

# Orchestrator Manager



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#### Overview

As RPA implementations scales, there are situations that require the manipulation of a large number of Orchestrator entities. Although Orchestrator's web interface provides a user-friendly way to see, create, edit and delete such entities, it can become a limiting factor if many operations need to be done in a short amount of time.

Orchestrator Manager is a tool that leverages Orchestrator's API to manipulate entities (Assets, Environments, Machines, Processes, Users, Robots, Organization Units, Folders, Queues and Packages) with data defined in Excel workbooks. It provides flexible and easy bulk operations on entities, enabling efficient solutions for situations that include:

- Registering a large quantity of users that obtain access to Orchestrator, including the specification of different roles and assignment to different Folders (Organization Units).
- Migration between tenants, including tenants hosted on UiPath Automation Cloud.
- Setting temporary passwords for a group of users according to security policies.
- Migration from Classic Folders to Modern Folders.

In addition, since Orchestrator Manager is offered as a UiPath Studio project, it can be customized and extended according to needs other than the ones above.

The target users of Orchestrator Manager are Orchestrator administrators with the required permissions and familiar with an Orchestrator instance's features, settings and data. By leveraging this tool, it is expected that Orchestrator administrators can decrease the time spent in regular data manipulation tasks and increase their overall efficiency.

The remaining of this guide is structured as follows: Section How to Use contains usage instructions, and the Architecture section details the main components of Orchestrator Manager. Limitations of the current version are listed in section Restrictions. Lastly, section Distribution and Support provides information about distribution, licensing and support.



#### How to Use

The current version of Orchestrator Manager can be used with Orchestrator 2018.4, Orchestrator 2019.4, Orchestrator 2019.10, Orchestrator 2020.4 and Orchestrator instances hosted on UiPath Automation Cloud. In the cases of Orchestrator 2018.4 and Orchestrator 2019.4, it is necessary to have Organization Units<sup>1</sup> enabled, even if only one Organization Unit is defined (usually named *Default*).

To use Orchestrator Manager, execute it from UiPath Studio by running the **Main.xaml** file in Normal mode <sup>2</sup>. Alternatively, it can also be published as a package to Orchestrator to be deployed to Attended Robots. Since Orchestrator Manager requires user interaction, unattended execution is not possible.

Once the process starts executing, the user is prompted to enter information to log into an Orchestrator instance (Figure 1). More information about this authentication step can be found in section Authentication.

If the authentication is successful, Orchestrator Manager's main control panel (Figure 2) is shown and the user can select an Orchestrator entity and an operation to perform (e.g., Asset creation, Machine deletion, User retrieval and Folder migration).

After confirming the entity and the operation, Orchestrator Manager opens the Excel workbook corresponding to the selected entity and updates it as it performs the selected operation. This workbook can also be used to input data in sheets that create, edit and delete entities.

In cases of operations other than **Get**, each row is processes independently, and the outcome of the operation is written to the column *Result*. If the processing of a row fails, it is necessary to clear the corresponding *Result* column before trying it again, as Orchestrator Manager skips rows that already have a *Result* value specified.

Columns of the workbooks have different colors that represent cells that can be modified by the user (white cells) and cells that are reserved for Orchestrator Manager (gray cells). Refer to section Entities Workbooks for more details about workbooks.

<sup>&</sup>lt;sup>1</sup> From Orchestrator 2019.10, *Organization Units* are referred to as *Classic Folders*.

<sup>&</sup>lt;sup>2</sup> Execution in Debug mode is not supported.





# **Orchestrator Manager**

	On-Premises Cloud	
Version	2020.4	
Username*		
Password*		
Orchestrator URL*	https://myOrchestratorURL	
Tenant Name*	Default	
Workbooks Path*	C:\Users\User\Desktop\OrchestratorManagerWorkbooks	
$\square$ Use credential stored in Windows's Credential Manager.		
☐ Save crede	ntial in Windows's Credential Manager.	
OK	Cancel	
Please mind that many unsuccessful login	attempts can temporarily lock the account, as specified in the Security settings of the tenant.	

Figure 1 - Authentication Panel



# **Orchestrator Manager**



Figure 2 - Control Panel



In addition, different operations require different permissions to be set on Orchestrator. For instance, to create an Asset, it is necessary for the user to have the *Assets.Create* permission. For this reason, it is recommended for users of Orchestrator Manager to have the Administrator role, since it usually has all permissions in an Orchestrator tenant. Consult Orchestrator's online documentation for more details about permissions<sup>3</sup>.

Other than the Authentication Panel and Control Panel, when it is necessary to choose Folders (Organization Units), Orchestrator Manager shows the Folders (Organization Units) Panel for user selection (Figure 3). Folders<sup>4</sup>, formerly known as Organization Units<sup>5</sup>, are used to segregate entities into different groups that can be mapped to subdivisions of an organization.



# Orchestrator Manager



Figure 3 – Folders (Organization Units) Panel

# Configuration

The configuration file, **Config.xlsx**, stores settings used throughout Orchestrator Manager and it is divided in three sheets: **Settings**, **Advanced Settings** and **Localization**.

<sup>&</sup>lt;sup>3</sup> https://docs.uipath.com/orchestrator/reference/permissions-per-endpoint

<sup>&</sup>lt;sup>4</sup> https://docs.uipath.com/orchestrator/docs/about-folders

<sup>&</sup>lt;sup>5</sup> https://docs.uipath.com/orchestrator/v2018.4/docs/about-installation



#### **Settings**

The first sheet, **Settings**, contains parameters used to connect to Orchestrator instances. They are divided according to the deployment type of Orchestrator (i.e., onpremises or UiPath Automation Cloud), except *EntitiesWorkbooksFolderPath*, which are used in both cases.

The values of these parameters are used as default values of fields in the Authentication Panel, and they are replaced by new values specified during execution. For this reason, it is not mandatory to make any changes to the **Settings** sheet, as all values can be specified directly in the Authentication Panel.

#### **Advanced Settings**

The **Advanced Settings** sheet contains parameters that usually do not require modification, but that can be changed to adapt Orchestrator Manager to specific situations.

The first parameters can be used to control the throughput of HTTP requests by Orchestrator Manager and reduce its impact on Orchestrator's infrastructure. For example, increasing the interval between requests can be helpful when there is a large number of requests done in a short period.

One especially important parameter from the **Advanced Settings** sheet is *GetCredentialAssetsViaRobot*, which determines whether credential Assets should be retrieved via the robot running Orchestrator Manager instead of using Orchestrator's API. More information about retrieval of credential Assets can be found in Table 1 - Assets.

The **Advanced Settings** sheets also define coordinates of columns in entities workbooks. Changing these usually requires additional modifications to the workflows themselves.

#### Localization

The **Localization** sheet contains localization strings that are used in different parts of Orchestrator Manager, such as input forms, paths for workbooks, error messages and warnings.



A new language can be included according to the following steps:

- Add a new column to the Localization sheet and insert the translated strings into the appropriate rows. The header of the new column must be the twoletter representation of the language, according to ISO 639. This header is used by Orchestrator Manager when initializing the *Config* dictionary in the Initialization step.
- 2. Create a new set of workbooks referring to the new language and place them in a new subfolder of **Workbooks** folder. The name of the new subfolder must be the same two-letter language ISO 639 code used in the first step. The names of sheets of these workbooks must match the names defined in the new language's column in the **Localization** sheet of **Config.xlsx**.
- 3. Modify the *Switch* activity called *Switch System's Language* in the **Core\InitializeConfigurations.xaml** file by adding a case for the new language. The case *Key* must match the two-letter code that was specified before.

Lastly, some strings have placeholders that are used by the *String.Format()* method, so, although their position may vary, they must be present in the translated string as well.



#### **Architecture**

Figure 4 shows the main steps of Orchestrator Manager, which are detailed in the following subsections.

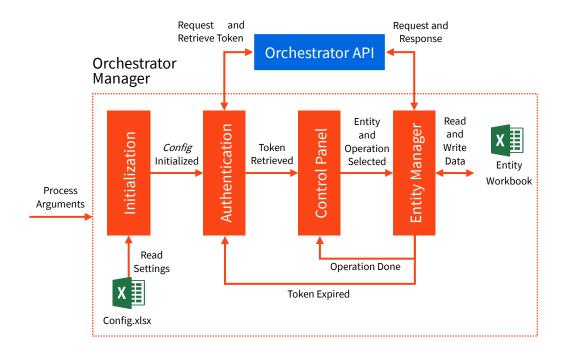


Figure 4 - Orchestrator Manager Architecture

## **Process Arguments**

Orchestrator Manager's entry point, **Main.xaml**, accepts two arguments: *in\_Language* and *in\_ConfigFilePath*.

The only mandatory argument is *in\_ConfigFilePath*, which determines the path to the configuration file.

*in\_Language* can be used to define the language to be used by Orchestrator Manager. It must be a two-letter language code according to ISO 639 of a supported language. For more details about localization of Orchestrator Manager, refer to section Localization.

#### Initialization

The Initialization step reads process arguments and settings from **Config.xlsx**, storing them in a *Dictionary(Of String, GenericValue)* object called *Config*, which is used throughout Orchestrator Manager's execution.



*Config* also stores localization strings, selected according to the *in\_Language* argument or, if this argument is not specified, according to the system's locale settings.

#### Authentication

The next step, Authentication, uses information about an Orchestrator instance and authentication credentials to perform an authentication request to Orchestrator's API. This request retrieves an authentication token that is necessary for all other subsequent requests.

The data necessary for authentication depends on whether Orchestrator Manager connects to an instance on-premises or an instance hosted on UiPath Automation Cloud (Figure 1). Refer to the UiPath Automation Cloud online documentation for instructions on how to obtain the parameters Client ID and User Key<sup>6</sup>.

Other than the authentication parameters, it is possible to set the path to a local folder to which entity workbooks are copied. If the specified local folder does not exist, Orchestrator Manager automatically creates it before copying the files. By default, the folder is created on the user's Desktop folder.

The Authentication Panel is shown until a token is successfully retrieved or until the user interrupts the execution by pressing the Cancel button or by closing the panel window. Note that multiple unsuccessful login attempts can cause an account lockout according to the tenant's security settings. For more information about account lockout, refer to Orchestrator's documentation<sup>7</sup>.

#### Control Panel

Once the authentication is successfully done, the user is prompted to choose an entity and an operation to be performed on it. The supported entities are Assets, Environments, Machines, Processes, Users, Robots, Organization Units (only for Orchestrator versions 2018.4 and 2019.4), Folders (for Orchestrator 2019.10 or newer), Queues and Packages. The available operations depend on the entity and are listed in section Entities Workbooks.

Once the user confirms the selection, the appropriate entity manager is invoked based on the chosen entity. After the operation is performed, the execution flow goes back to

<sup>&</sup>lt;sup>6</sup> https://docs.uipath.com/orchestrator/reference/consuming-cloud-api

<sup>&</sup>lt;sup>7</sup> https://docs.uipath.com/orchestrator/docs/field-descriptions-tenant-settings#section-account-lockout



the Control Panel for the user to choose another operation. This cycle is repeated until the user stops the execution of Orchestrator Manager by clicking on the Cancel button or by closing the Control Panel window (Figure 2). When that happens, Orchestrator Manager automatically closes all entities workbooks opened during its execution.

#### **Entity Manager**

The entity manager of a given entity invokes the workflow that implements the selected operation. This workflow contains all actions necessary to complete the operation, including communication with Orchestrator's API and data input and output using entities workbooks.

If a request fails due to an expired authentication token, Orchestrator Manager prompts the user for credentials to perform the authentication step again for security reasons. After that, it retries the failed request and resumes its regular execution.

#### **Entities Workbooks**

Operations make use of entities workbooks, which are Excel workbooks used to input and output data related to the chosen entities. These workbooks are automatically open by Orchestrator Manager when the corresponding entity is selected in the Control Panel.

Each sheet of an entity workbook represents an operation that can be performed on that entity. As shown in Figure 5, cells of each sheet have different colors that indicate their use:

- White cells can receive input from the user, such as names, types values of Assets to be created.
- Gray cells are used by Orchestrator Manager to write data retrieved from Orchestrator, such as IDs of created Assets. Data input into gray columns is overwritten by Orchestrator Manager.



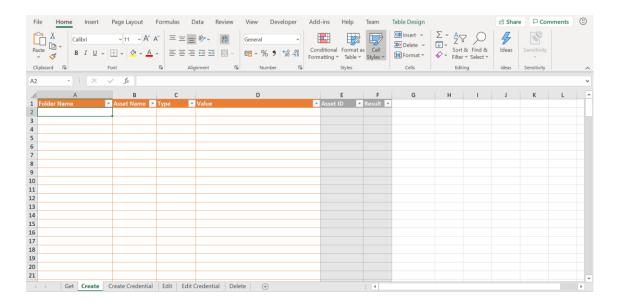


Figure 5 - Entity Workbook

The following tables provide more details about workbooks representing each entity: Table 1 - Assets, Table 2 - Environments, Table 3 - Machines, Table 4 - Processes, Table 5 - Robots, Table 6 - Users, Table 7 - Organization Units, Table 8 - Queues, Table 9 - Packages, Table 10 - Folders.

Although some workbooks refer to Folder ID or Folder Name, if Orchestrator's version is 2018.4 or 2019.4, the operations are done using Organization Units.

In addition, some operations are only allowed in the case of Classic Folders (Organization Units), such as the manipulation of Robots and Environments. Similarly, due to its unique User management system, the manipulation of Users is not available when connecting to UiPath Automation Cloud.

When specifying names of subfolders of Modern Folders, it is necessary to input the complete name of the parent Folder, including its ancestors, separated by the forward slash character (/). For example, if a Modern Folder called *WorkGroup1* is a subfolder of a Modern Folder called *DepartmentA*, then the complete name of *WorkGroup1* is *DepartmentA/WorkGroup1*. It possible to retrieve the complete names of Folders by performing the **Get** operation on the Folder entity.

Moreover, note that Orchestrator Manager also considers Excel table filters applied to operation sheets. For example, if data about Assets are input into the Create sheet of **Assets.xlsx** and then the table is filtered to show only *Text* Assets, Orchestrator Manager makes requests to create only *Text* Assets.



#### Table 1 - Assets

Operation	Details
Get	Retrieves data about the existing Assets.
	This sheet is populated by Orchestrator Manager, and the user is not required to input any data. The retrieved data can be copied for use in other sheets.
	For security reasons, passwords of credential Assets are not retrieved by default. However, it is possible to retrieve passwords if the parameter <i>GetCredentialAssetsViaRobot</i> in the <b>Advanced Settings</b> sheet of the <b>Config.xlsx</b> file is set to <i>TRUE</i> . This option enables the retrieval of credential Assets via the robot executing Orchestrator Manager, instead of directly from Orchestrator's API, and it has the following restrictions:
	<ol> <li>The robot executing Orchestrator Manager needs to be connected to Orchestrator.</li> </ol>
	<ol> <li>If it is a Classic Folder robot, then it can only see credentials Assets in its own Folder. If it is a Modern Folder robot, then it can retrieve credential Assets from other Folders, as long as it has access to them.</li> </ol>
	Values of credential Assets (i.e., usernames and passwords) are included in the <i>Value</i> field and separated into two lines.
Create	Creates Assets with the provided data.  The field <i>Type</i> has a fixed number of possible values, according to Asset types available in Orchestrator: <i>Text</i> , <i>Bool</i> and <i>Integer</i> .  Assets per Robot are not supported.
Create Credential	Creates credential Assets with the provided data.  Although credentials are also classified as Assets, they have two values instead of one: <i>Username</i> and <i>Password</i> .  Assets per Robot are not supported.



Edit	Edits Assets using the provided data.  It is necessary to specify <i>Folder Name</i> and <i>Asset ID</i> of the Asset to be edited, and both can be retrieved by the <b>Get</b> operation on the
	Asset entity. The other fields are optional, and fields left blank are not modified.
	It is not possible to change the type of the Asset, and the new value must be compatible with the current type.
Edit Credential	Edits credential Assets with the provided data.
	It is necessary to specify <i>Folder Name</i> and <i>Asset ID</i> of the credential Asset to be edited, and both can be retrieved by the <b>Get</b> operation on the Asset entity. The other fields are optional, and fields left blank are not modified.
	If <i>Username</i> is to be updated, a new password must also be provided. On the other hand, it is possible to update only <i>Password</i> by not inputting a new <i>Username</i> .
Delete	Deletes the specified Assets.
	To prevent accidental deletion, it is necessary to provide both ID and name of the Folder containing the Asset, as well as ID and name of each Asset to be deleted. This data can be retrieved by the <b>Get</b> operation on the Asset entity.



Table 2 - Environments

Operation	Details
Get	Retrieves data about the existing Environments.  This sheet is populated by Orchestrator Manager, and the user is not required to input any data. The retrieved data can be copied for use in other sheets.  Environments are only available in Classic Folders <sup>8</sup> .
Create	Creates Environments with the provided data.
Delete	Deletes the specified Environments.  To prevent accidental deletion, it is necessary to provide both ID and name of the Classic Folder containing the Environment, as well as ID and name of each Environment to be deleted. This data can be retrieved by the <b>Get</b> operation on the Environment entity.
Add or Remove Robots	Adds Robots to or remove Robots from the specified Environment.  Names of Robots must be provided as comma-separated values (e.g., <i>Robot1, Robot2, Robot3</i> ).

Table 3 - Machines

Operation	Details
Get	Retrieves data about the existing Machines.  This sheet is populated by Orchestrator Manager, and the user is not required to input any data. The retrieved data can be copied for use in other sheets.

<sup>&</sup>lt;sup>8</sup> https://docs.uipath.com/orchestrator/docs/about-environments



Create	Creates Machines with the provided data.  The field <i>Type</i> has a fixed number of possible values, according to Machine types available in Orchestrator: <i>Standard</i> and <i>Template</i> .  A Machine key is automatically generated when a machine is created, and it is written to the <b>Create</b> sheet by Orchestrator Manager.
Delete	Deletes the specified Machines.  To prevent accidental deletion, it is necessary to provide both ID and name of each Machine to be deleted. This data can be retrieved by the <b>Get</b> operation on the Machine entity.

Table 4 - Processes

Operation	Details
Get	Retrieves data about the existing Processes.  This sheet is populated by Orchestrator Manager, and the user is not required to input any data. The retrieved data can be copied for use in other sheets.
Create	Creates Processes with the provided data.  Environment Name should not be specified for Processes in Modern Folders.  Package Name and Package Version can be retrieved from the Packages page in Orchestrator's web interface or by the Get operation on the Package entity.
Delete	Deletes the specified Processes.  To prevent accidental deletion, it is necessary to provide both ID and name of each Process to be deleted. This data can be retrieved by the <b>Get</b> operation on the Process entity.



Update to Latest Package	Updates the specified Process to use the latest version of the Package.
Rollback to Previous Package	Updates the specified Process to use the previously used version of the Package.

Table 5 - Robots

Operation	Details
Get	Retrieves data about the existing Robots.  This sheet is populated by Orchestrator Manager, and the user is not required to input any data. The retrieved data can be copied for use in other sheets.  Robots can only be retrieved from Classic Folders. In the case of Modern Folders, Robots are associated with Users and do not represent independent entities.
Create	Creates Robots with the provided data.  The field <i>Hosting Type</i> has a fixed number of possible values, according to hosting types available in Orchestrator: <i>Standard</i> and <i>Floating</i> .  The field <i>Robot Type</i> also has a fixed number of possible values, but that can change depending on Orchestrator's version. The possible values for each Orchestrator version supported by Orchestrator Manager are:
	<ul> <li>2018.4: NonProduction, Attended, Unattended and Development</li> <li>2019.4: NonProduction, Attended, Unattended and Development</li> <li>2019.10: NonProduction, Attended, Unattended, Development and StudioX</li> </ul>



	<ul> <li>2020.4: NonProduction, Attended, Unattended, Studio, Development, StudioX, Headless, StudioPro and TestAutomation</li> <li>UiPath Automation Cloud as of September 2020: NonProduction, Attended, Unattended, Studio, Development, StudioX, Headless, StudioPro and TestAutomation</li> <li>The possible values for each Orchestrator version can also be confirmed on Orchestrator's Swagger page<sup>9</sup>.</li> </ul>
Edit	Edits Robots using the provided data.  It is necessary to specify <i>Classic Folder Name</i> and <i>Robot ID</i> of the Robot to be edited, and both can be retrieved by the <b>Get</b> operation on the Robot entity. The other fields are optional, and fields left blank are not modified.  It is not possible to change the <i>Hosting Type</i> of the Robot.
Delete	Deletes the specified Robots.  To prevent accidental deletion, it is necessary to provide both ID and name of the Classic Folder containing the Robot, as well as ID and name of each Robot to be deleted. This data can be retrieved by the <b>Get</b> operation on the Robot entity.

Table 6 - Users

Operation	Details
Get	Retrieves data about the existing Users.
	This sheet is populated by Orchestrator Manager, and the user is not required to input any data. The retrieved data can be copied for use in other sheets.

<sup>&</sup>lt;sup>9</sup> https://docs.uipath.com/orchestrator/reference/api-references



	Users of type Robot are not obtained by this operation, but they can be fetched via the <b>Get</b> operation on the Robot entity.
	Although Organization Units to which a User belongs are retrieved by this operation, information about assignment of Users to Folders must be retrieved via the <b>Get Folders' Users</b> operations on the Folder entity.  This operation is not available when connecting to UiPath Automation Cloud.
Create	Creates Users with the provided data.
	Names of Organization Units and of Roles must be provided as comma-separated values (e.g., <i>Default, Finance, HR</i> and <i>Administrator, Queue Watcher, Robot Creator</i> ). Additionally, it is only possible to specify Organization Units for Users when using on-premises Orchestrator versions 2018.4 and 2019.4.
	The specification of Folders when creating Users is not supported by this operation and should be done via the <b>Assign User to Folder</b> operation on the Folder entity.
	The field <i>Password</i> must follow the security rules for passwords defined in the tenant's settings page on Orchestrator.
	This operation is not available when connecting to UiPath Automation Cloud.
Edit	Edits Users using the provided data.
	It is necessary to specify the <i>ID</i> of the User to be edited, which can be retrieved by the <b>Get</b> operation on the User entity. The other fields are optional, and fields left blank are not modified.  It is not possible to change the <i>Username</i> of the User.
	The field <i>Status</i> has a fixed number of possible values, according to hosting types available in Orchestrator: <i>Active</i> and <i>Inactive</i> .



	For changes regarding User assignment to Organization Units and User Roles at tenant level, refer to the operations <b>Add or Remove OUs</b> and <b>Add or Remove Roles</b> .  For changes regarding User assignment to Folders and User Roles at Folder level, refer to operations of the Folder entity.  This operation is not available when connecting to UiPath Automation Cloud.
Delete	Deletes the specified Users.  To prevent accidental deletion, it is necessary to provide both ID and username of each User to be deleted. This data can be retrieved by the <b>Get</b> operation on the User entity.  This operation is not available when connecting to UiPath Automation Cloud.
Add or Remove Roles	Adds Roles to or remove Roles from the specified User.  The ID of a User can be retrieved by the <b>Get</b> operation on the User entity.  Names of Roles must be provided as comma-separated values (e.g., <i>Administrator, Queue Watcher, Robot Creator</i> ). When specifying multiple Roles, if one of them does not exist, the operation is cancelled, and no Roles are added or removed.  For changes regarding User Roles at Folder level, refer to the operation <b>Add or Remove User Roles</b> on the Folder entity.  This operation is not available when connecting to UiPath Automation Cloud.
Add or Remove OUs	Adds the specified User to or removes from the specified Organization Units.



The ID of a User can be retrieved by the **Get** operation on the User entity.

Names of the Organization Units must be provided as commaseparated values (e.g., *Default, Finance, HR*). When specifying multiple Organization Units, if one of them does not exist, the operation is cancelled, and no Organization Units are added or removed.

For changes regarding User assignment to Folder, refer to the operations **Assign User to Folder and Unassign User from Folder** on the Folder entity.

This operation is not available when connecting to UiPath Automation Cloud or on-premises Orchestrator instances with version 2019.10 or newer.

Table 7 - Organization Units

Operation	Details
Get	Retrieves data about the existing Organization Units.  This sheet is populated by Orchestrator Manager, and the user is not required to input any data. The retrieved data can be copied for use in other sheets.  This operation is only available in the case of on-premises Orchestrator instances with versions 2018.4 or 2019.4.
Create	Creates Organization Units with the provided data.  This operation is only available in the case of on-premises Orchestrator instances with versions 2018.4 or 2019.4.
Delete	Deletes the specified Organization Units.  To prevent accidental deletion, it is necessary to provide both ID and name of each Organization Unit to be deleted. This data can be retrieved by the <b>Get</b> operation on the Organization Unit entity.



This operation is only available in the case of on-premises Orchestrator instances with versions 2018.4 or 2019.4.

Table 8 - Queues

Operation	Details
Get	Retrieves data about the existing Queues.  This sheet is populated by Orchestrator Manager, and the user is not required to input any data. The retrieved data can be copied for use in other sheets.  Only data about Queues' definitions is retrieved. Use the Download Queue Items operation to retrieve Queue items.
Create	Creates Queues with the provided data.  The fields <i>Unique Reference</i> and <i>Auto Retry</i> are mandatory and can have two values: <i>Yes</i> or <i>No.</i> If the field <i>Auto Retry</i> has the value <i>Yes</i> , the maximum number of retries must be specified as a nonnegative integer via the field <i>Max # of Retries</i> .
Delete	Deletes the specified Queues.  To prevent accidental deletion, it is necessary to provide both ID and name of the Folder containing the Queue, as well as ID and name of each Queue to be deleted. This data can be retrieved by the <b>Get</b> operation on the Queue entity.  A Queue can be deleted even if it contains Queue items.
Download Queue Items	Downloads Queue items from the specified Queue.  The field <i>Download Folder Path</i> indicates the full path of a local folder to which Queue items should be saved.  Items of each Queue is downloaded as a CSV file that follows the same format as the ones downloaded via Orchestrator's web interface.



		Downloaded CSV files are named based on the name of the corresponding Queue and on a timestamp of the moment of download.
Upload Items	Queue	Uploads Queue items to the specified Queue.  The values of the field <i>Queue Items File Path</i> must be full paths to CSV files containing data about Queue items to be uploaded. The CSV file downloaded via the <b>Download Queue Items</b> operation has a particular format that cannot be used by the <b>Upload Queue Items</b> operation without additional parsing.  The field <i>Commit Type</i> has a fixed number of possible values, according to types available in Orchestrator <sup>10</sup> : <i>AllOrNothing</i> , <i>StopOnFirstFailure</i> and <i>ProcessAllIndependently</i> .  This operation is not available in the case of on-premises Orchestrator instances with version 2018.4.

Table 9 - Packages

Operation	Details
Get	Retrieves data about the existing Packages.  This sheet is populated by Orchestrator Manager, and the user is not required to input any data. The retrieved data can be copied for use in other sheets.  Each Package version is displayed in a separate row of get Get sheet.
Delete	Deletes the specified Packages.  To prevent accidental deletion, it is necessary to provide <i>ID</i> , <i>Version</i> and <i>Key</i> of each Package to be deleted. This data can be retrieved by the <b>Get</b> operation on the Package entity.

 $<sup>^{10}\ \</sup>underline{\text{https://docs.uipath.com/orchestrator/docs/about-queues-and-transactions\#section-upload-strategies}$ 



Download	Downloads the specified Packages.  The field <i>Download Folder Path</i> indicates the full path to a folder to which Packages should be saved. Packages are downloaded as .nupkg files, following the same format as the ones downloaded via Orchestrator's web interface.  Full paths of successfully downloaded Packages are written to the field <i>Download Package File Path</i> , and they can be reused by the Upload operation.  Package files are overwritten if they already exist in the specified folder.
Upload	Uploads the specified Packages.  The field <i>Package File Path</i> indicates the full path to a file of type .nupkg. The name and the version of the Package are automatically defined based on the metadata included in the Package file.

Table 10 - Folders

Operation	Details
Get	Retrieves data about the existing Folders.  This sheet is populated by Orchestrator Manager, and the user is not required to input any data. The retrieved data can be copied for use in other sheets.  Note that Classic Folders or first level Modern Folders do not have parent Folders.  This operation is only available when connecting to UiPath Cloud Platform or on-premises Orchestrator instances with version 2019.10 or newer.
Create	Creates Folders with the provided data.



If the Folder to be crated is a subfolder of a Modern Folder, the names of its ancestors should not be included in the *Folder Name* field. Instead, input the complete name of its parent Modern Folder to the *Parent Folder Name* field, including the parent's ancestors if applicable.

It is not possible to specify parents for Classic Folders.

The field *Type* has a fixed number of possible values, according to Folder types available in Orchestrator: *Classic* and *Modern*.

The field *Role Assignment Model* also has a fixed number of possible values, according to the options available in Orchestrator: *Custom Roles* and *Inherit from tenant*. Note that this field only applies for Modern Folders and that a Modern subfolder cannot have a model different than its parent.

This operation is only available when connecting to UiPath Cloud Platform or on-premises Orchestrator instances with version 2019.10 or newer.

#### Delete

Deletes the specified Folders.

To prevent accidental deletion, it is necessary to provide both ID and name of each Folder to be deleted. This data can be retrieved by the **Get** operation on the Folder entity.

This operation is only available when connecting to UiPath Cloud Platform or on-premises Orchestrator instances with version 2019.10 or newer.

## Get Folders' Users

Retrieves data about membership of Users in Folders.

This sheet is populated by Orchestrator Manager, and the user is not required to input any data. The retrieved data can be copied for use in other sheets.

This operation is only available when connecting to UiPath Cloud Platform or on-premises Orchestrator instances with version 2019.10 or newer.



# Assign User to Folder

Assigns the specified User to the specified Folder.

The field *User Type* has a fixed number of possible values, according to the types of Users available in Orchestrator: *User, DirectoryUser* and *Directory Group*. Users of type *Robot* are not supported. It possible to retrieve the type and the username of a User by performing the **Get** operation on the User entity.

The field *Roles Names* must be used in the case of Modern Folders that have *Custom Roles* as Role Assignment Model. It is not possible to specify Roles to Modern Folders if the Role Assignment Model is *Inherit from tenant*.

In addition, names of Roles must be provided as commaseparated values (e.g., *Administrator, Queue Watcher, Robot Creator*). When specifying multiple Roles, if one of them does not exist, the operation is cancelled, and the User is not assigned to the Folder.

This operation is only available when connecting to UiPath Cloud Platform or on-premises Orchestrator instances with version 2019.10 or newer.

# Unassign User from Folder

Unassigns the specified User from the specified Folder.

The field *User Type* has a fixed number of possible values, according to the types of Users available in Orchestrator: *User, DirectoryUser* and *DirectoryGroup*. Users of type *Robot* to Folders are not supported. It possible to retrieve the type and the username of a User by performing the **Get** operation on the User entity.

This operation is only available when connecting to UiPath Cloud Platform or on-premises Orchestrator instances with version 2019.10 or newer.

## Add or Remove User Roles

Adds or removes User Roles at Folder level.

This operation is only supported by Modern Folders.



The field *User Type* has a fixed number of possible values, according to the types of Users available in Orchestrator: *User, DirectoryUser* and *Directory Group*. Users of type *Robot* are not supported. It possible to retrieve the type and the username of a User by performing the **Get** operation on the User entity.

Names of Roles in the fields *Names of Roles to Add* and *Names of Roles to Remove* must be provided as comma-separated values (e.g., *Administrator, Queue Watcher, Robot Creator*). When specifying multiple Roles, if one of them does not exist, the operation is cancelled, and no Roles are added or removed. It is not possible to change Roles at Folder level if the Role Assignment Model is *Inherit from tenant*.

For changes regarding User Roles at tenant level, refer to the operation **Add or Remove Roles** on the User entity.

This operation is only available when connecting to UiPath Cloud Platform or on-premises Orchestrator instances with version 2019.10 or newer.

# Migrate Classic to Modern

Migrates the specified Classic Folder according to the selected migration policies.

The field *Environment Migration Policy* has a fixed number of values: *Environments to Same Modern Folder* and *Environments to Different Modern Folders*.

If *Environments to Same Modern Folder* is selected, all Environments in the specified Classic Folder are migrated into a single Modern Folder. In this case, it is possible to specify policies for bulk migration of other entities:

- Process Migration Policy: Determines whether Processes in the Classic Folder should be created in the Modern Folder, according to the following possible values:
  - Migrate All Processes: Copies all Processes to the target Modern Folder. Modern Folders require that Packages used to create Processes use UiPath.System.Activities version 19.10.1 or



- newer, and Processes using Packages with older dependencies are not copied and a warning is output.
- Do Not Migrate Processes: No Processes are copied to the target Modern Folder.
- Asset Migration Policy: Determines how Assets should be created in the Modern Folder, according to the following possible values:
  - Migrate All Assets: Copies all Assets to the target Modern Folder, including credential Assets. This option requires that the parameter GetCredentialAssetsViaRobot in the Advanced Settings sheet of the Config.xlsx file is set to TRUE. Moreover, note that if the migration is done by a Robot in a Classic Folder, the Robot cannot access credential Assets in Folders other than the Classic Folder to which it belongs. The migration of Assets per Robot is currently not supported.
  - Migrate Non-Credential Assets: Only copies
     Assets of type Text, Integer and Bool. The
     migration of Assets per Robot is currently not
     supported.
  - Do Not Migrate Assets: No Assets are copied to the target Modern Folder.
- Queue Migration Policy: Determines how Queues and Queue items should be created in the Modern Folder, according to the following possible values:
  - Migrate Queue Definitions and New Items: Copies all data about Queues, including Queue items with status New (migration of Queue items with other statuses is not supported). Queues that have Processes associated with them via the SLA Predictions feature must be copied after the corresponding Process is available in the target



Modern Folder.

- Migrate Queue Definitions But Not Queue Items:
   Only copies data about Queue definitions, and does not copy Queue items. Queues that have Processes associated with them, either via SLA Predictions or Queue Triggers, must be copied after the corresponding Process is available in the target Modern Folder.
- Do Not Migrate Queues: No Queues are copied to the target Modern Folder.
- Trigger Migration Policy: Determines whether Triggers should be created in the Modern Folder, according to the following possible values:
  - Migrate All Triggers: Copies all Triggers to the target Modern Folder. Since Queue Triggers have Processes associated with them, they must be copied after the corresponding Process is available in the target Modern Folder. In addition, migrated Time Triggers utilize Dynamic Allocation as their Execution Target option.
  - Do Not Migrate Triggers: No Triggers are copied to the target Modern Folder.
- Robot Migration Policy: Determines how Robots' settings should be copied to the Modern Folder. Robots in Modern Folders are associated with Users and do not represent an independent entity. For this reason, before migrating Robots, it is necessary to create Users corresponding to Robots and enable Robot provisioning at User level. Furthermore, the provisioning of Robot at User level must use the same username as the Robot being migrated from the Classic Folder. If Orchestrator Manager can successfully match the username of a Robot provisioned at User level to the Robot being migrated from the Classic Folder, it proceeds with the



migration according to the following possible policies:

- Overwrite Execution Settings: Replaces execution settings defined for the Robot provisioned at User level with the settings defined for the Robot from the Classic Folder and assigns the corresponding User to the target Modern Folder. Note that if an Attended and Studio Robot is defined both at User level and in a Classic Folder, the connection to the Classic Folder takes precedence.
- Delete Classic Robots: Assigns the corresponding User to the target Modern Folder and deletes the Robot from the Classic Folder. Note that if an Attended and Studio Robot is defined both at User level and in a Classic Folder, the connection to the Classic Folder takes precedence.
- Overwrite Execution Settings and Delete Classic Robots: Replaces execution settings defined for the Robot provisioned at User level with the settings defined for the Robot from the Classic Folder, assigns the corresponding User to the target Modern Folder and deletes the Robot from the Classic Folder. Note that if an Attended and Studio Robot is defined both at User level and in a Classic Folder, the connection to the Classic Folder takes precedence.
- O Do Not Overwrite Execution Settings Nor Delete Classic Robots: The User corresponding to the Robot to be migrated is assigned to the target Modern Folder, but the execution settings of the User's associated Robot is not replaced and the Robot from the Classic Folder is not deleted. Note that if an Attended or Studio Robot is defined both at User level and in a Classic Folder, the connection to the Classic Folder takes



precedence.

 Do Not Migrate Robots: No Robots' settings are copied to the target Modern Folder.

Finer adjustments related to Users and Folders, such as the management of Folder Roles, can be done via Orchestrator's web interface or using operations of the Folder entity.

Error or warnings that occur during the migration using the option *Environments to Same Modern Folder* are output to a log file, and the path to this log file is written to the *Result* field.

If *Environments to Different Modern Folders* is selected, it is possible to specify details about migration of individual entities. In this case, it is not necessary to specify values for the remaining fields of the **Migrate Classic to Modern** sheet, as a new migration workbook for the specified Folder is created and shown to the user. Details of migration workbooks can be found in Table 11.

This operation is only available when connecting to UiPath Cloud Platform or on-premises Orchestrator instances with version 2019.10 or newer.



Table 11 – Migration from Classic to Modern

Entity	Details
Processes	Specifies what Processes should be copied to what Modern Folders.
	Modern Folders require that Packages used to create Processes use UiPath.System.Activities version 19.10.1 or newer, and Processes using Packages with older dependencies are not copied and a warning is output.
	If a Process needs to be copied to multiple Modern Folders, it is necessary to duplicate the row corresponding to that Process and specify different target Modern Folders.
Assets	Specifies what Assets should be copied to what Modern Folders.
	The migration of credential Assets requires that the parameter <i>GetCredentialAssetsViaRobot</i> in the <b>Advanced Settings</b> sheet of the <b>Config.xlsx</b> file is set to <i>TRUE</i> . In addition, note that if the migration is done by a Robot in a Classic Folder, the Robot cannot access credential Assets in Folders other than the Classic Folder to which it belongs. The migration of Assets per Robot is currently not supported.
	If an Asset needs to be copied to multiple Modern Folders, it is necessary to duplicate the row corresponding to that Asset and specify different target Modern Folders.
	The migration of Assets per Robot is currently not supported.
Queues	Specifies what Queues should be copied to what Modern Folders.  It is possible to specify the migration policy, according to the following values:  • Migrate Queue Definition and New Items: Copies all data about the Queue, including Queue items with status New (migration of Queue items with other statuses is not supported).



 Migrate Queue Definition But Not Queue Items: Only copies data about the Queue definition, and does not copy Queue items.

Queues that have Processes associated with them via the SLA Predictions feature must be copied after the corresponding Process is available in the target Modern Folder.

If a Queue needs to be copied to multiple Modern Folders, it is necessary to duplicate the row corresponding to that Queue and specify different target Modern Folders.

#### **Triggers**

Specifies what Triggers should be copied to what Modern Folders.

Since Queue Triggers have Processes associated with them, they must be copied after the corresponding Process is available in the target Modern Folder.

Migrated Time Triggers utilize Dynamic Allocation as their Execution Target option.

If a Trigger needs to be copied to multiple Modern Folders, it is necessary to duplicate the row corresponding to that Trigger and specify different target Modern Folders.

#### **Robots**

Specifies what Robots' settings should be copied to what Modern Folders.

Robots in Modern Folders are associated with Users and do not represent an independent entity. For this reason, before migrating Robots, it is necessary to create Users corresponding to Robots and enable Robot provisioning at User level. Moreover, the provisioning of Robot at User level must use the same username as the Robot being migrated from the Classic Folder.

If Orchestrator Manager can successfully match the username of a Robot provisioned at User level to the Robot being migrated from the Classic Folder, it proceeds with the migration according to the following possible policies:

 Overwrite Execution Settings: Replaces execution settings defined for the Robot provisioned at User level



with the settings defined for the Robot from the Classic Folder and assigns the corresponding User to the target Modern. Note that if a Robot is defined both at User level and in a Classic Folder, the connection to the Classic Folder takes precedence.

- Delete Classic Robots: Assigns the corresponding User to the target Modern Folder and deletes the Robot from the Classic Folder. Note that if a Robot is defined both at User level and in a Classic Folder, the connection to the Classic Folder takes precedence.
- Overwrite Execution Settings and Delete Classic Robot:
   Replaces execution settings defined for the Robot provisioned at User level with the settings defined for the Robot from the Classic Folder, assigns the corresponding User to the target Modern Folder and deletes the Robot from the Classic Folder. Note that if a Robot is defined both at User level and in a Classic Folder, the connection to the Classic Folder takes precedence.
- Do Not Overwrite Execution Settings Nor Delete Classic Robot: The User corresponding to the Robot to be migrated is assigned to the target Modern Folder, but the execution settings of the User's associated Robot is not replaced and the Robot from the Classic Folder is not deleted. Note that

If an Attended or Studio Robot is defined both at User level and in a Classic Folder, the connection to the Classic Folder takes precedence.

If a User corresponding to a Robot needs to be assigned to multiple Modern Folders, it is necessary to duplicate the row corresponding to that Robot and specify different target Modern Folders.

Finer adjustments related to Users and Folders, such as the management of Folder Roles, can be done via Orchestrator's web interface or using operations of the Folder entity.



# **Examples of Use**

This section present examples of use cases covered by Orchestrator Manager.

#### **Bulk Operations on Entities**

A simple but common scenario faced by Orchestrator administrators is the definition of a large number of entities. For example, an administrator might be asked to provision 30 Floating Attended Robots, equally distributed among three Environments: Finance, HR and Legal. In addition, Robots from different Environments should use

The first step to do this with Orchestrator Manager is to, after starting its execution, open the **Robots.xlsx** workbook and define details about Robots to be provisioned on the **Create** sheet, as shown in Figure 6. Since all Robots are Floating Attended Robots, there is no need to input Machine name nor password.

After that, use the Control Panel to choose the entity Robot and the operation Create. Orchestrator Manager will create all 30 Robots and update the **Create** sheet with the IDs of the created Robots.

Then, open the **Environments.xlsx** workbook and input details for the creation of three new Environments (Figure 7) in the **Create** sheet, followed by choosing the Environment entity and the Create operation on Orchestrator's Control Panel.

Once Robots and Environments are created, the final step is to link them. To do so, copy the names of the created Robots from the **Robots.xlsx** workbook and paste them in the column *Names of Robots to Add* of the **Add or Remove Robots** sheet in the **Environments.xlsx** workbook. Do the same steps to copy names of Environments and the name of the Classic Folder. Figure 8 shows the filled sheet with one Robot added per row, but it is also possible to define multiple Robots in the same row, as described in Table 2.

After preparing the sheet **Add or Remove Robots**, use the Control Panel to choose the entity Environment and the operation Add or Remove Robots. Once Orchestrator Manager finishes processing, the final result can be confirmed on Orchestrator's web interface (Figure 9).

This example highlights how to use Orchestrator Manager to perform the same operation over a large number of entities by specifying details on entities workbooks and confirming operations on the Control Panel.



Note that in the case of a large number of entities to be manipulated, visualizing them in a spreadsheet can help Orchestrator administrator have a more comprehensive view of the task at hand. Also, it is possible to leverage Excel capabilities for faster text editing and creation of incremental values, such as the Auto Fill feature<sup>11</sup>.

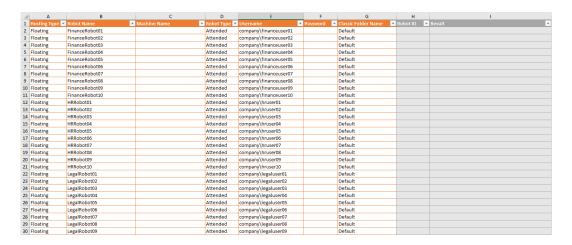


Figure 6 - Create Robots

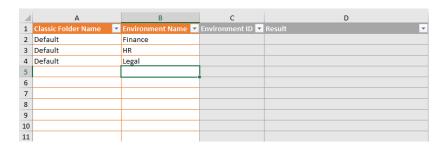


Figure 7 - Create Environments

https://support.microsoft.com/en-us/office/fill-data-automatically-in-worksheet-cells-74e31bdd-d993-45da-aa82-35a236c5b5db



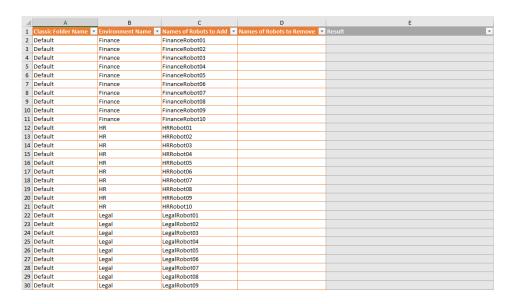


Figure 8 - Add Robots to Environments

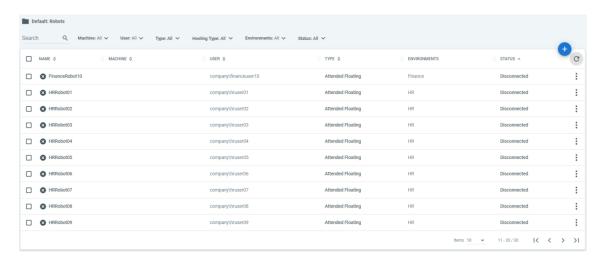


Figure 9 - Robots Provisioned and Added to Environments

### Migration of Entities Between Tenants

Another situation faced by Orchestrator administrators is the migration or copying of entities between tenants. Although this is a less common scenario, it can happen when moving an on-premises tenant to a tenant hosted on UiPath Automation Cloud, or when copying entities from a tenant used for development purposes to a tenant used for testing purposes. In both cases, migrations require a large effort by administrators and can also introduce mistakes or inconsistencies due to manually copying details about entities.

To facilitate the migration process, administrators can use Orchestrator Manager's Get and Create operations to export and import entities between tenants. The steps to



complete such procedure are illustrated by the following example:

- 1. Connect Orchestrator Manager to the source tenant (Figure 10).
- 2. Use the Get operation of each entity to be copied, retrieving data from the source tenant (Figure 11).
- 3. For each entity, copy data from the **Get** sheet to the **Create** sheet, modifying values if necessary (Figure 12). The phases of importing and exporting the data can happen at different points in time, providing flexibility for adapting the imported data to requirements of different tenants.
- 4. Disconnect Orchestrator Manager from the source tenant.
- 5. Connect Orchestrator Manager to the target tenant (Figure 13).
- 6. Use the Create operation of each entity to be copied, creating all entities in the target tenant. Note that some entities have to be copied before others. For example, it is necessary to copy Packages before creating Processes that use them. Also, entities that belong to Folders must have their Folders created before being copied.

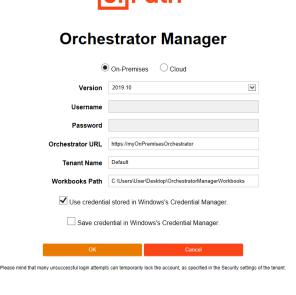


Figure 10 - Connection to On-Premises Source Tenant



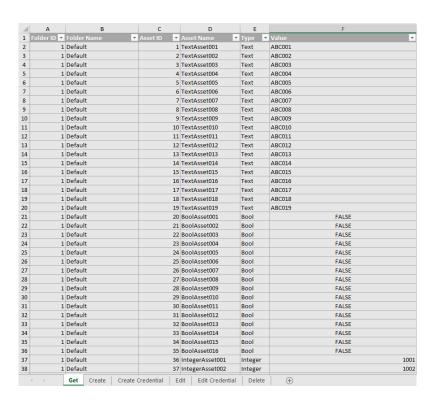


Figure 11 - Get Assets from Source Tenant

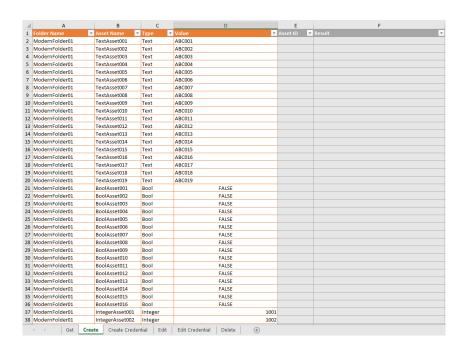


Figure 12 - Details of Assets to Create





#### **Orchestrator Manager**



Figure 13 - Connection to Cloud Target Tenant

### Migration of Classic Folders to Modern Folders

Another type of migration situation faced by Orchestrator administrators is the one from Classic to Modern Folders. Modern Folders, introduced in Orchestrator 2019.10, offer new features to facilitate the management of large RPA implementations. However, similarly to the migration between tenants, manually copying all entities from a Classic Folder to a Modern Folder can also be very demanding.

Orchestrator Manager includes the operation Migrate Classic to Modern on the Folder entity (Table 10), which can be used to accelerate the migration procedure and reduce the risk of mistakes.

Before starting the migration, a few conditions should be fulfilled:

- Processes in Modern Folders must use Packages that have the dependency UiPath.System.Activities version 19.10.1 or newer. For this reason, before migrating Processes, it is recommended to republish the corresponding Packages using the latest versions of their dependencies.
- 2. Modern Folders do not defined Robots as an independent entity. Instead, they are associated with Users at tenant level<sup>12</sup>, and those Users should be included

<sup>&</sup>lt;sup>12</sup> <u>https://docs.uipath.com/orchestrator/docs/managing-users</u>



in the appropriate Folders<sup>13</sup>. Because of this, it is necessary to create setup Users for the migration, adding new Users if necessary and enabling their Robots with the appropriate usernames and Robot settings (Figure 14). Note that for Orchestrator Manager to migrate Robots from a Classic Folder to a Modern Folder, the usernames defined for a User's Robot must match the usernames used by Robots in the Classic Folder.

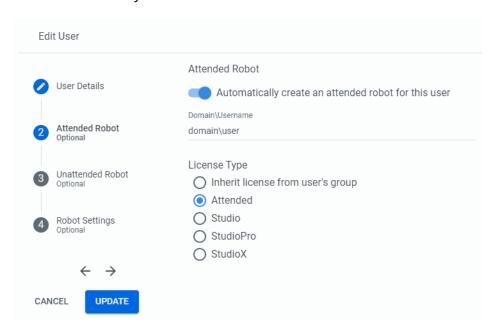


Figure 14 - Enabling a User's Attended Robot

In addition, as mentioned in Table 10, an important decision to take when migrating to Modern Folders is what should be done regarding Environments defined in the Classic Folder. There are three common options:

- All Environments in the Classic Folder are mapped into a single target Modern Folder.
- 2. Each Environment in the Classic Folder is mapped to a different first-level Modern Folder.
- 3. Each Environment in the Classic Folder is mapped into a subfolder of a Modern Folder.

<sup>&</sup>lt;sup>13</sup> https://docs.uipath.com/orchestrator/docs/managing-folders#section-adding-local-users



The first option can be implemented by inputting the necessary migration policies in the Migrate Classic to Modern sheet of the Folders.xlsx workbook, as described in Table 11. For the second and third options, Orchestrator Manager makes use of a dedicated migration workbook for each Classic Folder to be migrated (Table 11).

As an example of migration using the third option, consider the structure of a Classic Folder, named *SourceClassic*, shown in Figure 15. *SourceClassic* contains five Assets (A1, A2, A3, A4, A5), four Floating Attended Robots (R1, R2, R3, R4), three Queues (Q1, Q2, Q3), three Time Triggers (T1, T2, T3), three Environments (E1, E2, E3) and five Processes (P1, P2, P3, P4, P5).

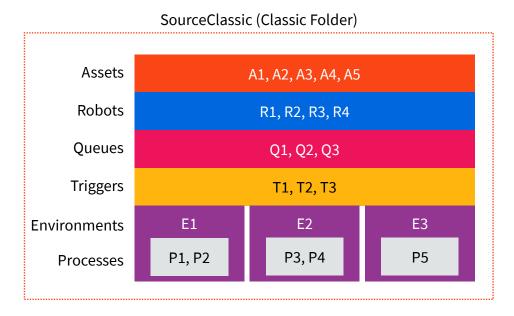


Figure 15 - Example of Classic Folder Source Classic

The relationships between these entities are illustrated in Figure 16. For instance, Process P1 utilizes Queue Q1 as well as Assets A1 and A3, Environment E1 contains Robots R1 and R2, and Time Trigger T1 executes Process P1.



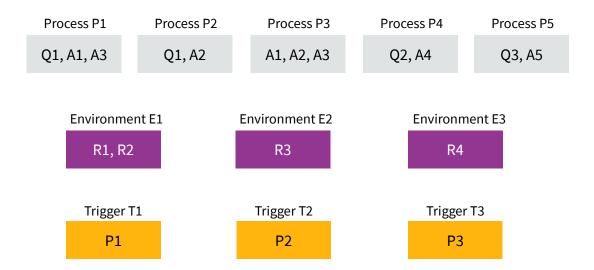


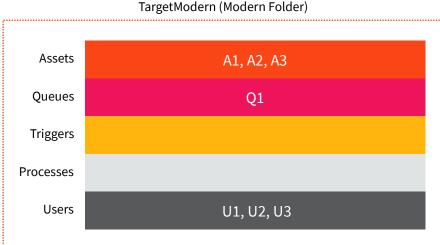
Figure 16 – Relationship Between Entities of Classic Folder Source Classic

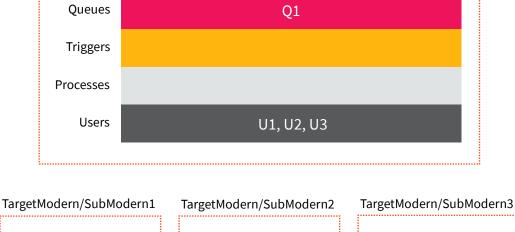
Based on such relationships and the decision to have Environments mapped into different subfolders, a possible configuration of the equivalent entities using Modern Folders can be seen in Figure 17 and it is detailed as follows:

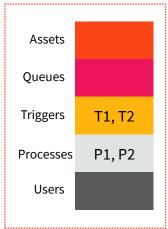
- It is assumed that Users were created and enabled with Robots for each Robot in the Classic Folder *SourceClassic*. In other words, Robot R1 is associated with User U1, R2 is associated with U2 and so on.
- For each Process in Classic Folder SourceClassic, a corresponding Process is created in the subfolder representing the associated Environment. For instance, since Environment E1 is mapped into TargetModern/SubModern1, Processes P1 and P2 are created in TargetModern/SubModern1.
- Assets and Queues are created in the same subfolders of Processes that utilize them, such as Asset A4 created in *TargetModern/SubModern2* and Queue Q3 created in *TargetModern/SubModern3*. In this configuration, entities shared by multiple Processes are included in the parent Folder, *TargetModern*, such as Assets A1, A2, A3, and Queue Q1. In a more sophisticated case, if any of the Queues had Triggers associated with them (i.e., Queue Triggers), it would be necessary to place the Queue, the associated Queue Trigger and the Process to be triggered in the same Modern Folder.
- Time Triggers are created in the same subfolders of Processes that utilize them. For example, Time Trigger T3 is created in *TargetModern/SubModern2* because this is the subfolder that contains Process P3. As mentioned before, in the case

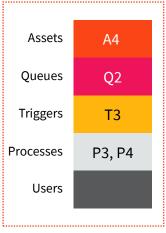


- of Queue Triggers, it is necessary that the Trigger is created in the same Folder as the Queue and as the Process to be triggered.
- Users that represent Robots are added to Folders containing Processes that they should execute and to Folders containing other entities used by those Processes. For instance, Users U1 and U2 are added to TargetModern because, although Processes P1 and P2 are in TargetModern/SubModern1, they need access to Assets and Queues defined in TargetModern: A1, A2, A3 and Q1. On the other hand, User U4 can be assigned only to TargetModern/SubModern3 because the Processes it should execute (i.e., P5) and entities related to such Processes (i.e., Q3 and A5) are in TargetModern/SubModern3.









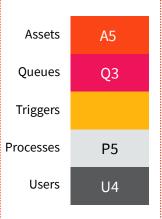


Figure 17 - Configuration of Modern Folders After Migration



After the conditions of User creation and Package update are fulfilled, the implementation of the described migration plan via Orchestrator Manager according the following steps:

1. Connect Orchestrator Manager and create the Modern Folders involved in the migration via the **Create** sheet of the **Folders.xlsx** workbook (Figure 18).

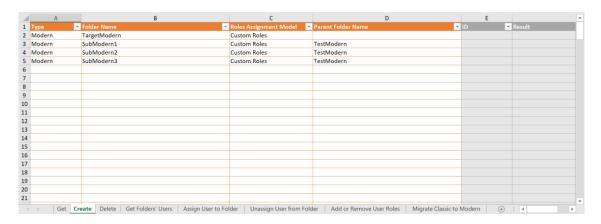


Figure 18 - Creation of Modern Folders

2. In the Migrate Classic to Modern sheet of Folders.xlsx, input the name of the Classic Folder, *SourceClassic*, to be migrated and choose *Environments to Different Modern Folders* as Environment Migration Policy (Figure 19). It is not necessary to input the other fields. On Orchestrator Manager's Control Panel, choose the entity Folders and the operation Migrate Classic to Modern.

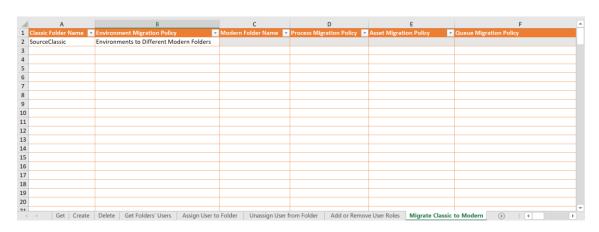


Figure 19 - Migrate Classic Modern Sheet

3. After *SourceClassic's* migration workbook is created and presented, input the names of the Modern Folders to which entities should be copied, as shown in Figure 20, Figure 21, Figure 22, Figure 23 and Figure 24. To execute the



migration, confirm it using the Migration Panel (Figure 25). Orchestrator Manager will then copy entities to the specified Modern Folders and update the corresponding sheets with the results. Once it is done, the **Migrate Classic to Modern** sheet in **Folders.xlsx** is also updated.

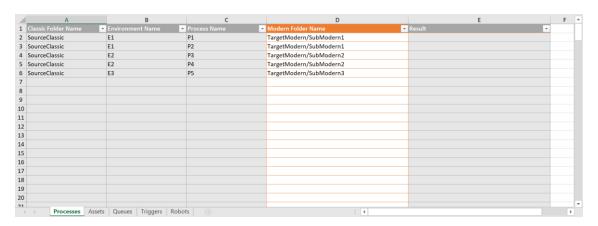


Figure 20 - Migration of Processes to Modern Folders

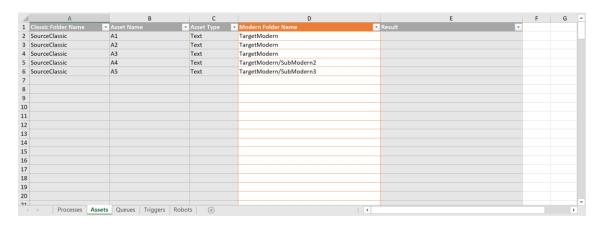


Figure 21 - Migration of Assets to Modern Folders

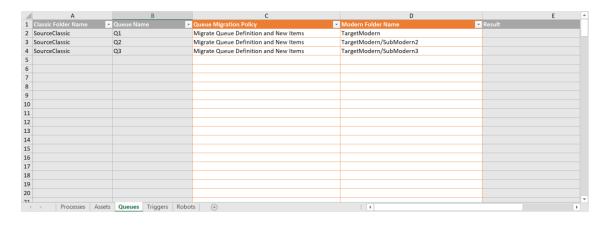


Figure 22 - Migration of Queues to Modern Folders



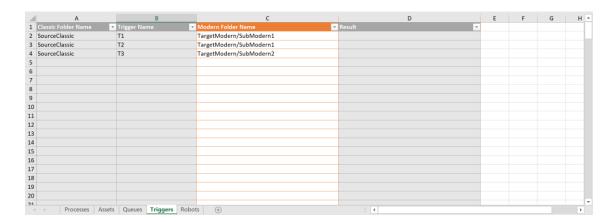


Figure 23 - Migration of Triggers to Modern Folders

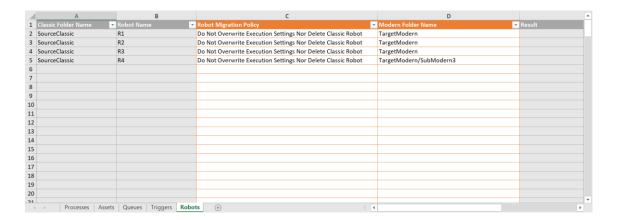


Figure 24 - Migration of Robots to Modern Folders



# **Orchestrator Manager**

Migration workbook for Folder SourceClassic created.

Please input the migration details and press OK to continue.

Press Cancel to skip the migration of this Folder.

Before migrating Processes, please make sure that Packages have been updated to use UiPath.System.Activities 19.10 or newer.



Figure 25 - Migration Panel for SourceClassic



The migration of Unattended Robots requires one more step: the assignment of Machine Templates to a target Modern Folder. For Processes to be executed by an Unattended Robot, there must be a Machine Template with available runtimes in the same Folder as the Process. A Machine Template can be assigned to a Folder via Orchestrator's web interface (Figure 26).

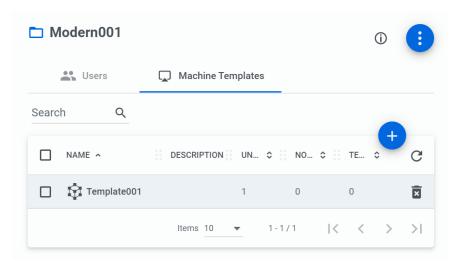


Figure 26 - Assignment of Machine Templates to Folder

Finally, note that some workflows might need to be updated after the migration to reflect changes in Folder path. In particular, activities such as *Get Asset*, *Get Credential*, *Add Queue Item* and *Get Transaction Item* need to specify the Modern Folder path via their *FolderPath* property<sup>14</sup>. When doing so, it is possible to specify absolute and relative paths for Folders, based on the Folder containing the Process that access entities in other Folders. For example, in the migration scenario described above, for Process P1 to access Asset A1, the *FolderPath* property of the *Get Asset* activity used by Process P1's Package could use ".." as value, indicating it refers to its parent Folder.

More details about migration to Modern Folders can be found at Orchestrator's online documentation<sup>15</sup>.

<sup>14</sup> https://docs.uipath.com/activities/docs/get-queue-item#section-misc

<sup>&</sup>lt;sup>15</sup> https://docs.uipath.com/orchestrator/docs/using-modern-folders#section-migrating-to-modern-folders



### Restrictions

The current version of Orchestrator Manager has the following limitations:

- The minimum Orchestrator version supported is 2018.4. It is required for Organization Units to be enabled if connecting to Orchestrator 2018.4 or Orchestrator 2019.4, even if there is only a single Organization Unit defined.
- Entities other than Assets, Environments, Machines, Processes, Robots, Users, Organization Units, Folders, Queues and Packages are currently not supported.
- The manipulation of Assets per Robot is not supported.

Moreover, Orchestrator Manager is mainly intended to be used for bulk operations, and it is by no means a replacement for Orchestrator's web interface.

## **Distribution and Support**

Orchestrator Manager is available as a UiPath Studio project and it can be downloaded from UiPath Connect<sup>16</sup>.

This tool is offered under the UiPath Open Platform Activity License Agreement (available as the file **LICENSE.pdf** and also online<sup>17</sup>), and support is provided on a best-effort basis.

<sup>&</sup>lt;sup>16</sup> https://connect.uipath.com/marketplace/components/orchestrator-manager

<sup>&</sup>lt;sup>17</sup> https://www.uipath.com/hubfs/legalspot/UiPath\_Activity\_License\_Agreement.pdf