

Four Pees



Switch



App



# Create Text File

## Four Pees nv

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# 1. Introduction

Sometimes a Switch workflow needs to have a new text file created. There are many examples where this text file would be too difficult to create using a standard tool (so you would need to resort to a custom script solution), but in many other workflows it's absolutely possible to create the content of the text file using standard boilerplate text complimented with variables or using a Switch script expression.

This Four Pees app gives you the means to create exactly such a text file using a standard app. The rest of this document describes how to use the app and explains the different properties.

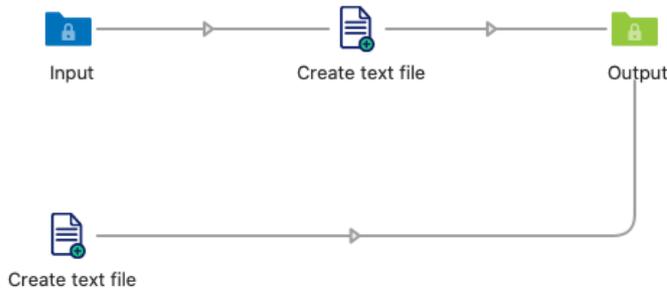
## 1.1. Versions

The following is a short version overview:

- [version 1](#): initial version of the app.

## 2. How to use

This screen grab below shows how to use the “Create text file” app in a Switch flow.



You have two different ways to include it in a flow. You can build it into an existing flow branch so jobs traveling through the flow trigger the creation of the text file, or you can put it at the beginning of the flow (with no incoming connection) if you want to use a timer.

### 2.1. Flow behavior

The behavior of the app depends on whether you configure it to be triggered by a new job arriving, or by a timer expiring.

#### 2.1.1. New job

When used like this (the top app in the example flow above), a new text file will be created whenever a new job hits the “Input” folder. It’s important to note that the “Output” folder will **only** receive the newly created text file, **not** the job that triggered the creation of the text file (that job is discarded by Switch).

#### 2.1.2. Timer

When used with a timer (as shown with the bottom app in the example flow above), a new text file will be created whenever the timer (the duration of which you can set in the properties of the app) runs out. In this case there is no incoming job; Switch simply creates a new job representing the text file each time it runs.

## 2.2. Properties

The following properties can be used to change the behavior of the app.

#### 2.2.1. Trigger

Determines the flow behavior of the app as described before. Set to “New job” to have the app create a new text file each time a new job arrives, or to “Timer” to create a new text file as the timer runs out.

It’s important to note that how you build the app into your Switch flow will have to correspond to the behavior you set in the trigger property.

#### 2.2.2. Frequency

This property only appears when “Trigger” is set to “Timer”. It specifies the number of seconds between the creation of new text files by the app. The unit is seconds, so setting this property to 600 (the default value) would trigger the app every 10 minutes (10 times 60 seconds).

#### 2.2.3. File name

Use this property to determine the name of the text file created by the app. You should include both the name and extension you want. This allows you to create for example a text file, CSV file or XML file by specifying the correct content and the proper extension. The default value of this property is “Test.txt”.

You can use Switch variables or a script expression to calculate the name of the text file on every invocation of the app.

### 2.2.4. Content

This property determines what content is going to be written to the newly created text file. You can use either fixed content, or use Switch variables or a script expression to create the content of the text file dynamically.

## 3. Tips, tricks & pitfalls

This chapter describes more advanced topics, limits and implementation limits, tips and tricks.

### 3.1. Text encoding

The text file that is created always uses UTF-8 (Unicode) encoding. As the text you would input in Switch normally also will be UTF-8, this shouldn't pose any issues. But knowing the encoding of the created text file may be important to determine how you're going to handle this file further down in the Switch flow. You'll have to make sure it's interpreted as Unicode at that point as well.

### 3.2. Variables or scripting and script usage

Switch allows you to refer to the current job in both Switch variables and script expressions. It's important to remark that, if the app is triggered by a timer, **there is no current job**. Using the current job is only possible when the app is triggered by a job arriving at the app (when "Trigger" is set to "New job").

### 3.3. What does "text file" mean?

In the context of this app, "text file" can be interpreted as *any file that is written in a textual format* (as opposed to a binary file). This means that this app could just as well be used to write a CSV file, JSON, XML, RTF or any other text-encoded file. But the app has no built-in mechanism to make your life easier if you decide to write these files – you'll have to make sure you follow the proper rules.

## 4. More information

### 4.1. Four Pees ~ feel the good flow

This app was created by Four Pees. You can find more information about our company here: <http://www.fourpees.com>. We created this app based on the experience we have with projects where Switch is used, but of course that is not a guarantee that the app will be suitable for every project out there.

If you run into a problem, or this app doesn't completely cover what you had hoped it would, don't hesitate to send us feedback. There are multiple ways you can do this:

- Go to our website and use the contact page: <https://www.fourpees.com/en/contact>.
- Send us an email at [support@fourpees.com](mailto:support@fourpees.com). You'll get a confirmation message and we'll be with you before you can say "Automation".

### 4.2. Free apps

If you're using one of our free apps, please keep in mind that our support on those is limited. We believe this is fair as free apps can't be handled the same way as payable project work.

That having been said, we of course will try to help you as best as we can! Just get in contact and we'll have a conversation on how we can help you.