

AUTOMATION ANYWHERE ENTERPRISE 11 LTS

MetaBot Designer - User Guide



Section: MetaBots - Getting Started

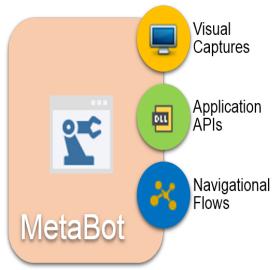


AAE Client MetaBot Designer Overview

A MetaBot is a highly re-usable automation blueprint of an application. This automation blueprint can be constructed using:

- Visual captures These are GUI components (screens) of an application.
 - In MetaBot Designer, a visual capture is referred to as Screen.
- Application APIs These are interfaces that allow low level operations of an application by circumventing GUI.
 - The MetaBot Designer also supports the most common format of API on Windows platform the DLL.
- Navigational flows These are pre-configured use cases of an application and leverage Visual captures and APIs.
 - In MetaBot Designer, Screens and DLLs form the Assets using which you can define and pre-configure any use case of a target application to create a navigational flow, known as Logic.

Learn More



Benefits of using MetaBots

Using MetaBots in automation tasks have the following benefits:

- MetaBots are highly re-usable; create once, use everywhere. They show up in automation command library in AA Enterprise and can be leveraged by any automation task.
- Enterprises can leverage MetaBot library to standardize org-wide automation in a rapid manner.
- MetaBots ensures systematic, accelerated automation ROI.
- MetaBots help to eliminate common navigational errors in complex automation tasks.
- · MetaBots help to automate without requiring access to live application
- MetaBots can be easily calibrated to newer versions of applications to ensure compatibility.

The MetaBot Designer

The MetaBot Designer helps you to conceptualize, create, manage and upload MetaBots.

With MetaBot Designer, you can:

- Create MetaBots.
- Add Assets Screens and DLLs to your MetaBots.
- Manage your MetaBot Assets.
- Configure and Calibrate the Screens.
- Create custom objects on the Screens.
- Create Logic to represent a navigational flow using Screens and DLLs.



- Upload the MetaBots to the Control Room for use by other Enterprise Client users.
- Edit MetaBots created by other users.
- Export and Import MetaBots for use in different Control Room setups.

Installing the MetaBot Designer

The MetaBot Designer comes pre-installed with Automation Anywhere Client.

To access MetaBots, the Client user has to have the required access privileges that are provided by the Control Room administrator.

- To do a quick check that MetaBot Designer is installed and working fine, ensure that you see MetaBots under AUTOMATE on left panel.
- Click on MetaBots tab to launch the My MetaBots view.
 - If you are using MetaBots for the first time, the list does not display any file. You can simply start creating MetaBots using either New or Record option. Learn More
 - However, if you have upgraded to the current version, you will see MetaBots created in earlier version(s) listed under My MetaBots.
- To access the MetaBots Designer console, you need to click on Edit. Learn More

Launching the MetaBot Designer

After successful installation of Automation Anywhere Client setup, the feature is added to the product under the Automate Tab.

 \mathbb{N} Note: You will have to exit and restart Automation Anywhere Client for the changes to take effect, if you have upgraded to the current version.

Click on 'MetaBots' to launch the Enterprise Client - MetaBot Designer.

Elle Edt Tools Heb Feedback New Record My MetaBots My MetaBots My MetaBots
AUTOMATE My MetaBots New MetaBot 2 Upload Deles X Actions Tasks K MetaBots
Tasks MetaBots MetaBots
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یچ ^و Workflows
MANAGE

Understanding Enterprise Client - MetaBots

A BotCreator Client with MetaBots Repository access permissions can create, record, edit, upload, download, and rename MetaBots from the Client - My MetaBots list view.

From the Enterprise Client - MetaBots view, a BotCreator can create a new MetaBot, record screens for a new MetaBot, upload and delete MetaBot(s).



Additionally, if Version Control is enabled for controlled edits of MetaBots, a BotCreator can Check Out the MetaBot for editing and view Version History. Learn More

From the My MetaBots list view, a BotCreator can perform the below actions:

- 1. New Use this to create a New MetaBot. Learn More
- 2. Record Record is an alternate method of creating a MetaBot. Learn More
- 3. Upload Upload the MetaBots to the Control Room to enable other BotCreators to download for TaskBot integration. Learn More
- 4. Delete Use this to delete obsolete MetaBots or ones that are no longer required. Learn More

Some of these features are also accessible from the MetaBot Designer console. Learn More



Understanding MetaBot Designer

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File Edit	Help					
• • • •	•					
🔶 New	Record					
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MetaBot						
	SuiteCRM - Backup 1 Item	Choose File to Upload	SuiteCRM MSAA and HTML	SuiteCRM - Oreate Account	SuteCRM - Internet Explorer	
	DirectD8.dl					

Using the MetaBot Designer, you can:

- · Specify folders in an existing MetaBot,
- · Add DLL's to create low level operations of an application by circumventing GUI
- · Add and record new screens to a MetaBot;
- Create simple independent yet functional logic blocks.
- Also, create MetaBots and upload them to Control Room to create a repository for using/reusing MetaBots in automation tasks.

MetaBot Designer Decoded

The work space in MetBot Designer allows you to work with multiple MetaBots at the same time. MetaBots that you wish to work on can be kept open in the form of tabs.



Once you create a MetaBot, you are taken to Assets tab by default where in you can start by adding new assets (Screens/DLLs).



Understanding Assets

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SuiteCRM_Dataset			3	4 5	6	0 8	9
2 ASSETS LOGIC				Add Screen 💽 Recor			
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SuiteCRM - Backup 1 Item	Choose File to Upload	SuiteCRM		SuiteCRM - Create Account	SuiteCRM MSAA an	I - Internet Explorer d HTML	
·			Screens				
DirectDB.dll DLL							
DLL							

The following explains the options available within an Assets view:

- 1. MetaBot Tab The MetaBot opens in its own tab. This tab is dedicated to the Assets and Logic for that particular MetaBot.
- 2. Assets Tab When highlighted it indicates that the view is open in 'Assets'; it displays all the Screens, DLLs and Folders inherent to this particular MetaBot. It is selected by default for a new MetaBot.
- Add Folders* You can organize your MetaBot using 'Folders'. This will enable you to easily manage all your screens and dll's that are to be uploaded/have been uploaded. Learn More
- 4. Add Screen* When you require to capture a single screen for an application executable that is running, this feature is extremely useful.
 - Learn More

Note: You will have to invoke the application screen before using this feature. Also, if the application is closed, you will be prompted to open the required application.

* If your Screens are set at lower resolutions; e.g. 1024 X 768, the 'Add Folder' and 'Add Screen' options can be accessed from the 'Edit' menu.

5. Record Screen - When you need to capture multiple screens of the related application/webpage at one go, use Record Screen. Every screen / Menu item / Popup / context menu that you interact with during the recording gets captured.

Learn More

Tip: Use Record Screen to record all the Screens/UI elements (Menu item / Popup / context menu etc.) while you interact with the application in a workflow mode. These UI elements cannot be captured using Add Screen.

 \mathbb{N} Note: If an application has multiple exe's, you are required to create a separate MetaBot for each.



 Add DII - If you need to use an 'Application Programming Interface' (DLL) within your MetaBot, you can add it to the MetaBot using 'Add DII'. Remember though, you cannot include special characters in DLL names. Learn More

 \sum Note: The Screens, DLLs and Folders are displayed in the order they were added.

- 7. Configure Use this to edit properties for the recorded/added screen. Here you can provide aliases such as a 'Screen Name' and a 'Screen Title'. You can also select an object to define its properties such as Name, Path, Value, ID, Class, Index, States etc and the 'Play Mode' to be used when running tasks. Some of these properties help to uniquely identify an object during playback. You can thus use configure to improve the reliability of your automation. Learn More
- Calibrate Since an application may get updated continually during its lifecycle with improvements and newer features, your captured screen and its object properties might need a re-look after every update of the application. In MetaBots Designer you can use 'Calibrate' to instantly compare an existing screen with a newer screen to identify changes if any.
 Learn More
- Upload The MetaBots can be 'uploaded' to the Server i.e. uploaded to the Control Room, which acts as the central library from where fellow MetaBot Designers can pick up the MetaBots necessary to their task(s). The client with MetaBot privileges can upload and deploy the MetaBots to the server. Learn More
- 10. Delete Use this to delete MetaBots that are no longer required.

Note: Deleting a MetaBot from the MetaBot Designer doesn't delete it from Control Room.

Once you have captured the desired assets, move on to create Logic using those assets.



Understanding Logic

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File Edit Help		
🤗 New 💿 Record		l .
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SuiteCRM_Logic - Badaup 1 Item Create_Account Logic Record_SuiteCRM Logic		
Logic		
0		

A Logic is an independent yet functional unit of a process that represents a part navigational flow of an application and can be integrated into automation tasks as and when required.

You can use Assets (Screens and DLL's) to design a Logic block. Subsequently, you can upload the Logic Blocks to Control Room so that they can be downloaded to Development/Runtime Client(s) with appropriate MetaBot privileges.

The following explains the options available within a Logic view:

- 1. MetaBot Tab The MetaBot opens in its own tab. This tab is dedicated to the Assets and Logic for that particular MetaBot.
- 2. Logic Tab When highlighted it indicates that the view is open in 'Logic'; it displays all the Logic Blocks and Folders inherent to this particular MetaBot.
- 3. Add Folder Similar to Assets; for instance, you can add Logic Blocks that are functionally similar to a folder.
- 4. Add Logic Use this to create your navigational flows in the Logic Editor. Learn More
- 5. Record Logic Use this to record the logic flow and automatically save Screens in Assets. Learn More
- 6. Edit Use this to edit an existing navigational flow.
- 7. **Upload -** Use this to publish (upload) your (new or edited) Logic to the Control Room. Learn More
- 8. Delete Use this to delete obsolete Logic.

 \sum Note: The Logic and Folders are displayed in the order they were added.



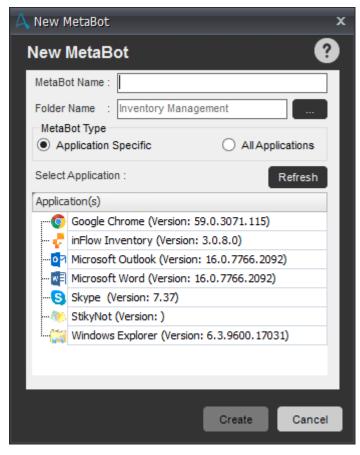
Creating a MetaBot

Let's create your first MetaBot. It will allow you to add vendors to your Inventory Management System.

1. Open the MetaBot Designer and click on New.



2. A smaller window, New MetaBot, opens which lists all currently running applications on your machine.



- 3. Opt to create either a MetaBot with a single application or with multiple applications. When you choose **Application Specific** option, you can create automation using screens only from that particular application. Whereas when you choose **All Applications** option, you can create automation using a combination of screens from different applications per your automation flow.
- 4. Select a folder in which you want to store the MetaBot by clicking the browse button. This launches the Select Folder window:

igtriangleup Select Folder	x
Select Folder : Automation Anywhere My MetaBots My MetaBots HR Management HTML HTML Utilities	
Path :	
ation Anywhere\My MetaBots\Inventory Management	·]
Set Default Cancel	



 ${f X}$ Tip: Save your MetaBots to logically created folders. These can be created by clicking $igsqcelowed{1}$:

🙏 Select Folder	x
Select Folder :	
Automation Anywhere	
Finance Automation	
Inventory Management	
New Folder :	1
ОК	
Path :	
Anywhere Files\Automation Anywhere\My Meta	Bots
Set Default Cancel	

- To select a default folder to save your MetaBots click Set Default.
- Click OK to return to the New MetaBot window.
- 5. For easy understanding, lets create a MetaBot using a single application. Select Application Specific .
- 6. From the list, select an application (inFlow Inventory in this case) for which you want to create a MetaBot. Type in a name "inFlow Inventory Create Vendor."
- 7. Click Create.



A New	MetaBot >	¢
New	MetaBot ?	
MetaB	tot Name : Create Vendor	
Folder	Name : Inventory Management	
Meta	Bot Type	
• A	pplication Specific O All Applications	
Select	Application : Refresh	
Applic	ation(s)	
- C	Google Chrome (Version: 66.0.3359.117)	
	inFlow Inventory (Version: 3.5.2.0)	
<mark></mark> 2	MadCap Flare (Version: 13.3.6547.24746)	
🙋	Microsoft Outlook (Version: 16.0.8431.2242)	
- 🛃	paint.net (Version: 4.21.6589.7045)	
	Skype (Version: 7.40)	
	StikyNot (Version:)	
L. 😭	Windows Explorer (Version: 6.3.9600.17031)	
_		
	Create Cancel	

Tip: If you forgot to launch the application before starting to create a MetaBot for it, just open it now and click on **Refresh** on the New MetaBot window. Your application will appear for selection in the list.

8. This creates and opens a new but empty "inFlow Inventory - Create Vendor.". It cannot do anything for you yet.

A Automation Anywhere Enterprise Client - M	letaBot Designer		_ 0
File Edit Help			
🔶 New 🛛 💿 Record			
inFlow Inventory - Create Vendor			
ASSETS LOGIC		🛅 Add Folder 🛛 💻 Add Scree	en 💿 Record Screens 📼 Add DII % Configure 🖷 Calibrate i Delete
MetaBot			

9. To create a vendor in the application, we need its screen asset. Click on 'Add Screen'.



10. On the center of your screen, a small window **Open Screens** is displayed. This window will show all instance of currently open screen of the target application.



Open Screens	x	
Select capture type for screen o	bjects:	
● Standard ○ OCR		
A series of the	anaritati Martina	
TARK ALCONG	Annu A	
Click on Image to 'Add Screen'		

• If multiple instances of an application are open, you will see multiple screens. For example, if you have two instances of IE open, you will see two separate screens displayed in **Open Screens**.

Open Screens	5	×
Select capture	type for screen objects:	
Standard	⊖ ocr	
THE GLOBAL ROBOTIC PRO AUTOMATION	OCESS N Very in the second significant data is a second to be the second significant data is a second to be the second significant data is a second significant d	
Click on Imag	ge to 'Add Screen'	

11. Select the capture type for screen objects - Standard or OCR.

🔊 Note: This option is available only for creating a screen and not when you record a screen.

- Select Standard when you are using technology such as MSAA, html etc. This option is selected by default.
- Select OCR when you want to capture objects from application images which are exposed over applications such as Citrix or RDP. While capturing screens with OCR ensure that the screen DPI is set to Standard or 100%.



Note: If you want to create a Logic for OCR Screens, it is recommended that you use Import Dataset command.

• When you select OCR, parent object properties are linked to child objects automatically while creating the Screen. You can choose to change the linking while configuring the screen for greater accuracy.

You can also choose the OCR engine to capture objects from screens:

Open Screens	x
Select capture type for scree	n objects:
	TESSERACT 🗸
	MODI TESSERACT TOCR
Demandre, Include The series of the series	Contract Contract
Click on Image to 'Add Scr	een'

Note: The OCR engine that you choose will be used for executing automations. It cannot be changed when you edit a MetaBot screen. Hence, the selected OCR engine should also be installed on the Bot Runner machines to ensure your automations do not fail.

• To use an OCR engine, you must ensure it is installed on your machine. **TESSERACT** is the default OCR engine. You can also opt to capture your screen objects using **MODI** or **TOCR**.

If you are using Tesseract, you will have to install Visual C++ Redistributable for Visual Studio 2015. You can download it from Microsoft's website. To use an OCR engine, other than Tesseract, you must ensure it is installed on your machine.

• If you select MODI and it is not installed, you are shown:

	Automation Anywhere Enterprise Client
0	Unable to locate Microsoft Office Document Imaging (MODI) application on this system. Please make sure that MS Office 2003 or higher is installed on this machine for the OCR command to work properly. In case of MS Office 2007 or higher please refer the help.
	ОК

When you use MODI as your OCR engine, ensure that:



- Microsoft Office 2003 or later is installed on your computer.
- The sub-component "Scanning, OCR, and Indexing Service Filter" (under Microsoft Office Document Imaging) is selected during installation for Microsoft Office 2007.
- The component is installed separately if you are using Microsoft Office 2010 and above. Click here for details.
- If you select **TOCR** and it is not installed, you are shown:

Automation Anywhere Enterprise Client	×
Unable to locate TOCR software on this system. Please make sure that TOCR is installed properly and try again.	
ОК	

- 12. Click on the inFlow Inventory home screen instance to proceed.
- 13. The selected screen gets added to your MetaBot.

inFlow Inventory - Create Vendor
ASSETS LOGIC
MetaBot
inFlow Inventory - Free Edition OCR

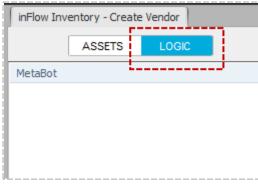
- 14. The next step would be adding more screens to your **Assets** library. Use either the 'Add Screen' or 'Record Screen' option. Refer Adding and Recording Screens for details.
- 15. Let's add another screen to Assets. This screen will be used to add vendor names to the inventory repository.

inFlow Inventory - Create Vendor	
ASSETS LOGIC	
MetaBot	
inFlow Inventory - Free Edition OCR	inFlow Inventory - Free Edition OCR

16. You can configure these Screens to edit object properties which help in uniquely identifying the associated object during automation execution. Refer details in Configuring MetaBot Screens.



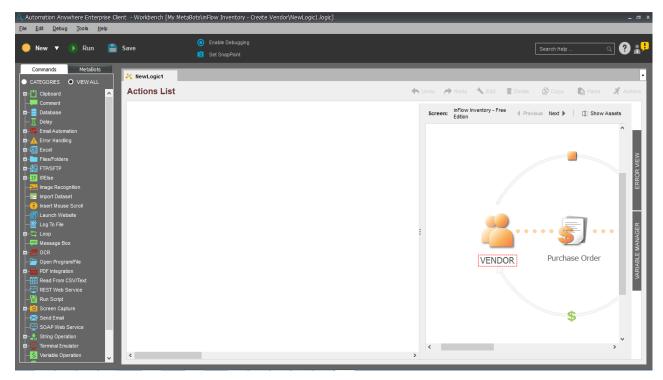
17. Let's use these screens to create a logic to create a Vendor. Click on Logic tab. Refer Using the Workbench to create Logic for details.



18. Click Add Logic.

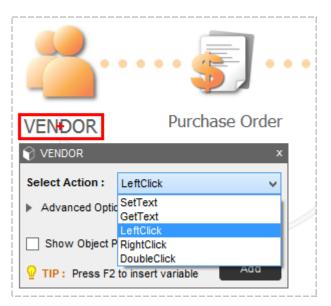


19. This opens the **Workbench**, a place where you define the navigational flow by selecting screens/dlls, add commands, define logic, save and play the flow to see if it works as expected.



20. Click on **Vendor** in the screen that was captured first. This will open a properties window near the selected object that will allow you to configure **Actions**.





- 21. Select LeftClick from the list of actions.
- 22. In Advanced Options input the Wait time for the object to load. Select Show Object Properties to view the properties that will be used to search the object during play time.

The Object Properties are configured based on the Search Criteria selected when configuring screens. The object property selected for search is shown in blue font. For details refer Configuring MetaBot Screens.

<u></u>	••••]	
VENDOR	VENDOR		× /E
2	Select Action : Le	ftClick	~
	Advanced Options		w
		o exist: 15 second	a
	Wait for the object to exist: 15 seconds		
	Show Object Prop	erties 🚺	r
	Name	Value	▲ uf
	Object ID	341db8fb-45f9-4bce	lu lu
	Name	VENDOR	
	Value	VENDOR	
	Class	OCR	v
	Press F2 to i	nsert variable Upda	te

Tip: If the selected object has dynamic properties in its search criteria, it is recommended to use '*' in place of the actual value. For instance, change the value of property 'HTML ID' as shown:

Ľ	NAMELESS		х	.cjir
	Select Action :	LeftClick	~	
ľ	Advanced Optic	ons		
	Show Object P	roperties 🕕		
	Name	Value	^	
	Path	3 1 1 2 1 1 1		
	DOMXPath	//ul[@id='menu-utility'		
I	HTML ID	link*		8.
ľ	HTML Name		~	a .
ļ	TIP: Press F2	to insert variable Upda	te	-

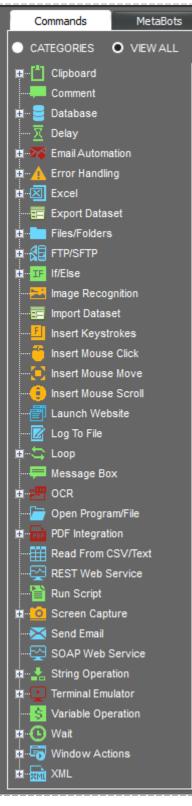
Tip: If no name is displayed for the selected control, you can give an easily identifiable name to it. You can also rename the selected control if required. Learn More.

23. Subsequently, add other screens by clicking 'Next'. For instance, the above action will navigate you to the create vendor screen wherein you can create a vendor and add details:

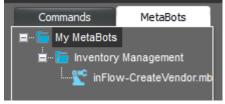
Screen: inFlow Inventory - Free Edition			evious Next []:: Show Assets
*		inFlow Inventory - Free F	Edition
🕞 🖸 🖻 🐔 Vendor 🛛 🗙 🗹 🛙	Dashboard × +		
Search	🗋 New 🛃 Save 🗎 Copy	/ 👻 🔟 Version 🛛 🔴 Deactivate 🏾 🖉 Attachm	ent
Name 👻		<u></u> 1 =	
Contact 👻	Basic		Addresses
Phone 🔻	Name	+	Business Address
Refresh	Balance	😯 Custom	x
Name		Select Action : SetText	¥
ABC	Credit	✓ Keystrokes	~
Inventory Management		Mask	_
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	Contact		:hasing Info
	Name	Advanced Options	nent Terms
	Phone	Show Object Properties 🚺	ig Scheme
	Fax	♀ TIP: Press F2 to insert variable Add	er 👘
	Email		Currency US Dollar (\$
	Website		
			~



24. If your Logic requires that you add commands, select ones that are most appropriate for your logic. Learn More



- 25. You can also choose to add another logic from the MetaBot that you have selected.
 - a. Click **MetaBots** tab and select a Metabot from the list:





b. This launches the MetaBot window from which you can select a Logic:

🙏 MetaBot					= x
MetaBot				•	3 1 <mark>1</mark>
Search Logic	Logic: Add Vendor				
InFlow-CreateVendor Add Vendor Kexport Dataset Kexport Dataset2 InFlow Inventory - Create Vendo Purchase Order - New	Input Parameters : Name Val2 Val1 Val1	Value	Val3	Value Value	
		La	gic Information		
	Modified By : mike.lee Description :			Date Modified : 04/25/2018 16:42:25	
< >					
				Save	Cancel

Note: You can select only those Logic that are available for the MetaBot from which you want to add. You cannot select Logics from other MetaBots. Those are available when you Create a new Logic from the Workbench

- 26. If needed, you can also add DLLs. Learn More
- 27. Once done, click Save.



28. You will be prompted to enter a name for this new logic that you just created. Click on Save to finish.

🙏 Save Logic		x	
		_	
MetaBot :	inFlow Inventory - Create Vendor		
Logic Name :	Add Vendor		
	Save Cancel		

29. The saved actions will appear in the Logic Editor under the Actions List.

🔀 🕺	/endor			
Actio	ns Li	st	🛧 Undo	1
1	G	Left click on statictext "VENDOR" in window "inFlow Inventory - Free Edition"		
2	୍କି	Set text 'Application, Inc.' using keystrokes in textbox 'Custom ' in window 'inFlow Inventory - Free Edition'		
3	Q	Set text 'Mike Lee' using keystrokes in textbox 'Custom ' in window 'inFlow Inventory - Free Edition'		
4	Q	Set text '123456789' using keystrokes in textbox 'Custom ' in window 'inFlow Inventory - Free Edition'		
5	Q	Set text "https://application.com// using keystrokes in textbox 'Custom ' in window "inFlow Inventory - Free Edit	tion'	
6	୍	Left click on textbox 'Custom ' in window 'inFlow Inventory - Free Edition'		

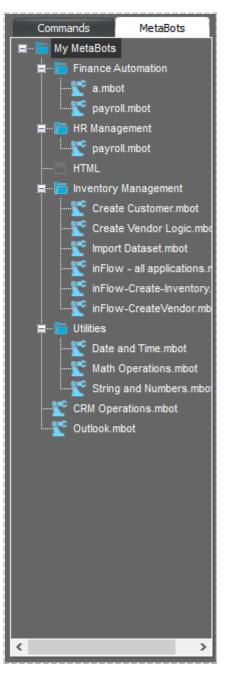


30. Let's run this logic to see if it works as expected. Click Run.



- 31. You have successfully created a MetaBot with a logic to create a Vendor in your inventory repository.
- 32. We will now use this Metabot in an automation task. Assuming Automation Anywhere Enterprise Client is also installed on your machine and supports MetaBots, open the Workbench to create a new automation task.
- 33. Select inFlow Inventory Create Vendor from the list of MetaBots on the top left and drag it onto the action list.

 \mathbb{N} Note: These are available to other MetaBot users after the MetaBots have been Uploaded to the Control Room and later Downloaded to the Client.



34. This invokes the MetaBot UI where you can browse and select from the list of available Logics. Select the Add Vendor logic, add required Input Parameters as well as Output Parameters, and click Save.



💫 MetaBot					• 2
MetaBot					😮 🎎
Process Logics	Logic : Add Vendor Input Parameters :		Output Parameters :		
 InFlow_CreateVendor Add Vendor Export Dataset Import Dataset ImFlow Inventory - Create Vendo Purchase Order - New 	Name Val2 Val1	ert variable.	Val3	Value	
					Save Cancel

Note: You can also directly create a Logic inside a logical folder of the selected MetaBot in the Workbench.

• To create a Logic, click New,

New

 \sim Note: To create a Logic by default, click on the arrow, select Metabot Logic and then click New:

۲	New 🔺 💿 Reco
	TaskBot
•	MetaBot Logic

• This launches the Create Logic window. Select a MetaBot from the list of My MetaBots:



🙏 Create L	ogic			×
Create L	.ogic			?
Selected M				
Date and 1	Fime.mbot			
Select the I	MetaBot in which new Logic will be	created		Refresh
Metabot	Vame	Application	Logias	
😑 🚞 My	MetaBots		🝸 Date and Time	
÷ 🖬	Finance Automation			
÷	HR Management			
⊕ . •	Inventory Management			
₽ 🖬	Utilities			
	C Date and Time.mbot	iexplore		
-	Math Operations.mbot	ALL		
L	🝸 String and Numbers.mbot	Modeler		
1	CRM Operations.mbot	ALL		
	Outlook.mbot	OUTLOOK		
•			<	►
			Create	Cancel

- The Create Logic window displays a list of MetaBots, the Application for which it is created, and list of Logics if available. Refer Using the Workbench to create Logic for details.
- 35. The logic gets added to your TaskBot.

FILTERS	✓	Mouse Moves 🗸 Keystrokes 🖌 Mouse Clicks ✔ Delays ✔ Other Windows
1 2	IF	If Application Running ("C:\Program Files\inFlow Inventory\inFlow.exe") Then Comment: The next command will run the logic if the application is running.
3	X°	Run Logic "Add Vendor" from MetaBot "My MetaBot\inFlow Inventory - Create Vendor.mbot"
	-	

T.	Tip:	If	you	spec	ify	any	Input/Output	parameters	while	creating	a	logic	in	the	Logic	editor,	you
car	n see	th th	em l	here.	Lea	rn Mo	ore										

36. Save the task and run.

Tip: You can launch the application first and then use the logic.

37. You have successfully used a MetaBot to create a repository of vendors in your inventory management system.



Adding and Recording a MetaBot

You can create MetaBots using the MetaBot Designer either by adding an empty MetaBot or recording a series of steps of a workflow.

Creating a New MetaBot

This creates an empty MetaBot for the selected application. You can then progressively add screens to this MetaBot at any point of time using Add Screen and Record Screens.

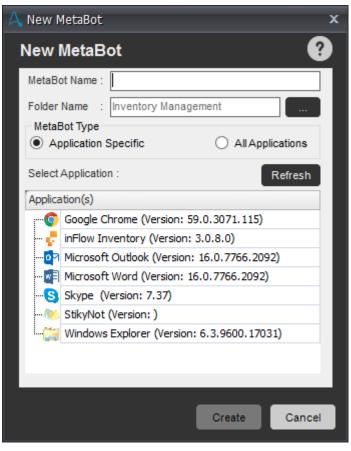
Creating a MetaBot using 'New'

1. Click New MetaBot



 Select Application Specific to create a MetaBot for a single application. Else select All Applications to create an "application agnostic" MetaBot i.e. a MetaBot that makes use of multiple applications. Specify the name that reflects the purpose of creating the Metabot.

Note: Click **Refresh** if your application is not listed. Alternately, despite 'Refresh' if it is not listed, verify if the application is running in 'Admin' mode. If yes, restart the MetaBot Designer in 'Admin' mode.



• When you select All Applications, the Application(s) list is disabled:

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	MetaBo	ot Name :	
Application Specific All Applications Select Application : Refresh Application(s) Google Chrome (Version: 59.0.3071.115) Google Chrome (Version: 3.0.8.0) Microsoft Outlook (Version: 16.0.7766.2092) Microsoft Word (Version: 16.0.7766.2092) Skype (Version: 7.37) StikyNot (Version:)			
Application(s) Google Chrome (Version: 59.0.3071.115) inFlow Inventory (Version: 3.0.8.0) Microsoft Outlook (Version: 16.0.7766.2092) Microsoft Word (Version: 16.0.7766.2092) Skype (Version: 7.37) StikyNot (Version:)	~		All Applications
Google Chrome (Version: 59.0.3071.115) InFlow Inventory (Version: 3.0.8.0) Microsoft Outlook (Version: 16.0.7766.2092) Image: Microsoft Word (Version: 16.0.7766.2092) Skype (Version: 7.37) StikyNot (Version:)	Select	Application :	Refresh
	Applica	ition(s)	
Microsoft Outlook (Version: 16.0.7766.2092) Microsoft Word (Version: 16.0.7766.2092) Skype (Version: 7.37) StikyNot (Version:)		Google Chrome (Version:	59.0.3071.115)
Microsoft Word (Version: 16.0.7766.2092) Skype (Version: 7.37) StikyNot (Version:)	- 6	inFlow Inventory (Version	n: 3.0.8.0)
S Skype (Version: 7.37) M StikyNot (Version:)	07	Microsoft Outlook (Versio	n: 16.0.7766.2092)
	🗖	Microsoft Word (Version:	16.0.7766.2092)
		Skype (Version: 7.37)	
Windows Explorer (Version: 6.3.9600.17031)		StikyNot (Version:)	
		Windows Explorer (Versio	on: 6.3.9600.17031)
			Create Canc
Create			

3. Click Create to save the MetaBot.



• The MetaBots are saved in the My MetaBots folder.



Creating a MetaBot using 'Record'

You can also create a new MetaBot by capturing the entire process in sequence.

Recording is especially useful when you want to capture a workflow. Here, you can opt to

- Record only screens or
- Record screens with the workflow in the form of logic.

1. Record Screen(s)

Use this option when you want to capture only screens with relevant object properties.

1. Click record

•

2. Specify either Application Specific or All Applications based on your workflow to capture GUI properties.



3. Select 'Record Screen(s) option in the Record MetaBot window.

Record MetaBot
Record MetaBot
MetaBot Type
Application Specific All Applications
Recording Option
Record Screen(s) Record Screen(s) with Logic
Select Application : Refresh
Application(s)
FileZilla FTP Client (Version: 3, 27, 1, 0)
📀 Google Chrome (Version: 60.0.3112.113)
Microsoft Outlook (Version: 16.0.7766.2099)
S Skype (Version: 7.39)
Windows Evolorer (Version: 6-3 9600-17031)
Start Cancel

4. Click on the image in Open Screens.



• MetaBot Designer begins recording the selected screen of the application:



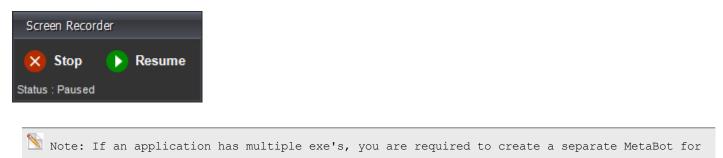
¢	inFlow Inventory - Free Edition	- 0 ×
📳 🔄 💽 者 Homepage 🛛 🗙 📝 Dashboard	× +	? •
	Current Stock Bee what you have in stock and where. Adjust Stock Change how much you have in stock Reorder Products that you're running out ot.	
		Status : CreatingScreen

 $^{
m N}$ Note: Each click will record the screen.

• You know you are in recording mode when you see:



- 5. Click Pause if you wish to stop recording for sometime but resume from where you left off.
- 6. Click **Resume** to continue recording:



2. Record Screen(s) with Logic

each.

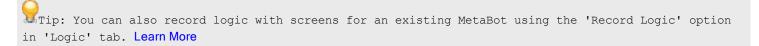
Use this option when you want to save the workflow in the form of Logic directly instead of configuring, calibrating and then designing a logic flow. This will also add recorded screens to the Asset library.

Follow Steps 1 through 6. However, instead of selecting 'Record Screen(s), select 'Record Screen(s) with Logic:

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Reco	rd MetaBot	?
Record	d MetaBot	
Metal	Bot Type	
• Ap	oplication Specific O All Application	s
Reco	rding Option	
	ecord Screen(s) 💿 Record Screen(s) with Logic	:
Select	Application : Refres	
-		sn
Applica	ation(s)	
E	FileZilla FTP Client (Version: 3, 27, 1, 0)	
-0	Google Chrome (Version: 60.0.3112.113)	
	inFlow Inventory (Version: 3.0.8.0)	
07	Microsoft Outlook (Version: 16.0.7766.2099)	
- 🔛	paint.net (Version: 4.17.6411.1908)	
8	Skype (Version: 7.39)	
	SnippingTool (Version:)	
	StikyNot (Version:)	
	Windows Explorer (Version: 6-3-9600-17031)	▼.
	Start	ncel

When you hit Stop, the Logic Editor is launched. Here, you can choose to edit the workflow and save as Logic.



Adding Screens to a MetaBot using 'Add Screen'

Use this to capture a single screen for an application that is running. This will add a screen to the existing MetaBot.

To add a Screen,

1. Click 'Add Screen'



2. Select the capture type for screen objects - Standard or OCR and Click on the image in the Open Screens window. Refer details on screen capture type in Creating a MetaBot



Open Screens	x
Select capture type for screen objects:	
● Standard ○ OCR	
A CARACTERIAN A CARA	
Click on Image to 'Add Screen'	

Note: OCR selection is available only for Add Screen option and not for Record Screens.

3. Wait for the Screen to capture:



4. The screen is added to the current MetaBot.

Recording Screens in a MetaBot using 'Record Screens'

Recording is especially useful when you want to capture a workflow.

Use Record Screen to record all the Screens/UI elements (Menu item / Popup / context menu etc.) while you interact with the application in a workflow mode. These UI elements cannot be captured using Add Screen.

To record a Screen:

1. Click 'Record Screen'





2. Click on Open Screens window

Open Screens	x
Houseward include The second and the second and th	
Click on Image to start 'Recor	ding'.

3. The screens that are captured are saved to the current MetaBot

Tip: It is recommended that you keep the zoom level of your screens to 100% while creating, recording and playing your MetaBots.

Updating MetaBots

Update your MetaBots by adding to or modifying the existing one. You can add/record screens, add dll's, folders and re-upload to Control Room. You can re-configure and re-calibrate captured screens.

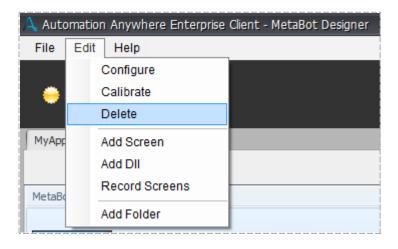
i.e. carry out all functions that you would when creating a new MetaBot.

Deleting MetaBots

You can delete a MetaBot or Screens and/or DIIs from a MetaBot.

Delete in one of the following ways:

1. From the 'Edit' menu:





2. Using 'Delete' button:

🔲 Delete

 \mathbb{N} Note: You can verify whether the 'Screen' to be deleted is used in multiple logic from a 'Logic List':

A	Automation Anywhere Enterprise Client	×
?	The Screen you are deleting is used in Logic listed below. Delete anyway?	
Hello V My_Fin	st_MetaBot _Login	
	Yes No	



Configuring MetaBot Screens

Essentially, you need to create MetaBots in such a manner that they cover all possible run time scenarios. This will ensure that the tasks in which they participate run without any glitches. Thus, simply capturing a screen may not help in most cases. This is where the Configure feature comes into picture.

Use 'Configure' to edit object properties for the recorded/added screen. Here you can provide aliases such as a 'Screen Name' and a 'Screen Title'. You can also select an object to define its properties such as Name, Path, Value, ID, Class, Index, States etc and the 'Play Mode' to be used when running tasks.

The object properties have a very important objective. A set of these properties help to uniquely identify the associated object during playback. As you would have noticed, the product intelligently selects some of these properties by default for every selected object to get you going through most of the scenarios. However, for complex cases, you can always play with these properties to make your MetaBots truly reliable. For instance, you can customize certain objects using the 'Custom Object' option.

1. Configure a Screen

- 1. Select a screen.
- 2. Click Configure



 This launches the Screen Configuration editor which has options to go to Previous and Next screen, select a screen View and Object Details. It also shows the Screen Name, Screen Title, Screen Type and Technology / OCR Engine used to capture the screen.



- 4. Highlight the control which you wish to use during run-time.
 - The object properties are populated in the right panel of the screen.
- 5. Optionally, provide a Screen Name.

Note: Screen Name is the one that we provide to the added screen, while Screen Title is the one that appears on the screen window that is configured.

- You can rename the Screen if you feel that it would be easier for a user to identify with something else.
- Also, it is recommended that you provide a generic screen title to ensure compatibility with all situations

 \ge Note: Use ' * ' to add a generic title.

6. Screen Type allows you to figure out the object capture type that was used - Standard or OCR while adding the selected screen.



7. Depending upon the object capture type, the system displays **Technology** or **OCR Engine**. For Standard captures, **Technology** is shown as **UIAutomation**. For OCR automation, the system displays the OCR engine used to capture the object. For details, refer the section on adding screens in Creating a MetaBot.

2. Configure Object Properties

You can configure the object properties using View, Selected Object Details, and Object Search Criteria. Here, you can rename the objects, select a play type, manually link one object with another and define the search criteria that will be used for executing the automation.

1. To customize the View type of object that has been captured, select any one from the list:

All Objects 🗸	
All Objects	í
All Custom Objects	l
All Linked Objects	l
All TextBox Objects	l
All StaticText Objects	l
All Nameless Objects	I
	All Custom Objects All Linked Objects All TextBox Objects All StaticText Objects

2. The Object List is populated as per the View selected.

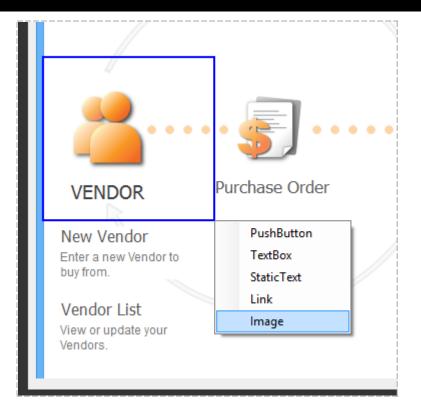
\searrow Screen Configuration [inFlow Inventory - Free Edition]		•
∢ Previous Next ► 💾 Save		e
Screen Name : Vendor Tab Selection	Screen Title : inFlow Inventory - Home	View : All Custom Objects
	•	OBJECT LIST Vendor tab-Image
VENDOR Purchase Order Nev Vendor tab Enter a new Vendor to buy from. Vendor List Vendor List Wendors.	INVENTORY Sales Order	SELECTED OBJECT DETAILS Name : Vendor tab Play Type : Image V Linked Object : Diject Search Criteria : I Show all Name Custom Object Value Type Image

• Custom Objects - These are the ones that you define especially when the object properties are not captured while recording/capturing a screen.

To classify an object as custom, simply drag and select the area; choose whether to treat the object as Push Button, Text Box, Static Text, Link or Image.

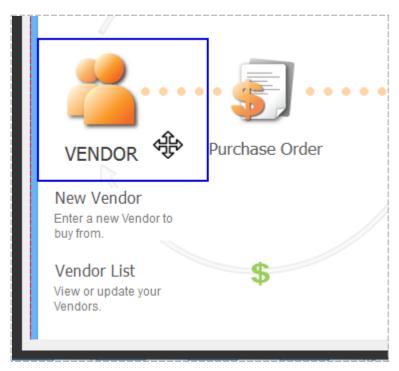
Note: All custom objects are highlighted with a blue outline when you **select** an object whereas the non-custom objects are highlighted in red outline. Similarly, when you **mouse-over** the objects custom objects are highlighted with blue-dotted line while non-custom objects are highlighted with red-dotted line.





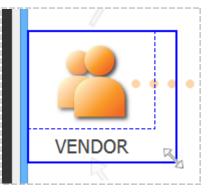
When custom objects move or are re-sized, you will have to update relevant Screen(s) to reflect the same. You can achieve this by moving and/or re-sizing those during configuration.

a. To move the customized object to a different location, click and drag it to the target location.





b. To re-size a customized object, hold down the click button and drag the pointer as required.



• Linked Objects - These are the ones which are linked to a particular object in the screen. Objects are linked to other objects or UI elements that can be searched easily during automation execution.

For objects that are captured using **OCR**, the linking is done automatically by the system and hence you do not need to link those objects manually. However, for screens that are captured using Standard technology, you need to link objects manually. Learn More

Note: If you have html elements in your screen and you want to link those, it is recommended that you configure them as custom objects and then use linking.

- a. To link an object with another, select the easily identifiable object in the screen and click the icon in Linked Objects . The easily identifiable object is the Parent object while the one that is linked to it is the Child object.
- b. Move your cursor to the object that you wish to link and click the link

С.	The object is now	/ linked:		
	Basic			
	Name			
	Balance	\$0.00		
	Parent Object	Linked Child Object	Send Payment	

- d. You can link multiple child objects to a single parent object.
- e. You can also change the linking between parent and child objects. When you do so, the Bot Creator who edits the automation that uses these objects is shown a message. Learn More

GTip: The properties of the parent and child objects can be seen separately in the
properties window when you create a Logic. When you execute the automation, the child
objects are searched on the play type of the parent object. Learn More

f. You can also de-link the objects that were linked. Click on the icon in Linked Objects.

Be aware that while de-linking objects you must ensure that they are not used in your automations.



Automation Anywhere Enterprise Client	
This linking may be used in locating the 'Enter Name' object during automation execution. Are you sure you want to remove the linking?	
<u>Y</u> es <u>N</u> o	

If the objects are already being used in automation and you click **Yes**, messages are shown when those automation are opened in edit mode by the Bot Creator. Learn More

• TextBox Objects - These are the objects that appear as text-boxes in the captured screen.

	in low intentory	free Edition	OBJECT LIST
			-TextBox
			Alternate Contact 2-TextBox
🗋 New 📙 Save 🗎 Copy	🕶 🛄 Version 🔴 Deactivate 🖉	Attachment	Alternate Contact 3-TextBox Alternate Contact-TextBox
			Balance-TextBox
D1-			Carrier-TextBox
Basic		Addre	Credit-TextBox
Name		Busine	Currency-TextBox
Balance	\$0.00		Email-TextBox
Datance	Send Payment		Emergency Phone-TextBox

• StaticText Objects - These are the ones that appear as text in the captured screen.

	inition intentory		OBJECT LIST
			-StaticText
			Addresses-StaticText
I Dia Insia insi			Alternate Contact 2-StaticText
lew 🛃 Save 🛛 🖼 Copy 🔻 🗋	Version 🔴 Deactivate 🔘 Af	tachment	Alternate Contact 3-StaticText
			Alternate Contact-StaticText
Basic		Addres	Balance-StaticText
			Basic-StaticText
Name		Busine	Carrier-StaticText
Balance \$0.00			Contact-StaticText
	Send Payment		Contact-StaticText

• Co-located Objects - These are the ones that are neighboring to the currently selected object belonging to the same parent control.

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		NYWHERE
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	् य
VENDOR	inFlow Inventory - Free Edition-Window
	About inFlow-Pane
New Vendo Enter a new Ver	About inFlow-Pane
buy from.	NAMELESS-Pane
Vendor List View or update	NAMELESS-Pane
Vendors.	NAMELESS-Pane
	Menu Button-Pane
	VENDOR-Pane
<	Vendor tab-Image

🔊 Note: These objects are not visible in the View filter.

• Nameless Objects - These are the ones which have not been categorized in any of the other object types. These objects are the ones that appear on the screen, but are not configured. These have unique system generated names as it enables easy identification during Screen and Import/Export Command configuration.

Important: From Enterprise Client Metabots version 11.0 onward, these Nameless objects are defined as TextBox or StaticText based on the object type.

The Nameless objects captured before an upgrade to the 11.0 version continue to exist as Nameless. However, it is recommened that you assing names to those for easier identification in Import or Export automation.

3. Customize Selected Object Details

After configuring object properties, you can choose to customize the object details per your automation requirement. In the **Selected Object Details** panel you can provide **Name** of the object, select a **Play Type**, and select the **Object Properties** to support the object **Search Type**.

1. In the **Selected Object Details** panel, you can optionally specify an alias in the Name text-box for the same reason as renaming Screen/Title names.

Note: Here, 'Name' is the selected object name. Specify user friendly / easily identifiable name for the object. This is helpful when you use this screen in a task for automation.

2. Select a Play Type - whether Object, Image, Coordinate or Text.

SELECTED O	BJECT DETAILS	
Name :	Vendor Name]
Play Type :	Object 🗸	
Linked Obje	Object Image	
Object Sear	Coordinate Text	



 \sum Note: Observe that the play type is enabled automatically depending upon the selected object type. You may however select the one that suits the purpose of the Logic.

• Object - Use this as the play type for object selected on the basis of its object properties. This could be useful when the selected objects are dynamic in nature; in the sense that they keep shifting their positions in the target application. This is considered the most reliable form of automation as it is performed on the UI based elements of the object.

Tip: If object based automation execution is not possible, then you can opt for the other play modes - Image, Coordinate, or Text.

• Image - Use this as the play type for objects selected on the basis of its image properties. This could be useful when object based automation is not feasible or fails for certain reasons. For example, image based automation works for Citrix, RDP, and Legacy applications such as delphi.

You can also use this option when you want to run automation to extract text from screens that were captured using OCR. Learn More

- Coordinate Use this as the play type for objects selected on the basis of its coordinates properties. This could be useful when selected object is available at the same co-ordinates in the target application.
- Text Use this as the play type for objects selected on the basis of its text properties. This could be useful when you want to extract text from an image based object in the target application. Since the text is extracted using OCR engine while configuring screens, only that OCR engine is used to execute the automations. Hence, the selected OCR engine should also be installed on the Bot Runner machines to ensure your automations do not fail.
- 3. Select **Properties** type that you wish to use during play time from **Object Search Criteria**. You can choose to view select properties or view them all. Some properties are selected by default.

Note that for objects that are not linked manually to other objects, its own search properties are used whereas for objects that are linked to other objects using the **Link** option, the selected object will be searched based on search properties of the linked object during automation execution.

You can also change the Values of the properties, if required to make your MetaBots more reliable.

Note: Properties could differ depending upon the type of object/control captured. For example, for objects captured using OCR, the object properties show the number of times an object appears in the screen:

A Screen Configuration [inFlow Inventory - Free	Edition]								ه م
✓ Previous Next ✓ Mathematical Series ✓ Mathematical Series ✓									?
Screen Name : inFlow Inventory - Free Edition	Scree	n Title : inFlow Invento	ry - Free Edition					View : All Custom Objects	~
1		inFlow Invento	y - Free Edition				- 🗆 🗙	▲ OBJECT LIST	
Sales Quote	× 🗹 Dashboa	ard × ∓					?	Customer-TextBox Customer-TextBox NAMELESS-Client	^
Search	🗋 New 🚼 Save 🛃 P	rint 🗎 🗈 Copy 🔻 🗎	Version 🛛 🜑 Cancel C	uote 🕖 Attachment	属 Sticky 🔻			-tb-TextBox	
Order #	Customer		Sales Rep	•		Quote #		-tb-TextBox -tb-TextBox	
Show Quotes Orders and Quotes	Contact		Location	•			15-09-2017 -	-tb-TextBox	
Inventory Status 🝷 All 🗸	Phone		Locaton			Status	Quote	-tb-TextBox -tb-TextBox	
Payment Status 🔹 All 🔍	Address •							-tb-TextBox	
Customer 👻 🗸								-tb-TextBox	~
Refresh							Add Shipping	SELECTED OBJECT DETAILS	>
Ord u #	Item	Description		Quantity	Unit Price	Discount	Sub-Total	Name: Customer	~
SO-000012									
SO-000011								Linked Object :	O O
SO-000010 SO-000009								Object Search Criteria : 👔	Show all
SO-000008								Name Value	
SO-000007								✓ Type TextBox ✓ OCR Occurrence 2	
SO-000006									
SO-000005									
SO-000004									
SO-000003									
SO-000002	Non-Customer Costs		Remarks			Sub-Total	\$0.00		
SO-000001	Taxing Scheme	No Tax				Total	\$0.00		
	Pricing / Currency	Normal Price ·							
	- noing - ourrenty								
								×	

4. Save when you have all screens covered for configuration.



💾 Save

Tip: Use the 'Previous' and 'Next' buttons to access other screens in the MetaBot without exiting Application Configuration.





Calibrating MetaBot Screens

An application can undergo continual change during its life-cycle with improvements and newer features. MetaBot Designer's Calibration feature allows you instantly compare an existing screen with newer screen to identify those changes.

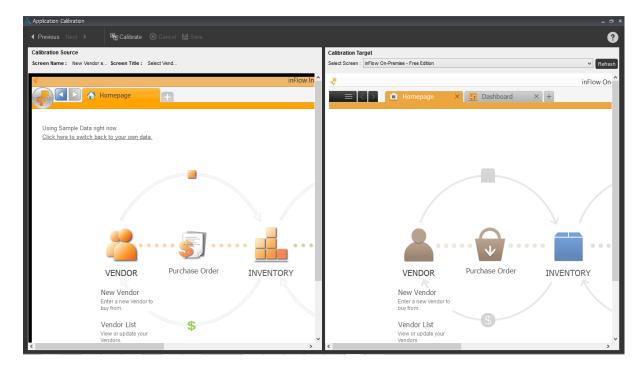
With a single click you can then upgrade the existing screen and upload it so that all the automation tasks using that screen can leverage the newer features.

Guide to Calibrating a Screen

- 1. Select a screen.
- 2. Click Calibrate to launch the Application Calibration editor



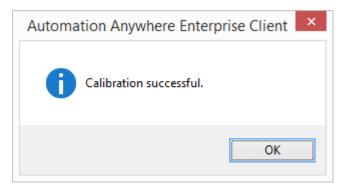
• The calibration screen is divided into two panels: The one on the left - **Calibration Source** indicates your current screen (which needs to be calibrated) and one on the right **Calibration Target** (usually the latest screen).



- 3. In the **Calibration Source** panel, the screen that has been selected from the Metabot is displayed.
- 4. In the **Calibration Target** panel the latest screen that will be used to calibrate is displayed.
- 5. Click Calibrate.

🔁 Calibrate

• You know the Calibration is successful when the following message is displayed:





 ∞ Note: You cannot calibrate screen that pop-up or do not have a title.

• The properties displayed under the screens are calibrated accordingly and displayed in the 'Calibration Result' panel:

🛆 Application Calibration		_ @ :
I Previous Next I I Save Second La Save Save		?
Calibration Source	Calibration Target	Calibration Result
Screen Name : New Vendor s Screen Title : Select Vend	Screen Name : inFlow On-Pre Screen Title : inFlow On	52 new object(s) found in Target Screen
^	· - · · · · · · · · · · · · · · · · · ·	70 (60%) updated object(s) found in Target.
	«	46 (39%) object(s) missing in Target.
📮 🔄 🖻 🔥 Homepage	😑 < > 💼 Homepage 🛛 🛛 🕂 Dashboard	1 (1%) matching object(s) found in Target.
		View: All New Objects V
Using Sample Data right now. Click here to switch back to your own data.		INAMELESS.Pane View or update your Customer istPane VALUELESS.Pane "CasuaStaticText "Be StaticText Im StaticText StaticText Market StaticText StaticText Market StaticText View or update View or update
		Name Source Value Target Value
		Object ID 134878
		Name
VENDOR Purchase Order	VENDOR Purchase Order	Value Class WindowsForms10.Wi
	ĸ	Parent
New Vendor Enter a new Vendor to	New Vendor Enter a new Vendor to	Type Pane
buy from.	Enter a new vendor to buy from.	Path 2 1 1 1
Vendor List	Vendor List	Index 1
Vendor List S	Vendor List View or update your	Left 8
Vendors.	Vendors.	Top 81
\}	·	

Here you can choose to view calibration in four 'Views':

Calibrati	ion Result	
	52 new object(s) found in Target Scr	een
70 (6	60%) updated object(s) found in Target	
46 (3	9%) object(s) missing in Target.	
1 ((1%) matching object(s) found in Targe	et.
View :	All New Objects	~
	All New Objects	
	All Updated Objects	
	All Missing Objects	
NAMELE	All Matching Objects	

Note: MetaBot Designer provides you quick summary (in numbers and percentages) of the newly added objects, updated ones, missing from targeted screen and matching objects that were found.

- Once you complete the calibration, you can actually compare the screens by clicking on the objects on either panes. The objects will be highlighted accordingly. Any unchanged object will get highlighted in both panes. And if it doesn't get highlighted, it indicates a change between your current screen and the calibration source.
- 5. Save when done.



6. Next, you can opt to retain or overwrite existing screen if a newer one is detected. You can also choose to carry forward any existing custom object, if configured.



Automation Anywh	ere Enterprise Client	×
This will replace your existing screen Do you want to continue?	(Source) with the newer screen	(Target).
Carry forward all associated custo	om objects to the newer screen	l.
	Yes	No

Tip: Use the 'Previous' and 'Next' buttons to access other screens in the MetaBot without exiting Application Calibration.



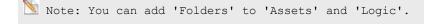


Adding Folders to a MetaBot

You can bundle similar screens and Dlls together using folders. This will help you to logically manage MetaBots for ease of understanding and use.

i.e. Keep all the Screens/DLLs related to new employee record creation together in a folder "New Employee".

MetaBots can have any number of folders. You can also perform certain operations on a folder i.e. configure, calibrate, upload and delete.



Guide to Creating a Folder

1. In the MetaBot Designer, click on Add folder



2. In the 'Add folder' window specify the folder name. Ensure that you use a name that reflects the type of folder created. Save by clicking 'Create'

Add Folder		
Folder Name :		
	Create	Cancel

Create

• This is how a folder is displayed in the work-space window:

My MetaBots Notepad MetaBot	×
ASSETS LOGIC	Add Folder
MetaBot	
Hello World 2 Items	

• Double click the folder to access related screens and dlls.

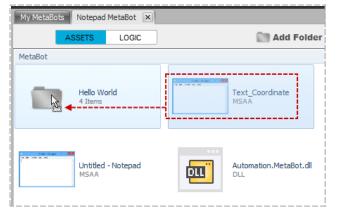


Moving Assets and Logic within Folders

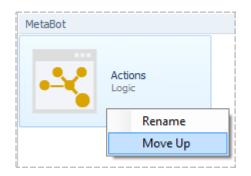
You can move your Assets (Screens & DLLs) and Logic within Folders of a MetaBot.

• To move an Asset (even Screen or DLL individually) and/or Logic, simply drag and drop it to the target folder.





• To move an Asset (even Screen or DLL individually) and/or Logic, a level up, select the option 'Move Up' in the context menu:

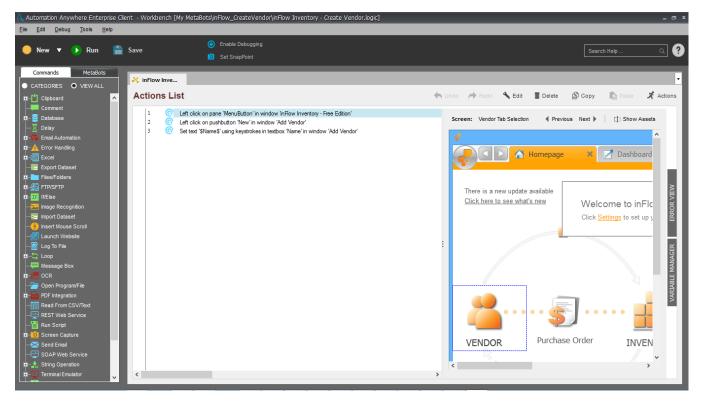


Remember - to move to a folder you need 'drag and drop' action; but to move a level up you require to use the context menu.



Using the Workbench to create Logic

Use the Automation Anywhere **Workbench** to create simple manageable independent navigational flow - Logic that can be integrated into other automation TaskBots / MetaBot Logics as and when required. Logic is a pre-configured use case of an application that leverages Assets (Screens and DIIs).



The Workbench

Use the following components to create a Logic.

1. New - Use this to create a new MetaBot Logic

📄 New 👌

2. Run - Use this to run the Logic in edit mode of the Workbench



3. Save - Save a new or an edited Logic



4. Screen - Displays name of the selected screen provided during screen configuration

Screen: Add Vendor



5. Captured Object - This space displays the captured Assets (Screen or DII).

Screen:	inFlow Inventory - Free Edition		Show Assets
			Î
	VENDOR Purchase Order INVENTORY Sales Order New Order Buy more stock from your vendors. Soles Soles Order List View or update past Purchase Orders. Soles Soles	CUSTOME	R
<			>

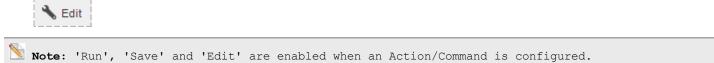
6. Previous/Next - Use this to navigate between captured Assets (Screens and DIIs).

Previous Next

- 7. Show/Hide Assets A toggle control used to display or hide captured Assets(Screens and Dlls).
- 8. Assets carousel -Displays captured/recorded screens and dlls in the chronology they were added. It invokes on clicking 'Show Assets'. Offers a visual means to viewing and adding Assets. Use this to configure the required Asset to the logic.

Concession of the local distance of the loca			
		A CONTRACTOR OF	2000 C
		A STATE	404
Records		A TELEVISION DESCRIPTION	
inFlow - Settings	Add Vendor	inFlow - Settings	inFlow Inventory - F

9. Edit button - Use to edit an existing Command or Action.



10. Commands tab - Use to add Commands to the Logic.



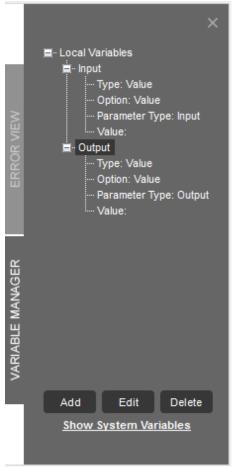
	Commands MetaBots
• 0	
.	Clipboard
	Comment
.	😑 Database
	🗵 Delay
	🌾 Email Automation
± /	🛕 Error Handling
	X Excel
	\Xi Export Dataset
∎.	Files/Folders
	FTP/SFTP
	IF If/Else
	🛃 Image Recognition
	🚍 Import Dataset
	Insert Keystrokes
	🔓 Insert Mouse Click
	📑 Insert Mouse Move
	🔋 Insert Mouse Scroll
	Launch Website
	📝 Log To File
± \$	🛱 Loop
	📕 Message Box
. ∎. ₽	🖑 OCR
	PDF Integration
	Read From CSV/Text
E	REST Web Service
	Run Script
∎.	Screen Capture
	🔀 Send Email
	SOAP Web Service
	L String Operation
∎	Terminal Emulator
	S Variable Operation
	🖸 Wait
	Window Actions
<u>ب</u>	RML XML

11. Context menu - Use to perform any of the actions given in the list:

Edit		
Bulk Edit		
Delete		
Duplicate		
Сору		
Paste		
Jndo		
Redo		
nsert If Cor	ndition	
nsert Error	Handling	
Run From T	his Step	
Change Wir	ndow Title	
Toggle Brea	akpoint	
Toggle Snap	ppoint	
Enable		
Disable		
Nove Up		
Nove Down	1	



12. Variable Manager/Error View - Use the 'Variable Manager' to manage variables and the 'Error View' for viewing and fixing task errors.



13. **Properties Window -** Use the floating 'Properties Window' to add and/or update actions.

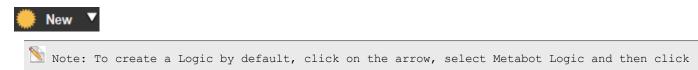
놀 File_Name	x
Select Action : Se	tText 🗸
✓ □	Keystrokes 📈
Enter Text :	
Advanced Options	
Delay(ms): 5	
Match : 0	100 95 %
Tolerance: 0	100 5 %
Wait for the object t	o exist: 15 seconds
Show Object Prop	erties 🚺
Name	Value ^
Туре	TextBox
Path	
Index	0
Left	52 🗸
💡 TIP : Press F2 to ir	nsert variable Add



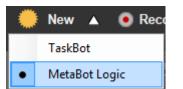
Creating a Logic

A Logic is a combination of 'Commands' and 'Actions'.

1. To create a Logic, click New



New:



• This launches the Create Logic window. Select a MetaBot from the list of My MetaBots:

🙏 Create Logic		x
Create Logic		?
Selected MetaBot Date and Time.mbot Select the MetaBot in which new Logic will be	created	Refresh
Metabot Name	Application	Logics
My MetaBots Finance Automation HR Management Inventory Management Utilities Date and Time.mbot Math Operations.mbot String and Numbers.mbot Outlook.mbot	iexplore ALL Modeler ALL OUTLOOK	Y Date and Time
	• •	
		Create Cancel

The Create Logic window displays a list of MetaBots, the application for which it is created, and list of Logics if available.

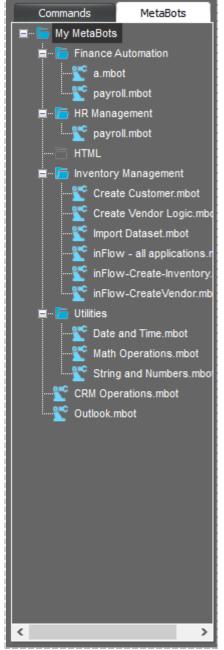


• If no MetaBot is present in the MetaBots folder, the Create Logic window shows only the My MetaBots folder:

🙏 Create Logic		:
Create Logic		0
Selected MetaBot		
Select the MetaBot in which new Logic wi	l be created	Refresh
Metabot Name	Application	Logics
My MetaBots		
Total MetaBots: 0		Create
		Ortate Cancer



2. You can also add an existing logic by selecting a Metabot from the MetaBots panel:



Refer Using MetaBot Logic in Bots for details.

- 3. Configure commands and assets as per your automation work-flow.
- 4. To Add and/or Update various Actions to build your Logic, click on the captured Screen/DII.
- 5. To add actions in Screens, select relevant action in the floating Properties window that appears when you click on an object.

	\wedge	AUTOMATION
Go be great	\square	

Screen:	Create_File				Previous	Next
	File Name: *			+	Browse]
	⊾ File_Name			x		
	Select Action :	SetText		~		
	Enter Text :	SetText GetText LeftClick RightClick DoubleClick GetVisibility				
	Advanced Opti	ons				
	Show Object F		ole	Add		
	Related Docum				Select	

Refer Selecting Actions in Logic Editor for details on actions allowed in the Logic Editor

- The action selection depends upon the **Object** and **Control Type** selected for 'Screen' and Class and its API selected for 'DLLs'.
- Also, the properties and relevant actions are controlled by the **Play Mode** that has been selected while configuring the screen.

Tip: You can identify the 'Object Type' and it's 'Play Type' based upon the icon that appears in the title bar of the Properties window.

🌍 Vendor Name		x
Select Action :	LeftClick	~
Advanced Opti	ons	
Show Object I	Properties 🕕	
O TIP : Press F2	to insert variable	Add

• All **non-custom** objects are highlighted with a **red outline** while **custom objects** are highlighted with a blue outline to allow you to easily identify the object type when you select them.

Tip: You can also hover your mouse pointer to identify the object type - custom objects are highlighted with blue-dotted line whereas non-custom objects are high-lighted with red-dotted line.

• The name of the object is also shown as tool tip. This labeling allows you to identify and select the required object:



兴 Purchase O	
Actions List	👆 Undo 🥕 Redo 🔧 Edit 🔳 Delete 🗳 Copy 📗 Pasie 🧏 Activ
Screen: Add Vendor	
¢.	inFlow Inventory - Free Edition
Vendor	× Z Dashboard × +
Search	🕨 🗋 New 🛃 Save 🗳 Copy 🕶 🗋 Version 🔴 Deactivate 🔘 Attachment
Name 🔻	
Contact 🝷	Basic Addresses
Phone -	Name Business Address
	Refresh Vendor info \$0.00
	Send Payment

- System performs the selected action at the location of the cross hair. You can place the cross hair within the corresponding
 object by dragging it. You can also place the cross hair anywhere outside of the object also. This can be helpful when you
 want to perform the chosen action relative to the selected object.
 - Drag the cross-hair to select the precise location where you want to perform an action:

Screen: Purchase Order	Screen: Purchase Order	
Vendor Location Contact Phone Vendor Address	Vendor Location Contact Phone Vendor Address	
Item Item Row 0 Select Action : LeftClick Advanced Options Show Object Properties 1 Image: Press F2 to insert variable	Vendor Item Ver	ndor

Note: If you reset the cross-hair position, ensure that you click Update to capture the click's latest position as shown:

Screen: Purchase Order		Screen: Purchase Order
Item +	Vendor	ttem Vendo
Item Row 0 X Select Action : LeftClick Advanced Options Show Object Properties (1) Image: Provide the image of the image		Item Row 0 × Select Action : LeftClick Advanced Options Show Object Properties 1 Image: Properties 1 <

- For objects that are difficult to recognize, you can perform a Left Click, Right Click or Double Click action relative to the target object's position. You can also use **linked objects** to easily identify difficult to search objects.
 - Relative click is used when your target object is difficult to search and you want to configure the bot to click relative to that particular object.



• You can drag the cross-hair to change the click position. This could also be outside the highlighted object's boundary.

For example, in the following illustration the space between two objects is very less. For more accuracy, you can choose a relative click positioned away from the subsequent object.

Purchasing Info		+
Payment Terms	•	·
Taxing Scheme	•	•
Carrier 🔺 payn	nent terms - list	×
Currency Select	Action : LeftClick	~
► Adva	anced Options	
	w Object Properties 🚺	
	Press F2 to insert variable	Add
		1
🐚 Note: Th	e cross-hair colo	r is blue for

- Note: The cross-hair color is **blue** for custom objects and **red** for standard objects.
- If you update the action from click to some other action, for example SetText, you cannot perform relative click. The cross-hair will not be visible.
- If you have linked easily identifiable objects to other difficult to search objects during configuration, the objects will be searched based on the parent object properties/play type during automation execution. You can view these properties in the properties window when you select Show Object Properties for the parent and child objects.

Search Order # +		•) New 🔒 Customer
📐 Order#			x
Select Action	: LeftClick	· · · · · · · · · · · · · · · · · · ·	,
Advanced C	ptions		
	ct Properties 🚺	Linked Object Pro	operties
Name		lue	^
Object ID	278	33c1b-9ae6-4296-	b
Name			
Value			
Туре	Tex	tBox	
Left	125		
	405		~
♀ TIP : Press SO-000004	F2 to insert varia		Add
SO-000004			
SO-000002			
SO-000001			Non-Custo

a. The linked (child) object properties are shown by default:



b. To view the selected (parent) object properties, click on the tab corresponding to the linked object properties:

	Search Order # +	-1	•	Dew Custon	🛃 Save
	📐 Order#				x
	Select Action :	LeftClick		~	
	Advanced Opt	ions			
	Selected Object		Linked Object	Properties	
	Name	rioperaes	Value	roperues	~
:	Object ID				
	Name		Custom Object		
	Value				
	Class				
	Parent				
	T		1		
	😧 TIP : Press F2	2 to insert va	ariable	Add	
	SO-000004				
	SO-00003				
	SO-000002			Non-Ci	ustomer (
	SO-000001				

• For objects that are captured using OCR, you can view and edit the number of times it appears in the screen in the OCR Occurrence property:

Search	•	🗋 New 📙 Save 🎒 Prin	nt 🗎 🛅 Co	py 🔻 🛄 Version	Cancel Quot	e 🔋 Attachment
Order#		Customer		▼ Sal	es Ren	•
Show Quotes 📑	Orders and Quotes 👻	Contact		🕤 Customer		×
Inventory Status 🔻	All 👻	Phone		Select Action :	SetText	~
Payment Status 🔹	All 🗸	Address -			✓ Keystrokes	Ĩ
Customer -	•				Mask	
	Refresh			Enter Text :		
Order #	•	Item	Des	Advanced Option	ns]
SO-000012				Show Object P	roperties 🚺	
SO-000011				Name	Value	
SO-000010						
SO-000009				Width	165	
SO-00008				Height	31	
SO-00007				OCR Occurrence	2	
SO-000006			-			¥
SO-000005						
SO-000004				UTIP: Press F2	to insert variable	Add
SO-000003						
SO-000002		Non-Customer Costs			Damaska	
SO-000001			· ·	•	Remarks	

6. To add actions to a DII, select relevant action in the floating Properties window that appears when you click on an API class.



\bigwedge Automation Anywhere Enterprise Client - Workbench [My MetaBots\inFlo	ow_CreateVendor\NewLogic1.logic]		_ @ ×
File Edit Debug Tools Help			
🛑 New 🔻 🕩 Run 💾 Save 🎽	nable Debugging et SnapPoint	Search Help	Q * <mark>-</mark>-
Commands MetaBots ● CATEGORES ● VEW ALL □ ∑ Delay □ Termine Finaling □ Excel □ Mage Recognition □ Issert Mouse Scroll □ Message Box □ Open ProgramFile □ Scroft □ Scroft □ Scroft □ Scroft □ Scroft □ Scroft	DII: - LanguageExtensions.dl - Archon LanguageExtensions - Archon Tuple 2 - ArchonTuple 2 - ArchonTuple 2 - ArchonTuple 3 - ArayUil - DictonaryCotensions - BourteExtensions - BourteExtensions - BrumerableExtensions - TryExtensions - TryExtensions - TryExtensions - TryExtensions	Image: And Control of the second s	Paste Actions Show Assets Manual Normal Norma

- Expanding your desired DLL will reveal its name-spaces and related classes.
- Select a class from the list. The supported APIs for the selected class are displayed on the right pane.
- From the list of APIs select the one for which you need to input a value.

Tip: Use an Array type variable to input values if you want to assign multiple values to a single parameter. Learn More

You can also choose to assign the output value to a variable. To add and edit variables in the Logic, click on Variable Manager tab. Learn More

In Logic, variables are storage locations for known or unknown information. When building Logic, variables play an important role in maintaining or calculating information.



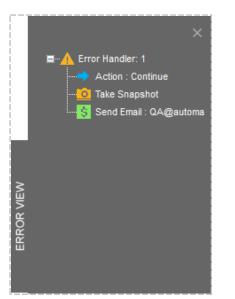
_			
			×
ERROR VIEW	(t Type: Value Option: Value Parameter Ty Value:	rpe: Input
VARIABLE MANAGER	Add	Edit	Delete
	Add	Eait	Delete
	Show S	<u>System Var</u>	<u>iables</u>

Also assign System Variables, if required, while configuring the Logic. Learn More

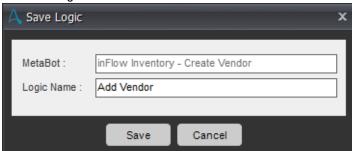
yst	em Varia	bles			?
Сар	tion	Name	Return Value	Description	
÷	Date/Time			(This category contains Date/Time variables.)	
÷	Error Handling			(This category contains error handling related variables.)	
÷	System			(This category contains System related variables.)	



• You can use the Error View to manage errors that occur in your Logic. Use the Error Handling command to mange those.

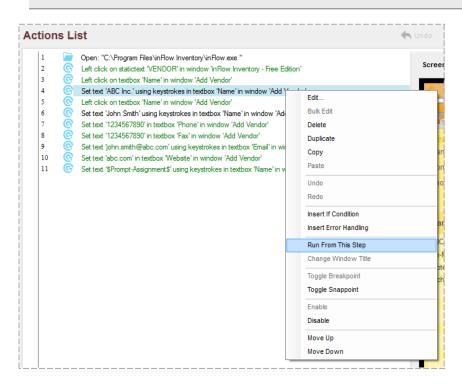


7. Save the Logic.



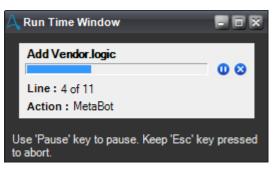
8. You can now test run the Logic by clicking Run.

Tip: Use `Run from this step' option if you want to skip the earlier steps while doing a test run.

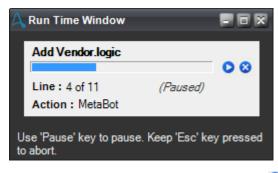




9. The Run Time window for a MetaBot appears towards right at the bottom of your screen:



Click the Pause icon to pause the Logic run:



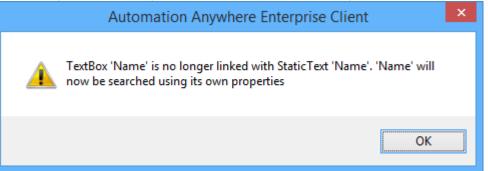
- Click the Play icon to resume playing the Logic: D
- Click the Stop icon to discontinue : 8

Note: Once you are done creating your Logic, you can upload it to the Control Rolom for other MetaBot users. Learn More

Object linking Messages

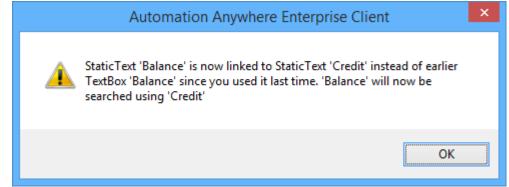
When you create automation using MetaBot Logics that are updated, you are shown messages based on the updates made:

1. On removing the link of an object that was used in the MetaBot Logic:





2. On changing the linking of an object that was used in the MetaBot Logic:





Recording Logic

At times you may want to capture the workflow directly instead of creating Screens, configuring them and then manually designing the Logic. To enable direct capture of workflow with Screens, you can opt to record Logic for an existing MetaBot.

Remember that to record logic for a **new** MetaBot, you will have to use the 'Record Screen(s) with Logic' option given in 'Record' from the MetaBot Designer panel. Learn More

However, in order to record logic for an **existing** MetaBot, you will have to use 'Record Logic' from Logic section of the MetaBot Designer.

This topic describes the second option.

My MetaB	ots Field Da	taSet 🗙								
	ASSETS	LOGIC			📰 Add Folder	💦 Add Logic	Record Logic	🔧 Edit	Upload	Delete
MetaBot							L			
i i										
i									T 144	
			 						Tom W	atson (Online)

How to Record Logic

- 1. Open the target application.
- 2. Choose an existing MetaBot; the one that is relevant to that application.
- 3. Go to the Logic tab, select Record Logic.

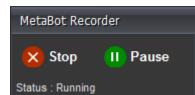


4. Click on the image in the 'Open Screens' window to begin recording the Logic flow.

Open Screens	x
	s + ma serves > F #Uzer/
Aantaa	
Login generationengegege Antonenseteringen och Press Innen	
Approximating ranges from each scalars	
	_
Click on Image to start 'Reco	rding'.



5. This will launch the application and the MetaBot Recorder window.



6. Perform actions as required for the Logic.

 $m \widetilde{N}$ Note: The MetaBot Recorder window displays the status of the current action being performed.

- 7. Click on Stop once done. This will launch the Logic Editor wherein you can verify whether all actions are captured or not.
- 8. Modify if necessary and Save the Logic.

📡 Note: Recorded Screens are added to your Assets library.



Selecting Actions in the Workbench

You can select various 'Actions' in the Workbench based upon the object and control type selected. Actions are allowed on HTML, . NET and Java Swing/AWT controls.

Actions allowed on HTML controls

The following Actions are allowed on HTML Controls:

- 1. Click
- 2. DoubleClick
- 3. Right Click
- 4. Left Click
- 5. SetText
- 6. AppendText
- 7. GetProperty
- 8. GetVisibility
- 9. GetTotalltems
- 10. GetSelectedIndex
- 11. GetSelectedText
- 12. SelectItembyText
- 13. SelectItembyIndex
- 14. GetChildrenName
- 15. GetChildrenValue

The next section describes in brief the options available in Set Text, Append Text and Get Property.

Get Text, SetText and AppendText

Get Text, SetText and AppendText actions are available when the selected object types are Text/Text Box, Client, Password, Windows Control or Custom Objects.

While building your Logic, remember that the properties and relevant actions are controlled by the 'Play Type' configured for the selected Screen.

Sinput_Credential	S	x
Select Action :	SetText	~
Enter Text :	✓ Keystrokes Mask	
 ▲ Advanced Optio Delay(ms) : 5 Wait for the object ✓ Show Object Potential 	t to exist: 15 seconds	
DisplayName	Value	^
Path	4 1 4	
Index	4	
Left	10	
Тор	53	~
TIP : Press F2	to insert variable Add	



• or Action type as 'SetText', you can use keystrokes option to emulate entering text using a keyboard.

 \sum Note: In SetText, 'Keystrokes' is selected by default when the Play Type is either 'Image' or 'Coordinate.

Use virtual keyboard to enter certain special keyboard keystrokes:

Select Action : SetText	~	Esc F1	F2 F3	F4 F5	F6 F7	7 F8	F9 F10	F11 F12
 Keystrokes Mask 	í	Tab	Insert	Home	Page Up	Print Screen	Backspace	Num Lock
Enter Text :		Caps Lock	Delete	End	Page Down	Pause	[\$]	Scroll Lock
		Shift Down	Ctrl Down	Win Down	Alt Down	Up Arrow	Left Arrow	Enter
 Advanced Options 		Shift Up	Ctrl Up	Win Up	Alt Up	Down	Right Arrow	Right Click
Delay(ms): 5		Alt Gr Down	Alt Gr Up					
Wait for the object to exist: 15 seco	nds							
Show Object Properties Name Value	•							
Object ID								
Name								
Value								
Class Edit	~							
Press F2 to insert variable	Add							

- Optionally, select 'Mask' to encrypt the keystrokes.
- Enter the required text in 'Enter Text box'. Optionally, assign a variable to 'Delay'.
- Advanced Options : Provide appropriate 'Delay' between keystrokes in 'Advanced Options'.

Provide 'Wait time for the object to exist' to allow for object load time and ensure the logic does not fail during play time.

If play type is set to 'Image' for the control, you can configure image Match and Tolerance values in percentage.

💽 Text_Image	x
Select Action :	SetText v
	✓ Keystrokes Mask
Enter Text :	Hello World
Advanced Opti	ons
Delay(ms): 5	
Match : 0	100 95 %
Tolerance : 0	100 5 %
Wait for the obj	ect to exist: 15 seconds

A Match value defines the extent of overall mismatch allowed between Image1 and Image2; Tolerance defines the extent of mismatch allowed between any two pixels under comparison.

Similarly, if the play type is set to 'Object' for the control, you can select your OCR engine and configure the Tolerance values in percentage.



GetProperty

Use the 'Get Property' action when you want to search the objects based on their properties during play time.

🕤 Input_Credentia	ls						
Select Action :	GetProperty	~					
Property Name :	Object ID	¥					
Select Variable :	Select Variable	×					
Advanced Opti	ons						
Wait for the object	ct to exist: 15 secon	ids					
Show Object Properties							
Show Object F	Properties						
Show Object R	Properties	^					
		^					
Name	Value	^					
Name Class	Value						
Name Class Parent	Value Edit						

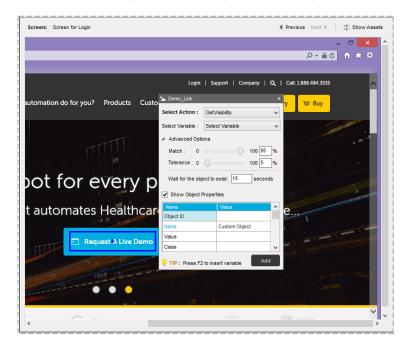
When you select action as 'Get Property', you will be able to select properties names such as Object ID, Name, Value, Class, Type, Index, Description, State, IsVisible, IsProtected etc based on the object control selected.

Prip:	Use th	le '	IsVisible	e' pr	ope	rty to	ide	ntify	whether	a	specific	object	: is	visi	ble	or	not.	For	custom
											action;								

GetVisibility

Use the GetVisibility action to build a logic based on an object's visibility during play time. This screen area could be a custom object or an object with Play Type Image. The 'GetVisibility' action returns the visibility status as True or False.

To add a 'GetVisibility' action in the Logic Editor, the object should be configured for Play Type 'Image'.





Actions allowed on Window Controls

The following Actions are allowed on Window Controls:

- 1. Click
- 2. DoubleClick
- 3. RightClick
- 4. LeftClick
- 5. SetText
- 6. AppendText
- 7. GetProperty
- 8. GetChildrenName
- 9. GetChildrenValue

SetText for Window Control - Use the action type 'SetText' for Window Controls. Select the entire window and specify the action type.

🕥 C:\Windows\system32\cmd.exe 🛛 🗙 🖓							
Select Action :	SetText	~					
	✓ Keystrokes	Ĩ					
Enter Text :	DIR						
Advanced Options							
Delay(ms): 5							
Wait for the object to exist: 15 seconds							
Show Object	Properties						
Show Object	Properties Value	^					
	· .	^					
Name	Value	*					
Name Class	Value ConsoleWindowClass	^					
Name Class Parent	Value ConsoleWindowClass Desktop	< >					
Name Class Parent Type Path	Value ConsoleWindowClass Desktop						

 \sum Note: The Window Control for Play Type 'Object' uses keystrokes by default.



OCR screens

For screens that are captured using OCR technology, when you select play type as Image for custom objects, you are allowed actions -SetText, GetText, LeftClick, RightClick, DoubleClick, and GetVisibility.

• GetText - When you select GetText for play type Image for a custom object, you can choose an OCR engine to extract text while creating a MetaBot Logic. You can choose an OCR engine other than the one selected during screen configuration for optimizing your automation.

Screen: Add Vendor-OCR				Previous Next	ssets
Contact •		Basic		Addresses	^
Phone -		Name	I	Business Address	
	Refresh	Balance	\$0.00		
			Send Payment		
Name	^	Credit	\$0.00		
Oh-Mega Toys					
Protekt-Ship Inc. Richardson Quick Liquidation				* Business Address X	
Richardson Quick Equidation		Contact			
		Name		· · · · · · · · · · · · · · · · · · ·	
		Phone		Select Variable : Select Variable V	
		Fax		OCR Engine: MODI TESSERACT	
		Email		TOCR	
		Website			
				Advanced Options	
		Remarks		Show Object Properties (1)	
				Alternate Contact 2	
				Alternate Contact 3	~
<					>



Section: MetaBots - Variables



Adding, Editing and Deleting Variables

Variables are storage locations for known or unknown information. When creating Logic, variables play an important role in maintaining or calculating information. Variables can help you in a number of ways, from fetching online data to transferring data between applications.

Automation Anywhere allows you to use various types of variables - locally defined or system defined in a MetaBot Logic. The following section describes how to add, edit and delete locally created variables.

Adding Variables to a MetaBot Logic

You can use the F2 function key to list all user and system variables that are available for insertion in a MetaBot Logic.

User defined variable types

You can create four types of variables that can be used in a MetaBot Logic - Value, List, Array, and Random.

1. Value - You can use a value type variable when you need to hold a single data point and use it in multiple places. This "placeholder" value can represent either text or numeric data.

Add Varia	ble				?				
Select Action :									
Select Varial	Select Variable From List Oreate New Variable								
Variable Type :	Value V	Parameter Type :	None	~	•				
Name :	Regular Expression		None Input Output InputOutput						
Select : Value :	Value v				-				
value .			v						
	<	2							
				Save	Cancel				

After you create the variable, you can use it by inserting the variable in several of the Logic Editor commands. When the value of the variable is modified, this value is reflected in any subsequent commands.

You can also mark a value type variable as 'Regular Expression'. These, you can use when creating TaskBots /MetaBot Logics that require pattern based searches in files, folders and window title commands.

2. List - You can use a list type variable when you need to retrieve multiple values, one by one. It is basically one dimensional placeholder for data.



Add Variable								
Select Action :								
Select Variable From List Oreate New Variable								
Variable Type :	List	~	Parameter Type :	None	~			
Name :			List Value :					
Select :	Make Random	~						
				Add To List Ec	lit Delete			
					Save Cancel			

Common uses of list variables include:

- Sending email to multiple recipients
- · Passing different values inside of a loop
- · Searching multiple web addresses

The values can represent either text or numeric data.

3. Array - Use an Array type variable for creating staging areas for data that need to be retrieved by your process as it runs. It is a twodimensional variable that holds multiple values in a table of rows and columns.

Add Varia	ble					?
Select Action	:					
Select Varia	able From List	Create No.	ew Variable			
Variable Type : Name :	Array	¥	Parameter Type :	None		•
Select : Row(s) :	Value	Column(s) :	1 Initia	lize Values		
					Save	Cancel

4. Random - You can create two types of random variables: string and numerical. Random variables are useful when you need to generate a random, repetitive string or numerical set. The values are generated when you run the TaskBot / MetaBot Logic.



Add Variable								
Select Action :								
Select Varial	ble From List 💿 Create N	lew Variable						
Variable Type :	Random 🗸	Parameter Type :	None	~				
Name :								
	Random String	🔘 Random Numi	ber - Range					
	String Length :	From :						
		То:						
				Save Cancel				

Common uses of Random variables include:

- String: Generating test data as input for fields or forms
- Numerical: Generating ID numbers in batch

Parameter Types

Since MetaBot Logics can be used in TaskBots, you might want to pass on certain parameters to another TaskBot / Logic (of the same MetaBot) when executing a Bot. For this, you can use variables and define their parameter types. Defining the type of parameters ensures optimum use of variables across Bots.

In MetaBot Logic, you can define four types of parameters - None, Input, Output, and InputOutput.

Refer Variables - Parameter Types for details.

Editing a Variable

You can edit and modify any local variable that you have created. In addition, you can edit the pre-defined variables.



Edit Varia	ble			?
Variable Type :	Value v	Parameter Type :	Input	>
Name :	Val1			
	Regular Expression			
Select :	Value v	Log For	Analytics	
Value :				^
	<			>
Description : (Optional)	This is a Value type variable wit	h parameter type Inpo	ut. This is used to input variable	
			182 Characters Remainin	9
Note : Descriptio	on of the variable will be visible wh	nile passing paramete	ers to this variable from a TaskE	iot.
			Save	Cancel

To edit a variable, follow these steps:

- 1. Select the variable you want to edit.
- 2. Click the Edit button or right-click on the variable and select Edit. The Edit Variable window is displayed.
- 3. Modify the variable fields as necessary. You can change the variable type, the name, description or the method of determining value.
- 4. Click Save.

Adding or Editing Description

You can add and edit description to the Value, Array, and List type variables when the Parameter Type is Input, Output, and InputOutput. This is highly useful as it provides contextualized help without any clicks, while using any the MetaBot Utilities/Logics on TaskBots.



🙏 Add Variable		x
Add Varia	ble	?
Select Action :		
Select Varial	ble From List	
Variable Type :	Value v Parameter Type : Input v	
Name :	Input-Date	
	Regular Expression	
Select :	Value Value Value	
Value :		^
		~
	< >	-
Description : (Optional)	This is a Value type variable with Parameter Type as Input. This is used to pass the ir	^
		~
	139 Characters Remaining	
Note : Descriptio	n of the variable will be visible while passing parameters to this variable from a TaskBo	t.
	Save	Cancel

Deleting a Variable

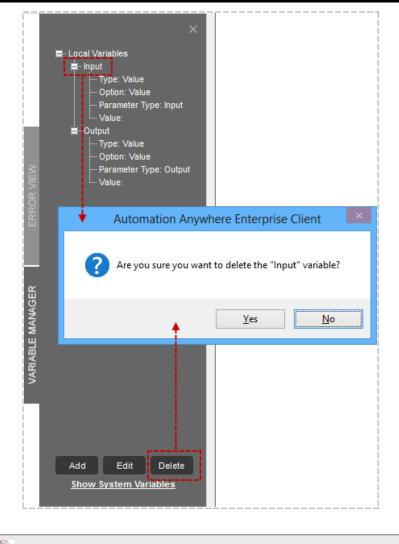
To delete a variable, use the Variable Manager.

For instance if you 'Copy All' variables to another Logic, you might need to delete several variables that are redundant in the new navigational flow.

To delete a variable,

- 1. Select the variable you want to delete.
- 2. Click the Delete button or right-click on the variable and select Delete.
- 3. When the confirmation message is displayed, click yes.





 Note: You can delete variables one at a time.



System Variables

Automation Anywhere provides powerful pre-defined system variables that you can use to design Logic Blocks.

yst	em Varia	bles			?
Cap	tion	Name	Return Value	Description	
÷	Date/Time			(This category contains Date/Time variables.)	
÷	Error Handling			(This category contains error handling related variables.)	
+	System			(This category contains System related variables.)	
					ок

 \sum Note: Though similar, not to be confused with System Variables available in Task Editor.

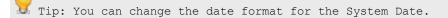
System Variable types that can be used in the Logic Block include:

- Date/Time: System-related date and time variables.
- Error Handling: Error Handling related variables.
- System: Variables specific to a particular client machine.

Date/Time System Variables

Сар	tion	Name	Return Value	Description	
8	Date/Time			(This category contains Date/Time variables.)	
	Year	Year	Integer	Returns Year. e.g. if date is 02/23/04, it returns 2004.	
	Month	Month	Integer	Returns System Month. e.g. if date is 02/23/04. it returns 2.	
	Day	Day	Integer	Returns System Day. e.g. if date is 02/23/04, it returns 23.	
	Date	Date	Date	Returns System Date in mm/dd/yyyy HH:mm:ss format.	
	Hour	Hour	Integer	Returns System Hour. e.g. if time is 17:33:49, it returns 17.	
	Minute	Minute	Integer	Returns System Minute. e.g. if time is 17:33:49, it returns 33.	
	Second	Second	Integer	Returns System Second. e.g. if time is 17:33:49, it returns 49.	
	Milliseco	Millisecond	Integer	Returns System Millisecond. e.g. if time is 17:33:49:10, it returns 10.	
÷	Error Handling			(This category contains error handling related variables.)	
+	System			(This category contains System related variables.)	

You can use the set of Date and Time system variables to insert or monitor the current date and time of a system as the navigational flow is implemented.





Click to change the date format:

	Date	Date	Date	Returns System I	Date in mm/dd/yyyy HH:mm:ss format.	
	Hour	Hour	Integer	🛕 Select Date F	format	x
	Minute	Minute	Integer		Sinac	~
	Second	Second	Integer			
	Milliseco	Millisecond	Integer	Date format:	mm/dd/yyyy HH:mm:ss	~
		Minisecond	linegei		dd/mm/yyyy hh:mm:ss AM/PM	^
+	Error				dd/mm/yyyy hh:mm AM/PM	_ 11
	Handling				dd/mm/yyyy HH:mm:ss dd/mm/yyyy HH:mm	
+	System			(This category c	m/dd yyyy	
					m/d/yy	
					yy/mm/dd	
					yyyy-mm-dd	~

Error Handling Variables

Caption Name Return Value		Return Value	Description	
ł	Date/Time			(This category contains Date/Time variables.)
=	Error Handling			(This category contains error handling related variables.)
	21101 21110	Error Line Number	Integer	Returns Automation Anywhere task error line number.
	Error Description	Error Description	String	Returns Automation Anywhere task error line description.
+	System			(This category contains System related variables.)

Use the set of Error Handling system variables to return task error line number and description.

System Type System Variables

Cap	tion	Name	Return Value	Description	
3	System			(This category contains System related variables.)	
	Machine	Machine	String	Returns Machine Name.	
	Clipboard	Clipboard	String	Returns Clipboard text data.	
	System	System (Name)	String	Name = { "Path", "PATHEXT", "USERDOMAIN", "PROCESSOR_ARCHITECTURE", "ProgramW6432", "PUBLIC", "APPDATA", "windir", "LOCALAPPDATA", "CommonProgramW6432", "USERDNSDOMAIN", "TMP", "USERPROFILE", "ProgramFiles", "PROCESSOR_LEVEL", "FP_NO_HOST_CHECK", "HOMEPATH", "COMPUTERNAME", "PROCESSOR_ARCHITEW6432", "USERNAME", "NUMBER_OF_PROCESSORS", "PROCESSOR_IDENTIFIER", "SystemRoot", "ComSpec", "LOGONSERVER", "TEMP", "ProgramFiles(x86)", "CommonProgramFiles", "COMPAT_LAYER", "USERDOMAIN_ROAMINGPROFILE", "PROCESSOR_REVISION", "CommonProgramFiles(x86)", "ALLUSERSPROFILE", "SystemDrive", "PSModulePath", "OS", "ProgramData", "HOMEDRIVE" }	
	AAApplicationPath	Application Path	String	Returns Product Application Path.	
	AAInstallationPath	Installation Path	String	Returns Product Installation Path.	

You can use 'System' variables to include parameters in your automation task that are related to a particular computer. The variables return actual system settings and parameters, such as RAM, CPU/RAM usage, and total RAM.

Common Use Case: These variables are useful when the performance of a system needs to be tracked during an activity; for instance load testing.

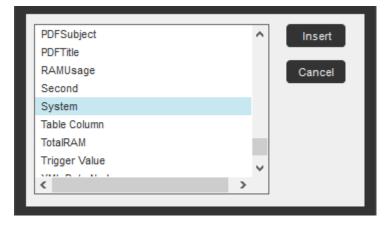
The following table provides names, return values, and descriptions for the system-related system variables.

*When you select the System variable, a menu is displayed from which you can select the specific system variable (see steps below).

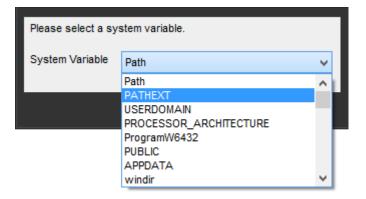


Steps to select System from Variables:

1. Click F2 and you will see Insert Variable window.



2. Select System and click Insert; a pop up window for System Variable Option appears.



3. Click OK and insert the System Variable.



Variables - Parameter Types

Since MetaBot Logics can be used in other TaskBots / Logics (of the same MetaBot), you might want to pass on certain variable parameters to another TaskBot / MetaBot Logic when executing a Bot. For this, you can use variables and define their parameter types, which can then be added as Input or Output Parameters in an automation.

You can add and update parameter types from Variable Manager \rightarrow Add/Edit :

Add Varia	ble					?	
Select Action :							
Select Varia	ble From List 💿 Crea	ite N	ew Variable				
Variable Type : Name :	Value Value Regular Expression	*	Parameter Type :	None None Input Output InputOutput		 ✓ 	
Select :	Value	۷					
Value :	<		>	^ ~			
					Save	Cancel	

Parameter Types

Parameter Type :	None	~
	None	
	Input	
	Output	
	InputOutput	

In MetaBot Logic, you can define four types of parameters for all variable types - None, Input, Output, and InputOutput

- 1. None When you want to use the variable value only in the MetaBot Logic that it was created for, define the variable as None, You cannot pass the value of such variables to another TaskBot or MetaBot Logic. Its value can only be read during Logic execution.
- 2. Input When you want the variable to accept values from TaskBot or MetaBot Logic of the same MetaBots, define the variable as Input Parameter Type. You can also assign any other value/variable as an Input Parameter in the automation.
- 3. Output When you want to use the variable value as an output in the MetaBot Logic it was created for and pass on the value to other TaskBot or MetaBot Logic as an Output Parameter, define the variable as Output Parameter Type.
- 4. InputOutput When you want to use the variable value as both input and output in the MetaBot Logic it was created for and pass on the value to other TaskBot or MetaBot Logic, define the variable as InputOutput Parameter Type. You can assign a value/variable as an Input Parameter and a variable as an Output Parameter in the automation.

Passing parameters from and to MetaBot Logic

As an Automation Expert, when you are creating automation that comprise a combination of TaskBots and MetaBot Logics, you would want to pass its parameter values from one to another for smooth functioning of your automation.



Automation Anywhere allows you to pass parameters from a Logic to other TaskBots, Logics, and DII APIs. The reverse is also possible - you can pass parameters from TaskBots, Logics, and DII APIs to Logics.

What is 'Passing of Parameters'?

When you create MetaBot Logic, you want to ensure that it can be optimally used in various TaskBots and MetaBot Logics. To achieve this, you first have to create variables with different parameter types - None, Input, Output, and InputOutput.

Each variable, based on its parameter type, is then used as an input parameter or output parameter or both in a TaskBot/ MetaBot Logic.

When it is used as an input parameter, you can add values to the variable or assign another variable as its value.

When it is used as an output parameter, you can only assign variables as its value. This will be read during automation execution.

This is passing of parameters from and to MetaBot Logic.

Refer Using MetaBot Logic in TaskBots to know how to use variables as parameters.

Refer Variables - Parameter Types for details on types of parameters.

 \mathbb{N} Note: If you have upgraded from Automation Anywhere Enterprise 10.x to the current version, refer the following sections on variable behavior while passing it as a parameter.

Passing parameters from Logic to TaskBot and from TaskBot to Logic

The table below shows the variable behavior when it is passed as a parameter from Logic to TaskBot and vice versa:

Variable type in TaskBot (T1) / Logic (L1)	Variable type in TaskBot (T2) / Logic (L2)	Behavior
	Value (V2)	V1 overwrites V2
Value (V1)	List (L2)	V2 is converted to 1x1 list and is assigned V1's value
	Array (A2)	V2 is converted to 1x1 Array and is assigned V1's value
	Value (V2)	V1 overwrites V2
Random (R1)	List (L2)	V2 is converted to 1x1 list and is assigned V1's value
	Array(A2)	V2 is converted to 1x1 Array and is assigned V1's value
List (L1)	Value (V2)	First index of the list is assigned when it is used outside of the loop. In loop, the value is assigned with reference to counter. If it is outside of the range, then first index is considered.
	List (L2)	V1 overwrites V2
	Array (A2)	V2 is converted to nx1 Array and is assigned V1's value
	Value (V2)	You have to input row and column of V1 and its value is assigned to V2
Array (A1)	List (L2)	You have to input the column of V1 and its value is assigned to V2
	Array (A2)	V1 overwrites V2

Note: The target variable **value** is overwritten by source variable value. However target variable **type** remains unchanged.



Passing parameters from Logic to API DIIs and from API DIIs to Logic

The table below shows the variable behavior when it is passed as a parameter from Logic to API DIIs and vice versa:

Variable type being passed from Logic	Variable type of DLL API	Behavior
	Value (V2)	V1 overwrites V2
Value (V1)	List (L2)	Not supported. Read-only cell
	Array (A2)	Not supported. Read-only cell
	Value (V2)	V1 overwrites V2
Random (R1)	List (L2)	Not supported. Read-only cell
	Array (A2)	Not supported. Read-only cell
List (L1)	Value (V2)	First index of the list is assigned when it is used outside of the loop. In loop, the value is assigned with reference to counter. If it is outside of the range, then first index is considered.
	List (L2)	V1 overwrites V2
	Array (A2)	Not supported.
	Value (V2)	You have to input row and column of V1 and its value is assigned to V
Array - A X B (A1)	List (L2)	You have to input the column of V1 and its value is assigned to V2
	Array (A2)	V1 overwrites V2 when V2 is A X B type. If V2 is one dimensional, you have to input the column.

 \mathbb{N} Note: You can assign output variables to value type variables only.



Section: MetaBots in Enterprise Control Room



Uploading MetaBots to Control Room

MetaBots can be uploaded to the Control Room from where any number of Bot Creator Clients with MetaBot license can download and integrate them within automation tasks.

- 1. In the My MetaBots List, select (highlight) the MetaBot you want to upload.
- 2. Upload the Metabot using one of the following methods:
 - In the Actions button, select Upload from the drop-down list.

Name		
IIS.mbot		_
Desktop_	Edit	
Excel.mb	Upload	
SAP.mbo	Rename	
CMDLine	Locate on Disk	
DateTime		_
DLL for A	Delete	

• Context click the MetaBot and select Upload.

Name	
IIS.mbot	
Desktop_	Edit
Excel.mb	Upload
SAP.mbo	Rename
CMDLine	Locate on Disk
DateTime DLL for A	
Excel Same	Delete

• Go to Repository in Manager, select the MetaBot, and click on Upload.

epository					
Server Repository	Automation Anywhere\My Me	etaBots			
	Name	Туре	Date Modified	Status	
····· / My MetaBots ₩ My Tasks	IIS.mbot	MBOT File	10/6/2016 3:42:56 PM	Same	
I My Idsks	AA.mbot	MBOT File	10/6/2016 3:43:00 PM	Same	
	DateTime.mbot	MBOT File	10/6/2016 3:42:58 PM	Same	
	<	wnload	mpare <u> m</u> Delete		>
Client Repository			mpare <u> </u> Delete		>
Take Automation Anywhere	1 Upload 🐺 Do	etaBots		Status	>
	Upload Do Automation Anywhere My Me Name	etaBots Type	Date Modified	Status	>
Automation Anywhere GlientMetaBotBackUp My Deployed Tasks Files	Lipload Do Automation Anywhere My Me Name Import Dataset.mbot	etaBots Type MBOT File	Date Modified 10/12/2016 7:19:40 PM	New	>
Automation Anywhere ClientMetaBotBackUp My Deployed Tasks Files My Docs	Upload Do Automation AnywhereiMy Me Name Import Dataset.mbot Login mbot	etaBots Type MBOT File MBOT File	Date Modified 10/12/2016 7:19:40 PM 10/6/2016 3:42:58 PM	New New	>
Automation Anywhere GlentMetaBotBackUp Wy Deployed Tasks Files Wy Docs Wy Exes	Upload Do Automation Anywhere Wy Me Name Import Dataset.mbot Login.mbot Mutiple_Exe.mbot	Type MBOT File MBOT File MBOT File	Date Modified 10/12/2016 7:19:40 PM 10/6/2016 3:42:58 PM 10/6/2016 3:42:58 PM	New New New	>
Automation Anywhere ClientMetaBotBackUp My Deployed Tasks Files My Docs	Upload Upload Upload Automation AnywhereiMy Me Name Import Dataset.mbot Login.mbot Mutiple_Exe.mbot Mutyple_Exe.mbot MyApp.mbot	Type MBOT File MBOT File MBOT File MBOT File MBOT File	Date Modified 10/12/2016 7:19:40 PM 10/6/2016 3:42:58 PM 10/6/2016 3:42:58 PM 10/6/2016 3:42:58 PM	New New New New	
Automation Anywhere Client/MetaBotBackUp My Deployed Tasks Files My Docs My Cass My Cass My Cabots	Upload Upload Upload Automation AnywhereiMy Me Import Dataset.mbot Login mbot Mutiple_Exe mbot MyApp.mbot MyApp.MetaBot.mbot	Type MBOT File MBOT File MBOT File MBOT File MBOT File	Date Modified 10/12/2016 7.19:40 PM 10/6/2016 3.42:58 PM 10/6/2016 3.42:58 PM 10/6/2016 3.42:58 PM 10/10/2016 4.33.41 PM	New New New New New	~
Automation Anywhere ClentMetaBotBackUp My Docs My Docs My Ubots My Ubots My Ubots My Webabots My Reports My Scripts	Upload Upload Order Automation Anywhere/My Me Mame Import Dataset.mbot Login.mbot Mutiple_Exe.mbot MyApp.metal MyApp.MetaBot.mbot New Record Option.mbot	Type MBOT File MBOT File MBOT File MBOT File MBOT File MBOT File	Date Modified 10/12/2016 7.19:40 PM 10/6/2016 3.42:58 PM 10/6/2016 3.42:58 PM 10/6/2016 3.42:58 PM 10/6/2016 3.42:59 PM	New New New New New New	> ^
Automation Anywhere Automation Anywhere My Deployed Tasks Files My Docs My Less My Less My Wabots My Neports My Scripts My Tasks	Upload Upload Upload Automation Anywhere My Me Mame Import Dataset.mbot Login.mbot Mutiple_Exe.mbot MyApp.mbot MyApp.mbot Nww.Record Option.mbot New Record Option.mbot New Record Option.mbot New Cord Option.mbot	Type MBOT File MBOT File MBOT File MBOT File MBOT File MBOT File MBOT File	Date Modified 10/12/2016 7:19:40 PM 10/6/2016 3:42:58 PM 10/6/2016 3:42:58 PM 10/6/2016 3:42:58 PM 10/10/2016 4:34:14 PM 10/6/2016 3:42:59 PM 10/6/2016 3:43:00 PM	New New New New New New	
Automation Anywhere ClentitletBotBackUp My Docs My Docs My Ubots My Ubots My Ubots My MetaBots My Reports My Scripts	Upload Upload Order Automation Anywhere/My Me Mame Import Dataset.mbot Login.mbot Mutiple_Exe.mbot MyApp.metal MyApp.MetaBot.mbot New Record Option.mbot	Type MBOT File MBOT File MBOT File MBOT File MBOT File MBOT File	Date Modified 10/12/2016 7.19:40 PM 10/6/2016 3.42:58 PM 10/6/2016 3.42:58 PM 10/6/2016 3.42:58 PM 10/6/2016 3.42:59 PM	New New New New New New	

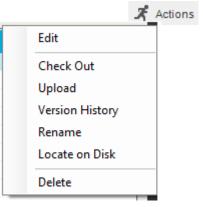


Tip: Ensure the MetaBot is closed in the MetaBots Client. Also, note that if the corresponding MetaBot is the only MetaBot that is opened in the MetaBots while uploading, you need to exit from the MetaBots Client.

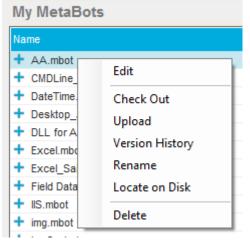
Uploading MetaBots when Version Control is Enabled

When Version Control is enabled, you can upload a MetaBot to the Control Room repository with comments, after using the 'Edit' option.

- 1. In the 'My MetaBots' List, select (highlight) the MetaBot you want to Edit and Upload.
- 2. Edit the Metabot using one of the following methods:
- In the Actions button, select Upload from the drop-down list.



• Right click the MetaBot and select Upload.



This launches the Upload Comment window:

Upload Comment	?
Enter Comment:	
	<u>^</u>
	V
Save	Cancel

• Input your comments and click Save. This uploads the MetaBot to the Control Room.



Uploading Multiple MetaBots

- 1. Go to Manage > Repository.
- 2. Select the My MetaBots folder in the Client Repository list.
- 3. Select multiple MetaBots (use either ctrl or shift keys as required).
- 4. Click the Upload button.
- 5. In the Upload Files window, the MetaBots that are 'Allowed' to be uploaded are selected; if required, deselect the ones that you do not want to upload.

💪 Up	load Files			x
Upl	load Files		•	• <mark>•</mark> •
\M	y MetaBots			
	File Name	Action	Remarks	
	\AA.mbot	NotAllowed	File with same name already exists	
	\DateTime.mbot	NotAllowed	File with same name already exists	
	+ VDLL for Array.mbot	Allowed		
	 \Import Dataset.mbot 	Allowed		
				_
Up	load Comment			
				- A -
			Upload Car	ncel

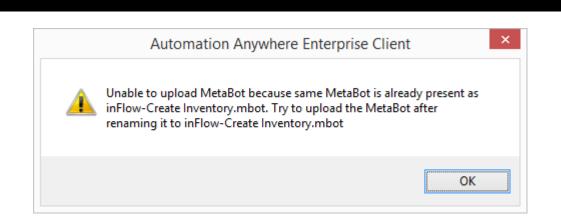
Tip: No prefixed icon/sign denotes a successful upload. This ensures that the version history can be used as a reference point by the Client.

 \mathbb{N} Note: MetaBots marked 'Not Allowed' cannot be uploaded; the reason for which is depicted in the 'Remarks' column.

6. Add your 'Upload Comments' and click 'Upload'. These comments are applicable to all MetaBots that are uploaded.

Uploading Renamed MetaBots

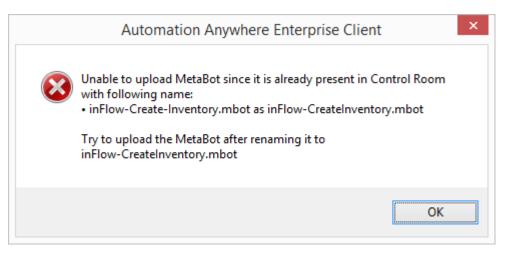
MetaBots that are already present in the Control Room repository and are renamed from a file system cannot be reuploaded to the Control Room repository. If you attempt to upload such a MetaBot from the **Client**, following message appears:



When you upload the renamed MetaBot(s) from the **Repository**, following messages appear:

• For a MetaBot:

ANYWHE



• For multiple MetaBots:

	Automation Anywhere Enterprise Client	x
8	Unable to upload MetaBots since they are already present in Control Room with following names: • inFlow-Create-Inventory.mbot as inFlow-CreateInventory.mbot • inFlow-CreateVendor.mbot as inFlow-Create-Vendor.mbot Try to upload the MetaBots after renaming MetaBots to their respective names on Control Room.	
	ОК	

You will have to revert to its original name in order to upload it.



Creating Roles and Assigning Permissions for MetaBots

You can define user roles and assign the necessary permissions for using MetaBots in the web based Control Room from the Administration \rightarrow Roles page

Creating New Roles

卷 Create role...

To define new user roles, click

In the Create Role page, input the role name:

FEATURES Name	0	Users with this role will be able to use which features?	
• HR		Role name	Role description (optional)
Features • DASHBOARDS		HR	
ACTIVITY BOTS		Max characters = 255 DASHBOARDS	Max characters = 255
DEVICES		View dashboards	
WORKLOAD		ACTIVITY	View my scheduled bots
BOTS	Ø	View my In progress activity	
DEVICES	9	View everyone's In progress activity	 Users will see the schedules which they have created on the bots which they have access to.
DEVICES	۲	View my scheduled bots	
USERS	۲	Schedule my bots to run	
		Edit my scheduled activity	
		Delete my scheduled activity	
		View and manage ALL scheduled activity	
		BOTS	
		View my bots	
		Run my bots	
		Export bots	
		Impart hats	

Select View my bots feature. This will enable the Bots panel below Features panel.

You can assign permissions based on the role you wish the user to play.

Note: MetaBot users require a separate set of privileges to access the MetaBot files. Hence, the Control Room admin has to grant separate MetaBot Repository access rights at MetaBot file level, apart from the folder rights in **Which Bots and supporting files?** page.

Access Permissions for MetaBot Users

To grant privileges such as Execute, Upload, Download, and Delete, click the **MetaBots** tab beside the **TaskBots and Other Sup**porting Files tab in the **Bots** panel. You can grant access privileges to a user at each MetaBot file level.

Create role

FEATURES	0	Which bots and suppo	rting files	\$?				
fvds Features DASHBOARDS ACTIVITY BOTS DEVICES WORKLOAD		Please select folders this role will hav will be able to take on objects within automatically inherit permission to ar This step is optional. You can add this TASK BOTS AND OTHER SUPPORTI	the folder. Sele ny objects that is information la	ecting a folder means that t are added to it in the futur	he role will			
BOTS	0	Folders (1)	¢	Select All	Upload 🚯	Download 🚯	Execute 🚯	Delete 🚯
DEVICES	0	▶ 🗋 My MetaBots			✓	✓		 Image: A start of the start of
USERS	Ø							
								<back next<="" th=""></back>



- 1. Select All User can use the MetaBot in TaskBots, upload to Control Room, download to Client, and also delete the downloaded MetaBot.
- 2. Execute User can use the Metabot in TaskBots but is not allowed to open the downloaded MetaBot in MetaBots Designer. This allows sharing of MetaBot as a Black-boxed bot. User cannot see/modify the content of a MetaBot.
- 3. Upload User can upload MetaBots.
- 4. Download User can download and modify MetaBots.
- 5. Delete User can delete the downloaded MetaBots.

```
Note: If you grant 'Download' permission to a user, the 'Execute' permission is automatically enabled so that a user can choose to either view/edit the content of a MetaBot that is downloaded or not all i.e. use it as a black-box.
```

You can choose to provide access rights based on the role that the user is allotted.

E.g. A BotCreator Client who has access to MetaBots can be granted all permissions whereas a BotRunner Client with MetaBots license can be granted only the 'Execute' permission.

You can verify whether the User has been created in the Roles list page. Learn More



Section: MetaBots in Enterprise Client



AlSense - an overview

Automation Anywhere AlSense enables intelligent automation of all the environments where object based automation is not available or is not reliable. Following type of applications are ideally suited for automation through AlSense

Business applications which are exposed over Citrix (XenDesktop and XenApp)

Applications which are accessed over Remote Desktop Protocol (RDP)

Legacy applications such as Delphi etc.

AlSense scans the application screen image and uses computer vision to identify all the UI elements (e.g. Labels and Text boxes). Post that, it automatically creates all the application UI objects from the image. All such automatically created objects are directly available for automation through MetaBot Logic. This saves a lot of time for user to manually create the objects on which automation is to be created.

Also it creates Al powered intelligent linking among the automatically created objects. This linking enables searching of one(child) object on the basis of other (parent) object. Intelligent linking ensures that automation continues to run reliably even when the absolute position or relative position of child and parents undergo modification.

MetaBot "Export Dataset" facilitates bulk data extraction from any application. This is available for standard technologies (e.g. HTML, .NET) and also for applications which are exposed as images, e.g. applications exposed over Citrix or RDP. For such applications, AlSense ensures that a single scan of application is enough to extract all the objects visible on the screen. It greatly reduces the automation execution time by a factor of 5 to 10, depending on the number of fields (objects) being extracted.

Similarly, improved MetaBot "Import Dataset" facilitates bulk data entry into any application. For Citrix/RDP type of applications, it greatly reduces the automation execution time by a factor of 5 to 10, depending on the number of fields (objects) being entered.

For more information, follow the below mentioned articles:

- Creating a MetaBot
- Adding and Recording a MetaBot
- Configuring MetaBot Screens
- Using Workbench to Create Logic
- Export Dataset command
- Import Dataset command

Renaming MetaBots

To rename a MetaBot, follow these steps:

- 1. In the 'My MetaBots' List that is available in the Automate tab of the Client, select (highlight) the MetaBot you want to rename.
- 2. Rename the MetaBot using one of the following methods:
 - In the File menu, select Rename.
 - · In the Actions button, select Rename from the drop-down list.
 - Right click the MetaBot and select Rename.

Tip: Ensure the MetaBot is closed in MetaBot Designer. Also, note that if the corresponding MetaBot is the only MetaBot that is opened in the MetaBot Designer while renaming, you need to exit from MetaBot Designer.

3. In the Rename File window, specify a name for the MetaBot.

🙏 Rename File		x
Enter File Name File Name : Import_Dataset_Copy		
	Save	Cancel



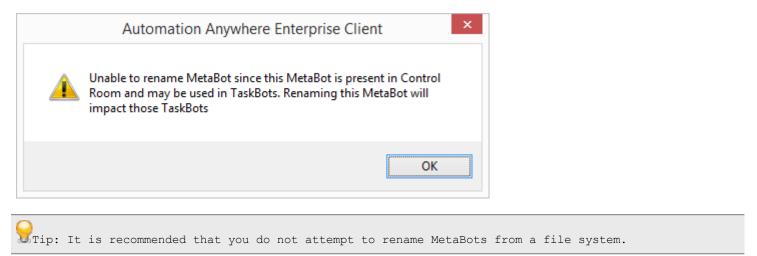
4. Click Save.

The renamed MetaBot is displayed in the My MetaBots List view.

Renaming Existing MetaBots

You can rename a MetaBot which is present only in your local machine and is not yet uploaded to Control Room. If the MetaBot is present in Control Room, system does not allow you to rename the MetaBot since it may be used in other TaskBots and renaming it may impact those TaskBots.

When you attempt to rename a MetaBot in the Client that already exists in the Control Room, following message appears:

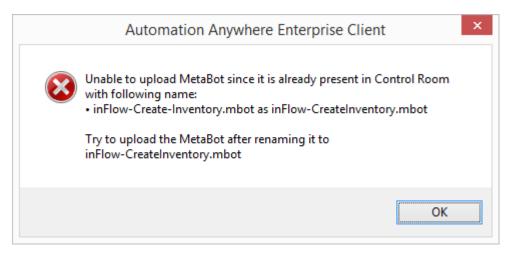


MetaBots that are renamed from a file system cannot be uploaded again to the Control Room repository. If you attempt to upload such a MetaBot from the **Client**, following message appears:

	Automation Anywhere Enterprise Client	×
1	Unable to upload MetaBot because same MetaBot is already present as inFlow-Create Inventory.mbot. Try to upload the MetaBot after renaming it to inFlow-Create Inventory.mbot	
	ОК	

When you upload the renamed MetaBot(s) from the Repository, following messages appear:

• For a MetaBot:





• For multiple MetaBots:

	Automation Anywhere Enterprise Client	×
8	Unable to upload MetaBots since they are already present in Control Room with following names: • inFlow-Create-Inventory.mbot as inFlow-CreateInventory.mbot • inFlow-CreateVendor.mbot as inFlow-Create-Vendor.mbot Try to upload the MetaBots after renaming MetaBots to their respective names on Control Room.	
	OK	

You will have to revert to its original name in order to upload it.

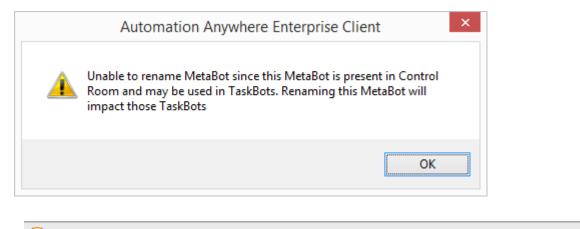
Renaming MetaBots if Version Control is enabled

You can rename a MetaBot in the local repository. However, note that if you rename a MetaBot and upload to the repository, it will overwrite the existing MetaBot with the previous name. The version history will be lost in such case.

• When renaming a file that has been uploaded to the server repository, you will be prompted:

Automation Anywhere Enterprise Clien	nt ×
The version history will be lost since the file will be det Version Control Repository. Continue?	ached from
<u>Y</u> es	No

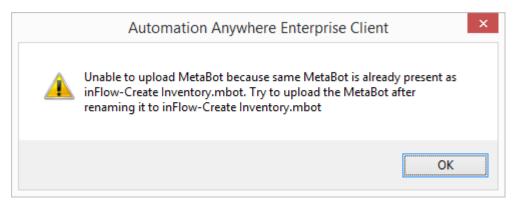
• If the file is checked out for edit, you will be prompted a message as only the local MetaBot version will be renamed :



Tip: Undo Check out to rename the MetaBot.



• If you try to upload a MetaBot that was renamed from a file system, you are shown:



Deleting MetaBots

In some cases, you might want to delete an existing MetaBot.

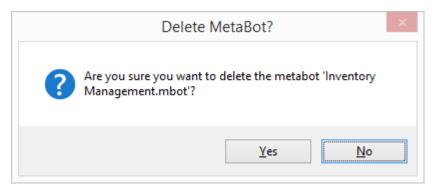
Tip: It is recommended that you do not attempt to delete MetaBots from a file system.

To delete a MetaBot, follow these steps:

- 1. In the 'My MetaBots' List, select (highlight) the MetaBot you want to delete.
- 2. Delete the Metabot using one of the following methods:
 - In the Edit menu, select Delete.
 - In the Actions button, select Delete from the drop-down list.
 - Right click the MetaBot and select Delete.

Tip: Ensure the MetaBot is closed in MetaBot Designer. Also, note that if the corresponding MetaBot is the only MetaBot that is opened in the MetaBot Designer while deleting, you need to exit from MetaBot Designer.

3. In the Delete MetaBot? window, click on Yes.



• The MetaBot is removed from the 'My MetaBots' List view.

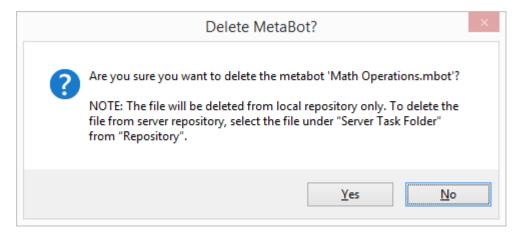
Note: After deleting a MetaBot, you cannot restore it in the Client. Before deleting a MetaBot, ensure you no longer have use for that MetaBot.

Tip: As a best practice, ensure all MetaBots are copied to the Control Room repository as a way of backing up your MetaBots.



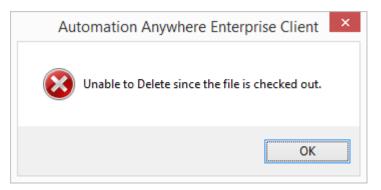
Deleting a MetaBot if Version Control is enabled

If you have version control enabled, while deleting the MetaBot from the Client, apart from confirmation, you will be notified that it will be deleted locally only.



Note: To delete the MetaBot from the Control Room repository, you will have to select it from the relevant folder of the repository.

If the MetaBot is checked out, you will not be allowed to delete it.





Enabling Version Control

The MetaBot Designer has an integrated feature on Version Control that allows MetaBot users to manage various versions of MetaBots and enforce controlled edits.

New 💿 Reco			
	ord		
	My MetaBots		🕒 New MetaBot 🏦 Upload 🔳 Delete 🛛 🕂 Actions
i Tasks	Name	Туре	Last Updated
	+ AA.mbot	MetaBot	06/10/2016 15:43:00
MetaBots	+ CMDLine_MetaBot.mbot	MetaBot	06/10/2016 15:42:58
	+ DateTime.mbot	MetaBot	06/10/2016 15:42:58
IQBots	+ Desktop_Java.mbot	MetaBot	06/10/2016 15:42:56
Workflows	+ DLL for Array.mbot	MetaBot	06/10/2016 15:42:58
VVOIKIIOWS	+ Excel.mbot	MetaBot	06/10/2016 15:42:57
	+ Excel_Sales_Invoice.mbot	MetaBot	06/10/2016 15:42:58
	+ Field DataSet.mbot	MetaBot	10/10/2016 16:33:40
	+ IIS.mbot	MetaBot	06/10/2016 15:42:56
	+ img.mbot	MetaBot	06/10/2016 15:42:58
	+ img2.mbot	MetaBot	06/10/2016 15:43:00
	+ Import Dataset.mbot	MetaBot	12/10/2016 19:19:40
	+ Login.mbot	MetaBot	06/10/2016 15:42:58
	+ Multiple_Exe.mbot	MetaBot	06/10/2016 15:42:58
	+ MyApp.mbot	MetaBot	06/10/2016 15:42:58
	+ MyApp_MetaBot.mbot	MetaBot	10/10/2016 16:33:41
	+ New Record Option.mbot	MetaBot	06/10/2016 15:42:59
	+ NopCommerce.mbot	MetaBot	06/10/2016 15:43:00
	+ Notepad MetaBot.mbot	MetaBot	06/10/2016 15:43:00
	+ REST_MetaBot.mbot	MetaBot	06/10/2016 15:42:58
	+ Sales Force.mbot	MetaBot	06/10/2016 15:42:59
	+ SAP.mbot	MetaBot	06/10/2016 15:42:57
	+ SuiteCRM_Dataset.mbot	MetaBot	06/10/2016 15:42:59
	+ ta.mbot	MetaBot	06/10/2016 15:43:00

(Image as seen in Enterprise Client - MetaBot Designer version 10.3)

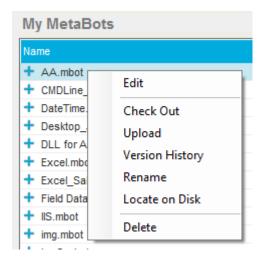
Control the versioning of MetaBots in Clients by enabling the feature from Automation Anywhere Enterprise Control Room.

Learn More

Using Version Control in MetaBot

To perform controlled edits to your MetaBots, use versioning to create new files, check out for edit, upload with comments and view the version history.

You can context click the MetaBot in the 'My MetaBots' list view of the Automation Anywhere Enterprise Client.



You can also perform similar operations using Actions.



Tip: Ensure the MetaBot is closed in the MetaBot Designer Client. Also, note that if the corresponding MetaBot is the only MetaBot that is opened in the MetaBot Designer while performing these operations, you need to exit from the MetaBot Designer Client.

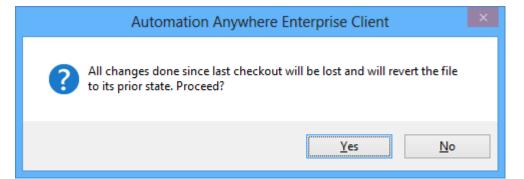
Perform the operations detailed below using either context click or 'Actions'.

 Edit: You can edit a MetaBot from the 'My MetaBots list' provided it has been 'Uploaded' and 'Checked Out'. On editing, you are guided to the 'Assets' view of the selected MetaBot in the MetaBot Designer. Here, you can opt to add/record screens, dll's, and add/update Logic(s).

A new MetaBot created in the local repository (of the Client) has a plus sign (+) appended to the MetaBot name. Refer the article on 'Creating a MetaBot' to learn how to create a new MetaBot.

Check Out: A MetaBot that already exists in the Control Room repository can be checked out for editing. A check mark (
) indicates the file is checked out for editing.

The option toggles to 'Undo Checkout' once the MetaBot is checked out for editing. This enables you to undo the last update(s) to the checked out file. Select 'Yes' to confirm:



3. Upload: Post editing, you can upload a MetaBot to the Control Room repository with comments. No prefixed icon/sign denotes a successful upload. This ensures that the version history can be used as a reference point by the Client.



You can also opt to upload MetaBot(s) from the My MetaBots folder in the Repository. Learn More



- 4. Version History: You can view revisions to a MetaBot and if required, roll back any updates. It allows you to identify the user and relevant 'Action' that was performed during a specific 'Date and time' with relevant check in 'Comments'. Learn More
- 5. **Rename:** You can rename a selected MetaBot in the local repository provided it has not been checked out. Note that if you rename a MetaBot and upload to the repository, it will overwrite the existing MetaBot with the previous name. The version history will be lost in such case. Learn More
- 6. Locate on Disk: In some cases, you might want to locate the MetaBot that is associated with an automated task you've created.

Automation Anywhere MetaBot files have the file extension of: '.mbot'

To locate a MetaBot on your computer, follow these steps:

- 1. In the main Automation Anywhere window, select the MetaBot in the My MetaBots List for which you want to locate the .mbot file.
- 2. Either click on the Edit menu or on the Actions button, and select 'Locate on Disk'. The MetaBot files are listed in the File Explorer.
- 3. Locate the automation MetaBot file. The .mbot name matches the name you've assigned to the MetaBot.
- 7. Delete: You can delete a MetaBot from the local repository provided it has not been checked out. Learn More



Viewing Version History

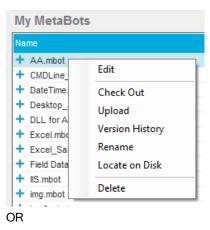
Use Version History to view the history of updates to the selected MetaBot. Also roll back updates, if required.

On selecting Version History, you will be able to view a list of all revisions created for the selected MetaBot.

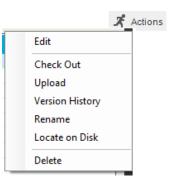
Viewing history of file versions

You can view 'Version History' of the selected MetaBot from:

1. The Context Menu:



2. Actions list:



3. On selecting Version History, you will be able to view versioning details for the selected MetaBot:

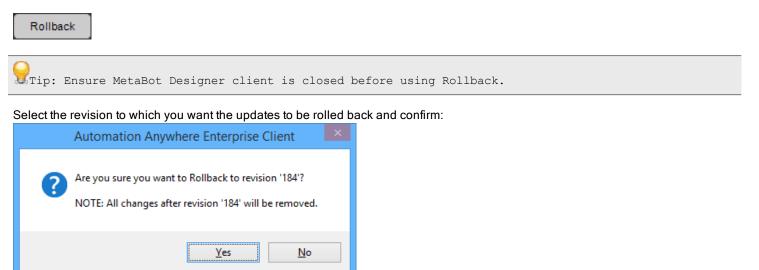
	Version History					x
v	ersion His	tory			(9 1 <mark>1</mark>
	Automation A	nywhere\My N	letaBots\Import Da	taset.mbot		
	Revision No.	Action	Username	Date	Comments	
	18	Add	Mike Lee	10/13/2016 16:08:27	Deleted duplicate 'Screen'	
	9	Add	Admin	06/24/2016 15:26:27	Uploaded Base version	
						Rollback

The Version History is displayed in descending order of the time-stamp i.e. the latest revision at the top and the first revision at the bottom. It allows you to identify the user and relevant 'Action' that was performed during a specific 'Date and time' with relevant check in 'Comments'.

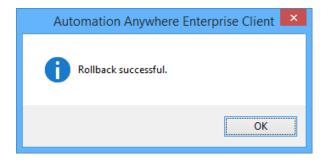


Rollback Updates

You can also rollback the updates to a specific revision. Use this to revert updates/changes in the selected MetaBot to the selected revision from the version history.



On confirming, all the changes done since the selected revision to the latest revision will be rolled back and a success message is displayed:



 \sim Note: It is recommended you check in (upload) the file once it is rolled back to the selected revision so that the latest revision(s) are reflected in the updates.



Using MetaBot Logic in TaskBots and MetaBot Logics

You can integrate Logic in your TaskBots as well as other MetaBot Logics in the Automation Anywhere Workbench to create automation. Based on your work-flow, you can add either one or more Logic from a single MetaBot or multiple Logic from various MetaBots.

Adding MetaBot Logic to a TaskBot

1. To begin, click on the MetaBot section given at the top of the command panel in the Workbench

Commands	MetaBots
🖃 🔚 My MetaBo	ots
🚊 🖓 🦕 Financ	e Automation
<u>*</u> a.r	nbot
<u>*</u> pa	yroll.mbot
	nagement
<u>*</u> pa	yroll.mbot
	ory Management
	eate Customer.mbot
	eate Vendor Logic.mbo
	port Dataset.mbot
	low - all applications.r
	low-Create-Inventory.
	low-CreateVendor.mb
🚊 🖷 🧰 Utilities	te and Time.mbot
	th Operations.mbot
	ing and Numbers.mbot
	perations.mbot
Outloo	
<	>

2. Double click/drag and drop a MetaBot from the list of MetaBots.



3. The **MetaBot** window is launched.

🔪 MetaBot							• ×	
MetaBot						?	<mark>.</mark> ₽	
Search Logic	Logic: Add Vendor Input Parameters: Output Parameters:							
	Name	Value		Name	Value			
Export Dataset Export Dataset2	Val2	value		Val3	Value			
	Val2			Valo				
inFlow Inventory - Create Vendo Vendor - New								
	TIP: Press F2	to insert variable.						
			Logic Infor	rmation			1.1	
	Modified By :	mike.lee			Date Modified : 04/25/2018 16:42	29		
	Description :					0		
						·		
< >>								
					Save	Ca	incel	

- 4. Select the desired logic from the list. If this logic needs certain values and/or variables as input and/or output, they get listed under the **Input** and/or **Output** Parameters pane. Otherwise, the parameter tables appear empty.
 - If Input and InputOutput parameter type variables are available in the Logic, you can assign a value or variable required as an input in **Input Parameters** pane.
 - Similarly, if Output and InputOutput parameter type variables are available in the Logic, you can assign another variable as an output in **Output Parameters** pane.
 - Refer Variables Parameter Type and Passing Parameters in Automation for details.

Tip: Use the 'Search Logic' facility to navigate to the Logic you want.

- 5. If you have assigned variables in the logic, you will have to assign the required set of values to the Input and Output Parameters.
 - You cannot leave these blank.
 - You can also assign variables to the Input and/or Output Parameters from the list of variables available in the task.

Tip: If the Input and/or Output parameters require use of credentials or sensitive data, you can opt to use 'Credential Variables'. Select the required variable listed under \$CredentialVariables\$ from Insert Variables. You cannot, however, pass these variables from one TaskBot/MetaBot Logic to another TaskBot/MetaBot Logic. Refer the article Assigning Credential Variables for details.



🙏 MetaBot			= x
MetaBot			? : <mark>!</mark>
Search Logic InFlow-CreateVendor Add Vendor Kaport Dataset Kaport Dataset2 InFlow Inventory - Create Vendo Purchase Order - New	Logic : Add Vendor Input Parameters : Vale Value Val2 SVendorS Val1 \$Address\$	Output Parameters : Name Val3	Value SPrompt-Assignment\$
	Image: Press F2 to insert variable. Modified By : mike.lee	Logic Information	e Modified : 04/25/2018 16:42:29
,	Description :		Ĵ
			Save Cancel

6. The **Description** field provides information about the Logic that is being configured. The name of the user who updates the Logic Information and the date and time it was modified is also displayed.

Similarly, you can refer the **Input** and **Output** parameter Description below the Logic description. This is added when you are creating variables.

This is highly useful as it provides contextualized help without any clicks, while using any the MetaBot Utilities/Logics in TakBots.

Tip: If you want to view the description without scrolling, hover your mouse over the Description field and the entire text is shown as tool tip.

Note: If your Logics and Input/Output parameters were created in 10.x versions, by default the description is not shown. However, you can update the Logic description and that is shown once it is edited and saved using the Properties option. Similarly, you can edit the variables to include the parameter description.

7. Once you are done, click Save to include the MetaBot Logic in your TaskBot.

 \mathbb{N} Note: During TaskBot execution, if your target application is open in admin mode, you will have to run the task in admin mode.

The Workbench depicts the event data for Logic:

FIL	TERS	✓	Mouse Moves	 Keystrokes 	✓ Mouse Clicks	✓ Delays	✓ Other	Windows	All
1 🗁 Open: "C:\Program Files\inFlow Inventory\inFlow.exe "									
	2	X	Run Logic "Add	Vendor" from Meta	Bot "My MetaBots\Inv	ventory Manager	ment\inFlow_C	reateVendor.	mbot"

Import DataSet Command



Inserting huge amounts of data from a single source can be done using the Import Dataset command in a MetaBot Logic from the Workbench. You can insert data into various fields from an external file such as an Excel spreadsheet using single command. It enables you to create logic that would otherwise involve numerous keystrokes and clicks.

Supported Technologies and Controls

Import Dataset command supports the following technologies:

- 1. HTML
- 2. JAVA
- 3. MSAA
- 4. .NET
- 5. Flex

Import Dataset command supports the following controls and actions:

- 1. Static Text (label) GetProperty, Click, LeftClick, RightClick, and DoubleClick
- 2. Text Box SetText, AppendText, Click, LeftClick, RightClick, and DoubleClick
- 3. Radio Button Select, LeftClick, RightClick, and DoubleClick
- 4. Check Box Check, Uncheck, Toggle, LeftClick, RightClick, and DoubleClick
- 5. Combo Box SelectItemByText, SelectItemByIndex, LeftClick, RightClick, DoubleClick, and Expand
- 6. List View SelectItemByText, SelectItemByIndex, LeftClick, RightClick, and DoubleClick
- 7. Buttons LeftClick

Import Data to an application

You can configure the Import Dataset command from Workbench \rightarrow Commands.

- 1. Create a Screen using required application. Learn More
- 2. Configure the Screen for required parameters. Learn More

Tip: If an object does not display or displays an unidentifiable text and/or number, its recommended you provide an alias to that object during Screen configuration. Learn More

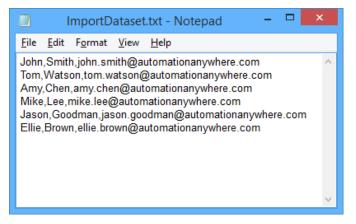
- 3. In the Logic Editor, select Import Dataset from the Commands list.
- 4. Start filling in details using a combination of variables, text and controls. Unless a field is populated, you cannot move to the next.

Note: All the objects which are not selected for automation execution are disabled by default. To enter value in those, click on the check-box in **Write** column.



Select 'Write' to fill object value during automation execution							
#	Entry Name	Type Δ	Value	Write	^		
1	Vendor	TextBox	\$Excel Column(1)\$	✓			
2	Contact Name	TextBox	\$Excel Column(2)\$				
3	Phone	TextBox	\$Excel Column(3)\$				
4	Website	TextBox	\$Excel Column(4)\$				
5	Fax	TextBox	\$Excel Column(5)\$	✓			
6	NAMELESS	TextBox					
7	NAMELESS	TextBox					
8	NAMELESS	TextBox					
9	Credit	TextBox	\$0.00				
10	Balance	TextBox	\$0.00				
11	Currency	ComboBox	US Dollar (\$)	•			
12	Currency	TextBox	US Dollar (\$)				
13	Currency	ListView		•			
14	Carrier	ComboBox		•			
15	Carrier	TextBox					
16	Carrier	ListView		•			
17	Emergency Phone	TextBox			_		
18	NAMELESS	TextBox					
19	Email	TextBox					
20	Alternate Contact 3	TextBox			~		
Click	'Unlock' icon to change th	e execution order					
Press F	2 to insert variable.			Save C	ancel		

• You can use either the direct assignment of variable i.e. assign a Value or indirect assignment i.e. assign value from a text document as shown:



- For variables that make use of credentials or any sensitive data, use Credential Variables. Select the required variable listed under \$CredentialVariables\$ from Insert Variables. Refer the article Assigning Credential Variables for details.
- You can choose to create a variable, if not present when inserting one. In the Value field, press function key F2 to launch Insert Variable dialog. Click **New** to create a variable.



Insert Variable			x
SCredential LockersS SVariablesS my-list-variable Prompt-Assignment SSystem VariablesS AAApplicationPath	^	Insert New	
AAControlRoom AAInstallationPath	>	Cancel	

• You can also insert object values using the properties window. To configure additional properties such as delay, search criteria etc, double click anywhere on the corresponding object row and update the properties.

#	En	try Name	Тур	be	Va	lue	Write
1	Name		TextBo	х	John		✓
2	Credi	🕥 Name				×	✓
3	Balan	Select Action :	SetTe	ext		*	◄
		Enter Text : Advanced Op Wait for the ot Show Object	John John tions	exist: 15	second	s	
		Name		Value		^	
		Object ID		txtVendor	Name		
		Name		Name			
		Value					
		Class		Windowsf	forms10.E	*	
		P TIP : Press F	'2 to ins	ert variable	Upda	te	

- i. Select Action that needs to be performed during Logic execution. This can be changed if required.
- ii. Optionally Insert Keystrokes and/or Mask the keystrokes
- iii. Type the required text in $\ensuremath{\text{Enter Text}}$
- iv. In Advanced Options specify:
 - a. Wait time for the object to exist. This can be changed if required.
 - b. Optionally view the Object Properties which will be used to execute the command
- v. Save or Update if in edit mode.
- By default, all fields are displayed. Once you select fields for inserting values, and you open in edit mode after saving only those are shown. To view all click **Show All**.



- You can also choose to change the sequence in which the object values will be filled when automation is executed. For this
 - you must click 💼 . This is the default state. To lock the sequence, click 💼 . This ensures the sequence is not changed.
- The data that is visible can be filtered on Type and sorted on Type and Entry columns.
- 5. Your logic will reflect the Import Dataset command in the event data.

A Automation Anywhere Enterprise Client - Workbench <u>Eile Edit Debug Tools Help</u>				
🧼 New 🔻 🕨 Run 🔛 Save	 Enable Debugging Set SnapPoint 		Search Hel	• a ? 💦
Commands MetaBots CATEGORES V VEW ALL Image Email Automation Image Error Handling Image Export Dataset Image Export Dataset Image Recognition Image Recom Capture Image Sond Ernall Image Sond Ernall Image Sond Ernall <	List	Screen: Purchase Order Scarch Order # Inventory Status • AI Payment Status • AI Vendor • Order #		Clow Inventory - Fi
ta - Terminal Emulator - Si Variable Operation ta - Si Wait ta - For Window Actions ta - Fait XML	,	¢		×

6. Save.

```
Tip: The Save button is disabled until all object values that are selected for Write are filled.
```

It is a best practice to Calibrate Screens that are used for Import Dataset command if the application is subject to frequent updates. These would affect the MetaBot during execution.

🔊 Note: You can fill the form in OCR mode, IR mode and mixed mode.

Export Dataset Command

Extracting huge amounts of data from a single source can be done using the Export Dataset command in a MetaBot Logic from the Workbench. You can read data from various fields from source and save it into an external file such as an Excel spreadsheet using single command. It enables you to create logic that would otherwise involve numerous keystrokes and clicks.

Supported Technologies and Controls

Export Dataset command supports the following technologies:

- 1. HTML
- 2. JAVA
- 3. MSAA
- 4. .NET
- 5. Flex

Export Dataset command supports the following controls and actions:



- 1. Static Text (label) GetProperty
- 2. Text Box GetProperty
- 3. Radio Button GetStatus and GetProperty
- 4. Check Box GetStatus and GetProperty
- 5. Combo Box GetProperty, GetTotalItems, GetSelectedIndex, and GetSelectedText
- 6. List GetProperty, GetTotalItems, GetSelectedIndex, and GetSelectedText
- 7. Buttons LeftClick

Export Data from an application

You can configure the Export Dataset command from Workbench \rightarrow Commands.

- 1. Create a Screen using required application. Learn More
- 2. Configure the Screen for required parameters. Learn More

Tip: If an object does not display or displays an unidentifiable text and/or number, its recommended you provide an alias to that object during Screen configuration. Learn More

- 3. In the Logic Editor, select Export Dataset from the Commands list.
- 4. Start filling in details using a combination of variables, text and controls. Unless a field is populated, you cannot move to the next.

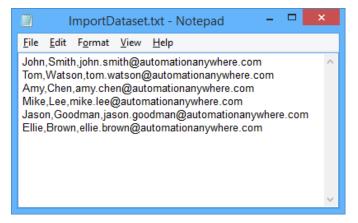
 \sum Note: All the objects which are not selected for automation execution are disabled by default in the Value column.

To enable editing of Value parameters, select Read.



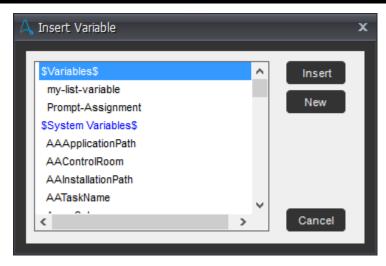
	oort Dataset	alue during automa	ation execution	Show Selected	?
#	Entry Name	Туре 🛆	Value	Read	^
1	Order #	StaticText	\$Order-no\$	<	
2	Inventory Status	StaticText	\$Inventory-Status\$	✓	
3	Payment Status	StaticText	Payment-Status\$	✓	
4	Vendor	StaticText	Vendor-Name\$	✓	
5	Vendor Address	StaticText	\$Vendor-Address\$		
6	Date	StaticText	\$Date\$	✓	
7	Due Date	StaticText	\$Due-Date\$	✓	
8	Total	TextBox	\$Total\$	✓	
9	Balance	TextBox	\$Balance\$	✓	
10	Sub-Total	TextBox	\$Sub-Total\$	✓	
11	Phone	TextBox	<pre>\$Phone-no\$</pre>	✓	
12	Contact	TextBox	<pre>\$Contact-Name\$</pre>	✓	
13	Search	StaticText			
14	Order #	TextBox			
15	All	TextBox			
16	All	TextBox			
17	NAMELESS	TextBox			
18	Unfulfilled, Unpaid	TextBox			
19	NAMELESS	TextBox			
20	Order #	StaticText			~
Click	'Unlock' icon to change th	e execution order			
ress F	2 to insert variable.			Save C	ancel

• You can use either the direct assignment of variable i.e. assign a Value or indirect assignment i.e. assign value from a text document as shown:



• You can choose to create a variable, if not present when inserting one. In the Value field, press function key F2 to launch Insert Variable dialog. Click **New** to create a variable.





Value, Random, Array, and List type variables are supported in Export Dataset

Tip: Define an Array type variable to export 'Values' that can be filled multiple times for a single 'Entry Name'. Learn More

• You can also insert object values using the properties window. Double click the Value field to launch

#	Entry Name	Туре	Value	Read
1	Contact	StaticText	\$Name\$	✓
2	Contact		x	✓
3	Select Action :	GetProperty	~	•
4	\ 			✓
5	F Property Name :	Name	~	✓
6	F Select Variable :	Name	~	◄
	Wait for the object Pr	operties 🚺	seconds	
	Name	Value	~	
	Object ID	label13		
	Name	Contact		
	Value			
	Class	WindowsForm	s10.S 💙	
	O TIP : Press F2 t	o insert variable	Update	

i. Select Action that needs to be performed during Logic execution. This can be changed if required.

- ii. Select the Property Name
- iii. Select relevant variable
- iv. In Advanced Options specify:
 - a. Wait time for the object to exist. This can be changed if required.
 - b. Optionally view the Object Properties which will be used to execute the command
- v. Save or Update if in edit mode.



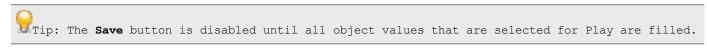
6.

- By default, all fields are displayed. Once you select fields for inserting values, and you open in edit mode after saving only those are shown. To view all click **Show All**.
- You can also choose to change the sequence in which the object values will be filled when automation is executed. For this you must click . This is the default state. To lock the sequence, click . This ensures the sequence is not changed.

The data that is visible can be filtered on Type and sorted on Type and Entry columns.

5. Your logic will reflect the Export Dataset command in the event data.

New 🔻 🕩 Run 📄 Save	Set SnapPoint			Search Help Q
Commands MetaBots CATEGORES VEWALL CATEG		Screen: Purchase Order	Order × 🛛 Dashboard 🗙 🕂	Previous Next



It is a best practice to Calibrate Screens that are used for Export Dataset command if the application is subject to frequent updates. These would affect the MetaBot during execution.