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.

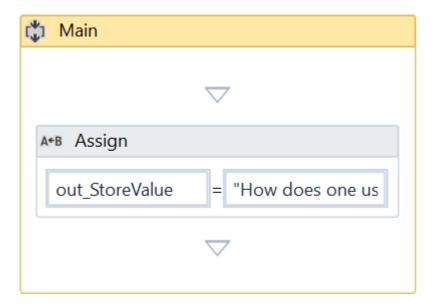
Lab Solutions

Lab solution(s) are present in Solution\Lab10 folder.

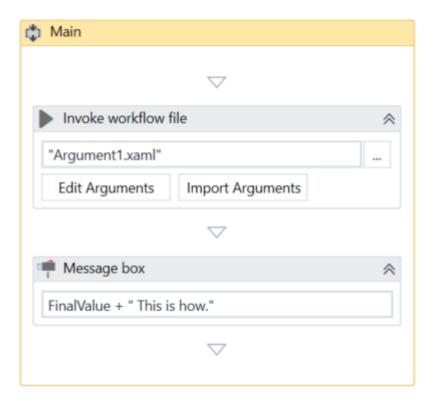
Using an Argument

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.

