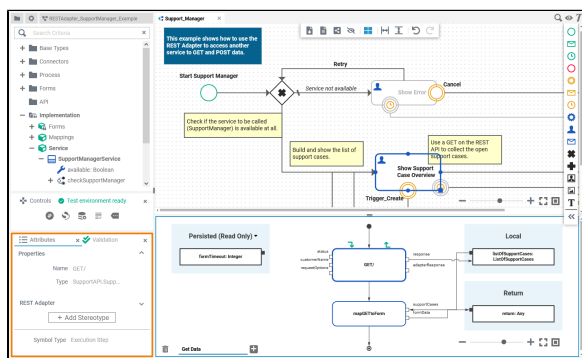# Attributes Panel

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**.

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

Attributes Panel Contents

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**

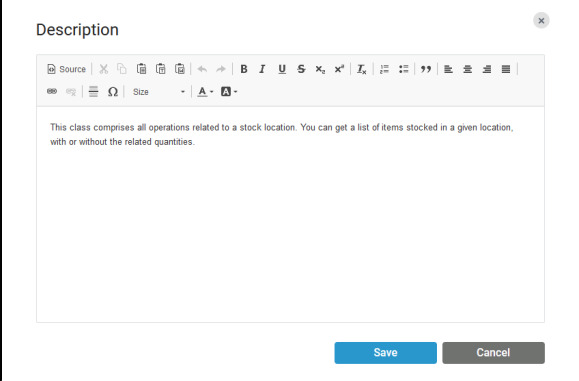**A BPMN model name must be unique within one service.**

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.
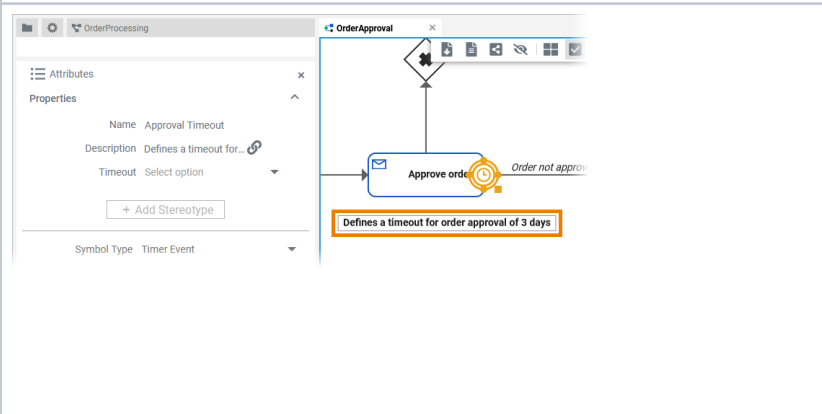
Specific Attributes

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

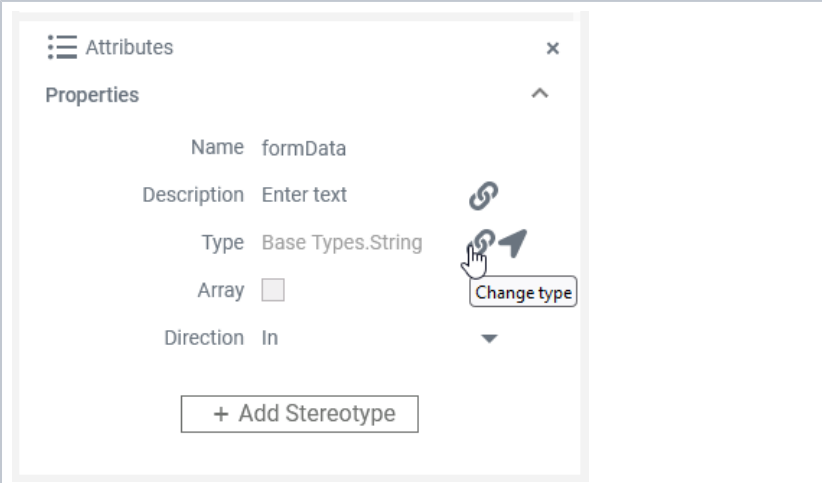# Displaying an Attribute on the Diagram Pane

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

Search Criteria ✕

- 📂 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**).
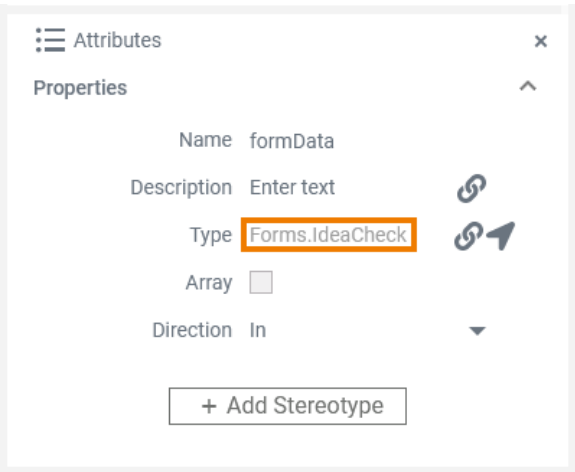
Select a Class or an Interface

🔍 idea ✕

- 📁 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 ty pes are shown.

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

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 ▾

Select in Service Panel

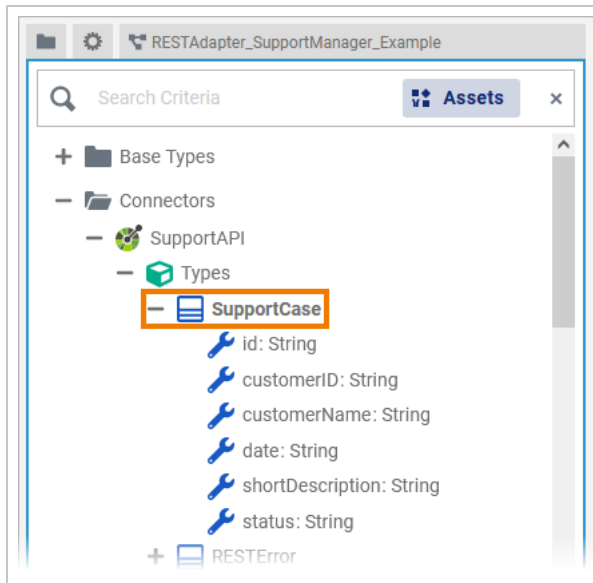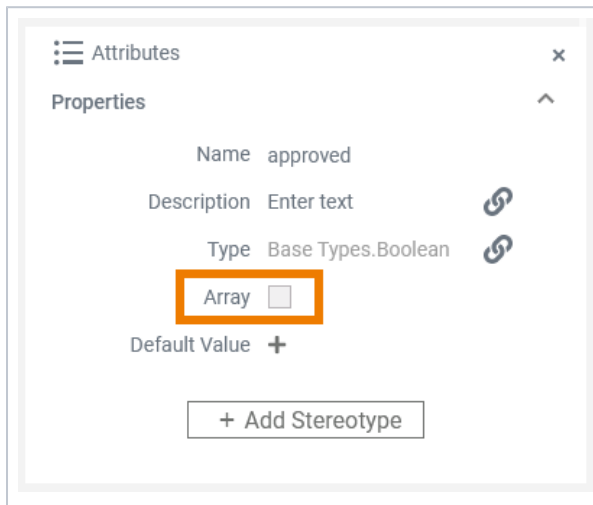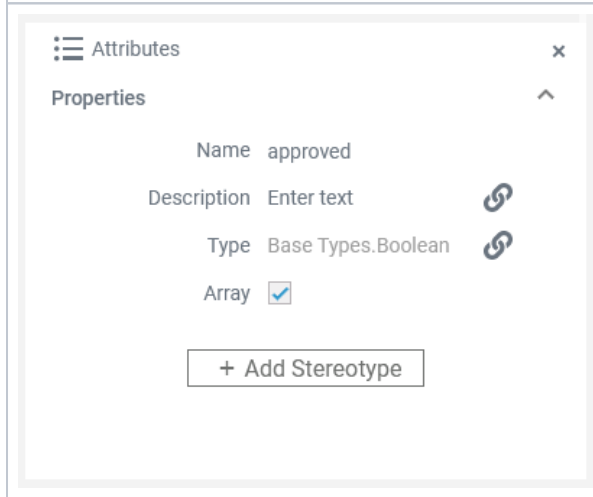[+ Add Stereotype]

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.
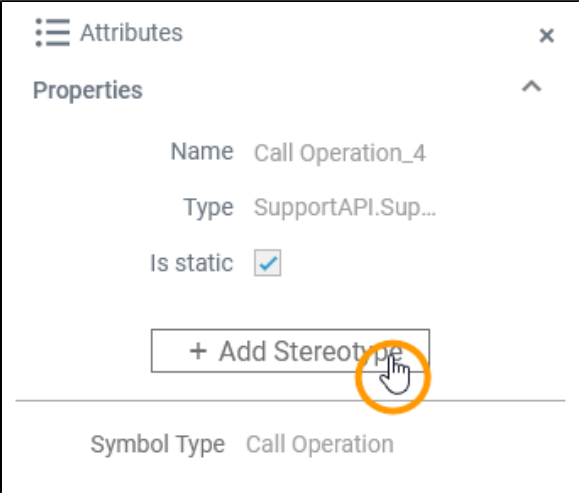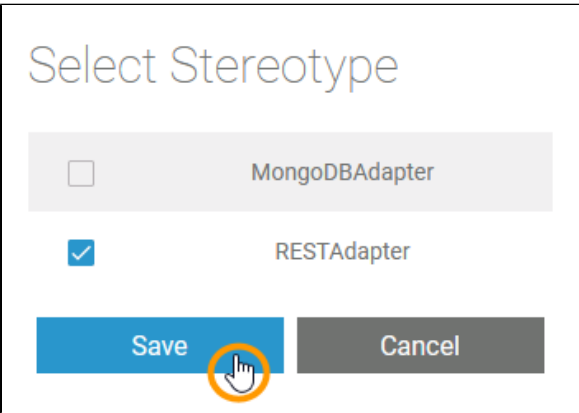
The type is selected in the service panel. You can expand it to see its properties.
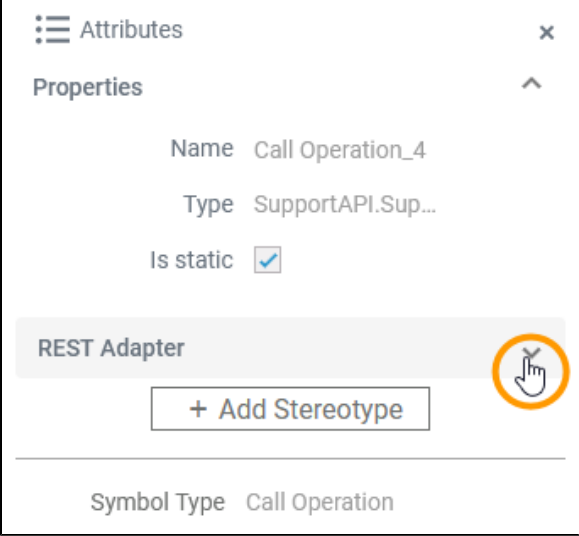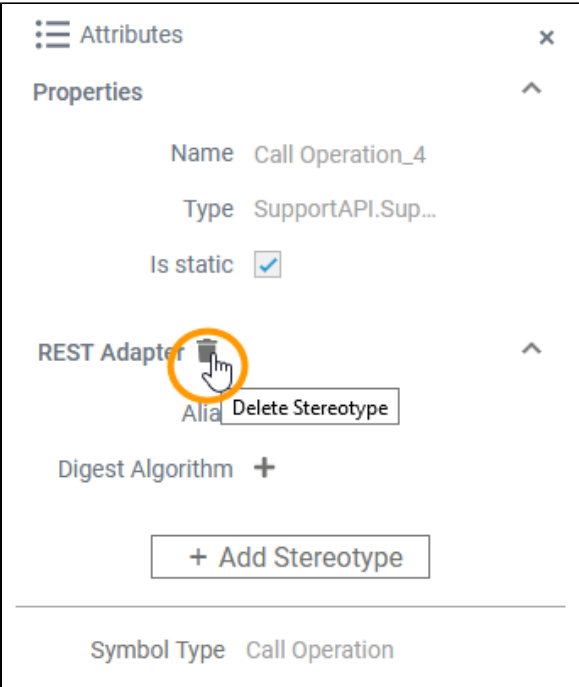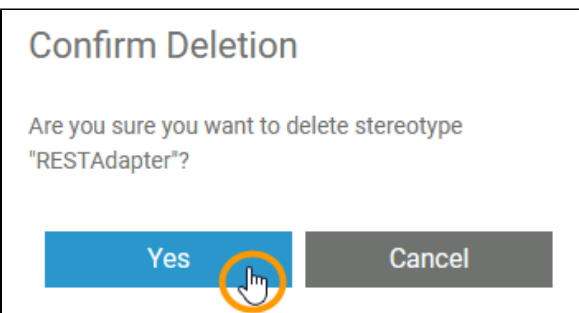
Defining a Variable as an Array

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..*.

ⓘ 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**.

![Attributes panel showing Properties with Name Call Operation_4, Type SupportAPI.Sup..., Is static checked, REST Adapter with arrow, Add Stereotype button, Symbol Type Call Operation]	The applied stereotype is displayed in the **Attri butes** panel. Click the arrow on the right of the stereotype name to open the list of additional attributes that come with this stereotype.
![Attributes panel showing Properties with Name Call Operation_4, Type SupportAPI.Sup..., Is static checked, REST Adapter with trash icon and Delete Stereotype tooltip, Alias, Digest Algorithm +, Add Stereotype button, Symbol Type Call Operation]	If you hover over the name of the stereotype you have the option to delete it by clicking on 🗑.
![Confirm Deletion dialog: Are you sure you want to delete stereotype "RESTAdapter"? with Yes and Cancel buttons]	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.