

# String Concatenation Action

The String Concatenation action allows you to join two strings together.

## Input And Output

The screenshot shows the 'String Concatenation' dialog box with the 'Input and Output' tab selected. The dialog has four tabs: 'General', 'Runtime', 'Input and Output', and 'Concatenation Options'. The 'Input' section has two radio buttons: 'From variable' (selected) and 'Specify value'. Below 'From variable' is a dropdown menu showing 'L\_Directory'. Below 'Specify value' is a text input field. The 'Output' section has two radio buttons: 'Apply to existing value' (selected) and 'Specify output variable'. Below 'Specify output variable' is a dropdown menu. At the bottom are 'OK', 'Cancel', and 'Help' buttons.

Tab	Section	Option	Value
Input and Output	Input	From variable	L_Directory
		Specify value	
	Output	Apply to existing value	
		Specify output variable	

## Input

### From variable

Select an existing string to join.

### Specify value

Input a new string to use.

## Output

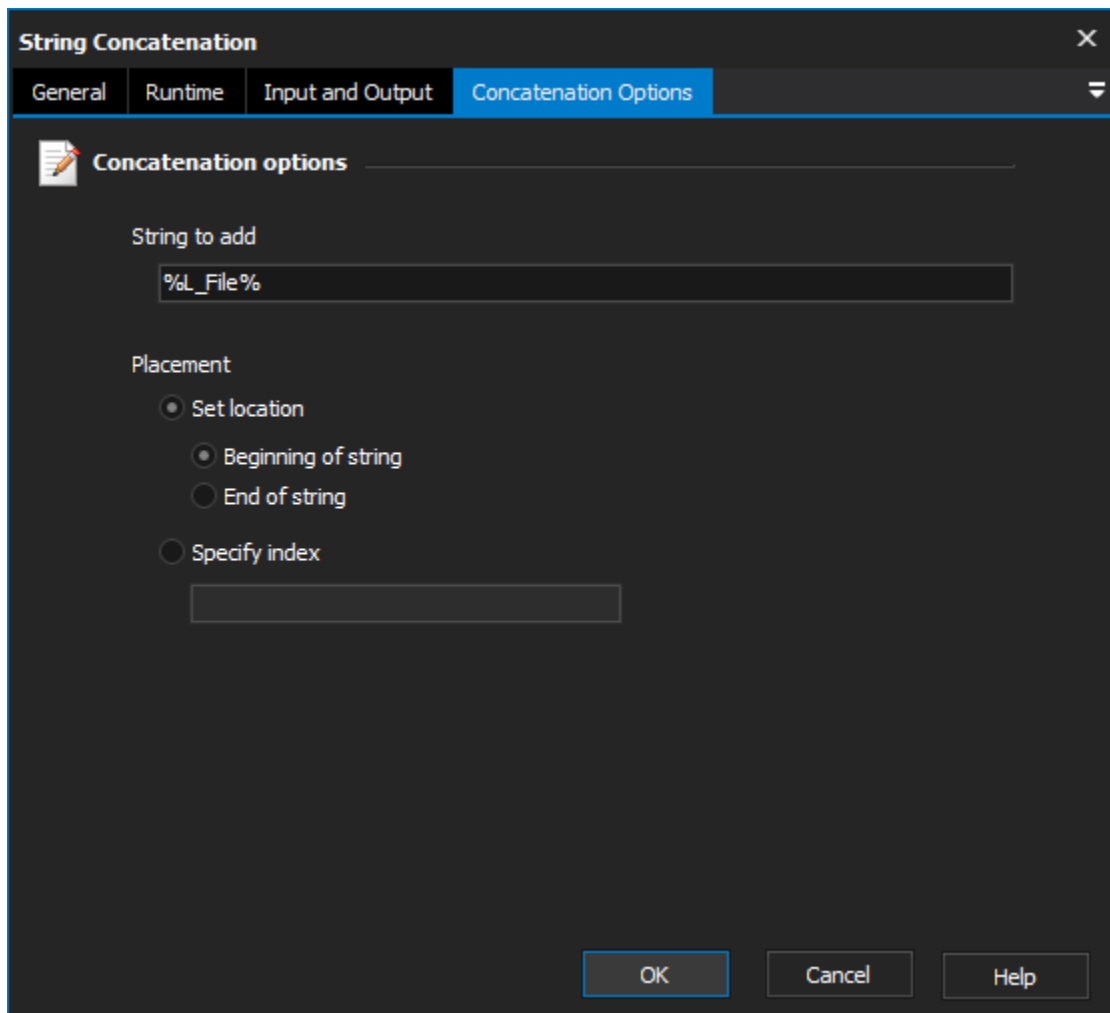
### Apply to existing variable

Output the changes to the original variable.

### Specify output variable

Output the changes to an existing variable.

## Concatenation Options



## Concatenation options

### String to add

The string that will be added to the input string.

### Beginning of String

The string will be added to the beginning of the input string.

### End of String

The string will be added to the end of the input string.

### Specify Index

The string will be added after the specified number of characters. If the specified value is longer than the input string, the string will be added to the end.

## Scripting Info

The Action properties available are :

property InputString : string;// The input string, if not using a variable

property OutputVariable: string;// The Output Variable name

property ApplyToInput : boolean;// Apply the changes to the input variable, only valid if using an input variable

property UsingInputVariable : boolean;// True if using an input variable, not input string

property InputVariable : string;// Input variable name

property StringToAdd: string;// The string to add

property UseIndex: boolean;// True to specify the index, otherwise false.

property InsertIndex: string;// The index to insert the string at

property InsertToLeft: boolean;// True to insert at the beginning, false to insert at the end.