

Flow trigger

Description

Flow trigger allows you to inject a set number of jobs into a flow at regular intervals.

The injected jobs can be :

- Specified with an absolute path;
- Randomly selected from folder;
- Dummy job created on the fly.

Each job injected can be individually renamed with specific **flow trigger** variables.



Compatibility

Switch 2020 Fall

Connections

At least one outgoing connection.

Use case

This application can be used to trigger actions by sending job(s) on a regular basis, but also to perform load tests.

Flow element properties

- **Unit**
Select the unit for the subsequent property: Seconds, Minutes, Hours, Days, Weeks.
- **Delay**
The job delay in the unit indicated by the previous property.
- **Number of jobs**
The number of job(s) you want to send for each execution of the app.
- **Inject mode**
 - **Dummy file**
Allows you to send dummy file(s).
 - **File name**
Job name proper of the dummy jobs generated.
Specific variables between brackets can be used. See chapter “Specific variables” for more information.
 - **Specific job**
Allows you to choose to inject a specific file or a folder.
 - **Prefix**
The prefix to add at the beginning of the file or folder name.
Specific variables between brackets can be used. See chapter “Specific variables” for more information.
 - **Job path**
The absolute file or folder path of the job to be injected.
 - **Random job from a folder**
Base folder in which the app will randomly choose files or folders (and all subsequent hierarchy).
When the property “Number of jobs” is set above 1, a different file or folder may be chosen randomly for each injected job.
 - **Prefix**
The prefix to add at the beginning of the file or folder name.
Specific variables between brackets can be used. See chapter “Specific variables” for more information.
 - **Folder path**
The absolute folder path in which the app will look for job(s) to be injected.

- **Assemble in a folder**

Whether or not to output injected jobs into a folder.

If set to yes, jobs with the exact same name may be overwritten. It's strongly recommended to use the [Counter] tag in order to avoid this situation.

- **Folder name**

The folder name that will be generated.

Specific variables between brackets can be used. See chapter "Specific variables" for more information.

Specific variables

Specific variables can be set in the following properties:

- File name
- Prefix
- Folder name

These values will be evaluated each time a file or folder is injected. It means that two files injected in the same execution may have different names.

It is strongly recommended to keep the [Counter] tag when using "Assemble in a folder" property set to "Yes". Otherwise jobs may be generated with the same name and may overlap.

List of specific variables :

[TimeStamp]	Value in millisecond since 1970/01/01
[Counter]	The actual "counter" of the injected file or folder. Eg : when injecting 100 files at one time with the app, the tag [counter] will rename them from 001 to 100. The correct number of leading "0" will be added automatically.
[Millisecond]	The actual millisecond of the second
[Second]	The actual second the minute
[Minute]	The actual minute of the hour
[Hour]	The actual hour of the day
[Day]	The actual day of the month
[Month]	The actual month (in digit) of the year
[Year]	The actual year