



# Entire Connection

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Application Programming Interface  
Version 4.3.2



This document applies to Entire Connection Version 4.3.2 and to all subsequent releases.

Specifications contained herein are subject to change and these changes will be reported in subsequent release notes or new editions.

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# Application Programming Interface

Using the application programming interface (API), you can invoke Entire Connection functions directly from a program. An ActiveX control provides a common interface for development with both Visual Basic and C++.

This section provides the following information:

- Glossary
- General Information
- Synchronous and Asynchronous Calls
- Overview of API Calls
- Other Events
- Key Codes
- Error Codes

It is assumed that you are familiar with ActiveX controls (with either Visual Basic or C++) and Entire Connection.

This description should be read in conjunction with the sample code which is provided on the Entire Connection CD-ROM.

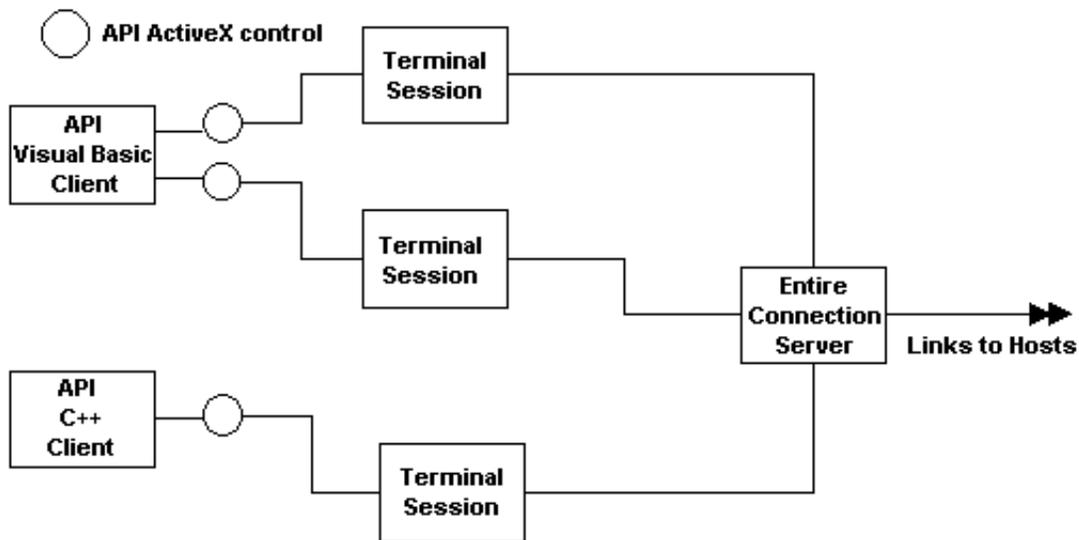
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## Glossary

API	Functionality available to third-party applications.
API Client	The application controlling Entire Connection using the application programming interface.
API Control	The ActiveX used by the API client.
Terminal Session	The terminal application of Entire Connection.
Asynchronous	Non-blocking mode. The application programming interface immediately returns to the calling application. When processing has completed, the application programming interface sends a message to the application.
Synchronous	Blocking mode. The application programming interface only returns to the calling application when processing of the API call has completed.

## General Information

Each ActiveX can support a single Entire Connection terminal. Therefore, a single application can work with as many terminal sessions as it wishes by having many controls active at one time.



Each API control can link to an existing terminal session or create a new terminal session. Each terminal session can have one API control attached at any one time, the only exception being a terminal running in unattended mode when attaching is not allowed. It is also impossible to set an API-controlled terminal to unattended mode.

When a terminal session is in API mode, it is usually hidden to prevent user input. If the API makes the terminal visible, the user has full control of the terminal, including executing procedure files and closing down the terminal session. All data transfer operations and procedure files will still remain under the control of the API client.

## Synchronous and Asynchronous Calls

Synchronous (blocking) and asynchronous (non-blocking) calls are available in both Visual Basic and C++. At design time, you decide which of these two modes is appropriate.

If the control is set to asynchronous mode, nearly all API calls will return immediately with an appropriate return code. The main exceptions to this are the functions used for initialization and closing down a terminal session. These functions will always block regardless of the mode selected.

When the API is running asynchronously and a command completes, the control will fire a completion event. The parameters for this event contain the completion code from the call and any data requested.

The descriptions in the Overview of API Calls below indicate when a call is only available synchronously. In all other cases, a completion event will be fired, for example `LogonEntireConnection` will fire `LogonComplete`.

In certain situations, the API control will also fire notification events regardless of the mode it is running in. These can include error messages, information messages and all data transfer data.

## Overview of API Calls

This section provides an overview of all available API calls, grouped according to the following functional areas:

- Initialization
  - `GetRunningTerminalSessions`
  - `Initialize`
  - `LogonEntireConnection`
- Opening a Session
  - `GetAvailableSessions`
  - `OpenSession`
- General Control
  - `RunHostCommand`
  - `PutData`
  - `SetDataNotificationFlag`
- Screen Data
  - `GetScreenText`
  - `GetScreenRawText`
  - `GetScreenAttributes`
  - `GetExtendedAttributes`
  - `GetCursorPosition`
  - `SetCursorPosition`
  - `ClearScreenText`
  - `CheckForScreenText`
- Data Transfer
  - `SetAPIFileDetails`
  - `SetWorkFileDetails`
  - `GetFileName`
  - `CancelFileTransfer`
- Tasks and Procedure Files
  - `RunEntConTask`
  - `SetGlobalParameter`
  - `GetGlobalParameter`
  - `CancelRunningTask`
- Closing a Session
  - `CloseSession`
  - `CloseAllSessions`
  - `BreakConnection`
- Other Methods
  - `GetScreenSize`

See the descriptions below for detailed information on these API calls (including associated events).

## Initialization

When starting a session, the API client can either attach to a running terminal or create a new terminal.

### ▶ To find out the session names of any running terminals (synchronous call only)

- Call the following:

```
APIReturn = GetRunningTerminalSessions(TerminalNames, NumTerminals)
```

This returns an array of currently running terminals that can be attached.

`GetRunningTerminalSessions` is the only call that can be made before calling `Initialize`.

### ▶ To attach to a terminal

- Call the following:

```
APIReturn = Initialize(CreateSession, LinkSessionName,
UserLoggedIn, OpenSession)
```

The parameters are:

<code>CreateSession</code>	Boolean "true" indicates that a new terminal is to be created.
<code>LinkSessionName</code>	String The name of an existing terminal to attach to. The name is one of the terminal names that is returned by the <code>GetRunningTerminalSessions</code> function.
<code>UserLoggedIn</code>	Boolean Returns "true" if the logon to Entire Connection has already taken place on the workstation. In order to use a terminal, a user has to log on once per workstation. If <code>UserLoggedIn</code> is "false", the API client has to log on now.
<code>OpenSession</code>	String Normally empty. In a special case, this contains the name of an open session.

If "true" was returned for `CreateSession` or if it is not possible to attach to the specified terminal, the API control creates a new session.

If the connection to an existing terminal has been established and if in the meantime a session has been opened in this terminal, the `OpenSession` parameter contains the name of the session. In this special case, the API client has to decide whether it wants to work with this session which has not been opened under its control. This can only happen if an existing terminal is attached that is currently in the process of opening a session, and this process takes a while and has not yet been completed.

 **To log on to Entire Connection**

- Call the following:

```
APIReturn = LogonEntireConnection(UserName, Password)
```

## Opening a Session

The API client can either query the available session names from the share file or open a known session directly.

### ▶ To query all sessions defined for the Entire Connection user

- Call the following:

```
APIReturn = GetAvailableSessions(SessionNames, DefaultSession)
```

The parameters are:

```
SessionNames    Variant Array(Strings)
                 The names of all defined sessions.
```

```
DefaultSession  String
                 The name of the default session.
```

### ▶ To open one of these sessions

- Call the following:

```
APIReturn = OpenSession(SessionName)
```

The parameter is:

```
SessionName     String
                 The name of the session that is to be opened.
```

The session is now open and can be used.

### Associated Events:

- `FirstScreenArrived`  
Fired when the session receives the first data from the host.
- `ScreenSizeChanged(NumRow, NumColumns)`  
Notifies the initial screen size, and also whether the terminal changes dynamically during a session.
- `SessionOpened(SessionName)`  
Fired if a session opens without the API client calling the `OpenSession` method. This may happen, for example, when a startup task is used.

The parameter is:

```
SessionName     String
                 The name of the open session.
```

## General Control

### ▶ To send commands to the open session

- Call the following:  
`APIReturn = RunHostCommand( CommandName )`

The parameter is:

`CommandName` String  
The name of the command that is to be executed on the host.

The string is sent to the host and then to the function key ENTER.

### ▶ To send general text and key codes

- Call the following:  
`APIReturn = PutData( Text , KeyCode )`

The parameters are:

`Text` String  
The text that is to be transferred to the host.

`KeyCode` Integer  
The key that is to be sent after the text has been transferred.

The text that is sent with this command can contain line feeds. These are interpreted as if the function key NEWLINE has been pressed. If you only want to send a key code, you have to pass an empty string for the text.

### ▶ To enable data notifications (synchronous call only)

- Call the following:  
`APIReturn = SetDataNotificationFlag( Enable )`

The parameter is:

`Enable` Boolean  
When you set this to "true", data notifications are switched on. Default: off.

### ▶ To show and hide the terminal window

- Set the API control property `TerminalInteractive` (boolean).  
If you connect to a terminal, it stays visible until this value is set to "false".  
If you create a new terminal, it is invisible until this value is set to "true".

**Associated Events:**

- `CursorPositionChanged(XPosition, YPosition)`  
Fired when the terminal is in interactive mode and the cursor position is changed with the mouse (not when the cursor moves due to typing).
- `NewScreenDataArrived()`  
If enabled, this indicates that new data has arrived from the host.

## Screen Data

Screen text is available as the raw text as it is received by the host and as the processed text as it is displayed on the terminal. The raw text contains all characters - including those that are not to be displayed (e.g. password) - and can contain zero values.

Since the raw text can contain zero values, it can only be returned as an array of unsigned characters. The screen text is returned as an array of strings.

### ▶ To return screen text

- Call the following:  
`APIReturn = GetScreenText(ScreenTextArray, TopLeftX, TopLeftY, BottomRightX, BottomRightY)`

The parameters are:

<code>ScreenTextArray</code>	Variant Array(Strings) One string per line of text requested.
<code>TopLeftX</code>	Integer Starting coordinate.
<code>TopLeftY</code>	Integer Starting coordinate.
<code>BottomRightX</code>	Integer Ending coordinate.
<code>BottomRightY</code>	Integer Ending coordinate.

If any of the coordinates is set to -1, the entire screen is returned.

### ▶ To return raw data

- Call the following:  
`APIReturn = GetScreenRawText(ScreenTextArray)`

The parameter is:

<code>ScreenTextArray</code>	Variant Array(Unsigned chars) Raw data buffer.
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### ▶ To return screen attributes

- Call the following:

```
APIReturn = GetScreenAttributes(Attributes, AttributesDescription)
```

The parameters are:

`Attributes` Variant Array(Unsigned chars)  
Attribute buffer.

`AttributesDescription` Variant Array(Unsigned chars)  
The description of an attribute is an array of 6 values containing the bit patterns for the attribute properties:

Member 0: Attribute

Member 1: Protected

Member 2: Numeric

Member 3: No display

Member 4: High display

Member 5: Modify data tag

### ▶ To return extended screen attributes

- Call the following:

```
APIReturn = GetExtendedAttributes(ExtendedAttributes)
```

The parameter is:

`ExtendedAttributes` Variant Array(Unsigned chars)  
Extended attribute buffer.

### ▶ To read and set the current cursor position

- Call the following:

```
APIReturn = GetCursorPosition(XPosition, YPosition)
```

```
APIReturn = SetCursorPosition(XPosition, YPosition)
```

The parameters are:

`XPosition` Integer  
X indicates the cursor position in the column.

`YPosition` Integer  
Y indicates the cursor position in the line.

▶ **To remove all editable text in the specified area**

- Call the following:

```
APIReturn = ClearScreenText(TopLeftX, TopLeftY, BottomRightX,
BottomRightY)
```

The parameters are:

TopLeftX        Integer  
Starting coordinate.

TopLeftY        Integer  
Starting coordinate.

BottomRightX Integer  
Ending coordinate.

BottomRightY Integer  
Ending coordinate.

-1 in any value indicates the whole screen.

▶ **To call the IF command used to check for screen text**

- Call the following:

```
APIReturn = CheckForScreenText(Text, Result, Position, TopLeftX,
TopLeftY, Length, CaseSensitive)
```

The parameters are:

Text            String  
Text to check for.

Result          Boolean  
"true" if the text was found.

Position        Integer  
Screen position where the text was found.

TopLeftX        Integer  
Starting coordinate.

TopLeftY        Integer  
Starting coordinate.

Length          Integer  
Text length.

CaseSensitive Boolean  
True if case-sensitive check.

## Data Transfer

### ▶ To prepare for data transfer to be processed directly by the API client

- Call the following:  
`APIReturn = SetAPIFileDetails(WorkFileNumber, UploadFlag, BinaryFlag, ReportFlag)`

The parameters are:

<code>WorkFileNumber</code>	Integer	Work file number.
<code>UploadFlag</code>	Boolean	Is set for upload.
<code>BinaryFlag</code>	Boolean	Is set for binary transfer.
<code>ReportFlag</code>	Boolean	Is set for report format.

This results in the following events being fired during upload:

```
GetAsciiUploadFileBuffer(ErrorCode, FileNumber, Data, DataLength,
DataFormat)
GetBinaryUploadFileBuffer(ErrorCode, WorkFileNumber, Data,
DataLength)
```

and the following events being fired during download:

```
AsciiFileDataArrived(ErrorCode, FileNumber, DataLength, Data,
DataFormat)
BinaryFileDataArrived(ErrorCode, FileNumber, DataLength, Data,
DataFormat)
```

The event parameters are:

<code>ErrorCode</code>	Integer	Must be set to 0 by the API to indicate that all was processed without error.
<code>FileNumber</code>	Integer	The work file to be processed.
<code>DataLength</code>	Integer	Upload: the expected size is passed; the actual size is returned. Download: is set to the size of the transmitted data.
<code>Data</code>	Variant Array(unsigned char)	Data that are to be transferred.
<code>DataFormat</code>	String	Description of the record format.

For a normal transfer operation, the API client has to provide a file name. This can be done by presetting a file name.

▶ **To preset a file name**

- Call the following:

```
APIReturn = SetWorkFileDetails(Name, FileNumber, Upload, Binary, Report)
```

The parameters are:

Name	String	The file name that is to be used.
FileNumber	Integer	The work file being processed.
Upload	Boolean	Is set for upload.
Binary	Boolean	Is set for binary transfer.
Report	Boolean	Is set for report format.

If no preset values are found for the work file being processed, the API client will be asked for a file name.

### ▶ To return a file name

- Respond to the following event:

```
APIReturn = GetFileName(ErrorCode, FileNumber, Upload, Binary,
ToPrinter, Landscape, ControlChars, DosFormat, FileName)
```

The parameters are:

ErrorCode	Integer	If set to zero, the file name is used and processing starts. If set to any other value, processing is canceled.
FileNumber	Integer	Work file being processed.
Upload	Boolean	Is set for uploading a file name.
Binary	Boolean	Is set for binary transfer.
ToPrinter	Boolean	Is set to download to a printer.
Landscape	Boolean	Is set to print in landscape format.
ControlChars	Boolean	Is set to interpret control characters.
FileName	String	The file name to be used.

### ▶ To cancel a running data transfer

- Call the following:

```
APIReturn = CancelFileTransfer(FileNumber)
```

The parameter is:

FileNumber	Integer	The number of the work file for which the data transfer is to be canceled.
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This call is synchronous. It queues a cancelation request. When data transfer has completed, the `FileTransferComplete` event is fired.

**Associated Events:**

- `FileTransferStarting(ErrorCode, FileNumber, Upload, Binary, Headings)`

The parameters are:

<code>ErrorCode</code>	<code>Integer</code>	If set to zero, the file name is used and processing starts. If set to any other value, processing is canceled.
<code>FileNumber</code>	<code>Integer</code>	The work file being processed.
<code>Upload</code>	<code>Boolean</code>	Is set for uploading a file name.
<code>Binary</code>	<code>Boolean</code>	Is set for binary transfer.
<code>Headings</code>	<code>Variant Array (Strings)</code>	Contains the field names of the record for the transfer.

- `FileTransferComplete(FileNumber, Upload, ErrorCode)`

The parameters are:

<code>FileNumber</code>	<code>Integer</code>	Work file being processed.
<code>Upload</code>	<code>Boolean</code>	Is set if upload is completed.
<code>ErrorCode</code>	<code>Integer</code>	Is set to zero if the data transfer was processed without error.

- `FileTransferProgress(ProgressMessage)`

The parameter is:

<code>ProgressMessage</code>	<code>String</code>	Message that normally appears in the output window of the terminal application window.
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## Tasks and Procedure Files

### ▶ To run an Entire Connection task or procedure file

- Call the following:  
`APIReturn = RunEntConTask(TaskName)`

The parameter is:

`TaskName` String  
The name of an Entire Connection task or procedure file.

#### **Note:**

For a synchronous connection, the application programming interface returns to the calling application after the `TaskName` has been checked and the task or procedure file has been started (not when the task or procedure file is completed). For an asynchronous call, the application programming interface immediately returns to the calling application.

### ▶ To access the global parameters +PARM0 to +PARM9

- Call the following:  
`APIReturn = SetGlobalParameter(ParamNumber, Value)`  
`APIReturn = GetGlobalParameter(ParamNumber, Value)`

The parameters are:

`ParamNumber` Integer  
From 0 to 9 for the required parameter.

`Value` String  
Value of the parameter.

### ▶ To cancel a running procedure file (synchronous call only)

- Call the following:  
`APIReturn = CancelRunningTask()`

This will return immediately. The procedure file will notify termination by firing the `EntConTaskComplete` event.

**Associated Events:**

- `EntConTaskStarting(ErrorCode, TaskName)`  
Is called when a task is started other than explicitly by the application programming interface (e.g. a logon task).

The parameters are:

`ErrorCode` Integer  
Has to be set to 0 (zero) so that the task can be started.

`TaskName` String  
The name of the task that has been started.

- `EntConTaskComplete(ErrorCode, TaskName)`

The parameters are:

`ErrorCode` Integer  
Is set to zero if the task has completed without error.

`TaskName` String  
Task name.

- `TaskInputRequest(ErrorCode, DisplayOne DisplayTwo, Flags, ReturnData)`

This event is fired if an INPUT statement is executed in a procedure file.

The parameters are:

`ErrorCode` Integer  
Is set to zero after input has been provided.

`DisplayOne` String  
First line of prompt text.

`DisplayTwo` String  
Second line of prompt text.

`Flags` Variant Array  
Display flags (see below).

`Flags(0)` Must return some data; blank is invalid.

`Flags(1)` Numeric data only.

`Flags(2)` Password field.

`Flags(3)` Maximum length of the requested data.

`ReturnData` String  
Data that are to be returned to the procedure.

- `TaskDisplayMessageRequest(ErrorCode, Text, DialogBox, MessageType, Response)`

This event is fired if a WAIT statement is executed in a procedure file.

The parameters are:

<code>ErrorCode</code>	<code>Integer</code> Is set to 0 (zero) if the procedure is to continue. If zero is not set, the procedure is canceled.
<code>Text</code>	<code>String</code> The message to be displayed.
<code>DialogBox</code>	<code>Boolean</code> "true" if a message box is expected.
<code>MessageType</code>	<code>Variant</code> Display parameters.
<code>Response</code>	<code>Integer</code> Standard Microsoft response code of the MessageBox (e.g. "IDOK") if DialogBox is "true".

- `TaskError(ErrorCode, ErrorText)`

The parameters are:

<code>ErrorCode</code>	<code>Integer</code> Error code from the task.
<code>ErrorText</code>	<code>String</code> Message to be displayed.

## Closing a Session

### ▶ To close an open session and leave the connection to Entire Connection active

- Call the following:  
`APIReturn = CloseSession()`

### ▶ To close all terminals (asynchronous call only)

- Call the following:  
`APIReturn = CloseAllSessions()`

This will close any terminal session on the workstation, including those opened directly. This call should be used with caution. It also breaks the connection to the terminal. There is no completion event.

### ▶ To break the link to the terminal (synchronous call only)

- Call the following:  
`APIReturn = BreakConnection(Closedown)`

The parameter is:

`Closedown` Boolean  
Is set to "true" to close the terminal window on disconnect.

If `Closedown` is set to "false" and the Entire Connection terminal is not logged on, the terminal will be closed anyway. If the terminal was hidden, it will be automatically shown when the connection is broken.

### Associated Events:

- `CurrentSessionClosed`  
The session has closed down without a request from the application programming interface. This can happen if the terminal is interactive and the user closes the session, or if a session times out.
- `TerminalClosedown`  
The terminal has completely closed down with no request from the application programming interface. This can happen in interactive mode if the user closes the application, or if `CloseAllSessions` is called from another API session.

## Other Methods

### ▶ To return the current size of the open terminal

- Call the following:  
`APIReturn = GetScreenSize(NumberOfRows, NumberOfColumns)`

## Other Events

- `ServerRequestedFileName(ErrorCode, OpenFile, Flags, Title, DefExtension, Filter, InitFileName, InitDirectory, FileName)`

Is called if the session needs a file name.

The parameters are:

`ErrorCode` Integer  
Is set to zero when the file name has been set.

`FileName` String  
The file name to be used.

The other parameters are those expected by the common open file dialog.

- `TerminalWarningMessage(Message, DisplayFlag)`

The parameters are:

`Message` String  
Message to be displayed.

`DisplayFlag` Boolean  
The call is expected to show a message in a blocking dialog box (e.g. using the `MessageBox` function).

## Key Codes

The key codes that can be passed using `PutData` are contained in the include file that is provided on the Entire Connection CD-ROM as part of the samples. Only these should be used. If other values are passed, the effects are not defined.

## Error Codes

These are all integer values. The descriptions are provided in the include files on the Entire Connection CD-ROM as part of the code samples.