

Blue Prism Network Connectivity

To ensure compatibility with evolving network infrastructures, Blue Prism can be deployed in environments that utilize IPv4 or IPv6 network protocols for all connections as well as those that use a hybrid approach, utilizing a combination of both protocols. This allows all Blue Prism components – runtimes, clients, application servers – to connect using the preferred or most suitable method.

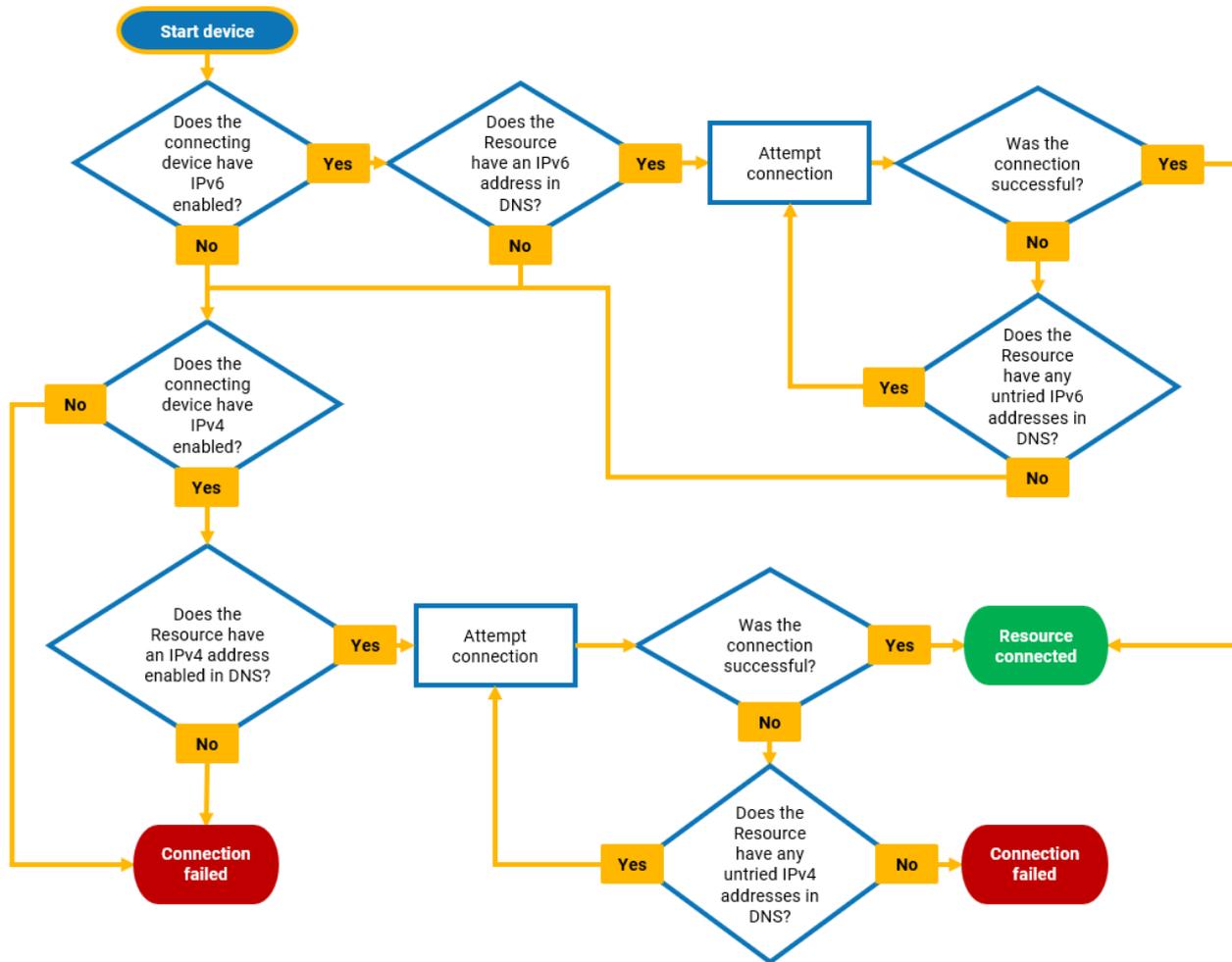
Resource connectivity

When establishing connections to runtime resources, Blue Prism uses the name specified in the DNS. This is based on the machine name and can either be the short name or the Fully Qualified Domain Name (FQDN).

If a resource has both IPv4 and IPv6 addresses in the DNS, the network adapter settings of the connecting device (application server, interactive client, or resource) are used to determine which IP address should be used to establish the connection:

1. The connecting device defaults to an IPv6 connection.
2. If an IPv6 connection is not established within 1.5 seconds and if the connecting device has multiple IPv6 addresses listed in the DNS, a connection attempt is made using the next available IPv6 address.
3. If an IPv6 connection is not established, the connecting device automatically attempts to connect using IPv4.
4. If all available IPv4 addresses have been tried without success, the resource is considered unreachable.

The following diagram illustrates the logic used for connections to runtime resources.



Application server connectivity

Clients and resources can connect to application servers using the host name, IPv4 address, or IPv6 address specified in the connection settings on the Server Configuration Details screen.

In the Hostname or IP Address field, enter the name or address that devices will use to connect to the server. If the field is left blank, the server will accept connections from any IPv4 and IPv6 address or hostname.

The nature of connection is determined by the address used on the client and the server binding specified in the Server Configuration Details, as summarized in the table below.

Where possible, it is recommended that a binding hostname is specified.

Server Binding	Blank	Hostname	IPv4 Address	IPv6 Address
Client Connection				
Hostname	IPv6 then IPv4*	IPv6 then IPv4*	Connection failure - not valid	Connection failure - not valid
IPv4	IPv4	Connection failure - not valid	IPv4	Connection failure - not valid
IPv6	IPv6	Connection failure - not valid	Connection fail - not valid	IPv6

* Assuming the server has both an IPv4 and IPv6 network interface enabled, attempts an IPv6 connection and falls back to IPv4.