

PostRequest

Method Summary

Boolean	#addFile (parameterName, fileName, fileLocation) Add a file to the post.
Boolean	#addHeader (headerName, value) Add a header to the request.
Boolean	#addParameter () Add a parameter to the post.
Response	#executeRequest ([username], [password]) Execute the request method.
void	#setBodyContent (content) Set the body of the request.
void	#setCharset () Set the charset used when posting.

Method Details

addFile

Boolean **addFile**(parameterName, fileName, fileLocation)

Add a file to the post.

Parameters

parameterName

fileName

fileLocation

Returns

Boolean

Sample

```
poster.addFile('myFileParamName', 'manual.doc', 'c:/temp/manual_01a.doc')
poster.addFile(null, 'postXml.xml', 'c:/temp/postXml.xml') // sets the xml to post
```

addHeader

Boolean **addHeader**(headerName, value)

Add a header to the request.

Parameters

headerName

value

Returns

Boolean

Sample

```
method.addHeader('Content-type', 'text/xml; charset=ISO-8859-1')
```

addParameter

Boolean **addParameter**()

Add a parameter to the post.

Returns

Boolean

Sample

```
poster.addParameter('name', 'value')
poster.addParameter(null, 'value') //sets the content to post
```

executeRequest

Response **executeRequest**([username], [password])

Execute the request method.

Parameters

[username]

[password]

Returns[Response](#)**Sample**

```
var response = method.executeRequest()
```

setBodyContentvoid **setBodyContent**(content)

Set the body of the request.

Parameters

content

Returns

void

Sample

```
method.setBodyContent ( content )
```

setCharsetvoid **setCharset**()

Set the charset used when posting. If this is null or not called it will use the default charset (UTF-8).

Returns

void

Sample

```
var poster = plugins.http.getPoster('https://twitter.com/statuses/update.json');
poster.addParameter('status',globals.textToPost);
poster.addParameter('source','Test Source');
poster.setCharset('UTF-8');
var httpCode = poster.doPost(globals.twitterUserName, globals.twitterPassword); //httpCode 200 is ok
```