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Composer Help

[Attach Block](#)

Attach Block

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Use the Attach block for attaching a specific interaction to the current **Orchestration Server** session. For more information see the *Orchestration Server Developer's Guide*, `<attach>` interface action element in **Interaction Interface Action Elements**. The Attach block has the following properties:

Name Property

Find this property's details under **Common Properties**.

Block Notes Property

Find this property's details under **Common Properties**.

Exceptions Property

This property provides the ability to define a set of exceptions handled by this block. Any exception not caught by a block in a thread might be caught by the enclosing **Begin Parallel block**. Find more detail under **Common Properties**.

Condition Property

Find this property's details under **Common Properties**.

Logging Details Property

Find this property's details under **Common Properties**.

Log Level Property

Find this property's details under **Common Properties**.

Interaction ID Property

This property specifies the ID of the Interaction to attach to this Orchestration Server session. Set to a meaningful value or keep the default value, which is the system variable `InteractionId`. Find more

details under [Common Properties](#).

Enable Status Property

Find this property's details under [Common Properties](#).