

2.3 Intermediate / Boundary Event Timer

INTERMEDIATE/BOUNDARY EVENT TIMER

It represents an element widely used for managing the timing of task and process execution.



It can be quickly selected from the menu on the left while in diagram editing mode.



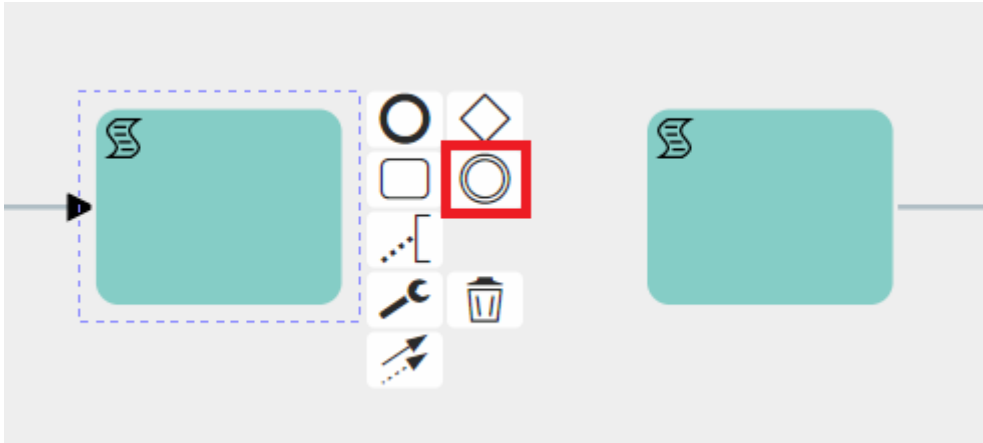
There are two groups of timers, which differ based on the actions to be performed and the tasks/elements involved:

- 1) Intermediate Event Timer
- 2) Boundary Event Timer

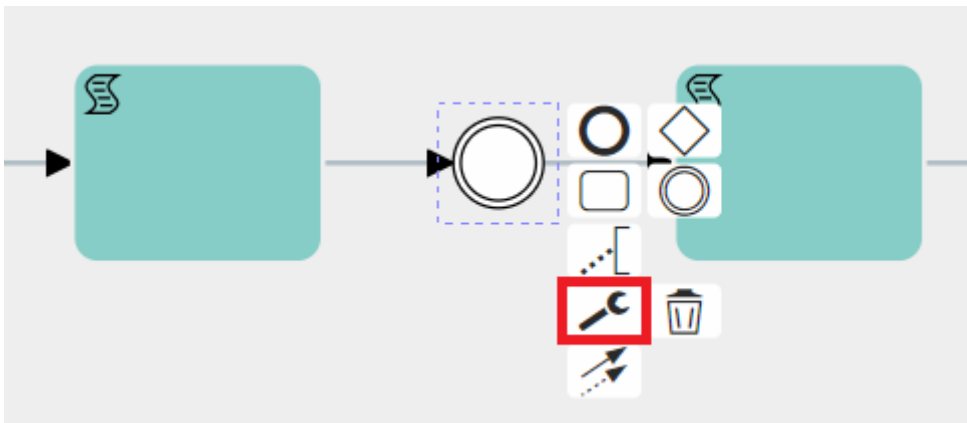
1) INTERMEDIATE EVENT TIMER

The first group consists of various types of "Intermediate Events" and is used between two tasks/elements.

They can be selected in diagram editing mode by first clicking on the task or element from which the flow should then continue to the timer, and then clicking on the icon showing two circles, called **"Intermediate/Boundary Event Timer."**



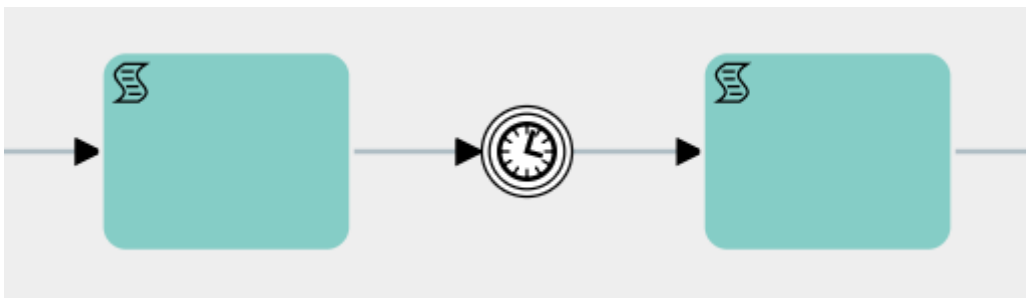
At this point, you need to select the timer just mentioned, click on the wrench icon, and then choose one of the available options.



Timer Intermediate Catch Event

This is a type of timer used to wait for a specific period of time before moving on to the next task/element.

- ☐ Start Event
- ☒ End Event
- ☐ Message Intermediate Catch Event
- ☐ Message Intermediate Throw Event
- ☒ Timer Intermediate Catch Event
- ☐ Escalation Intermediate Throw Event
- ☐ Conditional Intermediate Catch Event
- ☐ Link Intermediate Catch Event
- ☐ Link Intermediate Throw Event
- ☐ Compensation Intermediate Throw Event
- ☐ Signal Intermediate Catch Event
- ☐ Signal Intermediate Throw Event



The other selectable types of Intermediate Events are currently not implemented.

IMPORTANT NOTE: As of version 24.08, they have been completely removed.

BPMN-IntermediateCatchEvent(TimerEventDefinition)

IntermediateThrowEvent_Owkhxfn

Save Cancel

Wait 0 Months 0 Days 0 Hours 0 Minutes

After Date to go on SendTask: Send Mail

(dd-mm-yyyy)

Other -> allows you to insert dynamic values, therefore taken from the date fields of the modules involved in the process.

BPMN-IntermediateCatchEvent(TimerEventDefinition)

IntermediateThrowEvent_Owkhxfn

Save Cancel

Wait 0 Months 0 Days 0 Hours 0 Minutes

After Other End Date to go on SendTask: Send Mail

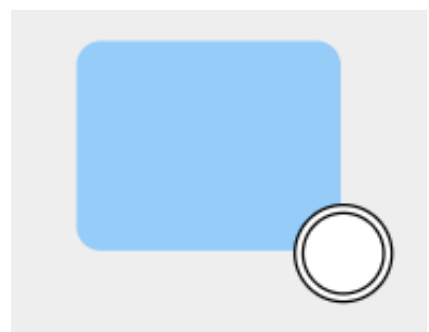
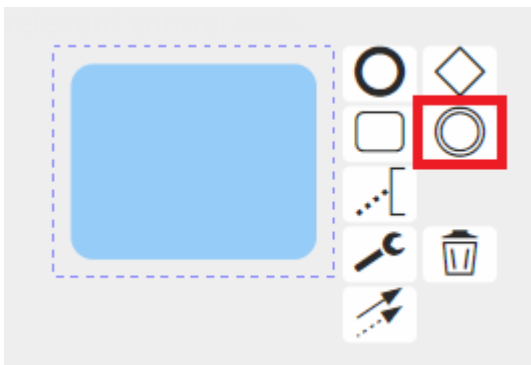
\$3-due_date

2) BOUNDARY EVENT TIMER

The second group consists of various types of **Boundary Events**, which are used on control tasks and are triggered when a task remains idle for a specific period of time.

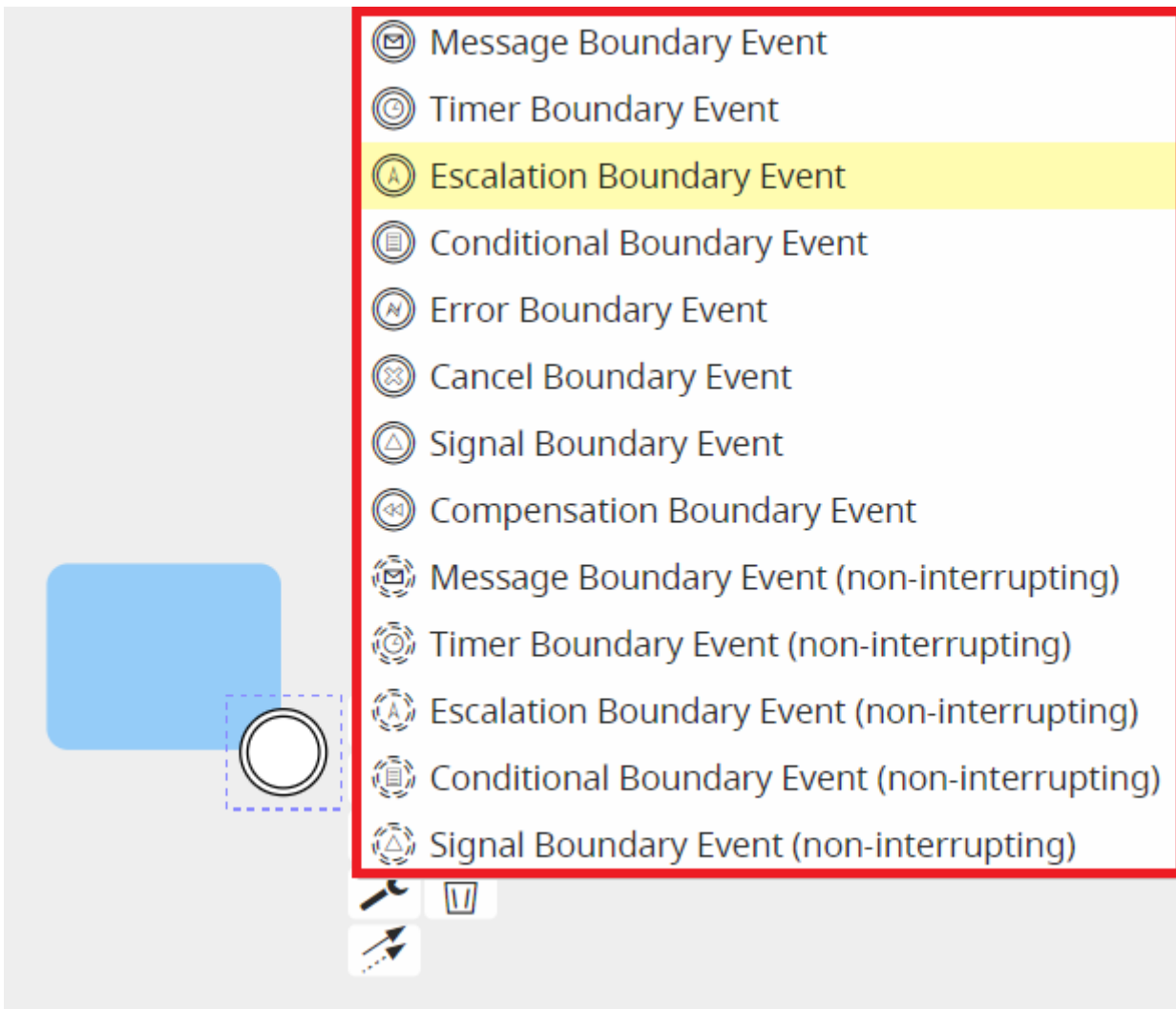
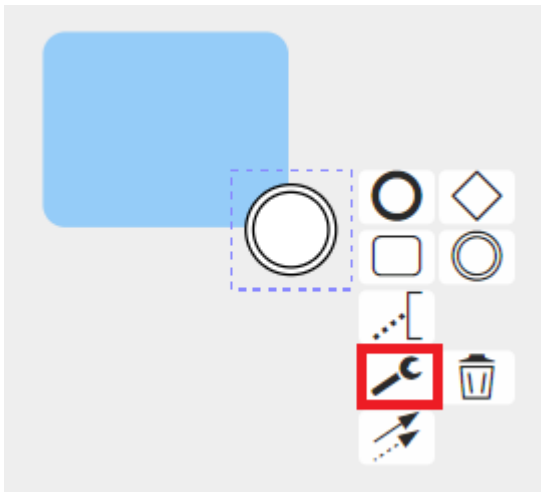
They can be selected in diagram editing mode by first clicking on the task or element from which the flow should then continue to the timer, and then clicking on the icon showing two circles, called **"Intermediate/Boundary Event."**

At this point, you need to select the timer just mentioned and drag it onto one of the edges of the



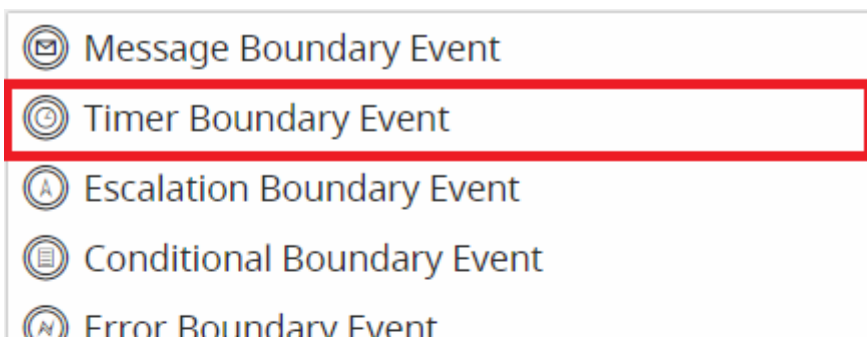
(Note: If you simply click on the icon, an "Intermediate Event" will be created and linked to the task with an arrow. If you want to use that timer as a Boundary Event, you just need to delete the arrow and place the timer directly on the relevant task.)

Once this is done, you need to select the timer, click on the wrench icon, and then choose one of the available options.



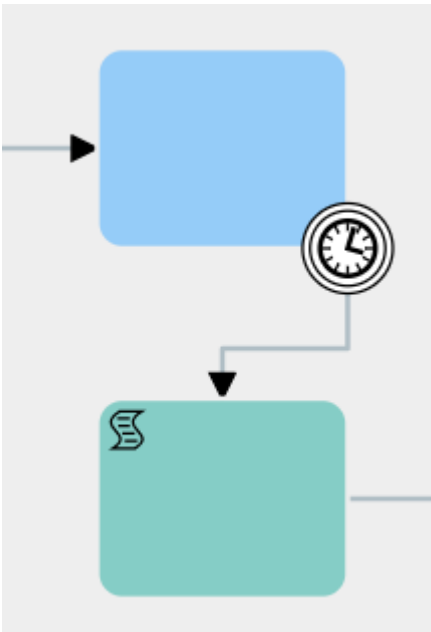
Timer Boundary Event

Allows the execution of the tasks/elements connected to the timer based on how long the process remains idle on the control task where the timer is placed.





The time interval is predefined during the timer's configuration.
They can only be used on control tasks.



The other types of selectable Boundary Events are not currently implemented.

IMPORTANT NOTE: As of version 24.08, they have been completely removed.

During configuration, clicking on the Timer Boundary Event icon opens the dedicated interface where you can enter the waiting times.

As of version 25.02, it is possible to specify a reference date on which to base the waiting times.
The configuration of this section is the same as for the intermediate timer, so in the first picklist from the left, you can indicate whether to wait the specified amount of time **BEFORE** or **AFTER** the reference date.

In the next picklist, three values are available:

- **Now** → the reference date will be the date-time (timestamp) of the exact moment when the process reaches the timer.

The screenshot shows a configuration window for a BPMN Boundary Event with a timer definition. The title bar reads 'BPMN-BoundaryEvent(TimerEventDefinition: Interrupting)' and the top right corner shows 'BoundaryEvent_0lphamk'. There are 'Save' and 'Cancel' buttons. The main area contains a timer configuration: 'If the process is still in this state for more than' followed by four dropdowns for 'Months', 'Days', 'Hours', and 'Minutes', all set to '0'. Below these is a picklist with 'After' and 'Now' options. The 'Now' option is selected, and the text 'go on SendTask: Send Mail' is visible.

- **Date** → allows you to enter a static date-time value.

The screenshot shows the same configuration window as before, but the picklist now has 'After' and 'Date' options. The 'Date' option is selected. A date input field is visible, showing a calendar icon and a date format '(dd-mm-yyyy)'. The text 'go on SendTask: Send Mail' is still present.

- **Other** -> allows you to insert dynamic values, therefore taken from the date fields of the modules involved in the process.

The screenshot shows the same configuration window, but the picklist now has 'After' and 'Other' options. The 'Other' option is selected. A dropdown menu is open, showing 'End Date' and '\$3-due_date' as options. The text 'go on SendTask: Send Mail' is still present.

Revision #4

Created 2025-05-02 15:47:06 UTC by Riccardo

Updated 2025-05-28 13:38:17 UTC by Riccardo