. Type a name in the text box. Hit the <tab> key or click the left mouse button to advance the input position to the second text box. Type another name. Move the mouse to the OK button and press the mouse left button.
 - (8) When you have recorded enough, switch to the Analog Recording dialog box and press the close button or press the key sequence Ctrl+Break. If you use the "close" button on the Analog Recording dialog, the movement of the mouse to the Analog Recording dialog, and the mouse-click on the Close button will be recorded as part of the analog recording output. This might not be a desirable outcome at playback time because the Analog Recording dialog will not be present and the mouse click will be played in a potentially random place on the screen. For this reason, Ctrl+Break is probably a better option to terminate analog recording.
- NOTE: The grid will have no entry added until you end the analog recording with the Close button in the Analog Recording dialog. When you do, it will add an entry to the grid.



- (9) You can now record additional analog sessions if you wish.
- (10) You can record normal object activity before and/or after the analog recording. When you have finished all recording press the Finish button or hit Ctrl+3.
- (11) The Rapise screen will now be restored and will have placed focus in the editor pane of the Rapise with TwoDialogsAnalogAbsolute.js scrip displayed. You should see code something like the following:

```
//Plays recorded events from "Analog\Analog0003.arf" file
SeS('Simulated').DoAnalogPlay("Analog\Analog0003.arf");
```

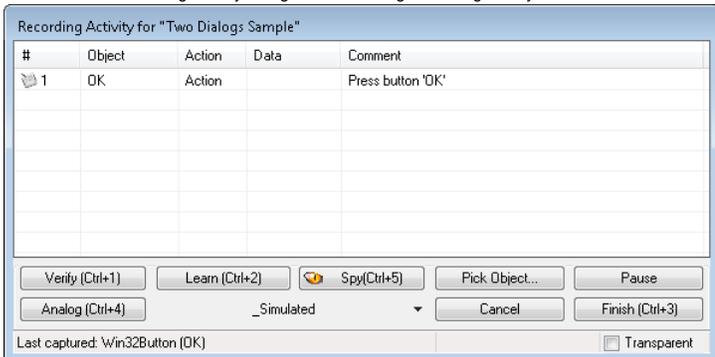
- (12) Press the Play button on the Rapise toolbar to playback the recording you made. Be sure not to interfere with the mouse or keyboard whilst the recording is playing back. NOTE: You will see all mouse and keyboard activity reproduced as the analog recording plays. The recording will start from the point where you left-clicked the mouse to begin the recording (step 7 above) and will end with clicking the close button in the Analog Recording dialog. If you used Ctrl+Break to end the recording then the last recorded activity will be the one that keystroke.
- (13) When the analog playback is complete, use the mouse to move the Two Dialogs AUT to a different location on the screen. Play the recording again, and watch the operation unfold. The most important thing to realize is that the relative analog recording will playback the recording wherever the application is positioned on the screen. This is because you used relative analog recording. However, once the recording within the AUT is complete, all mouse motion and keyboard strokes are relative to the current position of the AUT. Suppose that during analog recording, you click the OK button in TwoDialogs.exe, then move the mouse to terminate the recording using the analog recording Close button. Now, prior to playback, you move the AUT to a different location on the screen and hit playback. All the activity within the AUT will be faithfully reproduced. However, the mouse motion outside the AUT will be relative to the position, so the following activities will not be accurately reproduced. Try this for yourself, but be sure to minimize all applications before starting so you don't cause mouse events where they will do harm to other applications on the screen.

Learn an Object

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To illustrate learning an object, we return to the [TwoDialogs](#) sample. First, let's learn the OK button using recording. We have done this before in the [TwoDialogs](#) sample.

- Steps:
- (1) Run TwoDialogs sample AUT. By default this will be located in C:\Program Files\Inflectra\Rapise\Samples\TwoDialogs\TwoDialogs.exe
 - (2) Start Rapise and create a new test and call it TwoDialogsRecording.
 - (3) Press the Record/Learn button in the toolbar of Rapise.
 - (4) When the "Select an Application to Record" dialog is displayed, choose the TwoDialogs.exe application and in the library list, select only the top library on the list - "Auto." Press the Select button.
 - (5) In the TwoDialogs AUT, use the mouse to press the OK button. Dismiss the alert message box complaining about the empty name.
 - (6) Notice that two things will happen. Firstly, the OK button will be surrounded with a red marker, indicating that the OK button has been learned. Secondly, the action of clicking the OK button is recorded in the Recording Activity dialog. That recording has a single entry.:



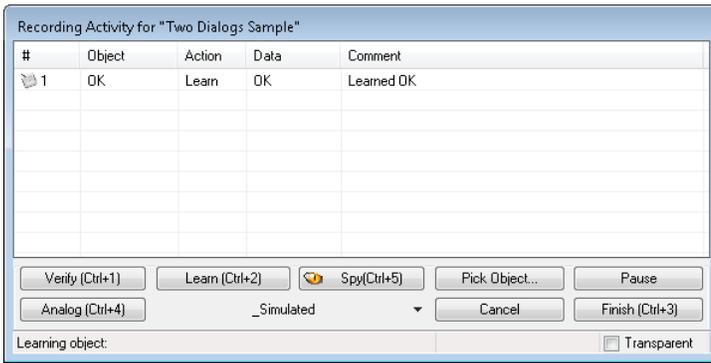
- (7) Press the Finish button (or press Ctrl+3) to end the recording.
- (8) Rapise will return to be the foreground application, and it will have selected the TwoDialogsRecording.js (or whatever name you gave the test when you created it).
- (9) Notice that there is a single line or script that has been added to the script file:

```
SeS('OK').DoAction();
```

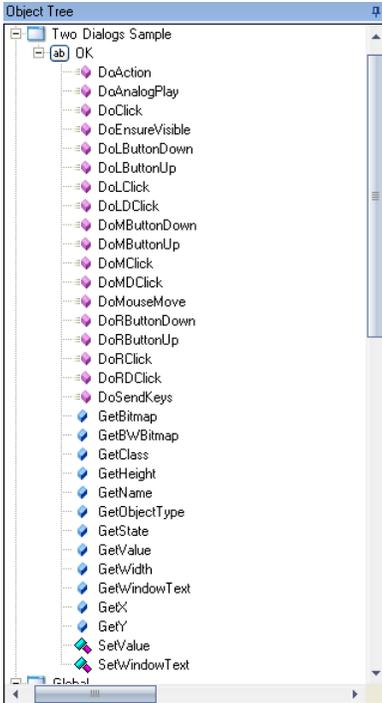
This line of script has two interesting parts. The "SeS('OK') is the identity (not the locator or location) of the OK button. This is the object that was learned during recording. The "DoAction()" is the instruction to the running script to take the action associated with a button. A normal button has only a single possible action - to be pressed. The Record/Learn process has taken both steps for you, and joined them together.

Now, let's use (normal) object learning to learn the same OK button and to call a method for the object.

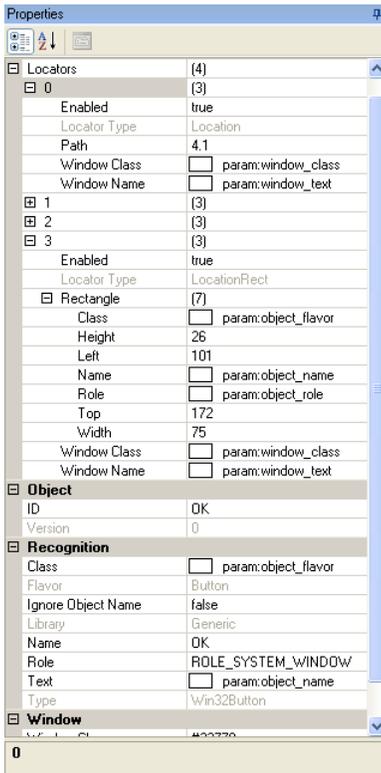
- Steps:
- (1) Run TwoDialogs sample AUT. By default this will be located in C:\Program Files\Inflectra\Rapise\Samples\TwoDialogs\TwoDialogs.exe
 - (2) Start Rapise and create a new test and call it TwoDialogsLearn.
 - (3) Press the Record/Learn button in the toolbar.
 - (4) When the "Select an Application to Record" dialog is displayed, choose the TwoDialogs.exe application. Leave the library selection in its default state - we will not be using it this time. Press Select. Wait for the Recording Activity dialog to appear in the lower-right corner of the screen.
 - (5) Hover the mouse over the OK button of the TwoDialogs AUT but do not press the button.
 - (6) With the mouse positioned over the OK button, press Ctrl+2 (the "Learn" command). You will see the OK button surrounded with a red highlight. You will also see that the Recording Activity dialog has been updated with a Learn event.



(7) Press the Finish button or Ctrl+3 to end the recording session. You will now see that Rapise has "learned" about the OK button, and the Object Tree in the upper left-hand pane of the Rapise has a new entry called "OK" (shown here expanded). The list of items contained under the OK button entry in the Object Tree is the set of methods and properties available for the OK object. Methods are listed with purple icons, read properties are listed with blue icons, and write properties are listed with blue and purple icons. Notice that the DoAction property is listed and recall in the previous section when we recorded pressing the button, the DoAction method was chosen for the button-press action.



(8) While we are looking at this OK object, let's make a few observations about it. These observations will be useful for your later dealings with Rapise and will make the script more informational and relevant as you delve into Rapise. First, look down at the Properties box that appears under the Object Tree in the bottom left corner of the Rapise screen. The screenshot below has some of the tree nodes expanded.



First, notice that the OK button has four (4) "locators" defined. When you have Rapise "learn" an object, it must collect data about that object so that it can relocate it even if the application has moved on the screen, and even if the application is in a different state of execution. In order to accomplish this, Rapise looks for all useful ways to uniquely identify the object. As bad, or perhaps worse, than not being able to find an object would be to find the wrong object on the AUT. Every time Rapise is required to locate this object, it will first try to use the first locator. If it fails to positively and uniquely match with that locator, it will try the second, and so on. Rapise will not give up and declare failure until it has failed to identify with all available locators.

Second, notice the ID entry in the Object section of the pane. This is the name of the object from Rapise's perspective. All Rapise names are available through the SeS() function call. Therefore, if we want to refer to the "OK" object, we will use SeS("OK") to refer to it. Once we have correctly identified the object, all valid methods and properties can be accessed by using that object as the basis.

Thirdly, notice in the main editor window of the Rapise, that no code has been added. When you identified the OK button, all Rapise did was add the new object to the Object Tree. It did not write any code in the javascript file.

(9) In the automated (recorded) section above, you saw that when you pressed the OK button on the dialog, Rapise recorded a function like this:

```
SeS("OK").DoAction();
```

This time, you will use the established name of the OK button object, but do something a little more interesting than its default action to demonstrate how to use Rapise.

(10) Move the cursor into the editor part of the Rapise and make sure you are editing the file called TwoDialogsLearn.js. At the moment, this file still looks something like this:

```

/***** Script Steps *****/

function Test()
{
}

g_load_libraries=["Generic"];

```

Between the open and close brace, add the following command:

```
SeS("OK").DoClick();
```

Hit the Play button and watch what happens.

The click will register as a command to the object and it will perform the action on the object.

While we have the context of this situation, let's complicate it just a little more to illustrate the intricacy as well as the flexibility of Rapise and SeS.

There is a method whose names looks interesting: DoLButtonDown().

If we were to invoke DoLButtonDown() on the "OK" object, we would expect this would be the same as DoClick().

However, go back to the AUT for a moment. Using the mouse, press the left mouse button over the OK button but don't take your finger off the left mouse button.

What happens is that the button takes its pressed state in appearance, but the button is not clicked.

The reason for this is that the DoClick() (or DoAction()) events cause the mouse button top be clicked as well as released.

Therefore, we would need to have a pair of events:

```
SeS("OK").DoLButtonDown();
SeS("OK").DoLButtonUp();
```

in order to make the "click" happen.

Try this in the test script you have created by adding those two lines of code in place of the DoClick() line.

It doesn't work!

Let's play a little with this problem.

When you press the Play button, leave the mouse alone. Just press the left mouse button on the Rapise Play button and take your hand away from the mouse.

The script does not press the OK button in the TwoDialogs AUT.

Now, press the Play button on the Rapise and **quickly** move the mouse to hover over the OK button in the TwoDialogs AUT.

Now it works!

What's going on here is that the DoLButtonDown() and DoLButtonUp() methods are pressing the mouse irrespective of where the mouse cursor is positioned.

The other functions, DoClick() and DoAction() are methods that are applied to the button and so they are applied to the button.

Before we can expect DoLButtonDown() and DoLButtonUp() methods to work, we have to first the mouse cursor to the button.

```

function Test()
{
  SeS("OK").DoMouseMove(25, 15);
  SeS("OK").DoLButtonDown();
  SeS("OK").DoLButtonUp();
}

```

will accomplish that.

Notice that Rapise will actually move the mouse to the coordinates (25, 15) within the OK button. Also notice that if you move the mouse while the test is playing, you will make the test fail.

As a last experiment in this arena, try moving the mouse outside the boundaries of the OK button object before calling the DoLButtonDown() function.

```

function Test()
{
  SeS("OK").DoMouseMove(250, 150);
  SeS("OK").DoLButtonDown();
}

```

```
SeS ("OK").DoLButtonUp();
```

Once again, the script will fail.

Deal with a Simulated Object

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Example: The toolbox of Microsoft's Paint utility (<c:\windows\system32\mspaint.exe>) is a compound object that contains custom buttons and is surrounded by a containing box. To understand this completely, start mspaint.exe from the Rapise.

Steps:

- (1) Open a new test under Rapise.
- (2) Press the Record/Learn button on the application bar.
- (3) When the "Select an Application to Record" dialog appears, select the Run Application tab. Enter mspaint in the "Full path to application" edit box. Press the Run button. If you are unfamiliar with MS Paint, take a few minutes to play with it.

In particular, notice the toolbox that appears in the upper-left margin of the utility and the colour selection box that appears on the bottom-left of the application window.

- (4) Press Ctrl+5 to spy on the UI. Press Ctrl+G to spy on the Paint application. Notice several things about the behaviour of the MS Paint application under SesSpy.
 - (i) As you move the mouse inside the tools box, the entire surrounding box will show a red highlight but the individual tool buttons will not.
 - (ii) The same is true of the colour palette and the bottom-left of the screen.
 - (iii) As you move the mouse over the apparent buttons and controls, the information in the spy dialog is more sparse than for other applications. The tool buttons do not have default actions, and they are not identified as buttons. Rather they are identified only as "child" objects.

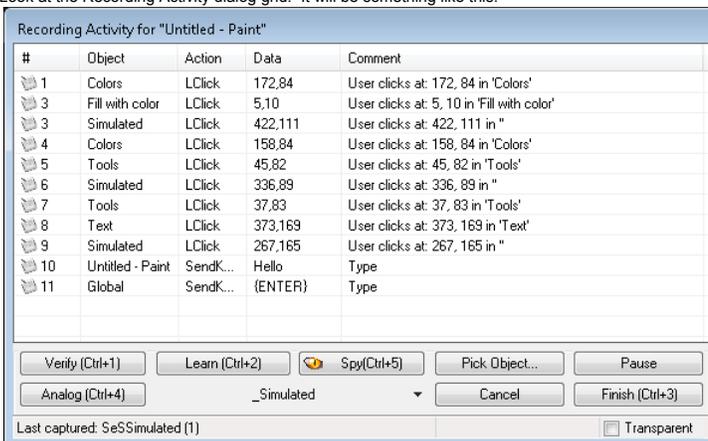
This combination makes it impossible for Rapise to identify and learn the objects as integral objects.

Furthermore, notice that as you change the size of the Paint window, the relative positions of the colour palette and the tool box change.

The only way in which Rapise can be 'taught' these controls (and others we will discover later) is by "simulating" them as though they were buttons that can accept commands such as the press event.

In fact, Rapise will recognize these non-objects without you having to take particular action. Let's discover this and what it means:

- (1) Open a new test under Rapise; call it MSPaint.
- (2) Press the Record/Learn button on the application bar.
- (3) When the "Select an Application to Record" dialog appears, clear all selection boxes in the library list box. You will have to scroll that section of the dialog box to make sure all selections are clear. We are choosing no loaded libraries so that Rapise will not be able to "cheat" and know about any objects on the screen.
- (4) select the Run Application tab. Enter mspaint in the "Full path to application" edit box. Press the Run button.
(Applications that reside in C:\windows\system32 can be started by their names because C:\windows\system32 must be in the system path.)
- (5) When the Recording Activity dialog is displayed, press Learn (Ctrl+2)
- (6) Do a small amount of things in Paint. For example:
 - (i) Click on the light-grey colour in the palette.
 - (ii) Click on the tipping paint-can (Fill with colour).
 - (iii) Click on the empty canvas.
 - (iv) Click on the red colour in the palette.
 - (v) Click on the "A" tool (Text).
 - (vi) Click in the canvas and type a few characters, such as "Hello."
 - (vii) Click in a blank place under the tool button.
- (7) Look at the Recording Activity dialog grid. It will be something like this:



#	Object	Action	Data	Comment
1	Colors	LClick	172,84	User clicks at: 172, 84 in 'Colors'
3	Fill with color	LClick	5,10	User clicks at: 5, 10 in 'Fill with color'
3	Simulated	LClick	422,111	User clicks at: 422, 111 in "
4	Colors	LClick	158,84	User clicks at: 158, 84 in 'Colors'
5	Tools	LClick	45,82	User clicks at: 45, 82 in 'Tools'
6	Simulated	LClick	336,89	User clicks at: 336, 89 in "
7	Tools	LClick	37,83	User clicks at: 37, 83 in 'Tools'
8	Text	LClick	373,169	User clicks at: 373, 169 in 'Text'
9	Simulated	LClick	267,165	User clicks at: 267, 165 in "
10	Untitled - Paint	SendK...	Hello	Type
11	Global	SendK...	{ENTER}	Type

Buttons: Verify (Ctrl+1), Learn (Ctrl+2), Spy (Ctrl+5), Pick Object..., Pause, Analog (Ctrl+4), _Simulated, Cancel, Finish (Ctrl+3)

Last captured: SeSSimulated (1) Transparent

Notice that the two clicks in the canvas were recorded as "simulated" objects.

Notice also that the two pairs of clicks in the tools and colours sections were recorded as LClick (left click) in "Tools" and "Colours". However, there are no objects by these names. To find out where these pseudo objects came from, we need to look in the file MSPaint.objects.js (the name will be the name you gave the test project). The following excerpt from the MSPaint.object.js shows the start of the definition of the "Colors" object:

```

1  var saved_script_objects={
2  >   "Colors":{
3  >   "locations": [
4  >   >   {
5  >   >   >   "locator_name": "Location",
6  >   >   >   "location": {
7  >   >   >   >   "location": "4.4.4.1.4",
8  >   >   >   >   "window_name": "param:window_text",
9  >   >   >   >   "window_class": "param:window_class"
10 >   >   >   }
11 >   >   },
12 >   >   {
13 >   >   >   "locator_name": "LocationPath",
14 >   >   >   "location": {
15 >   >   >   >   "window_name": "param:window_text",
16 >   >   >   >   "window_class": "param:window_class",
17 >   >   >   >   "path": [
18 >   >   >   >   >   {
19 >   >   >   >   >   >   "object_name": "param:object_name",
20 >   >   >   >   >   >   "object_class": "param:object_class",
21 >   >   >   >   >   >   "object_role": "param:object_role"
22 >   >   >   >   >   },
23 >   >   >   >   >   {
24 >   >   >   >   >   >   "object_name": "param:object_name",
25 >   >   >   >   >   >   "object_class": "param:object_class",
26 >   >   >   >   >   >   "object_role": "ROLE_SYSTEM_WINDOW"
27 >   >   >   >   >   },
28 >   >   >   >   >   {
29 >   >   >   >   >   >   "object_name": "param:object_name",
30 >   >   >   >   >   >   "object_class": "AfxControlBar42u",
31 >   >   >   >   >   >   "object_role": "param:object_role"
32 >   >   >   >   }

```

(8) Press Ctrl+3 to end the recording.

Technologies

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This section focuses on specific technologies supported by Rapise.

Adobe Flex

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Purpose

Rapise includes support for Adobe Flex applications executed

- inside Adobe Flash Player in Internet Explorer or Firefox
- and Adobe Integrated Runtime (AIR).

Usage

To test Flex applications, you must have **Flex Builder** installed. Link your application with **FlexAdapter.swc** (part of Rapise) and **automation_agent.swc** and **automation.swc** (part of Flex Builder).

The compiler arguments should look like:

```
-include-libraries "C:/Program Files/Adobe/Flex Builder 3/sdks/3.2.0/frameworks/libs/
automation_agent.swc" "C:/Program Files/Adobe/Flex Builder 3/sdks/3.2.0/frameworks/libs/
automation.swc" "C:/Program Files/Inflectra/Rapise/Extensions/Flex/FlexAdapter/bin/FlexAdapter.swc"
```

Note: You may avoid linking with third-party libraries if your application is browser-based and you will use [FlexLoader](#).

Adobe Flash Player

Adobe Flash Player has restricted security settings for SWFs opened from the file system. To enable testing of such SWFs, their corresponding folders must be listed in the **FlashPlayerTrust** directory. You can find the FlashPlayerTrust directory here:

```
<system>\Macromed\Flash\FlashPlayerTrust
```

to enable testing just for the current user, use this FlashPlayerTrust directory:

```
<ApplicationData>\Macromedia\Flash Player\#Security\FlashPlayerTrust
```

To register your SWF just create a file with the name "*<name of your SWF>*.cfg" and put it in this directory. In the file, write a path to the SWF folder.

Note: If you do not have *FlashPlayerTrust* directory in one of locations listed above then you will have to create missing directories yourself.

Adobe AIR

To record and playback tests for Adobe AIR application you need to run the application manually. E.g.:

```
"C:\Program Files\Adobe\Flex Builder 3\sdks\3.2.0\bin\adl.exe" "C:\Program Files\Inflectra\Rapise\Samples\AdobeFlex\AUTFlexAIR\bin-debug\AUTFlexAIR-app.xml"
```

Sample Applications and Test

Two sample Flex applications are available with the Rapise installation. They can be found at *<Rapise install dir>/Samples/AdobeFlex/AUTFlexFP/bin-debug/AUTFlexFP.html* and *<Rapise install dir>/Samples/AdobeFlex/AUTFlexAIR/bin-debug/AUTFlexAIR-app.xml*. The binaries and source are both provided.

Sample test for the sample applications can be found in *<Rapise install dir>/Samples/AdobeFlex*. To select the target for testing edit the following line in AdobeFlex.user.js file:

```
/**
 * Select flex target for testing.
 */
var testTarget = "FlexIE"; // "FlexAIR", "FlexFirefox", "FlexIE"
```

Note: If you choose AIR target, please, do not forget to run the sample application before executing the test.

See Also

- [Tutorial: Testing Adobe Flex Applications](#)

Cross Browser Testing

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You can run your recording in a different browser than the one in which it was recorded. You can also run the recording in multiple browsers in succession. Both options require modification of the script. The necessary modifications are described below.

Selecting a new Playback Browser

First, open the script for your test using the [Test Files Dialog](#). Locate the line where `g_load_libraries` is initialized.

If you recorded your script in IE you will see:

```
g_load_libraries=["Internet Explorer HTML"];
```

If you recorded it in Firefox, you will see:

```
g_load_libraries=["Firefox HTML"];
```

Erase the current library name (**Firefox HTML** or **Internet Explorer HTML**) and replace it with the other option. [Playback](#) the script normally.

Playback in Multiple Browsers

Executing a test in multiple browsers is slightly more complicated. We recommend to use [sub-tests](#) to properly organize the multi-browser testing.

1. Record [base](#) test. Put all the recorded actions into a User-defined function and place it into `<testname>user.js` file. For example, function `Login()` inside file `MyTest.user.js`.
2. [Create Sub-Test](#) for **IE** re-using objects and functions from the base test
3. Modify script file in sub-test as follows:

```
function Test()
{
  // Re-use 'Login()' scenario from parent test
  Login();
}
```

```
g_load_libraries=["Internet Explorer HTML"];
```

4. Create Sub-Test for **Firefox** re-using objects and functions from parent test

5. Modify script file in subtest as follows:

```
function Test()
{
  // Re-use 'Login()' scenario from parent test
  Login();
}
```

```
g_load_libraries=["Firefox HTML"];
```

As a result you have a test for 2 browsers: **IE** and **Firefox**. Each browser is defined by a library in a corresponding sub-test. Rapise contains [Cross Browser](#) sample using this approach.

Qt Framework

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Purpose

Rapise includes support for testing applications written using the Qt Framework written using QWidget controls.

Usage

Rapise fully supports the test automation of Qt based applications. To ensure that Rapise can access the UI elements and properties in the Qt application, MSA (Microsoft Active Accessibility) support for your Qt application must be enabled. This provides additional information on Qt UI elements to automation software like Rapise and can be accomplished by shipping and loading the "Accessible Plug-in" included in the Qt SDK (Software Development Kit) with the Qt application under test (see below).

Loading Accessible Plug-in for your Qt application:

1. Copy the "accessible" directory (and all its contents) from the **Qt SDK** (used to build the application under test) installation folder to the folder of the automated application (e.g. "**Program Files/Your-Application/plugins**"). If you do not have access to the Qt SDK which the Qt application is developed with, please contact the developer of the application and request the "accessible" directory from him.
2. Create a file called "qt.conf" (or append if the file already exists) in the root directory of the automated application (e.g. "**Program Files/Your-Application**") with following content (copy and paste the following two lines):

```
[Paths]
Plugins = plugins
```

Extensibility

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The **Extensibility** section is for experienced Rapise users who want to extend capabilities of the tool.

Tutorial: Custom Library

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In this section, you will learn how to create a **Custom Library** and add support for a third-party GUI control to Rapise. We will be using a demo application called **CustomControlApp**. Our Custom Library will be simple. It will allow to Record and Learn objects of **CustomListboxControl** type and also Playback actions for this type of objects. This tutorial is complemented by a ready test **CustomControlTest** which you'll be able to examine and run.

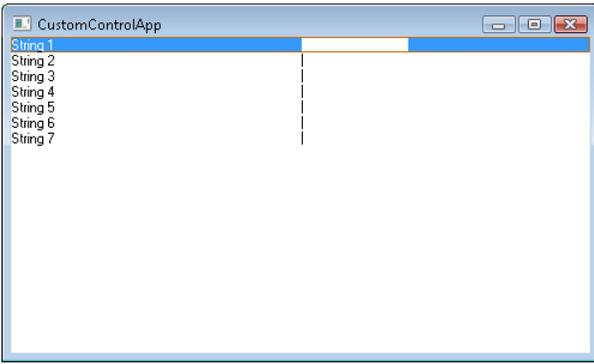
Tutorial Data

- CustomControlApp folder: `C:\Program Files\Inflectra\Rapise\Samples\Extensibility\CustomLibrary\CustomControlApp`. You may build this application yourself in Microsoft Visual Studio (C++) or use ready executable: `<CustomControlApp folder>\Release\CustomControlApp.exe`
- CustomControlTest folder: `C:\Program Files\Inflectra\Rapise\Samples\Extensibility\CustomLibrary\CustomControlTest`
- CustomLibrary file: `C:\Program Files\Inflectra\Rapise\Samples\Extensibility\CustomLibrary\CustomLibrary.js`

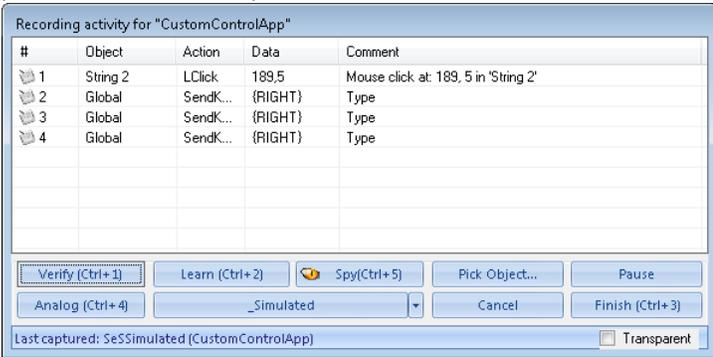
If you prefer active experimentation learning style you may first skip to subsection 9 and after playing with the ready test and library start reading from the beginning.

1. Application Under Test

CustomControlApp contains an object of type CustomListboxControl. The control is similar to a single-select listbox, but each line item has a corresponding **progress bar** indicator indicating a current value. Using the left/right cursor keys you can change the value of the currently focused item.



If you will try to record a test for CustomControlApp using just Generic library you'll see that CustomListBoxControl is treated as Simulated Object and all interactions with it are recorded as mouse clicks and key presses. For some tests such functionality is sufficient, but if you want to be able to recognize CustomListBoxControl as a list, get its items, select an item by name, set value for a particular item you need to create a Custom Library.



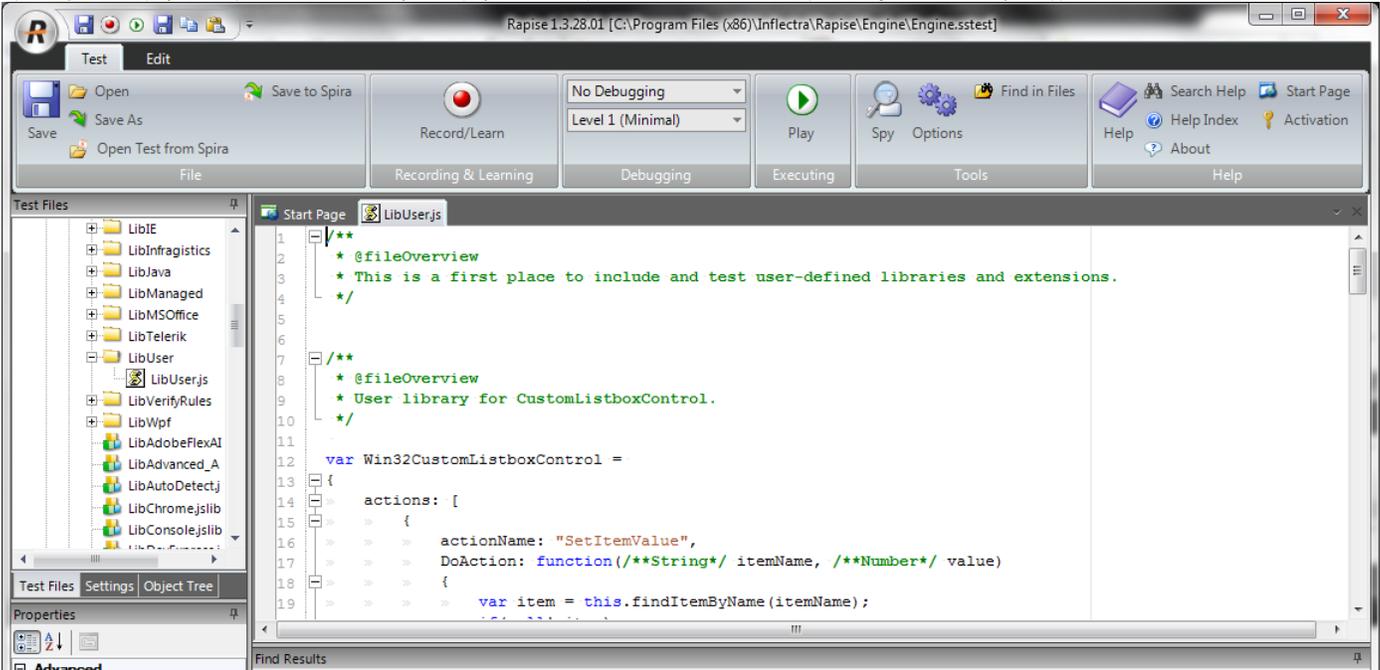
2. LibUser

A good place to start implementing a Custom Library is empty LibUser library included into Rapise. All Rapise libraries live in C:\Program Files\Inflectra\Rapise\Engine\Lib folder and LibUser is not an exception. LibUser library consists of two files:

1. C:\Program Files\Inflectra\Rapise\Engine\Lib\LibUser.jslib which is a library declaration file.
2. C:\Program Files\Inflectra\Rapise\Engine\Lib\LibUser\LibUser.js which is a library definition file.

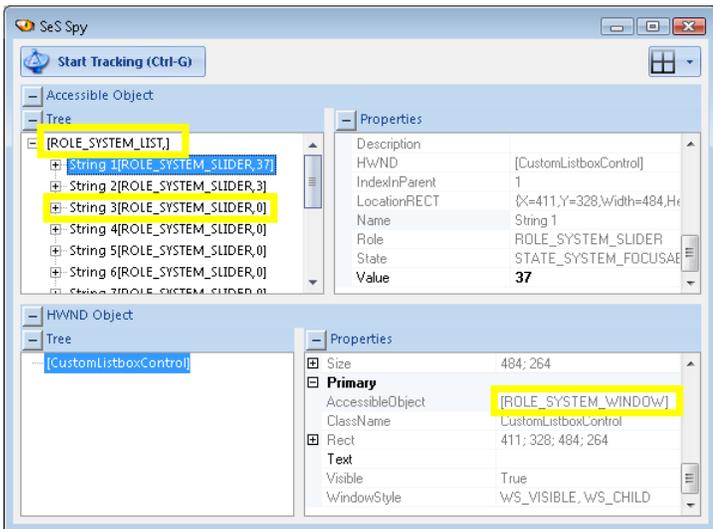
3. Open Engine.sstest

Open Engine.sstest project in Rapise. Then find LibUser.js in the project tree and open it. You are about to start implementing a Custom Library to support CustomListBoxControl.



4. Analyze CustomListBoxControl in Spy

Launch CustomControlApp and open Spy. Spy on CustomListBoxControl. It is easy to see that CustomListBoxControl has the following accessibility tree: ROLE_SYSTEM_WINDOW top node contains ROLE_SYSTEM_LIST child that in its turn may contain zero to many ROLE_SYSTEM_SLIDER nodes.



5. Create Matcher Rule for CustomListboxControl

With knowledge of CustomListboxControl accessibility tree we can create a **matcher rule** that will make CustomListboxControl recognizable by Rapise. Write the following code into LibUser.js:

```
new SeSMatcherRule(
{
  object_type: "CustomListboxControl",
  object_flavor: "List",
  behavior: [Win32ItemSelectable, Win32CustomListboxControl],
  role: "ROLE_SYSTEM_WINDOW",
  or_rules: [
    {
      role: "regex:ROLE_SYSTEM_LIST",
      save_to: "list",
      or_rules: [
        {
          role: "ROLE_SYSTEM_SLIDER",
          zero_to_many: true,
          save_to: "items"
        }
      ]
    }
  ]
});
```

Each matcher rule (instance of SeSMatcherRule) is a tree like structure that describes a particular GUI control type. Each node in this tree is a rule object that is defined by the following simplified grammar:

```
or_rules: (rule)+
and_rules: (rule)+

rule:
  role
  [save_to]
  [zero_to_many]
  [or_rules]
  [and_rules]
```

- **object_type**: the string that uniquely identifies this matcher rule and designates type of the control
- **object_flavor**: visual type of the control, it is used to show an appropriate icon in the [Object Tree](#) and to filter actions and properties in composite behavior patterns (like in Adobe Flex, see [FlexActions.js](#))
- **behavior**: array of behavior patterns that define object actions, properties and events.
- **role**: accessibility role of the corresponding node in the accessibility tree of the control. The role equals to a Role of the accessible element as displayed in the Spy.
- **or_rules**: array of rules (defining child nodes) joined with logical OR. Any OR rule can be satisfied to consider child nodes matched.
- **and_rules**: array of rules (defining child nodes) joined with logical AND. All AND rules must be satisfied to consider child nodes matched.
- **save_to**: SeSObject created for accessibility tree node corresponding to this rule is assigned to the field with "save_to" name of the top level SeSObject. I.e. if rule has save_to: "items" element then you can access learned element using SeS("ObjID").items. In many cases such named fields are used in behavior patterns.
- **zero_to_many**: if this property is present in the rule and set to 'true' then it means that parent rule may contain from zero to many of child nodes that match this rule.

6. CustomListboxControl Behavior

After defining the matcher rule we can proceed to **behavior patterns**. Behavior patterns operate with **SeSObject** contents, so they should not be aware about accessibility tree of the underlying GUI control and thus the same behavior pattern can be assigned to different matcher rules. There are a plenty of behavior patterns defined in [SeSBehavior.js](#). After looking at those patterns it is possible to notice that Win32ItemSelectable pattern is the one that perfectly suites for capturing selection accessibility events and for selecting list items. This pattern contains OnSelect event that is called during recording when an item is selected in list and DoSelectItem action used to select desired item during playback.

But using just Win32ItemSelectable behavior pattern is not sufficient. It does not support recording of progress bar value change events and it does not support setting progress bar value during playback. That is why we need to define new behavior pattern: Win32CustomListboxControl. Look at its code:

```
var Win32CustomListboxControl =
{
  actions: [
    {
      actionName: "SetItemValue",
      DoAction: function(**String*/ itemName, /**Number*/ value)
      {
        var item = this.findItemByName(itemName);
        if(null!=item)
        {
          item.getTopObject().instance.HWND.SetForegroundWindow();
          item.instance.Value = value;
          return true;
        }
        return false;
      },
    },
    {
      actionName: "GetItemValue",
      DoAction: function(**String*/ itemName)
      {
        var item = this.findItemByName(itemName);
        if(null!=item)
        {
          return item.instance.Value
        }
        return null;
      }
    }
  ]
};
```

```

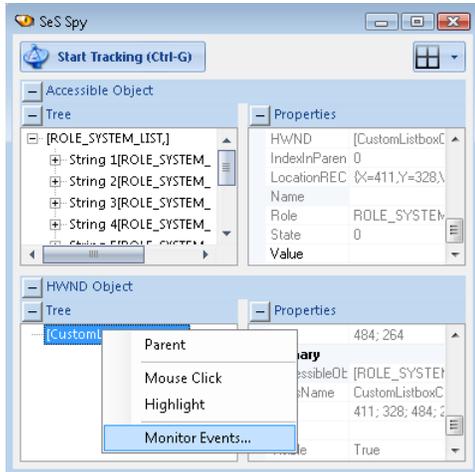
    },
    events:
    {
        OnValueChanged: function (**SeSObject*/ param)
        {
            var itemName = param.name;
            if (!Log2("OnValueChanged:" + itemName));
            var item = this.findItemByName(itemName);
            if (null != item)
            {
                var value = item.instance.Value;
                RegisterAction(this, param.name, "SetItemValue", parseInt(value), "Set item: '" + param.name + "' to " + value + " in '" + this.name + "'");
            }
            return;
        }
    }
};

```

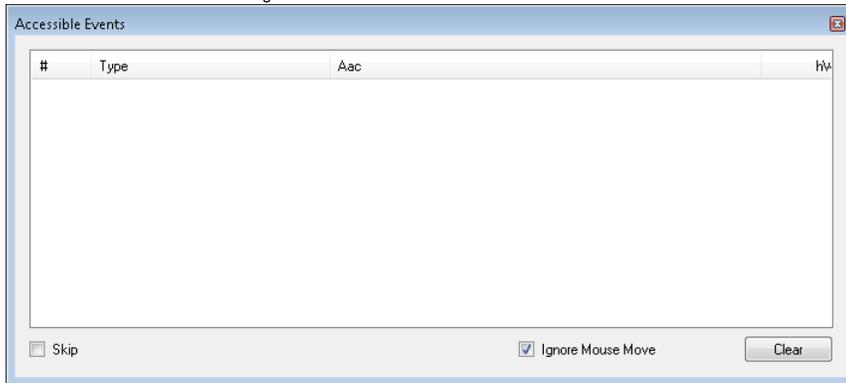
During recording process OnValueChanged function captures progress bar change events and calls RegisterAction function that adds SetItemValue action to the test.

7. CustomListboxControl Specific Accessibility Events

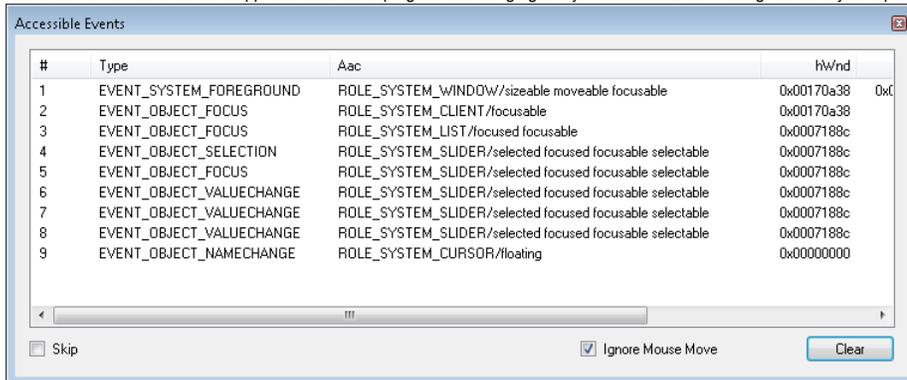
What accessibility events are fired when user changes progress bar value? Use Spy to find out. Launch CustomControlApp and open Spy window. Spy on CustomListboxControl. Choose Monitor Events...



You will see Accessible Events dialog:



Select an item in CustomControlApp and advance its progress bar using right key. Accessible Events dialog will show you captured events:



You can see that changing progress bar leads to generation of EVENT_OBJECT_VALUECHANGE events.

Not all accessibility events are processed and propagated by Rapise engine. EVENT_OBJECT_VALUECHANGE is one of such events. To consume this event and make an appropriate call to OnValueChanged of Win32CustomListboxControl you need to add and register custom accessibility event handler:

```

function CustomRegisterAccessibleEvent (evt, ext)
{

```

```

if (etxt.indexOf("EVENT_OBJECT_VALUECHANGE") >= 0)
{
    var ao;
    try
    {
        ao = evt.AccessibleObject;
        if (!SeSisValidObject(ao)) return false;
    }
    catch (e)
    {
        Log("Error getting event object: "+e.Description+"/" + etxt);
        return false;
    }

    var ro = SeSCacheAccessibleObject(ao);
    if (13 && ro) Log3("CustomListBoxControl: " + ro.toString());

    if (ro != null && ("OnChange" in ro))
    {
        ro.OnValueChanged();
    }

    return true;
}
return false;
}

g_customEventHandlers.push(CustomRegisterAccessibleEvent);

```

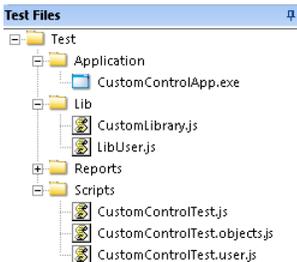
8. Record and Playback

Now you are ready to record and playback a test. Just remember that in Select an Application to Record dialog you need to uncheck Auto library and select User and Generic libraries.

Library	Description
<input checked="" type="checkbox"/> User	Default user-defined library
<input type="checkbox"/> Console	Console Application
<input checked="" type="checkbox"/> Generic	Generic library contains basic definitions for most comm...
<input type="checkbox"/> MSOffice	Microsoft Office with Accessibility

9. CustomControlTest

This tutorial is complemented by a ready test CustomControlTest which you can examine and run. Open CustomControlTest in Rapise and place contents of CustomLibrary file into LibUser.js file (C:\Program Files\Inflectra\Rapise\Engine\Lib\LibUser\LibUser.js). LibUser.js is added to CustomControlTest, so you can populate it with CustomLibrary code right in Rapise.



Tip: It is possible to launch CustomControlApp right from Rapise, just double click on CustomControlApp.exe in the project tree.

10. Wrap-up: Implementation Sequence

Full support for a custom object requires support for Record, Learn and Playback. Let's go over created library and specify the purpose of each component in it.

- **Matcher Rule:** it is used to recognize the object inside an application, required for Record, Learn and Playback.
- **Events in Behavior Patterns:** handling events is required for Record.
- **Actions in Behavior Patterns:** actions are used to examine or change state of the control, required for Playback.
- **Custom Accessibility Event Handler:** required for Record if some important events are not processed by Rapise engine as needed.

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