

Rally Ruby REST API Configuration Guide and rally_test_folder_deep_move.rb script usage

Introduction

The Rally REST API tool is built on a Ruby interface to the Rally REST web service API. This script is *not* officially supported and is used at your own risk.

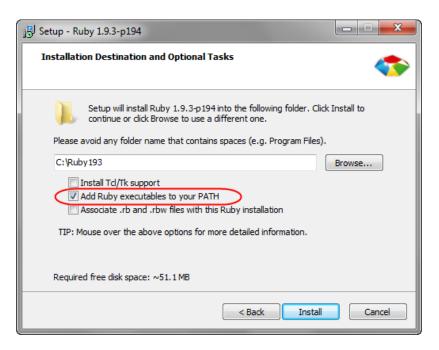
This document is composed of the following sections:

- 1. Installing Ruby on Windows
- 2. Proxy Setup
- 3. Configuring and Running the Rally Test Folder Deep Move script

1. Installing Ruby on Windows

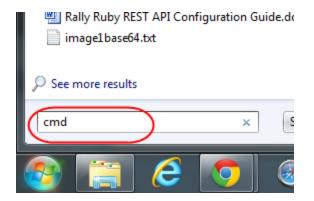
Install the Ruby 1.9.3 (preferable) Runtime Environment: http://rubyinstaller.org/downloads/

1. During installation, please make sure to add the Ruby executable to your Path:



- Open a command prompt window and go to the ruby directory that was created. In this example, Ruby was installed into C:\Ruby193:
 - a. Click on your "Start" button, then enter cmd into the search dialog and hit Enter.





3. The Command prompt window appears. Navigate to where you installed Ruby:

```
C:\Windows\system32\cmd.exe

Microsoft Windows [Version 6.1.7601]
Copyright \( \text{c} \) 2009 Microsoft Corporation. All rights reserved.

C:\Users\markwilliams\cd \Ruby193

C:\Ruby193\
```



4. Install the rally_api gem. This will also install its dependent gems.

5. When finished, you can verify all RubyGems installed by typing "gem list -1":

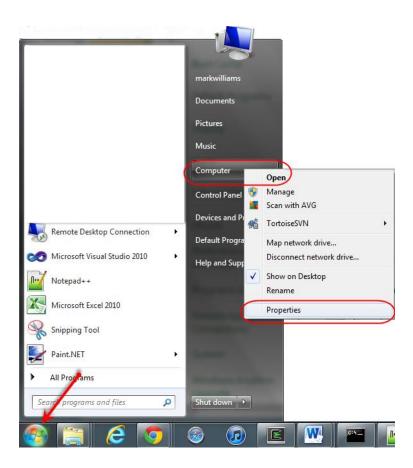
```
json (1.5.5)
mime-types (1.23)
mini_portile (0.5.1)
minitest (2.5.1)
nokogiri (1.5.10 x86-mingw32, 1.5.9 x86-mingw32)
pik (0.2.8)
rake (10.0.4. 0.9.2.2)
rally_api (0.9.20)
rdoc (3.9.5)
rspec (2.14.1)
rspec-core (2.14.4)
rspec-expectations (2.14.0)
rspec-mocks (2.14.1)
sanitize (2.0.6)
win32-api (1.4.9 x86-mingw32)
win32-file (0.6.8)
win32-file (0.6.8)
win32-le-stat (1.3.6)
win320le-pp (1.2.0)
win320lerot (0.0.5 x86-mingw32)
win32rc (0.1.0)
windows-api (0.4.2)
windows-pr (1.2.2)
yeti (2.9.2.pxs.b)
C:\Ruby193>
```



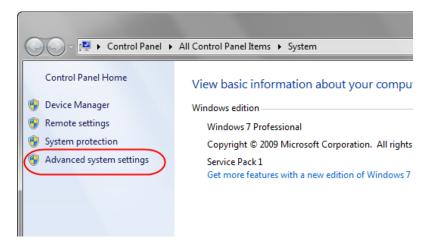
2. Configuring a Proxy Server

1. If your company is behind a firewall or a proxy server, you may need to take additional steps in order to run Rally ruby scripting tools. To access the internet via a proxy-server using Windows, go to:

Start -> Computer (Right Click) -> Properties:

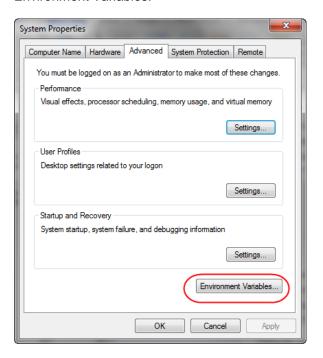


2. Advanced System Settings:

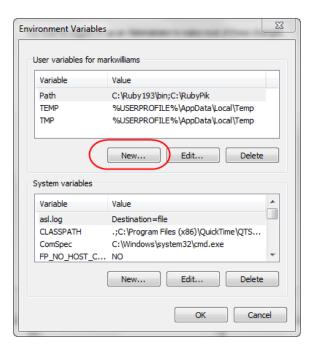




3. Environment Variables:



4. Use the New button to create a new environment variable:

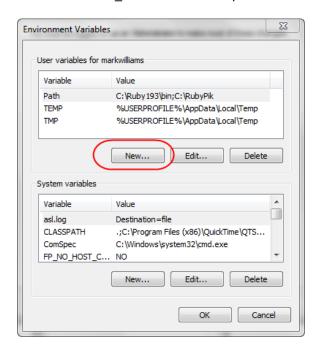


- 5. Create the following environment variables:
 - HTTP_PROXY
 - HTTPS_PROXY
 - FTP_PROXY



The value for each of the 3 variables is *usually* the same and of the general format: http://[name:password@]ipaddress:port/

6. Create HTTP_PROXY as an example:





In this example you entered:

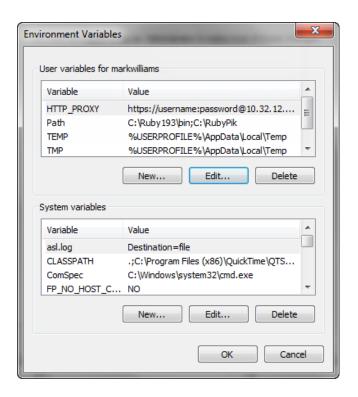
Variable name: HTTP_PROXY

Variable value: https://username:password@10.32.12.20:8080

The actual values of username, password, and the proxy server address:port (10.32.12.20:8080) are going to vary according to your environment. You may need to check with your IT department concerning the appropriate information.



7. Completed Environment Variable Entry:

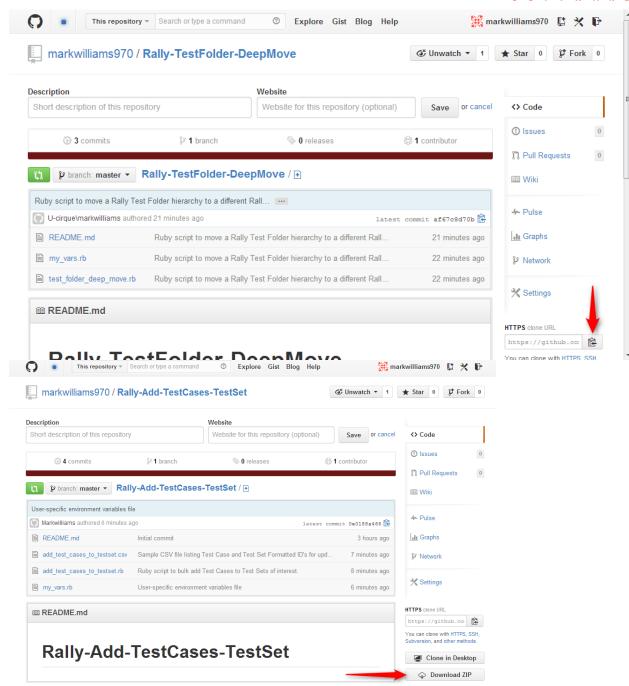


Note that you will have to open a **New Command Prompt window** after creating any environment variables in order for them to take effect in the Command prompt.

3. Configuring and Using the Rally Test Folder Deep Move script

- 1. Create directory for script and associated files:
 - C:\Users\username\Documents\Rally Test Folder Deep Move\
- 2. Download the script repository from Github using the "Download ZIP" button:







3. Using a text editor, customize the code parameters in the my_vars.rb file for your environment.

```
my vars.rb:
                               = "https://rally1.rallydev.com/slm"
$my base url
                               = "user@company.com"
$my username
                               = "topsecret"
$my password
                               = "1.40"
$wsapi version
                                = "My Workspace"
$my workspace
                                = "My Project 1"
$my project
# Target project: (can be same as source)
$target project name
                              = "My Project 2"
# Source Test Folder
$source test folder formatted id = "TF5"
```

4. **Note:** The script does *not* delete the Test Folder containers themselves from the Source Project. The Test Cases will be moved into a new Test Folder hierarchy in the Target Project. The Source Test Folders will remain in the Source Project, but they will be empty.

Run the script:

```
C:\> ruby test folder deep move.rb
Created new top-level Test Folder: TF59: (Copy 1 of) Slope & Aspect Test
Folders
Created new child Test Folder: TF60: Slope Grid Test Cases
Source Project Name: Couloir Chute Mapping: Heli-Ski
Target Project Name: Avalanche Hazard Mapping
Test Case TC520 successfully dissociated from: TF51
Test Case TC520 successfully assigned to Project: Avalanche Hazard Mapping
Test Case TC520 successfully moved to TF60
Source Project Name: Couloir Chute Mapping: Heli-Ski
Target Project Name: Avalanche Hazard Mapping
Test Case TC521 successfully dissociated from: TF51
Test Case TC521 successfully assigned to Project: Avalanche Hazard Mapping
Test Case TC521 successfully moved to TF60
Source Project Name: Couloir Chute Mapping: Heli-Ski
Target Project Name: Avalanche Hazard Mapping
Test Case TC522 successfully dissociated from: TF51
Test Case TC522 successfully assigned to Project: Avalanche Hazard Mapping
Test Case TC522 successfully moved to TF60
Source Project Name: Couloir Chute Mapping: Heli-Ski
Target Project Name: Avalanche Hazard Mapping
Test Case TC523 successfully dissociated from: TF51
Test Case TC523 successfully assigned to Project: Avalanche Hazard Mapping
```



Test Case TC523 successfully moved to TF60
Source Project Name: Couloir Chute Mapping: Heli-Ski
Target Project Name: Avalanche Hazard Mapping
Test Case TC524 successfully dissociated from: TF51
Test Case TC524 successfully assigned to Project: Avalanche Hazard Mapping
Finished!

5. <u>Caution:</u> This will move ALL Test Cases with the Test Folder hierarchy noted in this script. Please be CAUTIOUS WHEN USING THIS SCRIPT, and double-check your work before running it.