

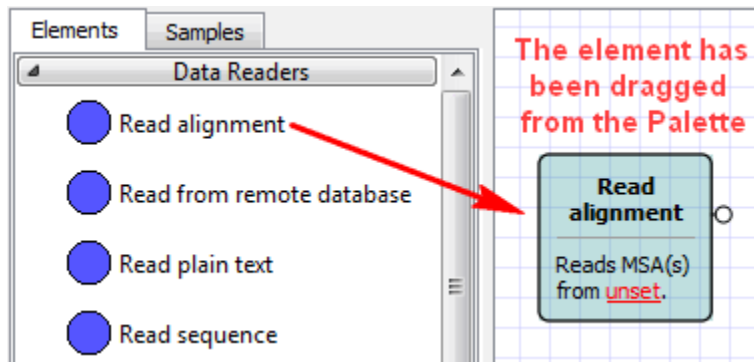
How to Create and Run Workflow

- Select *Tools* → *Workflow Designer* or *File* → *New workflow* items in the main menu.

Result: The Workflow Designer window appears.

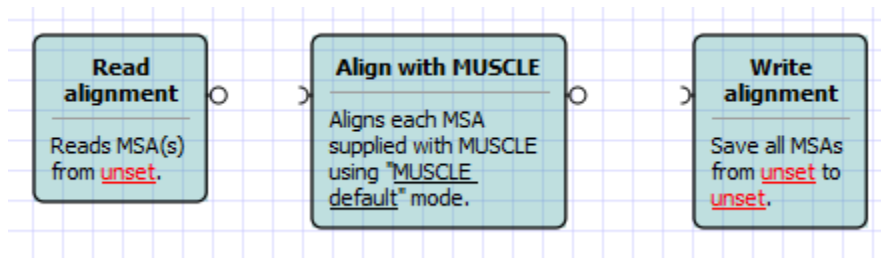
- On the *Elements* tab of the *Palette* find the *Read alignment* element. It is located in the *Data sources* group and drag it to the *Scene*.

Result: The element is shown on the Scene.



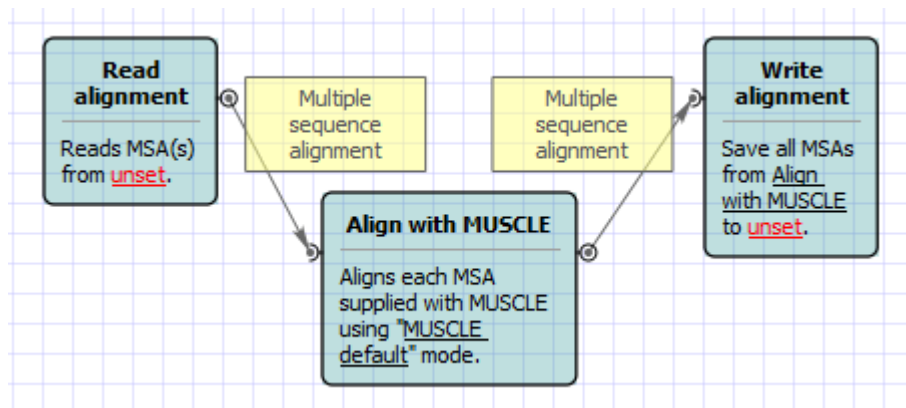
- Repeat the previous step for the *Write Alignment* element from the *Data sinks* group and for the *Align with MUSCLE* element from the *Multiple sequence alignment* group.

Result: All three elements are on the Scene.



- Connect the elements:
 - Drag an arrow from the *output port* of the *Read alignment* element to the *Align with MUSCLE* element.
 - Drag an arrow from the output port of the *Align with MUSCLE* element to the *Write alignment* element.

Result: The elements are connected with arrows.



- Select the *Read alignment* element. In the *Parameters* area of the *Property Editor* click on the *Value* column of the *Input files* parameter:

Property Editor

Element name: Read alignment

Read alignment : Reads multiple sequence alignments (MSAs) from local or remote files.

Besides the known alignment formats, it supports composing an alignment from a set of sequences in a corresponding file (e.g. FASTA or Genbank).

+ Iterations

- Parameters

Name	Value
Input files	<input type="text"/> ...

Browse for the input file

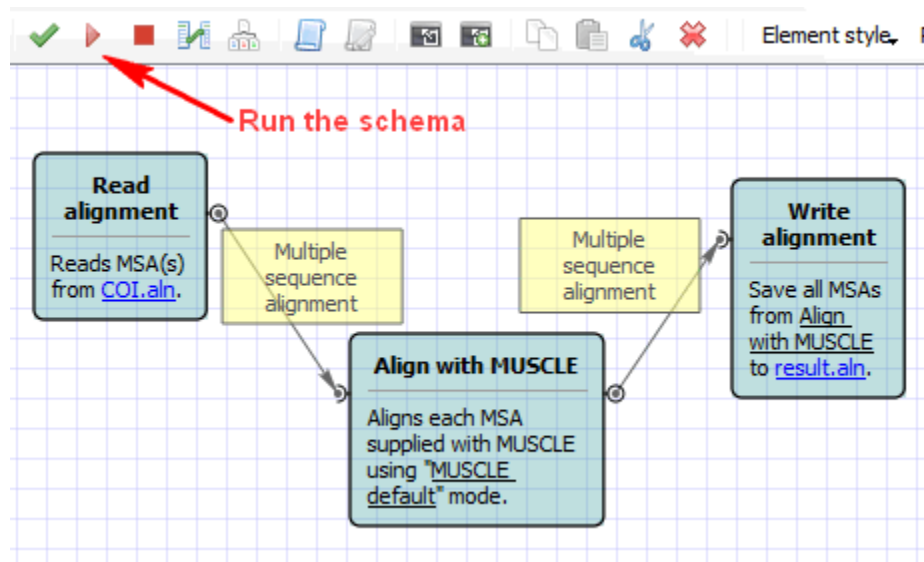
- And browse for an input file, e.g. Select the \$UGENE\data\samples\CLUSTALW\COI.aln file.

Result: The *Input files* value is set to the file's path.

- Select the *Write alignment* element and set the *Output file*, e.g. you can just enter result.aln.

Result: All required workflow parameters are set.

- Click the *Run workflow* button on the toolbar.



Result: After the workflow has run, a blue notification has pop up.

- Open the the result.aln file in UGENE.

Result: The file has been opened. It contains the result of the alignment with MUSCLE.