

Assets and credentials practice

Assets are pieces of information that Robots can access from Orchestrator.

To create an asset, go to the **Assets** page and click the **Add** button. There are 4 types of assets with 2 corresponding Studio activities. The four types of assets are **Text**, **Bool**, **Integer** and **Credential**. You can configure their name and value(s).

For credentials, you can create the username and password values. This is the only time the password characters are visible.

Retrieving Assets in Studio

1. Open Orchestrator and go to the **Assets** section.
2. Press the **Add** button to create a new asset.
3. Fill in the **Title** field by typing a name, such as "Message".
4. Press on the **Type** drop-down box and select **Text**. This is a String asset.
5. Press on the **Value** field and type "Hello" followed by your name.
6. Open Studio. Drag and drop a **Get Asset** activity on the **Designer** panel.
7. Fill in the **AssetName** field by entering the value of your asset, namely "Message".
8. Click on the **Value** field and press Ctrl + K to create a new variable.
9. Type a suggestive name, such as "Text", and hit Enter
10. Click the **Message Box** activity. Enter the variable created during steps 8 and 9 in the **Value** field.
11. Press **Run**.

Notice how the Asset value was retrieved from Orchestrator and used in Studio.

Go back to Orchestrator and modify the asset's value. Notice the difference when you run the process in Studio again.

Experiment with various types and variables and see how they change.

Retrieving Credentials in Studio

The **Get credential** activity is used to retrieve data in a secure manner.

1. Navigate to the **Assets** section in Orchestrator and click the **Add** button. The **Add Asset** page is displayed.
2. Fill in the **Name** field by entering a suggestive name.
3. Click the **Type** drop-down box and select **Credentials**.
4. Fill in the **Username** and **Password** fields by entering some values. They do not need to be real.
5. Open Studio.
6. Drag and drop a **Get Credential** activity on the **Designer** panel.
7. Click the **Username** field and press Ctrl + K to create a new variable.
8. Type a suggestive name in the **SetName** field and press Enter.
9. Click the **Password** field and press Ctrl + K to create a new variable.
10. Type a suggestive name in the **SetName** field and press Enter.
11. Drag a **Message Box** activity to the **Designer** panel.
12. Click the **Content** field and enter the variable created during steps 8 and 9.
13. Press **Run**.

However, if you try to display the password, you will get an error - Type mismatch. That happens because the Password is stored as a SecureString type, a special .NET variable type that allows to secure data inside the program.

To decrypt the text, you will need the **Type Secure Text** activity. This works similarly to a **Type Into** activity, but it takes a SecureString input and decrypts it only within the activity at hand. This is a great way to ensure the security of your data, by having a single point of contact for your credential storage.