

GetRequest



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Supported Clients

SmartClient WebClient NGClient

Methods Summary

Boolean	<code>addHeader(headerName, value)</code>	Add a header to the request.
void	<code>executeAsyncRequest(username, password, workstation, domain, successCallbackMethod, errorCallbackMethod)</code>	Execute the request method asynchronous.
void	<code>executeAsyncRequest(username, password, workstation, domain, successCallbackMethod, errorCallbackMethod, callbackExtraArgs)</code>	Execute the request method asynchronous using windows authentication.
void	<code>executeAsyncRequest(username, password, successCallbackMethod, errorCallbackMethod)</code>	Execute the request method asynchronous.
void	<code>executeAsyncRequest(username, password, successCallbackMethod, errorCallbackMethod, callbackExtraArgs)</code>	Execute the request method asynchronous using windows authentication.
void	<code>executeAsyncRequest(successCallbackMethod, errorCallbackMethod)</code>	Execute the request method asynchronous.
void	<code>executeAsyncRequest(successCallbackMethod, errorCallbackMethod, callbackExtraArgs)</code>	Execute the request method asynchronous using windows authentication.
Response	<code>executeRequest()</code>	Execute the request method.
Response	<code>executeRequest(userName, password)</code>	Execute the request method.
Response	<code>executeRequest(userName, password, workstation, domain)</code>	Execute a request method using windows authentication.
void	<code>usePreemptiveAuthentication(b)</code>	Whatever to use preemptive authentication (sending the credentials in the header, avoiding the server request to the client - useful when uploading files, as some http servers would cancel the first request from the client, if too big, as the authentication request to the client was not yet sent)

Methods Details

`addHeader(headerName, value)`

Add a header to the request.

Parameters

`String headerName ;`
`String value ;`

Returns

`Boolean`

Supported Clients

SmartClient,WebClient,NGClient

Sample

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

`executeAsyncRequest(username, password, workstation, domain, successCallbackMethod, errorCallbackMethod)`

Execute the request method asynchronous. Success callback method will be called when response is received. Response is sent as parameter in callback. This Response can be a response with a different status code then just 200, it could also be 500, which is still a valid response from the server, this won't go into the error callback. So you need to test the `Reponse.getStatusCode()` for that to know if everything did go OK. If no response is received (request errors out), the `errorCallbackMethod` is called with exception message as parameter.

Parameters

<code>String</code>	<code>username</code>	the user name
<code>String</code>	<code>password</code>	the password
<code>String</code>	<code>workstation</code>	The workstation the authentication request is originating from.
<code>String</code>	<code>domain</code>	The domain to authenticate within.
<code>Function</code>	<code>successCallbackMethod</code>	callbackMethod to be called after response is received
<code>Function</code>	<code>errorCallbackMethod</code>	callbackMethod to be called if request errors out

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
method.executeAsyncRequest('username','password','mycomputername','domain',globals.successCallback,globals.errorCallback)
```

executeAsyncRequest(username, password, workstation, domain, successCallbackMethod, errorCallbackMethod, callbackExtraArgs)

Execute the request method asynchronous using windows authentication. Success callback method will be called when response is received. Response is sent as parameter in callback followed by any 'callbackExtraArgs' that were given. This Response can be a response with a different status code then just 200, it could also be 500, which is still a valid response from the server, this won't go into the error callback. So you need to test the `Reponse.getStatusCode()` for that to know if everything did go OK. If no response is received (request errors out, network errors), the `errorCallbackMethod` is called with exception message as parameter followed by any 'callbackExtraArgs' that were given.

Parameters

<code>Stri</code>	<code>username</code>	the user name
<code>ng</code>		
<code>Stri</code>	<code>password</code>	the password
<code>ng</code>		
<code>Stri</code>	<code>workstation</code>	The workstation the authentication request is originating from.
<code>ng</code>		
<code>Stri</code>	<code>domain</code>	The domain to authenticate within.
<code>ng</code>		
<code>Fun</code>	<code>successCal</code>	callbackMethod to be called after response is received
<code>ction</code>	<code>backMethod</code>	
<code>Fun</code>	<code>errorCallba</code>	callbackMethod to be called if request errors out
<code>ction</code>	<code>ckMethod</code>	
<code>Arr</code>	<code>callbackExt</code>	extra arguments that will be passed to the callback methods; can be used to identify from which request the response arrived when
<code>ay</code>	<code>raArgs</code>	using the same callback method for multiple requests. Please use only simple JSON arguments (primitive types or array/objects of primitive types)

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
method.executeAsyncRequest('username','password','mycomputername','domain',globals.successCallback,globals.errorCallback, [callIDInt])
```

executeAsyncRequest(username, password, successCallbackMethod, errorCallbackMethod)

Execute the request method asynchronous. Success callback method will be called when response is received. Response is sent as parameter in callback. This Response can be a response with a different status code then just 200, it could also be 500, which is still a valid response from the server, this won't go into the error callback. So you need to test the `Reponse.getStatusCode()` for that to know if everything did go OK. If no response is received (request errors out), the `errorCallbackMethod` is called with exception message as parameter.

Parameters

<code>String</code>	<code>username</code>	the user name
<code>String</code>	<code>password</code>	the password
<code>Function</code>	<code>successCallbackMethod</code>	callbackMethod to be called after response is received
<code>Function</code>	<code>errorCallbackMethod</code>	callbackMethod to be called if request errors out

Supported Clients

SmartClient,WebClient,NGClient

Sample

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method.executeAsyncRequest(globals.successCallback,globals.errorCallback)
```

executeAsyncRequest(username, password, successCallbackMethod, errorCallbackMethod, callbackExtraArgs)

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Success callback method will be called when response is received. Response is sent as parameter in callback followed by any 'callbackExtraArgs' that were given.

This Response can be a response with a different status code then just 200, it could also be 500, which is still a valid response from the server, this won't go into the error callback.

So you need to test the `Reponse.getStatusCode()` for that to know if everything did go OK.

If no response is received (request errors out, network errors), the errorCallbackMethod is called with exception message as parameter followed by any 'callbackExtraArgs' that were given.

Parameters

String username the user name

String

String password the password

String

Function successCal callbackMethod to be called after response is received

Function errorCallbackMethod

Function errorCallbackba callbackMethod to be called if request errors out

Function errorCallbackMethod

Array callbackExt extra arguments that will be passed to the callback methods; can be used to identify from which request the response arrived when using the same callback method for multiple requests. Please use only simple JSON arguments (primitive types or array/objects of primitive types)

Supported Clients

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Sample

```
method.executeAsyncRequest(globals.successCallback,globals.errorCallback, [callIDInt])
```

executeAsyncRequest(successCallbackMethod, errorCallbackMethod)

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Parameters

Function successCallbackMethod callbackMethod to be called after response is received

Function errorCallbackMethod callbackMethod to be called if request errors out

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
method.executeAsyncRequest(globals.successCallback,globals.errorCallback)
```

executeAsyncRequest(successCallbackMethod, errorCallbackMethod, callbackExtraArgs)

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Success callback method will be called when response is received. Response is sent as parameter in callback followed by any 'callbackExtraArgs' that were given.

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If no response is received (request errors out, network errors), the errorCallbackMethod is called with exception message as parameter followed by any 'callbackExtraArgs' that were given.

Parameters

Function successCal callbackMethod to be called after response is received

Function errorCallbackMethod

Function errorCallbackba callbackMethod to be called if request errors out

Function errorCallbackMethod

Array callbackExt extra arguments that will be passed to the callback methods; can be used to identify from which request the response arrived when using the same callback method for multiple requests. Please use only simple JSON arguments (primitive types or array/objects of primitive types)

Supported Clients

SmartClient,WebClient,NGClient

Sample

```
method.executeAsyncRequest(globals.successCallback,globals.errorCallback, [callIDInt])
```

executeRequest()

Execute the request method.

Returns[Response](#)**Supported Clients**

SmartClient,WebClient,NGClient

Sample

```
var response = method.executeRequest()

To be able to reuse the client, the response must be
closed if the content is not read via getResponseBody
or getMediaData:

response.close()
```

executeRequest(userName, password)

Execute the request method.

Parameters[String](#) userName the user name[String](#) password the password**Returns**[Response](#)**Supported Clients**

SmartClient,WebClient,NGClient

Sample

```
var response = method.executeRequest()

To be able to reuse the client, the response must be
closed if the content is not read via getResponseBody
or getMediaData:

response.close()
```

executeRequest(userName, password, workstation, domain)

Execute a request method using windows authentication.

Parameters[String](#) userName the user name[String](#) password the password[String](#) workstation The workstation the authentication request is originating from.[String](#) domain The domain to authenticate within.**Returns**[Response](#)**Supported Clients**

SmartClient,WebClient,NGClient

Sample

```
var response = method.executeRequest('username','password','mycomputername','domain');
```

usePreemptiveAuthentication(b)

Whatever to use preemptive authentication (sending the credentials in the header, avoiding the server request to the client - useful when uploading files, as some http servers would cancel the first request from the client, if too big, as the authentication request to the client was not yet sent)

Parameters

[Boolean](#) b;

Supported Clients

SmartClient, WebClient, NGClient

Sample
