

Plain Event

Element	Plain Event 
Description	The plain Event is able to catch signals. You can use the event in the Designer as an intermediate event or as a boundary event: • Intermediate: You can use the object as an intermediate catching event. In this case, the event is a separate process step where the process must wait for a specific trigger. • Boundary: The signal is associated with an activity. The event listens to a signal being fired while the associated activity is active.  Plain Event, Message Event and Timer Event can be used as boundary events along with User Task and Receive Task. When using the events as boundary events, attach the element directly to the border of the corresponding task: 
Attributes	• Name • Description • Trigger Events (see Particularity) • Symbol Type
Particularity	Trigger Events: Use the attribute Trigger Events in the Attributes Panel to define which button of a form associated to the element triggers the default process flow of a BPMN process. This attribute is only available for boundary events.
Execution	On Exit: Without input or output parameters.
Editing and Styling	• Refer to Working with the BPMN Editor for further information regarding editing of BPMN elements using the different context menus on the diagram pane. • Refer to Styling BPMN Elements for further information regarding styling possibilities for BPMN elements, for example how to change the background color, the font style and size etc.

BPMN_Event_Example



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

Related Pages:

- [Modeling BPMN](#)
 - [Adding BPMN Elements](#)
- [Supported BPMN Elements](#)
 - [Message Event](#)
 - [Timer Event](#)
- [Testing and Integration](#)
 - [BPMN Process API Reference](#)