

Foxtrot

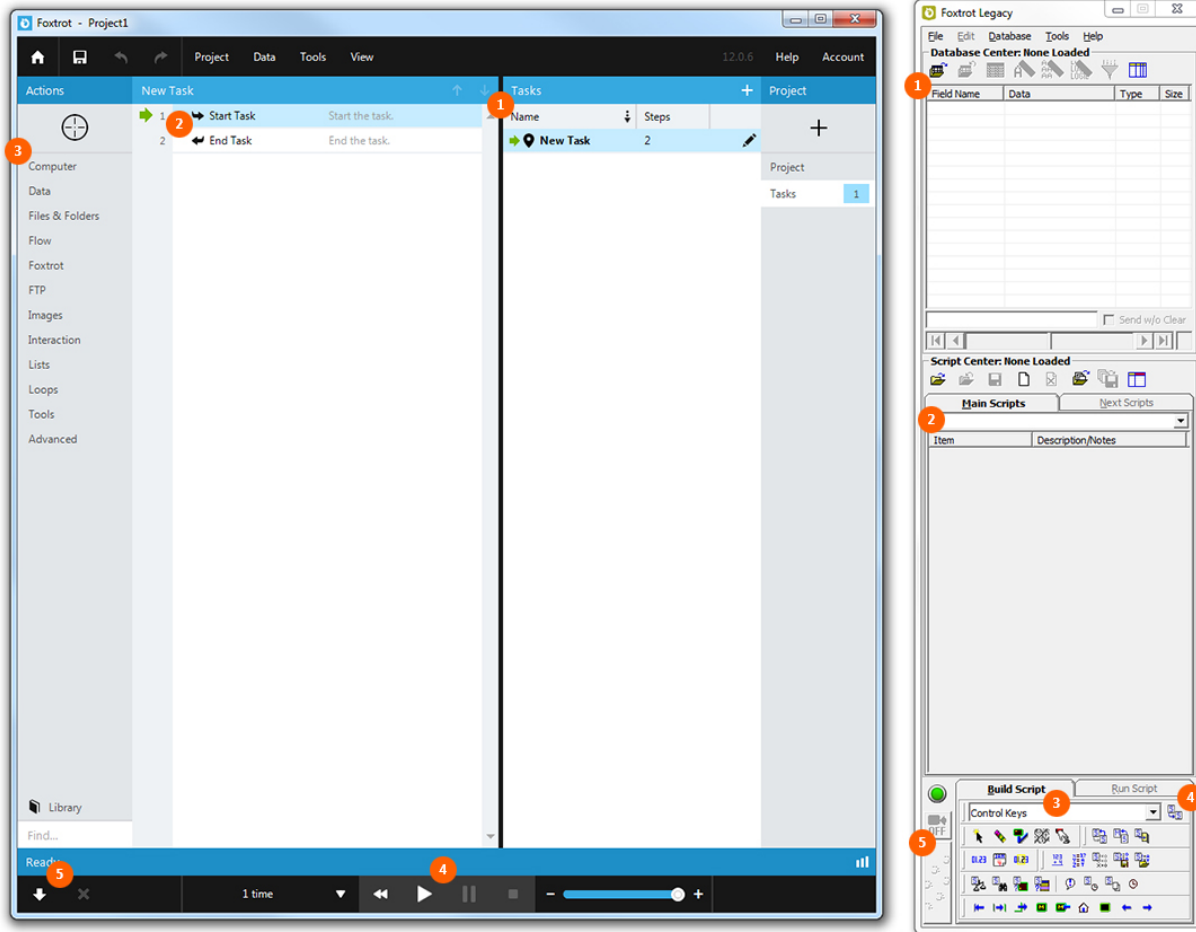
YOUR AUTOMATED EMPLOYEE



MAKING THE LEAP FROM LEGACY TO FOXTROT

As vendors replace dated green screen technology with web and Windows applications, EnableSoft wants to ensure that Foxtrot is still on the tip of the tongue for handling manual unstructured processes. It can be scary to learn a new application, so we hope that this document helps in making the leap from Foxtrot Legacy to Foxtrot RPA a little bit less intimidating.

OVERVIEW KEY



1. Data View Center

Unlike Fox Trot Legacy, Fox Trot's Project Pane is located at the right side of the application. This section serves as Fox Trot's primary Project Pane, where not only a loaded database can be viewed, but any windows connections, Logs, and Variables.

2. Script Center

Fox Trot's Task Pane is located in the center of the application. As actions are created, they can be viewed and modified in the Task Pane.

3. Script Builder

In Fox Trot Legacy, the Script Builder is located at the bottom of the application, where only a handful of actions are available off hand. Fox Trot however has two different types of actions; those that requires targets (sending data to an emulator screen) and those that do not (formatting a number). These actions are located in the left hand side of the Task Pane.

4. Run Center

Fox Trot's Run Bar still provides the powerful tools to run a project at maximum efficiency. Unlike Legacy however, Fox Trot provides multiple statistical information regarding a running script including:

- The number of records remaining
- The number of records completed
- The average number of records completed per minute
- The remaining time until the process is complete
- The average speed of a single record

5. Execution Stepper

Walk through a script with the Run Arrow to ensure reliability of a project before running.

WHY USE FOXTROT?

















WHAT CAN FOXTROT DO THAT LEGACY CANNOT?

























| | Foxtrot Legacy | Foxtrot |
|-------------------------------------|----------------|---------|
| Automate Emulators | ✓ | ✓ |
| Automate Windows | ✗ | ✓ |
| Automate Web | ✗ | ✓ |
| Automate FTP | ✗ | ✓ |
| Runs without a Database | ✗ | ✓ |
| Easy to Learn | ✗ | ✓ |
| Easy to Teach | ✗ | ✓ |
| Easy to Setup | ✗ | ✓ |
| Automate Multiple Emulator Sessions | ✗ | ✓ |
| Runs without an Emulator | ✗ | ✓ |
| New Features in Updates | ✗ | ✓ |
























To get you started, a complete Legacy to Foxtrot green-screen thesaurus is included below. EnableSoft can also provide the help and training needed to convert existing Legacy scripts to Foxtrot, or better understand Foxtrot and its uses.











































ACTION THESAURUS



















| Legacy | Foxtrot | How To |
|---|---|---|
| Backspace  | Backspace Key  | Target the emulator screen and choose the  Emulator Keys Action followed by the desired key |
| Back Tab  | Back Tab Key  | Target the emulator screen and choose the  Emulator Keys Action followed by the desired key |
| Calculation  | Calculator  | The Calculation action performs simple or complex calculations. This action is located in the Data section under Actions |
| Calculation  | Formula  | The Formula action evaluates more complex calculations, as well as simple arithmetic. This action is located in the Data section under Actions |
| Call Next Script  | Run Task  | Instructs Foxtrot to run a particular Task within the script. The Run Task action is located in the Flow section under Actions |
| Check Host Status  | Not Supported | Not Supported |
| Check Screen  | If  | Target the desired screen position to check and select the  If Action. Specify the value of Item A to the target's text. Foxtrot will create an If and End If action. If the criteria is met, actions between If and End If will be performed. These actions will also replace the Next Script. |




















| Legacy | Foxtrot | How To |
|--|---|--|
| Clear Screen  | Clear Key  | Target the emulator screen and choose the  Emulator Keys Action followed by the desired key |
| Clear Transaction Log | Clear Log  | Clears a specific Log. This action is located in the Data section under Actions |
| Comment  | Label  | Identical to Comments. Use a Go To Label  Action to jump to a particular Label. These actions are located in the Flow section under Actions |
| Database Field | Send Data  | Target the emulator and choose the  Send Data Action. Click the Expression Builder  and choose the Data tokens |
| Delete Script Item  | Delete  | Deletes an action from the script. This is found on Foxtrot's Main Toolbar, as well as when right-clicking an action |
| Down  | Move Cursor  | Target the emulator and choose the  Move Cursor Action, selecting the desired behavior |
| Down  | Cursor Down Key  | Target the emulator screen and choose the  Emulator Keys Action followed by the desired key |
| Enter  | Enter  | Target the emulator screen and choose the  Emulator Keys Action followed by the desired key |
| Enter Text or Number  | Send Data  | Target the emulator and choose the  Send Data Action |



| Legacy | Foxtrot | How To |
|--|---|---|
| Field Exit  | Field Exit Key  | Target the emulator screen and choose the  Emulator Keys action followed by the desired key |
| Format Date  | Formula  | The  Formula Action is located in the Data section under Actions. There are over 20 Date & Time functions |
| Format Number 01.23 | Formula  | The  Formula Action located in the Data section under Actions. There are over 20 Number functions |
| Function Keys | Emulator Keys  | Target the emulator screen and choose the  Emulator Keys action followed by the desired key |
| Go To Mark  | Move Cursor  | Target an emulator screen and select the  Move Cursor Action |
| Home  | Home Key  | Target the emulator screen and choose the  Emulator Keys action followed by the desired key |
| Left  | Move Cursor  | Target the emulator and choose the  Move Cursor action, selecting the desired behavior |
| Left  | Cursor Left Key  | Target the emulator screen and choose the  Emulator Keys Action followed by the desired key |
| Log Transaction | Write Log  | This action can be found in the Data section under Actions |

| Legacy | Foxtrot | How To |
|---|--|--|
| Next Script | If  | An If Statement will create an If and End If action. Actions that will be performed If the criteria is met should go between If and End If |
| Page Down  | Page Down Key  | Target the emulator screen and choose the  Emulator Keys Action followed by the desired key |
| Page Up  | Page Up Key  | Target the emulator screen and choose the  Emulator Keys Action followed by the desired key |
| Part of Field  | Formula  | The  Formula Action is located in the Data section under Actions. There are over 50 manipulation functions |
| Pause  | Wait  | Include a delay for as little as a tenth of a second, to as high as minutes. Delays are found in the Flow section under Actions |
| Position Cursor  | No Longer Needed | No Longer Needed |
| Position Relative  | Move Cursor  | Target the emulator and choose the  Move Cursor Action, selecting the desired behavior |
| Print Screen  | Print Screen Key  | Target the emulator screen and choose the  Emulator Keys Action followed by the desired key |
| Reset  | Reset Key  | Target the emulator screen and choose the  Emulator Keys Action followed by the desired key |

| Legacy | Foxtrot | How To |
|--|--|--|
| Right → | Move Cursor  | Target the emulator and choose the  Move Cursor Action, selecting the desired behavior |
| Right → | Cursor Right Key  | Target the emulator screen and choose the  Emulator Keys Action followed by the desired key |
| Script Compare  | If  | Compare two (or more) things within a script. To compare something on the screen, target the emulator screen and select the  If Action, changing the value of Item A to the target's text. To compare two things off the screen, select the  If Action in the Flow section under Actions |
| Script Copy  | Copy Data  | Target an emulator screen and select the  Copy Data Action. Foxtrot will require the information to be stored to a variable or field |
| Script Exit  | Go to End  | This action tells Foxtrot to jump to the very end of the script, marking the current record and continuing with the next unmarked record in the database. This action is found in the Flow section under Actions |
| Script Go To Comment  | Go To Label  | Instructs Foxtrot to go to a  Label within the script. This action is located in the Flow section under Actions |
| Script Go To Record  | Go To Record  | Navigates to a specific record within the database. This action is located in the Data section under Actions |

| Legacy | Foxtrot | How To |
|--|---|---|
| Script If Position  | If  | Target an emulator screen and choose the Get Target Info action. Couple this action with an If Statement, located in the Flow section under Actions |
| Script If Record  | Current Record Number  | Provides a value for the current record number within the script. This action is located in the  Project Expressions |
| Script Name  | Project Name  | Provides the name of the current script. This action is located in the  Project Expressions |
| Script Reset Variables  | Clear Variable  | Clears any desired Variables within the script. This action is located in the Data section under Actions |
| Script Restore Variables  | No Longer Needed | Variables are stored within the script until the user clears them manually, or they are cleared with a  Clear Variable Action |
| Script Return  | No Longer Needed | Foxtrot will automatically return to the calling task |
| Script Return Main  | No Longer Needed | Foxtrot will automatically return to the calling task |
| Script Save Variables  | No Longer Needed | Variables are stored within the script until the user clears them, or they are cleared with a  Clear Variable Action |
| Script Search  | Search  | Searches the screen for a value or string. Target the emulator screen and select the Screen targeting option. |

| Legacy | Foxtrot | How To |
|--|---|---|
| Script Unmark All  | Unmark Record  | Unmark desired records within the database. This action is found in the Data section under Actions |
| Script Wait  | Show Message  | Showing a message pauses the script and requires a user to click OK before continuing. This action is located in the Display section under Actions |
| Script Wait  | Question  | Displaying a question pauses the script until a user provides a valid response. This action is located in the Display section under Actions |
| Script Wait  | Show Prompt  | Showing a prompt pauses the script and requires a user to type a response before continuing. This action is located in the Display section under Actions |
| Script Write CSV  | Write Log  | Writes the contents of a Log. This action is located in the Data section under Actions |
| Send Without Clear | Send Data  | Target the emulator screen and choose the Send Data action, changing the Behavior from Overwrite to None |
| Set Mark  | Get Info  | Target an emulator screen and select the Get Info action to save the current position of a row or column |
| Tab  | Tab Key  | Target the emulator screen and choose the  Emulator Keys Action followed by the desired key |
| Up  | Move Cursor  | Target the emulator and choose the  Move Cursor Action, selecting the desired behavior |

| Legacy | Foxtrot | How To |
|-------------------------------|---|---|
| Up ↑ | Cursor Up Key  | Target the emulator screen and choose the  Emulator Keys Action followed by the desired key |
| Variables X=17 Y=A Z=.T | Variables X= | There is no limit to the number of Variables a script can have. Additionally, a Variable can have any name and type desired |

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