

PINGID API FOR EPIC HYPERSPACE EPCS 1.1.4

User Guide

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PingID API for Epic Hyperspace EPCS User Guide
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Note that Ping Identity may not provide support for any sample configurations provided in this document. The variability inherent among security environments prevents full testing and support for all possible platform configurations. If you need special assistance or would like to inquire about implementation or support programs, please contact Ping Identity Global Client Services (<http://support.pingidentity.com>).

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1 PURPOSE

The PingID API for Epic Hyperspace EPCS plugin is an integration for Epic Hyperspace's EPCS module to allow multi-factor authentication via PingID.

2 PREREQUISITES

This document assumes that you already have the following installed and configured:

- A functional Epic EPCS Hyperspace environment.
- Users must be provisioned in PingOne before using the plugin.
- A configured tenant in PingOne.
- **Internet connectivity.** Workstations utilizing the PingID device must have access to the internet. Typically this URL is `https://idpxnyl3m.pingidentity.com/pingid`, but you may find this URL by looking for the `admin_url` key in your `pingid.properties` file.

3 EXPORTING PINGID.PROPERTIES FILE

In order to connect to PingID, the PingID device needs certain connection information obtained from the `pingid.properties` file. You may download this file by executing the following instructions:

1. Sign into your PingOne tenant at: <https://admin.pingone.com/web-portal/>
2. Click on the `Setup` category in the top navigation.
3. Click on the `PingID` tab.
4. Click on the `Client Integration` tab.
5. Under the section entitled `Integrate with PingFederate and Other Clients` click the `Download` button.

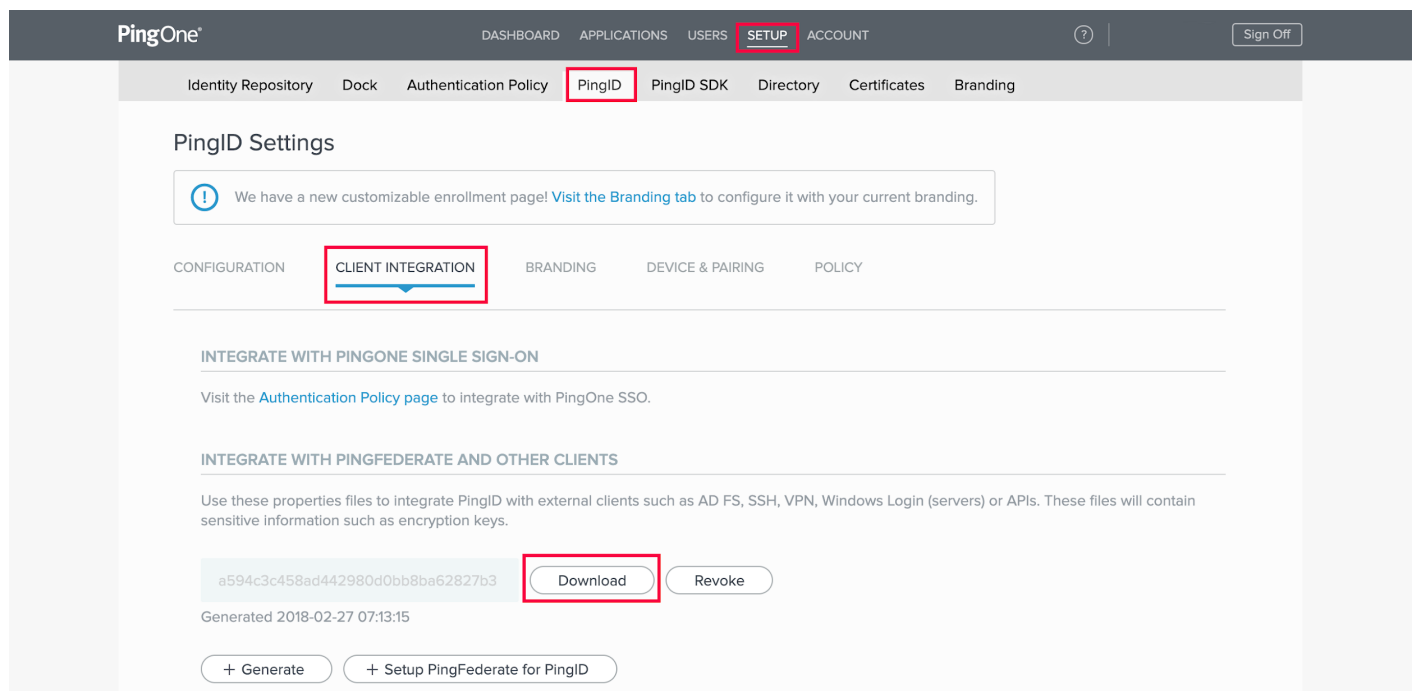


Figure 1- Exporting `pingid.properties` file

4 INSTALLATION

Installing the PingID for Epic Hyperspace EPCS plugin involves executing the installation file `PingIDApiforEpicEPCS-1.1.4.exe`. The following steps show a sample installation.

- Click the **Browse** button and select your organization's `pingid.properties` file and click the **Next** button.

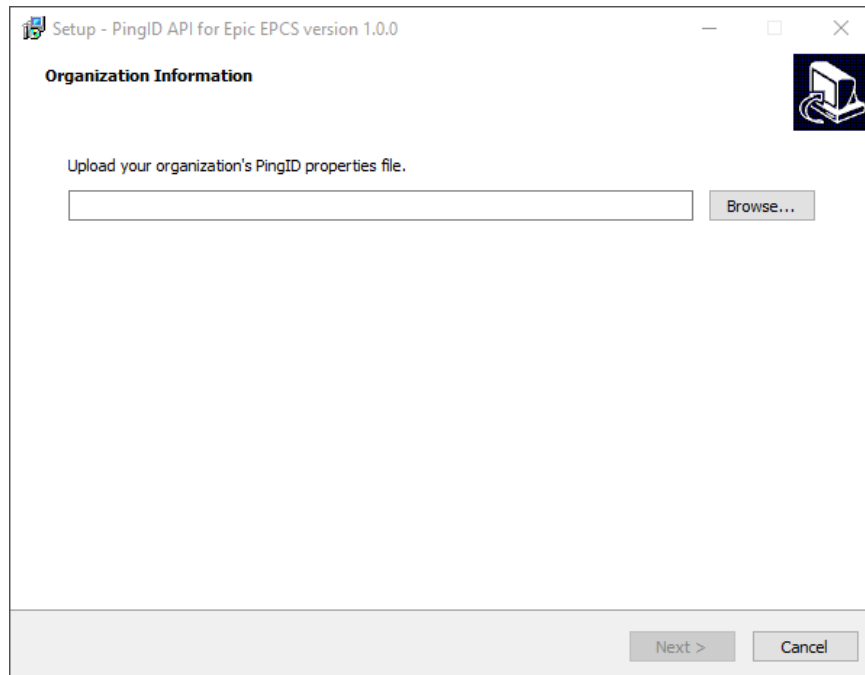


Figure 2-Enter organization information

- Select the installation location for the plugin files and click the **Next** button.

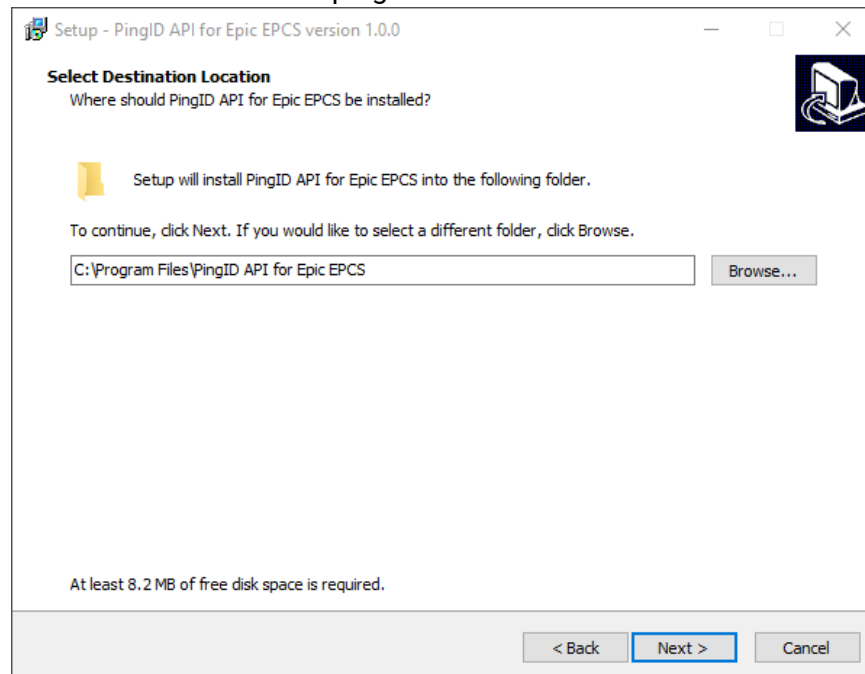


Figure 5-Select installation location

- Validate the installation summary and click the **Install** button.

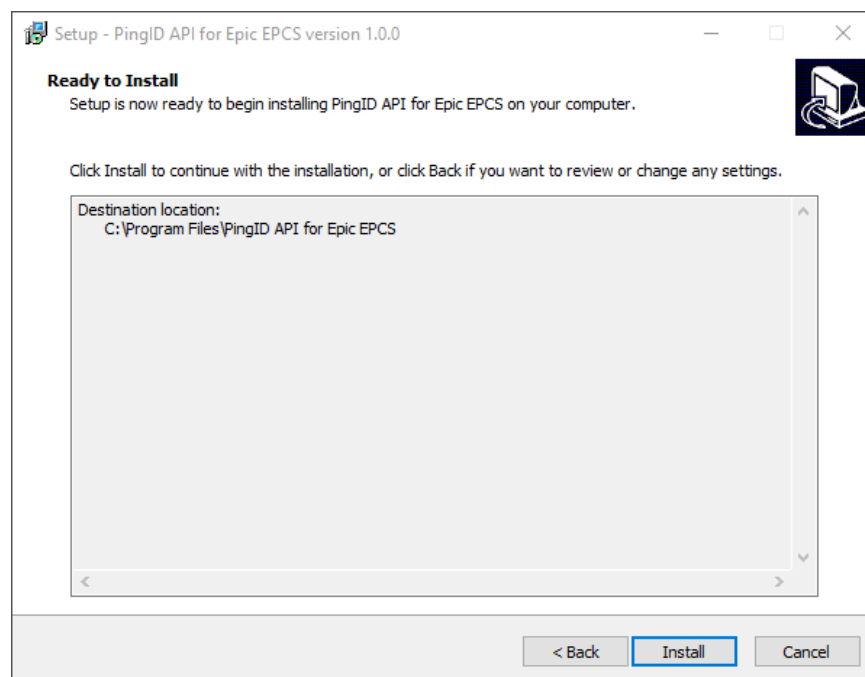


Figure 6-Validate installation summary

- Once complete you will be presented with the completion screen. Click the **Finish** button to exit the installation.

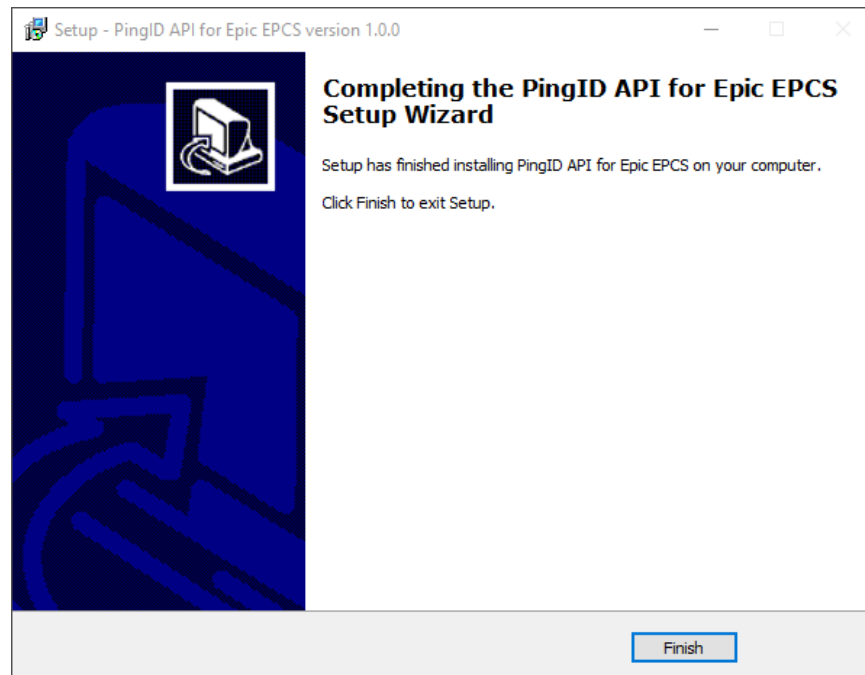


Figure 7-Installation completion

5 USAGE

The following is an example of using the plugin for multi-factor authentication.

- After initiating an EPCS within Hyperspace the plugin will open a window allowing the user to choose their method of MFA.

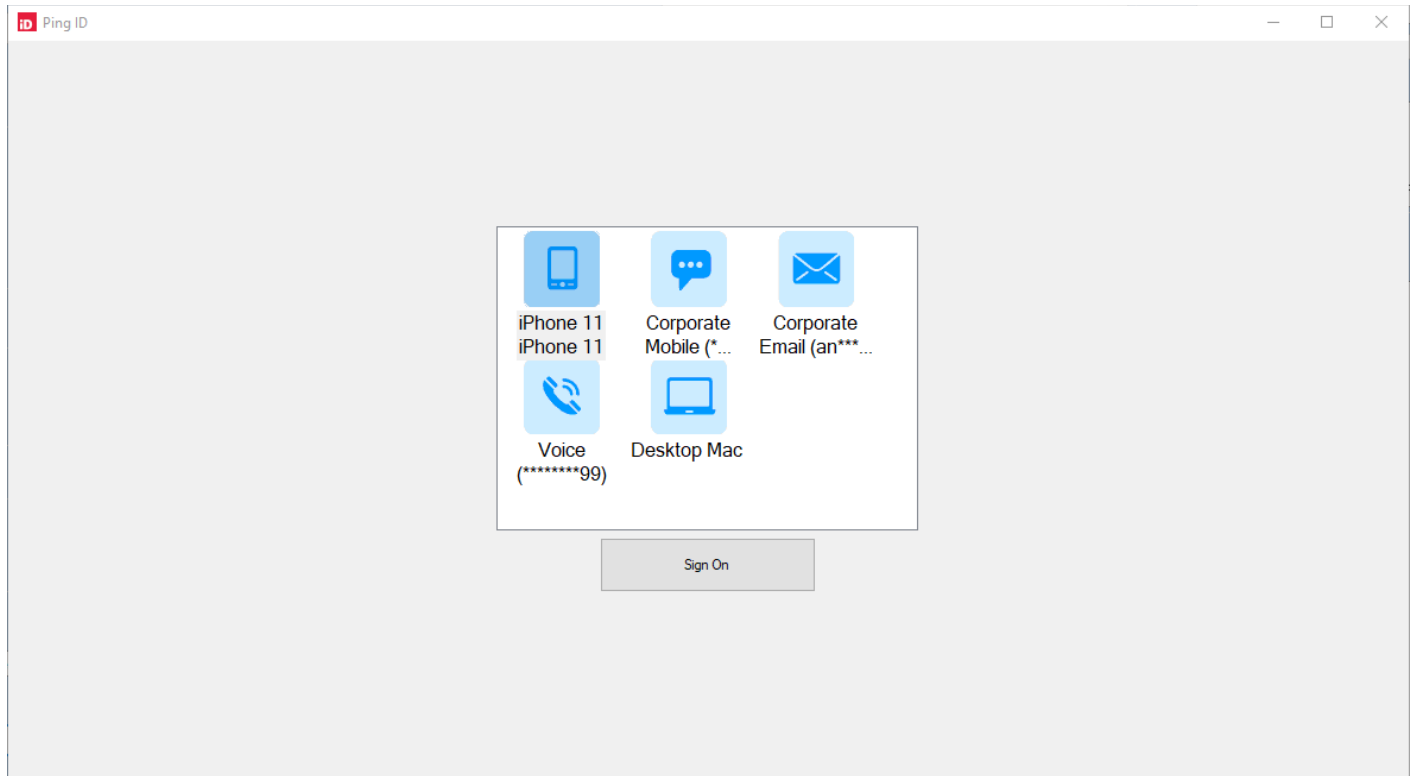


Figure 8-Change authenticating device

- The following is an example of using an SMS OTP device

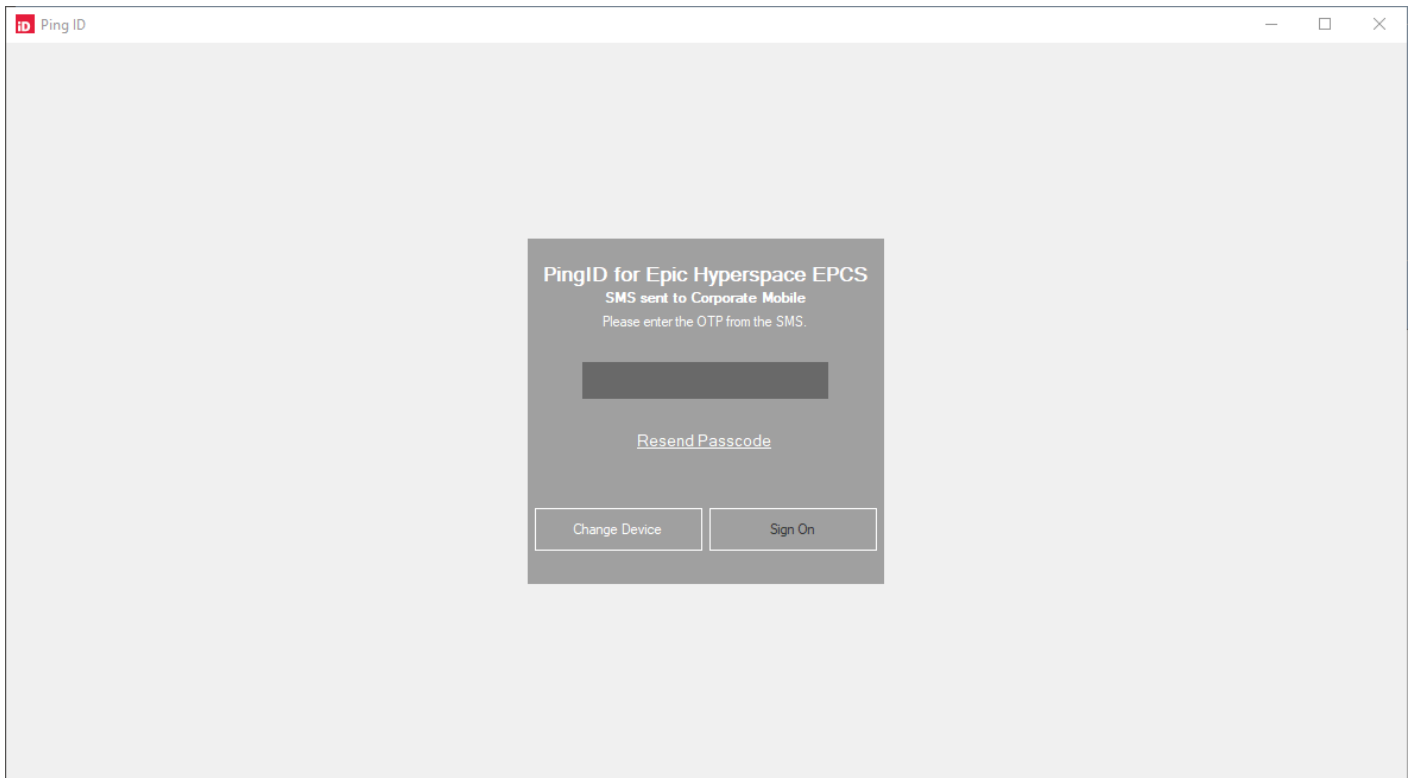


Figure 9-Authentication via SMS OTP

- The following is an example of using the PingID mobile application for authentication

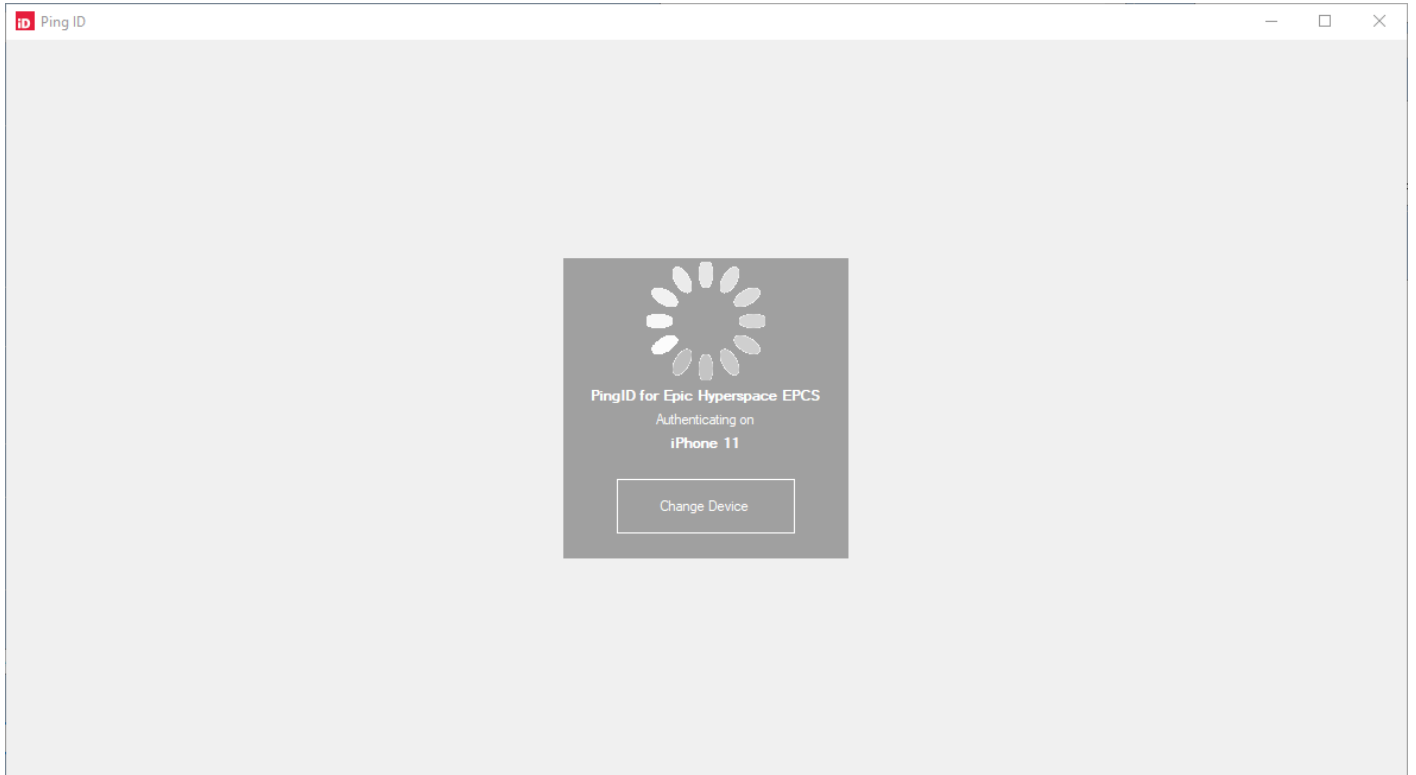


Figure 10-Authentication via PingID mobile application

6 PROGRAM ID

When configuring Epic Hyperspace to utilize the PingID device, the ProgID is
`PingIdApiDevice.PingIdApiOtpDevice`

7 LOGGING

7.1 INSTALLATION

If there are error during the installation you may take advantage of the built-in logging of the installer. Run the installer with the following:

```
PingIDApiforEpicEPCS-1.1.4.exe /log=your-log.log
```

Review the log file to see if there are any obvious errors that can be addressed before running the installation again.

7.2 PINGID DEVICE LOGGING

Logging for the PingID device is accomplished through log4net. The log4net.config file in the installation folder controls the configuration.

```
<log4net>
<root>
  <level value="NONE" />
  <appender-ref ref="file" />
</root>
<appender name="file" type="log4net.Appender.RollingFileAppender">
  <file type="log4net.Util.PatternString" value="%property{server}-%property{username}-pingid-api-for-epic.log" />
  <appendToFile value="true" />
  <rollingStyle value="Size" />
  <maxSizeRollBackups value="5" />
  <maximumFileSize value="100MB" />
  <staticLogFileName value="true" />
  <layout type="log4net.Layout.PatternLayout">
    <conversionPattern value="%date %property{transactionId} %level %logger - %message%newline" />
  </layout>
</appender>
</log4net>
```

If you want to enable logging, set the `level`'s value to `DEBUG` and restart Epic Hyperspace. By default, logging will be written to a file called `<server>-<username>-pingid-api-for-epic.log` somewhere on your filesystem (depending on where Epic Hyperspace is installed).

Note: users will not be able to write to the default installation folder of `C:\Program Files\PingID` for Epic EPCS. You will need to change the logging folder to one to which the users have permission to write.

The plugin adds the following fields to the log4net context, allowing them to be logged:

- `server` – the name of the server that the plugin is running on.
- `username` – the username of the user running the plugin.
- `transactionId` – a GUID identifying the unique session with the plugin. The transaction ID is a unique GUID created when the plugin is invoked. Each invocation of the plugin will result in a different transaction ID.

You may find additional details and configuration examples at the project's website:

<https://logging.apache.org/log4net/index.html>