

WinRunner

Stingray Add-in Installation Guide

Version 7.6

WinRunner Stingray Add-in Installation Guide, Version 7.6

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Before You Install Stingray

Welcome to the WinRunner Stingray Add-in, which enables you to record and run tests on standard Stingray objects and to map Stingray objects to standard WinRunner object classes. With the Stingray Add-in, you can retrieve and set Stingray object properties. You can also add GUI checkpoints to your script to check Stingray object properties, as well as standard WinRunner properties.

This guide describes how to install the WinRunner Stingray Add-in. It also provides information on setting up WinRunner support for Stingray objects after you install the add-in. Additional important information is available in the *WinRunner Stingray Add-in 7.6 Readme*.

This add-in supports Stingray objects created with Objective Toolkit 6.0 and later and Stingray grids created with Objective Grid 7.0 and later with WinRunner 7.01, 7.5, or 7.6. If you are using this add-in in conjunction with the WebTest Add-in, WinRunner 7.6 is required. For more information about support for additional Stingray versions and version combinations, refer to the *WinRunner Stingray Add-in 7.6 Readme*.

Note for users of earlier versions of the Stingray Add-in with WinRunner 7.01 and 7.5:

If you choose to work with the Pre-compiled Agent File mode, it is strongly recommended that you recompile your application project with the new agent files provided with the Stingray Add-in. If you cannot recompile your application project with the new agent files, install the new version of the Stingray Add-in on a different machine, and check whether the new add-in is functional with the previous agent files. In some cases, your previous agent files may work properly with the new version of the Stingray Add-in, and you will not need to recompile your application project with the new agent files.

Before you begin to install the Stingray Add-in, please review the following system requirements.

System Requirements

To successfully run WinRunner with the Stingray Add-in, you need the following minimum system requirements:

Platform	IBM-PC or compatible with a Pentium 100MHz or higher microprocessor.
Memory	32 MB of RAM memory.
Operating System	Windows 98, Windows NT 4.0, Windows 2000, Windows XP, or Windows Me.
Hard Disk Space	17 MB of free disk space (in addition to the WinRunner installation).
Stingray Environments	Objective Toolkit 6.0 and later, and Objective Grid 7.0 and later—both are supported in Unicode and non-Unicode formats. For more information about supported Stingray versions and version combinations, refer to the <i>WinRunner Stingray Add-in 7.6 Readme</i> .

Note: If you are working with Amdocs ClarifyCRM, please refer to the *WinRunner Stingray Add-in 7.6 Readme* for additional important information.

Installing Stingray Add-in Support

Your Stingray Add-in CD-ROM includes a setup program that guides you through the installation process.

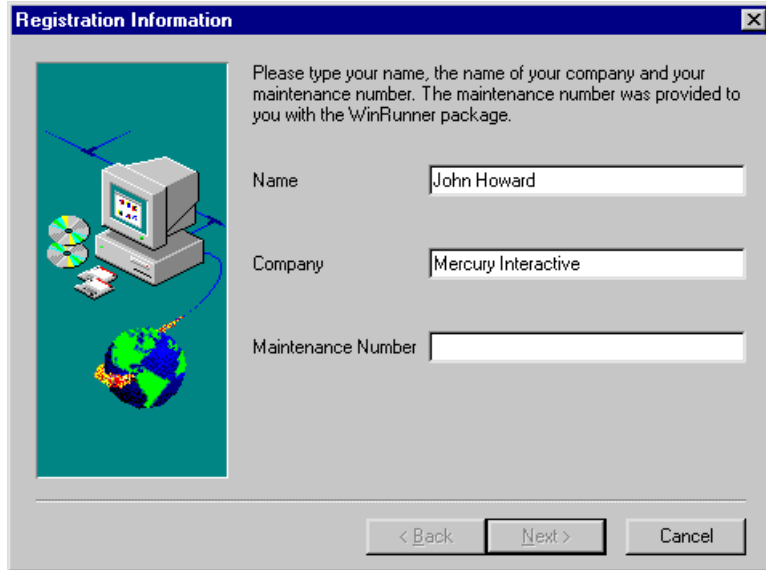
Installing the WinRunner Stingray Add-in

The Stingray Add-in setup program installs the Stingray Add-in in your WinRunner installation folder.

To install Stingray Add-in support:

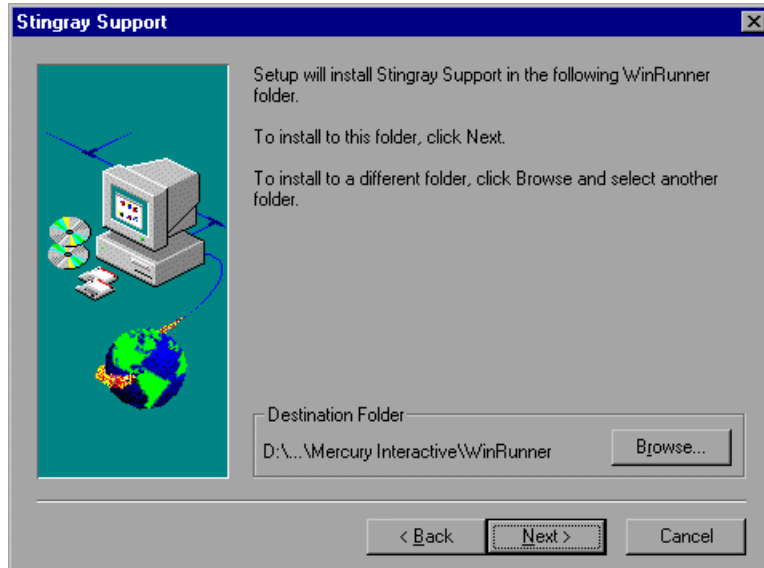
- 1** Insert the CD-ROM into the drive from which you want to install. If you are installing from a network drive, map the drive.
- 2** Choose **Run** from the **Start** menu.
- 3** Type the location from which you are installing, and type **setup.exe**.
For example, type `d:\setup.exe`

The Registration Information screen opens.



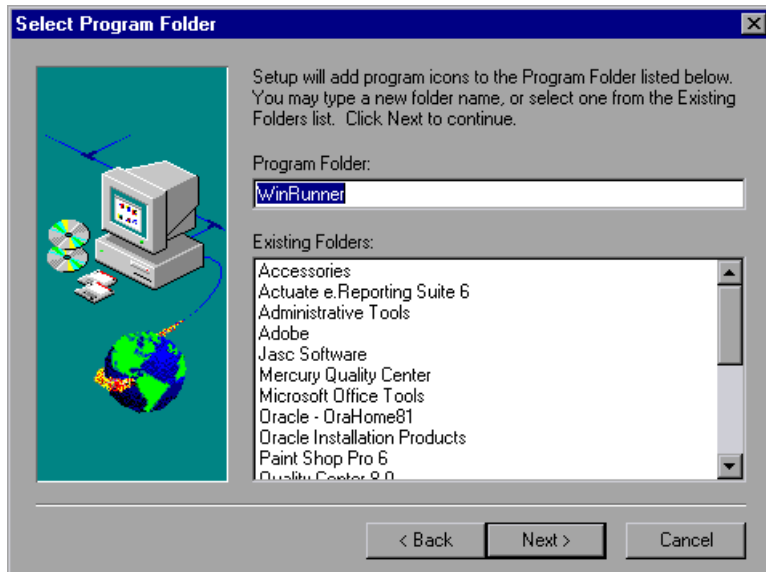
- 4** Type your name, the name of your company, and a WinRunner maintenance number. This number can be found in the Maintenance Pack Number envelope or on the bill of lading you received when you purchased WinRunner. Note that there is a single maintenance number for each team of users. The maintenance number replaces what was formerly a serial number for each purchased copy of WinRunner. The maintenance number identifies the customer. Click **Next**.
- 5** Click **Yes** to confirm the registration information.

- 6 In the Stingray Support screen, specify the folder in which you want to install the Stingray Add-in. The destination folder must be the WinRunner installation folder. If the displayed installation folder is not the WinRunner installation folder, click **Browse** to find the correct destination folder.



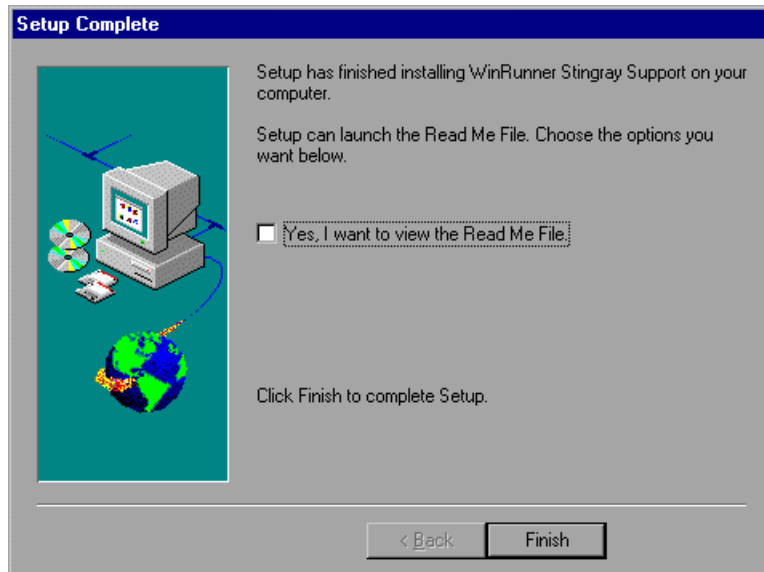
Click **Next**.

- 7 In the Select Program Folder screen, select the program folder for the Stingray Add-in icons.



Click **Next**. The installation process begins. To pause or exit the installation, click **Cancel**.

- 8 The Setup Complete screen opens, indicating that the Stingray Add-in installation is complete.



Select the **Yes, I want to view the Read Me File** check box to read the Read Me file for the WinRunner Stingray Add-in.

- 9 Click **Finish**. It is recommended to restart your computer before you use WinRunner.

Before running WinRunner with the Stingray Add-in, you need to configure your application to work with WinRunner. For more information, see “Setting Up Stingray Object Support,” on page 9.

Setting Up Stingray Object Support

Before you begin working with the Stingray Add-in, you need to configure your application to work with the add-in. WinRunner support for Stingray objects is based on an “agent” entity that exists in the Stingray application. This agent interacts with WinRunner to enable record and run operations. There are two different modes for establishing this “agent” entity.

- ▶ **Run-time Agent**—WinRunner injects an agent dll into the application’s process during run-time. This is the recommended mode.
- ▶ **Pre-compiled Agent File**—You make slight modifications to the application source code, referring to pre-defined agent files that you will add to the application project. This mode is intended for use if the Run-time Agent mode is unsuitable or cannot be used.

Note: For more information about these modes, refer to the *WinRunner Stingray Add-in 7.6 Readme*.

You choose your preferred mode and configure support for the Stingray Add-in using the Stingray Support Configuration Wizard.

About Running the Stingray Support Configuration Wizard

The Stingray Support Configuration Wizard opens when you first run WinRunner, following the installation of the Stingray Add-in. The wizard walks you through the steps that are necessary to configure WinRunner to work according to the agent mode that you select. Make sure that you follow the instructions in the wizard carefully.

If the wizard detects problems during the configuration procedure, note the warnings that are issued and, if necessary, contact Mercury Interactive Customer Support. If the configuration process is successful, the wizard will not be open the next time you run WinRunner.

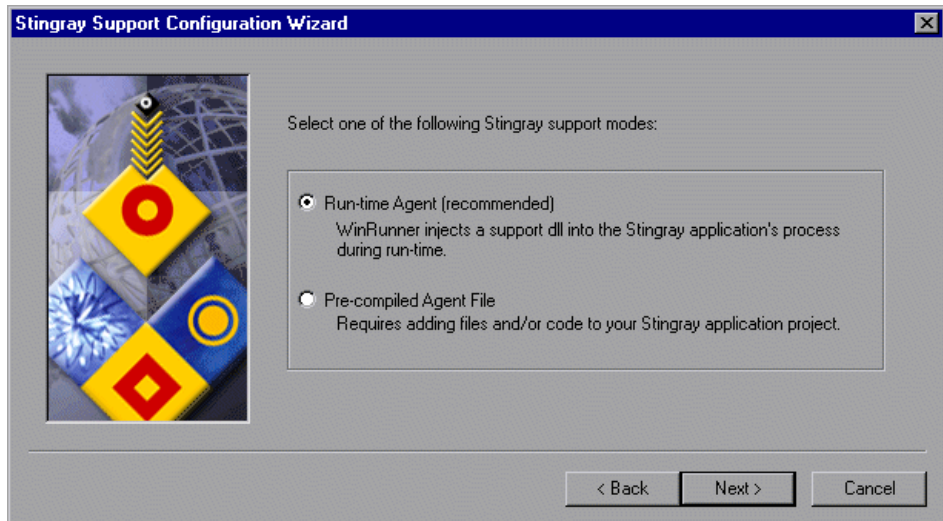
To modify your WinRunner Stingray support configuration, open the wizard by selecting it from the WinRunner program group.

Running the Stingray Support Configuration Wizard

When you run WinRunner for the first time after you install the Stingray Add-in, the Stingray Support Configuration Wizard opens automatically.

To run the Stingray Support Configuration Wizard:

- 1** From the **Start** menu, choose **Programs > WinRunner > Stingray Support Configuration Wizard**.
- 2** In the Stingray Support Configuration Wizard welcome screen, Click **Next**. The mode selection screen is displayed.



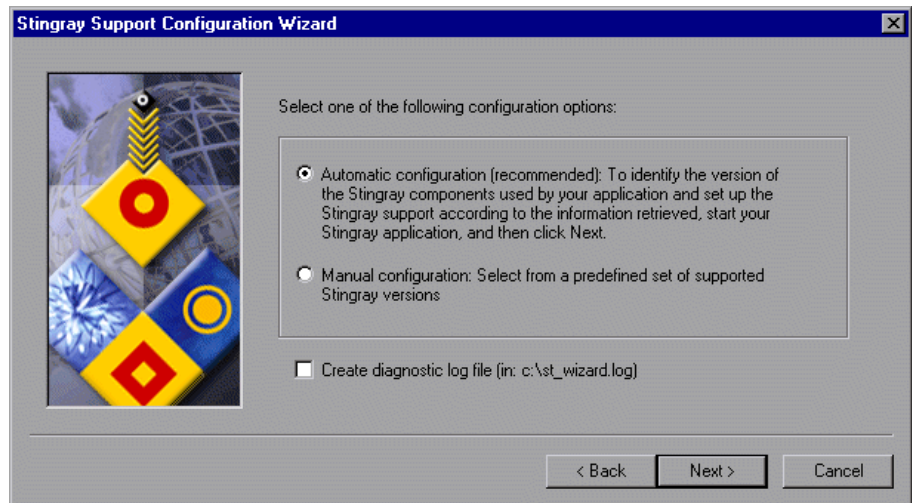
3 Select one of the following support modes:

- **Run-time Agent**—A simple, non-intrusive mode that adds a support dll to the Stingray application process during run-time. This is the recommended mode.
- **Pre-compiled Agent File**—A mode that requires you to make slight modifications to your Stingray application project so that WinRunner can support your Stingray application.

Note: For more information about these modes, refer to the *WinRunner Stingray Add-in 7.6 Readme*.

4 Click **Next**.

- If you selected **Pre-compiled Agent File**, click **Finish** to close the wizard. If you have not already compiled your application with the current version of the WinRunner agent files, you must do so now. For information about the files and/or code that you must add to your application project, refer to the *WinRunner Stingray Add-in 7.6 Readme*.
- If you selected **Run-time Agent**, the following configuration options screen is displayed.



5 Select one of the following configuration options:

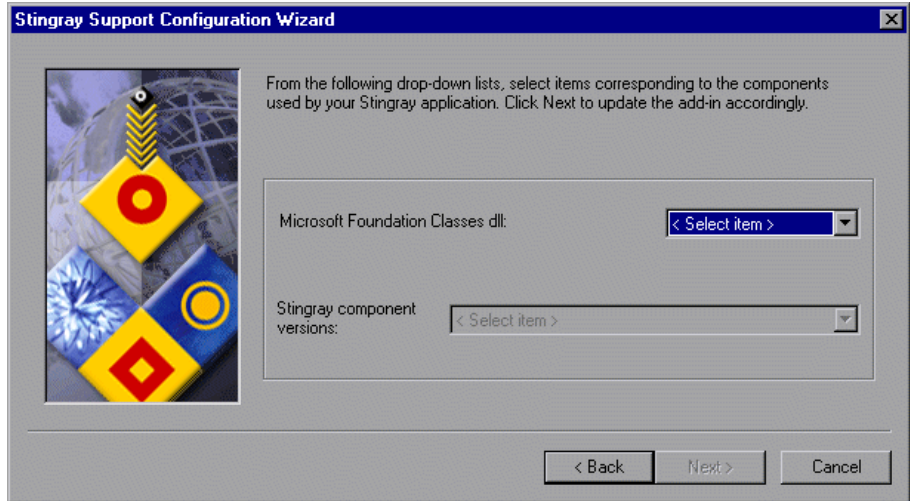
- ▶ **Automatic configuration**—Instructs the wizard to configure Stingray support automatically according to the detected version of Stingray components used in your application.
- ▶ **Manual configuration**—Enables you to configure Stingray support manually by specifying the Microsoft Foundation Class (MFC) dll and Stingray component version used in your application.

(If you are working with Amdocs ClarifyCRM, select **Manual Configuration**.)

Note: If, at any time, you encounter problems with the Stingray Add-in, you can create a diagnostic log file by selecting the **Create diagnostic log file** check box. If you contact Mercury Interactive Customer Support for assistance, for example, you may be asked to provide this log file for diagnostic purposes.

6 Click **Next**.

- If you selected **Manual configuration**, the following components screen is displayed.



Select a **Microsoft Foundation Classes dll** and a **Stingray component version** from the drop-down lists.

(If you are working with Amdocs ClarifyCRM, refer to the *WinRunner Stingray Add-in 7.6 Readme* for additional important information about configuring support for Amdocs ClarifyCRM.)

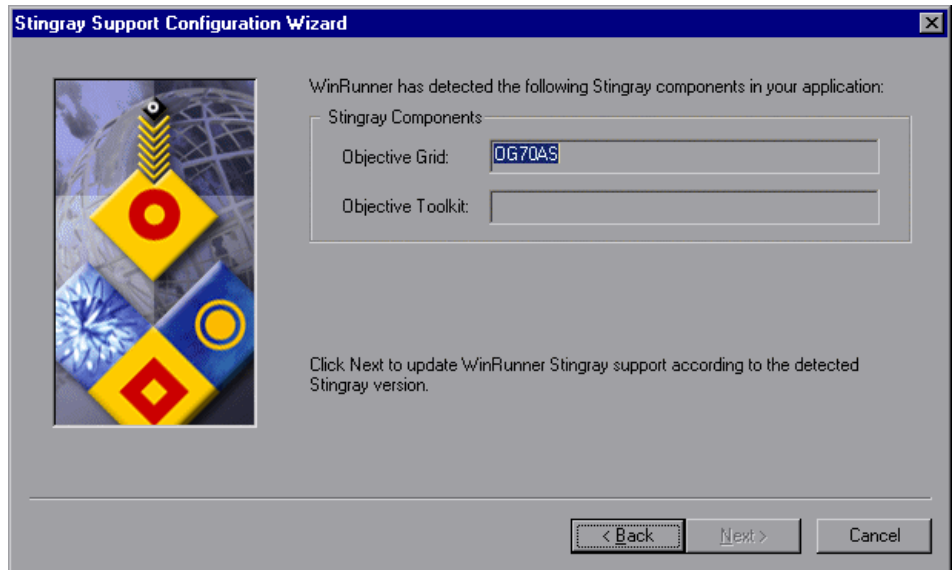
Skip to step 9 on page 17.

- If you selected **Automatic configuration**, the application executable detection screen opens. Click the **Find** button and point to a window or dialog box in your application that contains a Stingray object. WinRunner automatically detects the name of the application executable.



You can right-click to cancel the **Find** command.

- 7 Click **Next**. The wizard displays the Stingray components it detected in your application process.



Note: If, in the previous screen, you pointed to a non-Stingray application, or to a Stingray application whose components WinRunner could not detect, a warning message displays stating that WinRunner failed to detect the Stingray components in your application.

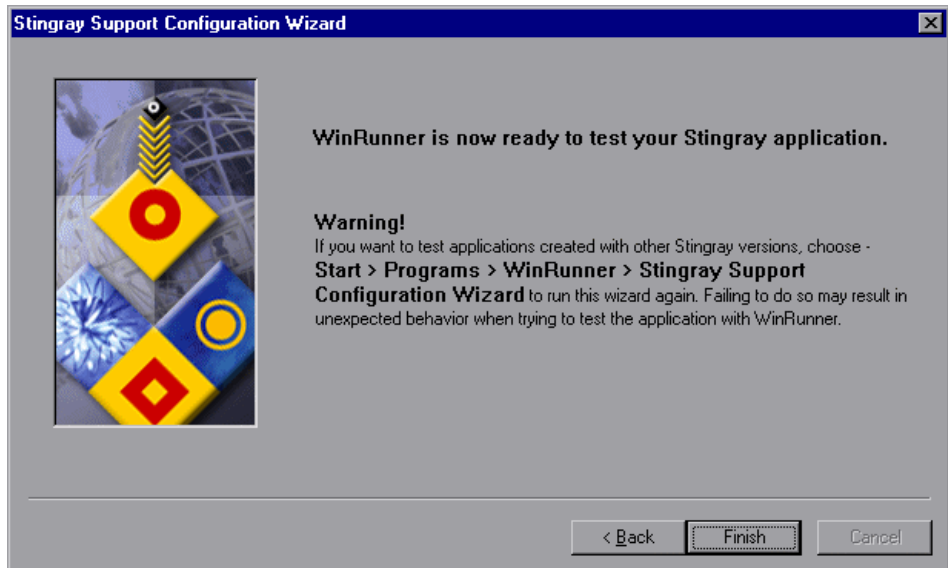
WinRunner may fail to detect components of a Stingray application for several reasons. For example, the application may be statically linked to Stingray libraries, preventing the wizard from identifying the version of the Stingray libraries. In this case, click **Back** twice and select **Manual configuration** to configure Stingray support manually. For more information, see step 5 on page 12.

Another reason may be that the application is statically linked to the Microsoft Foundation Class (MFC) libraries. In this case, click **Back** three times and select **Pre-compiled Agent File**. For more information, see step 3 on page 11.

In addition, if WinRunner detects a Stingray version that is not supported by the Stingray Add-in, or is slightly different than the officially supported versions, a warning message displays.

For more information, refer to the *WinRunner Stingray Add-in 7.6 Readme*.

- 8 Click **Next**. WinRunner configures Stingray support according to the detected Stingray version and displays the following screen.



Note: To test applications created with other Stingray versions, you must run the Stingray Support Configuration Wizard again. To open the wizard, choose **Start > Programs > WinRunner > Stingray Support Configuration Wizard**.

- 9 Click **Finish** to close the wizard.
- 10 Refer to the *WinRunner Stingray Add-in 7.6 Readme* for additional important information before you begin creating and running tests on Stingray applications.

Note: For more information about using WinRunner, refer to the WinRunner documentation.

Enabling and Disabling Stingray Support

You can use WinRunner with or without support for Stingray applications.

Activating WinRunner with Stingray Support

Before using WinRunner to test Stingray applications, you must load the Stingray Add-in using the WinRunner Add-in Manager.

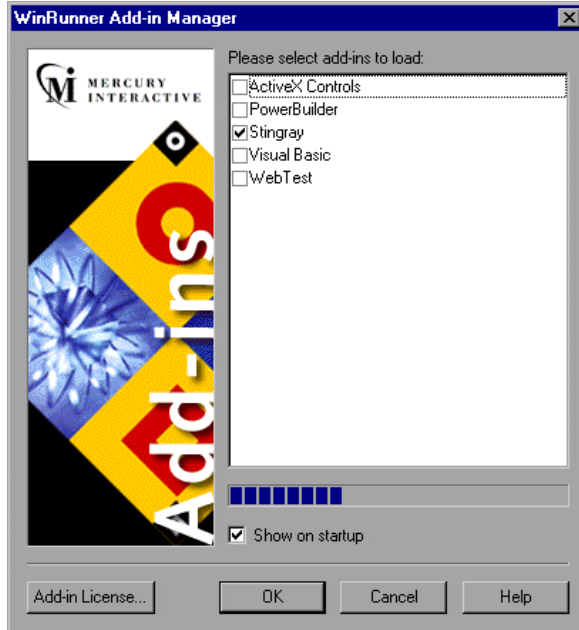
To load the Stingray Add-in:



- 1 From the **Start** menu, choose **Programs > WinRunner > WinRunner** to open the WinRunner Add-in Manager dialog box.

Note: If the WinRunner Add-In Manager dialog box does not open, see “Opening the WinRunner Add-In Manager” on page 20.

- 2 In the WinRunner Add-in Manager dialog box, select **Stingray** and click **OK**.



WinRunner opens with Stingray support enabled.

Opening the WinRunner Add-In Manager

If the WinRunner Add-in Manager does not open, you need to configure WinRunner to open the Add-in Manager automatically.

To open the WinRunner Add-In Manager dialog box:

- 1 In WinRunner, choose **Tools > General Options** and click the **Startup** category.
- 2 Select the **Display Add-in Manager on startup** check box, if not already selected. In the **Hide Add-in Manager after ___ seconds** box, specify the time in seconds for WinRunner Add-in Manager to remain open. (The default value is 10 seconds.)
- 3 Click **OK** to save your changes and close the General Options dialog box.
- 4 Choose **File > Exit** to close WinRunner. Click **Yes** to confirm.
- 5 Open WinRunner again. The WinRunner Add-in Manager dialog box opens.

Disabling Stingray Add-in Support

If you decide not to use Stingray support, you can disable the Stingray Add-in.

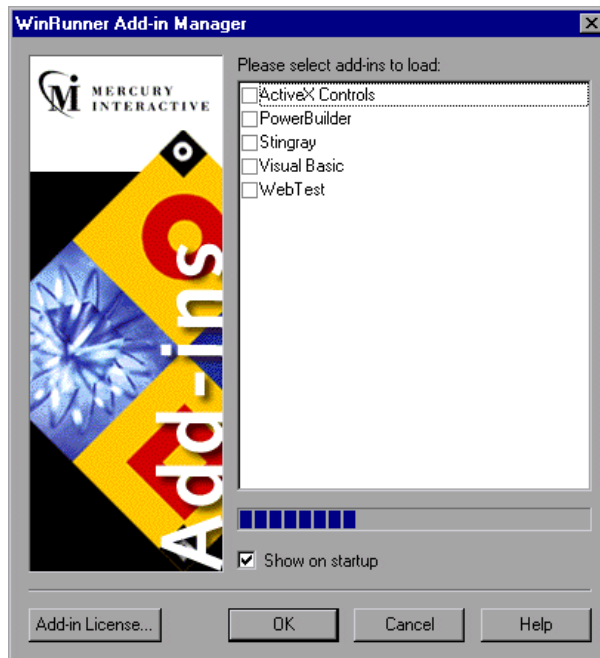
To disable the Stingray Add-in:



- 1 From the **Start** menu, choose **Programs > WinRunner > WinRunner** to open WinRunner. The WinRunner Add-In Manager dialog box opens.

Note: If the WinRunner Add-In Manager dialog box does not open, see “Opening the WinRunner Add-In Manager” on page 20.

- 2 In the WinRunner Add-In Manager dialog box, clear the **Stingray** check box and click **OK**.



WinRunner opens with Stingray support disabled.

