

# Object Node

An Object Node is an Activity node indicating that an instance of a particular classifier, possibly in a particular State, may be available at a particular point in the Activity. It can be used in a variety of ways (depending on where the objects are flowing from and to), as described in the semantics section.

 **More Information**  
For more information about working with symbols, please see [Diagramming](#).

 **AS** UML2 does not support generic Object Node, our modeling tool creates the particular Central Buffer Node element.

You can specify Object Node properties in the Central Buffer Node [Specification window](#). You can find the description of each [property](#) in the same window. Descriptions are presented in the description area of the Specification window.

To set a classifier to an object node

1. Double-click the Object Node or select **Specification** from the shape's [shortcut menu](#). The Central Buffer Node Specification window opens.
2. Select the classifier you wish to assign to an Object Node from the **Type** drop-down list.

To assign a state or final state to an object node

1. Click the  button in the Central Buffer Node Specification window, **In State** value property. The [Select Elements](#) dialog opens.
2. Select a State from the existing model elements, or click **Create** to create a new one. The State Specification window opens. Specify a new state, to be assigned to an Object Node.

To convert an object node to a pin

1. Select an Object Node on the diagram pane.
2. From the Object Node's shortcut menu, select the **Refactor** command, then select **Convert To**.
3. In the open list, select to convert the Object Node to the Input Pin or Output Pin.



## Related pages

- [Activity diagram](#)
- [Class diagram](#)
- [Dependency](#)
- [Action](#)
- [Package](#)
- [Associations](#)
- [Model Elements](#)
- [Exception Handler](#)