

TUTORIAL: Using Perl in Undertow

This tutorial describes how to get started with Perl in Undertow.

General

Users can access many Perl scripts in the Undertow Perl library by initiating the ‘Script Tool’ window. Here Undertow provides all of the operators and keywords for the Perl language. These boxes also provide Undertow-specific functions, and a list of the scripts in your ‘Run Directory’.

Users can also add new Perl functions to a central library for all local users. Please see chapter 6 of the Undertow User Guide and Tutorial.

Step 1: Set the environment variable to the correct location

In order for the ‘Script Tool’ to work correctly, Undertow needs to access the ‘Scripts Directory’ and the Perl program. First make sure that Perl 5.6.1 is installed in an accessible location and then set the PERL5LIB environment variable to your Perl program location.

```
% setenv PERL5LIB <perl_installation_dir>5.6.1
```

Step 2: Access the ‘Scripts Directory’ and point to the location of the ‘Script Directory’

A UT_SCRIPT_DIR environmental variable has been added. Now the user can set the script directory. If UT_SCRIPT_DIR is not set, UT_WORK_DIR will be used as a default for the location of the script directory. If UT_WORK_DIR is not set, then UT_ROOT_DIR will be used.

In Undertow, select: Tools =>Script Tool

In the Script Tool window, select: Window=>Configure=>‘Working Directory’

You can use the included Perl Functions (Veritools API commands) as a stand-alone commands or use the return values as input to other functions. For details regarding the ‘Perl Functions Fields’ see page 90 of the Undertow User Guide and Tutorial

The Script tool not only builds textual Perl scripts that can interact with Undertow, but also includes a graphical window builder for Perl, called Builder. To ensure that the scripts run properly, place the ‘image’ subdirectory under ‘scripts’.

Step 3: For Analog extensions, you will use routines defined in special Perl modules:

UndertowAnalogExtension.pm and UndertowPerlUtilities.pm These modules are part of regular Undertow releases.

The file extension for Undertow perl script is *.script.

