




# Plain Event

Element	<b>Plain Event</b> 
Description	<p>The plain <b>Event</b> is able to catch signals. You can use the event in the Designer as an intermediate event or as a boundary event:</p> <ul style="list-style-type: none"> <li>• <b>Intermediate:</b> 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.</li> <li>• <b>Boundary:</b> The signal is associated with an activity. The event listens to a signal being fired while the associated activity is active.</li> </ul> <div>  <p><a href="#">Plain Event</a>, <a href="#">Message Event</a> and <a href="#">Timer Event</a> can be used as <b>boundary</b> events along with <a href="#">User Task</a> and <a href="#">Receive Task</a>. When using the events as boundary events, attach the element directly to the border of the corresponding task:</p> </div> 
Attributes	<ul style="list-style-type: none"> <li>• <b>Name</b></li> <li>• <b>Description</b></li> <li>• <b>Trigger Events</b> (see <b>Particularity</b>)</li> <li>• <b>Symbol Type</b></li> </ul>
Particularity	<p><b>Trigger Events:</b> Use the attribute <b>Trigger Events</b> in the <b>Attributes Panel</b> 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.</p>
Execution	<p><b>On Exit:</b> Without input or output parameters.</p>
Editing and Styling	<ul style="list-style-type: none"> <li>• Refer to <a href="#">Working with the BPMN Editor</a> for further information regarding editing of BPMN elements using the different context menus on the diagram pane.</li> <li>• Refer to <a href="#">Styling BPMN Elements</a> for further information regarding styling possibilities for BPMN elements, for example how to change the background color, the font style and size etc.</li> </ul>

## 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](#)