**Write Text to File**

***Zappy.ZappyActions.Documents***

Writes the specified text into a file. The pre-existing text is overwritten.

**INPUT  
• FileName –** The path of the file to write.  
• **Content –** The text to be written into the file.

**OPTIONAL**

• **Encoding –** The encoding type to be used. You can find the complete list of codes for each character encoding. To specify the encoding type to be used, use the value from the Name field. If no encoding type is specified, the activity will search for the file's Byte Order Marks to detect the encoding. If no Byte Order Marks are detected, the system ANSI code page is selected by default. This field supports String variables.