Workflow Designer Window Components

Each Workflow Designer window consists of:

Palette

The *Elements* tab of the palette contains *workflow elements* for most algorithms intergrated in UGENE and sets of common input / output routines. The elements are grouped into categories that reflect their uses and features. The *Samples* tab of the palette contains examples of *workflow*.

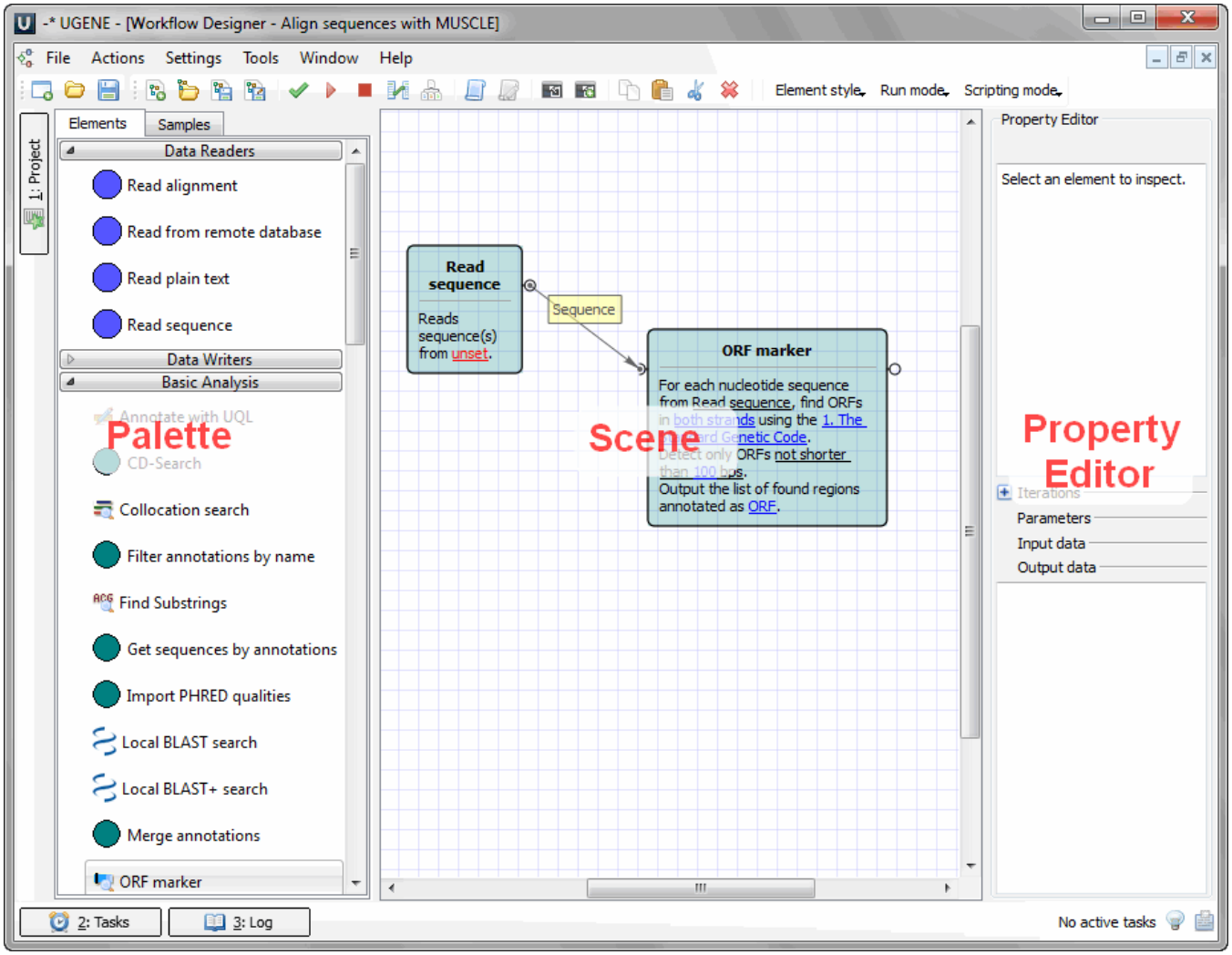
Scene

The main drawing scene is the place where the workflow elements are constructed into a workflow.

Property Editor

Provides information about a currently selected workflow element and allows configuring it.

On the image below you can see these components in a maximized Workflow Designer window:



All these components are resizable and can be adjusted to individual needs.