**Schedules**

Scheduling a process is just like having Orchestrator press **Play** for you at a time which you specify.

Go to the **Schedules**page and create a new schedule. Identify your process (OrchestratorHelloWorld\_funSociety) and try some of the options out. Notice the **Stop After** from Actions tab. As shown in the video, you can instruct your process to start or stop either every couple of minutes, at a certain time, or on certain days.

The**Execution Target** section enables you to pick the Robots to run the process. All available Robots, specific Robots or a number of Robots in that environment can execute it.

Spend a couple of minutes playing with various schedules. Create some examples, play them one after the other, create new packages or processes, and pay attention to  the order in which they are executed.

The**Stop After** property features the same two options - **Stop**& **Kill**.