



Switch 2022 Fall

What's new?



Contents

General	3
Before you upgrade	3
Adobe XMP SDK	3
Web portal	4
UX improvement	4
Job boards	4
Rush jobs	4
Client module	6
HTML support in the "Display description" of Submit points	6
Scripting	7
Node.js version 16 support	7
Abort entry point (alternative for getSecondsLeft()) in Node.js	7
flowElement.failProcess() parameter optional in Node.js	7
Get/set job state in Node.js	7
XMP support in Node.js	7
processLater in Node.js	7
sendToChannel and subscribeToChannel in Node.js	7
Bug fixes	9



General

Before you upgrade

It is strongly advised to back up the Switch application data root before starting Switch for the first time after upgrading. The Application Data Root Tool that can be used to back up the Switch application data root can be found in the Switch installation folder after the installation has finished.

Adobe XMP SDK

With this release we have updated the Adobe XMP SDK to version 2022.06.



Web portal

UX improvement

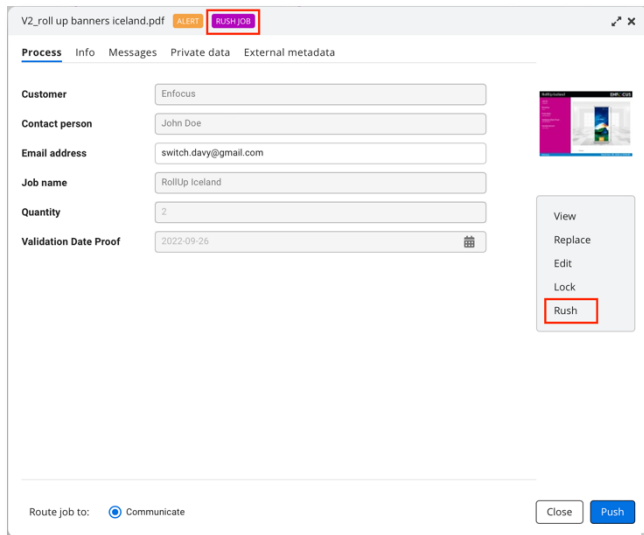
In the web portal when selecting an item in the first level of the navigation menu the right pane didn't switch to the selected view. For "Messages" this was already the case, but not for menu items on the first level that have a second level also, e.g. "Boards".

In this version of Switch, we have changed the navigation menu behavior to already change views when clicking in the first level of the navigation menu.

Job boards

Rush jobs

With this release you are now able to change the priority of a job within the Web Portal to make sure that the job is processed before any other job in Switch. For example, if urgent jobs come in and there are too many jobs waiting in the flow already, you now have the possibility to process these jobs more quickly. Also, if something went wrong with a job, you can now immediately retry the job without having to wait.

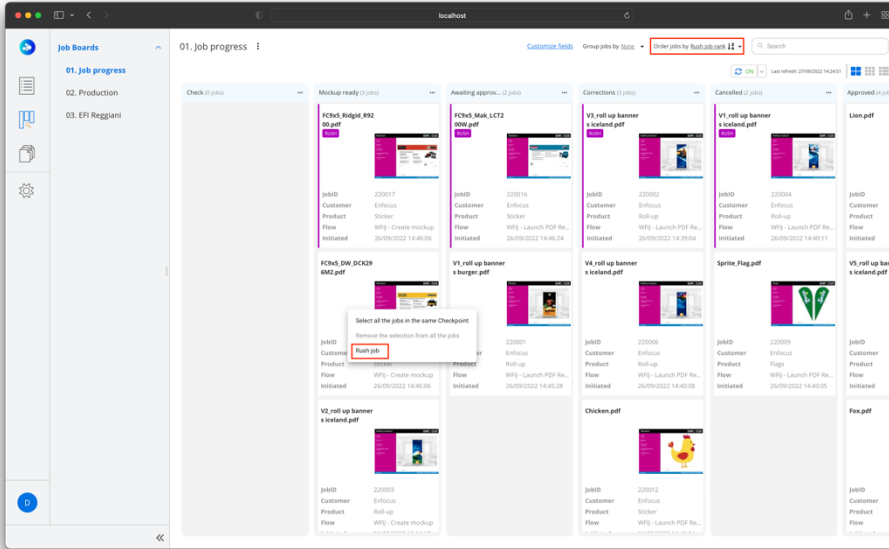


If the element is already busy according to its allowed number of slots and therefore the rush job cannot be scheduled yet, Switch will schedule jobs for other elements in the meantime. Otherwise, complete production would hang because of 1 element. We also don't ignore the maximum number of slots set on the element as there can be good reasons why a maximum was set, e.g., because of limited memory.

Of course as a Switch admin, you can specify which Switch users are allowed to mark jobs as rush jobs as they will also delay processing of jobs of all other



users/flows in Switch. The rush jobs functionality can also be used through our Web Services API. For more information on this please consult the Switch 2022 Fall Web Services API documentation.



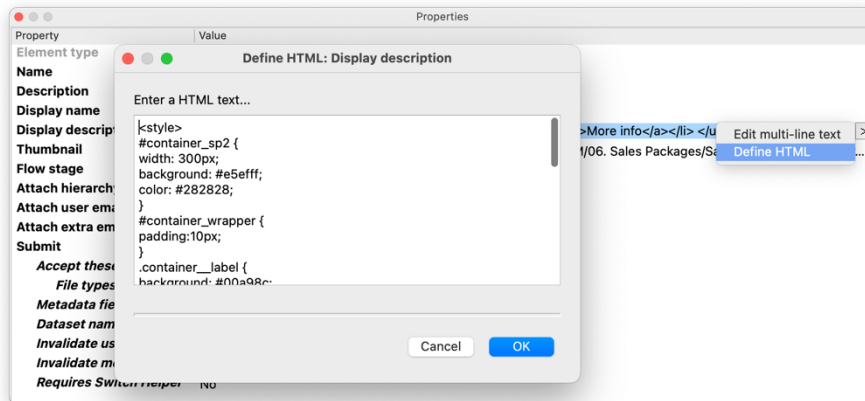
In the job board you are also able to see if a job is a rush job and you can filter/sort on it.



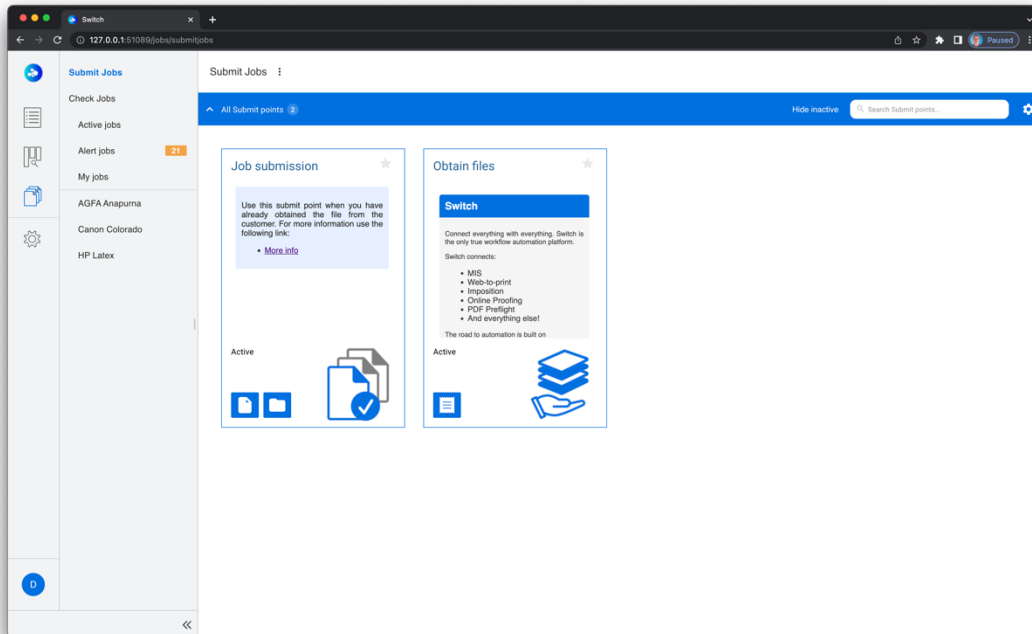
Client module

HTML support in the "Display description" of Submit points

You are now able to use HTML in the Submit point description on the Submit point cards. This allows you to add a high level of customization to the Submit points that can include tags, hyperlinks, ...



The HTML will automatically be visualized in the client module on the web portal.





Scripting

Node.js version 16 support

Switch now allows script writers to take advantage of the latest features and bug fixes that are available in the Node.js LTS version 16.17.0.0.

Abort entry point (alternative for getSecondsLeft()) in Node.js

You can now have an Abort entry point in your script, so that you can know in your script when to abort and handle it gracefully, for example, to remove lock files, clean up temp files, kill some 3rd party process, The API description can be found in the Node.js scripting documentation.

flowElement.failProcess() parameter optional in Node.js

The flowElement.failProcess() "messageParam" parameter is now optional. You don't always need a parameter, especially when using template literals, so adding an empty parameter was not consistent with the logic of flowElement.log(). The API description can be found in the Node.js scripting documentation.

Get/set job state in Node.js

As a script writer you want to be able to get/set job state from within Node.js scripting so that you can convert your script to Node.js and keep it backwards compatible when used in existing flows. The API description can be found in the Node.js scripting documentation.

XMP support in Node.js

You are now able to extract and query XMP info from PDF files, save them to disk and reopen them later. The API description can be found in the Node.js scripting documentation.

processLater in Node.js

You are now able to schedule the job to be processed at a later moment so that jobArrived will be called again for the same job and dynamic properties set on the element will be re-evaluated. The API description can be found in the Node.js scripting documentation.

sendToChannel and subscribeToChannel in Node.js

The methods job.sendToChannel and flowElement::subscribeToChannel allow elements to exchange jobs without requiring any direct connection between them in the flow. The sender and receiver can be located in the same or in different flows.



One of the most typical use cases is for customers to split big complex flows into multiple smaller flows where it is required to send a job from one flow to another. Another use case is not having to repeat the same logic in different flows by extracting the common logic in a separate flow.

Each channel should have its own Id that can be chosen by the flow designer or script writer. This Id should be unique for the complete Switch to prevent jobs being sent to/received from to the wrong elements. Once the receiving element has successfully subscribed, jobs that are sent to the subscribed channel will come in through its `jobArrived` entrypoint. I.e. in the same way as if there would be a direct connection between both elements.

Multiple sender elements can send jobs to the same channel but it is not allowed for multiple receiving elements to subscribe to the same channel at the same time or a sender sending the same job to multiple channels. The API description can be found in the Node.js scripting documentation.



Bug fixes

The following bugs have been fixed

ENFS-32734	Show correct mouse pointer icon for reordering fields in customize fields dialog for job boards
ENFS-32807	Not possible to use multi-line text as private data field value
ENFS-32874	Hidden dependent SubmitPoint Metadata fields always included in job metadata
ENFS-32881	Switch crash on XMP inject
ENFS-32890	Switch ID not shown in Support info (Switch 2022)
ENFS-32920	Webhooks don't work properly when HTTP proxy is enabled
ENFS-32960	Documentation improvements for xpath querying in Node.js scripting
ENFS-32966	App SDK documentation update for features that are now supported
ENFS-32972	Cannot access private data of type array via Text With Variables
ENFS-32979	Process multiple in web portal shows incorrect number of jobs when using job filtering
ENFS-33023	Node.js scripting - output types for traffic light connections still used while no longer displayed
ENFS-33143	Problems with Node.js scripting after enabling HTTPS for SES
ENFS-31223	Switch Service cannot correctly handle property values represented by complex objects