

Triggers

A **trigger** is a series of [callback events](#) linked by logical operators into an expression. If the expression is evaluated and the result is found to be true, the callback is said to have been triggered.



Developers writing callbacks should be aware that **callback triggers are event-driven** (transitions from one state to another), not state-driven. So if jobB is dependent on jobA, but jobA has completed before jobB is submitted, the triggering event (the completion of jobA) will not occur again after jobB is submitted; jobB's trigger condition will never be met.

This is why it's advisable to submit all jobs that are interdependent in one pass as a process group; there is no chance of a trigger event occurring prior to a job's submission.

Syntax

The syntax for specifying an event consists of:

```
name-type-context-extra
```

Refer to [Trigger Event Syntax](#) for more details.

Operators

Triggers can be logically AND'd or OR'd, use the boolean operators **&&** and **||**. They can be grouped with parentheses "()", but grouping **is not supported** when using the job **dependency** attribute, only in callbacks.



The **dependency** language (used when setting a job's **dependency** attribute) uses a limited set of boolean operators, only AND and OR. The convention for the dependency language is to provide a comma-separated list of dependencies, such as: `link-complete-work-3927,link-complete-work-3928`, these are '&&'d together.

Examples

When this job completes:

```
complete-job-self
```

When job 19294 starts running:

```
running-job-19294
```

When my #2 subjob completes:

```
complete-subjob-self-2
```

When the job with the label 'hello' is done:

```
done-job-hello
```

The events are then combined together with simple operators to define more complex scenarios:

When I complete and my parent completes:

```
complete-job-self && complete-job-parent
```

When the job labeled "sibling" starts running, and I am done:

```
running-job-sibling && done-job-self
```

See Also

[Trigger Event Syntax](#)