

WinRunner®
Installation Guide
Version 7.01



MERCURY INTERACTIVE

WinRunner Installation Guide, Version 7.01

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Before You Install

Welcome to WinRunner, Mercury Interactive's enterprise functional testing tool for Windows 95, Windows 98, Windows NT 4.0, Windows 2000, and Windows Me. This guide describes everything you need to know to install WinRunner on a standalone computer or on a network. It describes the WinRunner package contents, system configuration, registration and backup procedures, and how to run the setup program.

Before you begin to install WinRunner, please review the following pre-installation procedures.

Registering Your Copy of WinRunner

Register your copy of WinRunner to become a licensed user with all rights and privileges. Registered users can access technical support and information on all Mercury Interactive products, and are eligible for updates and upgrades.

Note: You can register your copy of WinRunner on Mercury Interactive's Customer Support site (<http://support.mercuryinteractive.com>).

If your address changes, notify Mercury Interactive or your local representative, so that you can continue to receive product information and updates.

System Requirements

In order to successfully run WinRunner, you need the following minimum system requirements:

Platform	An IBM-PC or compatible with a Pentium® /100MHz or higher microprocessor.
Memory	A minimum of 32 MB of RAM memory.
Disk Space	62 MB of free disk space for a compact installation or 214 MB for a typical or complete installation. You may need an additional 20 to 40 MB on the drive where Windows is installed, depending on the shared components already installed on the machine. (An additional 5 MB of free disk space is required during the installation process.)
Operating System	Windows 95, Windows 98, Windows NT 4.0, Windows 2000, and Windows Me.

Upgrading from a Previous Version

You can install a standalone version of WinRunner over a previous version. Note that any changes made to the tests in the *\lib* directory or in any other files will be overwritten. However, the existing *\lib* directory will be backed up as *\lib.bak*. Note that if *lib.bak* already exists, the existing *\lib* directory will not be backed up. You should separately save any files you added or changed manually before installing WinRunner 7.01 over a previous WinRunner installation. Note that configuration changes made in the *wrun.ini* file will not be overwritten when installing WinRunner 7.01.

Note: There are documented backward compatibility problems with Microsoft ODBC 4, which is installed by WinRunner, Microsoft Office 2000, and other applications. When any of these programs is installed on a machine where TestDirector 5.0 is installed, TestDirector may behave unexpectedly.

Note: When upgrading to WinRunner 6.0 or higher, make sure to upgrade to TestDirector 6.0 or higher, or install the software that installs ODBC 4 on another machine.

Note that you cannot install WinRunner over WinRunner 2000 or WinRunner EURO. You must uninstall WinRunner 2000 or WinRunner EURO before installing WinRunner. For more information, see “Uninstalling WinRunner” on page 39.

Installing on Windows NT or Windows 2000

If you are installing WinRunner on Windows NT or Windows 2000, make sure you have administrator permissions before you run the setup program.

Otherwise, you will receive a warning message and the setup program will close.

Installing WinRunner

You can work with WinRunner with two types of licenses:

- ▶ **Local license:** Each WinRunner machine requires its own license. This license includes a 30-day demo license. During this time period, you must contact Mercury Interactive to obtain a permanent local license.
- ▶ **Floating license:** This regulates the number of concurrent WinRunner users and requires installing a license server from the WinRunner Floating License Server CD-ROM in the WinRunner package. You must purchase floating licenses separately from Mercury Interactive, and install them on a license server on the network. Note that a floating license does not include a demo license.

For information on installing a floating license, refer to the *WinRunner Floating-License Installation Guide*.

If you are not sure which type of license to install, contact your system administrator or your local Mercury Interactive representative.

You can install WinRunner on a local computer or on a network drive. The main steps for a WinRunner installation are as follows:

Standalone Installation

- ▶ Install WinRunner using the Standalone option.
- ▶ If you plan to test a Visual Basic application, configure Visual Basic support.
- ▶ Install a WinRunner license. If you are not sure whether to install a local license or a floating license, contact your system administrator or your local Mercury Interactive representative. For information on installing a floating license, refer to the *WinRunner Floating-License Installation Guide*.

Network Installation

- ▶ Install WinRunner using the Network option.
- ▶ Run the workstation installation on each user workstation.
- ▶ If you plan to test a Visual Basic application, configure Visual Basic support.

Note: If you add WinRunner add-ins to a network installation after installing workstations from that network installation, you need to re-run the workstation setup to update each workstation with the list of available add-ins.

- ▶ Install a WinRunner license. If you are not sure whether to install a local license or a floating license, contact your system administrator or your local Mercury Interactive representative. For information on installing a floating license, refer to the *WinRunner Floating-License Installation Guide*.

Running a Standalone or Network Installation

You use the following procedure in order to install WinRunner on a standalone computer or on a network drive. If you are performing a network installation, follow the procedure below, and then run the workstation installation on each user workstation as described on page 19.

To install WinRunner:

- 1 Insert the CD-ROM into the CD-ROM drive. If the CD-ROM drive is on your local machine, the WinRunner Setup window opens. If you are installing

from a network drive, connect to it and run *autorun.exe* under the `\setup` subdirectory.



If you want to view the Readme file, click **Readme**. If you want to browse the WinRunner Installation CD-ROM, click **Browse**. If you want to open an overview of WinRunner, click **Quick Preview**.

- 2 Click **Install**. The WinRunner Setup splash screen and the Setup progress bar open.
- 3 In the License Type screen, choose a license type.
 - **Local license:** Each WinRunner machine requires its own license. This license includes a 30-day period during which you must contact Mercury Interactive to obtain a permanent local license.
 - **Floating license:** A license server on the network regulates the number of concurrent WinRunner users.

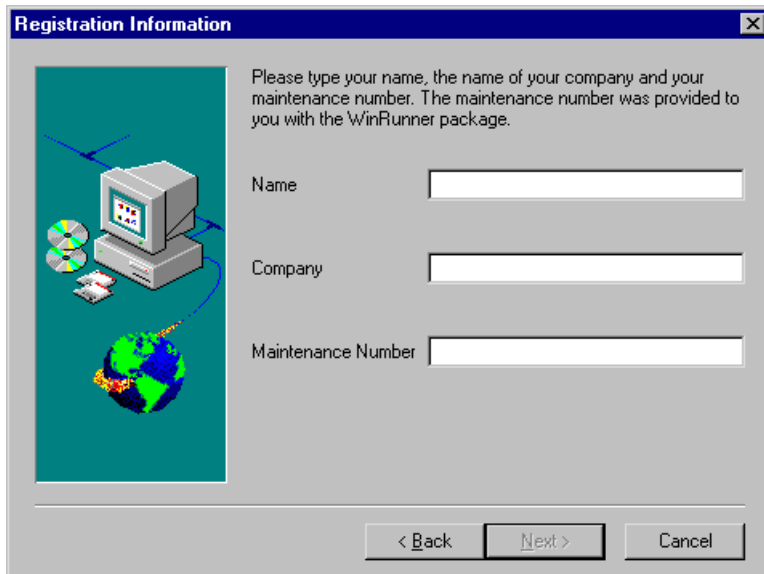
Note: Before you can use WinRunner with a floating license, you must install a license server on the network from the WinRunner Floating License Server CD-ROM in the WinRunner package. You must purchase a floating license separately from Mercury Interactive and install it on the network license server.

For information on installing a floating-license server on the network, refer to the *WinRunner Floating-License Installation Guide*.

If you are not sure which type of license to install, contact your system administrator or your local Mercury Interactive representative.

- 4** The software license agreement is displayed. To install WinRunner, you must accept the terms of the license agreement by clicking **Yes**. If you click **No**, the setup program will close.
- 5** In the **Registration Information** screen, type your name, the name of your company, and a WinRunner maintenance number. This number can be found in the Maintenance Pack Number envelope or on the bill of lading you received when you purchased WinRunner. Note that there is a single maintenance number for each team of users. (The maintenance number replaces what was formerly a serial number for each purchased copy of

WinRunner. The maintenance number, which identifies the customer, determines how many licenses are generated for a floating license.)

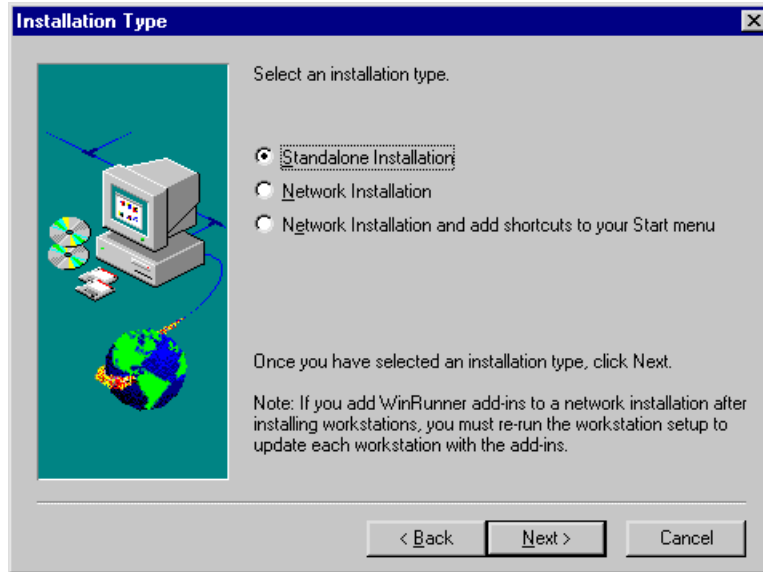


The image shows a Windows-style dialog box titled "Registration Information". On the left side, there is a graphic illustration of a computer monitor, a tower PC, two CD-ROMs, and a globe with a network of lines. On the right side, there is a text area with the instruction: "Please type your name, the name of your company and your maintenance number. The maintenance number was provided to you with the WinRunner package." Below this text are three input fields labeled "Name", "Company", and "Maintenance Number". At the bottom of the dialog box, there are three buttons: "< Back", "Next >", and "Cancel".

Click **Next**.

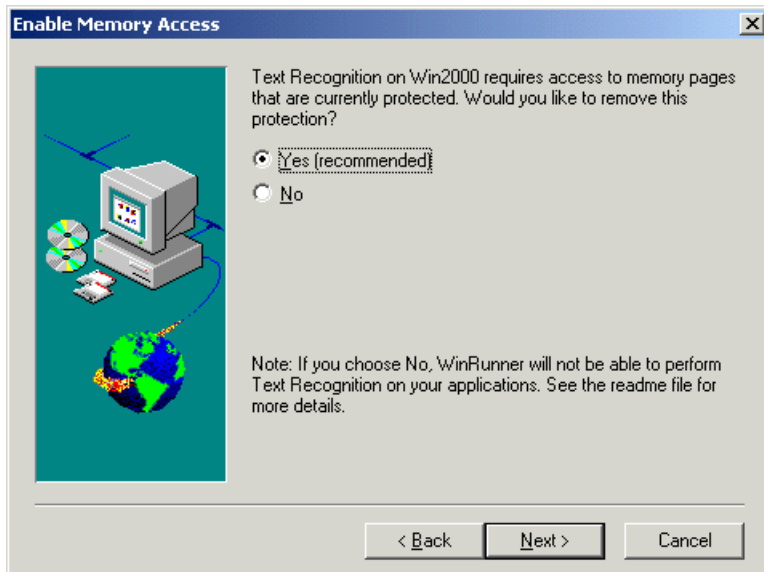
- 6** Click **Yes** to confirm the registration information.
- 7** Do one of the following:
 - To install on a hard disk of a local computer, click **Standalone Installation**.
 - To install on a network drive, click **Network Installation**.
 - To install on a network drive and configure your workstation to run WinRunner from the network, click **Network Installation and add shortcuts to your Start menu**.

Note: You cannot install a network installation over a previous version of WinRunner.



Click **Next**.

- 8 If you are installing WinRunner on Windows 2000, the **Enable Memory Access** screen opens.



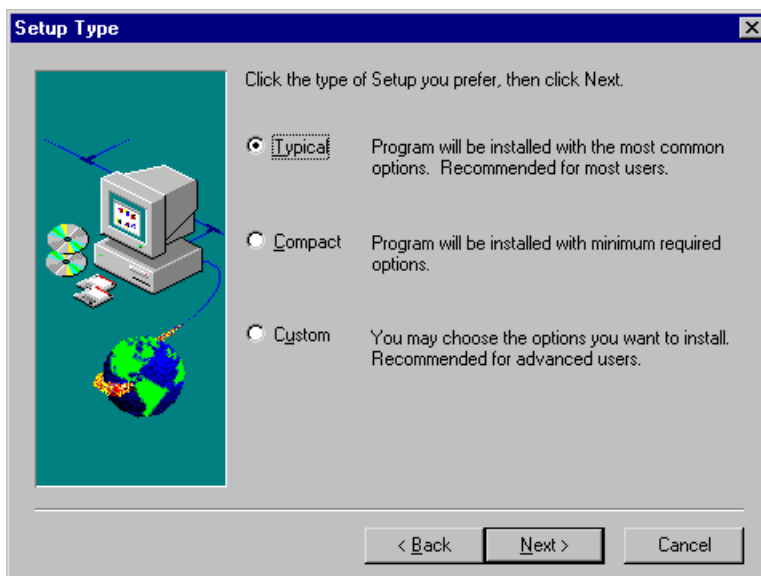
WinRunner's text recognition on Windows 2000 requires access to memory pages that are protected by default. Choose whether to remove this protection. Note that if you do not remove this protection, WinRunner will not be able to perform text recognition on your applications.

- 9 Setup prompts you to install DCOM if you:
- are installing WinRunner on Windows 95, and
 - do not have DCOM version 4,71,0,2618 installed, and
 - are performing one of the following:
 - a standalone installation
 - a network installation that adds shortcuts to your Start menu

Note that DCOM must be installed on your machine in order to install WinRunner.

If you click **Next** to install DCOM, the WinRunner setup program closes and the DCOM installation begins. Once you finish installing DCOM, you must reboot your computer and then restart the WinRunner setup program.

- 10 Choose the type of installation: **Typical**, **Compact**, or **Custom**.



Typical Installation installs commonly used program files, including online documentation and samples, WebTest add-in support, and add-in support for PowerBuilder and Visual Basic applications and ActiveX controls. Note

that you can choose which add-ins to load at the beginning of each WinRunner session. For additional information on loading add-in support, refer to Chapter 2, “WinRunner at a Glance,” in the *WinRunner User’s Guide*.

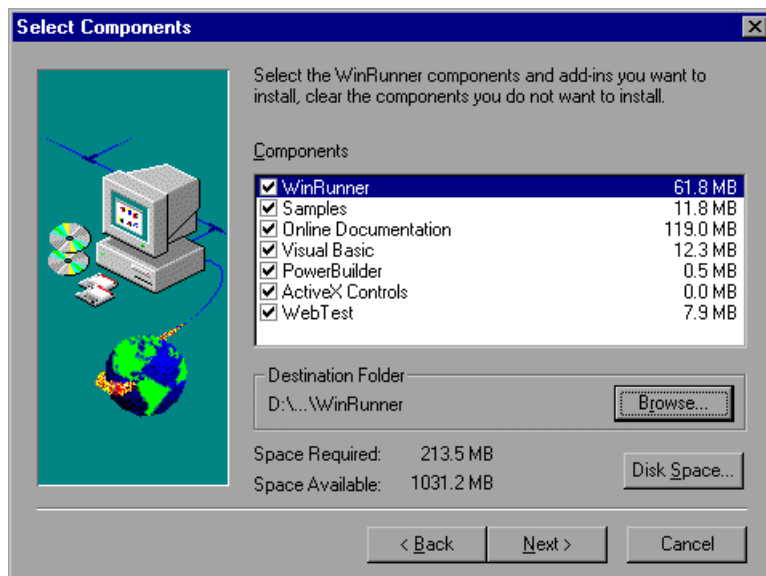
Compact Installation installs only the required WinRunner program files, without online documentation, samples, WebTest add-in support, or add-in support for PowerBuilder and Visual Basic applications and ActiveX controls.

Custom Installation enables you to select which components to install.

Note: When you install a standalone installation of WinRunner, Microsoft ODBC version 4.0 is installed on your machine.

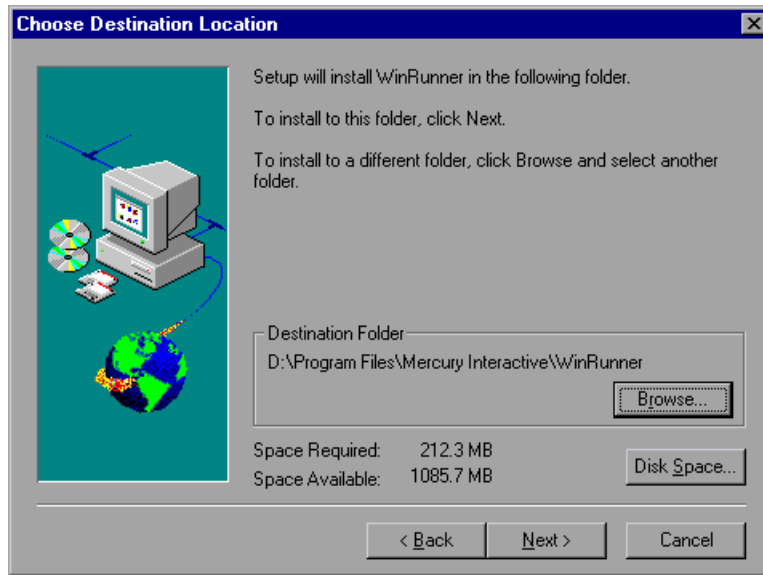
Click **Next**.

- 11** If you chose Custom Installation, the Select Components screen opens. Select the components you want to install. You can also specify the destination folder using the **Browse** button. To check the space available on a disk drive, click **Disk Space**.



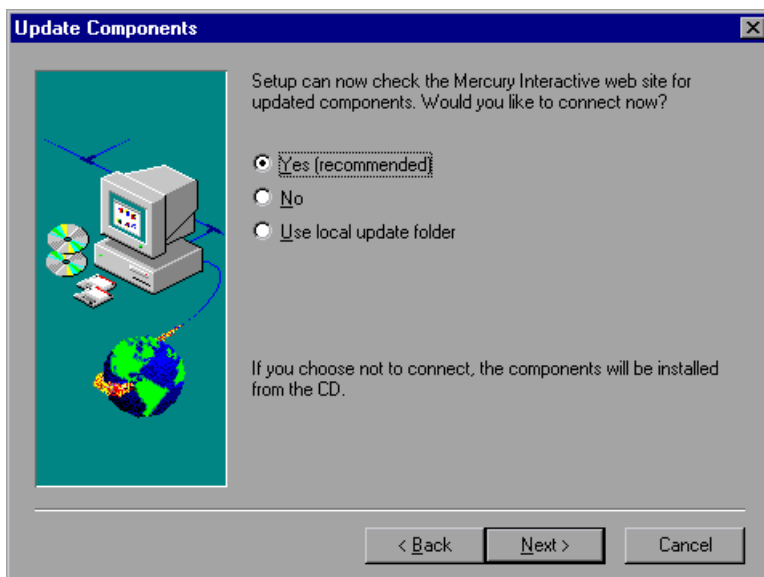
Click **Next**.

- 12 If you chose Typical or Compact Installation, the Choose Destination Location screen opens. Specify the destination folder. To check the space available on a disk drive, click **Disk Space**.



Click **Next**.

- 13** If you have Microsoft Internet Explorer version 3.0 or higher installed (or any other software that installs *wininet*), you can check the Mercury Interactive Web site for updated components.



Click **Yes** to check the Mercury Interactive Web site for updated components. If you want to install the components from the CD-ROM without checking for updated components, click **No**. Click **Use local update folder** only if you know that updated components have already been downloaded to a folder on your local network. See page 21 for more information on this option.

Click **Next**.

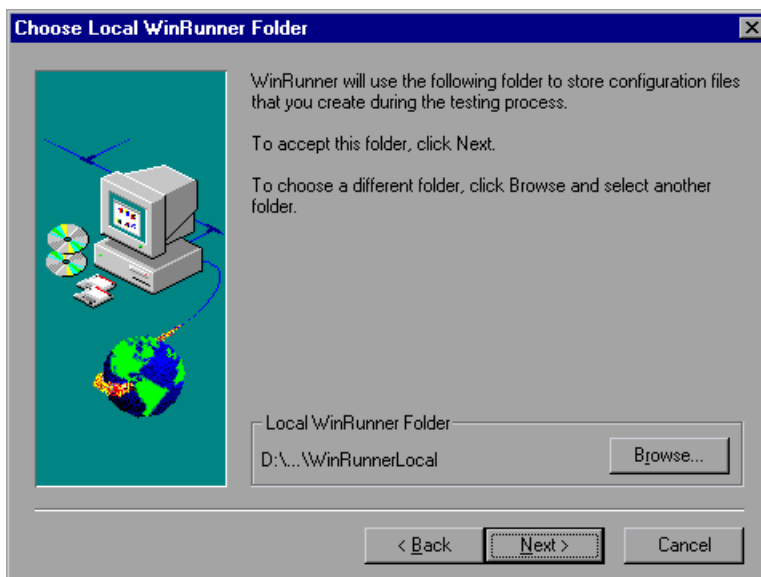
Note: If you are installing WinRunner over a previous WinRunner installation, you are prompted to overwrite the installed components.

- To overwrite existing components, click **Overwrite**.
 - To add new components, only, click **Add**.
-

- 14** If you chose **Yes** in the Update Components screen, the installation checks the Mercury Interactive Web site for updated components. If there are components on the Web site that are newer than components on the CD-ROM, setup prompts you to overwrite the CD-ROM components with the Web site components. If no newer components are found on the Web site, then setup installs all components from the CD-ROM.

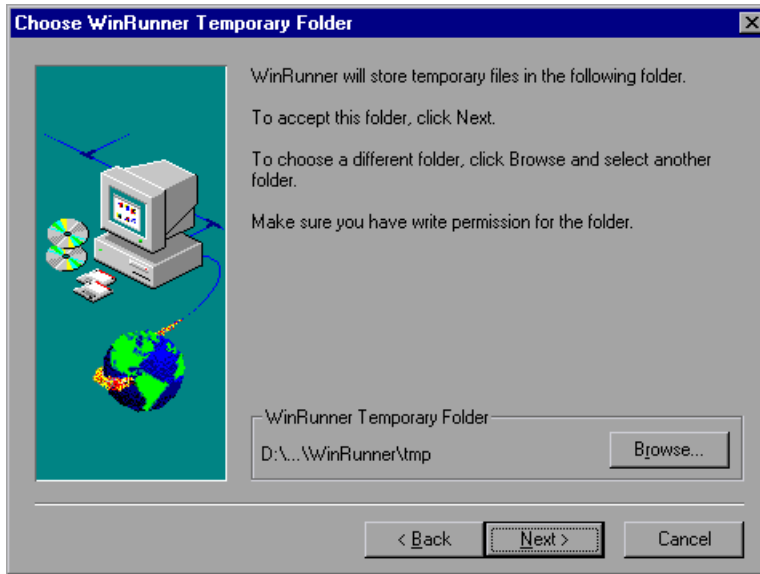
If the installation cannot access the Web site, you can click Retry to try to connect to the Web site again. If you click Cancel, setup installs the WinRunner components from the CD-ROM.

- 15** If you selected **Network Installation and add shortcuts to your Start menu** earlier in the setup, the Choose Local WinRunner Folder screen opens. Select a location for the local WinRunner folder. This folder enables you to configure WinRunner to meet your specific testing requirements, while running a shared version over the network.



Click **Next**.

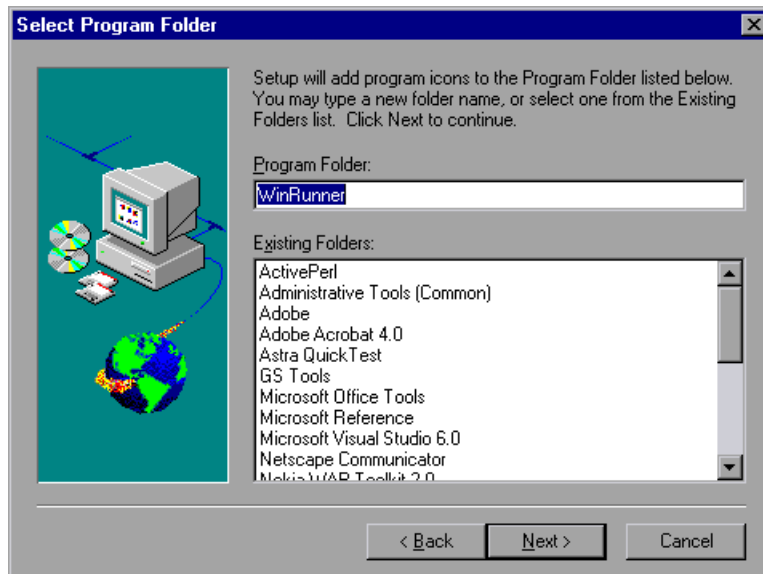
16 Choose the location of your WinRunner temporary folder.



Click **Next**.

17 Review the settings you selected. To select different settings, click **Back**. To confirm the settings, click **Next**.

- 18** Select the program folder for the WinRunner icons.



Click **Next** to proceed.

- 19** The installation settings you selected are displayed in a read-only window. Review the settings. If you want to select different settings, click **Back**. If you are satisfied with the settings, click **Next**.

The installation process begins. To pause or quit the installation process, click **Cancel**.

- 20** Read the information about accessing online documentation. If you installed add-in support for Visual Basic applications, additional information appears on your screen. Click **Next** to proceed.
- 21** Read about the type of license you chose in step 3.
- **Local license:** Each WinRunner machine requires its own license. The first time WinRunner is installed on a machine, it includes a 30-day demo license. During this time period you should contact Mercury Interactive to receive a permanent license for your machine. You can install the permanent license when you start WinRunner or from the WinRunner Help menu. For additional information, see “Installing a Local WinRunner License” on page 24.

Note: Do not change the date on a computer running WinRunner with a demo license.

- **Floating license:** A license server on the network regulates the number of concurrent WinRunner users. This enables you to run WinRunner on any machine on your network. It requires installing a floating license server and a floating license from the WinRunner Floating License Server CD-ROM in the WinRunner package. For additional information, refer to the *WinRunner Floating-License Installation Guide*.

Click **Next**.

The installation process is complete.

- 22** Read the information about Mercury Interactive's Customer Support. If you register, you receive:
- access to Mercury Interactive's award-winning customer support Web site
 - notification of new product releases and upgrades

To register now as a Mercury Interactive customer, select the **Register now** check box. Mercury Interactive's customer support Web site opens to the registration page.

Click **Next**.

- 23** Choose whether or not to restart your computer and click **Finish**.

Note: If you try to start WinRunner before restarting your computer, WinRunner will not run properly.

Note: If you installed WinRunner on Windows NT or Windows 2000, then after restarting your computer, you must log in (for the first time) with the same login name that was used when installing WinRunner.

If you installed WinRunner on the network, run a workstation installation on all workstations. See the next section for details.

- To read any last-minute information, click **Start > Programs > WinRunner > Read Me**. The Readme file opens in Microsoft Wordpad.
- To view the WinRunner online books, you must have Acrobat Reader 4.0 installed. You can install it by clicking **Start > Programs > WinRunner > Documentation > Acrobat Reader Setup** and following the on-screen instructions. To view online books, click **Start > Programs > WinRunner > Documentation > WinRunner Books Online**.



- To start WinRunner, click **Start > Programs > WinRunner > WinRunner**.

Running a Workstation Installation

A workstation installation should be performed for each user running WinRunner from the network. This installation can be performed only after the network installation is successfully completed.

- 1** Click **Start > Run**.
- 2** Type `<network installation_directory>\setup\setup.exe` and click **OK**.
The WinRunner setup program starts. The WinRunner Setup splash screen and the Setup progress bar open.
- 3** The software license agreement appears. To install WinRunner, you must accept the terms of the license agreement by clicking **Yes**. If you click **No**, the setup program will close.
- 4** In the **Registration Information** dialog box, type your name and click **Next**.
- 5** In the **Registration Confirmation** screen, click **Yes** to confirm the registration information.
- 6** Confirm the Workstation Installation message and click **Next**.
- 7** Setup prompts you to install DCOM if you:
 - are installing WinRunner on Windows 95, and
 - do not have DCOM version 4,71,0,2618 installed

Note that DCOM must be installed on your machine in order to install WinRunner.

If you click **Next** to install DCOM, the WinRunner setup program closes and the DCOM installation begins. Once you finish installing DCOM, you must reboot your computer and then restart the WinRunner setup program.

8 Define the location for the local WinRunner folder.

The WinRunner folder on your hard drive is used to store configuration files you create during the testing process. Configuration files in this folder override configuration files of the same name on the network, so that you can configure WinRunner to your specific testing requirements.

Click **Next**.

9 Select the location of your WinRunner temporary folder.

Setup updates and installs system files.

Click **Next**.

10 Select the program folder for the WinRunner icons.

Click **Next**.

11 Restart your computer.

Note: If you try to start WinRunner before restarting your computer, WinRunner will not run properly.

Note: If you installed WinRunner on Windows NT or Windows 2000, then after restarting your computer, you must log in (for the first time) with the same login name that was used when installing WinRunner.

The WinRunner program folder is added to your Start menu.

- ▶ To read what's new in WinRunner and any last-minute information, click **Start > Programs > WinRunner > Read Me**. The Readme file opens in Microsoft Wordpad.

- To view the WinRunner online books, you must have Acrobat Reader 4.0 installed. You can install it by clicking **Start > Programs > WinRunner > Documentation > Acrobat Reader Setup** and following the on-screen instructions. To view online books, click **Start > Programs > WinRunner > Documentation > WinRunner Books Online**.



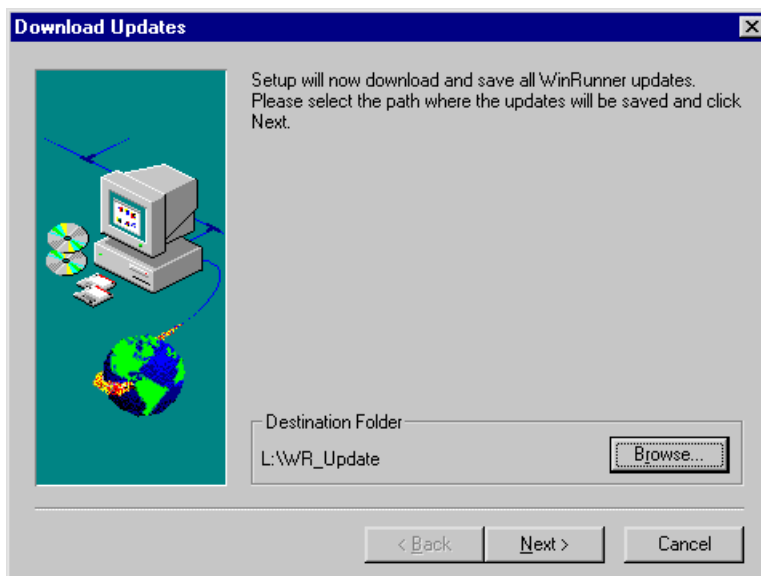
- To start WinRunner, click **Start > Programs > WinRunner > WinRunner**.

Using a Local Network Drive for Updates

You can download WinRunner installation updates from the Mercury Interactive Web site to a network drive and then access the local network drive to update your WinRunner installations.

To download updates to a local network drive:

- 1 Insert the CD-ROM into the CD drive and run `<CD drive>\update.exe`.
- 2 The Download Updates screen opens.



Choose the local network drive for the WinRunner update files. Click **Next**.

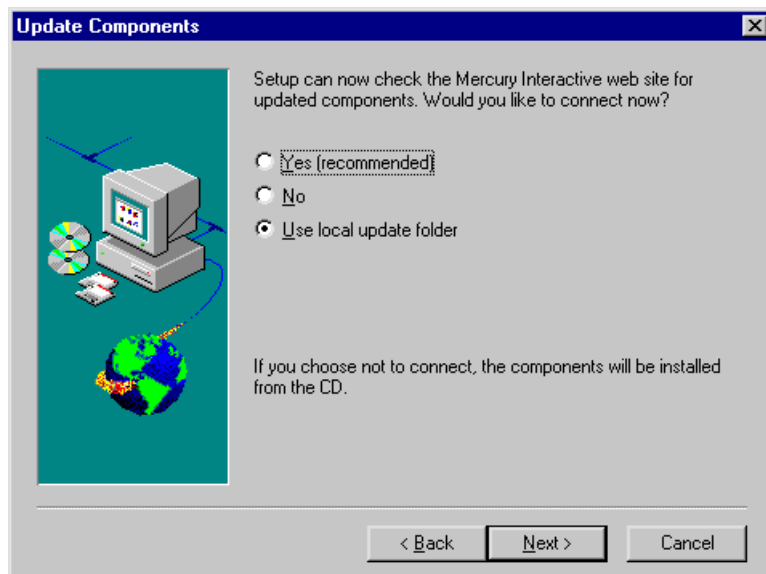
- 3 Setup begins to download the files. When the download is complete, the Updates Download Complete screen opens. Click **Finish**.

Note: When you run *update.exe*, the program downloads all posted updates, regardless of their contents and versions. When installing updates from a local path, however, the setup program downloads in the same way as it downloads from the Web site, installing only those components that are part of the current installation and newer than the components on the CD-ROM.

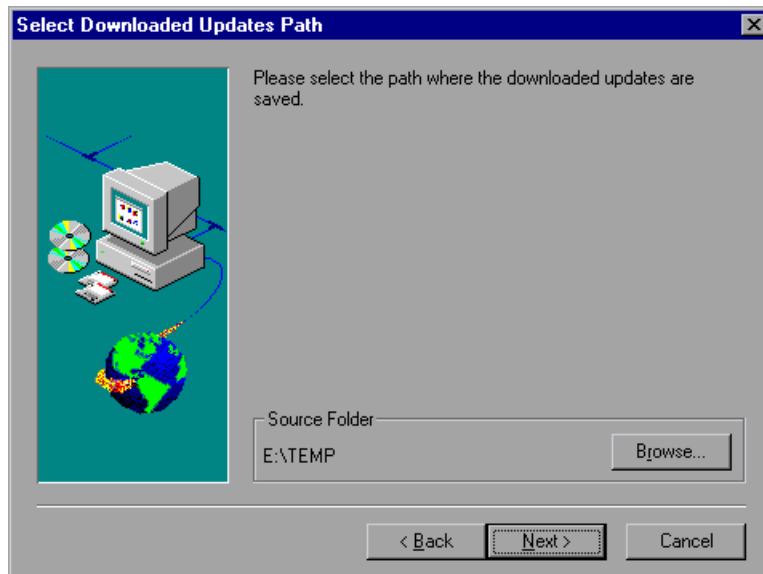
Once the updates have been downloaded to a local network drive, you can link to that drive from the WinRunner installation in order to download the updates locally.

To download updates from a local network drive:

- 1 When the Update Components screen of the WinRunner installation opens, select **Use local update folder**.



2 The Select Downloaded Updates Path screen opens.



Use the **Browse** button to select the path where the updates are stored. Click **Next**. The installation program checks the specified network folder for updated components. If there are components in the update folder that are newer than components on the CD-ROM, setup prompts you to overwrite the CD-ROM components with the update folder components. When the check is complete, the installation program continues as described in step 15 on page 15.

Installing a Local WinRunner License

When you install WinRunner with a local license for the first time on a machine, it includes an automatic 30-day demo license.

During this time period, you must contact Mercury Interactive's Customer Support Organization to obtain a permanent license.

When you start WinRunner the first time, you receive a warning that the demo license will expire within 30 days. Until you install a permanent license, each time you start WinRunner, you will receive a warning about how many days are left before your demo license expires.

Note for previous WinRunner users: If a previous version of WinRunner was installed on your computer with a local license, you must reinstall the license. When a message box is displayed after you try to start WinRunner, click the **Install License** button to continue.

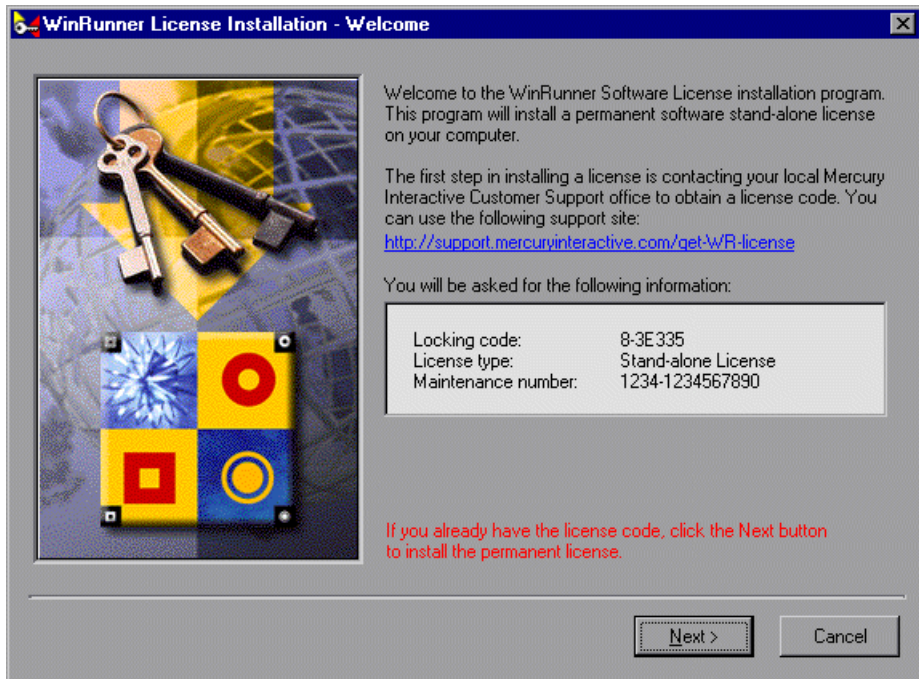
You can install a local WinRunner license from the warning you receive when starting WinRunner or from the Help menu.

To install a local WinRunner license:

- 1 Perform one of the following:
 - From the warning message displayed when you start WinRunner, click **Install License**.
 - From within WinRunner, choose **Help > Install Software License**.

The WinRunner License Installation program starts, and the Welcome screen opens, displaying the locking code for the machine and the license type. Note that when you contact Mercury Interactive customer support, you will also require the WinRunner maintenance number, which can be found in the Maintenance Pack Number envelope or on the bill of lading you received when you purchased WinRunner. Note that there is a single

maintenance number for each team of users. (The maintenance number identifies the customer and replaces what was formerly a serial number for each purchased copy of WinRunner.)



Tip: If you already received the license code for your computer from Mercury Interactive Customer Support and are now running the license installation program for a second time to enter the license code, verify the information on the screen is correct and click **Next** to install the permanent license.

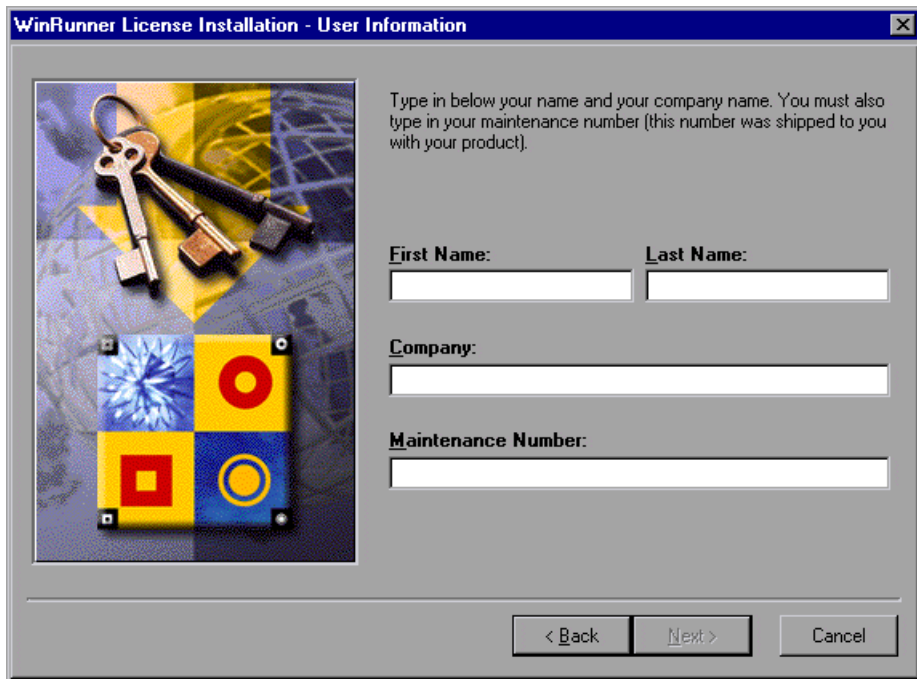
Use the Web site displayed in the screen to send the locking code, license type, and maintenance number to Mercury Interactive Customer Support.

Note: If you do not have Web access from the computer where you are installing WinRunner, you can send an e-mail to Customer Support. You can find this e-mail address at the Mercury Interactive Customer Support Web site.

Tip: You can copy and paste the locking code from the Welcome screen into the license request form at the Mercury Interactive Customer Support Web site or an e-mail message.

- 2** Click **Next** to continue.
- 3** Read a message about exiting all Windows programs before continuing with the installation. Exit all Windows programs and click **Next**.

- 4 The User Information screen opens.



The image shows a Windows-style dialog box titled "WinRunner License Installation - User Information". On the left side, there is a graphic of several keys on a blue and yellow background. To the right of the graphic, there is instructional text: "Type in below your name and your company name. You must also type in your maintenance number (this number was shipped to you with your product)." Below the text are four input fields: "First Name:" and "Last Name:" (two separate boxes), "Company:" (one wide box), and "Maintenance Number:" (one wide box). At the bottom right, there are three buttons: "< Back", "Next >", and "Cancel".

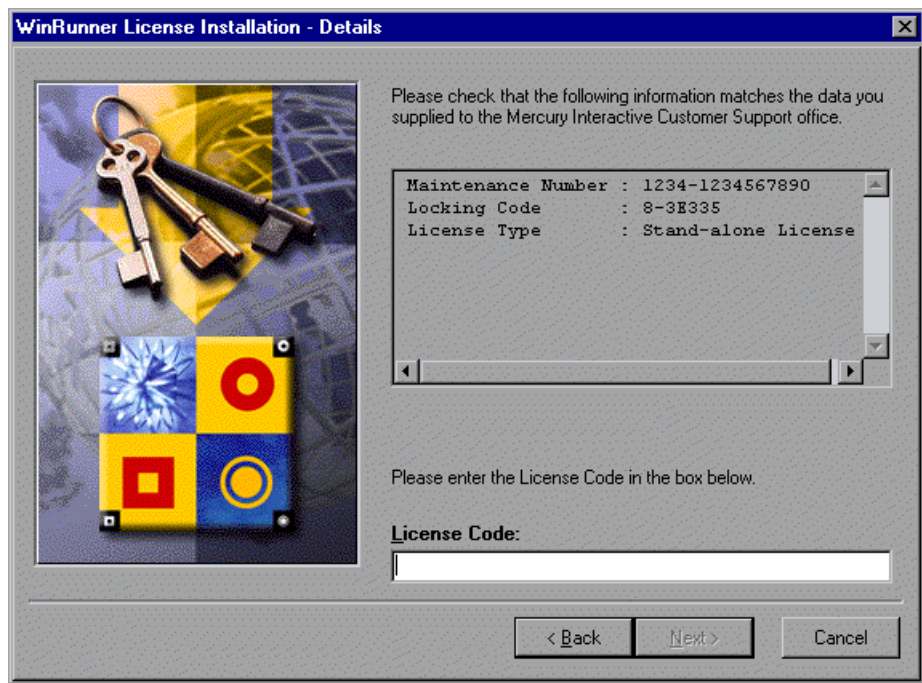
Enter your first name, last name, and company name in the appropriate boxes. In the **Maintenance Number** box, enter your maintenance number, which you received from Mercury Interactive when you purchased WinRunner. This number can be found in the Maintenance Pack Number envelope or on the bill of lading. Note that there is a single maintenance number for each team of users. The maintenance number replaces what was formerly a serial number for each purchased copy of WinRunner. The maintenance number, which identifies the customer, determines the type of license and how many licenses are generated.

Click **Next** to proceed.

- 5 Send all the information that appears in the read-only box to your local Mercury Interactive Customer Support office by e-mail, or paste it into the license request form at the Mercury Interactive Customer Support Web site. The easiest way to obtain your WinRunner license is from the Mercury Interactive Customer Support Web site.

If you already sent the locking code, license type, and maintenance number to Mercury Interactive Customer Support, and already received the license code, then verify that the information on the screen is correct. There is no need to send the information again. Click **Next** to install the license code.

Tip: You can copy and paste the locking code from the Welcome screen into the license request form at the Mercury Interactive Customer Support Web site.



- 6 Insert the license code provided by Mercury Interactive's Customer Support Organization into the **License Code** box.

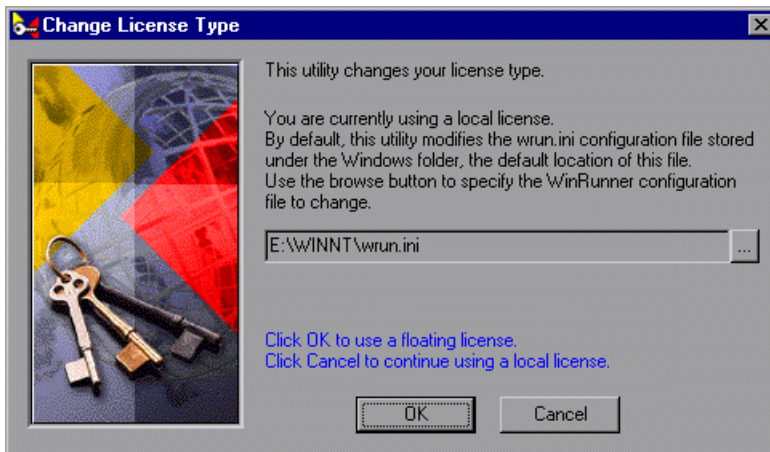
Note: If you do not receive the license code immediately from Mercury Interactive, you can click Cancel to quit the installation. You can run the installation again, using the above steps, once you receive the license code.

Changing the License Type

You can change your WinRunner license type from local to floating or from floating to local. By default, this utility modifies the *wrun.ini* configuration file stored under the Windows folder. (This is the default location of the *wrun.ini* configuration file.) If the *wrun.ini* configuration file you are using is stored in a different location, you need to use the browse button to specify the correct configuration file to modify.

To change your license type:

- 1 In WinRunner, choose **Help > Change License Type**. The Change License Type utility opens.



A sentence at the top of the screen describes your license type.

- 2 If your copy of WinRunner does not use the *wrun.ini* configuration file under the Windows folder, click the browse button to choose the *wrun.ini* configuration file it uses.
- 3 Click **OK** to change your license type, or click **Cancel** to continue using the existing license type.

Note that you must restart WinRunner for the change in license type to take effect.

Note: If you mistakenly changed your license type from local to floating, but there is no floating-license server installed on your network, you will not be able to restart WinRunner. If this happens, you can open the Change License Type utility by running *LicTypeDlg.exe* in your *<WinRunner installation\arch>* directory.

Configuring Visual Basic 4.0 Support

Before you can start using WinRunner's extended support for Visual Basic 4.0 in Windows 95, Windows 98, Windows NT, Windows 2000, or Windows Me Visual Basic applications (32-bit), you need to compile the WinRunner OCX (wrvb40.ocx) in the application under test.

To configure 32-bit Visual Basic 4.0 support:

- 1** Start Visual Basic 4.0 and open the project.
- 2** Select **Tools > Custom Controls**.
- 3** In the **Custom Controls** dialog box, select the **Wrvb40 OLE Custom Control Module** item. Click **OK**. The item is added to the toolbar.
- 4** Drag the new item onto the main application form.
- 5** Right-click this object and select **View Code**.
- 6** Select **Object > Form**.
- 7** Insert the following line into the beginning of the Form_Load function:

```
Wrvb1.Init Forms
```

For example:

```
Private Sub Form Load ()  
...  
Wrvb1.Init Forms  
...  
End Sub
```

- 8** Run or recompile your application and run the *.exe* file.

Configuring Visual Basic 5.0 and 6.0 Support

WinRunner's add-in support for Visual Basic 5.0 and 6.0 applications includes all the support provided for Visual Basic 4.0 applications, plus:

- all standard Visual Basic 5.0 and 6.0 controls
- Visual Basic projects that create ActiveX controls

Preparing Your Visual Basic Application

Before you can start testing a Visual Basic application using WinRunner's add-in support for Visual Basic 5.0 and 6.0, the application developer must add the WinRunner agent to the application. To do so, the developer runs the `setup.exe` program from the `\vbdev` directory on the WinRunner installation CD-ROM.

Note that if the application currently references the WinRunner OCX, you must first remove all references from forms, as well as the associated code (Wrb1.Init Forms).

The WinRunner agent installation installs an AddIn to your Visual Basic IDE. The name of this AddIn is `WinRunnerAddIn.Connect`. It adds lines of code to your Visual Basic source code.

`WinRunnerAddIn.Connect`

- adds a reference to the `wrvbasr.dll` component
- adds a new code Module to the Visual Basic project called "WinRunnerSupport"
- adds a line to the WinRunnerSupport Module:
`Global asr As New WRVBASRLib.VbMod`

- ▶ adds code to the StartUp object:

If the Startup Object is a Form, the AddIn adds the following line of code to the Form_Load event: `asr.Init Forms`

If the Startup Object is Sub Main, the AddIn adds the following line of code to the Main() method: `asr.Init Forms`

- ▶ For all Class modules in the project, the AddIn adds the following line of code to the Class_Initialize event: `asr.Init Forms`
- ▶ For all UserControl modules in the project, the AddIn adds the following line of code to the UserControl_Initialize event: `asr.Init Forms, UserControl`
- ▶ For all UserDocument modules in the project, the AddIn adds the following line of code to the UserControl_Initialize event: `asr.Init Forms, UserDocument`

Note: If the error message “DllRegisterServer in <windows directory>\system\wrvbasr.dll failed” appears during the WinRunner agent installation, copy the file oleaut32.dll (version 2.20.4054.1 or higher) to your system directory and re-install the WinRunner agent.

Do not run WinRunner and the Visual Basic IDE together.

Test your application only as a running executable.

Enabling Table Contents Checks for an ActiveX Control

To enable support for contents verification on any ActiveX control that can be viewed as a table object, you must implement a capture function for the ActiveX control in Visual Basic and then execute a TSL function.

WinRunner includes Visual Basic project files (*wrvbsrv4.vbp* for Visual Basic 4.0 and *wrvbsrv5.vbp* for Visual Basic 5.0 and 6.0) that compile into an OLE Automation Server. WinRunner uses this server to capture table contents.

Follow these steps to enable contents verification on an ActiveX control that can be viewed as a table object:

- 1 Start Visual Basic 4.0/5.0/6.0.
- 2 In Visual Basic, open the appropriate wrvbsrv project file (*wrvbsrv4.vbp* or *wrvbsrv5.vbp*) located in the WinRunner installation folder under *custom\wrvbsrv*.
- 3 Open *capture.cls* and add a Sub with the following prototype:

```
Public Sub<CaptureFunctionName>(ByVal <tab_ctrl> As Object, ByVal  
<file_name> As String)
```

The function should dump the table contents of the ActiveX control into <file_name> in the following format:

cells separated by Tab(Chr(9)), rows separated by Newline.

Note: Cell data should not contain escape characters such as Tabs or Newlines. Cells in the first row (Column Titles) should not contain either escape characters or space characters. See the *MSGridCapture* Sub for an example.

4 Compile the project into a .dll.

For Visual Basic 4.0, from the File menu select **Make OLE DLL file**.

For Visual Basic 5.0 or 6.0, from the File menu select **Make WRVBSRV DLL file**.

5 In WinRunner, execute the **add_table_capture_function** statement. Set the second argument to the name of the Sub you implemented in the Visual Basic function. For example:

```
add_table_capture_function ("MSGrid.Grid", "MSGridCaptureFunc");
```

Adding WinRunner Components

Once you install WinRunner, you can run the setup program at any time to add program components, such as an additional development environment or control support, samples, or online documentation.

To add components:

- 1** Insert the CD-ROM into the drive from which you want to add WinRunner components. If the CD drive is on your local machine, the WinRunner Setup window opens. If you are installing from a network drive, connect to it and run *autorun.exe* under the *\setup* subdirectory.
- 2** Click **Install**. The WinRunner setup program starts. The WinRunner Setup splash screen and the Setup progress bar open.
- 3** The software license agreement appears. To accept the terms of the license agreement, click **Yes**. If you click **No**, the setup program will close. To install additional WinRunner components, you must accept the license agreement.
- 4** In the **Registration Information** dialog box, type your name, the name of your company, and a WinRunner maintenance number. You can find this number on the outside of your WinRunner box. Click **Next** to proceed.
- 5** Click **Yes** to confirm the registration information.
- 6** Select your installation type: **Standalone Installation**, **Network Installation**, or **Network Installation and add shortcuts to your Start menu**. Click **Next** to proceed.
- 7** Choose **Custom Installation**. Click **Next** to proceed.
- 8** Select the components you want to install and specify the destination folder. Click **Next** to proceed.
- 9** Select **Yes**, **No**, or **Use local update folder** to set your update components preferences. Click **Next** to proceed.

- 10** If you select a component that is already installed, you are prompted to overwrite it. To overwrite existing components of WinRunner, click the **Overwrite** button. If you do not want to overwrite existing components of WinRunner, click **Cancel**. The previous window reopens and you can modify your selection.
- 11** If you chose **Network Installation and add shortcuts to your Start menu** in step 6, select a location for the local WinRunner folder. Click **Next** to proceed.
- 12** Select a location for temporary WinRunner files. Click **Next** to proceed.
- 13** Select a program folder for WinRunner icons. Click **Next** to proceed.
- 14** The installation settings you selected are displayed in a read-only window. Review the settings. If you want to select different settings, click **Back**. If you are satisfied with the settings, click **Next**.

The installation process begins.

To pause or quit the installation process, click **Cancel**.

Uninstalling WinRunner

Your WinRunner installation includes an uninstall program that uninstalls WinRunner software and files from your computer and removes WinRunner shortcuts from your Start menu.

To uninstall WinRunner:

- 1** Click **Programs > WinRunner > Uninstall WinRunner** on your **Start** menu.
The Uninstall Shield window opens.
- 2** You may be prompted to remove shared files that are not in use by any program. If you are not sure what to do, click **No to All**.
UninstallShield removes WinRunner from your computer.
- 3** When the Uninstall program is completed, the OK button is enabled. Click **OK**.
- 4** You must reboot your machine to complete the uninstall process or before reinstalling WinRunner.



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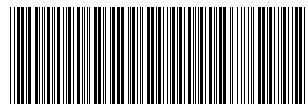
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