How to write xml-rpc clients

Alec Clews

November 2017

Contents

1 Introduction **1**

2 How does XML-RPC work? **2**

3 What does this look like? **2**

4 Using a real programming language. **5**

5 Troubleshooting **7**
5.1 Passing the correct parameter type 8
5.2 Low level debugging 8

1 Introduction

The XML-RPC network protocol is small lightweight network protocol for software clients to make function calls to server and receive the results.

The specification has been around since 1999. New servers will probably want to offer remote procedure calls based in more modern technology, for example gRPC. However it's very possible you will still need to write or support an XML-RPC client to access an existing server, and I hope these notes will be useful enough to get you started if you have never used XML-RPC before.

The XML-RPC model is very simple – you make a call and you wait to get a single response. There is no asynchronous model, no streaming and no security. Note that there are some XML-RPC libraries which extend this model, but we don't discuss them here.

2 How does XML-RPC work?

That question is best answered by reading the specification. But the short answer is

1. The client sends an xml document, using a HTTP(S) POST request, to the server. The xml schema is simple – refer to the specification for details
2. The HTTP response contains the HTTP status and an xml payload. The xml returned is either the data requested or a fault. More details on on the data layout below.

3 What does this look like?

The easiest way to understand this is to send XML-RPC requests using curl. You can then see the response details, which are often hidden when you program using nice helpful libraries to handle the low level specifics.

If you want to follow on with these examples the code is on GitHub

I've written a very simple XML-RPC server in Python 3 that supports four method calls:

1. `userExists` – checks in the "database" (actually just a Python dictionary) to check the username
2. `getUserUUID` – which just returns the unique user identifying string for this user.
3. `getUserAllDetails` – which returns all the details for the given username (the username, the UUID and the status)

It's all a bit simplistic, but hopefully enough for us to understand how to write our clients.

So I can start up the `server.py` program and it will server requests on http://localhost:8080/users.

Once the server is running then we can start to experiment from the command line. First create the request payload in a file called `simpleExample1.xml` (it can be called anything, this is just the name I am using).

```
<?xml version="1.0"?>
<methodCall>
<methodName>getUserAllDetails</methodName>
<params>
<param>
  <value><string>alec</string></value>
</param>
```

```
</params>
</methodCall>
```

Now I can run the following command to test the connection

```
curl -v http://localhost:8080/users --data @data.xml
```

and hopefully get something like this

```
*   Trying ::1...
* TCP_NODELAY set
* Connection failed
* connect to ::1 port 8080 failed: Connection refused
*   Trying 127.0.0.1...
* TCP_NODELAY set
* Connected to localhost (127.0.0.1) port 8080 (#0)
> POST /users HTTP/1.1
> Host: localhost:8080
> User-Agent: curl/7.54.0
> Accept: */*
> Content-Length: 158
> Content-Type: application/x-www-form-urlencoded
>
} [158 bytes data]
* upload completely sent off: 158 out of 158 bytes
* HTTP 1.0, assume close after body
< HTTP/1.0 200 OK
< Server: BaseHTTP/0.6 Python/3.6.3
< Date: Fri, 03 Nov 2017 05:58:26 GMT
< Content-type: text/xml
< Content-length: 356
<
{ [356 bytes data]
<?xml version='1.0'?>
<methodResponse>
<params>
<param>
<value><struct>
<member>
<name>user</name>
<value><string>alec</string></value>
</member>
<member>
<name>UUID</name>
<value><string>1111113</string></value>
</member>
<member>
<name>status</name>
```

```
<value><string>active</string></value>
</member>
</struct></value>
</param>
</params>
</methodResponse>
* Closing connection 0
```

So now you can start to experiment and see whats happens when you get the URL wrong (the HTTP status changes), when you send ill formed xml and when you try and call method that does not exist. I'm not going to go through all these examples here but for instance what happens when we ask for the UUID of a non existant user?

If we create another payload file with the following content

```
<?xml version="1.0"?>
<methodCall>
<methodName>getUser</methodName>
<params>
<param>
<value>priyanka</value>
</param>
</params>
</methodCall>
```

The response from the server is

```
*   Trying ::1...
* TCP_NODELAY set
* Connection failed
* connect to ::1 port 8080 failed: Connection refused
*   Trying 127.0.0.1...
* TCP_NODELAY set
* Connected to localhost (127.0.0.1) port 8080 (#0)
> POST /users HTTP/1.1
> Host: localhost:8080
> User-Agent: curl/7.54.0
> Accept: */*
> Content-Length: 133
> Content-Type: application/x-www-form-urlencoded
>
} [133 bytes data]
* upload completely sent off: 133 out of 133 bytes
* HTTP 1.0, assume close after body
< HTTP/1.0 200 OK
```

```
< Server: BaseHTTP/0.6 Python/3.6.3
< Date: Fri, 03 Nov 2017 05:58:26 GMT
< Content-type: text/xml
< Content-length: 314
<
{ [314 bytes data]
<?xml version='1.0'?>
<methodResponse>
<fault>
<value><struct>
<member>
<name>faultCode</name>
<value><int>1</int></value>
</member>
<member>
<name>faultString</name>
<value><string>&lt;class 'Exception'&gt;:method "getUser" is not supported</string></value>
</member>
</struct></value>
</fault>
</methodResponse>
* Closing connection 0
```

Notice that the HTTP response is still 200, bit the XML payload now contains a <fault>, instead of a <params>. It will depend on the library functions you use as to how the details of this work in your client code. For instance in Python the caller gets a `Fault` excepetion, but in Java it's part of the xmlRpcExcetion (which also handles the HTTP excepetions)

I recommend you experiment further with this technique both as learning tool and a debugging tool.

4 Using a real programming language.

Working at the xml level is very educational, bit writing shell scripts is not a very practical way to write a high performance, robust, client. So what tools do you need?

1. Your favourite programming language: The good news is that you have lots of choices because XML-RPC is language agnostic. The rest if this post will use Python3 to illustrate the concepts, but I will upload some equivalent examples in Java and Go programming languages
2. An XML-RPC specific library that handles all of the hard work around method names, arguments and responses from the server. There are sometimes multiple options for a specific environment so you may need to

do some investigation to see what works best in your environment.

Here is a list of the libraries that we have used here at PaperCut.

Language	Library
Java	org.apache.xmlrpc
Go	gorilla-xmlrpc
.NET	Cook Computing XML-RPC.NET
Python3	xmlrpc.client
Python2	xmlrpclib
Perl	RPC::XML::Client

You can find other suggestions on the xml-rpc website

I'll use the same Python server and create a Python client using the xmlrpc.client library. Other language exmaples to follow are also provided.

Please note that all this examples are very simplistic and are designed to simply illustreaite the basic process of makeing xml-rpc calls and handling the resonses.

In a producttion code you will probably want to provide an application wrapper to map between domain structures or obejcts and the data structures supported by the xmlrpc library you are using.

So straight away the xmlrpc library gives us a lot convicence.

1. No need to generate or parse xml payloads. We just use native Python data structures.
2. We can handle errors using the native exception handling in Python

Most XML-RPC libraries work in a similar fashion

1. Create some form of proxy structure. Note that this is internal to the client only, no connection is started with the server.
2. Make method calls via the proxy.
3. Check the results and handle any exceptions.

So now you can start to explore how to use code to call your XML-RPC server.

So in Python

```
import xmlrpc.client

host = "localhost"
port = "8080"
urlEndPoint="http://"+host+":"+port+"/users"

proxy = xmlrpc.client.ServerProxy(urlEndPoint)
```

Now we have a proxy object "connected" to the correct URL. But remember nothing has happened on the network yet, we've just set up a data structure.

Let's actually try and make a procedure call across the network

```
try:
    result = proxy.userExist(testUser)
    print("\nCalled userExist() on user {}, result {}".format(
        testUser, result))
    result = proxy.getUserAllDetails(testUser)
    print("Called getUser() on user {}, UUID is {}, status is {}".format(
        testUser, result["UUID"], result["status"]))

except xmlrpc.client.Fault as error:
    print("\nCalled users API on user {} failed! reason {}".format(
        testUser, error.faultString))

except xmlrpc.client.ProtocolError as error:
    print("\nA protocol error occurred\nURL: {}\nHTTP/HTTPS headers: {}\n" +
          "Error code: {}\nError message: {}".format(
        error.url, error.headers, error.errcode, error.errmsg))
```

Straight away we are working at a much higher level.

- We are not handling raw xml
- Information is stored in native Python data structures
- We can use standard Python exception mechanisms to manage any errors

I have included the full code to this example (`simpleExample1.py`), you can run these various examples to see what happens when things goes wrong. To get you started I created a program called `simpleExampleWithErrors1.py`

5 Troubleshooting

So the Python client `simpleExampleWithErrors1.py` shows examples of a number of problems you can experience. The way that the error is reported back to your client will depend the server and the XML-RPC library you use.

Things to check are:

1. Are you using the correct URL endpoint?
2. Is the server running?
3. Is there a firewall or something else blocking network connections?
4. Does the server code have some additional security requirement you have not satisfied? (e.g. passing additional security parameters)
5. Are you using the correct method name?

6. Do you have the correct number of parameters?
7. Is each parameter of the correct type.

5.1 Passing the correct parameter type

This problem can be hard to spot if your language has defaults about type. For instance 3 is an integer and so will be passed as `<int>3</int>`, but if the server is expecting a float then this will probably fail with a type mismatch.

5.2 Low level debugging

If you have checked all the above then I find the most productive approach is to use curl to send the XML request I *think* my code is sending. This is same technique as I used at the start of the post.

If it succeeds then there is a bug in my client and if the call fails then I've made an incorrect assumption about how the server works.