

# Moving Pins

Parameters of call operation actions are represented as pins on an activity diagram.






✔ Activities are modeled in activity diagrams. Refer to [Modeling Activities](#) for more information on how to create an activity diagram.

It may that the position of a pin on a call operation action does not fit your needs. To create a tidy diagram and e.g. to avoid crossing object flows, you can move pins:

- You can move pins from one side to the other side of the action node horizontally.

❗ You cannot move a pin to the top or bottom of the action node.

- You can move pins vertically on the right or left border of the action node.

	When you hover over the drag area of a pin, the mouse cursor changes to a drag cursor  . To move the pin, select it and hold down the left mouse button.
	As soon as you start moving the pin, the drag cursor changes to a grabbing cursor  .
	Drop the pin to its new location.

## Related Pages:

- [Working with the Activity Editor](#)
  - [Adding Operations in the Activity Editor](#)
  - [Drawing the Control Flow](#)
  - [Adding Local Variables](#)
  - [Drawing Object Flow](#)

## Related Documentation:

- [xUML Services Reference Guide](#)
  - [Activity Diagrams](#)