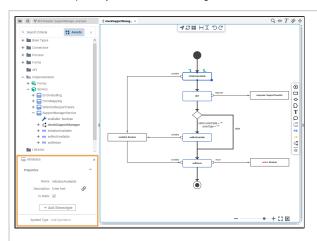
Changing the Attributes of Elements on the Activity Diagram

All elements on the activity diagram pane have attributes that describe their behavior in the service. In the **Attributes** panel, you can see and change the attributes of a selected element.



If using the panel preset, the attributes panel is displayed in the lower left corner. To return to the panel preset, go to the user preferences and use button Rese t Panels.

On this Page:

- Standard Attributes
- Specific Attributes

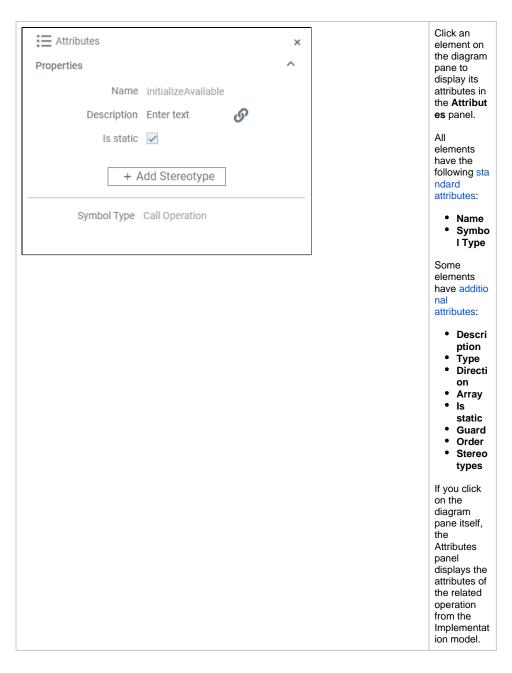
Related Pages:

- Panel Handling
 - Setting the User Preferences > Reset Panels
 - Reset Panels

 Working with the
 BPMN Editor >
 Managing Panels



Refert oCustomizing Editors and Panelfor detailed information about panelmanagement in general.



Standard Attributes

In the attributes panel, all attributes of the selected element are displayed. Some standard attributes are present for all elements.

Attribute Name	Description	Possible Values / Example	Availability
Name	Click here to insert or change the Name of the related element. Generated elements (like e.g. message) cannot be renamed. Element names must follow certain naming rules. They • must not contain blanks • must not start with a number • must not contain special characters	serviceAvaila ble	All activity diagram elements.

Symbol Type	Attribute Symbol Type displays the graphical type of the current element symbol.	Activity Decision Activity Paramet er Call Operation Control Flow Final Node Initial Node Local Variable Object Flow Operation Throw Exception	All activity diagram elements.
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Specific Attributes

In the attributes panel, all attributes of the selected element are displayed. Some attributes are only available for specific elements (see column **Availability** below).

Attribute Name	Description	V	ossible alues / xample	Availability
Description	If you want to insert a description for your element, click here to open a text editor where you can enter and format your text:			Call Operatio
	Description ② Source X			n Actions Control Flows Object Flows Exceptio n Signals Throw Exceptio
Туре	Execution elements always have a Type . These can be basic types or user defined types. Users can define their own types in the Implementation folder or in a library. For variables, you can change the type by clicking the link icon and selecting a class from the list of available types.	Base Types. String		Call Operatio n Actions Local Variable s (object nodes)
Direction	Call operation actions have pins that represent their parameters. The Direction specifies whether the pin reflects an input or output parameter.		Input pin.	• Pins
			Output pin.	
Array	Use the attribute Array to enable multiplicity.	tr ue	The variable has a multiplic ity of 0	 Local Variable s (object nodes)
		f al se	The variable has a multiplic ity of 0 1 (default).	

Is static	Specify if the operation is static (default) or not. Static operations can be called without creating an instance of the related class. They get all necessary data via their input parameters. Wanting to call a non-static operation, you need to create a local instance of the related class, and call the operation on that object. This is called self context.	true	The operation is static (default) and can be used outside the context of the related class.	•	Call Operatio n Actions
		fa Ise	The operation is non-static and needs a self object as an input.		
Guard	Control flows that are starting from a decision node need to have a guard expression. A guard expression is an expression that evaluates to true or false, and specifies which control flow branch to follow from the decision node on.	tr ue	Follow this branch.	•	Control flows
	One of the guard expressions must be else to define the branch to follow when none of the guard expressions are true.	fa Ise	Do not follow this branch.		starting from decision node
Order	If a decision node branches the control flow into multiple branches, order defines the order in which the guard expressions (see Guard above) should be evaluated. This is necessary in case multiple guard expressions evaluate to true. The else expression does not need to have an order.	a n in te g er	Order in which the guard expressi on on this control flow should be evaluate d.	•	Control flows starting from decision node
		e m pty	Undefin ed order of evaluati on.		
Get	The Get attribute extracts the value of a single attribute from a complex type object node respectively output pin, and transports the value to an input pin respectively an object node.	cla g. (ralid ss path e. customer dress.	•	Object flows
	Using the Get attribute it is only possible to access properties of complex types. The following is not supported: • Multiple transformation flows to the same input pin. • Adding Action Script statements to the Get attribute. • Accessing single array elements, e.g. with myArray[0].	str	eet		
Stereotype	Via button Add Stereotype , you can add a stereotype to an action node. By adding a stereotype, you can extend the attributes of an element with additional properties. For more information, refer to the related adapter pages.		• REST Adapter	•	Call Operatio n Actions