Differences between inMotion Classic and Lytho Workflow

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There are some key differences between inMotion Classic and Lytho Workfow, particularly when it comes to how work is created from requests as well as feature terminology. Use this guide to learn more about those differences as you get ready to migrate!

Work Architecture Differences

With Classic, requests can only be turned into projects, which act as folders for related tasks and proofs. But in Workflow, there are two types of requests: requests that can be turned into projects, proofs, or tasks, and requests that can be turned into campaigns. If projects are like folders for related tasks and proofs, think of campaigns as folders for related projects. In addition, tasks can also be converted to proofs in ignite, so there's a lot more flexibility in how you can manage your team's work from requests!

Take a look at how the work architecture differs between systems:
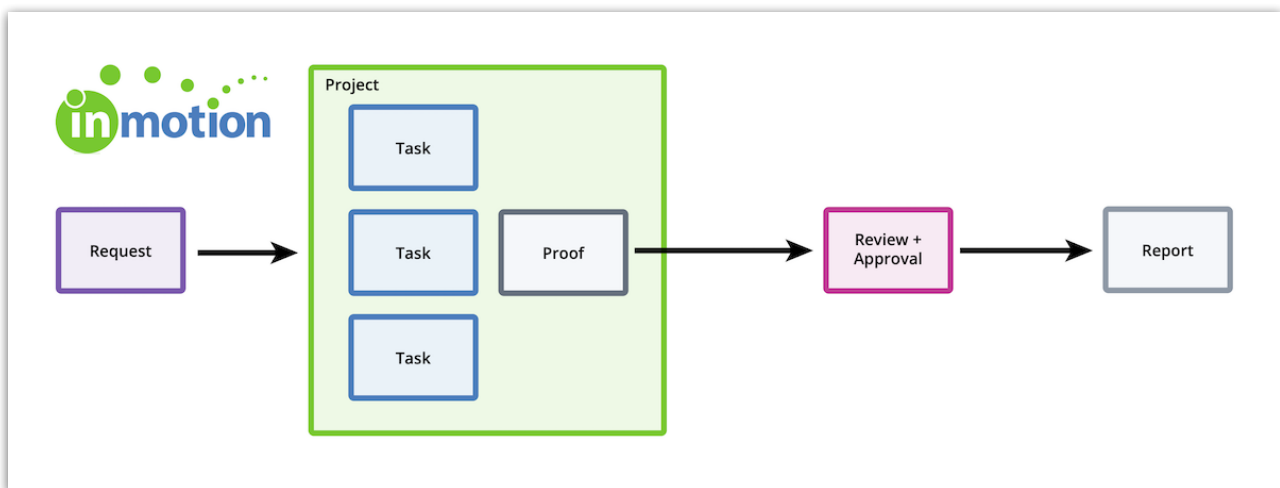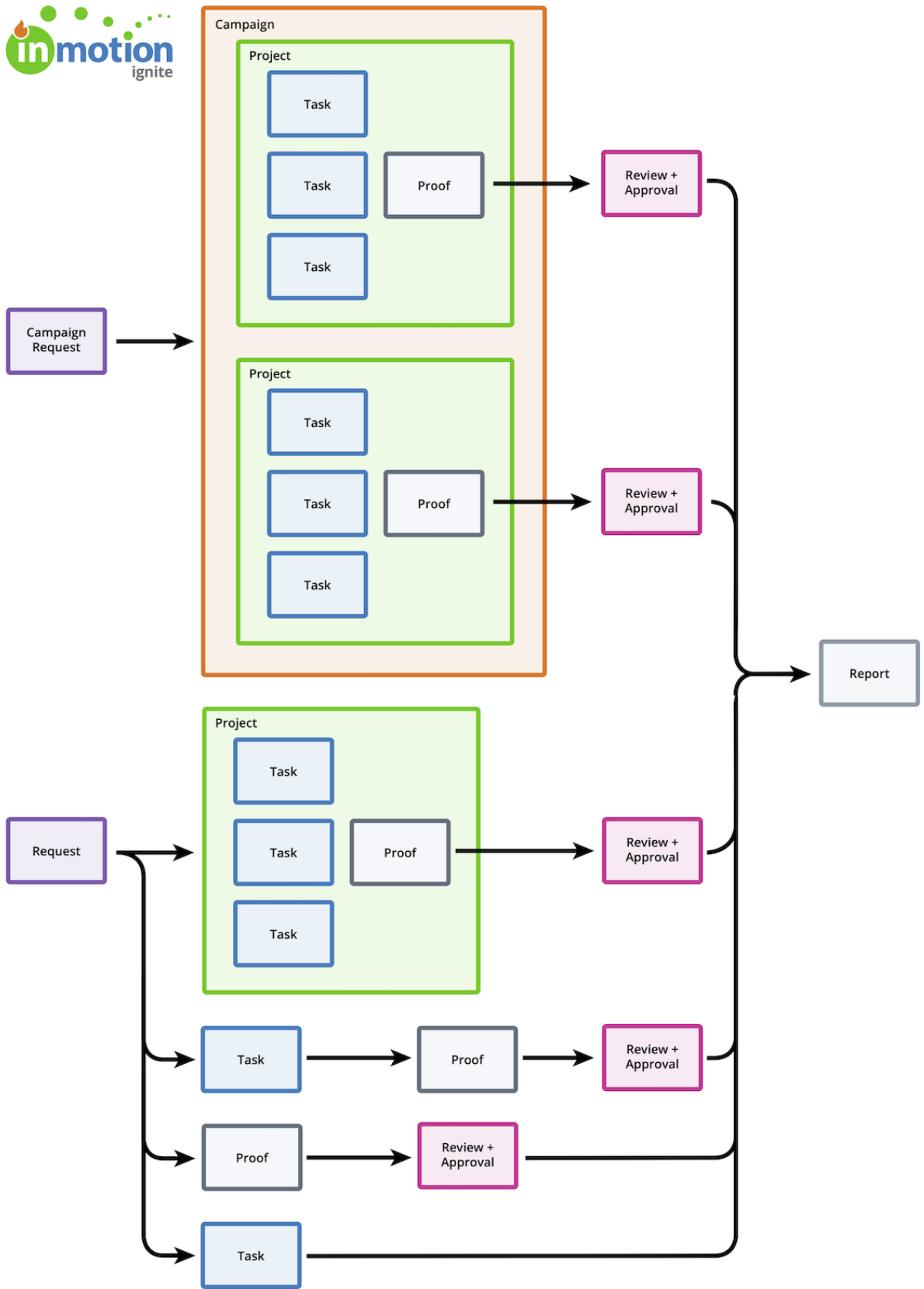
Terminology Differences

While a lot of terminology has carried over from Classic, there are a few changes in terminology to familiarize yourself with Lytho Workflow!

inMotion Classic	Lytho Workflow
Contact	Stakeholder (http://guide-ignite.inmotionnow.com/help/creating-roles#role-types)
User	Team Member (http://guide-ignite.inmotionnow.com/help/creating-roles#role-types)
My Team	Members (http://guide-ignite.inmotionnow.com/help/editing-project-details#project-team-members)
Workflow	Route (https://guide-ignite.inmotionnow.com/help/review-routes)
Review Team	Route Group (http://guide-ignite.inmotionnow.com/help/creating-proof-routes#route-groups)
Retrieve Proof	Cancel Proof
Sequence ID	ID (https://guide-ignite.inmotionnow.com/help/auto-numbering)

> 💡 We also use the term "work" to refer to tasks and proofs as a whole, and "work items" to refer to individual tasks and proofs specifically.