🌟🌟🌟 Day 33 of Our Daily UiPath Q&A Challenge! 🌟🌟🌟

Welcome to Day 33 of our exciting UiPath Q&A Challenge! Each day, we'll be answering one key question to help you master UiPath and revolutionize your automation journey. 🚀

⛔ Question for Today

Explain Queue trigger processing algorithm.

✅ Answer

🔔 The number of new queue items available in the queue: N

🔔 The minimum number of items required to trigger the first job: x

This means that we will never trigger a job unless there are at least x new items.

🔔 The maximum number of pending and running jobs allowed simultaneously: y

This means that we set a ceiling (y) on how many jobs we allow in parallel.

🔔 Another job is triggered for each __ new items: z

🔔 This means that 1 job is started if x is reached. For the remaining N-x queue items, we will try to start (N-x)/z jobs. If this were to surpass y, we create just enough jobs to reach y in total.

🔔 When assessing how many additional jobs can be created, we take the current running jobs (w) into account. Based on the Triggers - Queue triggers - Enable pending jobs strategy setting, this number is computed as follows:

✅ True - Maximum additional jobs to be created based on newly available queue items = y minus the number of jobs in a Pending state. (This option is best suited for cases where you want Orchestrator to assume that all running jobs have already moved queue items out of the status New.)

❎ False - Maximum additional jobs to be created based on newly available queue items = y minus the number of jobs in one of these states: Pending, Resumed, Running, Stopping, Terminating. (This option is best suited for cases where you want Orchestrator to assume all running jobs have yet to move queue items out of the status New.)