Timer Event

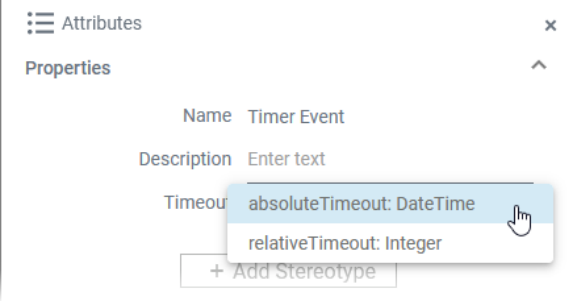| Element	Timer Event
Description	**Timer Events** are triggered by a defined timer. You can use the timer event in the Designer as an intermediate event or as a boundary event: • **Intermediate:** You can use the object as an intermediate catching event. In this case, the event is a separate process step. When the execution arrives at the event, a timer is started. When the timer fires, the sequence flow exiting the timer is followed. • **Boundary:** The timer is attached to an activity and works as a stopwatch and an alarm clock. When the execution reaches the activity, the timer is started. When the timer fires, for example after a defined interval, the activity is interrupted and the sequence flow exiting the timer is followed. ⓘ 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: To set the duration of the timer, the event should be trigged by a persisted property of type **integer** or **datetime**. You have two options to set the timeout in the attributes panel: • **Integer:** Define the number of seconds the event has to wait. • **Datetime:** Define the absolute datetime when the event should fire.
Attributes	• **Name** • **Description** • **Timeout** (see **Particularity**) • **Symbol Type**

Related Pages:

- Modeling BPMN
    - Adding BPMN Elements
- Supported BPMN Elements
    - Plain Event
    - Message Event
- Testing and Integration
    - BPMN Process API Reference

Particularity	To set the duration of the timer, the event should be triggered by a persisted property of type **Integer** or **DateTime**. In the **Attributes Panel**, select the persisted property you want to use. If the drop-down list of attribute **Timeout** is empty, you need to create a new persisted property of type **Integer** or **DateTime** first. Depending on the type of the property, you have different options to set the timeout: • **Integer:** Specify the number of seconds the event has to wait. • **DateTime:** Specify an absolute timestamp when the event should fire. ⓘ The value of the timeout can be specified at development time (default) or at runtime.
Execution	**On Event:** 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.