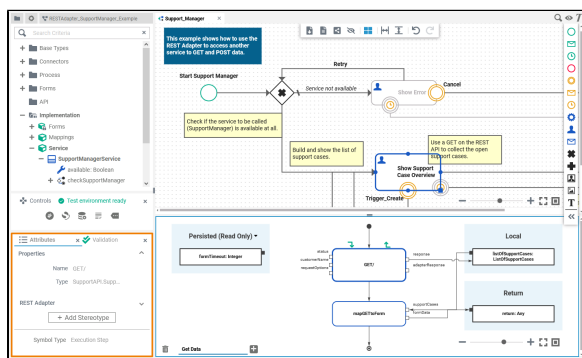


Attributes Panel

The Designer comes with an **Attributes** panel  that displays the attributes of the currently selected element. Element in this case means **every** Designer element, e.g. form, form element, diagram, diagram element, execution, execution element, and more. Some attributes are locked and cannot be changed, some are changeable.



If you use the panel preset, the **Attributes** panel is displayed in the bottom left corner below the **Controls** panel. To return to the panel preset, go to the **user preferences** and use the button **Reset Panels**.

On this Page:

- [Attributes Panel Contents](#)
 - [Attribute: Name](#)
 - [Attribute: Description](#)
 - [Attribute: Type](#)
 - [Specific Attributes](#)
- [Displaying an Attribute on the Diagram Pane](#)
- [Changing the Type of an Element](#)
- [Jumping to the Type of an Element](#)
- [Defining a Variable as an Array](#)
- [Adding More Attributes via a Stereotype](#)

Related Pages:

- [Designer Panel Overview](#)
 - [Service Panel](#)
 - [Controls Panel](#)
 - [Styling Panel](#)
 - [Overview Panel](#)
 - [Search Panel](#)
 - [Validation Panel](#)
- [Supported Form Elements](#)
- [Supported BPMN Elements](#)
- [Supported UML Elements](#)
- [Adapters](#)

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

The **Attributes** panel contains a list of attributes that describe the selected element. These attributes may differ depending on what element you have selected. If you click on the diagram pane itself, the attributes of the diagram are displayed.
Also, Designer elements can have stereotypes applied that extend the set of attributes that describe the element with additional ones.

Attribute: Name

All Designer elements have a **Name** attribute that specifies the name of the element.
Element names are generated automatically when you create an element and can be changed afterwards. Names of imported elements, e.g. from a [connector](#), cannot be changed.



Restrictions on Element Names

A BPMN model name must be unique within one service.

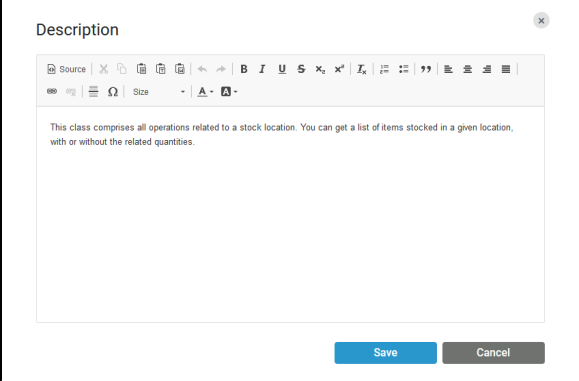
In addition, the following name restrictions apply to all service panel elements:

Element names...

- ... must not be empty.
- ... must not contain spaces. Exception: Spaces are allowed in [operation](#) names.
- ... must not start with numbers.
- ... must not end with a period (.).
- ... must not contain one of the following characters: <, >, :, ", /, \, |, ?, *
- Furthermore, the following strings must not be used as element names: CON, PRN, AUX, NUL, COM1, COM2, COM3, COM4, COM5, COM6, COM7, COM8, COM9, LPT1, LPT2, LPT3, LPT4, LPT5, LPT6, LPT7, LPT8, LPT9.

Attribute: Description

Most of the Designer elements have a **Description** attribute where developers can enter explanatory text about the element and its usage.

	The attribute contains a built-in text editor (PAS 23.1.1) with various formatting functions that can be used to enter a sophisticatedly designed description. A meaningful description is especially important when you want to share your developed elements with other users (see Sharing Designer Content for further details).
---	---

Attribute: Type

Most of the Designer elements have a **Type** attribute. It specifies the type of the element and the class path, e.g. `Base.Types.Boolean` or `Message.Form_SupportCaseList.table_SupportCaseList_Item`. You can change the type of an element like described [below](#). Types of imported elements, e.g. from a [connector](#), cannot be changed.

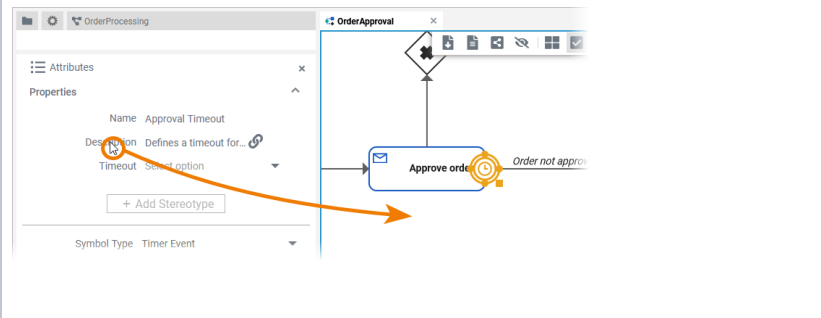
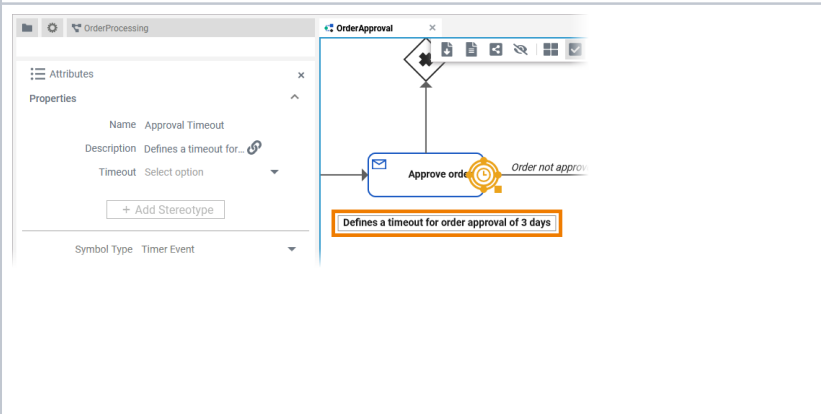
Specific Attributes

Depending on their type and stereotype, elements can have specific attributes. These specific attributes are listed where the related element is described:

- [Supported BPMN Elements](#)
- [Supported Form Elements](#)
- [Supported UML Elements](#)
- [Adapters](#)

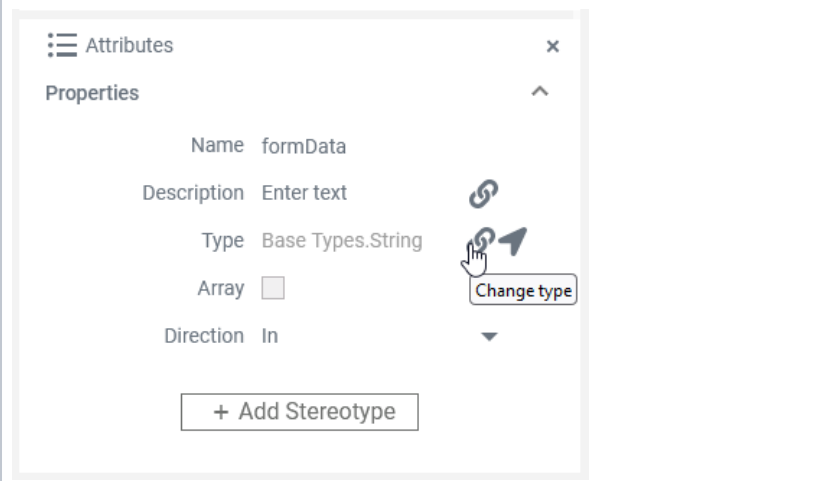
Displaying an Attribute on the Diagram Pane

It is possible to display the attributes of a BPMN element on the diagram pane.

	Click on the name of the desired attribute and move it to the diagram pane using drag & drop.
	The attribute is displayed on the pane. You can change the formatting of the display in the Styling Panel.

Changing the Type of an Element

Select an element in the Service panel to display the corresponding attributes in the **Attributes** panel.

	To change the type of an element, click Change type next to the type.
---	---

Select a Class or an Interface

- Base Types
 - Bridge Base
 - + Base Components
 - Base Types
 - Any
 - Blob
 - Boolean
 - DateTime
 - Float
 - Integer
 - String**
 - + PAS Platform
 - + PAS Form Elements

Save

Cancel

A dialog opens with the list of available types.

The current type of the element is highlighted (here type **String**).

Select a Class or an Interface

Implementation

Forms

Idea_management_Overview

IdeaCheck

IdeaInput

IdeaManagement

Idea

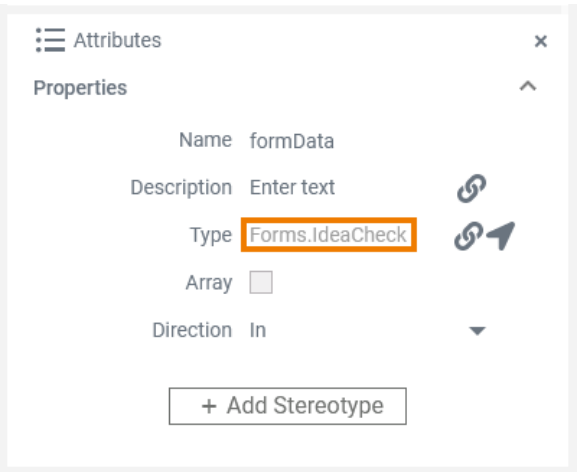
Save

Cancel

You can use the search function at the top of the dialog to find the desired type (here type **IdeaCheck**). As soon as you start typing, the list will be filtered accordingly.

 Only types and root nodes that contain types are shown.

Select the desired type and click **Save**.

 The screenshot shows a software interface titled 'Attributes' with a sub-section 'Properties'. It lists several attributes for an element named 'formData': - Name: formData - Description: Enter text - Type: Forms.IdeaCheck (highlighted with an orange box) - Array: ☐ - Direction: In At the bottom is a button labeled '+ Add Stereotype'. To the right of the 'Type' field are two icons: a chain link and a cursor pointing to a chain link.	The new type is displayed in the attributes panel.
--	---

Jumping to the Type of an Element

Select an element in the Service panel to display the corresponding attributes in the **Attributes** panel.

Attributes

Properties

Name

supportCase

Description

Enter text

Type

SupportAPI.Types.SupportCase

Array

☐

Direction

Out

+ Add Stereotype

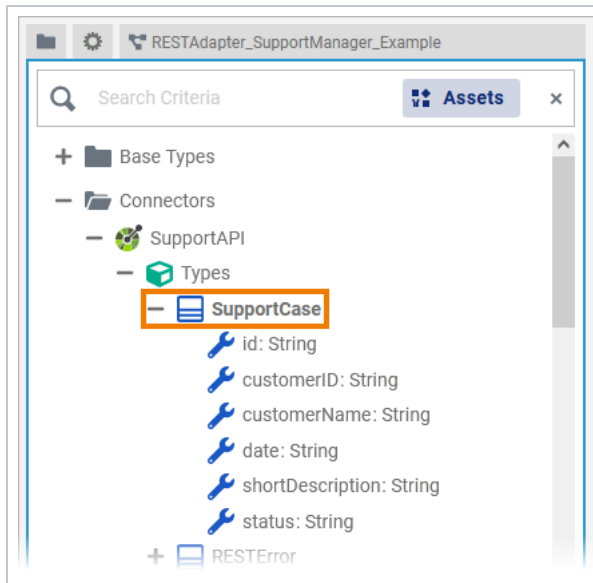
Select in Service Panel

By clicking **Select in Service**

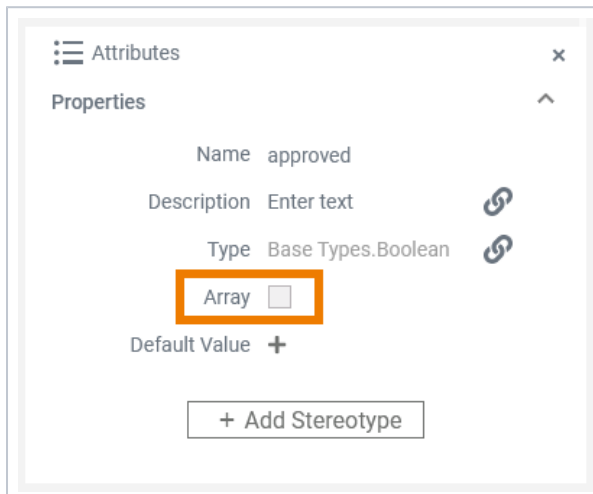
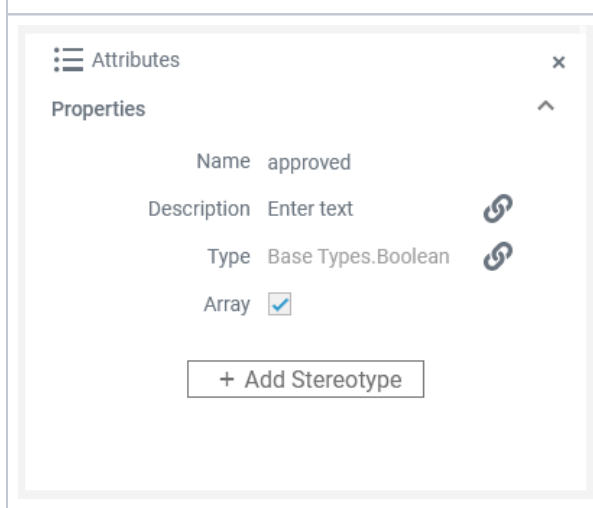
Panel, the focus jumps to the corresponding type in the service panel, and the related details are displayed in the **Attributes** panel.



This option is especially useful for complex types to show their details.

	The type is selected in the service panel. You can expand it to see its properties.
---	--

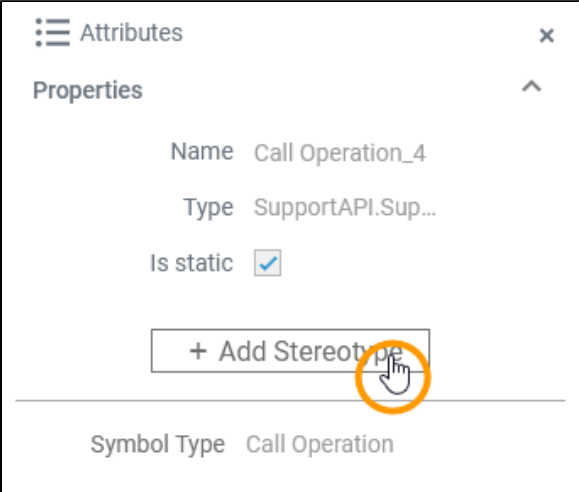
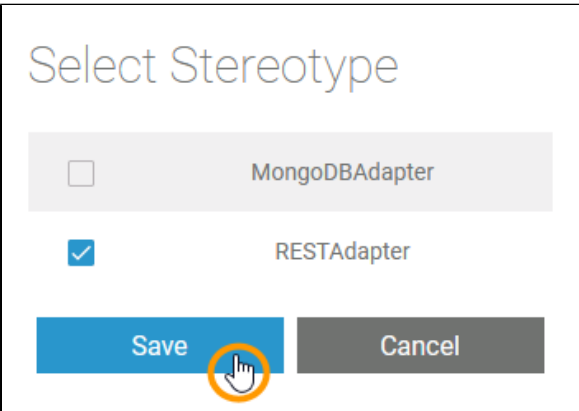
Defining a Variable as an Array

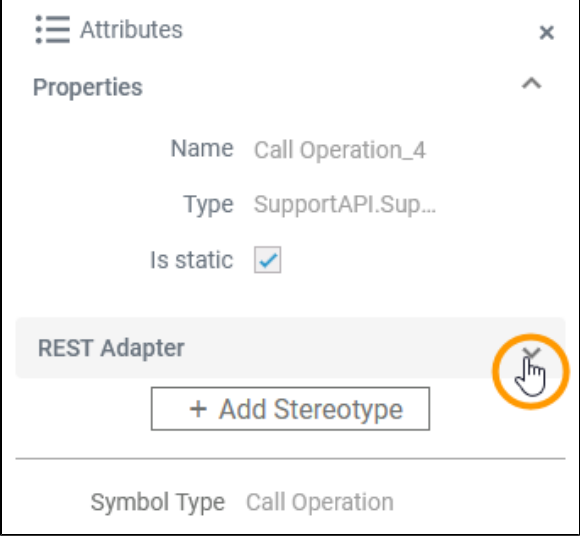
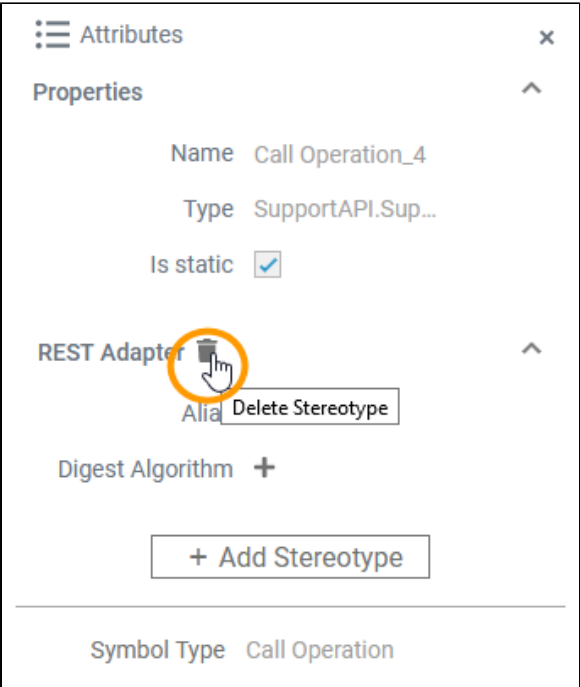
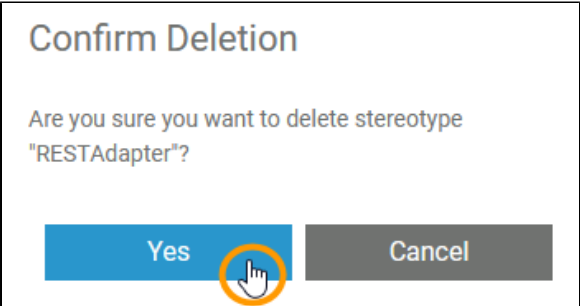
	Use the attribute Array to define a variable as an array. If checkbox Array is not activated, the variable has a multiplicity of 0..1 (default).
	Activate the checkbox to enable multiplicity. The variable now has a multiplicity of 0..*. i It is not possible to set default values for arrays. Therefore, the option to set a Default Value for the respective property disappears when the option Array is enabled.

Adding More Attributes via a Stereotype

To extend the set of available attributes, you can add one or more stereotypes to an element. This is possible for:

Location	Element
Data Model	• Interfaces • Classes • Operations • Parameters
Activity Diagram	• Action Nodes

	To add a stereotype to an element, click + Add Stereotype in the Attributes panel.
	Select the stereotype (s) you want to apply from the list of available stereotypes and click Save.

	The applied stereotype is displayed in the Attributes panel. Click the arrow on the right of the stereotype name to open the list of additional attributes that come with this stereotype.
	If you hover over the name of the stereotype you have the option to delete it by clicking on .
	Click Yes to confirm deletion, click Cancel to abort.

For more information on the additional attributes, refer to the documentation dedicated to the selected stereotype.