

STAF - STAX Plugin

Plugin Information

No information for the plugin 'staf' is available. It may have been removed from distribution.

This plugin allows Jenkins to invoke a STAF command or launch a STAX job as a build step.

About this plugin

This plugin is aimed at making it easy to launch Software Testing Automation Framework (STAF) commands and STAF eXecution engine (STAX) jobs as a build step within Jenkins.

STAF must be installed and running on the node running the build step. The STAX service must be available within your STAF environment in order to run STAX jobs.

User guide

- Define the location of the STAF installation from Hudson's System Configuration page:

Software Testing Automation Framework (STAF)

STAF installations	Name	Installation directory	
	STAF	/Users/smithg/devel/staf	?
			Delete STAF
	Add STAF		

List of STAF installations on this system

- Once the location of STAF is defined, the two types of build steps can be added to your job build:

- Example STAF command:

Software Testing Automation Framework (STAF)

STAF installation	STAF	?
Endpoint		?
	Endpoint target for the request	
Service	ping	?
	Service to process the request	
Request	ping	?
	Request parameters to the service	

- Example STAX job:

STAF eXecution engine (STAX)

STAF installation	STAF	?
File to Execute	stafTest/tests/sample1.xml	?
	The STAX xml file to execute	
Endpoint		?
	Endpoint target for the request	
Function Name		?
	The name of the function within the STAX file to execute	
Job Arguments		?
	Arguments to the STAX job	
JDK installation		?
	JDK to use for execution	
Fail build	<input type="checkbox"/>	?



The JDK used to run the STAX job can be configured to an alternate runtime, in order to match the architecture of the installed STAF instance. For example, set to a 32-bit JVM if you have the 32-bit version of STAF installed

Additional documentation

- To get more information on STAF and STAX, see the [Software Testing Automation Framework](#) project page.

Version history

Version 0.1 (1/9/2010)

- Initial Release