

# Transformation Jitterbit Variables

## Introduction

This page covers Jitterbit variables that are available for transformations, organized by informational variables that you get (read), and settings variables that you set (write):

## Informational

- `jitterbit.transformation.chunk_number`
- `jitterbit.transformation.name`
- `jitterbit.transformation.thread_number`
- `jitterbit.transformation.total_chunks`
- `jitterbit.transformation.total_threads`

## Settings

- `jitterbit.transformation.auto_streaming`
- `jitterbit.transformation.chunking`
- `jitterbit.transformation.disable_normalization`
- `jitterbit.transformation.jbxmlparser`
- `jitterbit.transformation.source.check_null_characters`
- `jitterbit.transformation.timing_on`
- `jitterbit.transformation.trim_extra_linebreaks`

## Informational

### `jitterbit.transformation.chunk_number`

<b>Variable</b>	<code>jitterbit.transformation.chunk_number</code>
<b>Data Type</b>	Integer
<b>Description</b>	For chunked operations, holds a number between 1 and <code>\$jitterbit.transformation.total_chunks</code> for the currently executing transformation mapping. For non-chunked operations, it has the value 1.

### `jitterbit.transformation.name`

<b>Variable</b>	<code>jitterbit.transformation.name</code>
<b>Data Type</b>	String
<b>Description</b>	Name of the currently executing transformation.

### `jitterbit.transformation.thread_number`

<b>Variable</b>	<code>jitterbit.transformation.source.thread_number</code>
<b>Data Type</b>	Integer
<b>Description</b>	For multi-threaded transformations, holds a number between 1 and <code>\$jitterbit.transformation.total_threads</code> for the currently executing transformation mapping. For single-threaded transformation, it has the value 1.

### `jitterbit.transformation.total_chunks`

<b>Variable</b>	<code>jitterbit.transformation.total_chunks</code>
<b>Data Type</b>	Integer
<b>Description</b>	Holds the total number of chunks being processed by the current operation. For non-chunked operations, it has the value 1.

## Related Articles

- [API Jitterbit Variables](#)
- [Global Variable Source](#)
- [Global Variable Target](#)
- [Global Variable versus Temporary Storage](#)
- [Global Variables](#)
- [Hosted Endpoint Jitterbit Variables](#)
- [Jitterbit Variables](#)
- [Operation Jitterbit Variables](#)
- [Scripting Jitterbit Variables](#)
- [SFDC Jitterbit Variables](#)
- [Source Jitterbit Variables](#)
- [Specifying Source and Target Fields Dynamically](#)
- [Target Jitterbit Variables](#)
- [Text Jitterbit Variables](#)
- [Transformation Jitterbit Variables](#)
- [Web Service Jitterbit Variables](#)

## Related Topics

- [Transformations](#)

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**jitterbit.transformation.total\_threads**

<b>Variable</b>	<code>jitterbit.transformation.total_threads</code>
<b>Data Type</b>	Integer
<b>Description</b>	Holds the maximum number of threads being executed by the current operation. For non-threaded operations, it has the value 1.

**Settings****jitterbit.transformation.auto\_streaming**

<b>Variable</b>	<code>jitterbit.transformation.auto_streaming</code>
<b>Data Type</b>	Boolean
<b>Description</b>	Set to <code>false</code> to not use auto-streaming. The default is configured in <code>jitterbit.conf</code> . This option is mostly for working around bugs in the streaming transformation implementation, so the default should be used unless there are specific problems.

**jitterbit.transformation.chunking**

<b>Variable</b>	<code>jitterbit.transformation.chunking</code>
<b>Data Type</b>	Boolean
<b>Description</b>	Set to <code>true</code> if the current transformation mapping runs with chunking. Not applicable in scripts.

**jitterbit.transformation.disable\_normalization**

<b>Variable</b>	<code>jitterbit.transformation.disable_normalization</code>
<b>Data Type</b>	Boolean
<b>Default</b>	<code>false</code>
<b>Description</b>	Applies for flat-to-hierarchical transformations. By default, Jitterbit uses a normalization algorithm to construct the target tree. This is often the desired result, but if it is not the desired result, it can be disabled by setting to <code>true</code> .

**jitterbit.transformation.jbxmlparser**

<b>Variable</b>	<code>jitterbit.transformation.jbxmlparser</code>
<b>Data Type</b>	Boolean
<b>Default</b>	<code>false</code>
<b>Description</b>	Use alternative XML parser implementation, which uses less memory when handling large XML source files and the transformation doesn't qualify for streaming transformations.

**jitterbit.transformation.source.check\_null\_characters**

<b>Variable</b>	<code>jitterbit.transformation.source.check_null_characters</code>
<b>Data Type</b>	Boolean
<b>Default</b>	<code>true</code>

<b>Description</b>	Checks the input file for null characters. If the input is a large file and you are sure there are no null characters in the file, then this option can be disabled by setting to <code>false</code> .
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**jitterbit.transformation.timing\_on**

<b>Variable</b>	<code>jitterbit.transformation.timing_on</code>
<b>Data Type</b>	Boolean
<b>Default</b>	<code>false</code>
<b>Description</b>	Enable writing profile information for the current operation chain. This is the same as setting <code>TimingOn=true</code> in <code>jitterbit.conf</code> but only for the current operation chain or until the value is set to <code>false</code> again.

**jitterbit.transformation.trim\_extra\_linebreaks**

<b>Variable</b>	<code>jitterbit.transformation.trim_extra_linebreaks</code>
<b>Data Type</b>	Boolean
<b>Default</b>	<code>true</code>
<b>Description</b>	Extra trailing line breaks in target mappings will be trimmed. This is normally what is desirable, but for backwards compatibility you can set this flag to <code>false</code> to leave the line breaks alone.