

Write Text File Action

The Write to Text File action enables you to automate inserting and appending text to an existing file.

You can use FinalBuilder variables in the File Contents field to customise the content. You can either append to the end of the file, or insert text at the start of the file.

On this page:

Details

The screenshot shows the 'Write to Text File' dialog box with the 'Details' tab selected. The 'File location' field contains the path 'C:\Projects\SimpleProject\Output\License.txt'. The 'Options' section has three radio buttons: 'Insert at start of file' (unselected), 'Append to end of file' (selected), and 'Overwrite File' (unselected). The 'Encoding' dropdown is set to 'Ansi'. There are three checked checkboxes: 'Write byte order mark', 'Expand variables in content', and 'Create file if missing'. The 'New content' text area contains the variable '%CurrentLicenseDetails%'. The dialog has 'OK', 'Cancel', and 'Help' buttons at the bottom.

Write to Text File

General Runtime **Details**

File location

C:\Projects\SimpleProject\Output\License.txt

Options

☐ Insert at start of file Encoding : **Ansi**

☒ **Append to end of file**

☐ Overwrite File

☒ Write byte order mark

☒ Expand variables in content

☒ Create file if missing

New content

%CurrentLicenseDetails%

OK Cancel Help

File Location

Specify the filename to write to (the example shows a variable which will contain a filename during execution - provided by a file iterator action)

Options

Insert at start of file

Check to insert the text at the start of the file.

Append to end of file

Check to insert the text at the end of the file.

Overwrite file

Check to overwrite the file. This will result in the file only containing the supplied text.

Encoding

The encoding to use on the text file. Note that currently the byte order mark is always written out.

Insert location

Specify to append to end of file, or insert at beginning.

Expand variables in content

Select this option to expand FinalBuilder variables provided in the content field.

Create file if missing

The action will normally fail if the file doesn't already exist.

New Content

specify the content to write to the text file