

Description

Use this javascript example to trigger provoked tasks in Dollar Universe 6.2, using the Triggers feature.

Define the targeted node

- Edit the given script
- Inform the attributes giving the definition of the target \$U node:
 - **host**: The hostname of the \$U node.
 - **port**: The port number of the \$U API.
 - **area**: The target area.
- Inform the attributes giving the way you are going to authenticate yourself to \$U node:
 - **authentication_key**: The authentication key you got via UVC OR
 - **user / password**: Your credentials.

NB: You must inform either the authentication key or your credentials.

NB: If you inform both the authentication key and your credentials, only the authentication will be taken into account.

- [optional] Inform the attribute giving the name of the event type to raise (**event_type**).
- Save and close the script.

How to launch a \$U trigger?

This script must be executed via the **cscript** command as follow:

```
cscript javascript_trigger.js
```

As mentioned above the event type is optionally given directly into the script. But you can also give it as a parameter of the script as follow:

```
cscript javascript_trigger.js your_event_type
```

NB: If you inform the **event_type** attribute into the script then the event type given as a parameter of the script has no effect.

You can, of course, add properties to your \$U event type. This can be done as follow:

```
cscript javascript_trigger.js property1=value1 property=value2 ...
```

OR

```
cscript javascript_trigger.js your_event_type property1=value1  
property=value2 ...
```

The event properties must be like "{property_name}={property_value}". This script has no limitation on the number of considered properties.

Output

The output of the script will be something like:

```
Script launched the YYYY/MM/DD at hh:mm:ssLogin on {HOST}:{PORT} -> Success
Launch the TEST event -> Incomplete
=> Trigger: TEST1 -> Launch number: XXXXXXXX
=> Trigger: TEST2 -> Error [1023]: Only provoked tasks can be triggered.
Logout -> Success
```

Then the output gives you basic trigger related operations:

- Login (if no authentication key given)
- Event type launch
- Logout (if no authentication key given)

It will give you the launch number of the launched jobs, or the code and error message if a launch has failed.

NB: By default this is a console output, but you can make it logged into a .log file (having the same name as your script) by modifying the ***log_to_file*** attribute value to "*true*".