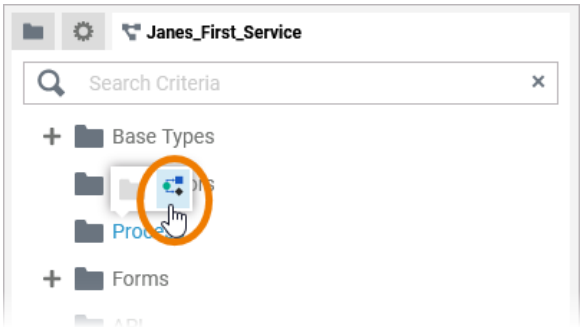
Modeling BPMN

If you want to model your own microservice, you need to create a **Service** in the Explorer and a **BPMN model** in the service panel. After creation of your service, open it to access the service panel. Each service contains already a **Process** folder in the service panel to which you can add BPMN models.

On this Page:

- Adding a BPMN Model
- The BPMN Editor
- Attributes of a BPMN Model

Adding a BPMN Model



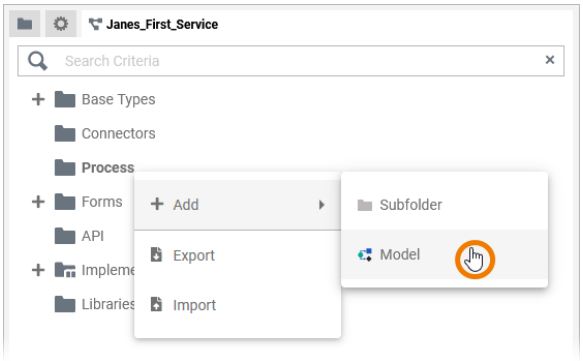
In the **Process** folder you can create your BPMN models. One service can contain several BPMN models.

To create a model, hover over the **Process** folder to display the quick start icons and click **Add Model**.

BPMN_Start_Event_Example

Click the icon to download a simple example model that shows what you can do with **Start Events** in **Scheer PAS** *Designer*.

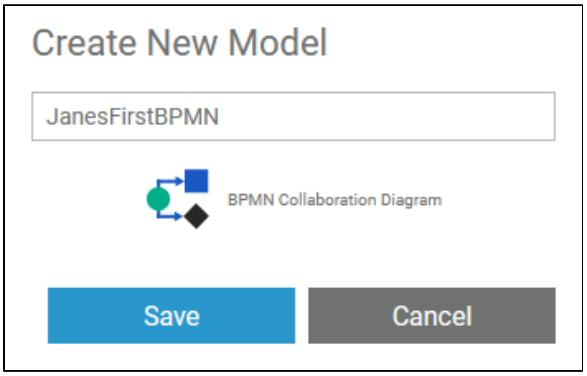
Go to chapter Drawing a Business Process in the PAS Designer Developer Guide for more BPMN examples.



Alternatively, you can open the context menu of a **Process** folder and select the option **Add Model**.

Related Pages:

- Working with the BPMN Editor
- Role-based Authorization Concept
- Working With the Explorer
- PAS Designer Developer Guide
  - Drawing a Business Process
  - Supported BPMN Elements



Enter a name for the BPMN model in the pop-up window **Create New Model**. Click **Save**.

Restrictions on Element Names

A BPMN model name must be unique within one service.

In addition, the following name restrictions apply to all service panel elements:

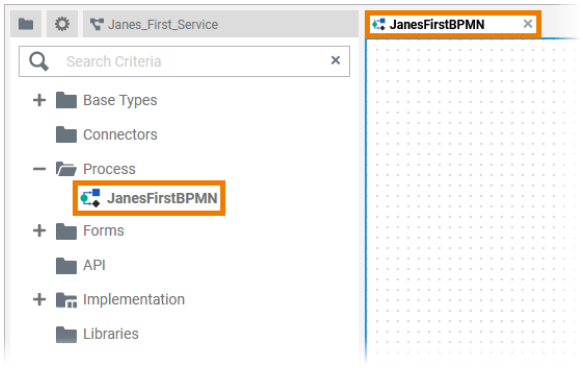
Element names ...

- ... must not be empty.
- ... must not contain spaces.
- ... must not start with numbers.

- ... must not end with a period (.).
- ... must not contain one of the following characters: < > : " / \ | ? *
- Furthermore, t

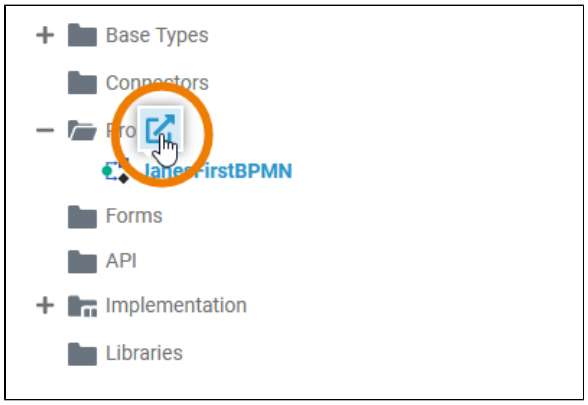
he following strings must not be used as element names: CON, PRN, AUX, NUL, COM1, COM2, COM3, COM4, COM5,

COM6, COM7, COM8, COM9, LPT1, LPT2, LPT3, LPT4, LPT5, LPT6, LPT7, LPT8, LPT9.

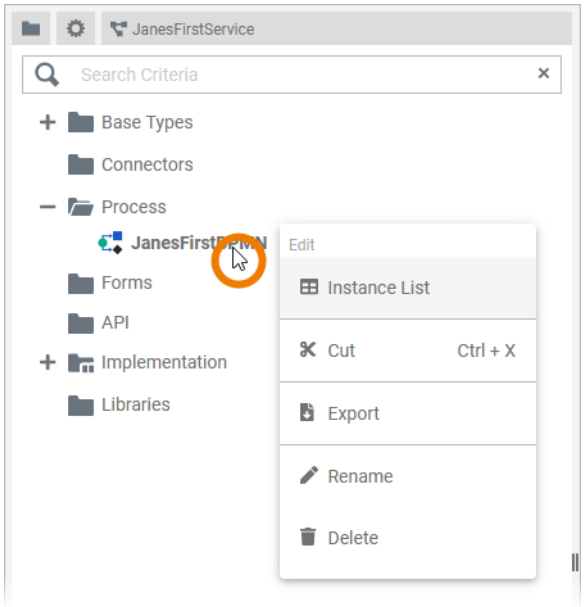


When you create a new model, it opens automatically in a new tab and you can directly start modeling.

Refer to Working with the BPMN Editor for detailed information.



The new BPMN model is also displayed in the service panel and you can use option **Open model** to open it.



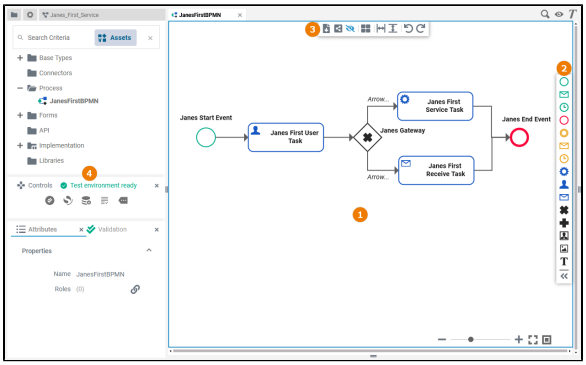
Once the model has been created, use the context menu to manage the model. Available options are:

- **Edit:**
  - **Instance List**
- **Cut**
- **Export**
- **Rename**
- **Delete**

Go to page BPMN Model for detailed descriptions of the context menu options.

The BPMN Editor

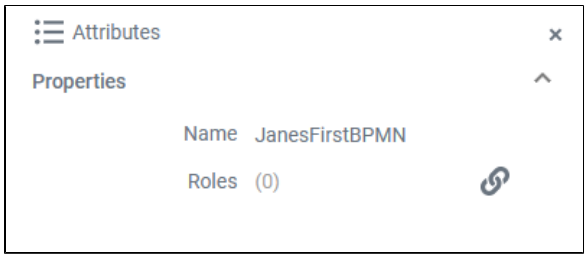
When you create a new BPMN model, it is automatically opened in the BPMN Editor:



Use the various functionalities of the BPMN Editor to design your BPMN model:

Name		Description
1	**Diagram Pane**	The diagram pane is where you design your BPMN model. Go to page Working with the BPMN Editor for detailed information about the features of the BPMN editor.
2	**Elements Toolbar**	The elements toolbar contains all BPMN elements that you can create on the diagram pane. Go to page Working with the BPMN Editor for further details about the usage of the toolbar. In the PAS Designer Developer Guide > Supported BPMN Elements all BPMN elements are explained in detail.
3	**Model Toolbar**	The model toolbar assists you during modeling on the diagram pane. Go to page Working with the BPMN Editor for an overview of the available options of the model toolbar.
4	**Designer Panels**	In the BPMN editor, the following panels assist you during modeling: • **Service Panel:** In the **Service** panel you can manage the contents of your whole service such as you BPMN and data model, forms and used libraries. Go to pages Service Panel and Working With Libraries for detailed information. • **Attributes Panel:** Use the **Attributes** panel to change the settings of the BPMN elements and the diagram pane. Go to page Changing BPMN Element Attributes for detailed information. • **Validation Panel:** The **Validation** panel supports you during modelling by displaying notes for invalid actions in your models or forms. It also gives advice on how to fix the errors. Go to page Validating and Testing a Service for detailed information. • **Search Panel:** Use the **Search** panel to find elements on the BPMN diagram pane as well as on the execution pane. Go to page Searching in the Designer for detailed information. • **Overview Panel:** In the **Overview** panel, your model and a blue frame are displayed, representing the content shown on the diagram pane. Use the panel to keep the overview of your BPMN model - and to navigate within. Go to page Working with the BPMN Editor for further information about the Overview panel. • **Styling Panel:** The **Styling** panel is your tool for formatting the diagram pane and the contents of elements and attributes. Go to page Styling BPMN Elements for detailed information about its options.

Attributes of a BPMN Model



When you click on the diagram pane in the BPMN Editor, the attributes of the current BPMN model are displayed in the **Attributes** panel and can also be edited there.

A BPMN model has the following attributes:

Attribute	Description	Example
Name	Click here to change the **Name** of the BPMN model. BPMN model names must follow certain naming rules. They • must not contain blanks • must not start with a cipher • must not contain special characters	JanesFirstBPMN
Roles	Click on the icon to open a role editor, which allows you to decide which role(s) should have access to the instance list. The number of selected roles is displayed in brackets. For detailed information go to The Role Concept of the Instance List.	acme_manager