

## Start Mac App

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The *Start Mac App* action allows you to start a Mac application already installed on devices.

### General

Type *Start Mac App*

**Name** Actions are easier to comprehend and manage over time when they have a suitable name that accurately expresses what they do.

**Bundle name** The name of the bundle, e.g. the part in the directory name before ".app". For example, for the Application Workspace Agent for Mac ("Liquit.app"), it will be "Recast".

**Arguments** Insert the arguments for the application. If the app is already running the arguments will not be applied.

### Advanced

**Display** The way the process should be started:

- *Normal* – the default Microsoft Windows settings are used.
- *Hidden* – the application will be launched hidden.

**Open in background** If this option is selected, the application will not be displayed in the foreground.

**Start a new instance** If this option is selected, a new instance of the application will be started in case the app is already running. Otherwise, the running instance will be brought to foreground.

**Wait for completion** Determines if Application Workspace will wait before this action is finished before executing the next action.

**Success return codes** The return code that represents a successful execution of the action.

**Redirect standard output to variable** The temporary variable to which the standard output of a command line program is stored.

**Redirect error output to variable** The temporary variable to which the standard error of a command line program is stored.

**Place return code in variable** The temporary variable to which the return code of a command line program is stored.

### Filters

Here you can define conditions which determine if the action will be executed. For more information, see [Filters](#).

In the **Edit output variable** dialog box you open by clicking on the browse button **...** of the **Redirect standard output to variable**, **Redirect error output to variable**, **Place return code in variable** fields, you can create new variables or change existing ones and use them to store the standard output, error output or return code. Note that the resulted variables exist only temporarily until the action is executed; they are not saved anywhere and they are displayed only in the package you configured them. After the action is executed, the variables are discarded.

## Edit output variable dialog box

Element	Description
<b>Variable</b>	New or existing variable in which you want to store information. <ul style="list-style-type: none"><li>• <i>Not sensitive</i> – The variable is logged in the log file and it is visible on Application Workspace UI.</li><li>• <i>Sensitive</i> – The variable is not logged in the log file and it is hidden on Application Workspace UI.</li></ul>
<b>Sensitivity</b>	<ul style="list-style-type: none"><li>• <i>Current variable sensitivity</i> – In case of an already existing variable, it takes its already configured sensitivity.</li></ul>
<b>Trim value</b>	Removes all whitespace from the front, end or both.
<b>Append to existing value (if it exists)</b>	It appends the new variable at the end of the existing one.

# Recast

Element

Description



Agent

It requires the Agent to be running.

## Supported platforms

Platform Supported

Web No

WindowsNo

macOS Yes

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