Plain Event

Element	**Plain Event**
Description	The plain **Event** is able to catch signals. You can use the event in the Designer as an intermediate event or as a boundary event: **Intermediate:** 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. **Boundary:** The signal is associated with an activity. The event listens to a signal being fired while the associated activity is active. Plain Event, Message Event and Timer Event can be used as **boundary** events along with User Task and Receive Task. When using the events as boundary events, attach the element directly to the border of the corresponding task:
Attributes	**Name** **Description** **Trigger Events** (see **Particularity**) **Symbol Type**
Particularity	**Trigger Events:** Use the attribute **Trigger Events** in the **Attributes Panel** 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.
Execution	**On Exit:** Without input or output parameters.
Editing and Styling	- Refer to Working with the BPMN Editor for further information regarding editing of BPMN elements using the different context menus on the diagram pane. - Refer to Styling BPMN Elements for further information regarding styling possibilities for BPMN elements, for example how to change the background color, the font style and size etc.

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