

System & Identity Variables

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Use variables within actions and filters to be as dynamic as possible.

You can define variables on 3 levels:

- Zone
- Contexts
- Packages (Snapshots)

The inheritance flows from the top down, meaning that a variable defined at the zone level can be overwritten in contexts and/or packages. This allows you to change the value of variables based on user or device context(s).

The syntax of a variable is `${<VARIABLE NAME>}`

System Variables

The following system variables are predefined in Application Workspace and are detected by the Agent.

NOTE: Paths used as examples in the table may not match your Application Workspace System.

Variable	Operating system	Output (Example)
<code>\${AllUsersProfile}</code>	only Windows	C:\ProgramData
<code>\${AppData}</code>	macOS and Windows	Windows: C:\Users\< > \AppData\Roaming macOS: /Users/< Username >/Library/Application Support
<code>\${Biospasswd}</code>	only macOS	
<code>\${CmdLine}</code>	only Windows	Command-line parameters that can be passed from the Application Workspace API or shellapi when launching a package.
<code>\${CommonDesktop}</code>	only Windows	C:\Users\Public\Desktop
<code>\${CommonProgramFiles}</code>	only Windows	C:\Program Files\Common Files
<code>\${CommonProgramFiles32}</code>	only Windows	On 32-bit systems this path is set to C:\Program Files\Common Files On 64-bit systems this path is set to C:\Program Files (x86)\Common Files
<code>\${CommonProgramFiles64}</code>	only Windows	C:\Program Files\Common Files This variable is only available on 64-bit systems
<code>\${CommonPrograms}</code>	only Windows	C:\ProgramData\Microsoft\Windows\Start Menu\Programs
<code>\${CommonStartMenu}</code>	only Windows	C:\ProgramData\Microsoft\Windows\Start Menu
<code>\${CommonStartup}</code>	only Windows	C:\ProgramData\Microsoft\Windows\Start Menu\Programs\Startup

Recast

Variable	Operating system	Output (Example)
\${ComputerName}	macOS and Windows	Windows: Computer name of local device, same as %COMPUTERNAME% For example: DESKTOP-123456 macOS: Computername.local
\${Desktop}	macOS and Windows	Windows: C:\Users\< > Username > \Desktop macOS: /Users/< Username >/Desktop
\${Device.Address}	macOS and Windows	Primary IP of device as reported by the agent. For example: 10.1.1.1
\${Device.FQDN}	macOS and Windows	Fully qualified domain name of device. Windows: DESKTOP-123456.recastsoftware.com macOS: < Username >.local
\${Device.Name}	macOS and Windows	Active computer name of device. Windows: DESKTOP-123456 macOS: < Username >.local
\${Documents}	macOS and Windows	Windows: C:\Users\< > Username > \Documents macOS: /Users/< Username >/Documents
\${Favorites}	macOS and Windows	Windows: C:\Users\< > Username > \Favorites macOS: /Users/< Username >/Library/Favorites
\${FontsDir}	macOS and Windows	Windows: C:\Windows\Fonts This variable is only available with 3.1 or later macOS: /var/root/Library/Fonts
\${Identity.DisplayName}	macOS and Windows	User Name
\${Identity.ID}	macOS and Windows	AzureAD\c7a17eb7-7fe9-419c-a437-df909e2e3ef6
\${Identity.Mail}	macOS and Windows	username@recastsoftware.com
\${Identity.Name}	macOS and Windows	username@recastsoftware.com
\${Identity.Source}	macOS and Windows	AzureAD
\${Identity.UserName}	macOS and Windows	username@recastsoftware.com
\${Identity.UserPrincipalName}	macOS and Windows	username@recastsoftware.com

Recast

Variable	Operating system	Output (Example)
<code>\${Input.UserName}</code>	macOS and Windows	The user will be asked to enter their own username and will be filled in this variable. Example username@recastsoftware.com
<code>\${LIQUIT_INSTALL_PATH}</code>	only macOS	C:
<code>\${Liquit_Path}</code>	only macOS	C:\Windows\LiquitInstall
<code>\${LiquitAgentBinDir}</code>	only macOS	/Applications/Liquit.app/Contents/MacOS
<code>\${LiquitAgentDataDir}</code>	macOS and Windows	Windows: C:\ProgramData\Liquit\Agent macOS: /Library/Application Support/com.liquit.Agent
<code>\${LiquitAgentDir}</code>	macOS and Windows	Windows: C:\Program Files\Liquit Universal Agent macOS: /Applications/Liquit.app
<code>\${LocalAppData}</code>	macOS and Windows	Windows: C:\Users\<> Username >\AppData\Local macOS: /Users/< Username >/Library/Application Support
<code>\${PackageCollection}</code>	only Windows	The name of the shortcut being executed.
<code>\${PackageExecuteStage}</code>	only Windows	The stage of the calling package which can be different from <code>\${PackageStage}</code> if the depend package was executed in a different stage then the current package supports.
<code>\${PackageID}</code>	only Windows	Contains the ID of the current package.
<code>\${PackageSnapshotName}</code>	only Windows	The name of the current package snapshot being executed.
<code>\${PackageStage}</code>	only Windows	The stage of the current package snapshot being executed.
<code>\${PackageTempDir}</code>	only Windows	<ul style="list-style-type: none"> Windows: %LOCALAPPDATA%\Temp\ <package-id> For example: C:\Users\<> Username >\AppData\Local\Temp\<package-id> macOS: \$TEMP/<package-id> For example: /var/folders/rm/<device-id?>\T\ <p>For more information, see Agent Configuration.</p>
<code>\${PackageVersion}</code>	only Windows	Contains the snapshot ID of the current package.
<code>\${Platform.SessionID}</code>	macOS and Windows	Windows and macOS Session ID For example: 2
<code>\${Platform.UserID}</code>	only Windows	Windows User SID For example: 4B296B08-6BB6-4084-A8F9-B1B1DE303E4A This variable is only available with 3.7 or later

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Variable	Operating system	Output (Example)
`\${Platform.UserName}`	macOS and Windows	The Windows and macOS User Name used to log on to the local device. For example Administrator
`\${ProgramData}`	macOS and Windows	Windows: C:\ProgramData macOS: /Library/Application Support
`\${ProgramFiles}`	macOS and Windows	Windows: C:\Program Files macOS: /Applications
`\${ProgramFiles32}`	macOS and Windows	Windows: On 32-bit systems this path is set to C:\Program Files On 64-bit systems this path is set to C:\Program Files (x86) macOS: /Applications
`\${ProgramFiles64}`	macOS and Windows	Windows: C:\Program Files This variable is only available on 64-bit systems macOS: /Applications
`\${Programs}`	only Windows	C:\Users\< >Username >\AppData\Roaming\Microsoft\Windows\Start Menu\Programs
`\${Public}`	only Windows	C:\Users\Public
`\${SendTo}`	only Windows	C:\Users\< >Username >\AppData\Roaming\Microsoft\Windows\SendTo
`\${StartMenu}`	only Windows	C:\Users\< >Username >\AppData\Roaming\Microsoft\Windows\Start Menu
`\${Startup}`	only Windows	C:\Users\< >Username >\AppData\Roaming\Microsoft\Windows\Start Menu\Programs\Startup
`\${SystemDrive}`	macOS and Windows	Windows: C: macOS: /
`\${SystemRoot}`	macOS and Windows	Windows: C:\Windows macOS: /System
`\${TaskBar}`	only Windows	C:\Users\< >Username >\AppData\Roaming\Microsoft\Internet Explorer\Quick Launch\User Pinned
`\${TEMP}`	macOS and Windows	Windows: C:\Users\< >Username >\AppData\Local\Temp macOS: /var/folders/89/q2p58g1s07s3dqww9npc16500000gn/T/
`\${Test Variable}`	only macOS	
`\${UserDomain}`	macOS and Windows	The Windows and macOS Domain used to log into the local device. For example RECASTSOFTWARE
`\${UserName}`	macOS and Windows	The Windows and macOS User Name used to log into the local device. For example Administrator

Recast

Variable	Operating system	Output (Example)
<code>\${UserProfile}</code>	macOS and Windows	Windows: C:\Users\< > Username > macOS: /Users/< Username >
<code>\${WinDir}</code>	only Windows	C:\Windows
<code>\${WindowsApps}</code>	only Windows	C:\Program Files\WindowsApps
<code>\${WinSysDir}</code>	only Windows	C:\Windows\System32
<code>\${WinSysDir32}</code>	only Windows	On 32-bit systems this path is set to C:\Windows\System32 On 64-bit systems this path is set to C:\Windows\SysWOW64
<code>\${WinSysDir64}</code>	only Windows	C:\Windows\System32 This variable is only available on 64-bit systems

Identity Variables

The following identity variables are predefined in Application Workspace, are detected by the Agent and Application Workspace Server and contain information of the logged in user account.

Some of them are only available starting a specific version of the Agent and it is specified where applicable.

Variable	Output (Example)
<code>\${Identity.ID}</code>	Unique user ID of the currently logged in account.
<code>\${Identity.UserName}</code>	Username of the currently logged in account.
<code>\${Identity.DisplayName}</code>	Display Name of the currently logged in account.
<code>\${Identity.Mail}</code>	Mail address of the currently logged in account.
<code>\${Identity.Source}</code>	Identity Source name of the currently logged in account.
<code>\${Identity.UserPrincipalName}</code>	User Principal Name of the currently logged in account.