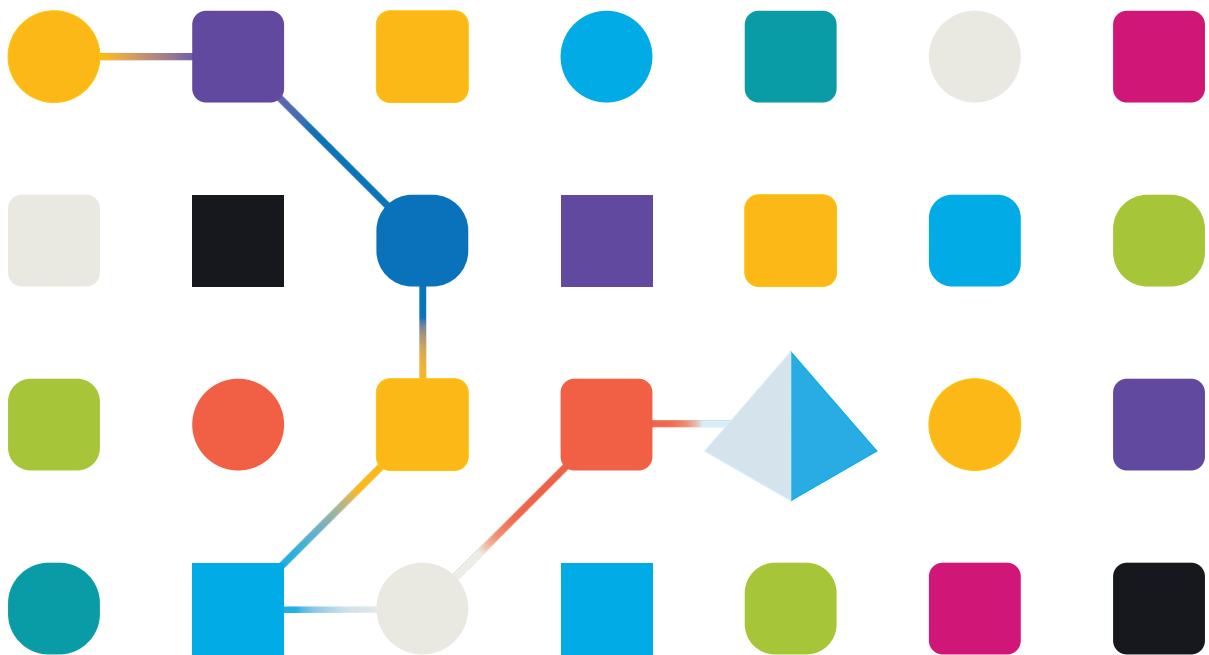


Blue Prism Mainframe Guide

Rocket Passport PC to Host

Document Revision 1.0



Trademarks and copyright

The information contained in this document is the proprietary and confidential information of Blue Prism Limited and should not be disclosed to a third party without the written consent of an authorised Blue Prism representative. No part of this document may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying without the written permission of Blue Prism Limited.

© **Blue Prism Limited, 2001 – 2022**

© “Blue Prism”, the “Blue Prism” logo and Prism device are either trademarks or registered trademarks of Blue Prism Limited and its affiliates. All Rights Reserved.

All trademarks are hereby acknowledged and are used to the benefit of their respective owners. Blue Prism is not responsible for the content of external websites referenced by this document.

Blue Prism Limited, 2 Cinnamon Park, Crab Lane, Warrington, WA2 0XP, United Kingdom
Registered in England: Reg. No. 4260035. Tel: +44 370 879 3000. Web: www.blueprism.com

Introduction

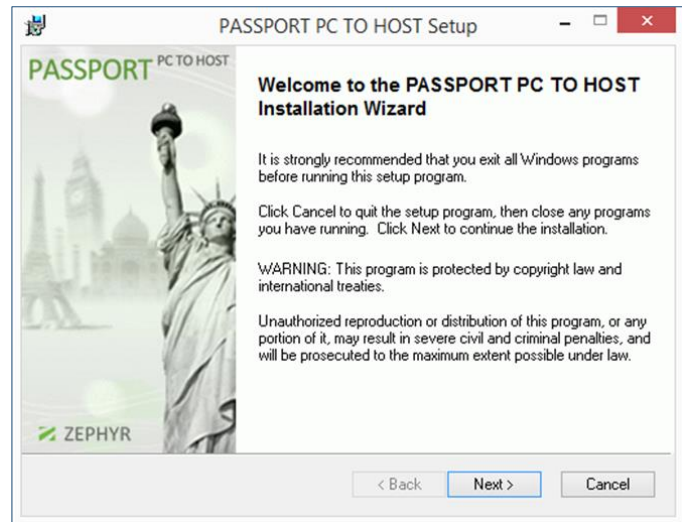
The purpose of this document is to provide instructions as to how Rocket Passport PC to Host emulator can be integrated with Blue Prism so that it can be automated. The configuration specified within this document is only exemplary and is a method tried and tested by Blue Prism.

Pre-Requisites

The following versions are not specific requirements, but rather recommendations based on versions which are known to work together:

- Windows XP, Windows Vista (32 bit & 64 bit) or Windows 7 (32 bit & 64 bit) operating systems*
- Blue Prism v5.0.24 to v5.0.34
- Blue Prism v6 (only when used with Windows 7 operating systems)
- Rocket Passport PC To Host emulator software 2011 -506 or above

* Rocket Software supports only Windows operating systems which are currently supported by Microsoft according to their Support Lifecycle policy. For more information, visit the Microsoft Support web site.

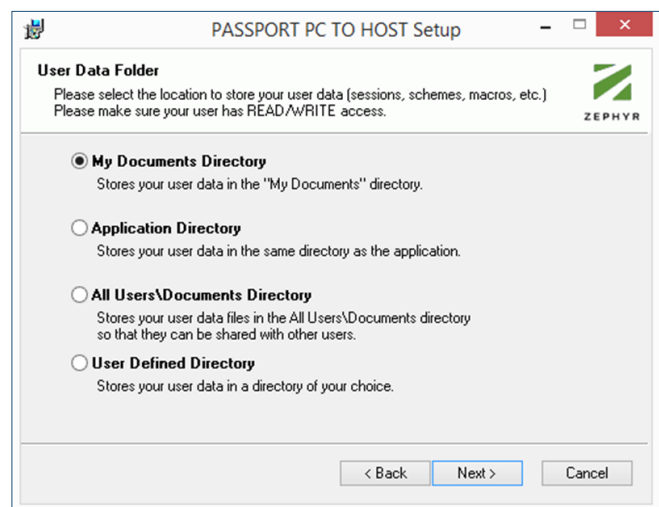


Initial Set Up

Passport Installation

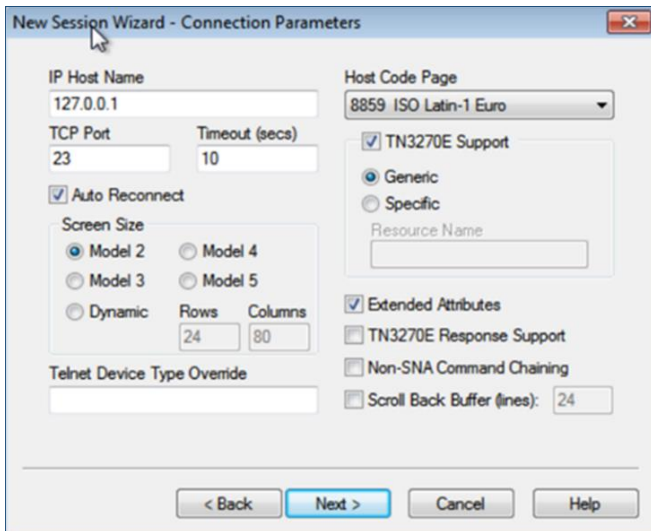
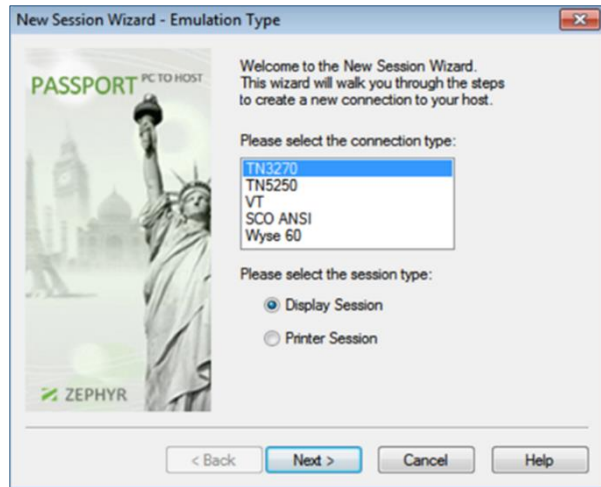
After obtaining a copy of the installation file, begin setup by:

1. Double-clicking the 'PC2H_2011-506.exe' executable installer
2. Set the Installation Directory and the Working Directory options to suit your needs (See image on right)
3. The selection of which working directory the software should use will have an impact on the product, because some selections might have write access restrictions, such as the AppData folder



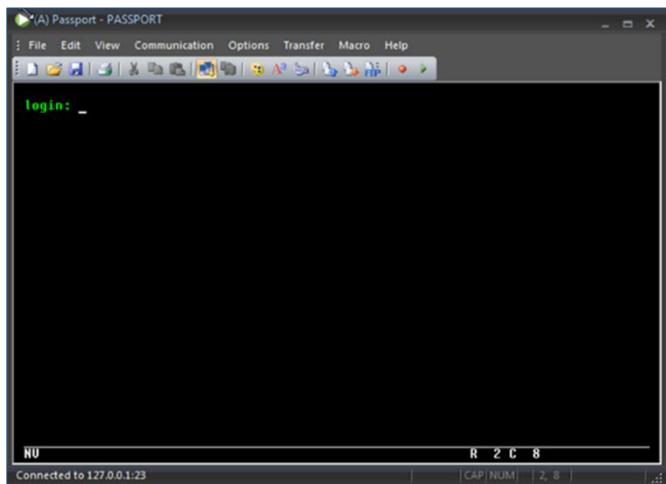
Passport Configuration

1. Run the New Session Wizard and choose your session type:



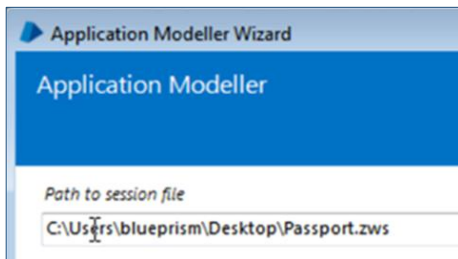
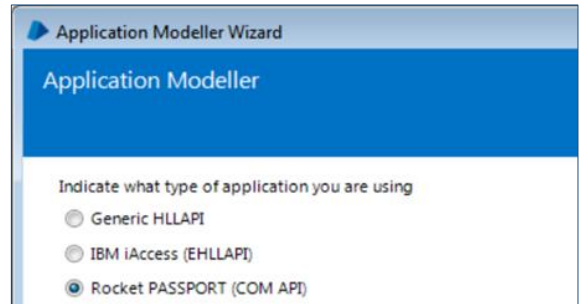
2. In the 'Connection Parameters' screen
 - Connection name: localhost
 - Host Address: 127.0.0.1
 - Host Code Page: to suit your intended OS locale settings
 - TCP Port: 23

3. Run your mainframe session and Connect to it (See image on right)
4. Leave the emulator screen open and connected
5. Save the current mainframe session file (.zws file type)
6. Close the Passport session and application



Blue Prism Configuration

1. Create a new Application Model of the type “Mainframe application”
2. In the Application Modeller set the mainframe connector to use “Rocket PASSPORT (COM API)”



3. Set the path to the saved Passport session file (e.g. ‘passport.zws’)

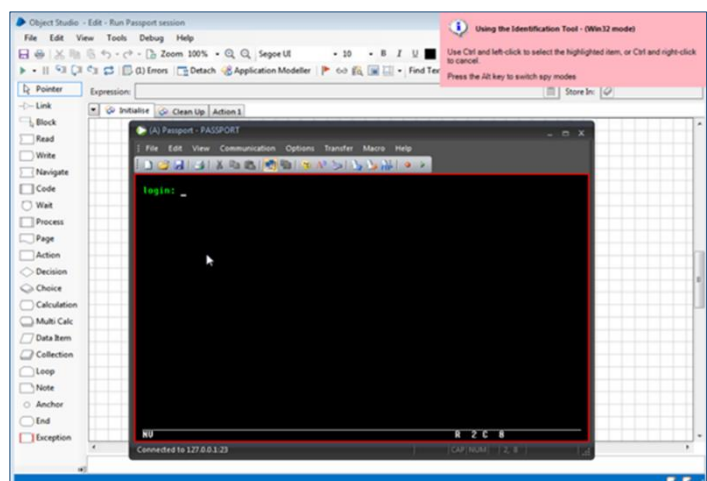
4. Application Manager mode is either Embedded (matching the Passport emulator to the operating system), or External, 32-bit mode (to force the use of 32-bit software, for example).
5. Launch the Passport session using the Launch button



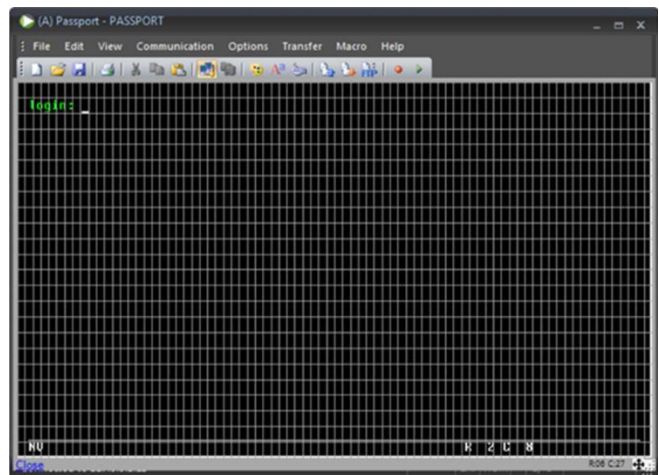
You will now be connected to the running Passport session and can begin to identify and spy elements in the Passport mainframe session.

Spying elements in Rocket Passport

1. Click on the Identify button in Application Modeller to begin spying
2. Select the mainframe session as a Win32 type of element



3. Left-click to set the element and this will reveal the mainframe spy grid



Appendix

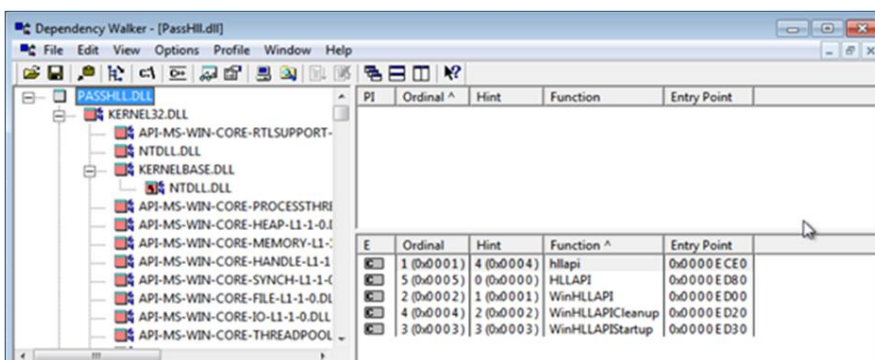
Connecting using Generic HLLAPI

If you are using the Generic HLLAPI connector to connect Blue Prism to your emulator, then you will be asked to supply three important pieces of information:-

- **The Dynamic Link Library name** – this is the name of the library file which contains the interfaces which Blue Prism will use to connect to the emulator
- **The DLL Entry Point** – this is the name of the interface which Blue Prism uses to connect
- **The Calling Convention type** – this is the type of calling method which the interface supports

Here is an example of Rocket PASSPORT emulator settings for the Generic HLLAPI connector:

Note that the example uses the full path to the DLL file “PASSHLL.DLL” so that Blue Prism can locate it. Blue Prism will check the current working directory to locate the file, but as we know that the file is located elsewhere in the file system, the exact full path has been explicitly declared.



In order to determine the DLL Entry Point it was necessary to use a utility called “Dependency Walker” and to load up potential DLL files in order to determine which file contained suitable HLLAPI type interfaces. To the left for example, is Dependency Walker examining the PASSHLL.DLL file.

In the above we can see that the functions “HLLAPI” and “WinHLLAPI” are both available as potential interfaces for the Generic HLLAPI connector to use.

To determine which Calling Convention to use, an educated guess was made. Knowing that WinHLLAPI was available as an interface is usually an indicator that the Entry Point uses a Windows type of calling convention, and therefore this was the Calling Convention selected to make this connection. If such an interface had not been available, then the most likely setting would have been the “C Declaration” type convention.

Links to Additional information

- Rocket Passport PC to Host Overview - <http://www.interchip.de/filestorage/RocketPassportPCtoHostOverview.pdf>
- Rocket Passport PC To Host emulator software version Matrix - http://www.zephyrcorp.com/kb/miscellaneous/passport_version_matrix.htm
- Microsoft Support Lifecycle - <https://support.microsoft.com/lifecycle/>