

13. Testing Using the eiPlatform Emulator (Tutorial)

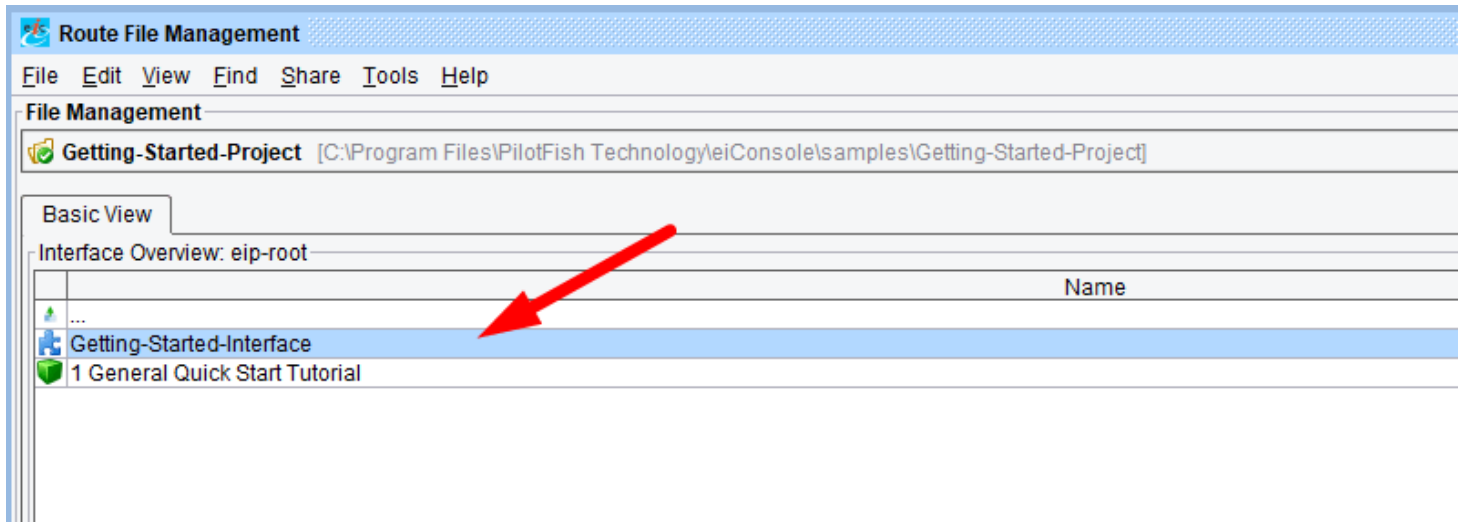
<https://cms.pilotfishtechnology.com/12testing-using-the-eiplatform-emulator-tutorial>

eiConsole v.19R1
Tutorial 30 mins

eiConsole Foundation Testing Using the eiPlatform Emulator

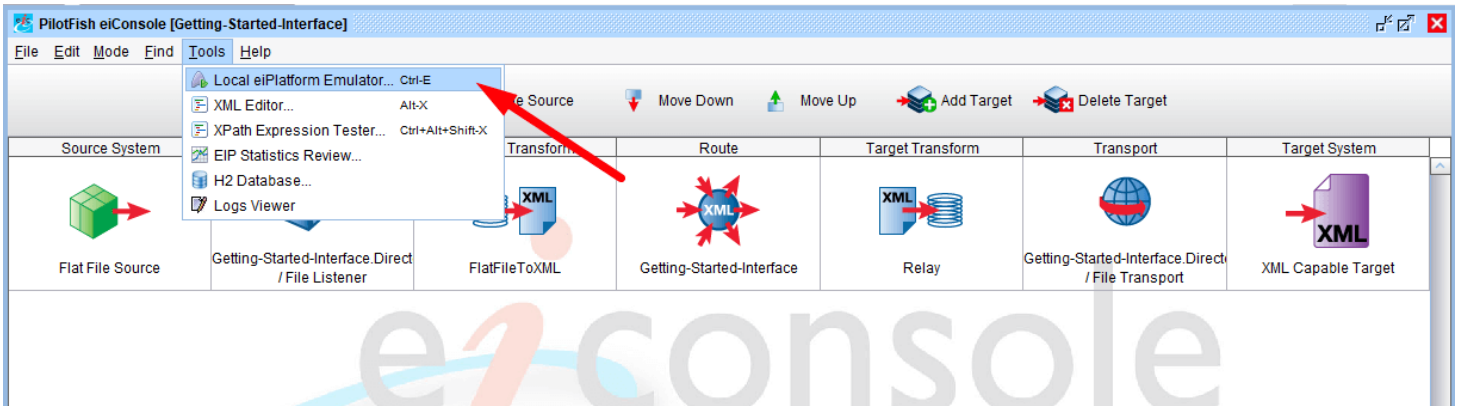
You will need to download sample files to do this tutorial. If you have not done so yet, please click this [LINK](#).

Note: The Tutorials in eiConsole Foundation, 1-13, are modular and are designed to be used in the sequence presented.

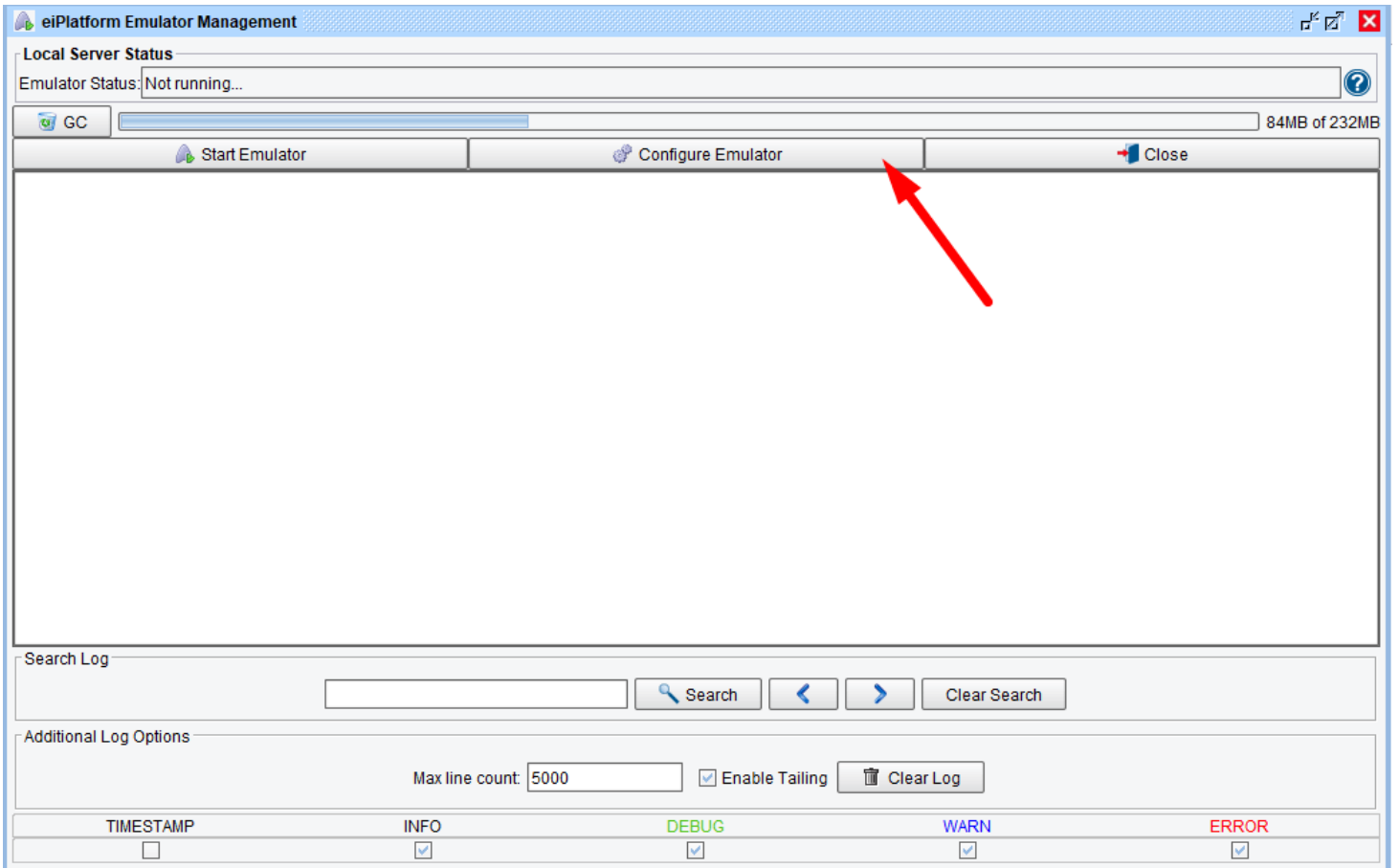


In addition to Test Mode, the eiConsole offers an eiPlatform Emulator. The eiPlatform is the server environment that corresponds with the eiConsole and allows you to run [interfaces](#) in an unattended server environment. This behavior can be simulated from within the eiConsole using the eiPlatform Emulator.

The eiPlatform Emulator differs from test mode in the fact that Test Mode only allows you to run one particular [route](#) at a time. The Emulator allows you to run all of the various [routes](#) at once that are configured within a particular eiConsole/eiPlatform [Working Directory](#). That is all routes available in a particular Route File Management window will be run when you start the eiPlatform Emulator. To run the EIP Emulator, make sure that you are in the appropriate Working Directory. Select any [interface](#) within that Working Directory.



Choose the **Tools** menu and choose **Local eiPlatform Emulator** from the drop-down.



The EIP Emulator Management dialogue will appear. Click on the **Configure Emulator** button.

EIP Emulator Settings

Select Routes and enable debug tracing below:

Run	Debug Tracing	Type	Name
<input checked="" type="checkbox"/>	<input type="checkbox"/>	*Interface*	ROOT
<input checked="" type="checkbox"/>	<input type="checkbox"/>	---Route	Getting-Started-Interface
<input type="checkbox"/>	<input type="checkbox"/>	*Interface*	1 General Quick Start Tutorial
<input type="checkbox"/>	<input type="checkbox"/>	---Route	My First Route

Enable Transaction Log API
 Enable Detailed Stage Logging
 Enable Basic Transaction Logging Mode

Default Cache Type:

Threading Model: Per Stage Per Route

Max Threads:

Control Transaction TimeToLive
 Transaction Time To Live Check Period (ms):

Child-First Properties Loading

Servlet Port:
 Use eas.conf servlet port

Disable All Trace All

Apply and Close Close

And select only the route you want to test. Apply and close the dialog.

eiPlatform Emulator Management

Local Server Status
 Emulator Status:

GC

Start Emulator Configure Emulator Close

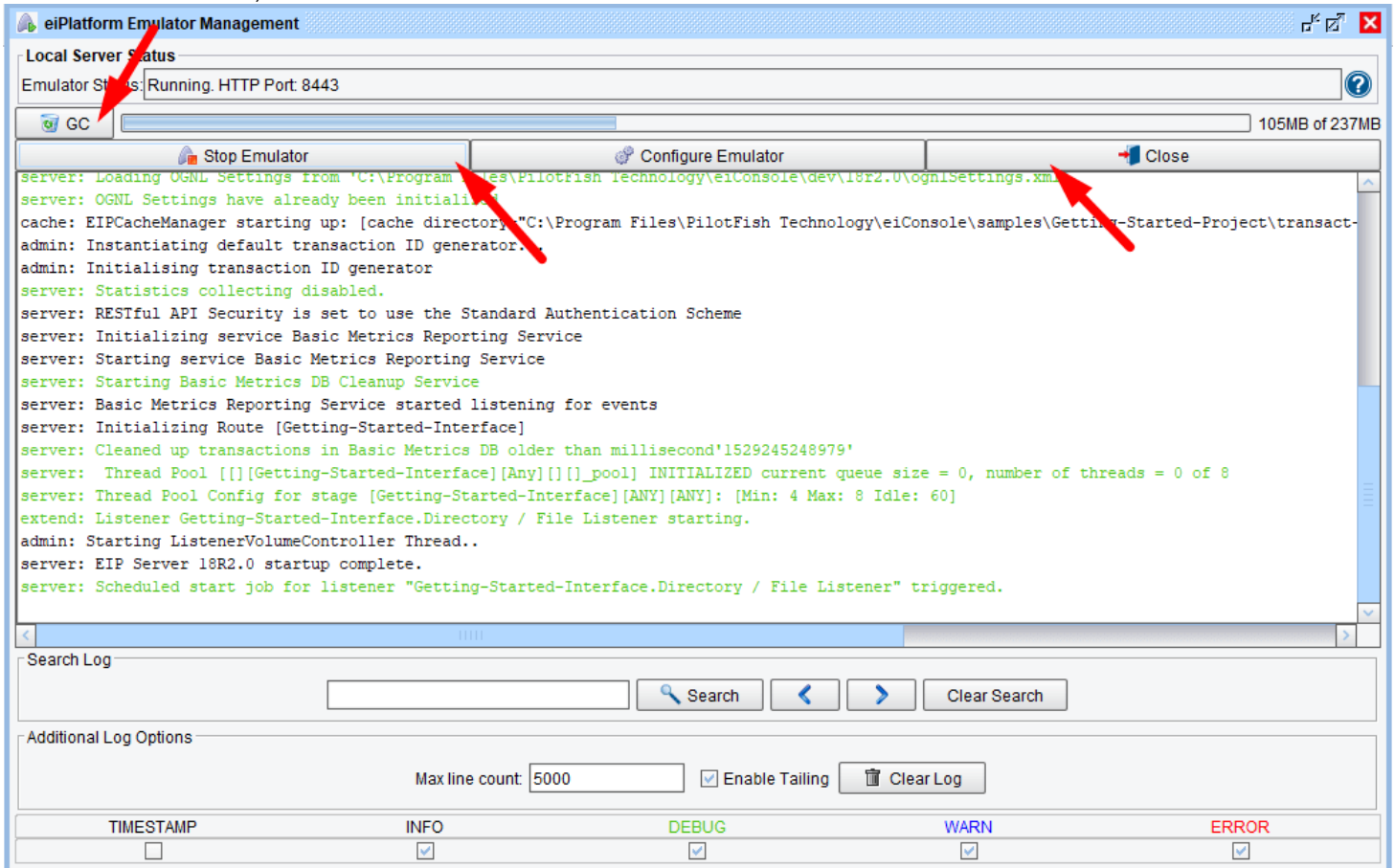
Search Log

Additional Log Options

Max line count: Enable Tailing

TIMESTAMP	INFO	DEBUG	WARN	ERROR
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

To start the Emulator, click the **Start Emulator** button.



A log window will appear below the Local Server Status section. To test information flowing through the EIP Emulator, the [Listener](#) must be activated. In this particular case, a Listener uses a Directory / File Listener, so placing a file in the Directory will begin processing. The interface will behave exactly as it would in a server environment unattended. Activity can be monitored using the Log View.

To stop the Emulator, click the **Stop Emulator** button. To close the window, simply choose the Close button.

The EIP Emulator also includes this **GC** button. This button stands for Garbage Collection. It allows the Java Virtual machine running the eiConsole to clean up all unused memory.