

## WSDL2RPG – FAQ

### FAQ How to Troubleshoot the “Unexpected Soap element received from the web service” Error Message

#### Status of this Document

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#### Question

What can I do if my web service stub crashes with an “Unexpected Soap element received from web service” error message?

#### Answer

This error occurs if the web service reply contains SOAP headers that are not specified in the wsdl file. When this situation is encountered the WSDL2RPG web service sends an “Unexpected SOAP element received from the web service” escape message.

There are three options that you have when dealing with this problem:

- a) Ask the web service provider to change the service.

In situations where you, or someone at your company, is not the author of the web service, there is little chance that this option will succeed.

- b) Write your own procedure to handle the Soap headers.

While this is an option, it is not recommended. A properly specified wsdl should also specify the SOAP headers that will be returned by the service. By taking this approach when solving this problem, you will be removing the standards checking that is built into WSDL2RPG.

- c) Disable the escape message and let the stub module silently ignore the SOAP headers.

In the event that option 1 is not possible, this is the next best solution to the problem. Making this adjustment is pretty simple: edit your stub module and locate the `ignoreUnexpectedSoapHeader()` procedure. Then change its return value from `cFalse` to `cTrue`, re-compile the stub module and you are done.

Your comments are important to me! Please send me your comments about this FAQ. I will greatly appreciate it.

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