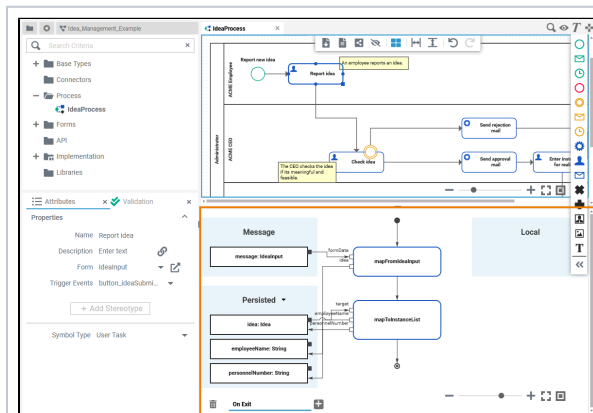


Working with the Execution Editor


Once you have modeled your business process on the diagram pane, you have to add the necessary execution parts to this process to bring it to life.



The execution pane is the place where you make your model executable.

On this Page:

- [Customizing the Execution Pane](#)
- [Modeling on the Execution Pane](#)
 - [Adding an Execution Model](#)
 - [Adding Content to an Execution Model](#)
- [The Context Menus of the Execution Editor](#)
 - [Elements Context Menu](#)
 - [Execution Pane Context Menu](#)
- [Shortcuts](#)

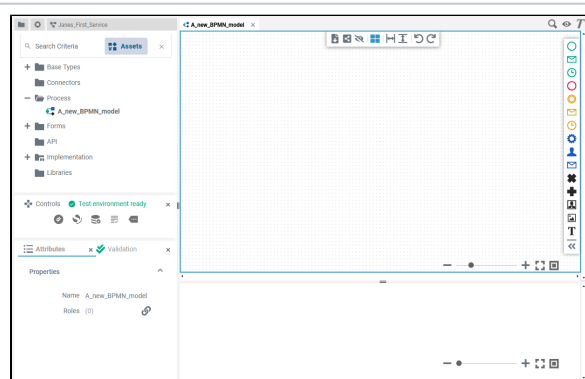
 You need to perform two steps to implement executational parts to your model:

1. Provide all necessary data types and operations for the implementation of your process. These types and operations reside in the **Service** panel of the BPMN editor.
 - You can use the **Base Types** that are provided with the Designer.
 - You can create other necessary types yourself in the **Implementation** section. Refer to [Modeling Data Mapping](#) for further information.
 - You can import a library that provides additional types and operations. Refer to [Designer Administration > Libraries](#) for further information.
2. In the second step, select data types and operations from the **Service** panel, and add them to your process at the right places.
 - How this is done will be explained in this chapter.

Related Pages:

- [Modeling Execution](#)
 - [Changing the Attributes of Execution Elements](#)
 - [Adding Variables](#)
 - [Persisting Data](#)
 - [Adding Operation Calls](#)
 - [Adding Parameters in the Execution Editor](#)
 - [Using Action Script](#)
 - [Validating and Testing a Service](#)
- [Customizing Editors and Panels](#)

Customizing the Execution Pane



You have several options to adjust the diagram pane. When you open the pane for the first time, the default view is displayed:

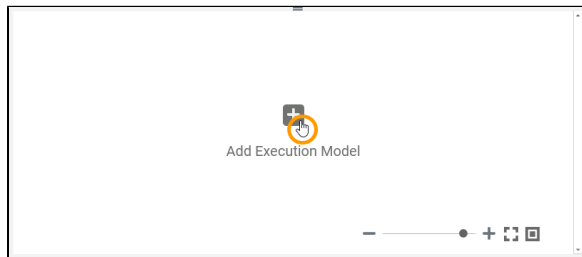
- The **Diagram Pane** is displayed in the centre at the top (refer to chapter [Modelling BPMN](#) for further information)
- The **Execution Pane** is displayed below the diagram pane (refer to chapter [Modelling Execution](#) for further information)

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✓ Refer to Customizing Editors and Panels for detailed information about panel management in general.

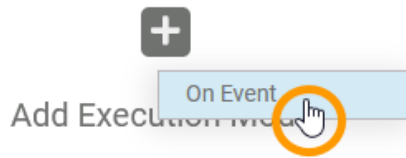
While modeling, some general functionalities help you to browse through your model, and to adjust your working location within the model. Refer to [Customizing Editors and Panels](#) for more details.

Adding an Execution Model



For some BPMN elements, the execution model is initially created during element creation. For others, you have to add the execution model manually (see [Modeling Execution > Execution Pane Contents](#) for detailed information).

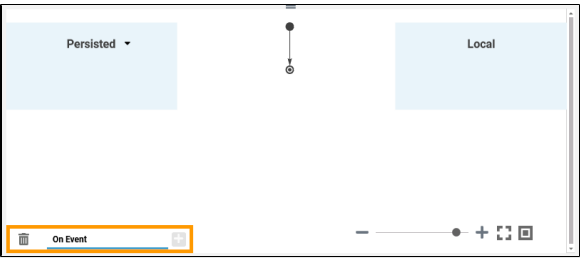


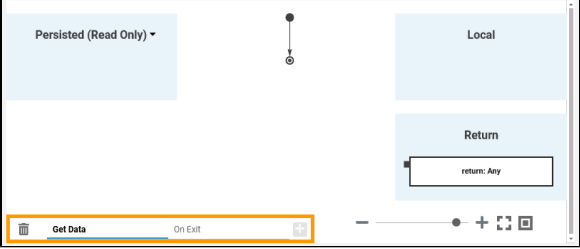
Click the  button in the center of the empty execution editor to create a new execution model.



Depending on the BPMN element, the available execution model or models are shown. Select the one you want to add.

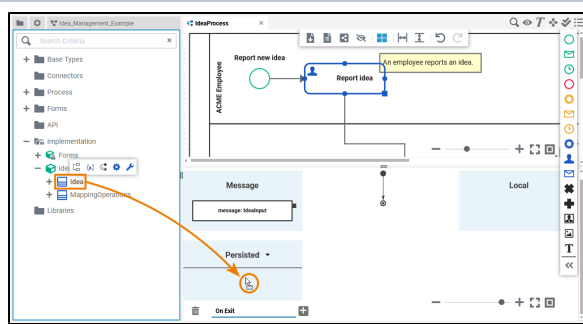
Possible options:

- **On Event:** The model is executed when the event occurs.
- **On Exit:** The model is executed after completion of the task /event.
- **Decision:** The model is executed when the process reaches the gateway.
- **GetData:** The model is executed when BPMN is waiting in a user task and returns the default values for the form.

	<p>An empty execution model is added in the execution pane and a tab with the model name is displayed in the lower left corner.</p>
	<p>If a  is available in the execution tab bar, you can add more than one execution model to the element.</p>
	<p>If multiple models have been added to an element, multiple tabs are displayed in the execution pane. Click on a tab to switch between the model content.</p> <p>In the default Look & Feel:</p> <ul style="list-style-type: none"> • The tab of the current model is displayed in bold with a blue border at the bottom. • The tab of inactive tabs is displayed in a lighter font color.

	<div data-bbox="982 147 1088 1522"><div data-bbox="998 157 1071 210"></div><div data-bbox="1047 157 1071 1522">The color of the tabs can be changed in the Designer Administration > Look & Feel.</div></div>
<div data-bbox="162 1627 730 1680"><div data-bbox="162 1627 227 1680"></div><div data-bbox="235 1638 730 1669"><div data-bbox="235 1638 438 1669">Get Data</div><div data-bbox="446 1638 649 1669">On Exit</div><div data-bbox="649 1638 730 1669"></div></div></div>	<div data-bbox="974 1585 1096 1837"><p>Click the trash icon  to delete the current execution model. Confirm the deletion or click Cancel.</p></div>

Adding Content to an Execution Model






Adding content to an execution model is simple: Just drag & drop the elements you want to use from the service panel to the execution pane.

Two different kinds of elements can be added to the pane:

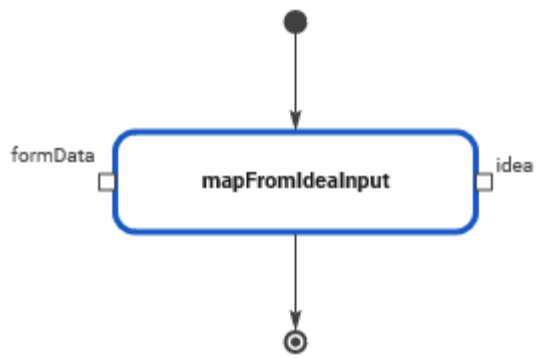
- Variables
- Operation Calls


Persisted ▾

idea: Idea

You can add **variables** when dragging out a class () , an interface () or a parameter () from the service panel.

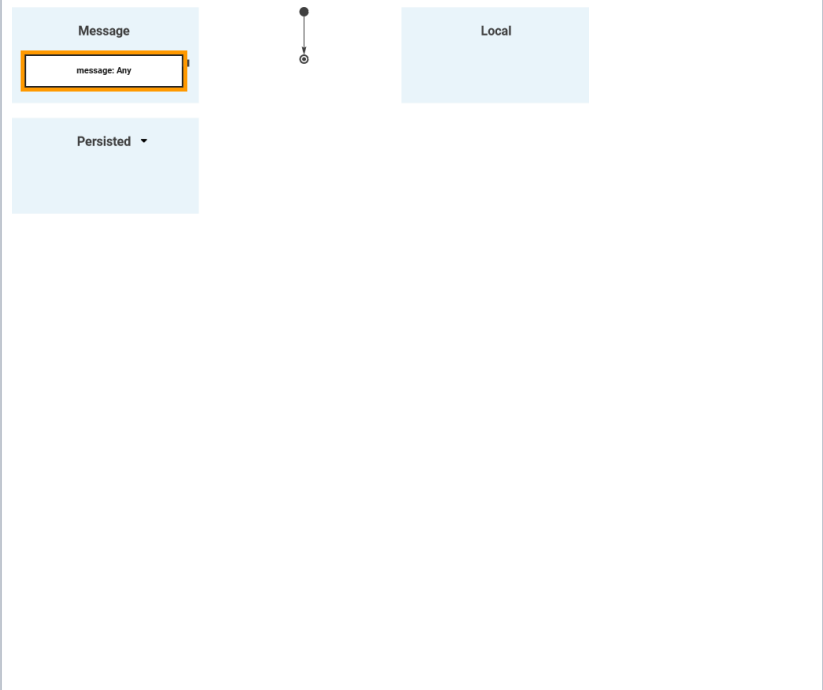

✔ For detailed information see [Adding Variables and Persisting Data.](#)



You can add an **operation call** when dragging out an operation () from the service panel.

✓ For detailed information see [Adding Operation Calls](#).

Some execution models have already some parameters added.

	<p>A section Message containing the incoming message parameter is displayed for all BPMN elements that provide a message.</p> <ul style="list-style-type: none"> • Message Start Event • Message Event • User Task • Receive Task
	<p>A section Return contains the return parameter if the related BPMN element provides a return value.</p> <ul style="list-style-type: none"> • Exclusive Gateway

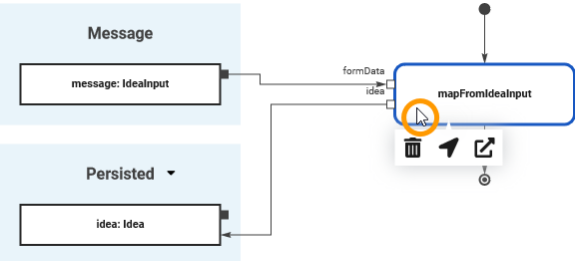









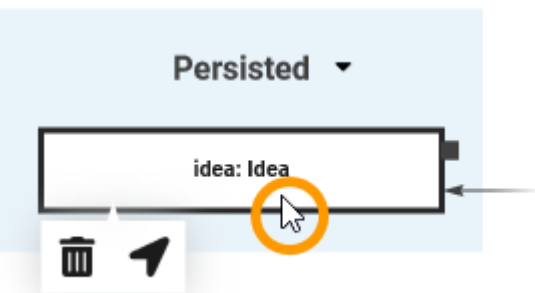
See [Modeling Execution](#) for an overview on the sections in the BPMN editor.

The Context Menus of the Execution Editor

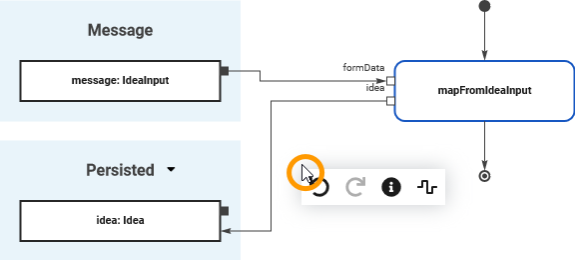
Two different context menus support the user on the execution pane:

- [The Elements Context Menu](#)
- [The Execution Pane Context Menu](#)





Elements Context Menu

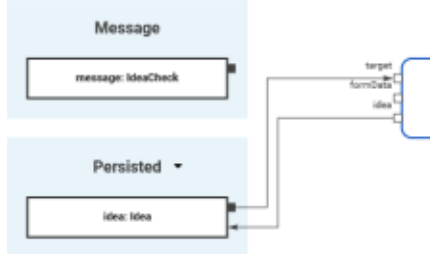
 <p>The diagram shows a message flow. On the left, under a 'Message' header, is a box labeled 'message: IdealInput'. Below it, under a 'Persisted' header, is a box labeled 'idea: Idea'. A line connects 'message: IdealInput' to a box labeled 'mapFromIdealInput'. This box has a 'formData' input and an 'idea' output. A line connects 'mapFromIdealInput' to 'idea: Idea'. A context menu is open over the 'mapFromIdealInput' box, showing three icons: a trash can, a cursor, and a document with an arrow. The cursor icon is highlighted with an orange circle.</p>	<p>If you right click on an element, the context menu opens. The following options are available:</p> <table border="1"> <thead> <tr> <th>Icon</th><th>Description</th></tr> </thead> <tbody> <tr> <td></td><td>Delete the element.</td></tr> <tr> <td></td><td>Go to library. Click on this icon to highlight the current element in the Service panel.</td></tr> <tr> <td></td><td>Open model. Click on this icon to open the implementation of the element in a new tab and switch to this tab. This action is only available for operations if they have an implementation.</td></tr> </tbody> </table>	Icon	Description		Delete the element.		Go to library. Click on this icon to highlight the current element in the Service panel.		Open model. Click on this icon to open the implementation of the element in a new tab and switch to this tab. This action is only available for operations if they have an implementation.
Icon	Description								
	Delete the element.								
	Go to library. Click on this icon to highlight the current element in the Service panel.								
	Open model. Click on this icon to open the implementation of the element in a new tab and switch to this tab. This action is only available for operations if they have an implementation.								
 <p>The diagram shows a single element 'idea: Idea' in the 'Persisted' section. A context menu is open over the element, showing three icons: a trash can, a cursor, and a document with an arrow. The cursor icon is highlighted with an orange circle.</p>	<p>You can use the elements context menu on all elements on the execution pane.</p>								

Execution Pane Context Menu

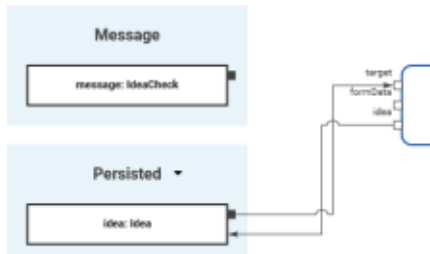


A right click on the execution pane itself opens another context menu with the following options:

Icon	Description
	Undo the last action.
	Redo the last action.
	Show parameter name. Use this icon to show or hide parameter names of operations on the execution pane.
	Change relation path algorithm. The relation path pane are drawn automatically, starting from the first element. Relation routes start on the left, top down. For the second element the routes are moved slightly to the right:



Use this menu item to start the routing from the first element. Then the routes are moved slightly to the left then:



Shortcuts

You can also use the following shortcuts on the execution pane. The operations are applied to the currently selected element. The following list of shortcuts can be searched. Enter your search term in the **Global Filter** field.

Shortcuts	Description
Ctrl + 1, 2, 3 ... 9	Opens the tab corresponding to the chosen number. The first nine opened models are offered for activation. Press a number to activate the corresponding model and bring it to the foreground.
Ctrl + D	Closes the active model window.
Ctrl + Mouse Wheel	Reduces (scrolling down) or enlarges (scrolling up) the zoom factor of the model.
Ctrl + Shift + D	Closes all tabs and switches to explorer tab.
Ctrl + Y	Repeats editing steps that have been undone.
Ctrl + Z	Undoes previous editing steps.
Del	Press Del to delete an element from the pane.

Esc	Pressing the Esc key aborts the following processes: <ul style="list-style-type: none">• adding a new element• drawing a relation• moving elements• changing the name of an element
Mouse Wheel	Moves the model up or down.
Shift + Page down	Switches to the next tab from left to right.
Shift + Page up	Switches to the next tab from right to left.