



## eNGINE Shortcuts

### What is a shortcut?

A shortcut is a small file that redirects to another file.

Windows - These are called shortcuts and end with .lnk extension.

Mac - called an 'Alias' and doesn't have an extension.

Linux - called a symbolic link (or symlink) and doesn't have an extension.

### Shortcut rules

- If you set up the watchfolder profile to move or delete the source file after processing then the shortcut will be deleted automatically because it will become invalid.
- If there is an error whilst processing the file and the profile is set up so that the source is moved when there is an error, the shortcut will be deleted because it will become invalid.
- Duplicate shortcuts (i.e. shortcuts that point to a file that already has a shortcut pointing to it) in the watchfolder will be moved to a Shortcut error folder, which is separate to the file error move folder.
- Broken shortcuts (i.e. shortcuts where the target doesn't exist or isn't accessible because of permissions) will be moved to the shortcut error folder, except on Linux systems where it will remain in the watchfolder until the user moves it.
- WFServer needs to have the permissions to access the watchfolder with the shortcuts in as well as the location of the source file. If the shortcut points to a location which WFServer does not have permission to access then the shortcut will be treated as a broken shortcut.
- On Windows whilst using shortcuts, WFServer must be logged in as a user in order to access files on the desktop. When logged in as local system account it will be able to view the shortcut file but not the file that it points to, even if the service is permitted to interact with the desktop.
- If using networked computers and shared drives make sure that shortcut target paths are relative to the computer that is running WFServer and eFLOW. For example: You have a shared drive on one computer called 'Workstation1' at 'C:\\\\Shared' and eFLOW and WFServer are running on a separate machine called 'Server1'. A shortcut to a file called 'Program.wav' in the shared drive will have a different target path depending on which machine created it. If it was created on Workstation1 the target will be 'C:\\\\Shared\\Program.wav' but if the shortcut was created using Server1 the target path would be '\\\\Workstation1\\Shared\\Program.wav'. The local path ('C:\\\\Shared\\Program.wav') is not relative to Server1 so it will not be able to access the file.
- WFServer can only detect shortcuts for the operating system on which it is running. For example, if WFServer is running on a Windows computer it will not be able to detect an alias created by a Mac computer even if the alias and the target file can both be accessed by WFServer.