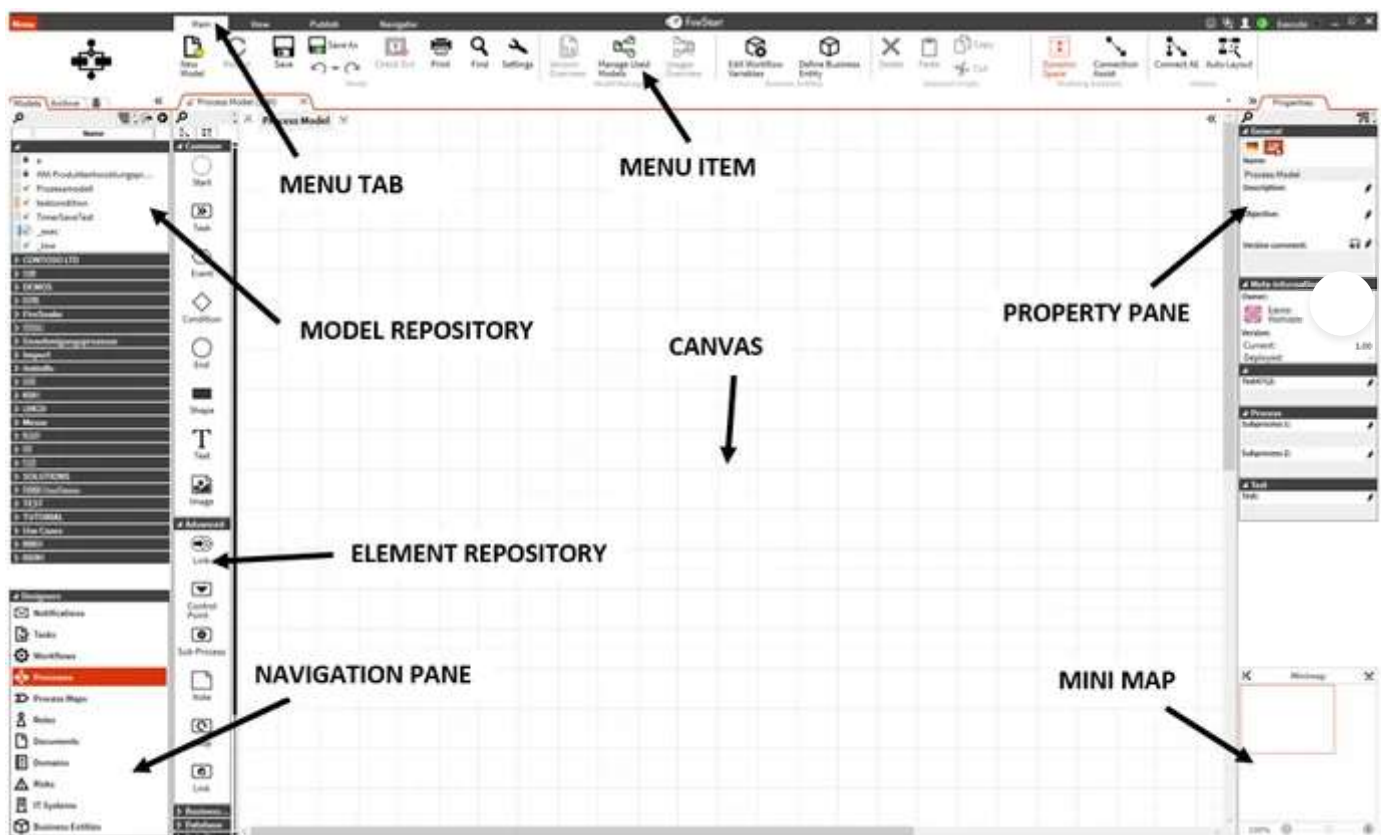**FireStart**

Basic GUI and Navigation ⌄

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Areas

Menu Tab

There are three menu tabs in the Ribbon Menu: **Main,** **View,** and **Publish**. Each menu tab contains several menu items.

Navigation Pane

In the navigation pane, you can select a **Module** or designer.

Element Repository

The element repository contains all elements and activities you can use for your processes. They are divided into categories for faster search. You can drag & drop elements and activities on the canvas.

Model Repository

Depending on the selected designer, appropriate models are shown in the model repository. This means that when you are currently working with the role designer, all role models are shown in the model repository. With a double-click on a model, it opens on the canvas. The models can be structured by using so-called scopes.

Canvas

The canvas is the place where all the modeling happens. On the canvas, you drag, drop, add, remove, and move your elements. Several models can be opened on the canvas and are organized in tabs on top of the canvas. To switch between the models, just click on one of the tabs.

Right next to the model name, there are two icons:

This icon means that the made changes of the model will lead to a new minor version.

This icon means that the made changes of the model will lead will force a new major version.

To learn more about major and minor versions, see <u>Model Version and Updates</u>.

Property Pane

The property pane contains the properties of a model or element. If an element is selected, the properties of the element are shown and can be edited. When clicking on the canvas without selecting an element, you can edit general information of a model. In the property of the model, the current and deployed version is shown, which is useful, if you don't know whether the latest version is deployed or not. Depending on which element you have selected, the parameters will change to suit.

Mini Map

The mini map shows the minimized version of the process. By clicking somewhere on the mini map, the colored area is shown on the canvas. If you have a complex process and want to jump from the start to the end, you can do so quickly with the mini map. This makes navigating through the process much easier. At the bottom of the mini map, you can zoom the process model or go back to the default value by clicking on **100%.** By clicking the arrow in the upper right, you can hide the mini map. With the upper left arrow, you can undock it from the right-side pane.