Command Reference: SetProperty()

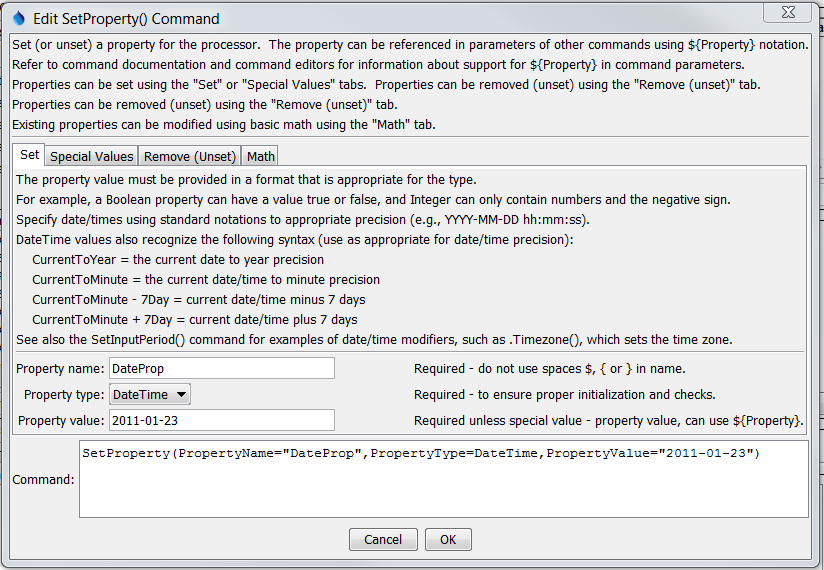
Set a property for the time series processor

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The SetProperty() command sets the value of a property used by the time series processor. The property will be available to subsequent commands that support using ${Property} notation in parameters, for example to specify filenames more dynamically or use with If() commands. This command should not be confused with the SetTimeSeriesProperty() command, which sets a property on specific time series. The following functionality is provided:

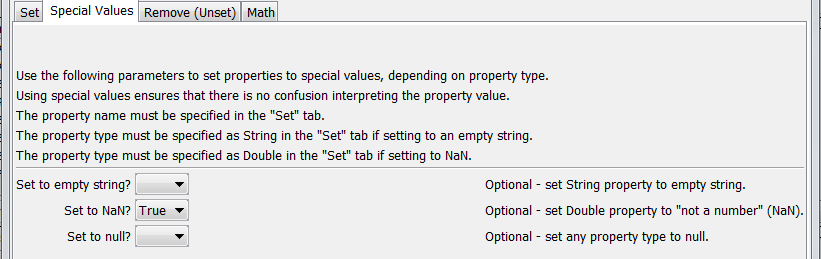
* Set a property to a specified value, where the property can be a Boolean, String, DateTime, Double, or Integer type.
* Set a property to a special value such as empty string or other special values.
* Remove an existing property so that it is no longer available to the processor. Care should be taken to understand the implications of removing a property. For example, if the property is used in later commands, then removing will cause the processor to not find the property. It may be more appropriate, for example, to set a string property to an empty string rather than removing.
* Set a property by modifying a previous global property using basic manipulations.

The following dialog is used to edit this command and illustrates the syntax of the command.



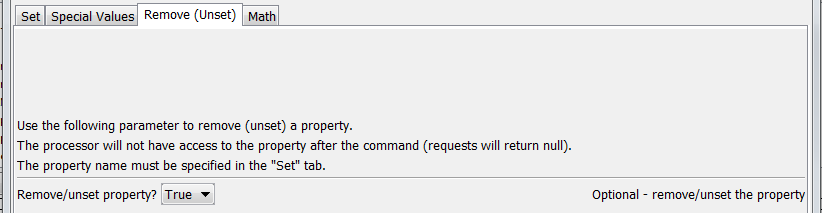
SetProperty

SetProperty() Command Editor for General Set Parameters



SetProperty\_Special

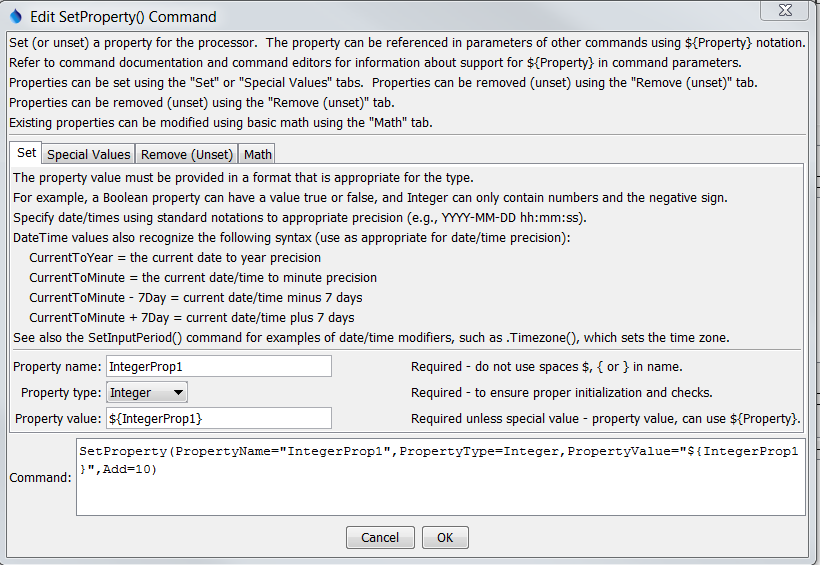
SetProperty() Command Editor for Special Value Parameters



SetProperty\_Remove

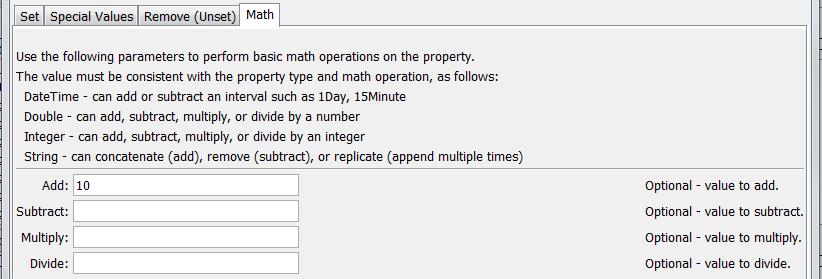
SetProperty() Command Editor for Removing a Property

The following illustrates how to perform a math operation on a property. In this case, a new property name can be assigned (or existing name reused) in the PropertyName parameter. The PropertyValue parameter must specify the name of an existing property using ${Property} notation. This causes the old value to be retrieved and then the math operation is performed. A common operation would be to increment a property’s value in a For() loop.



SetProperty\_Math1

SetProperty() Command Editor for Performing Math showing Main Property Parameters



SetProperty\_Math2

SetProperty() Command Editor for Performing Math showing Math Input

The command syntax is as follows:

SetProperty(Parameter=Value,…)

Command Parameters

| Parameter | Description | Default |
| --- | --- | --- |
| PropertyName | The property name. | None – must be specified. |
| PropertyType | The property type, used for validation, one of:   * Boolean – a boolean * DateTime – a date/time * Double – a floating point number * Integer – an integer * String – a string   DateTime objects can be specified with special syntax to use current time and modifiers on the DateTime. See the SetInputPeriod() command for more information. | None – must be specified as when setting a new property, although is not needed when setting to null or removing. |
| PropertyValue | The value of the property, adhering to property type constraints. Date/time properties should be specified using standard formats such as “YYYY-MM-DD hh:mm:ss”, to an appropriate precision. Special date/time syntax is recognized, as shown in the above figure. Global properties can be used with the ${Property} syntax. | None – must be specified when setting a value. The parameter is not needed when setting special values or removing the property. |
| SetEmpty | If specified as True, the String property will be set to an empty string. | The PropertyValue parameter will be used. |
| SetNaN | If specified as True, the Double property will be set to the special “not a number” (NaN) value. | The PropertyValue parameter will be used. |
| SetNull | If specified as True, the property will be set to null (not specified). | The PropertyValue parameter will be used. |
| RemoveProperty | If specified as True, the property will be removed and will be unavailable to the processor. Only user-defined properties can be removed (not important internal properties). | The PropertyValue parameter will be used. |
| Add | Value to add to the property value:   * Double or Integer property value will be incremented by Add. * String property value will have Add appended. * DateTime property value will be shifted forward in time by Add (e.g., Add=1Day). | No addition. |
| Subtract | Value to subtract from the property value:   * Double or Integer property value will be decremented by Add. * String property value will have Add remove for all occurrences. * DateTime property value will be shifted back in time by Add (e.g., Add=1Day). | No subtraction. |
| Multiply | Value to multiply the property value:   * Double or Integer property value will be multiplied by Add. | No multiplication. |
| Divide | Value to divide the property value:   * Double or Integer property value will be divided by Add. Dividing by zero will set the result to NaN for Double and null for Integer. | No division. |

A sample command file is as follows:

|  |
| --- |
| SetProperty(PropertyName="Scenario",PropertyType=String,PropertyValue="Likely") |

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