

# Text Replace Action

The text replace action allows you to replace strings and FinalBuilder variables in a file with specified values.



This will only work on Text files, do not attempt to use it with binary files.

If you want to only search for content, use the [Text Find Action](#).

On this page:



This action has been deprecated and replaced with the [Text Find & Replace Action](#) and the [Replace Variables Action](#) action. Please use one of these actions where possible.

## Details

### Files

Specify a source and a destination file. If you want the replacements to be written to the same file as the source, leave the 'New Filename' blank.

### Replace options

#### Replace Variables

If this box is checked, FinalBuilder variables will be replaced with their values. Mark variables you want replaced with [percent signs](#), ie %VarName%



The Text Replacement action does not discriminate between FB Variables and regular percent signs, so either escape "real" percent signs as "%%" (these can even then be replaced with % using Replace Text), or use a different notation and replace specific strings instead.

#### Write byte order mark

Check to include the byte order mark that represents the encoding of the text file.

#### Replace text

Check to have the search text replaced with the replacement text with in the file.

### Replace text options

#### Search text

The text to search for in the text file.

#### Replace text

The text to replace the search text with when it is located.

#### Case sensitive

Whether the search text is case sensitive or not.

#### Replace whole words only

Check to replace on word boundaries only.

#### Match search string as regular expression

If this box is checked, the search string will be treated as a Regular Expression (see the [Regular Expression reference](#).)



The Case Sensitive and Whole Words Only options do not apply if this option is selected (they will be greyed out.)

**Fail if less than X replacements made**

The action can be set to fail if an insufficient amount of replacements are made. This is useful to check that there isn't a syntax error or other mistake in the text file.

**Max replacements**

The action will replace only the first N matches it finds. Set to zero to replace all matches.