

Project Wonder Properties Files

This Page will serve as a base location for talking about what can be done with the Properties files using Project Wonder and what properties are available etc.

Precedence

When the application launches, Properties files will be loaded in the following order. If there is a conflicting parameter between the files and arguments, the latter one overrides the earlier one.

1. Resources/Properties in any frameworks that the application links to
2. Resources/Properties.username in any frameworks that the application links to
3. Resources/Properties in the application itself
4. WebObjects.properties under the home directory (not sure on this file's precedence)
5. Resources/Properties.dev (when app is launched in Development Mode)
6. Resources/Properties.log4j in the application itself (log4j properties)
7. Resources/Properties.log4j.username in the application itself
8. Resources/Properties.database in the application itself (database connection properties)
9. Resources/Properties.database.username in the application itself
10. Resources/Properties.multilanguage in the application itself (encoding properties)
11. Resources/Properties.multilanguage.username in the application itself
12. Resources/Properties.migration in the application itself (migration properties)
13. Resources/Properties.migration.username in the application itself
14. Resources/Properties.frameworkname in the application itself for any frameworks that the application links to
15. Resources/Properties.frameworkname.username in the application itself for any frameworks that the application links to
16. Properties in /etc/WebObjects/YourAppName/
17. Resources/Properties.username in the application itself
18. Command line arguments

Regarding the properties in /etc/WebObjects, YourAppName is the name you define in the Monitor, not the the .woa name. And ERXProperties.pathsForUserAndBundleProperties() looks up **only** the "Properties" file name. So your folder can contain only 1 file. Regarding the properties in /etc/WebObjects, YourAppName is the name you define in the Monitor, not the the .woa name. And ERXProperties.pathsForUserAndBundleProperties() looks up **only** the "Properties" file name. So your folder can contain only 1 file.

Getting Started:

[About the Properties File](#)

- Variable substitution
- Per user property files

Available Properties:

- DB Properties
- ERExtensions Properties
- Ajax Properties

Note: To set development mode

Add the following property:

```
er.extensions.ERXApplication.developmentMode = true (true by default when running Wolips)
```

To turn off development mode:

```
er.extensions.ERXApplication.developmentMode = false
```