

PHP

PHP

Camel supports [PHP](#) among other [Scripting Languages](#) to allow an [Expression](#) or [Predicate](#) to be used in the [DSL](#) or [Xml Configuration](#).

To use a PHP expression use the following Java code

```
... php("somePHPExpression") ...
```

For example you could use the `php` function to create an [Predicate](#) in a [Message Filter](#) or as an [Expression](#) for a [Recipient List](#)

ScriptContext Options

The JSR-223 scripting language's `ScriptContext` is pre-configured with the following attributes all set at `ENGINE_SCOPE`.

| Attribute | Type | Value |
|--------------|--|---|
| camelContext | org.apache.camel.CamelContext | The Camel Context. |
| context | org.apache.camel.CamelContext | The Camel Context (cannot be used in groovy). |
| exchange | org.apache.camel.Exchange | The current Exchange. |
| properties | org.apache.camel.builder.script.PropertiesFunction | Camel 2.9: Function with a <code>resolve</code> method to make it easier to use Camels Properties component from scripts. See further below for example. |
| request | org.apache.camel.Message | The IN message. |
| response | org.apache.camel.Message | Deprecated: The OUT message. The OUT message is <code>null</code> by default. Use the IN message instead. |

See [Scripting Languages](#) for the list of languages with explicit DSL support.

Passing Additional Arguments to the ScriptingEngine

Available from Camel 2.8

You can provide additional arguments to the `ScriptingEngine` using a header on the Camel message with the key `CamelScriptArguments`.

Example:

```
public void testArgumentsExample() throws Exception {
    getMockEndpoint("mock:result").expectedMessageCount(0);
    getMockEndpoint("mock:unmatched").expectedMessageCount(1);

    // additional arguments to ScriptEngine
    Map<String, Object> arguments = new HashMap<>();
    arguments.put("foo", "bar");
    arguments.put("baz", 7);

    // those additional arguments is provided as a header on the Camel Message
    template.sendBodyAndHeader("direct:start", "hello", ScriptBuilder.ARGUMENTS, arguments);

    assertMockEndpointsSatisfied();
}
```

Using Properties Function

Available from Camel 2.9

If you need to use the [Properties](#) component from a script to lookup property placeholders, then its a bit cumbersome to do so. For example, to set a header name `myHeader` with a value from a property placeholder, whose key is taken from a header named `foo`.

```
.setHeader("myHeader").groovy("context.resolvePropertyPlaceholders('{{' + request.headers.get('foo') + '}}')")
```

From **Camel 2.9**: you can now use the `properties` function and the same example is simpler:

```
.setHeader("myHeader").groovy("properties.resolve(request.headers.get('foo'))")
```

Loading Script From External Resource

Available from Camel 2.11

You can externalize the script and have Camel load it from a resource such as `classpath:`, `file:`, or `http:`. This is done using the following syntax: `resource:scheme:location` e.g. to refer to a file on the classpath you can do:

```
.setHeader("myHeader").groovy("resource:classpath:mygroovy.groovy")
```

How to Get the Result from Multiple Statements Script

Available from Camel 2.14

The script engine's `eval` method returns a `null` when it runs a multi-statement script. However, Camel can look up the value of a script's result by using the key `result` from the value set. When writing a multi-statement script set the value of the `result` variable as the script return value.

```
textbar = "baz"; # some other statements ... # camel take the result value as the script evaluation result result = body * 2 + 1
```

Dependencies

To use scripting languages in your camel routes you need to add the a dependency on `camel-script` which integrates the JSR-223 scripting engine.

If you use maven you could just add the following to your `pom.xml`, substituting the version number for the latest & greatest release (see [the download page for the latest versions](#)).

```
<dependency>
  <groupId>org.apache.camel</groupId>
  <artifactId>camel-script</artifactId>
  <version>x.x.x</version>
</dependency>
```