University of Colorado

Boulder | Colorado Springs | Denver | Anschutz Medical Campus

OnBase
by Hyland

OnBase Guide - Unity Script - How to use the "GEN - Read Environment Variable" Script

Goal: To use the "GEN - Read Environment Variable" script in Workflow to perform environment-specific processing based on the result.

Complexity Level: Departmental Workflow Developers

3/21/2019

Table of Contents

University of Colorado
Boulder | Colorado Springs | Denver | Anschutz Medical Campus

Background

This script will read an environment variable from the OnBase environment such that you can create environment specific workflow actions. Each OnBase environment will have one of these designations: DMOPRD, DMOSTG, DMOTST and DMODEV.

Use Cases:
- Save files off to different UNC paths or NFS locations depending on the OnBase environment
- Read files from different UNC paths or NFS locations depending on the OnBase environment
- Call different web services domains depending on the OnBase environment
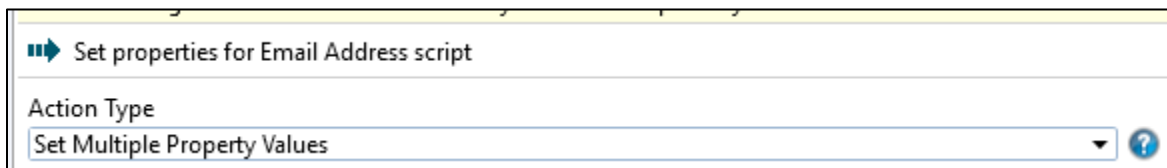- Other environment specific tasks

When setting any property values to run a script or use script results, be sure to note which property bag is being used and be consistent with this selection.

Prerequisites

You must have OnBase Studio installed and know how to configure a life cycle. Refer to the [OnBase Client Guides](#) for instructions on installation and to the Workflow MRG for more details as necessary. Contact [UIS_DM_Support@cu.edu](#) for assistance if needed.

Set Property Values Needed for the Script

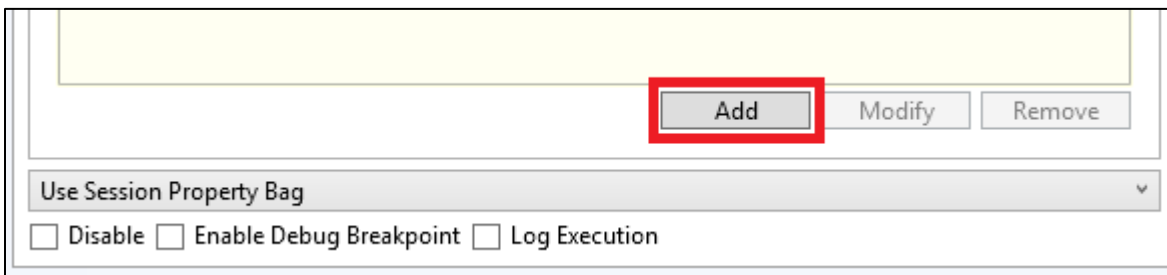Create an action and choose the **Set Multiple Property Values** action type.

> **➡ Set properties for Email Address script**
>
> Action Type
> | Set Multiple Property Values | ▼ | ❓ |

Click **Add** at the bottom of the panel at the right side to add a new property value.

> | | | Add | Modify | Remove |
> Use Session Property Bag ⌄
> ☐ Disable ☐ Enable Debug Breakpoint ☐ Log Execution

University of Colorado
Boulder | Colorado Springs | Denver | Anschutz Medical Campus

Enter the following values to set the **UnityScriptResult** property:
- Property Name: UnityScriptResult
- Constant Value: Initialized (or leave blank)

Then click **OK**.

Click **Add** at the bottom of the panel at the right side to add a new property value and enter the following values to set the **ScriptError** property:
- Property Name: ScriptError
- Constant Value: [leave blank]

University of Colorado
Boulder | Colorado Springs | Denver | Anschutz Medical Campus

Then click **OK**.

Click **Add** at the bottom of the panel at the right side to add a new property value and enter the following values to set the **EnvironmentPropertyName** property:

- Property Name: EnvironmentPropertyName
- Constant Value: [leave blank]

Then click **OK**. Overall, the Set Multiple Property Values action should look like this when complete:

Run the Script

Create a "Run Unity Script" action. Select "GEN – Read Environment Variable" from the list of available scripts. Check the box to Refresh item after script has executed.

University of Colorado
Boulder | Colorado Springs | Denver | Anschutz Medical Campus

When the script runs, it will update the EnvironmentPropertyName property value with the current environment name.

Use the Script Results

In order to specify what processing should be done for each environment, you will need to create a rule to check for each possible value of EnvironmentPropertyName and list the actions to be performed for each environment.

Create a "Check Property Value" rule using the following values:
- Property Name: EnvironmentPropertyName
- Operator Type: =
- Constant Value: DMOPRD

Add the desired actions to perform if the environment is DMOPRD to the "On True" section of the rule.

Create "Check Property Value" rules for the other environments and add the desired actions to the rules as previously described. Overall, your configuration should look something like this:

University of Colorado

Boulder | Colorado Springs | Denver | Anschutz Medical Campus
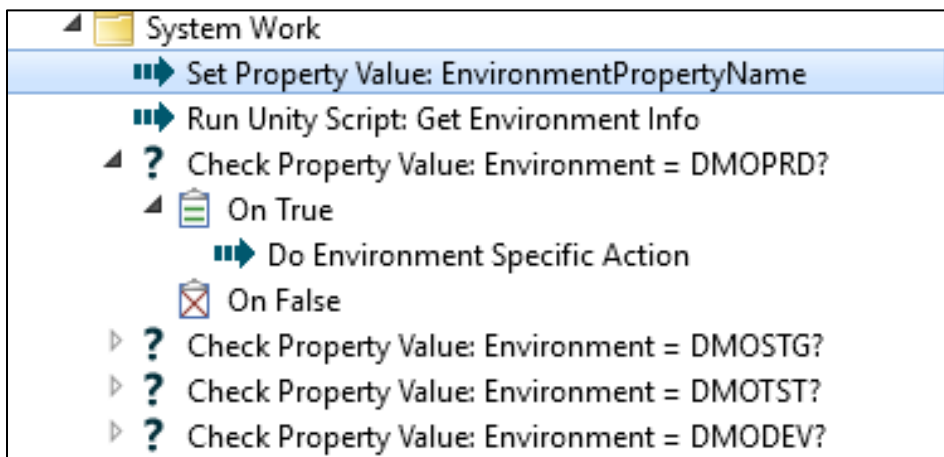
Troubleshooting

If you encounter an issue, checking the values of the UnityScriptResult and ScriptError properties may provide helpful information for determining the cause of the issue.

While troubleshooting, it may be helpful to add a note to the document after the script is run in order to view the UnityScriptResult and ScriptError values.

Action Type
Create Note

General | Documentation

Target
Current Item

Note Contents
Result: %VUnityScriptResult
Error: %VScriptError
%VEnvironmentPropertyName

Space - Space
Document Date
User
Auto-Name
Time Stored

Keyword Type | Repeat | Date Stored
| 1 | Keyword

University of Colorado
Boulder | Colorado Springs | Denver | Anschutz Medical Campus