Creating and Using Choreography Task

A Choreography Task can have references to Message Flows, existing among referenced Resources.

To create a Choreography Task

• On the diagram pallet, click Choreography Task.

To select Message Flows referenced by a Choreography Task

- 1. Open the Choreography Task Specification window.
- 2. Select Message Flow property value cell and click the ... button. The Select Message Flows dialog opens.
- 3. Select the Message Flows and click OK.

Be Message Flows, which are referenced by a Choreography Task, have the Messages specified, they will be displayed and attached to the

Choreography Task in the diagram.

To specify Messages for a Choreography Task

- 1. Create a BPMN Collaboration diagram with Pools representing Resources and Message Flows with Messages.
- 2. On a BPMN Choreography diagram and create Choreography Task.
- 3. Open the Choreography Task Specification window. Specify the Participants for the **Participant Refs** property and a Participant for the **Initiating Participant Ref** property.
- 4. Select the Message Flow property and click the ... button. The Select Message Flows dialog opens.
- 5. Select the Message Flows you have created in step 3 as the Message Flow property value and click Close.

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Initiating Messages (connected to an initiating Participant compartment) will be displayed in yellow.

• Non-initiating messages (connected to a non-initiating Participant compartment) will be displayed in gray.

To hide the Messages for a Choreography Task, do one of the following

- Right-click a Choreography Task and select Show Messages.
- Right-click a Choreography Task and click Symbol(s) Properties. The Symbol Properties dialog opens. Select Show Messages.

Related elements

- Choreography Task
- Resource
- Participant
- Message
- Collaboration

Related diagram

BPMN Choreography Diagram

Related procedures

- Creating a Diagram
- Using Choreography Activity
- Creating SubChoreography
- Creating Call Choreography Activity
 Creating and Using Pool and Lanes
- Creating and Using Pool and Lanes
 Creating and Using Message Flow

• Using Common BPMN Elements