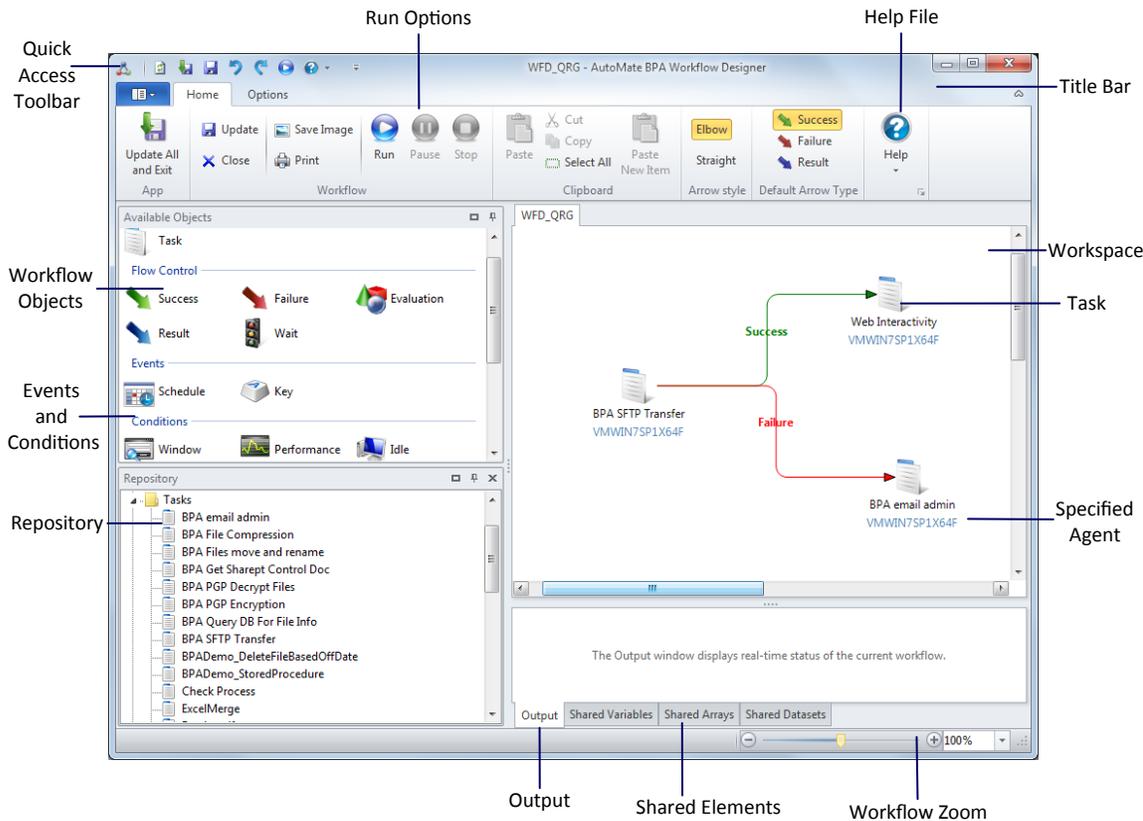


AutoMate BPA Workflow Designer

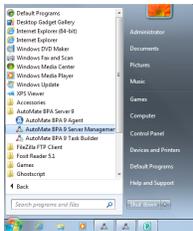
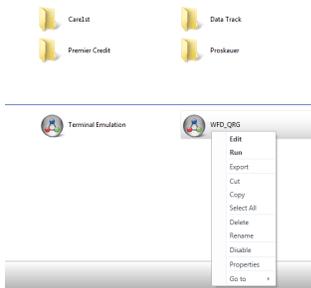


Keyboard Shortcuts

Ctrl+C	Copy
Ctrl+V	Paste
Ctrl+Z	Undo
Ctrl+Y	Redo
Ctrl+I	Save Image
Ctrl+P	Print
Ctrl+S	Save
Shift+Alt+F4	Update All and close
Ctrl+F5	Run
Shift+Alt+F5	Pause
Ctrl+Shift+F5	Run
F1	Help File
F5	Refresh
F9	Set Breakpoint
Ctrl+Shift+G	Default Arrow: Success
Ctrl+Shift+R	Default Arrow: Failure
Ctrl+Shift+B	Default Arrow: Result
Del	Delete
Ctrl+Plus	Zoom In
Ctrl+Minus	Zoom Out

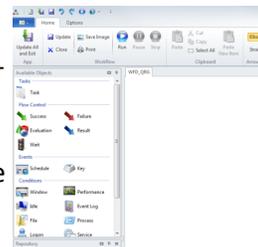
The Fundamentals

To Open the Workflow Designer:

1. Open the Server Management Console (SMC) from the Windows Start Menu.
 
2. Once the SMC is open, right click on any workflow and select Edit. This will open up the workflow in Workflow Designer.
 

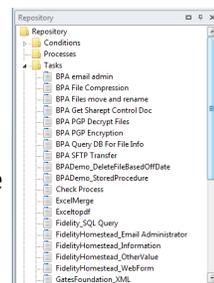
To Create a New Workflow Object

Select the Task Object in the Available objects pane on the left. Drag it into the workspace on the right.



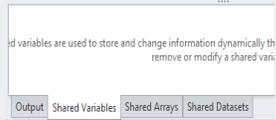
To use an existing Workflow Object

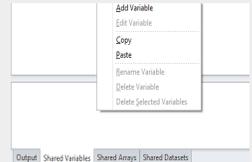
The bottom left window contains the repository. Select the previously developed item and drag it into the workspace.



Shared Variables

Shared variables are variables that are accessible throughout an entire workflow. The value of a shared variable can be read by all workflow objects and have their contents modified by other tasks that reside in the same workflow.

1. At the bottom of the Workflow Designer, select the Shared Variables Tab.
 

2. Right click anywhere inside the Shared Variable and select **Add Variable** from the menu.
 

Flow Control



Success Arrow
The Success Arrow is color coded green and proceeds to the object it is linked to providing that the previous object it stems from ran successfully.



Failure Arrow
The Failure Arrow is color coded red and proceeds to the object it is linked to providing that the previous object failed or generated an error. The Failure arrow is ideally used to link to an alternate task that corrects the issue encountered by the failed task.



Result Arrow
The Result arrow is color coded blue and mainly used in conjunction with the Evaluation object to provide conditional branching during a workflow's execution. For more on the Evaluation object, see Evaluation Object.



Evaluation
The Evaluation object is a logic mechanism that allows for sophisticated decision making to take place within the Workflow level. The Evaluation object contains parameters such as Yes/No question or True/False test. It is unique in that two or more Result arrows can stem from this object, one corresponding to Yes or True, and one corresponding to No or False. More than two arrows can be used if needed.



Wait
The Wait object provides the ability to wait for multiple items within a workflow to all finish before continuing.



Workflow
Allows the capability to create and execute embedded or sub-workflows within a parent workflow. Debugging an embedded workflow is simple because a new tab is opened and the items in that workflow are highlighted as they run.

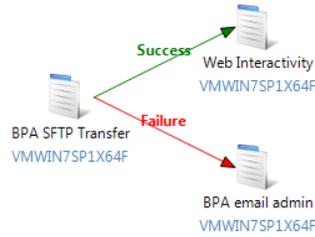


Process
The Process Object is used along with a Process Agent to allow business and IT processes to be automated across various operating systems. It allows commands to be executed on systems where the Process Agent is installed. The Process Agent is Java-based, therefore, the most common desktop operating systems are compatible, including Linux, Mac OS X and Solaris. The Process Agent connects via TCP/IP.

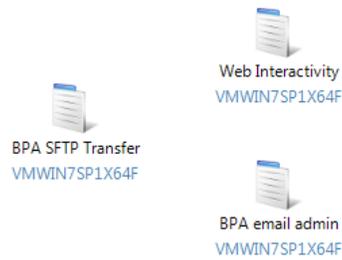
Workflow Designer

To Connect Workflow Elements Together

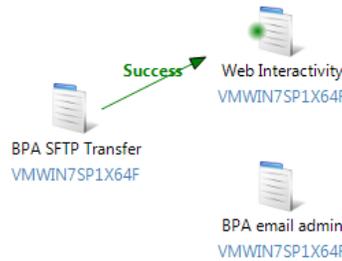
To branch from a task based on success/failure.



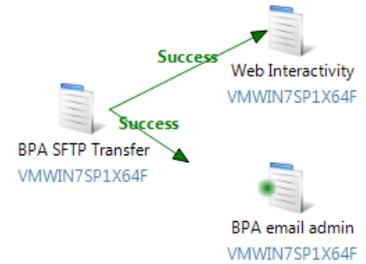
1. Have the Task Elements laid out.



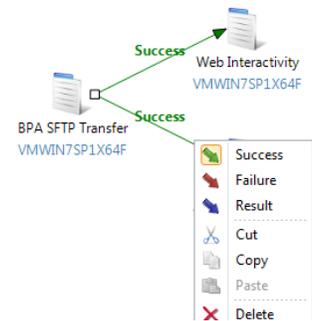
2. Select the green arrow from the task and drag it to the top task. The green dot indicates that they are connected.



3. Repeat #2 for the bottom task. Drag over another arrow from the first task.



4. Once the bottom task is connected, right click on the arrow and select failure.



Events & Conditions



Schedule Watcher
Evaluates as true at the date, time or interval specified. It can be used for scheduling tasks to run at night or at any timeframe of the day, week or month.



Startup Watcher
Evaluates as true when the AutoMate task service starts or when a user logs onto the system.



Performance Watcher
Evaluates as true when a system or process threshold is met. Parameters include available memory, free disk space, CPU utilization, process count, and more.



Event Log Watcher
Evaluates as true when an event matching specified criteria is added to a Windows Event Log.



Service Watcher
Evaluates as true when the specified service starts, stops, pauses, resumes or stops responding.



Process Watcher
Evaluates as true when the specified process starts, ends or stops responding.



Folder Watcher
Monitors the Windows file system for file additions, modification, or deletions in the folder(s) specified, and evaluates as true when a criterion is met.



Idle Watcher
Evaluates as true when no keyboard or mouse input occurs for a specified period of time.



Key Watcher
Evaluates as true when a hotkey is pressed or a word is typed on the keyboard. The event can be configured to occur only when a specific application has focus.



Window Watcher
Evaluates as true when the specified window opens, closes, is focused or loses focus.



SNMP Trap Watcher
Evaluates as true when an SNMP Trap meeting specified criteria is received.



WMI
Evaluates as true when a WQL query returns true or more than zero rows.