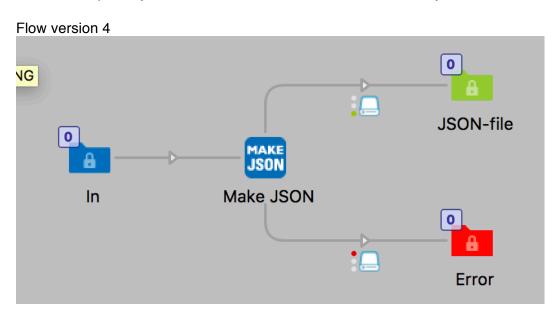
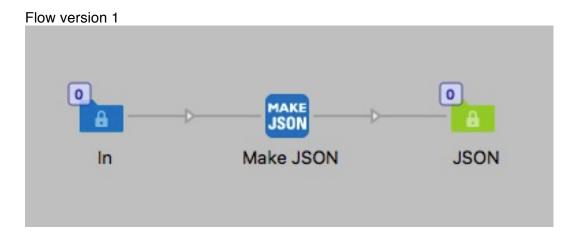
# **Make JSON**

### **Description**

Make JSON will let you create a JSON-file from text and Switch variables of your selection. This is a simple way to make JSON files for other uses in other systems outside of Switch.





This app is very simple, you have a multiline editor with variables were you can write your own JSON-code and add values from variables. For example you can pickup an XML file in Switch and make a JSON file out of it.

Note that there is no validation of the JSON in version 1

# Compatibility

For Make JSON v1 Switch 13 update 1 to Switch 2017 update 1. Make JSON v4 Switch 2017 update 2 and up. Windows or Mac OSX.

### Compatibility third-party applications

No third party applications are used by this app.

#### **Connections**

Make JSON has traffic light outgoing connection with Success and Error options. No settings are available for the outgoing connection.

#### Properties detailed info

There is only one property to set in version 1, the JSON code is a multiline text field where you can add Switch variables. What you write in this field will be the content of the JSON file. With version 4 you have the option to include the JSON as Private data or not.

# Properties version 1

000	Properties
Property	Value
Name	Make JSON
Description	
JSON code	Multi-line text with variables defined

Properties version 4 with option to add the JSON as Private data in to the job. The Key to access the private date is: **myJsonData** i.e. [Job.PrivateData:Key="myJsonData"]

	Properties
Property	Value
Name	Make JSON
Description	
JSON code	Multi-line text with variables defined
Save as private data	No

# Example of JSON with Switch variables

```
Enter a multi-line text with variables...

[{
    "jobName": "[Job.Name]",
    "jobSize": "[Job.Size]",
    "customerEmail": "[Job.EmailAddress],
    }

Define variables

OK Cancel
```

#### Whats new in version 4

Version 4 fixes a validation issue when JSON arrays where used together with Switch variables.

### Whats new in version 5

Fixed a minor bug that prevented the use of only one Switch variable in the JSON code.