

# Flow trigger

## Description

**Flow trigger** allows you to inject jobs into a flow at regular intervals.

The injected jobs can be :

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

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



## Compatibility

Switch 2025.11

## 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 jobs 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.

- Specific jobs from a folder

- Condition level

The level specifies the subfolder depth at which the app will apply the condition logic.

- A value of “0” means that only files and folders at the root level are tested.
- “1” test for children only
- “2” test for great children and so on.

- A job should match

**All conditions:**

All conditions must be fulfilled to select the job.

As soon as one condition is not fulfilled, the job will not be sent, not testing other conditions.

**At least one condition :**

At least one condition must be fulfilled to select the job.

As soon one condition is fulfilled, the job will be selected, not testing other conditions.

- Check number of files

**File count operator**

The comparison operator to use when checking the number of files. Choose how the file count should be compared to the threshold value.

Possible values are:

- Greater than;
- Greater than or equal to;
- Equal to;
- Less than or equal to;
- Less than

**File count threshold**

The threshold value for the file count condition. Jobs will be evaluated based on whether their file count meets this threshold using the selected operator.

- Check name patterns

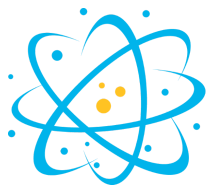
**Job name patterns**

Pattern(s) to match against job names.

Jobs whose names match any of these patterns will trigger the condition.

Supports glob patterns (e.g., '\*.txt', 'job\_', 'report\_???').

One pattern per line.



- **Check for jobs older than**

**Maximum job age**

The maximum age threshold for jobs. Jobs older than this threshold will trigger the condition.

Enter a positive number

**Age unit**

The time unit for the maximum age threshold.

Choose from: minutes, hours, days, weeks, months, or years

- **Check job size**

**Job size operator**

The comparison operator to use when checking the job size.

Choose how the job size should be compared to the threshold value.

Possible values are:

- Greater than;
- Greater than or equal to;
- Equal to;
- Less than or equal to;
- Less than

**Job size threshold**

The size threshold for jobs.

Files or folders larger than or equal to this size will trigger the condition.

Enter a positive number.

**Size unit**

The unit for the job size threshold.

Choose from: KB or MB

- **Check for job modification**

Enable this to trigger when files or folders are new or have been modified.

The system will detect changes in job size, modification date, or file contents compared to the previous execution of **Flow trigger**.

- **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.

- **Limit execution within specific windows**

If set to yes, unlock different windows of execution, by year, month, date, day, hour and second.

## 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