

Edit / Delete a Trigger or Transition

Last Modified on 11/13/2023 4:23 pm EST

Overview

An Administrator can edit or delete a Trigger, Transition, or Action if it requires further attention.

User Account Requirements

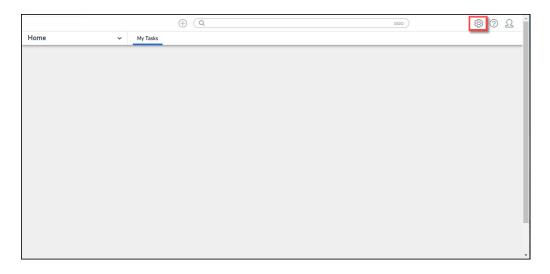
The user account you use to log into Resolver must have Administrator permission to access the Object Types tile.

Related Setup/Information

Please see the Add a Condition to a Transition article for more information on adding a Condition to a Transition.

Navigation

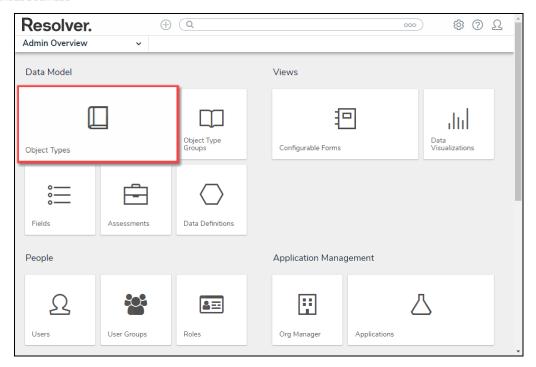
1. From the *Home* screen, click on the **System** icon.



System Icon

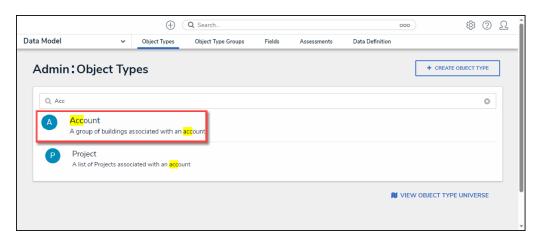
From the *Admin Overview* screen, click the **Object Types** tile under the *Data Model* section.





Object Types Tile

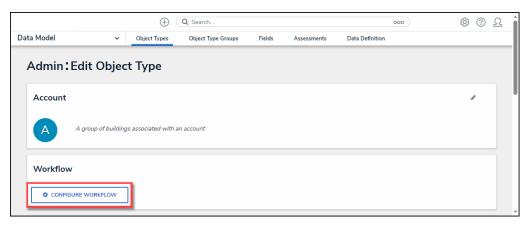
- 3. From the *Admin: Object Types* screen, enter an object type name in the **Search** field to narrow the search results list.
- 4. Click an **Object Type Name** from the search results lists.



Form Name Link

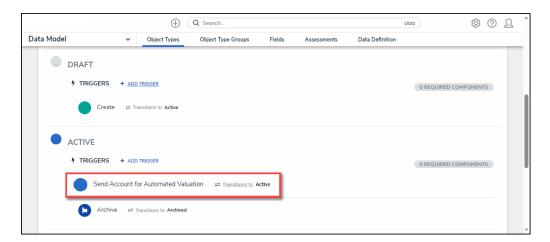
5. From the *Admin: Edit Object Type* screen, click the **Configure Workflow** button.





Configure Workflow Button

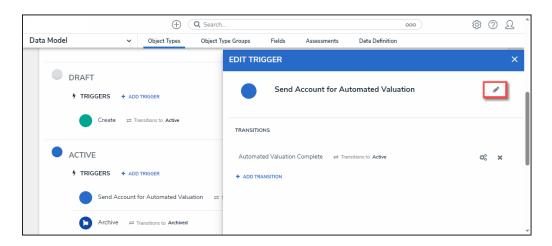
6. From the *Admin: Edit Workflow* screen, click a **Trigger** from the *States* section.



Trigger

Editing/Deleting a Trigger

1. From the *Edit Trigger* pop-up, click the **Edit** icon.



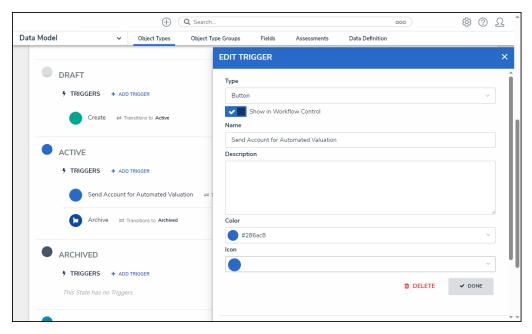
Edit Icon

2. Apply edits to the following fields:



- **Type:** Select a new Type from the **Type** dropdown list.
 - Button: The Button Trigger type adds a button to configurable forms, which
 moves an Object from its current state to another state (e.g., clicking the
 Submit for Review button on a form will move the object to the In Review
 state).
 - **Timed:** The **Timed Trigger** type moves an Object to a specified state and can perform actions nightly (e.g., create a trigger that notifies users of an overdue deadline or reminds them to launch an assessment on a particular day).
 - The Timed Trigger type cannot be added to the Creation state. Read more here: Timed Triggers & Nightly Emails Schedule.
 - If a state contains multiple **Timed Triggers** with conditions, you must create separate Transitions for each Trigger.
 - Consume Orchestration Event: The Consume Orchestration Event
 Trigger type uses an existing state or Object Type's Send Orchestration
 Event action to automatically Transition an object to another predefined state
 (e.g., Closing an audit object will also automatically close all issue objects in an Open state).
 - The Consume Orchestration Event Trigger type also cannot be added to the Creation state.
- **Show in Workflow Control:** The toggle switch bypasses conditional logic requirements that may prevent the Trigger from appearing on the form.
- Name: Enter a new Trigger Name.
- **Description:** Enter a new Trigger Description.
- Color: Enter a new 6-digit hex code or click the field to select a color from the Color
 Palette dropdown.
- **Icon:** Select a new icon from the **Icon** dropdown menu.



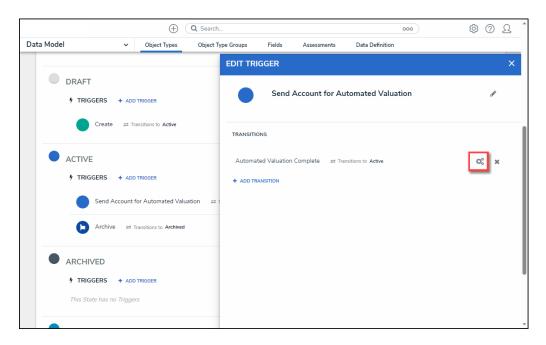


Edit Trigger Pop-up

- 3. Click the **Delete** button to delete the trigger and its Transitions, Conditions, and Actions,
- 4. Click the **Done** button to save changes.

Editing/Deleting a Transition

1. From the *Edit Trigger* pop-up, click the *Edit* icon.



Edit Icon

- 2. Apply edits to the following fields:
 - Name: Enter a new Transition Name.
 - Destination State: Select a new Destination State from the Destination State



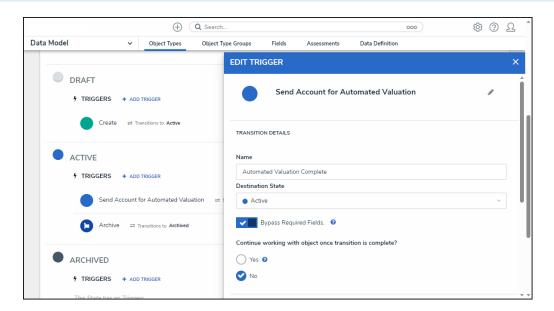
dropdown menu.

- **Bypass Required Fields:** Enabling the toggle switch allows the Transition to occur when required fields on the form are empty.
- Continue Working with Object Once Transition is Complete?: Select the Yes
 radio button if a Transition to the same form or another form is required when a user
 Triggers a form Transition, or select the No radio button if no Transition is required.



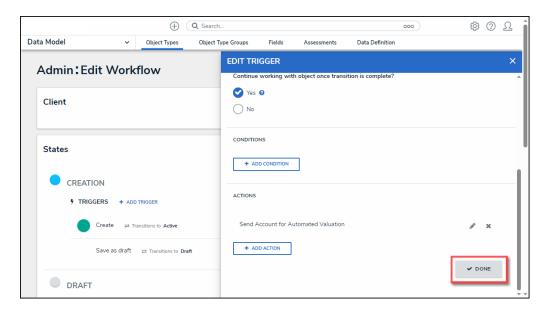
Note:

The Continue working with object once transition is complete? radio buttons will not appear on the Create state.



Edit Trigger Pop-up

3. Click the **Done** button to save changes.





Done Button