

WSDL2RPG – FAQ

Proxy Server Logon

Question

How to specify user ID and password if a proxy server requires authentication?

Answer

There are two situations when this problem may arise. The first situation is when you try to run WSDL2RPG to generate the web service client stub module using an HTTP URL. In that case WSDL2RPG will bring up a window to let you enter the user ID and password for the proxy server.

The second situation where you may need to log on to a proxy server is when you try to run the compiled web service stub module. In that case you have to register a callback procedure to provide the correct user credentials.

In order to register the callback procedure you have to call the `YourWebServicePort_registerLoginCallback()` procedure. The procedure takes the procedure pointer of the callback procedure as an argument.

Prototype of Callback Procedure

```
*
D YourWebServicePort_supplyLoginData...
D                                     PR          10I 0
D                                     extproc('+
D                                     YourWebServicePort+
D                                     _supplyLoginData+
D                                     ')
D i_authType          14A          const   varying
D i_realm             126A          const   varying
D i_numAttempts       10I 0          const
D o_user              50A          varying
D o_password          50A          varying
*
```

Description of Parameters and Return Value

Parameter	Description
i_authType	Specifies the type of server that request authentication. WSDL_AUTH_TYPE_PROXY Proxy Server WSDL_AUTH_TYPE_HTTP HTTP Server
i_realm	The realm used by the server to define access rules, such as user IDs and passwords.
i_numAttempts	Number of login attempts of the specified authentication type.
o_user	User ID to use.
o_password	Password to use.

Return value	Description
return code	Returns WSDL_SUCCESS on success, else WSDL_ERROR.

In case of a user specific account at the server, `o_user` may be set to the current user of the job. Then `i_authType`, `i_realm` and `o_password` may be used to get the password from a database table.

In case of an anonymous log-in only `i_authType` and `i_realm` may be used to get the password from a database table.

Hint

In case you want the current user to specify the user ID and password to log on, you may want to register `WSDL2R42_getLoginData()` as your callback procedure. It is shipped with WSDL2RPG and prompts the window that you may already know from the WSDL2RPG command.

```
Namespaces_registerLoginCallback(
    %addr(' WSDL2R42_getLoginData'));
```

Sample: Registration of Callback Procedure

```
Namespaces_registerLoginCallback(
    %addr('Namespaces_supplyLoginData'));
```

Sample: Callback Procedure

```
*
* =====
* Procedure to supply login data if
* web server requires user authentication.
* =====
* Returns WSDL_SUCCESS if successful, WSDL_ERROR upon error
* =====
P Namespaces_supplyLoginData...
P
*
D Namespaces_supplyLoginData...
D          PI              10I 0
D  i_authType              14A          const  varying
D  i_realm                  126A          const  varying
D  i_numAttempts           10I 0          const
D  o_user                   50A              varying
D  o_password               50A              varying
*
* Return value
D rc          S              10I 0
* - - - - -
/free

    if (i_authType = WSDL_AUTH_TYPE_PROXY);
        o_user      = 'proxyUser';
        o_password  = 'proxyPassword';
        return WSDL_SUCCESS;
    endif;

    if (i_authType = WSDL_AUTH_TYPE_HTTP);
        o_user      = 'httpUser';
        o_password  = 'httpPassword';
```

```
        return WSDL_SUCCESS;
    endif;

    return WSDL_ERROR;

/end-free
*
P Namespaces_supplyLoginData...
P                               E
```