

## 3.x - SRP\_HTTP\_FRAMEWORK\_SETUP

Stores the setup information used by the SRP HTTP Framework. The layout looks like this:

| Attribute | Name                       | Description  |
|-----------|----------------------------|--|
| <1>       | Home URL                   | Identifies the primary URL of the website, e.g., <i>www.mywebsite.com</i> .  |
| <2>       | API URL                    | Identifies the path that is appended to the Home URL wherein the entry point of the API begins, e.g., <i>/api</i><br><br>The <a href="#">3.x - HTTP_Service_Setup</a> uses the above information to create proper RESTful responses wherein paths to other web service APIs need to be included within the response. Thus, in the above examples, the two are joined when creating fully resolved API URLs, e.g., <i>www.mywebsite.com/api/&lt;service&gt;</i> |
| <3>       | Capture Path               | Used in <a href="#">3.x - HTTP_MCP</a> to identify the local OS path where request and response content can be saved for off-line analysis. If the path does not exist, then no attempt to store this information will be made.  |
| <4>       | Enable Authentication Flag | Boolean setting that determines if authentication is enabled. Used by <a href="#">3.x - HTTP_Authentication_Services</a> . Note: Only an explicit value of 0 ( <i>False</i> ) will disable authentication. Any other value, including an empty value, will enable authentication.  |
| <5>       | Realm Value                | Used with HTTP authentication to associate resource links to the same protective space.  |
| <6>       | Entry Point Service        | Name of the entry point web service. This is used by <a href="#">3.x - HTTP_MCP</a> to call the first web service. This should not include the standard HTTP prefix or SERVICES suffix. The default value is <i>entry_point</i> .  |
| <7>       | Flush Cache Flag           | Boolean setting that determines if code should be flushed when the web service is finished. This allows changes in web service procedures to always be available without having to restart the OEngineServer.  |
| <8>       | Non-Authenticated URLs     | @VM list of URLs that should not be authenticated. This includes URLs that support OAuth redirects since these requests will unlikely be authenticated (although they should be secret and secure with the OAuth authenticating server).   |
| <9>       | Aborted Service            | Service handler for HTTP Requests that get aborted either due to Runtime Errors or Status Errors. If the Debugger Intercept has been enabled, this handler will only receive Status Error aborts.  |
| <10>      | Enable Logging Flag        | Boolean setting that determines if logging is enabled. This is used by the <i>CreateLogFile</i> service. Note: Only an explicit value of 0 ( <i>False</i> ) will disable logging. Any other value, including an empty value, will enable logging.  |
| <11>      | Debugger Setting           | Debugger Setting value that will be passed into the <i>RTL_Debugger_Setting</i> subroutine. 0=Disabled, 1=Enabled, and 2=Intercept. If value is 2, the value of <code>HTTP_FRAMEWORK_SETUP_DEBUGGER_INTERCEPT\$</code> will be used to determine the name of the intercept stored procedure.   |
| <12>      | Debugger Intercept         | Service handler for HTTP Requests that abort due to a Runtime Error and the Debugger Intercept has been enabled. See <code>HTTP_FRAMEWORK_SETUP_DEBUGGER_SETTING\$</code> .  |
| <13>      | Log Errors Only            | Boolean setting that determines if only error responses (i.e., status codes of 4xx or 5xx) should be logged. This is used by the <i>CreateLogFile</i> service. Note: Only an explicit value of 0 ( <i>False</i> ) will disable logging. Any other value, including an empty value, will enable logging.  |