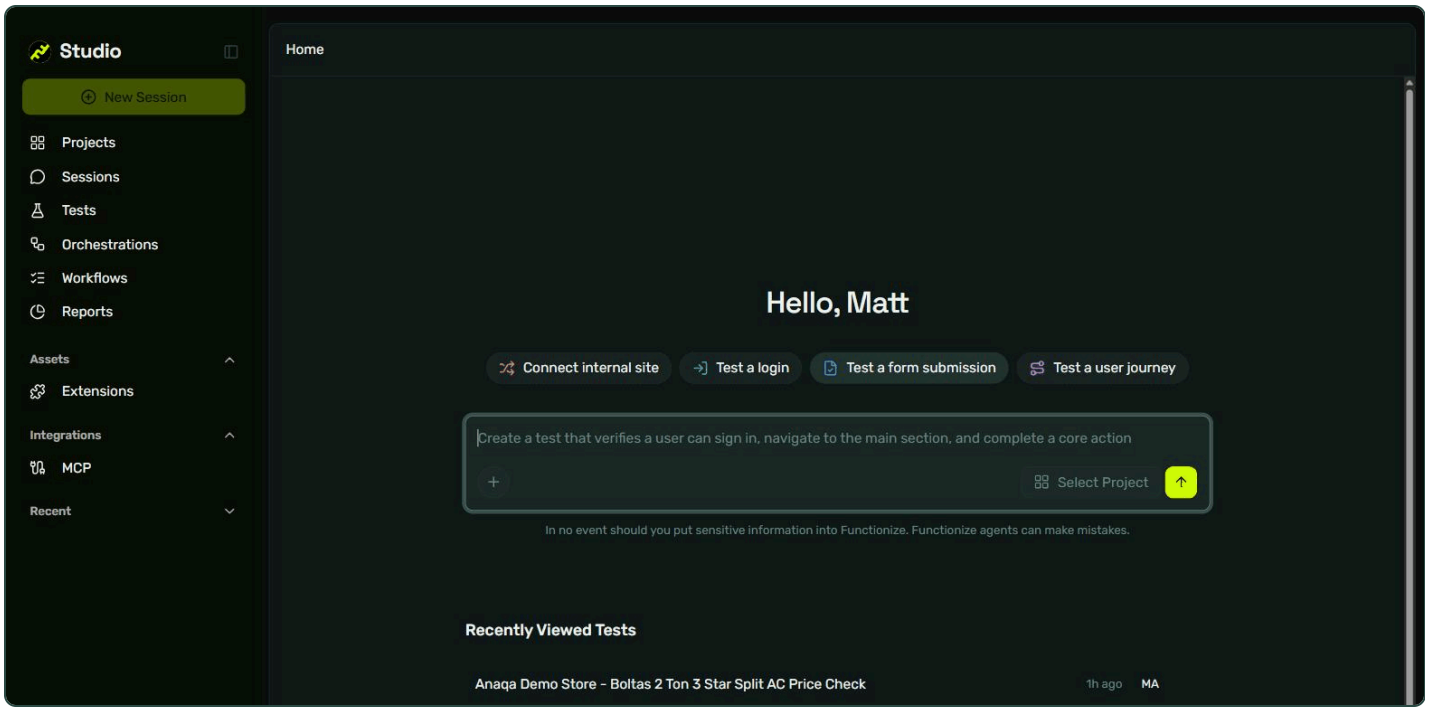
Starting a Session: The Studio Home Screen

Studio Basics · https://docs.functionize.com/hc/en-us/articles/43769790424727-Starting-a-Session-The-Studio-Home-Screen

Most people meet Studio through a project, but the Home screen is the fastest way in. It is a single prompt box that can create a test, connect an internal site, or start any other job — without you deciding up front which of those you are doing.

What is on it

Click **Studio** in the top left, or **New Session**, to get here.



Four things:

- **The prompt box.** Describe what you want in plain language. This is the same agent that lives in the test editor — you are just starting the conversation earlier.
- **Quick-start buttons** — Connect internal site, Test a login, Test a form submission, Test a user journey. Each fills the box with a starting point you then edit.
- **Select Project.** Which project anything created here will land in. Set it before you send, or you will be hunting for the test afterward.
- **Recently Viewed Tests.** A short list to jump back into what you were last working on.

The quick-start buttons are training wheels, not templates

They do not generate a fixed test. They put a sensible sentence in the box, which you then make specific. **Test a login** is useful precisely because it reminds you what a good request contains — a starting point, an action, and an expected outcome.

Connect internal site is the one worth knowing about separately: it is the starting point when the application you want to test is not reachable from the public internet.

The "+" button: describe with pictures

The **+** at the bottom left of the prompt box attaches files. This matters more than it looks, and the test editor hints at it too, with the placeholder "*Testing a complex flow? Add screenshots instead of typing it out.*"

If a flow is fiddly to describe — an unusual layout, a multi-step wizard, a screen full of similar controls — a screenshot is often faster and less ambiguous than a paragraph. Attach it and describe what should happen, rather than trying to describe what the screen looks like.

Writing the first message well

The rules are the same as anywhere else in Studio, and they are worth repeating because this box is where most first impressions are formed:

- **Give a starting URL.** The agent checks it is reachable before building anything.
- **Describe what a user does**, not how the page is built.
- **Say what "passed" means.** Without that you get a test that clicks and proves nothing.
- **Check the project chip** before you send.

There is a worked example in Your First Test in Functionize Studio, and a full exercise in Exercise 1.

Sessions: where the conversations go

Every job you start becomes a **session**, listed under **Sessions** in the left sidebar with a search box and a Last Activity sort.

A session is the transcript of a piece of work — what you asked, what the agent did, what it found. Tests, workflows and fixes all run through them. When you want to know *why* a test looks the way it does, the session that built it is the answer, and it is kept.

The warning under the box

Studio prints this under every prompt box, and it is not boilerplate:

> In no event should you put sensitive information into Functionize. Functionize agents can make mistakes.

Keep real credentials, customer data and secrets out of prompts. Use the project's environment and authentication settings for anything the test genuinely needs to sign in with — see Settings: Where Everything Lives.

The second half matters too. The agent tells you what it is unsure about, and reading that is part of using the product well.

Related

- Getting Started — the rest of the workspace
- Projects: Boundaries, Defaults and What Inherits What — what a session inherits
- Agent Prompt Guide — what to say once the session is open
- Sessions: The Conversations Behind Your Tests — where every session you have ever started can be found again, and how one test can carry several.