

# Compensation Boundary Event

## Description

A Compensation Boundary Event is used to catch a Compensation Event. The event will be triggered by a compensation event. When the event is triggered, a Compensation Activity, which is associated with it, will be performed.

The Compensation Boundary Event in this sense does not affect the interrupting or non-interrupting aspect. Compensations can only be triggered after the completion of an Activity to which they are attached. Thus, they cannot interrupt the Activity. The boundary of the event is always solid.

## Notation



## Related elements

- [Boundary Events](#)
- [Activities](#)
- [Compensation](#)

## Related diagrams

- [BPMN Process Diagram](#)
- [BPMN Collaboration Diagram](#)
- [BPMN Choreography Diagram](#)

## Related procedure

- [Creating and Using an Event](#)