

## Lab 10: Using Arguments

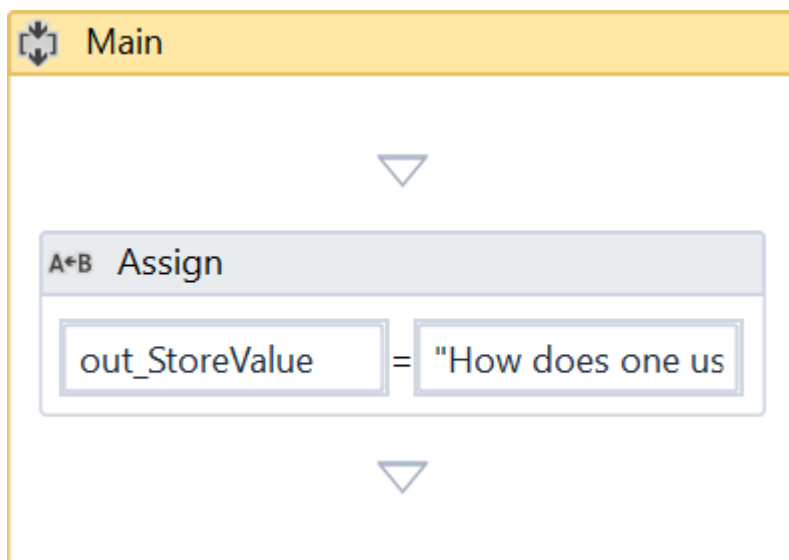
Due to the nature of arguments, you are going to use them a lot in relation with the **Invoke Workflow File** and **Launch Workflow Interactive** activities. They can be found in the **Activities** panel, under **Workflow > Invoke** and they enable you to browse for a project, and import and edit their arguments.

### Example of Using an Argument

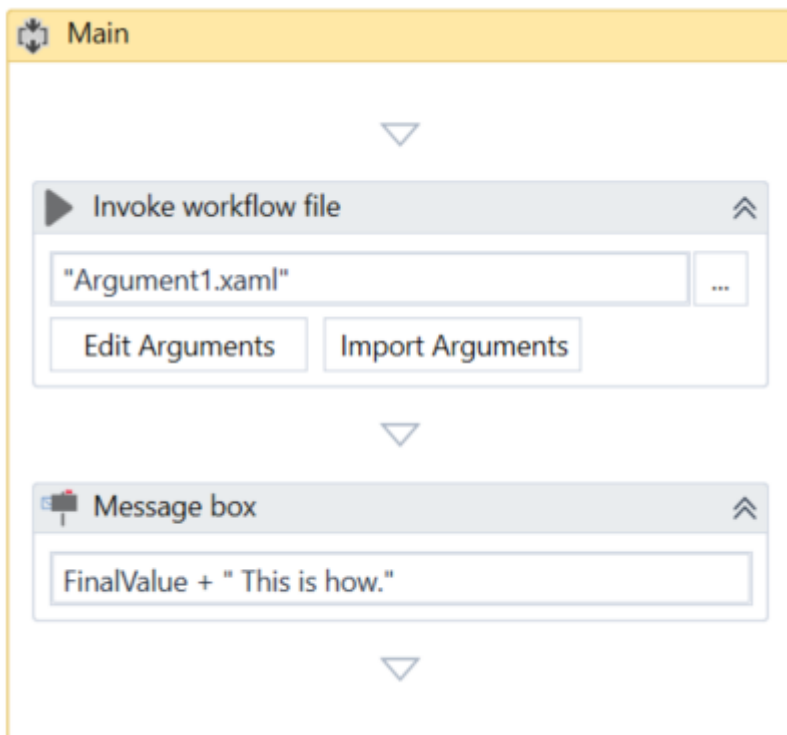
To exemplify how to use an argument in an automation with an **Invoke Workflow File** activity, we are going to create two separate sequences. A very simple one in which to assign a value to an argument, and a second that invokes it and displays the value in a message box.

1. Create a new sequence.
2. In the **Arguments** panel, create an argument, `out_StoreValue`.
3. From the **Direction** list, select **Out**, and do not change the **Argument Type** from **String**.
4. Add an **Assign** activity to the **Designer** panel.
5. In the **Properties** panel, in the **To** field, add the `out_StoreValue` argument.
6. In the **Value** field, type a string, such as "How does one use an argument?".

The first project should look like in the screenshot below.



7. Create a new sequence.
  8. Create a string variable, `FinalValue`.
  9. Add an **Invoke Workflow File** activity to the **Designer** panel.
  10. On the activity, click the **Browse (...)** button and browse for the previously created sequence.
  11. Click **Import Arguments**. The **Invoked Workflow's Arguments** window is displayed. Note that the argument of the first sequence is displayed here.
  12. In the **Value** field, add the `FinalValue` variable and click **Ok**. The argument is imported and the value from it is going to be stored in the current project through the `FinalValue` variable.
  13. Add a **Message Box** activity under the **Invoke Workflow File**.
  14. In the **Properties** panel, in the **Text** field, type `FinalValue + " This is how"`, for example.
- The second automation should look like in the screenshot below.



15. Press Ctrl + F6 in the second sequence. The automation is executed correctly and the message box displays the desired text.

