ChatCopyToTag Action Reference

Reference for the `ChatCopyToTag` Display action — copies the current chat conversation into a tag as plain text, without invoking the LLM.

Purpose

`ChatCopyToTag` is a Display Action. It reads the conversation transcript held for the calling client connection and writes it, as a single plain-text string, into a tag you choose. No LLM call is made.

Use it to hand the conversation to something other than a chat panel — a report, an audit record, a notification, a script.

When to use

- Saving a conversation to a tag, for a historian, dataset or script to pick up for audit.
- Including the conversation in a report or a notification.
- Passing the conversation to a script for further processing.

To empty the conversation, use ChatClear Action Reference. To shorten it, use ChatCompress Action Reference.

How it works

On click, the action asks the server for the transcript of the chat control on the same Display, formats it as text, and writes the result to the **Destination Tag**. The call completes before the action returns. It produces no reply envelope.

`ChatCopyToTag` is available on the Action dynamic only. It is not a CodeBehind action type.

Configuration

On a Button (or any clickable control), add an Action dynamic with:

Field	Setting
Action type	`ChatCopyToTag`
Destination Tag	**Required.** The tag receiving the transcript text — a text tag reference such as `@Tag.Chat/Log`. It must be a tag reference, never a literal value. If the field is left empty, the action writes nothing and reports nothing. The operator sees no error, and no trace line is written.
Object (not used)	Not used. `ChatCopyToTag` ignores this field — leave it empty. From 10.1.6 a value here has no effect. In earlier releases it addressed a conversation no panel displayed.
Return, Expressions	Not available. The editor shows neither the Return row nor the Expressions grid for this action.

Output format

The text lists the conversation in chronological order. Each message is written as its role label, a colon and a space, then the message text. Messages are separated by one blank line:

```
User: What is the level of Tank 1?

Assistant: Tank 1 is at 72%.

User: And Tank 2?

Assistant: Tank 2 is at 41%.
```

Label	Messages
`User`	The operator's questions.

`Assistant`	The model's replies.
`Error`	Error messages the platform writes into the conversation.
`Warning`	Warning messages the platform writes into the conversation.

System prompts and tool-call messages are not included. The model's Markdown is kept as written inside each message. The text carries no timestamps, tool traces, latency or status — if you need those, read the reply envelope from `ChatRequest` instead.

Gates

`ChatCopyToTag` checks a single gate before reading the transcript:

- **`SolutionCapabilities[LocalAI].Enabled` must be `true`** — the master Local AI switch.

When the switch is off, the action writes an **empty string** to the Destination Tag — even if a chat panel on screen still shows messages. Because this action has no reply envelope, the disabled state is not reported: an empty Destination Tag is the only signal.

> An empty Destination Tag after the action runs means one of three things: Local AI is disabled, the conversation has no messages yet, or reading the transcript failed.

Target resolution

`ChatCopyToTag` copies the conversation of the chat control on the same Display. The target is resolved automatically by the control's Uid, the same way as for `ChatClear` and `ChatCompress`. The Object field plays no part.

Chat controls on one Display share one conversation, so there is normally a single conversation to copy. See ChatSession Control Reference for the case where two chat controls carry different Uids.

See also

- ChatRequest Action Reference — the primary chat action. It sends operator queries to the LLM and manages the transcript.
- ChatClear Action Reference — empties the transcript without invoking the LLM.
- ChatCompress Action Reference — replaces the transcript with a single summary message via one LLM call.
- ChatSession Control Reference — the Display control rendering the conversation thread.
- Local AI — the parent section, includes a step-by-step quick-start.

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