Self-Healing Support in Scenario Editor

Enabling self-healing builds out an accessor repository for each script step. Should an accessor change permanently, AIQ will recommend substitutes based on learning from prior runs and replace the accessor in the script (self-heal the script) for you.

The following accessors can be self-healed:

- assertContrainsText
- assertDoesNotContainText
- blur
- break
- clearText
- click
- click2
- clickIfFound
- clickXY
- collapse
- doSearch
- doubleCkick
- doubleClickXY
- drag
- drop
- expand
- findElsByJqStr
- focus
- formSubmit
- keyboardCommand
- mouseDown
- mouseDownXY
- mouseDrag
- mouseDrop
- mouseMove
- mouseMoveXY
- mouseOver
- mouseOverXY
- mouseUp
- mouseUpXY
- nativeDrag

- nativeDrop
- paste
- pointerDown
- pointerEnter
- pointerLeave
- pointerOut
- pointerOver
- pointerUp
- reOrderListForVue
- rightClick
- selectText
- sendKeys
- sentEnter
- sentText
- setCaretPosition
- setChecked
- setHTML
- setSelected
- setText
- setValue
- setValuetoEditor
- toggleStyle
- waitUntilVideoCompleted

For more information on self-healing, see the “Self-healing” section in Creating Blueprints.

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If you have any feedback on this topic, please contact us at documentation@appvance.ai

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