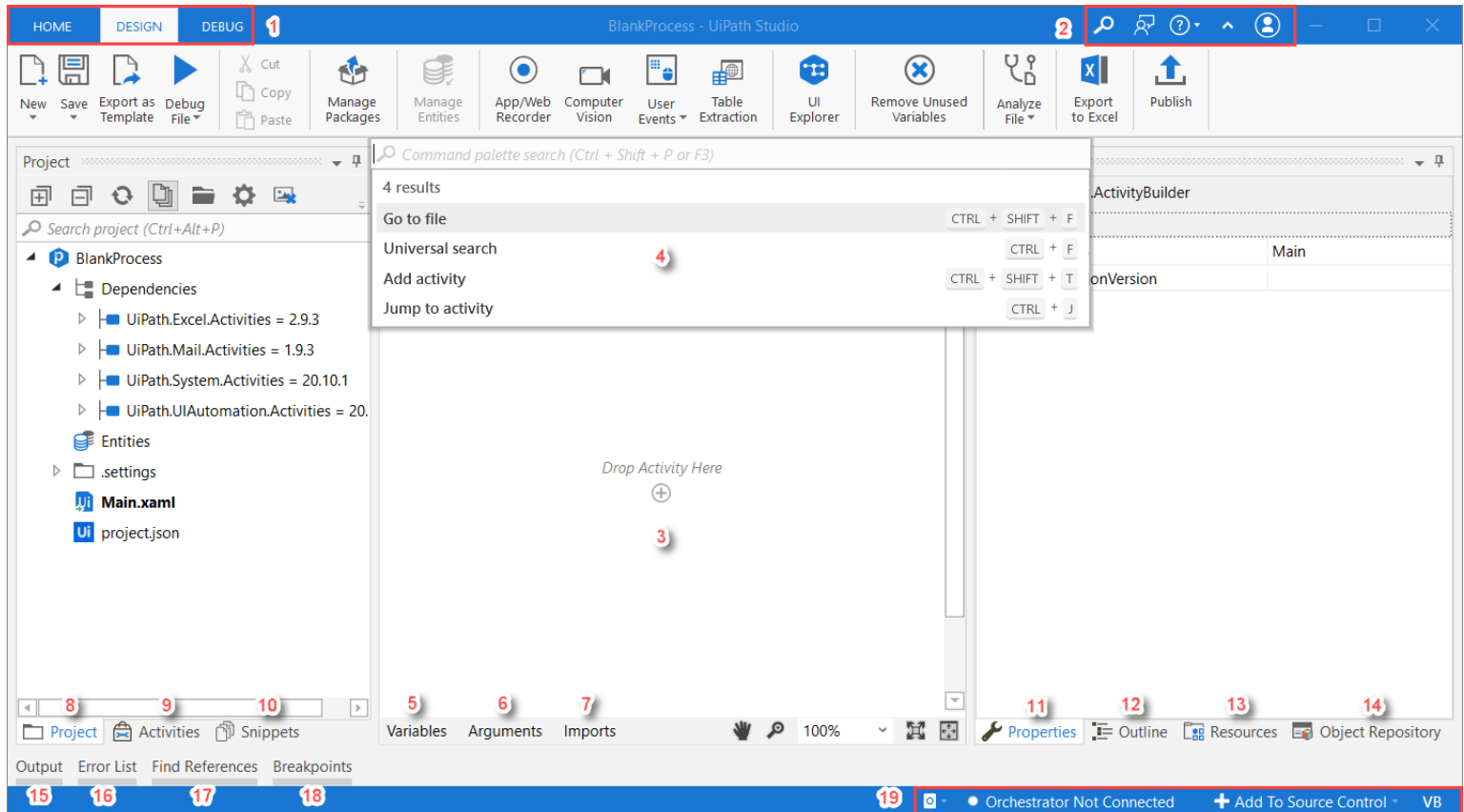# The User Interface

UiPath Studio contains multiple panels for easier access to specific functionalities. They can be docked, act as floating windows, or the **Auto-hide** option can be enabled from the drop-down list.

Overview

No.	Name	Description
1	Ribbon Tabs	Access the three main areas of Studio: **Home** - Go to the Studio Backstage View where you can open and create projects, configure Studio, and more. **Design** - Build automations using the tools available in the Command Palette, and Studio panels. **Debug** - Use a comprehensive set of tools to debug your workflows. For more information, see About Debugging.
2	Title Bar	Open the Command Palette. Send Feedback. Access Help resources. Sign in to your account.
3	Designer Panel	Build your automation by managing the activities added to the current workflow file.

| 4	Command Palette	Search within your project using the available search bars: Add activity Universal search Go to File Jump to activity
5	Variables Panel	Manage variables.
6	Arguments Panel	Manage arguments.
7	Imports Panel	Manage imported namespaces.
8	Project Panel	View the contents of your current project, manage files, folders, and dependencies, and adjust project settings.
9	Activities Panel	View all available activities and add activities to your automation.
10	Snippets Panel	Use pre-built workflows and add your own reusable automations.
11	Properties Panel	View and configure the properties of a selected activity.
12	Outline Panel	View the hierarchy of the current workflow and all available nodes.
13	Resources Panel	Add resources such as assets, queues, processes, and entities from Orchestrator.
14	Object Repository Panel	Create and reuse UI taxonomies inside and across projects.
15	Output Panel	View the output of the **Log message** and **Write Line** activities, status information regarding the execution of your project, errors generated by activities packages, and more.
16	Error List Panel	View all the errors generated when running the Workflow Analyzer.
17	Find References Panel	View all the places where an element is referenced in your project.
18	Breakpoints Panel	Manage breakpoints added to the project.
19	Status Bar	View status information and manage the Orchestrator connection and source control integration.

The Ribbon

Ribbon Tabs

The ribbon is straightforward and can be minimized or expanded by clicking the **Minimize /**

Expand button [^]. It consists of the following three tabs:

- **Home** - create and open projects, configure Studio, or access help and license information from the Studio Backstage View.
- **Design** - add sequences, flowcharts and state machines to your project, install and manage activities packages, build interactions with UI elements, export workflows to Excel, and then publish your work

to Orchestrator or custom feeds. Keep in mind that wizards and **UI Explorer** aren't visible in the **Ribbon** unless you install the `UiPath.UIAutomation.Activities` package.
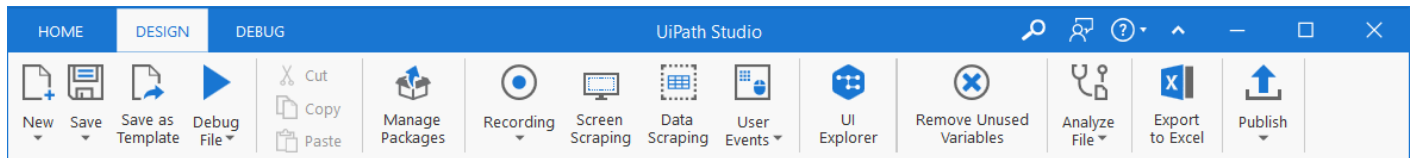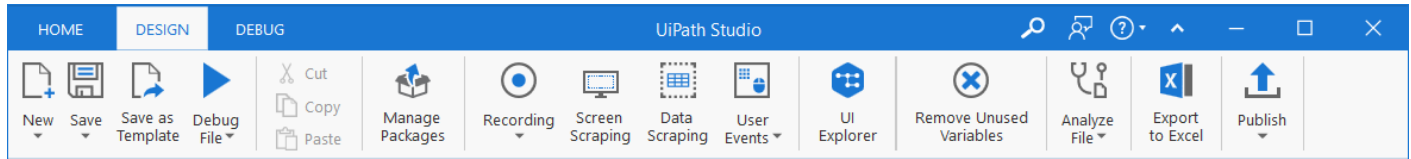
- **Debug** - debug your workflow, while using debugging tools to set breakpoints, monitor the execution of activities step by step, and adjust the debugging speed. Open logs to view details regarding execution and any changes made to the project. For more information on debugging, check the About Debugging page.
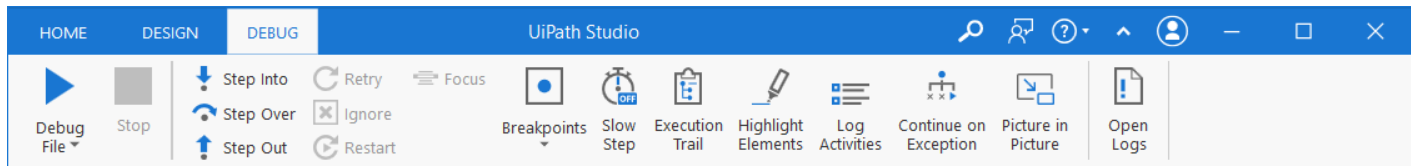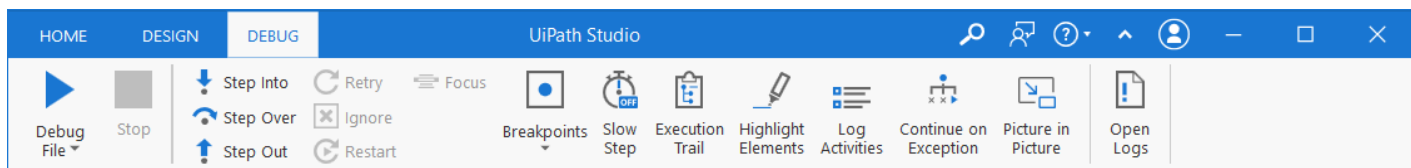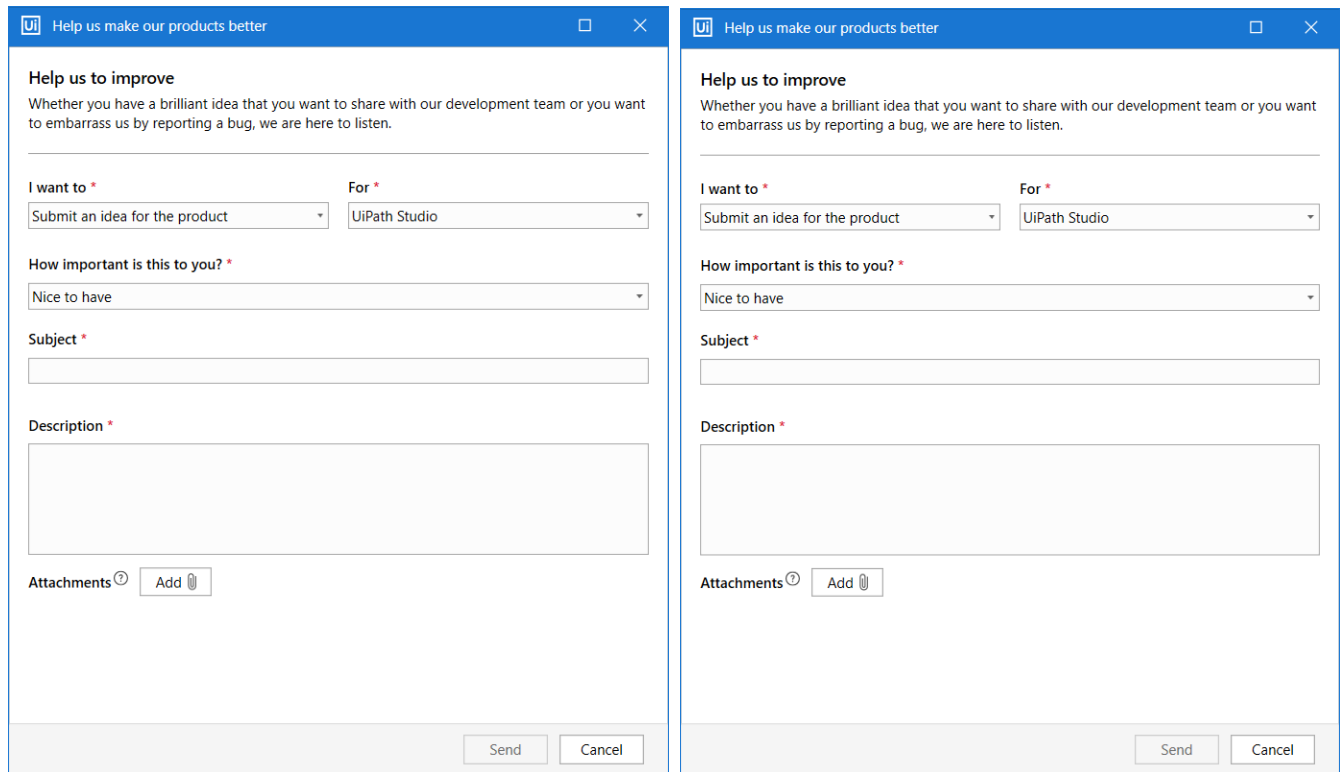

Note:

Files that are not created during the execution of the automation project become read-only when published to Orchestrator. If your business process requires you to write in a specific file at some point, be sure to create it while designing the project.

The Title Bar

There are two types of feedback that you can send directly from within Studio: **Submit an idea for the product** or **Report a bug**. Both are accessible from the ribbon by clicking the icon.


Provide the following information, and then click **Submit**:

- From the **I want to** drop-down menu, pick either **Submit an idea for the product** or **Report a bug**.
- From the **For** drop-down menu, pick either **UiPath Activities**, **UiPath Studio**, **UiPath Robot**, **UiPath Orchestrator** or **UiPath Assistant**.
- From the **How important is this to you** drop-down menu, pick **Nice to have**, **Important**, or **Critical**.
- In the **Subject** field, add a short title.
- Add a detailed description and attach up to 6 images, videos, or text files, each with a size smaller than 10MB. The threshold for sending feedback is 3 posts in a timeframe of 5 minutes.

Help

Click the Help icon to quickly access the resources that are also available in the **Help** tab in [Backstage View](#), as illustrated below:
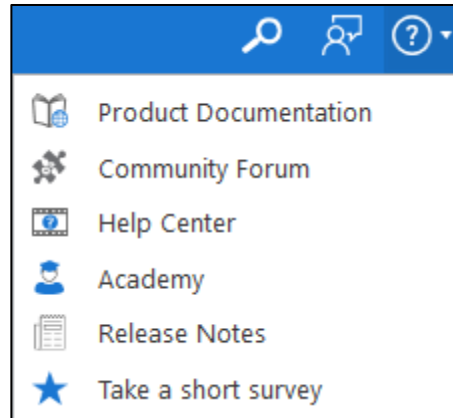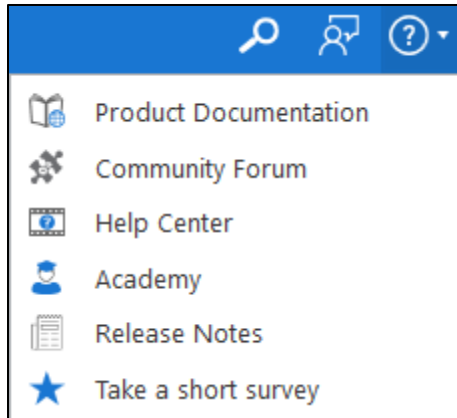
Backstage View

This is the view you see when you first open Studio. You can also get here by clicking **Home** in the upper-left corner of the window. Here you can create and open projects, configure Studio, or access help and license information.
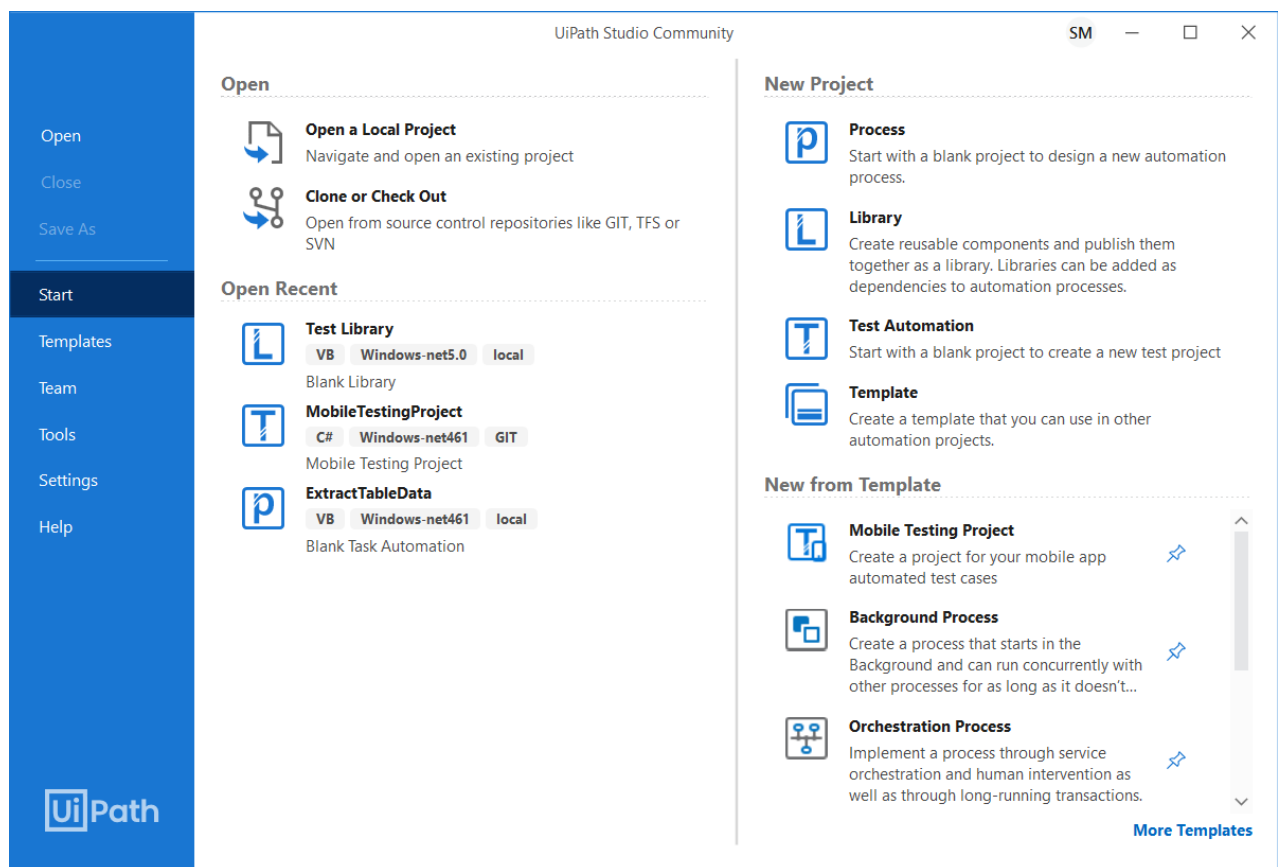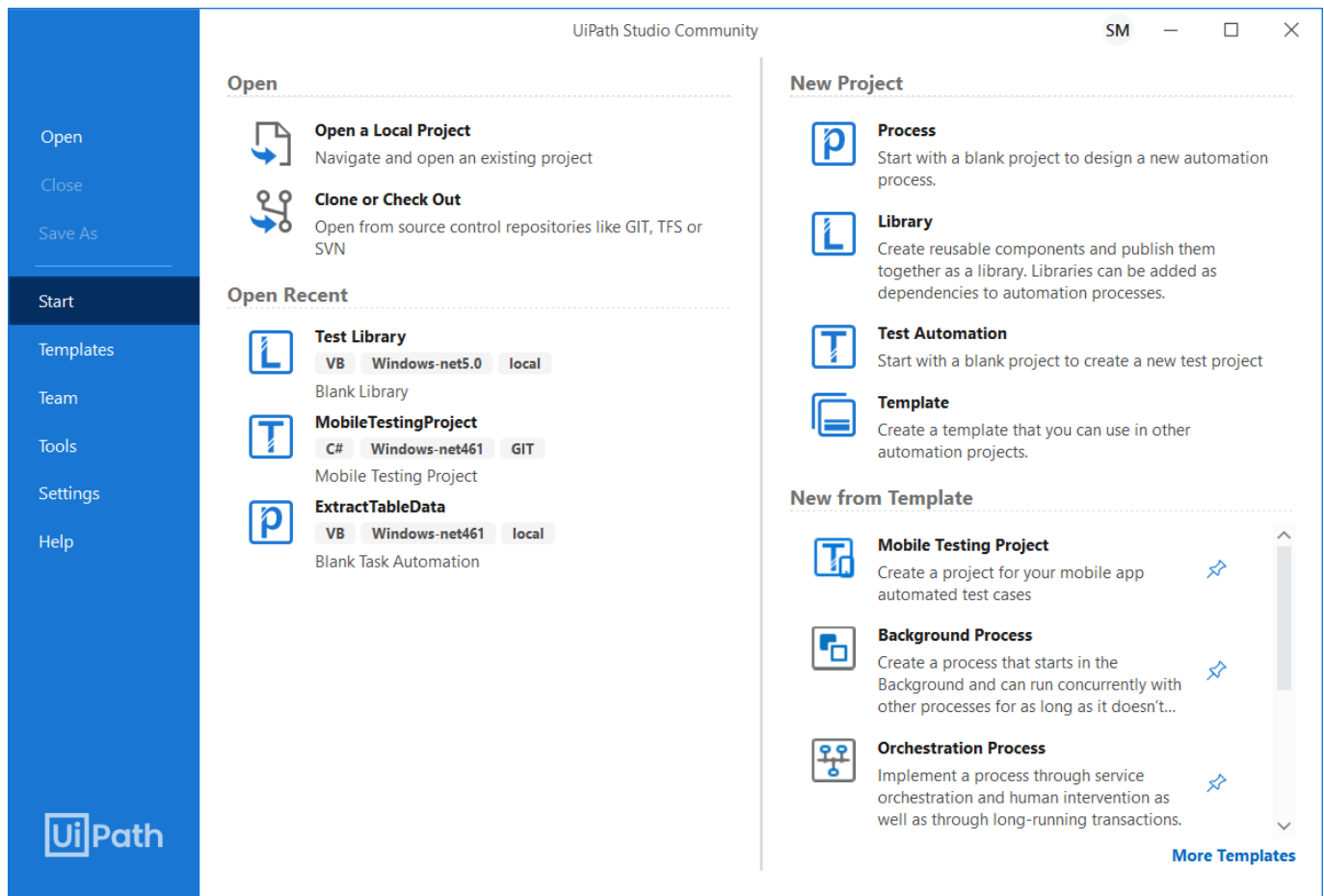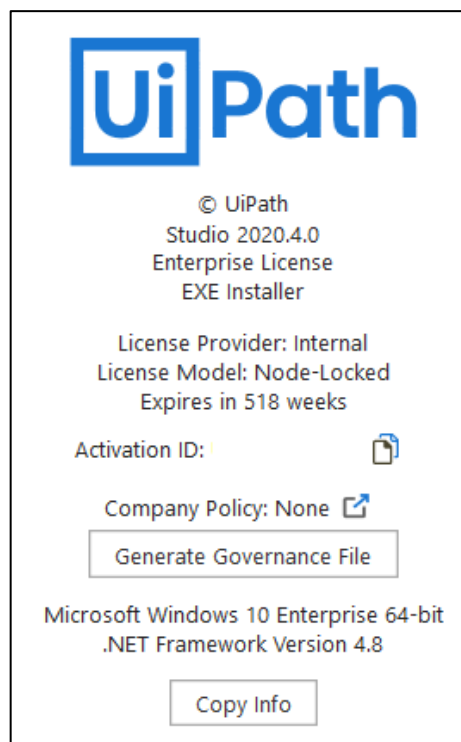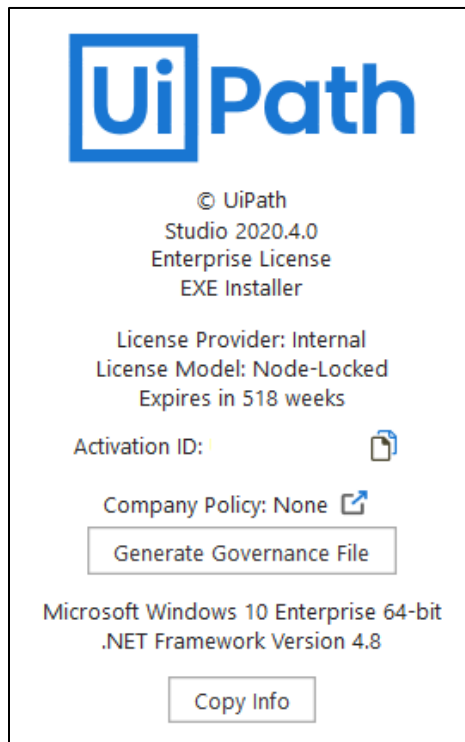
The following buttons and tabs are available in this view:

- **Open** - Browse to a local automation project and open it. By default, projects are created in C:\Users<current_user>\Documents\UiPath.

  i **Note:** Projects located on network folders where your user only has read permissions cannot be opened in Studio. We recommend using source control systems to collaborate on projects.
- **Close** - Close the automation project that is currently open.
- **Start** - Create a new automation project or open recently accessed projects. You can create a new project from predefined templates or open a project you recently worked on. Projects can be pinned or removed from the Open Recent list, which displays the description, target framework, language used for expressions, and project source (local or GIT/SVN/TFS repository) for each project. Hovering over an entry in the Open Recent list displays the path to the `project.json` file and when the project was last opened.
- **Templates** - Create a new project based on a template. In this tab, you can view all available project templates, search and filter them by source. For more information, see Project Templates.
- **Team** - Manage source control integration for the automation project.
- **Tools** - Access tools that enhance your experience with Studio.

- Select the **Apps** tab for the [UI Explorer](#), [Project Dependencies Mass Update Tool](#), and the [Repair Tool for Microsoft Office](#).

- Select the **UiPath Extensions** tab to install or uninstall the following [extensions](#): Chrome, Firefox, Edge, Java, Silverlight, Citrix, Windows Remote Desktop, VMware Horizon, Excel Add-in, and SAP Solution Manager.

- Select the **Plugins** tab to enable or disable [source control](#) and [test automation](#) plugins.

- **Settings** - Change the look and feel of Studio, set global preferences, and manage activities package sources. For more information, see [Configuring Studio Settings](#).

- **Help** - Directs you to product documentation, release notes, online resources, the [Community Forum](#) and the [RPA Academy](#).
 This is where you can also access a quick tutorial that helps you learn the basics of creating, publishing, and running an automation.

  i **Note:** To ensure the tutorial is completed successfully, we recommend that you pause the tutorial before making any changes to the workflow outside of those highlighted in the tutorial steps. Information regarding product version and installation, license availability, update channel and device ID is also found in the **Help** tab, together with a **Copy Info** button for quickly copying the details to the clipboard.

Ui Path © UiPath Studio 2020.4.0 Enterprise License EXE Installer License Provider: Internal License Model: Node-Locked Expires in 518 weeks Activation ID: ⧉ Company Policy: None ⬏ Generate Governance File Microsoft Windows 10 Enterprise 64-bit .NET Framework Version 4.8 Copy Info	**Ui Path** © UiPath Studio 2020.4.0 Enterprise License EXE Installer License Provider: Internal License Model: Node-Locked Expires in 518 weeks Activation ID: ⧉ Company Policy: None ⬏ Generate Governance File Microsoft Windows 10 Enterprise 64-bit .NET Framework Version 4.8 Copy Info

The Command Palette

The **Command Palette** is opened by using the **Ctrl + Shift + P**, **F3** keyboard shortcuts, or by clicking the search button. It incorporates the **Add activity**, the **Universal search**, the **Go to file**, and **Jump to activity** search bars.
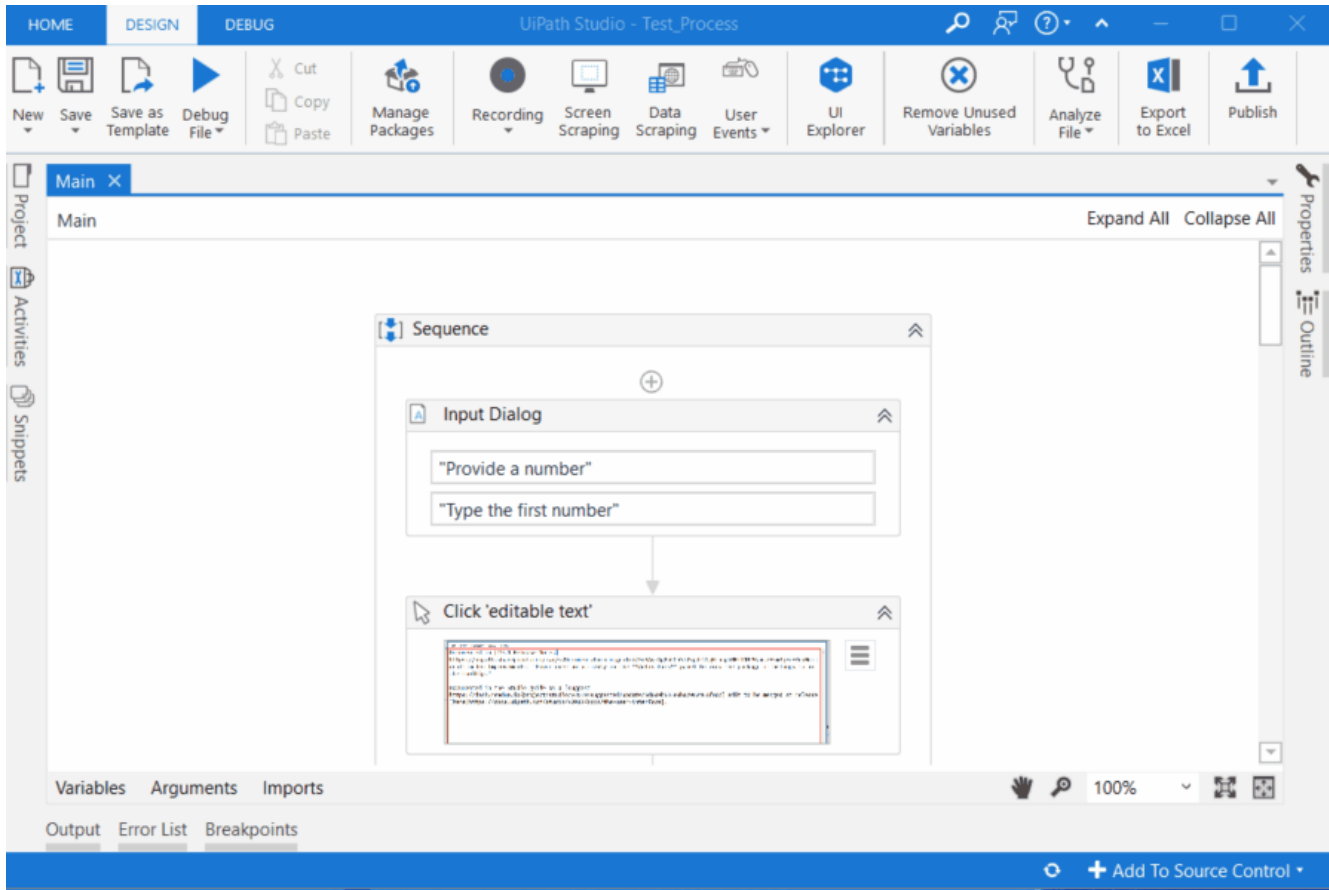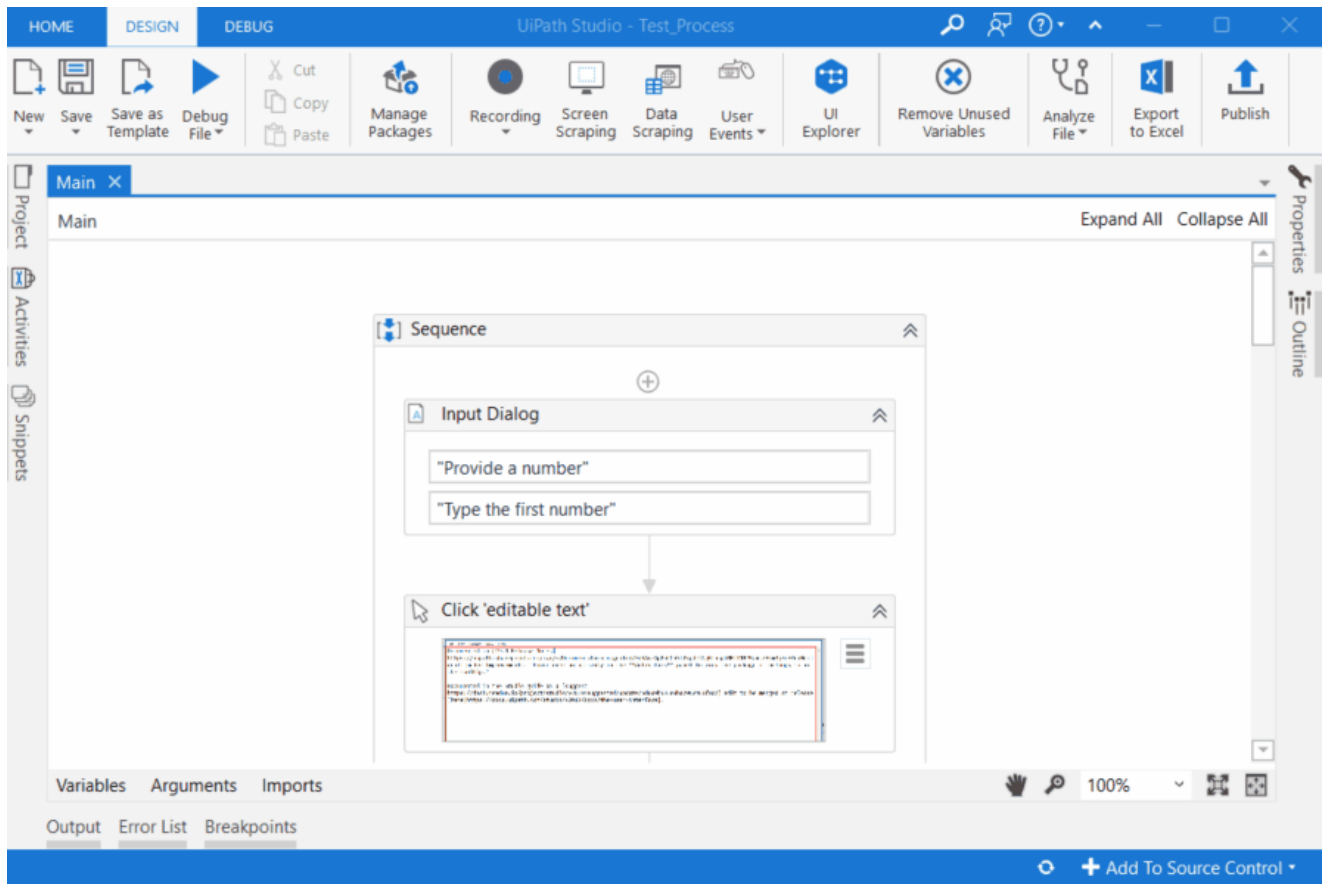
Note:

Studio supports prioritizing activities by scope. Click the ⊕ icon inside an activity scope and notice that the Command Palette offers suggestions of activities which fit the current scope. Support for this feature is rolling out in stages in official activities packages, check release notes periodically.

Add Activity

The **Add activity** search bar is opened using the **Ctrl + Shift + T** keyboard shortcut. You can search for activities in installed packages, and add them after the selected activity in the file. The bar
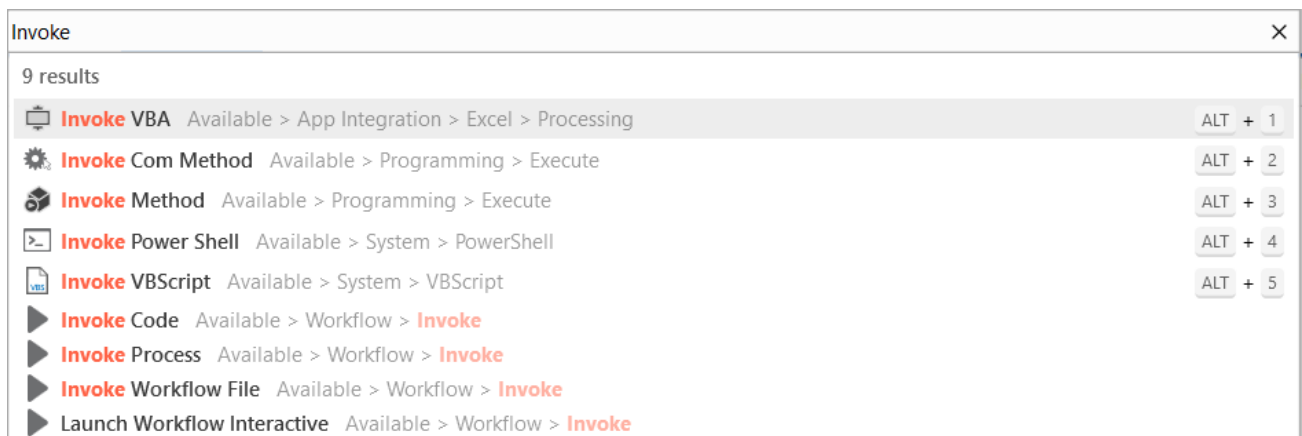
automatically assigns keyboard shortcuts to the first five results, and remembers your previous findings.

Invoke	×	
9 results		
🖥 **Invoke** VBA Available > App Integration > Excel > Processing	ALT + 1
⚙ **Invoke** Com Method Available > Programming > Execute	ALT + 2
🔧 **Invoke** Method Available > Programming > Execute	ALT + 3
>_ **Invoke** Power Shell Available > System > PowerShell	ALT + 4
📄 **Invoke** VBScript Available > System > VBScript	ALT + 5
▶ **Invoke** Code Available > Workflow > **Invoke**	
▶ **Invoke** Process Available > Workflow > **Invoke**	
▶ **Invoke** Workflow File Available > Workflow > **Invoke**	
▶ Launch Workflow Interactive Available > Workflow > **Invoke**	

Click the ⊕ icon at the top or bottom of an activity from a sequence to open the **Add activity** search bar.

If the Enable AI activity suggestions option in the Studio design settings is selected, a UiPath AI service analyzes the location in the workflow where you opened the Add activity search bar and suggests activities that you may want to add next based on the current context. If there is no context (for example, you press **Ctrl + Shift + T** when no activity is selected in the Designer panel) activity suggestions are not provided.

The Universal Search

The **Universal search** bar enables you to find snippets, activities, variables, arguments, imports, project dependencies, and files in your current project. Searches return results from all workflow files, including files that are closed.

🔍 Universal Search (Ctrl + F)								
Current File 0	All Files 0	Activities 0	Variables 0	Arguments 0	Imports 0	Project Files 0	Dependencies 0	Snippets 0
CTRL + 1	CTRL + 2	CTRL + 3	CTRL + 4	CTRL + 5	CTRL + 6	CTRL + 7	CTRL + 8	CTRL + 9

🔍 Universal Search (Ctrl + F)								
Current File 0	All Files 0	Activities 0	Variables 0	Arguments 0	Imports 0	Project Files 0	Dependencies 0	Snippets 0
CTRL + 1	CTRL + 2	CTRL + 3	CTRL + 4	CTRL + 5	CTRL + 6	CTRL + 7	CTRL + 8	CTRL + 9

Option	Shortcut	Description
Current File	**Ctrl + 1**	Lists results from the currently opened file that match the search query.
All Files	**Ctrl + 2**	Lists results found in all files part of the current project that match the search query.
Activities	**Ctrl + 3**	Lists results from activities that match the search query.
Variables	**Ctrl + 4**	Finds variables in the current project that match the search query.
Arguments	**Ctrl + 5**	Finds arguments defined in the project that match the search query.
Imports	**Ctrl + 6**	Finds imported namespaces in the project that match the search query.

| Project Files	**Ctrl + 7**	Finds files part of the current project that match the search query.
Dependencies	**Ctrl + 8**	Lists results found in dependencies installed to the project.
Snippets	**Ctrl + 9**	Finds snippet files that match the search query.

Search results persist until the next time you open the search bar if you use **Universal search** or **Add activity**. For **Go to file** and **Jump to activity** the previous search query is not persisted.

Double-click an activity or press **Enter** to add it to the currently opened file. Using the same commands, you can open files from under the **All Files** or **Project Files** category, or focus on the desired search result.

Default values of arguments from a process inside the **Invoke Workflow** activity are not searchable with the **Universal Search**.

Go to File

The **Go to file** bar searches and opens files part of the current project folder. `.xaml` files are opened in the **Designer** panel in Studio, while other files, such as screenshots or Excel files, are opened with their respective default application on your machine. Double-click or press **Enter** to open a file.
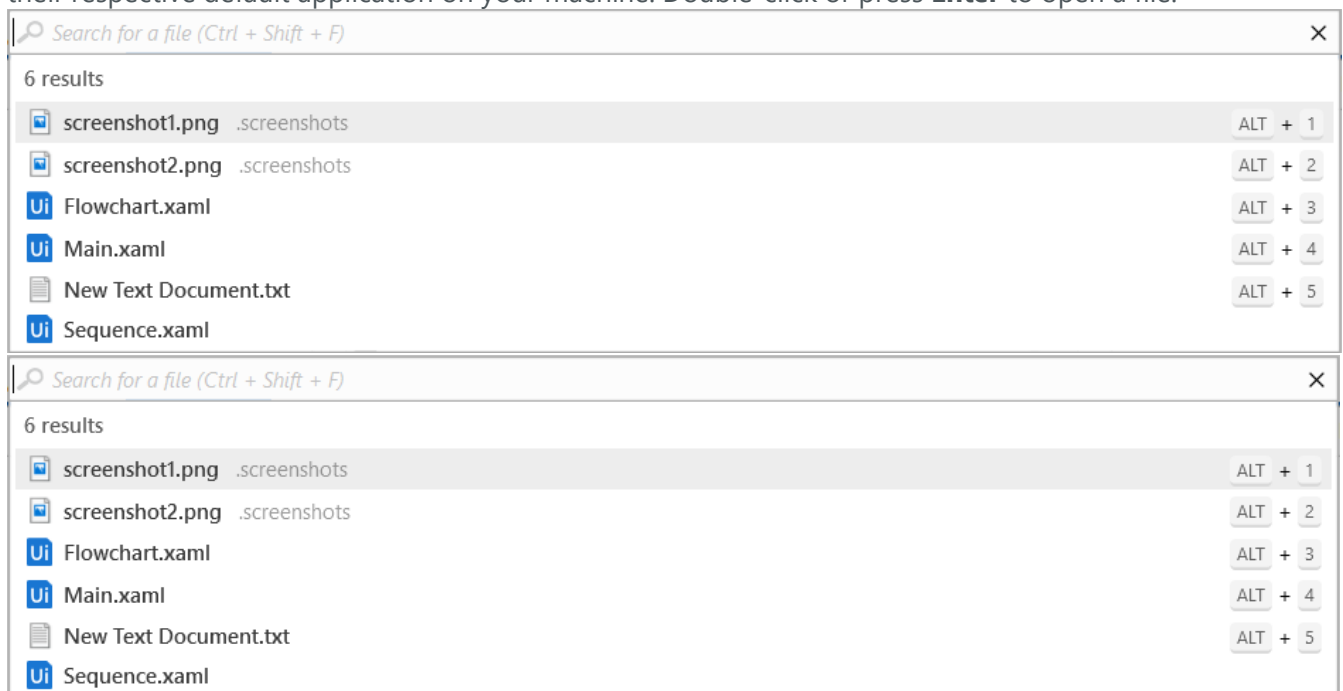
Note:

The **Activities**, **Project** panels, and the **Command Palette** support fuzzy search, which means that a list of results is returned even if the search terms don't match exactly. The search terms could be slightly incomplete, misspelled or include only the first letter of each word. For example, if you type `dci` in the **Activities** bar, it returns the **Double Click Image** activity.

Jump to Activity

The **Jump to activity** search bar part of **Command Palette** helps find and focus specific activities in large workflows. It is accessed by using the **Ctrl + J** keyboard shortcut, or by opening using the **F3** or **Ctrl + Shift + P** shortcuts, and selecting **Jump to activity**.

When opened, the **Jump to activity** bar displays the list of all activities in the `.xaml` file currently focused in the **Designer** panel.
Type the display name or the namespace of an activity, for example **Assign**. Use the keyboard arrows to select the activity and press Enter to focus it in the **Designer** panel.

Activities in the **Jump to activity** bar are arranged in the following order: container, parent, and child activities.
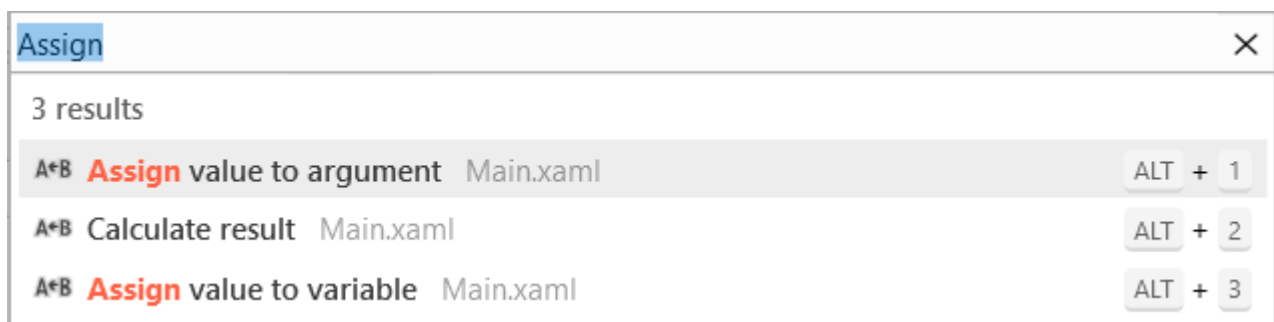
The Panels

The Designer Panel

The **Designer** panel displays your current automation project, enables you to make changes to it, and provides quick access to variables, arguments and imports.

It is possible to navigate within a diagram by double-clicking the activity you want to view. The path is displayed as breadcrumbs in the header of the **Designer** panel. Please note that when using multiple displays scaled differently the text in the input field part of some activities might be improperly shown.

Activities can be copied using **Ctrl + C** shortcut or the context menu, to a text editor, receive changes, and then copied back to the **Designer** panel. You can undo / redo an action you performed in the panel using the buttons in the Studio ribbon or by pressing **Ctrl + Z** / **Ctrl + Y**.
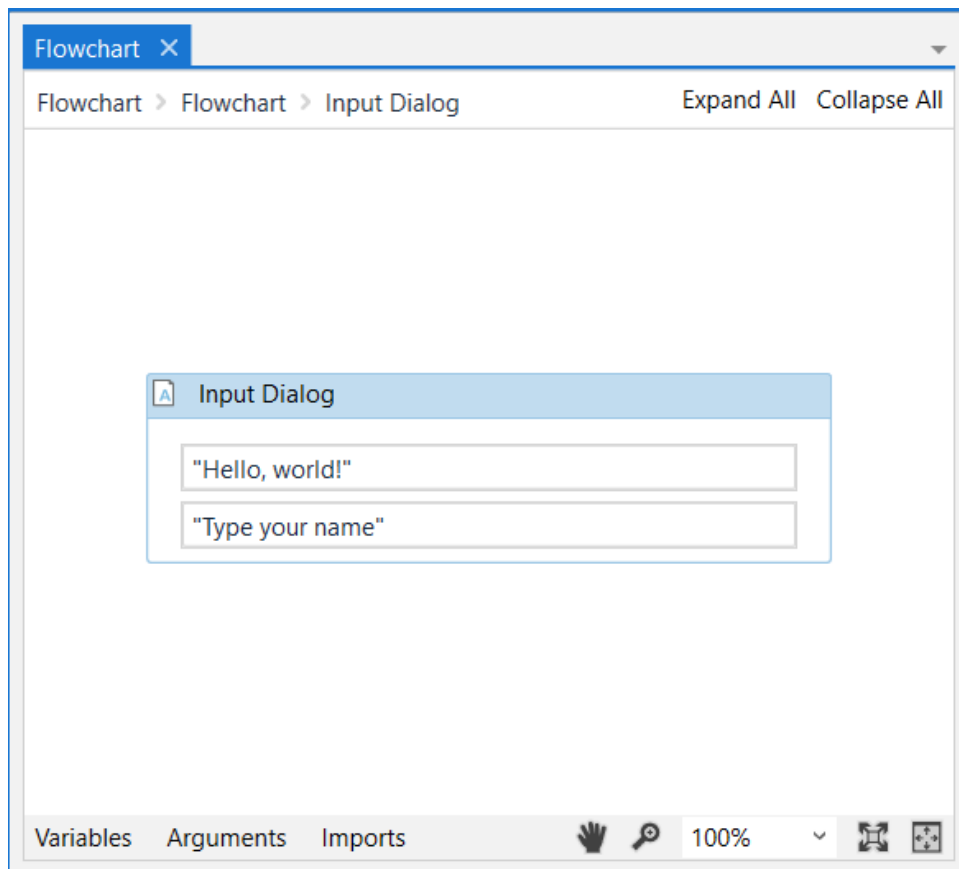
If an activity has validation errors, an error icon is displayed on the right side of the activity title bar in the Designer panel and a warning icon is displayed for all its parent activities. Clicking the icons opens the Properties panel for the activity affected by the issue and the error message is displayed at the top of the Properties panel.

When you hover the mouse over an activity input field in the Designer panel or in the Properties panel, a **Plus** ⊕⊕ button is displayed on the right side of the field. Clicking this button opens a menu with options that enable you to configure the activity:
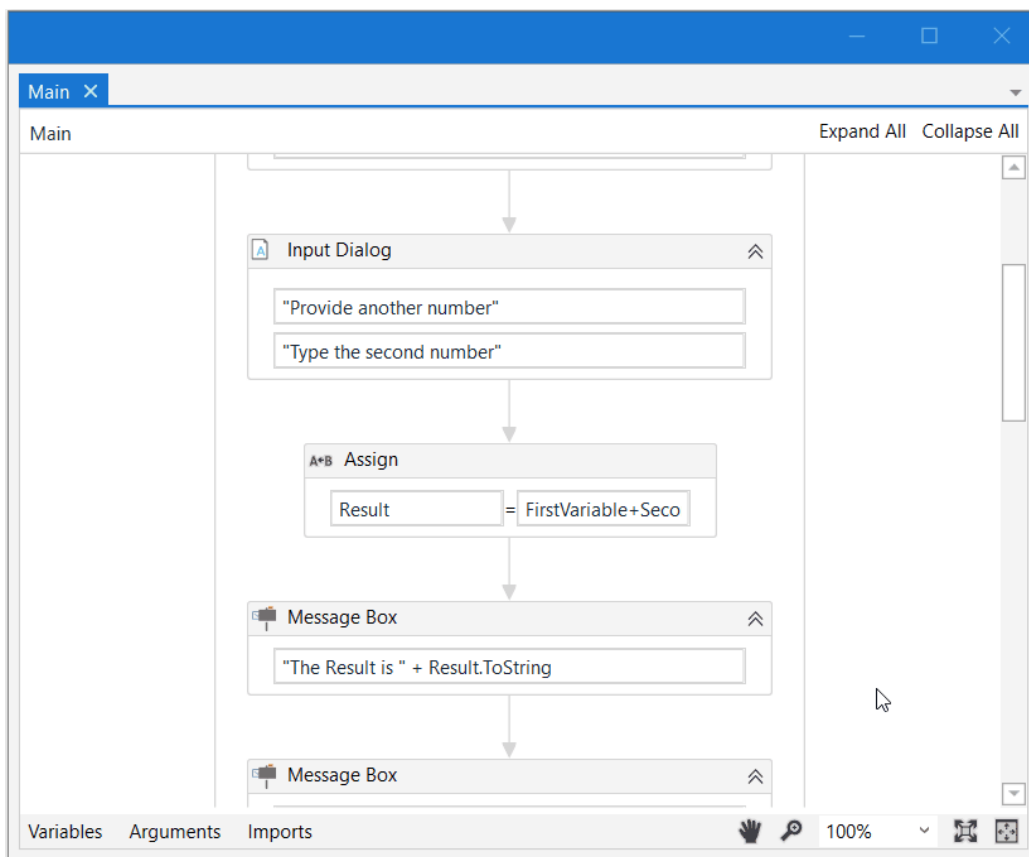
- For the following types of activities, browse the associated resource and select data that matches the type of the property directly from this menu without having to manually enter expressions:
  - Excel automation - If the Modern Excel Design Experience is enabled, in child activities of the Use Excel File activity you can:
    - Select cells, ranges, tables, sheets, or charts from the worksheet. You can also indicate the current row or current sheet in an iteration.
    - Input based on cell and range references, table, chart, or sheet names using the **Custom Input** option,
    - Switch to Excel to indicate data directly from the file using the **Indicate in Excel** option. This functionality requires the Excel Add-in to be installed.
  - PowerPoint automation - In child activities of the Use PowerPoint Presentation activity, select slides, shapes, or layouts from the PowerPoint file.
  - Mail automation - In child activities of the Use Outlook 365, Use Gmail, and Use Desktop Outlook App activities, select email data such as Outlook folders, Gmail labels, the current mail in an iteration, or specific message fields from the email account.
- **Open in Advanced Editor** - Open the Expression Editor.
- **Create Variable** - Create a variable.
- **Clear Value** - Clear an existing value.
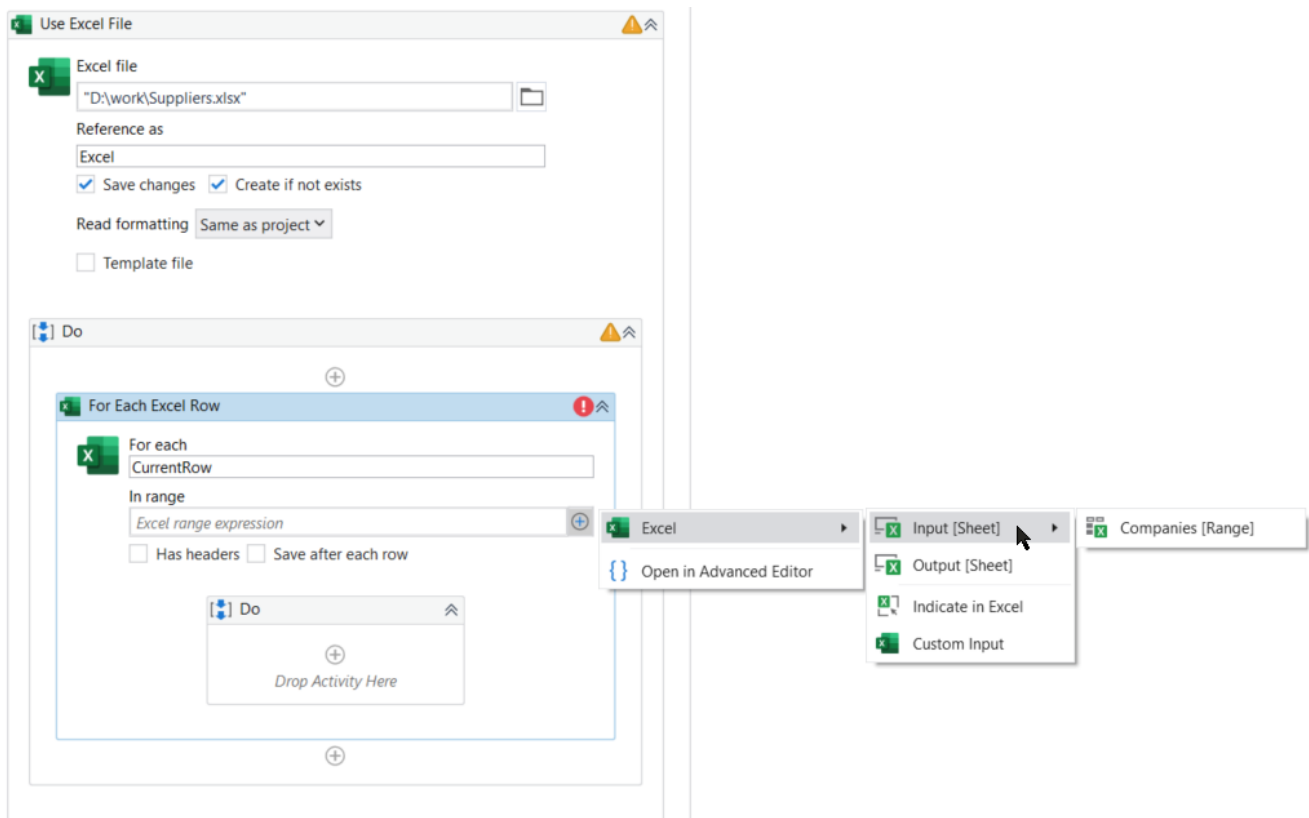
- **Choose Date/Time** - Select a date from the calendar or a time (hour, minute). This option is available for activities that accept TimeSpan values as input.

Activate Pan Mode by clicking the 🖐 🖐 icon, holding the Space key or pressing the middle mouse button. Use the zoom drop-down to change the zoom level and click the 🔍 🔍 icon to reset it back to 100%.

The **Fit to Screen** ⛶ ⛶ icon changes the zoom in such a way that the whole workflow fits in the **Designer** panel. Click the ✛ ✛ icon to get an overview of the whole project and navigate through sections by adjusting the focus.

The Context Menu

	Rename (F2)
	Open
	Collapse
	Expand in Place
✂	Cut
⎘	Copy
⎗	Paste
✕	Delete
	Annotations ▸
	Copy as Image
	Save as Image
	Create Variable
	Auto Arrange
	Remove Surrounding Sequence
	Surround with Try Catch (Ctrl+T)
	Extract as Workflow
	Open Workflow
	Enable Activity (Ctrl+E)
	Disable Activity (Ctrl+D)
	Toggle Breakpoint
	Edit Breakpoint Settings
⬇	Run to this Activity
⬚	Run from this Activity
⮞	Test Activity
	Help...

The context menu enables you to perform several operations on your workflow, be it a sequence or a flowchart. You can display it by right-clicking an activity inside your workflow.

Note

If you select more activities, the menu is not displayed at all.

Field Descriptions for the Context Menu

Option	Description
View Parent	Displays the parent of the target activity in the **Designer** panel. **Note:** This option is only displayed for child-activities, if they are opened in the **Designer** panel.
Open	Opens the selected activity in the **Designer** panel. Has the same result as double-click.
Collapse	Collapses the activity thus reducing the displayed details to "Double-click to view". You can achieve the same result by clicking the **Collapse** button ⌃⌃. **Note:** Only displayed for sequences.
Expand in Place	Expands the content of the activity, displaying its detailed content. You can achieve the same result by clicking the **Expand** button ⌄⌄. **Note:** Only displayed for sequences.
Cut	Removes the selected activity and places it onto the Clipboard.
Copy	Copies the selected activity and places it onto the Clipboard. Activities from read-only files can be copied to another workflow or a `.txt` file. When copying multiple activities to clipboard, their order is reversed.
Paste	Inserts the content of the Clipboard at the current location.
Delete	Deletes the target activity. **Note:** Since the **Context** menu is only displayed for a one-activity selection, you can use this command for more activities with the corresponding keyboard shortcut, Delete.
Annotations	Add, edit, delete, show and hide annotations added to activities in the workflow.
Copy as Image	Makes a screenshot of the content displayed in the **Designer** panel. **Note:** If you want to make a screenshot of a child activity, make sure to firstly open it in the **Designer** panel.
Save as Image	Makes a screenshot of the content displayed in the **Designer** panel and prompts the user to set the details for saving it (Name, Type, Destination). Supported formats: JPG, PNG, GIF, XPS.
Create Variable	Creates a variable in the **Variable** panel.
Auto Arrange	Automatically arranges activities in a flowchart.
Remove Surrounding Sequence	Removes the selected **Sequence** activity from the **Designer** panel. The activities that it contains are moved to the parent sequence.
Surround with Try Catch (Ctrl + T)	Inserts the activity in a Try Catch statement. **Note:** A **Try Catch** statement is used for handling exceptions caused by data or coding errors. The **Try** clause encloses the activity to be checked for exceptions. The **Catches** clause is the exception handler. The **Finally** clause is used for executing an activity regardless of the status of the first two clauses.

|	
Extract as Workflow	Creates a new workflow containing the targeted activity with the purpose of breaking down a large project into smaller ones. In the place of the extracted activity an **Invoke <new> workflow** activity is created which enables you to edit and import arguments from the newly created workflow. The arguments are created automatically from the variables used in that activity. The **Invoke <new> workflow** activity automatically maps the local variables to invoke arguments for the extracted workflow. Please note that this applies only to variables you create, arguments are not created from variables created implicitly by parent activities such as **For Each**.
Open Workflow	Opens a workflow created using the above option.
Enable Activity	Enables a previously disabled activity.
Disable Activity	Disables an activity, which is then placed inside a **Comment out** activity.
Toggle Breakpoint	Marks the selected activity as a breakpoint for debugging. Breakpoints can also be toggled by clicking the **Breakpoint** button in the **Execute** tab. You can trigger a breakpoint for one activity at a time.
Edit Breakpoint Settings	Opens the **Breakpoint Settings** window.
Run to this Activity	Debugs the project and stops before this particular activity is executed.
Run from this Activity	Starts debugging from this activity.
Show All Conditions	Displays all conditions defined in your project (**Properties** panel > **Conditions**). **Note:** This option is only displayed for flowcharts when you right-click an empty space inside the project; it is not displayed if you right-click an activity in your flowchart.
Hide All Conditions	Hides all displayed conditions. **Note:** This option is only displayed for flowcharts when you right-click an empty space inside the project; it is not displayed if you right-click an activity in your flowchart.
Set as Start Node	Connects the selected activity with the **Start** node. **Note:** Only displayed for flowcharts.
Set as Initial State	Connects the State Machine specific activity to with the **Start** node. **Note:** Only displayed for state machines.

The context menu is also displayed for tabs in the **Designer** panel. The following options are available:

Option	Description
Close	Closes the active tab.
Close Others	Closes all tabs but the active one.
Close All Documents	Closes all tabs.
Float	Undocks the target tab and changes it to a floating state.
Pin Tab	Pins the target tab in the **Designer** panel. **Note:** The tab pinned last is always moved in front of all other existing tabs (pinned or not). The position of a pinned tab can only be changed relative to other pinned tabs.
New Horizontal Tab Group	Splits the screen horizontally, enabling you to see two or more instances of the **Designer** panel within the same screen. The target project is moved onto the panel on the right. **Note:** Only displayed when your project contains two or more tabs and, implicitly, workflows.
New Vertical Tab Group	Splits the screen vertically, enabling you to see two or more instances of the **Designer** panel within the same screen. The target project is moved onto the panel at the bottom. **Note:** Only displayed when your project contains two or more tabs and, implicitly, workflows.
Move to Previous Tab Group	Moves the target tab onto the previous **Designer** panel displayed. **Note:** Only displayed if you had used the **New Vertical Tab Group** or **New Horizontal Tab Group** options before.
Move to Next Tab Group	Moves the target tab onto the next **Designer** panel displayed. **Note:** Only displayed if you had used the **New Vertical Tab Group** or **New Horizontal Tab Group** options before.

The Project Panel

The Project panel enables you to manage project files, dependencies, and configure project settings. For more information, see Managing Projects

The Activities Panel
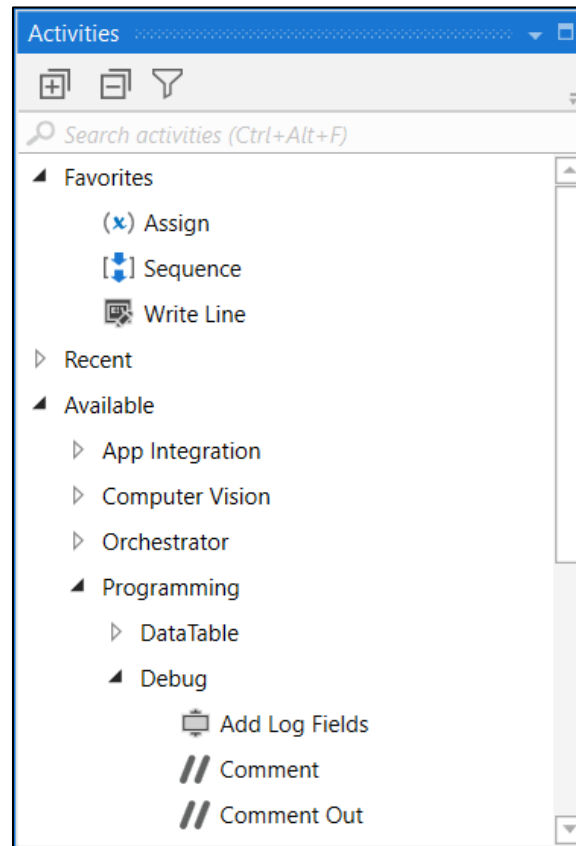
The Activities panel shows available activities that can be added to the current workflow. You can search for activities by name and optionally by description using the search box at the top of the panel, navigate through them using navigation keys, and press **Enter** to add the selected activity to the currently opened file.

Note:

The search box can be used for finding activities by their class name, regardless of the interface language set in Studio.
Hovering over an activity in the panel displays the package it belongs to and its description. To add an activity to the list of favorites, right-click it and select **Add to favorites**.

Right-click an activity in the panel and select **Create Test Bench** to test out one or more activities before adding them to a project. Read more about this here.

Customizing the Activities Panel

Click the **View Options** ▽ button at the top of the panel to open a menu that allows you to customize the panel. See the following table for a list of available options.

| Option	Description
Show Favorites	Show a section with favorite activities. This option is selected by default.
Show Recent	Show a section with the ten most recently used activities. This option is selected by default.
Show Available	Show all available activities. This option is selected by default.
Show Compatibility	Option currently not used. This option is not selected by default.
Show Classic / Modern	Show modern UI Automation activities in projects using the classic design experience or show classic UI Automation activities in projects using the modern experience. This option is not selected by default.
Show Categories	Group activities by the category they belong to. This option is selected by default.
Group by Packages	Group activities by the package they belong to. This option is not selected by default.
Search by Description	When searching in the panel, search in activity descriptions, not just in activity names. This option is not selected by default.
Pin Favorites	When searching in the panel, keep favorite activities always visible. Available if **Show Favorites** is selected. This option is not selected by default.

The Snippets Panel
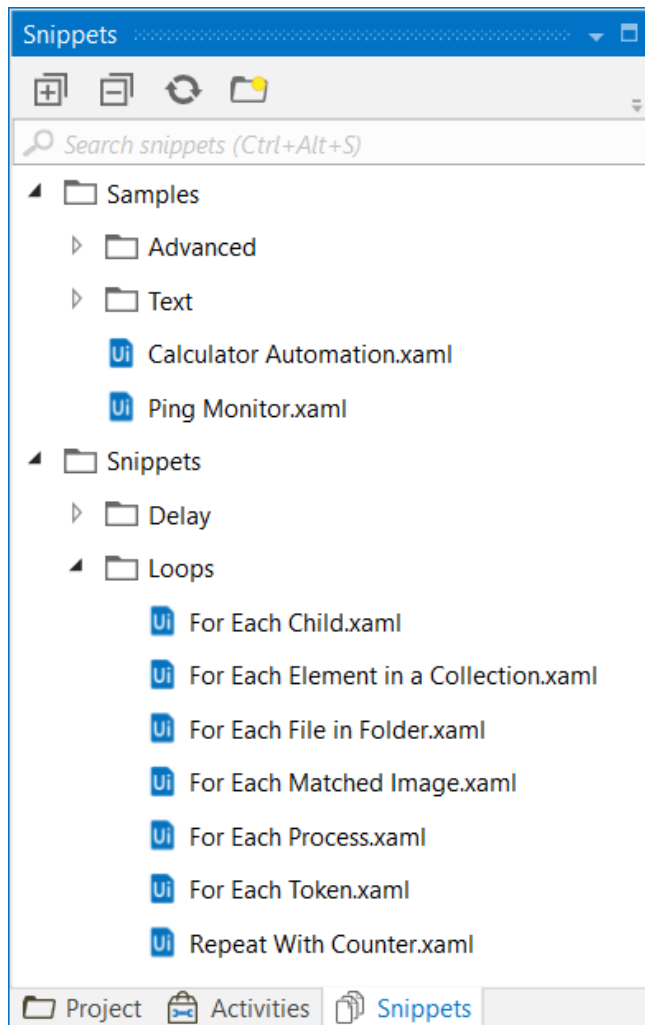
The **Snippets** panel enables you to easily reuse automations. It includes, by default, multiple samples and snippets.

You can add your own by clicking the **Add Folder** button and selecting a directory from your hard drive. Empty folders are not displayed.

To remove a folder, right-click it and select **Remove**.

The Properties Panel
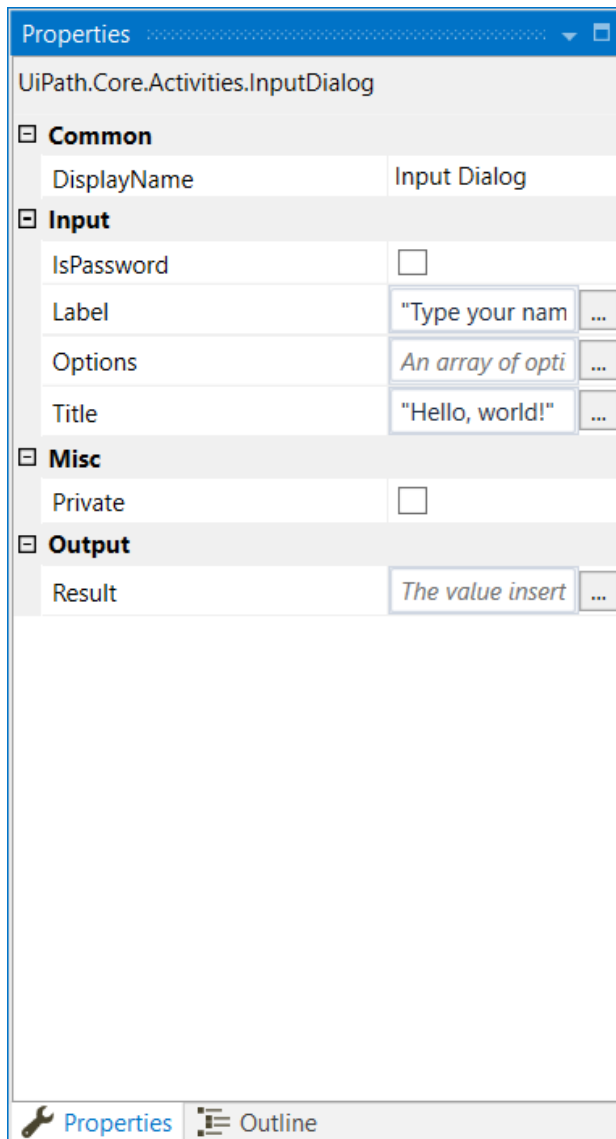
The **Properties** panel is contextual and enables you to view and change the properties of a selected activity. When selecting two activities in the same workflow, common properties can be modified from the **Properties** panel.

The Expression Editor

The **Expression Editor** is accessible with the **Ctrl + Shift + E** keyboard shortcut when used inside activity input fields. It is also available from the **Properties** panel, from fields that require inputting text, and from the body of an activity, by adding text directly in the required fields.

Expressions can be written on multiples lines. Keyboard shortcuts for creating variables and arguments directly in expressions are available.

Use Ctrl + F inside the editor to open the search and replace capabilities. Select part of an expression and press Ctrl + F3 to add the text to the search field. Hold the Ctrl key to make the search pane semi-transparent and see the text behind it.

When you close the editor, its position on the display, window size, and text zoom level are saved and applied the next time you open it.
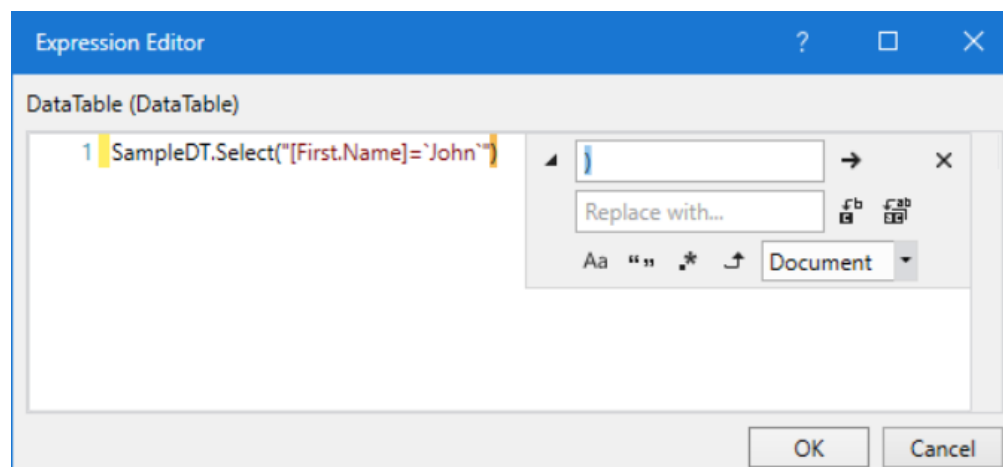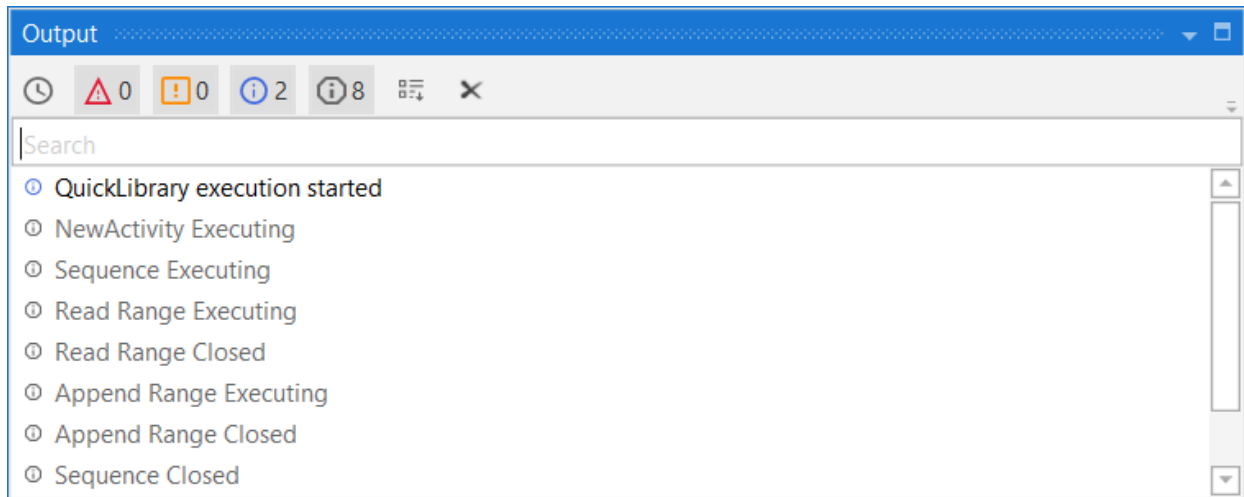
The Outline Panel
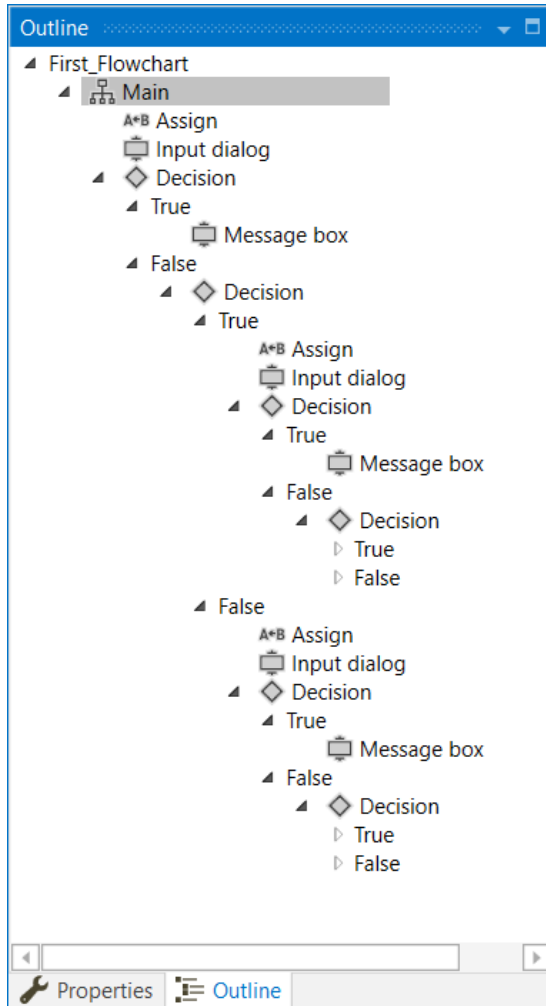
The **Outline** panel displays the project hierarchy, and all available nodes. You can highlight activities in this panel by selecting them in the **Designer** panel, or you can go to a specific activity by selecting it in the **Outline** panel.

The Output Panel

The **Output** panel enables you to display the output of the **Log Message** or **Write Line** activities, among other things. Exceptions for packages are also displayed in this panel.

From the **Output** panel, you can show or hide messages that have different log levels (errors, warnings) by clicking the buttons in the panel's header. Double-clicking a message displays further details about it, with the option to copy information.

When searching for a log in the **Output** panel and selecting an item from the search results list, the log is highlighted.

The **Export Logs** button is used for exporting logs into a `.txt` file. It exports timestamps and error message details as well. Exporting filtered logs is available. For example, if you want to export only trace level logs, filter the list and then use the **Export Logs** button.
When debugging, the **Output** panel shows logs for when an activity starts executing and until it ends. This can be enabled from the **Log Activities** option in the **Debug** tab.

The **Error List** panel displays errors found in the file or project during the validation process, together with errors generated by Workflow Analyzer rules.

The **Clear All** button erases all info displayed in the **Output** panel. Logs and other data stored in this panel are erased when a workflow is run. The **Output** panel displays up to 2,000 lines at a time.

The **Output** panel is not intended for production monitoring and should only be used when developing automations. Events might not be displayed as expected if, for example, a large number of **Log Message** activities are used. To monitor production runs, use the Orchestrator logs.

The Find References Panel

The **Find References** panel displays results for references you search for in your project. To find every place in the project where an element is referenced, right-click it and select **Find References**. This works for the following:

- Files in the **Project** panel
- Activities in the **Activities** panel
- Variables in the **Variables** panel
- Arguments in the **Arguments** panel
- Descriptors in the **Object Repository** panel
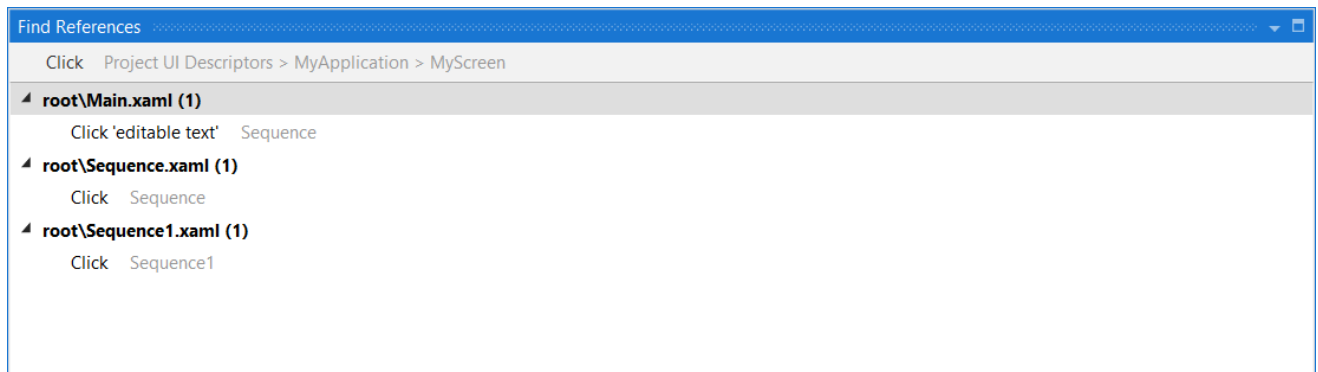
The Resources Panel

The **Resources** panel in Studio can load assets, queues, processes, and entities, provided that the Robot is connected to Orchestrator. Read the Connecting Robots to Orchestrator page to find the steps.

If the Robot connected to Orchestrator is of type **Standard**, then the **Resources** panel can display only the Classic folder which has this Robot provisioned.

If the Robot is of type **Floating**, the panel can display resources from all classic and modern folders that this Robot has access to. Find out more about robots and folders in the Orchestrator Guide.

🗎

Notes:

- When using a classic, manually provisioned robot, it must be granted `View` permissions for the corresponding resources (i.e. Assets, Queues, and Processes) to appear in the panel. Read more about setting up Roles and permissions in Orchestrator.
- If there are both classic and modern folders in Orchestrator and you are connected to Orchestrator using a robot from a modern folder (you signed in to your account or connected using a machine template key), the processes in the classic folders are not available in the Resources panel. To have access to the processes from a classic folder, connect to Orchestrator using a classic robot with a standard machine key connection.

Selecting an Orchestrator Folder

The folder from which resources are currently loaded in the panel is displayed in the Studio status bar. You can switch to a different folder that you have access to by clicking the current folder name, and then selecting another Orchestrator folder from the menu that appears. In addition to the resources that are available in Studio, the folder selection also determines the default targets available when publishing your processes.
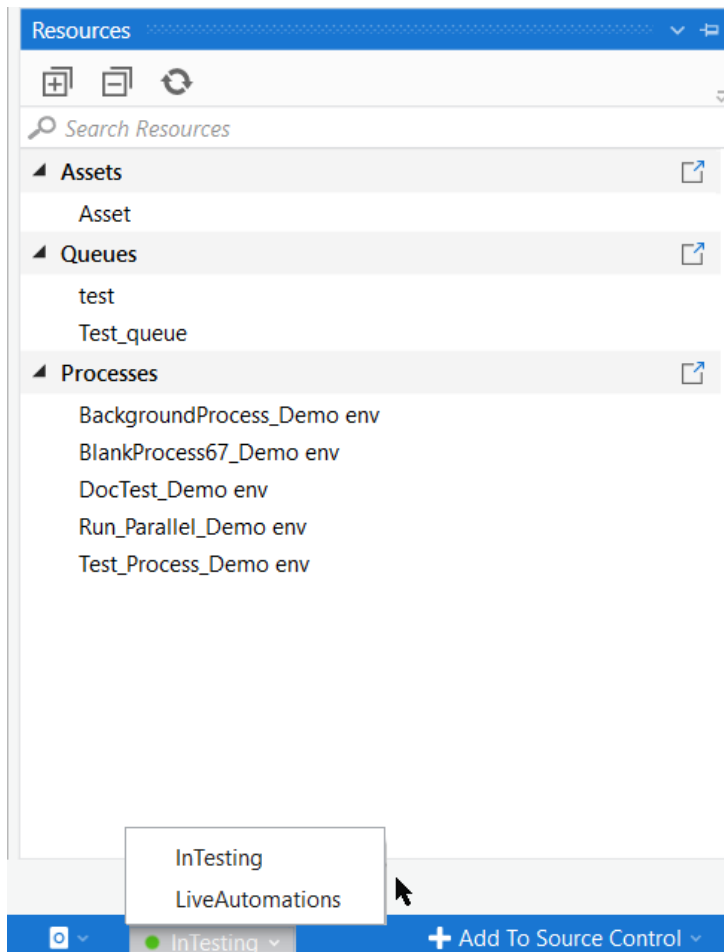
To load resources into the panel, click the **Refresh** button at the top of the panel. Hover over the folder name in the status bar to see the Orchestrator URL.

Note:

Logs generated from processes located in subfolders are visible in Orchestrator only if the subfolder is selected in the **Resources** panel.

Using Orchestrator Resources In Your Projects

Drag and drop assets, queues, or processes from the **Resources** panel directly to your automation project. Upon doing so, suitable activities are suggested in the **Add activity** search bar. For example, after dragging a queue in your project, pick the **Add Queue Item** activity from the **Add activity** search bar and notice that the queue was automatically assigned to the activity's **Queue Name** property.

Debugging Panels

The following panels are available to help you [debug](#) your projects: [Breakpoints](#), [Call Stack](#), [Locals](#), [Watch](#), and [Immediate](#).
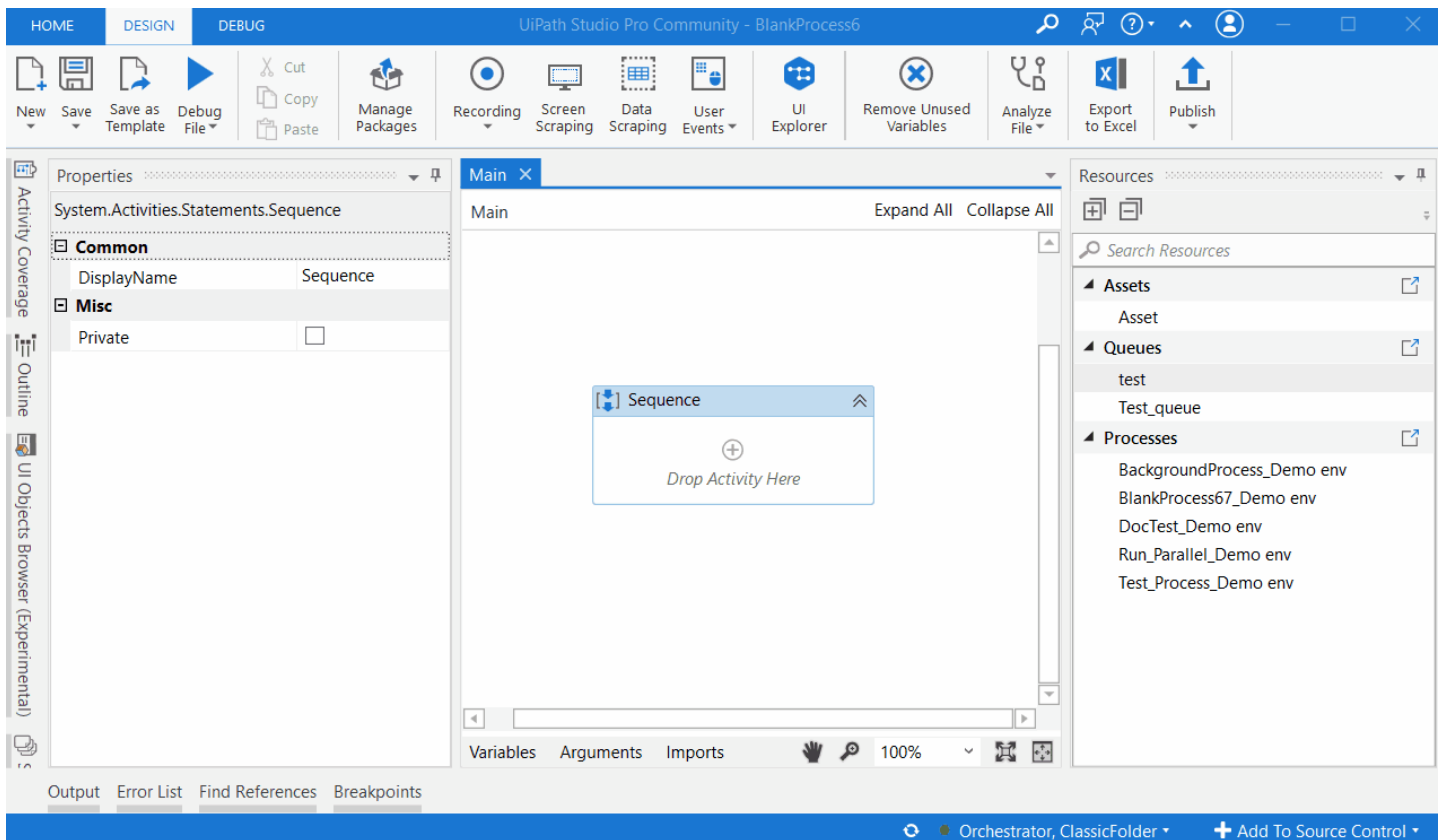
You can also right-click any item in the **Resources** panel, and then select **Copy** to copy its name and use it in activities that interact with such resources.

The Status Bar

In the status bar, you can view status information and access options related to Orchestrator and source control:

- **Orchestrator/Cloud Connection** - Click to access Orchestrator options: sign in to your cloud account, disconnect from Orchestrator (if connected with a machine key), and refresh resources.
- **Orchestrator Status** - Displays the Orchestrator connection status. When connected to Orchestrator, the currently selected folder is displayed. You can click the name of the current folder to view a list of available folders and select another folder from which to sync resources.
- **Source Control** - Depending on whether the project is connected to a source control repository, different options are available to help you manage source control integration. For more information, see About Version Control.
- **Project Language** - Displays the language used for expressions in the project, **VB** or **C#**.
- **Project Compatibility** - Displays the compatibility of the project, **Windows - Legacy**, **Windows**, or **Cross-platform**.