Tour of the *workflow editor*

Find your way around the node editor: the Workflows page, the canvas, the node palette, ports, models, running, outputs and the workflow menu.

GUIDE Step 2 · Repeat

IN SHORT

- Find every control of the node editor: the Workflows page, the canvas, the palette, ports, models, runs and the menu.
- Read the cost badge next to the title before you click Run: it is the number to budget with.
- Opening and looking around is free; only Run spends credits, and edits save automatically.

You need ✓ A Scenario account with access to Workflows

Use this page the first time you open the editor, or when you cannot find a control. Labels match the product as of October 2026. Looking around is free; only **Run** spends credits.

As of October 2026

The models, settings and screens in this article are the ones Scenario offered in October 2026. New models and updates arrive often, so check the app for newer options before you choose.

Quick version

1. Open **Workflows** in the top bar, choose **Workflows**, and click a card on the **Platform** tab.
2. Read the cost badge next to the title: the estimated credits for one full run.
3. Duplicate a Platform workflow, or click **Switch to Edit Mode** on one in your project, then add a node with **Add node** (+).
4. Wire an output port to an input port of the same color.
5. Hover a node and use **Run This Node** to test one step before you **Run** the whole graph.

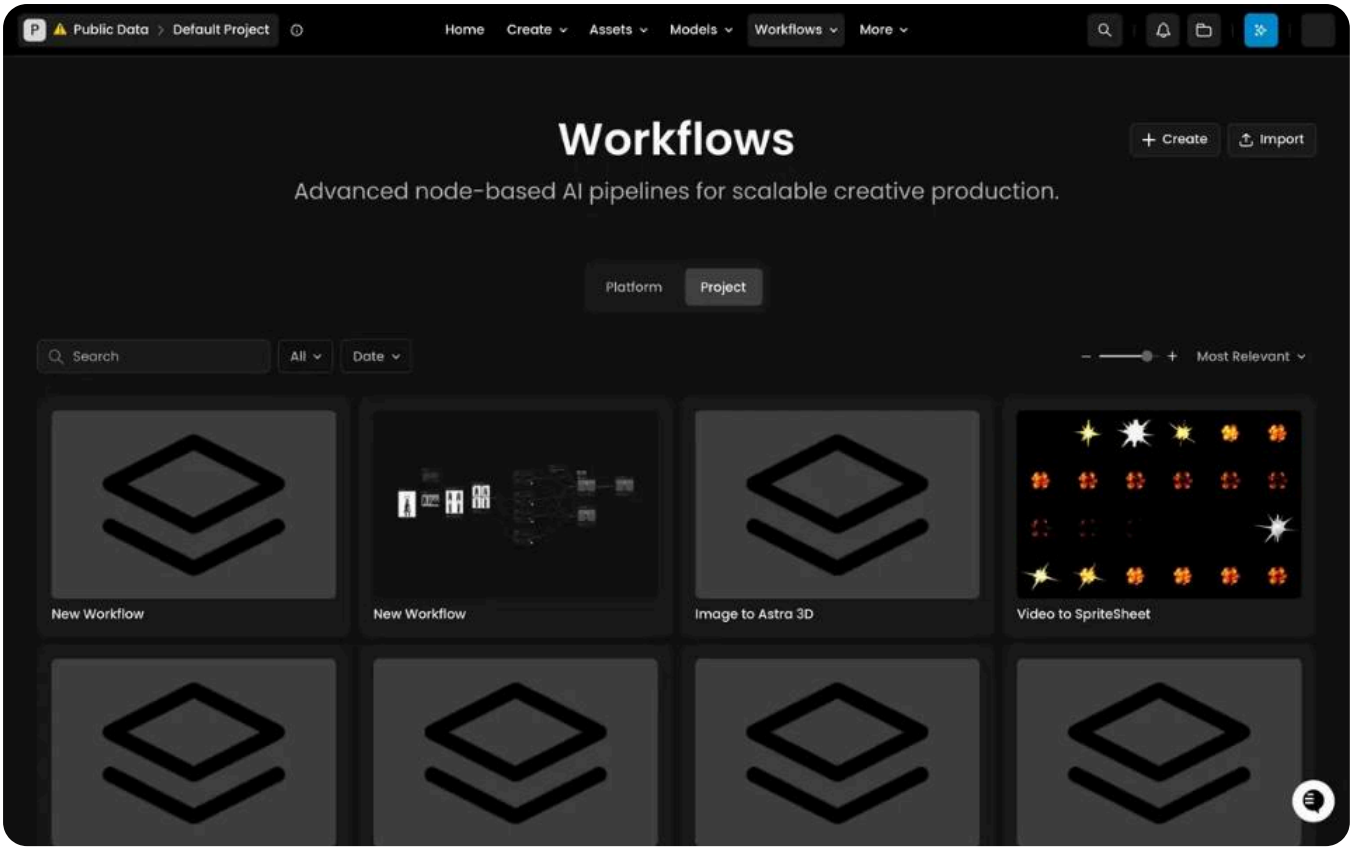


▷ Watch the video: https://ufgc0c9mhl4ueq76.public.blob.vercel-storage.com/academy/d91328f0ca1fafb01b30ab6093d055df85eb2c601aacc0fb56c1c049cfece185.mp4

A 45-second walk through the editor, captured October 13, 2026: run-only mode, Switch to Edit Mode, the Add node palette, ports, Agent Mode and the app run page. Nothing was run.

The Workflows page

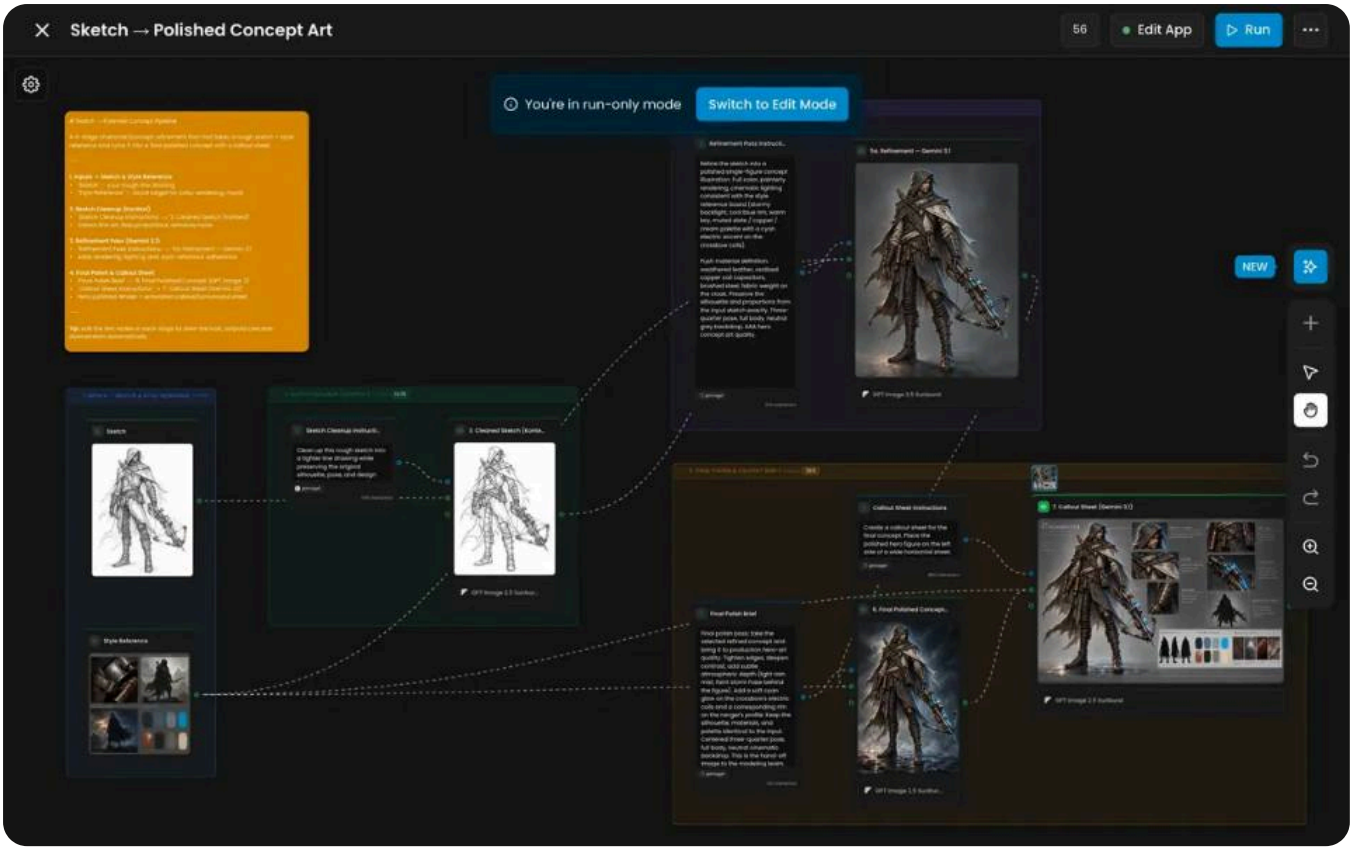
Open **Workflows** in the top bar, then **Workflows** (the same menu holds **Apps**), or use **Create** > AUTOMATE > **Node Editor**.



The Workflows page, Platform tab.

Control	What it does
Create	Opens an empty **New Workflow** in your current project
Import	Loads a workflow from a JSON file exported earlier
Platform / Project	Workflows built by Scenario / workflows of the project you are in
Search, All, Date, size slider, Most Relevant	Find a card to open

The editor at a glance



A workflow opens in run-only mode. Groups carry their own cost badges.

Top bar, left to right:

- **Close** (x) and the title, which you click to rename your own workflow.
- **Cost badge:** the estimated credits for one full run; each group shows its own share. Budget with it: on the runs measured for this Academy, the bill came in at or a little under the badge.
- **Edit App** turns the workflow into an App. See Publish a workflow as an App.
- **Run** runs the whole graph.
- **...** opens the workflow menu (below).

Run-only banner. A workflow opens in run-only mode: you can fill the inputs and run. A Platform workflow reads **Run-only Mode**, "The workflow cannot be edited": to change it, click **Duplicate Workflow** for a copy in your project (see Platform workflows and templates). A workflow in your project reads **You're in run-only mode**: click **Switch to Edit Mode** to change it.

Gear icon at the top left opens the workflow settings.

Right toolbar, top to bottom: Agent Mode (sparkle icon, the Node Agent), **Add node** (+), **Select**, **Pan**, **Undo**, **Redo**, **Zoom in**, **Zoom out**.

Add nodes

Click **Add node** (+). The palette opens with a search field and four categories.



Input nodes: Text, Image, Video, 3D Model, Audio.



Generators run a model. The description lists example model families.



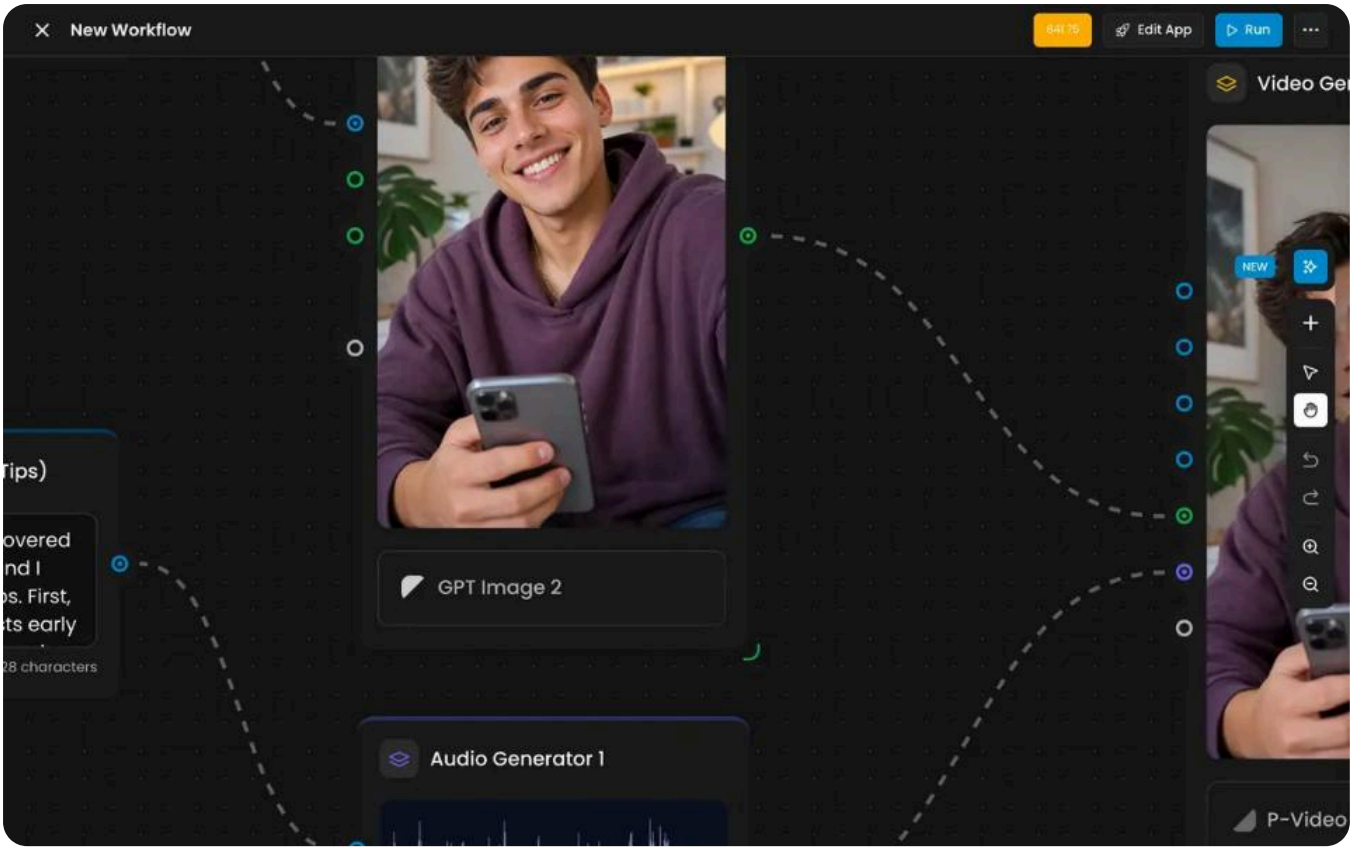
Composers and the first utilities.



Utilities shape lists, branch, repeat, annotate and pause.

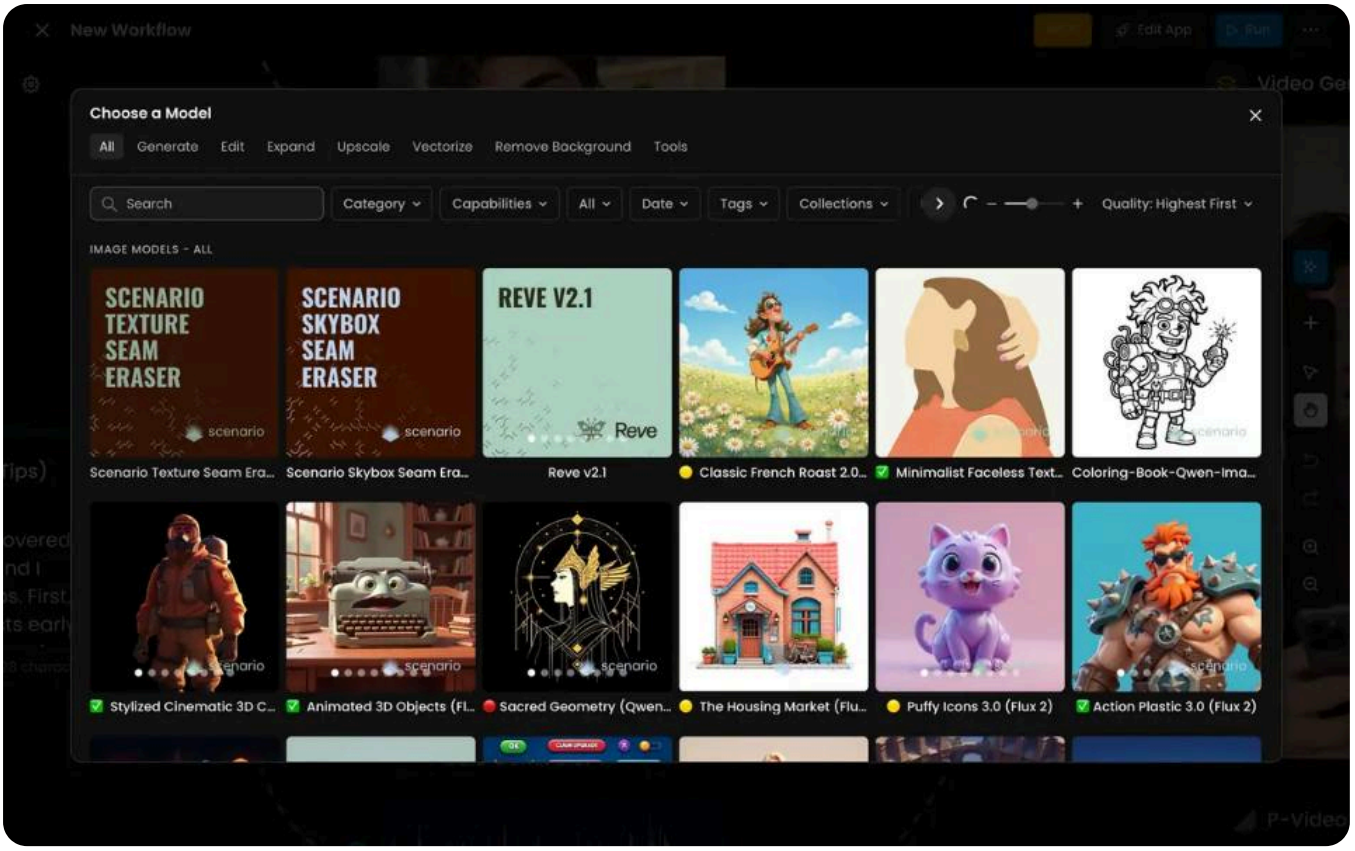
- **Search finds nodes, models and tools.** Node types come first, then a **Models** group with providers.
- **Tool nodes are search-only: Video Cut**, **Video Split**, **Audio Cut**, upscalers (for example **Runway Upscale V1**), background removal and vectorizers.
- **Two shortcuts** from the help center: right-click the canvas to add a node, or drag a wire from an output onto empty canvas to list compatible nodes.

Read a node



Inputs on the left, outputs on the right, colored by type.

Part	What it shows
Title bar	The node name. Rename it after the step ("Write variation prompt", not "LLM Node 1")
Ports	Inputs on the left, outputs on the right. Image green, video yellow, 3D red, audio purple, text blue; gray for settings and control
Body	The text, image or preview
Model footer (generators)	The model name. Click it to open **Choose a Model**



Choose a Model: tabs by task, filters, and quality sorting.

The tabs filter by task, so an Image Generator can also run an upscaler or a background remover. Model parameters appear on the node as fields and gray ports.

Connect nodes

- **Drag from an output port** to an input port of the same color. One output can feed several inputs.
- **Remove a wire** by hovering it and clicking it.
- **A wire that will not attach** means the types do not match: see Debug a workflow.
- **Group nodes to label a stage.** A group has its own run button and cost badge, and can be locked against edits.

Run and see results

- **Run** (top right) runs the whole graph; a node starts when its inputs are ready.
- **Test one step cheaply.** Hover a node for **Run This Node** or **Run From Here** (that node and everything after it).
- **Find the results** inside each node or in **View Outputs**; they are saved in your project like any generation.

The workflow menu



Everything that acts on the whole workflow.

Item	What it does
View Outputs	Lists the assets produced by runs of this workflow
Lock Workflow	Stops edits; people can still run it
Export Workflow	Downloads the graph as a JSON file
Duplicate Workflow	Makes an editable copy in your project
Copy Workflow ID	Copies the ID used by the API and the Scenario MCP
Expand All / Collapse All	Shows or folds node bodies
Clear All Node Contents	Empties prompts, inputs and results; keeps models and wires
Hide Notes	Hides sticky notes
Workflow Shortcuts	Lists keyboard shortcuts (H)
Delete	Deletes the workflow

Edits save automatically.

Check before you accept

Accept when

you can read a platform workflow's cost badge, open the **Add node** palette, open **Choose a Model** from a generator's footer, and find **Duplicate Workflow** and **Copy Workflow ID**.

Reject when

you cannot tell input ports from outputs, or you clicked **Run** without reading the badge.

If it breaks

Symptom	Fix
Nothing happens when you edit a workflow	It is in run-only mode. Duplicate a Platform workflow; on one in your project, click **Switch to Edit Mode**
You cannot find a node in the palette	Type its name in the search field
The canvas is slow on a large graph	Use **Collapse All**, or collapse finished groups
The cost badge looks too high	A loop, several outputs per node or a video model multiplies it. The group badges show the expensive stage; see Control cost
You deleted a node by mistake	Use **Undo** in the right toolbar

Related

What workflows are

Nodes reference

Build your first workflow

For All roles Page 2 of 14 in Workflows and Apps

Verified in Scenario on Oct 12, 2026.