

ODT Vision®

Developer Guide

Addendum 6.0

AS/400® Connectivity

ODT Vision®

Developer Guide

Addendum

AS/400® *Connectivity*

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About this manual

This manual is designed to assist you in the installation, usage, and maintenance required for the ODT VISION® to AS/400® connectivity. This manual assumes that you have a working knowledge of the ODT VISION® system, the AS/400®, PC support, and Rumba® emulation software for Windows. See the appropriate manuals that came with these products for more information.

What is the ODT VISION® to AS/400® Connectivity?

Some ODT VISION® telephony applications may require data that is stored on an AS/400®. This data could be exported from the AS/400® using PC Support file transfer which would then be imported into the ODT VISION® database using the Microsoft Access. The problem with this method is that the data is only as current as the last time the files were downloaded. An example might be a price-lookup telephony application. Customers could call in and get the latest pricing on items in your inventory by using their touch-tone phone. Since this data was “downloaded” to the PC only once a day, any changes that were made to the pricing file since the last download would be unavailable to most telephony applications.

Some ODT VISION® telephony applications may collect caller information that may need uploaded to the AS/400® for processing. This data may have been collected in a Flat-ASCII file or a database file that would need exported using the ODT VISION® Data Manager, and then “uploaded” to the AS/400® for processing. The problem with this method is that the data can not be processed until a “shutdown” of the telephony applications has occurred. An example might be an order entry telephony application. Customers could call in and place orders by using their touch-tone phone. Since this data will have to be uploaded to be processed, there would be no way to easily determine certain information such as current stock availability.

Using the ODT VISION® to AS/400® Connectivity package, a ODT VISION® application can access information from, and provide information to the AS/400® data directly through existing AS/400® programs. It does this by requesting information from the caller and then “keying” that information directly into an existing AS/400® data entry program.. Also, information can be read directly from the AS/400® screens to give information back to the caller.using a method called “screen scraping” The programs to be used with telephony applications can be existing entry or inquiry programs or whole new programs that were created just for the telephony application. This method of interfacing a telephone directly to the AS/400® allows information to be current, and requires no daily intervention by an operator.

System requirements

- An existing DTT100® compliant system with at least one functioning phone board. (See the ODT VISION® system manual for more information)
- A Rumba® compatible emulation or network card installed.
- Rumba® for Windows installed.

Product support

Product technical support is available through your ODT VISION® representative. Call Ohio Data Transfer. at (614) 985-3814 if you do not know the name of your ODT VISION® representative.

Software program license and warranty

Customer Agreements

Carefully read the following terms and conditions before opening the diskette envelope. Opening the diskette envelope indicates your acceptance of these terms and conditions. If you do not agree with the terms, you should promptly return the complete ODT VISION® system hardware and software package including the unopened diskette envelope and all original packing material, and your money will be refunded.

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General

This agreement shall be governed by the laws of the State of Ohio. Should you have any questions concerning this agreement, you may contact ODT in writing. You acknowledge that you have read this agreement, understand it and agree to be bound by its terms and conditions. You further agree that it is the complete and exclusive statement of agreement between you and ODT which supersedes any proposal or prior agreement, oral or written, and any other communications between you and ODT relating to the subject matter of this agreement

Chapter 2 - ODT VISION® to AS/400® Connectivity Installation

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ODT VISION® to AS/400® Connectivity Installation

Before installing the ODT VISION® to AS/400® Connectivity software

Hardware installation

The following hardware products must be installed and functioning before running the setup for the connectivity option:

- ⇒ Phone Board(s) (See the ODT VISION® manual for more information.)
- ⇒ ODT VISION® parallel port “key”
- ⇒ 5250 emulation or network card is installed and the unit is attached to the AS/400®.

Software installation

The following software products must be installed and functioning before running the setup for the connectivity option:

- ⇒ ODT VISION® system software (See the ODT VISION® manual for more information.)
- ⇒ IBM AS/400® PC Support (Optional if you do not plan to install the sample AS/400 programs.)
- ⇒ Rumba® emulation software for Windows

Preparing Rumba® for the connection

Configuration of Rumba Router

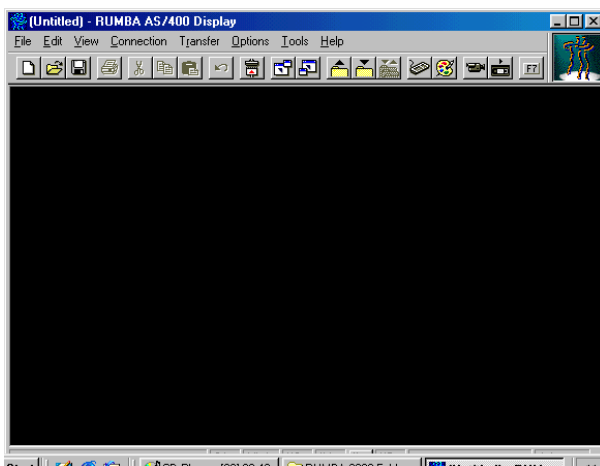
- Go To the Rumba Administrative Tools program group
- Select AS/400 Communications
- Configure Interface
- Configure Link type and properties
- Configure Security

Configuration of Rumba Display Sessions EHLLAPI short name

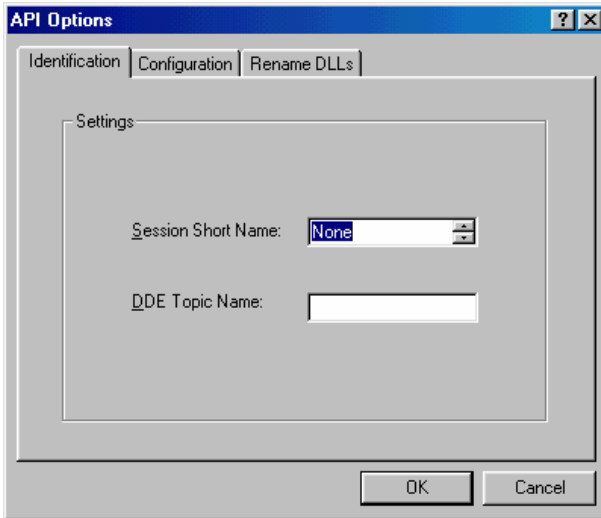
ODT VISION® uses EHLLAPI connection provided by Rumba® to access AS400® sessions during a call. The following section will show you how to prepare the emulation software for the EHLLAPI connection.

Preparing Rumba® for use

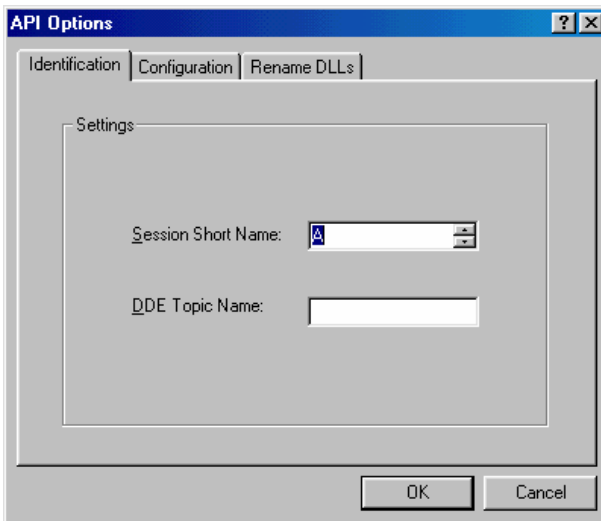
You must create a Rumba® Display Session for each phone line that will be attached to the ODT VISION® system. Create and open a Display Session off of the Rumba Router for each phone line installed in your VRU System.



To create a new EHLLAPI session, click on the “Options” pull down menu from the display Window.



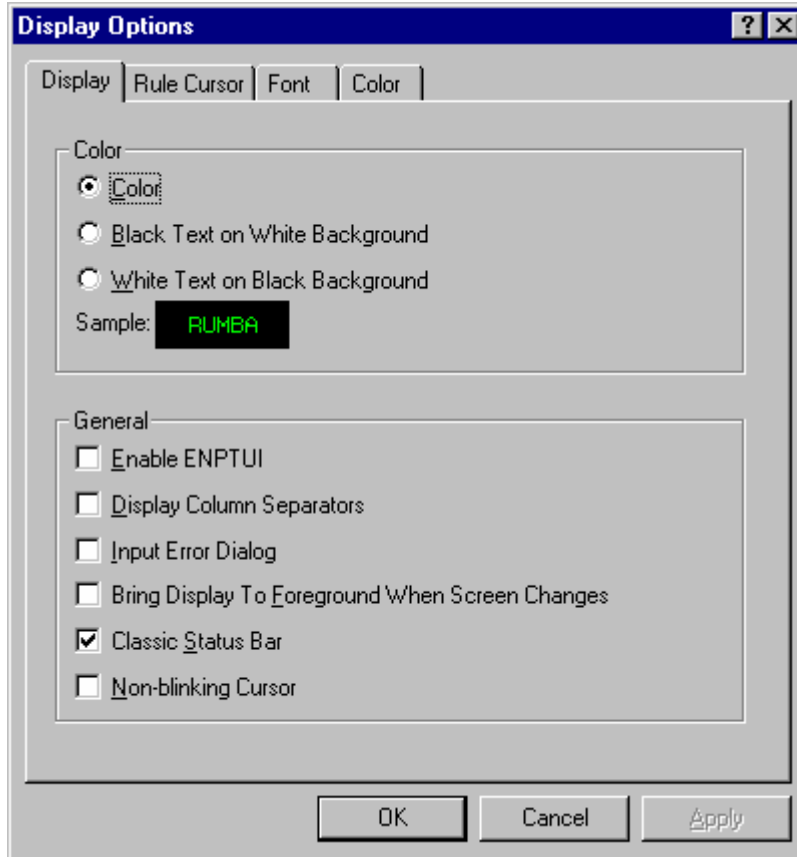
Select **A**PI menu from Options pull down menu. Scroll “Session Short Name” to value for EHELLAPI to match your line.



Enter a 1-character EHELLAPI short name in the space provided for each line. Usually you would start with a short name of A for line 1, B for line 2, and so on. All short names need to be upper case.

TIP: It would probably be advantageous to resize the session windows and place them in a specific position on the screen before saving the configuration. By doing this, each session will come up and place itself back in this position automatically.

Under the Display feature under options please set the screen as following:



To set the display format session, click on the “Options” pull down menu from the display Window.

Save the display file to desktop

Additional Changes to Rumba

Move DLL's

FIRST CONFIGURE YOUR RUMBA DISPLAY SESSIONS TO GET SIGNON

Two files need to be removed from the \programs\Netmanage\System directory and copied to the

C:\Windows\System\ directory in Windows 98

C:\Windows\System32\ directory in Windows 2000 .

Once the files are in the Windows\System sub-directory, please make sure they are removed from the \programs\netmanage\System sub-directory. The files that need to be moves are:

EEHLLAPI.DLL & EHLAPI32.DLL

Additional Windows 2000 requirements

You will need to:

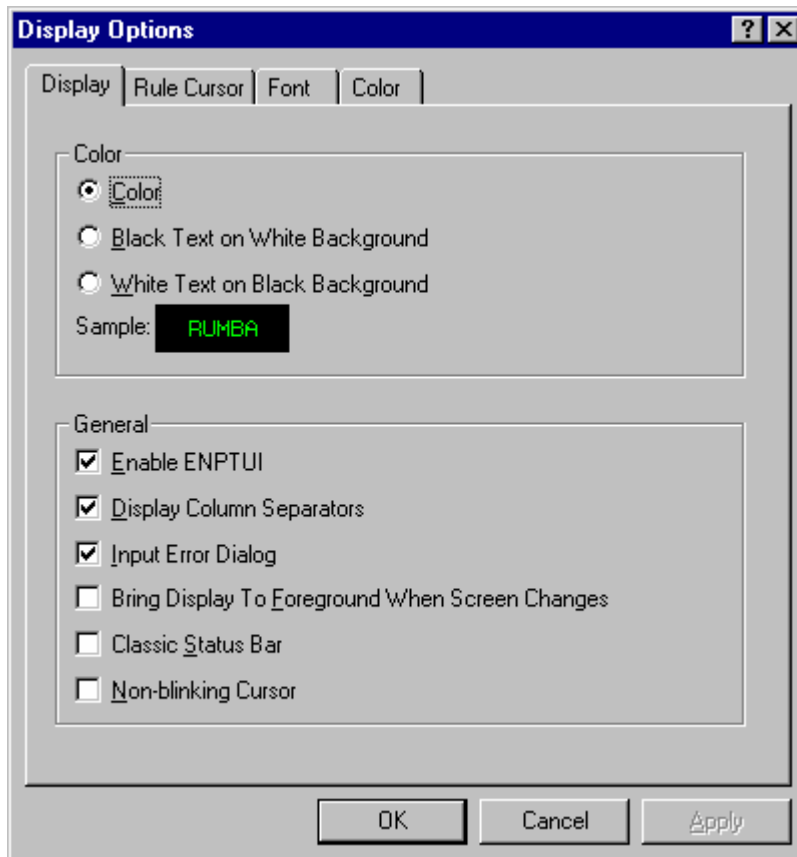
1. Run “Regedit”
2. Edit/Find all locations for each of the “DLL(s) files
3. Delete these files from the register

Rumba must not be open. If you don't remove these DLL(s) from the registry, Rumba will try to re-install these when you try to use Rumba.

Turning off Error Dialog Feature

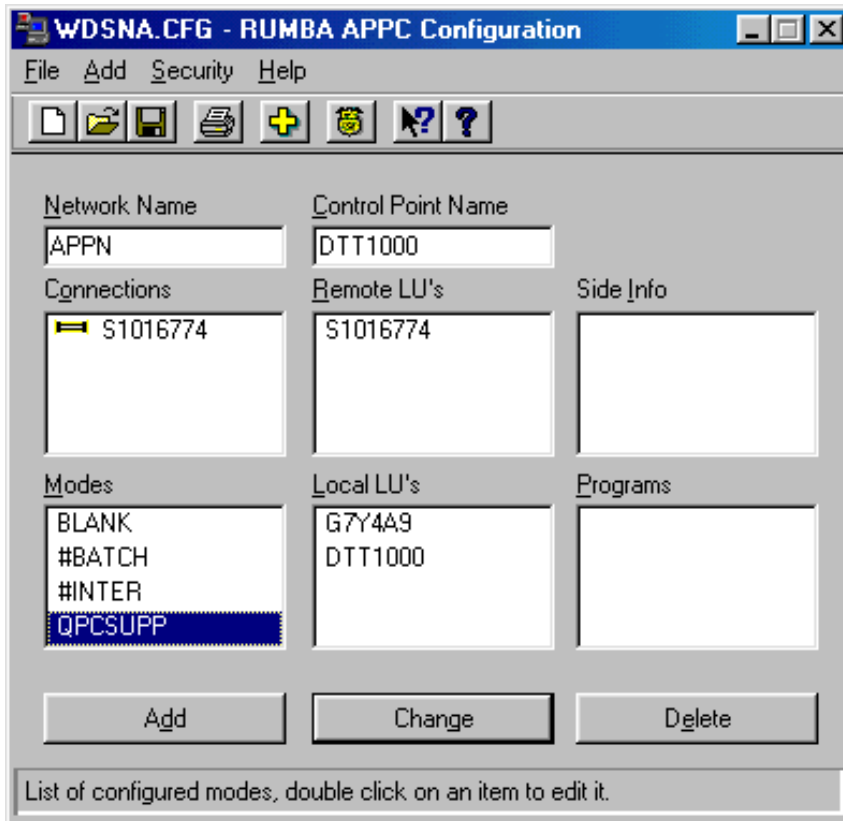
You will need to turn off the Error Dialog input box.

1. From the option menu select display
2. Remove the click from “Input Error Dialog” box
3. Apply and save to your startup icon file



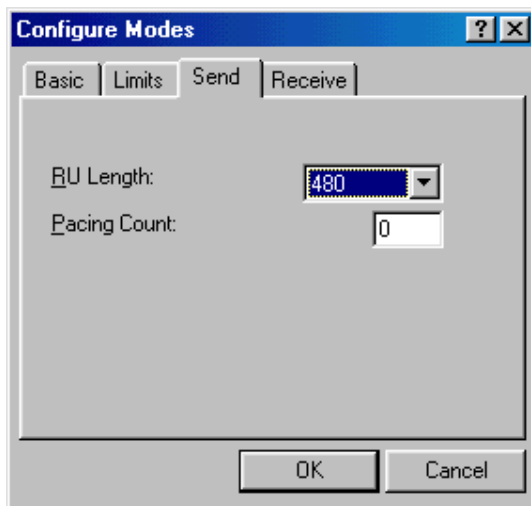
You will need to start router and all display sections before the operator.

Configuration of APPC Connection



**You may need to change the length of the RU lengths for a twinax connection to decrease the packet size.*

1. From the Rumba Administration Tools select APPC Configuration
2. Double Click on “QPCSUPP” under the **M**odes window



- You will need to change the “RL Length for both the Send and Receive tabs to “480”
- Save each values by Clicking on OK button

Getting Help in Setting Up

Rumba®

Online support is provides from the Rumba Software Screen as well as through www.rumba.com.

Chapter 3 - Script Language Reference

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ODT VISION® to AS/400® Connectivity operations

AS/400® Connection

Description: Manage connection between a phone line and an AS/400® emulation session.

Syntax:

SessionConnect *EHELLAPIShortName*

Connect to an emulation session

SessionDisconnect

Disconnect from the emulation session

Where:

EHELLAPIShortName A one-character name that is also used in the EHELLAPI configuration for the emulation session that this line will connect to.

Notes:

Each line script can connect to an emulation session that can provide information, or give information to a 5250 emulation session. These two operations control the connect and disconnect functions necessary to connect a script to an emulation session.

The **SessionConnect** operation actually connects the line script to a session that is assigned a EHELLAPI short name. This operation only needs to be executed once at the start of the script.

A **SessionDisconnect** operation is used to terminate the connection to the emulation session when the script is to be terminated. This is typically done based on the time of day, or from a "switch" operation. If a connection is made with the **SessionConnect** operation, the connection should also be terminated with the **SessionDisconnect** operation.

Example:

```
; This operation will terminate the AS/400 emulation connection whenever the local user
; turns on switch 1 from the Operator program main button bar. This is one way that a
; SessionDisconnect may be accomplished.
On Switch1 GoTo EndTheDay
:
:
; This is a routine that can be used to create a EHELLAPI short name for connecting a
; phone line to an emulation session. The name will be A for line 1, B for line 2....
ShortName = LineNo + 64
ShortName = char ShortName
SessionConnect ShortName
If SessionErrorCode <> 0 Then
    beep
    MsgBox "AS/400 Emulation job is not started"
    MsgBox "or the ShortName for this line is"
    MsgBox "invalid. This script will terminate."
Endif
:
:
EndTheDay:
SessionDisconnect
End
```

Screen Scraping

Description: Assigns a variable the result of read of an emulation session display.

Syntax:

strvar = **SessionGetScreen** *row*, *col* (*,len*) Return an area of the display.

Where:

<i>row</i>	Numeric value of the row to receive.
<i>col</i>	Numeric value of the column to receive.
<i>len</i>	Numeric value of the length of the display session string.
<i>strvar</i>	The result variable that will be assigned the string value from the emulation display session.

Notes:

Row, *col*, and *len* are converted to a numeric value before performing the “screen scrape” Operation.

The result of the “screen scrape” Operation can be a user-defined variable, a file variable, or a read/write system variable. If the result variable is a user-defined variable, then the result variable data type will be converted to a string. If the result variable is a file variable or a read/write system variable, then the value will be converted to a variable type compatible with the result variable type.

See the section on variables for more information on variable conversions.

Example:

```
w = SessionGetScreen 1,30,17                   ; Read AS/400 display from line 1, column 30
                                              ; for a length of 17.
If w <> "Order Maintenance" Then
    beep
    MsgBox "ORDERS program was not started."
    MsgBox "This script will be terminated."
    End
Endif
```

Cursor Movement

Description: Positions the AS/400 cursor at a specific position on the emulation display.

Syntax:

SessionSetCursor *row,col* Set the cursor position.

Where:

row Numeric value.
col Numeric value.

Notes:

Both *row* and *col* are converted to a numeric value before the operation is performed.

See the section on variables for more information on variable conversions.

The valid range for row is 1 to 24 (or 25 if row 25 is valid) and 1 to 80 for col. Values outside of these ranges will generate an error condition.

You can use the **SessionSetCursor** operation to quickly move the cursor to a specific input capable field on the AS/400 display. This would be quicker than sending multiple “tab” keys or using multiple **SessionNextField** or **SessionPriorField** operations.

Example:

```
SessionSetCursor 3,10                               ; Set the cursor at row 3, column 10.
```

Field Attributes

Description: Gives the system the ability to check for a field attribute by checking the hidden character, (generally the character before the start of a field) for displaying certain attributes.

Syntax:

SessionAttributes *row,col*

Where:

<i>Code</i>	Field Attributes Displayed:
<i>SessionMessageWait</i>	Same as SessionError
<i>ait</i>	
<i>SessionCS</i>	Column Separator
<i>SessionBL</i>	Blinking
<i>SessionUL</i>	Underline
<i>SessionRV</i>	Reverse Image
<i>SessionPR</i>	Field Protected
<i>SessionND</i>	Field Non-Displayed
<i>SessionHI</i>	Field is Displayed in High Intensity

Example:

; This example checks to see if field changes after value is keyed in
; If the field reverses image, keyed value is wrong

```

SessionSetCursor 5,4
SessionSendKeys CustInput           ; Enter the customer number
SessionSendKeys "[Enter]"           ; Enter Key
SessionWait
SessionAttribute 5,3                 ; Check field attribute

If SessionRV then                   ; data is bad
    ReturnCode = Play "BadDate.VOX" ;the data entered is bad
    GoTo ReqCustInfo                 ;loop back to ask for customer data
Endif

```

Field Data Entry

Description: Fills an input capable field on the AS/400 display with data.

Syntax:

SessionFillField *row,col,data* Key the information from the *data* field into the AS/400 display at the position specified.

Where:

data String value of the information to key to the AS/400 display.
row Numeric value that specifies the row of the AS/400 input capable field.
start Numeric value that specifies the column of the AS/400 input capable field.

Notes:

Row and *col* are converted to a numeric value, and *data* is converted to a character value before the Operation is performed.

See the section on variables for more information on variable conversions.

SessionFillField is the way to get data from the script to the AS/400 display session input capable fields. This is a much faster method than using **SessionSendKeys** to fill in AS/400 input capable fields character by character. Also, since the row and column of the input capable field are specified right on the **SessionFillField** operation, no "movement" operations such as **SessionNextField** or **SessionPriorField** are needed.

Example:

```
SessionFillField 10,25,"30"      ; key "30" on the display into the field
                                     ;at row 10, col 25
```

Keyboard Input

Description: Transmits keystrokes to the AS/400 display session as if they were keyed by an operator.

Syntax:

SessionSendKeys *Keys* Send keystrokes in "Keys" to the AS/400 display session.

Where:

keys A character value that contains the keystrokes to be transmitted to the AS/400 display session.

Notes:

Keys are converted to a string value before the Operation is performed.

See the section on variables for more information on variable conversions.

Example:

```
; This example keys in the customer number obtained from the caller,
; then it passes another input capable field on the display and keys
; in the order number. Finally, the ENTER key is pressed to start
; the processing on the AS/400.
SessionSendKeys CustInput           ; Enter the customer number
SessionNextField UnProtected        ; Move to the next input capable field
SessionNextField UnProtected        ; Move to the next input capable field
SessionSendKeys OrderInput         ; Enter the Order number
SessionSendKeys "@E"               ; Press the ENTER key to process
```


Keyboard Mnemonics for SessionSendKeys Operation

The following table displays the characters that are valid for the *keys* parameter when using the **SessionSendKeys** operation:

New Rumba Values	Old System Character	Function
[[@]	@@	Send @ key
[ATTENTION] [ATTN] [A]	@A@Q	Attention
[BACKSPACE] [BKSP] [V-] [BS]	@<	Backspace
[BACKTAB] [LEFTTAB] [BKTAB] [V=] [B]	@B	Backtab
[CLEAR] [CLR] [C]	@C	Clear
[DOWN] [V] [D]	@V	Cursor Down
[LEFT] [<] [L]	@L	Cursor Left
[RIGHT] [>] [R]	@Z	Cursor Right
[UP] [^] [U]	@U	Cursor Up
[DELETE] [DEL]	@D	Delete
[DUPLICATE] [DUP]	@S@X	Dup
[END]	@q	End
[ENTER] [E]	@E	Enter
[ERASEEOF]	@F	Erase EOF
[ERASEINPUT]	@A@F	Erase Input

New Rumba Values	Old System Character	Function
[FIELDEXIT] [FLDEXIT] FLDE] [F]	@A@E	Field Exit
[FIELD-] [-]	@A@-	Field -
[FIELD+] [+]	@A@+	Field +
[HELP]	@H	Help
[HOME] [H]	@0	Home
[INSERT] [INS] [I]	@I	Insert
[INSERTTOGGLE]	@A@I	Insert Toggle
[LOCALPRINT]	@P	Local Print
[NEWLINE] [NL]	@N	New Line
[PAGEUP] [PGUP] [PU]	@u	Page Up
[PAGEDOWN] [PGDN] [PD]	@v	Page Down
[PCPRINT]	@A@t	Print (PC)
[RECORDBACKSPACE] [RECBKSPACE]] [RBS]	@A@<	Record Backspace
[RESET] [X]	@R	Reset
	@T	Tab
	@S	Shift
[SYSTEMREQUEST] [SYSREQ] [S]	@A@H	System Request
[CMD1] [PF1] [F1]	@1	F1
[CMD2] [PF2] [F2]	@2	F2
[CMD3] [PF3] [F3]	@3	F3

New Rumba Values	Old System Character	Function
[CMD4] [PF4] [F4]	@4	F4
[CMD5] [PF5] [F5]	@5	F5
[CMD6] [PF6] [F6]	@6	F6
[CMD7] [PF7] [F7]	@7	F7
[CMD8] [PF8] [F8]	@8	F8
[CMD9] [PF9] [F9]	@9	F9
[CMD10] [PF10] [F10]	@a	F10
[CMD11] [PF11] [F12]	@b	F11
[CMD12] [PF12] [F12]	@c	F12
[CMD13] [PF13] [F13]	@d	F13
[CMD14] [PF14] [F14]	@e	F14
[CMD15] [PF15] [F15]	@f	F15
[CMD16] [PF16] [F16]	@g	F16
[CMD17] [PF17] [F17]	@h	F17
[CMD18] [PF18] [F18]	@i	F18
[CMD19] [PF19] [F19]	@j	F19

New Rumba Values	Old System Character	Function
[CMD20] [PF20] [F20]	@k	F20
[CMD21] [PF21] [F21]	@l	F21
[CMD22] [PF22] [F22]	@m	F22
[CMD23] [PF23] [F23]	@n	F23
[CMD24] [PF24] [F24]	@o	F24
New 3270 Rumba Values	Old System Character	Function
[ALT]		ALT
[CURSORSELECT]		CURSOR SELECT
[FIELDMARK]		FIELD MARK
[SHIFT]		SHIFT
[PA1]		PAI
:		:
[PA10]		PA10

ODT VISION® to AS/400® Connectivity System variables

Session Error variable

Description: Returns the error code of the last ODT VISION to AS/400 connectivity operation.

Syntax:

SessionErrorCode Returns the numeric value of the error code of the last ODT VISION to AS/400 connectivity operation.

Notes:

The SessionErrorCode variable is read only.

Session Indicator variables

Description: Returns the value of the AS/400 session status indicators.

Syntax:

SessionSystemAvailable	Returns True if System Available is "on"
SessionSA	
SessionKeyboardShift	Returns True if the Keyboard Shift is "on"
SessionKS	
SessionInsertMode	Returns True if the Insert Mode indicator is "on"
SessionIM	
SessionMessageError	Returns True if System Error indicator is "on"
SessionER	
SessionInputInhibited	Returns True if the Input Inhibited indicator is "on"
SessionII	
SessionChanged	Returns True if the session display has changed since the last time the SessionChanged variable was checked.

Notes:

The Session indicator variables are read only.

Session Cursor variables

Description: Returns the current cursor position of the AS/400 display session.

Syntax:

SessionRow	Returns the row number of the display session.
SessionCol	Returns the column number of the display session.

Notes:

The SessionRow and SessionCol variables are read only.

Session Field variable

Description: Returns the length of the field on the AS/400 display session that the cursor is currently positioned on.

Syntax:

SessionFieldLength Returns the length of the current field.

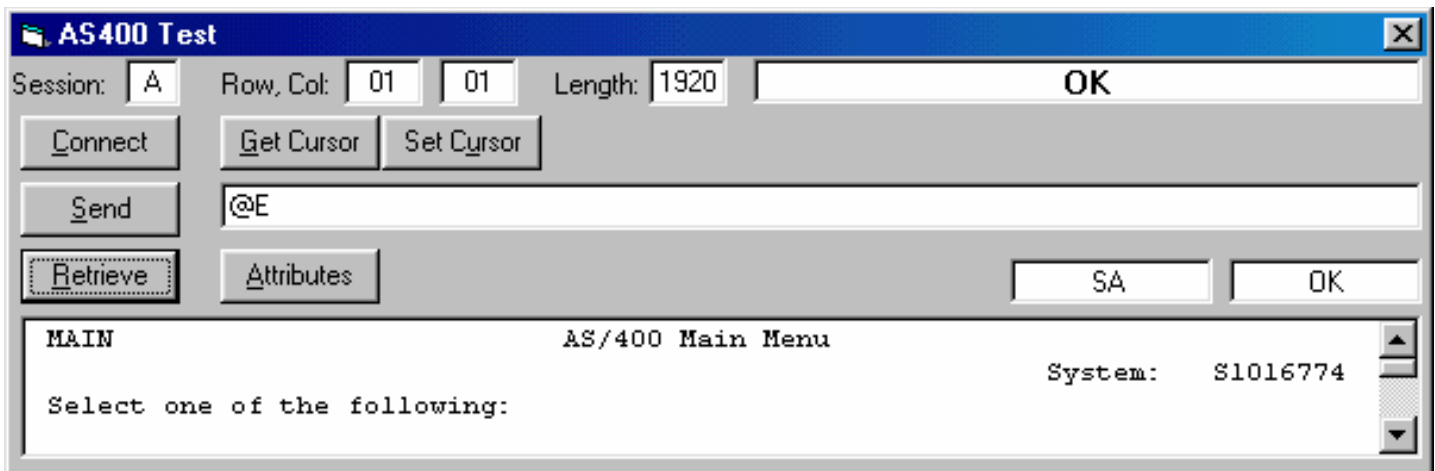
Notes:

The **SessionFieldLength** variable is read only.

Sub-File Review

x = SessionSubfileScan startRow, EndRow, Column width, ScanValue

AS400 Test Utility



- ⇒ Can check for connection to Display Session
- ⇒ Get Cursor Location
- ⇒ Set Cursor Location
- ⇒ Send Key Strokes Mnemonics
- ⇒ Retrieve portion of screen (1920 size of entire screen)

Helpful Hints

- ⇒ Rel 4.1 gives you the ability to test the ODT VISION system from any PC with Rumba connection to AS/400 and a Sound Blaster Card
- ⇒ Release 4.1 give the user the ability to record voice files on any sound blaster card as a “.wav” file and then convert it with the Voice Manager Utility
- ⇒ New AS/400 test utility in ODT VISION Program Group give you instant testing ability for you HLLAPI connection
- ⇒ After Any keyboard function which would require a screen change add “SessionWait”
- ⇒ During the Signon add a “Wait 2” Statement
- ⇒ Add wait statement to script for the amount of time it takes to get AS/400 connection if you have set you system up to run off of a scheduler or the start program group
- ⇒ Keyboard Mnemonics can be either the traditional Hex Codes or new English Verb. All must be in quotes with the English Verbs also in Brackets
- ⇒ If converting any old script files for rel 4.1, please recompile the script with the new recorder...(You will need to re-record the voice files and change the script’s voice file extensions from “.voc” to “.vox”

Example:

; This example of a sign on

```

SessionSendKeys "UserID"           ; Enter the User ID Vale
SessionSendKeys "[FieldExit]"      ;Field exit
SessionSendKeys "Password"        ;Enter Password Vale
SessionSendKeys "[Enter]"         ; Enter Key
SessionWait
Wait 2
SessionSendKeys "[Enter]"         ; go pass dual signon warning screen
SessionWait

```

ODT VISION® to AS/400® Connectivity system limitations

The following additional limitations are placed on the ODT VISION system when the ODT VISION to AS/400 connectivity options are used.

Maximum number of phone processing lines using the AS/400 connection is 12

This number may be limited by other factors in your system, such as available memory, the speed of your system, or limitations of the operating system.

ODT VISION® to AS/400® Connectivity Error Conditions

Error Codes

Errors	Condition
0	OK
1	Not Connected (invalid presentation space or session not active)
2	Parameter Error
4	Busy
5	Input Inhibited
6	Truncated
7	Position Error
8	Not Available
9	System Error
11	Unavailable
20	Undefined Key
21	OIA Update
22	PSU Update
23	Both Update
24	No Field
25	No Keystrokes
26	PS Changed
31	Key Overflow
98	Not Attribute
99	Invalid ShortName
1024+	Other Internal Errors