

🌟🌟🌟 Day 61 of Our Daily UiPath Q&A Challenge! 🌟🌟🌟

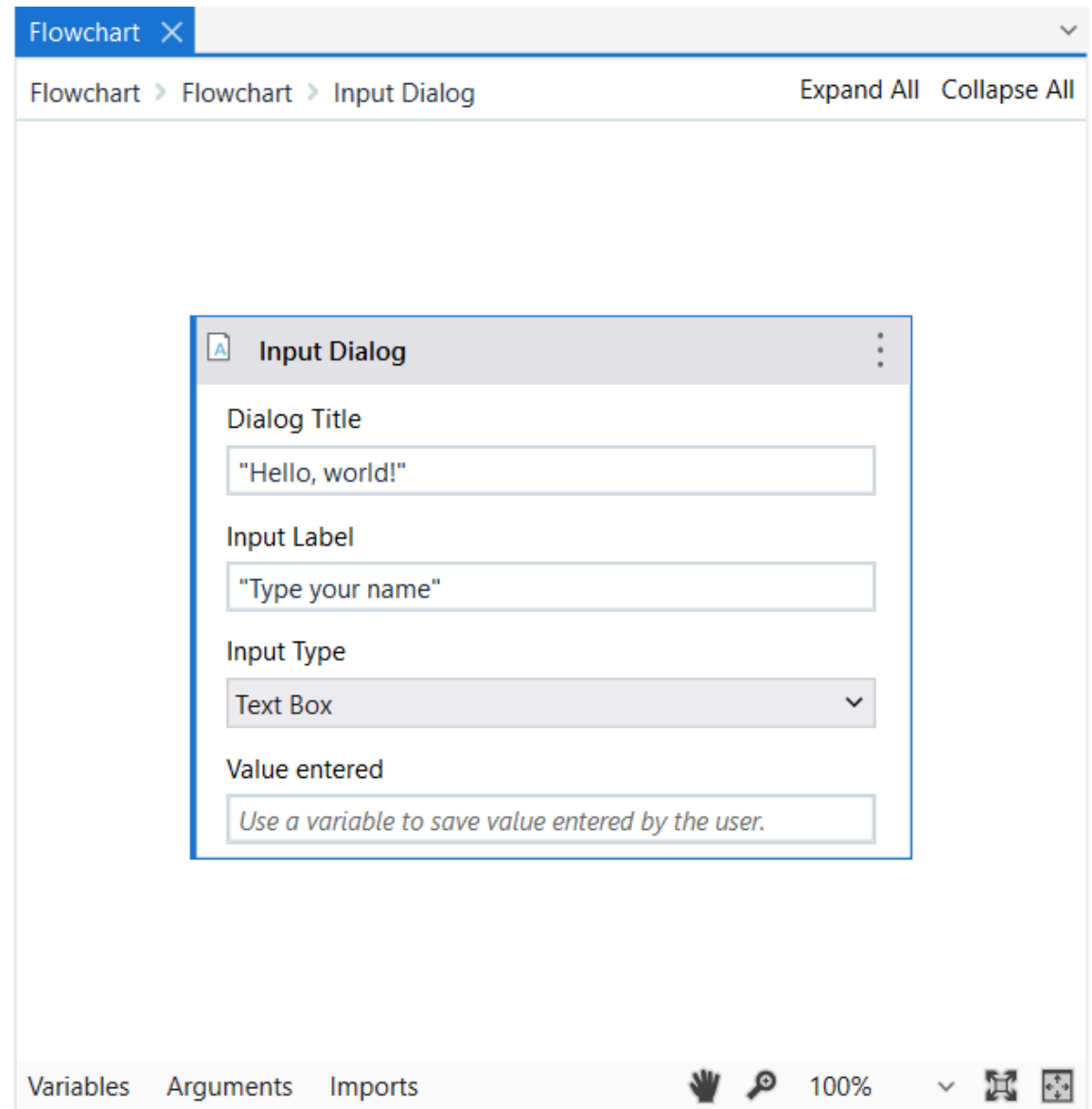
Welcome to Day 61 of our exciting UiPath Q&A Challenge! Each day, we'll be answering one key question to help you master UiPath and revolutionize your automation journey. 🚀

🚫 Question for Today

Explain Designer Panel in UiPath Studio?

## 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.
- 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.



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


Rename	Renames display name of the activity
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 the clipboard, their order is reversed.:warning: Copying an activity to a project with a different compatibility (e.g. from Windows - Legacy to cross-platform) can cause the execution of the destination workflow to fail.
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.
Create Variable	Creates a variable in the Variable panel.
Auto Arrange	Automatically arranges activities in a flowchart, state machine, or a long running workflow either horizontally or vertically.

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...

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.
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.
Toggle Bookmark	Places a bookmark on the selected activity or removes a bookmark placed on the activity.
Edit Breakpoint Settings	Opens the Breakpoint Settings window.
Debug	Run to this Activity - Debugs the project and stops before this particular activity is executed.Run from this Activity - Starts debugging from this activity.Test Activity - Debugs 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.