Selector Important Topics

Selectors​ ​ are stored in the Properties panel of activities, under Input > Target > Selector

Indicate Element​ ---Indicate a new UI element to replace the previous one.

Repair​ ---​Enables you to re-indicate the same target UI element and repair the selector. This

operation does not completely replace the previous selector. The button is available only when

the selector is invalid.

Highlight​ ---Brings the target element in the foreground. The highlight stays on until the option

is disabled with a click. The button is enabled only if the selector is valid.

Edit Attributes​ ---​Contains all the application components needed to identify the target

application (a window, a button etc.). This section is editable.

Edit Selector​ ---​Holds the actual selector. This section is editable.

Open in UI Explorer​ ---​Launches the UI Explorer. The option is enabled only for valid

selectors.

Indicate Anchor --- ​ ​Enables you to choose an anchor relative to the target UI element​ .

UI Frameworks​ ---

1. Default ​ – ​UiPath proprietary method. Usually works fine with all types of user interfaces.

2. Active Accessibility​ – ​an earlier solution from Microsoft for making apps accessible.​ ​It

is recommended that you use this option with legacy software, when the Default one

does not works

3. UI Automation​ – ​the improved accessibility model from Microsoft. It is recommended

that you use this option with newer apps, when the Default one does not work.

WND​ ---​ Attribute List

● app, cls, title, aaname, ctrlname, ctrlid, idx, tid, pid, aastate, isremoteapp

HTML--​Attribute List

● url, htmlwindowname, title, app, idx, pid, tid

Webctrl--​Attribute List

● tag, idx, aaname, name, id, parentid, class, css-selector, innertext, isleaf,

parentclass, parentname, title, src, href, tableCol, tableRow, colName,

rowName

Ctrl--​Attribute List

● role, name, automationid, labeledby, aastate, virtualName, text, rowName, idx

Selectors with Wildcards

● Asterisk (\*) – replaces zero or more characters

● Question mark (?) – replaces a single character

Full vs partial Selectors

Full selectors:

● Contain all the elements needed to identify a UI element, including the top-level window

● Generated by the ​Basic recorder

● Recommended when switching between multiple windows

Partial selectors:

● Generated by the ​Desktop recorder

● Do not contain information about the top-level window

● Activities containing partial selectors are enclosed in a container (​Attach Browser​ or

Attach Window​) that contains a full selector of the top-level window

● Recommended when performing multiple actions in the same window