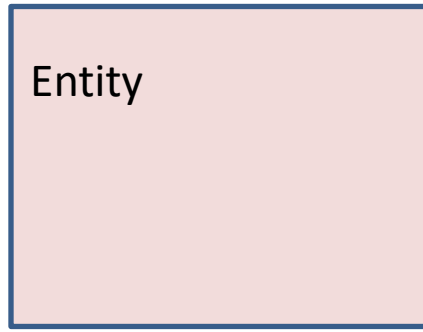


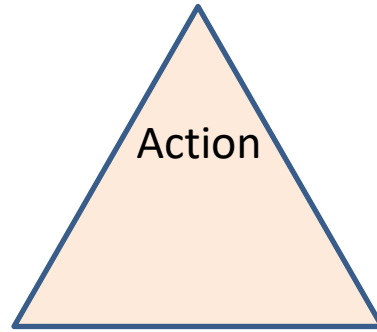
Ventity Action Rules

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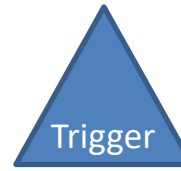
Key



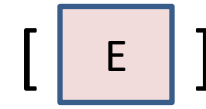
An entityType is a generic class, and a particular instance is an entity



An action definition exists within a particular entityType

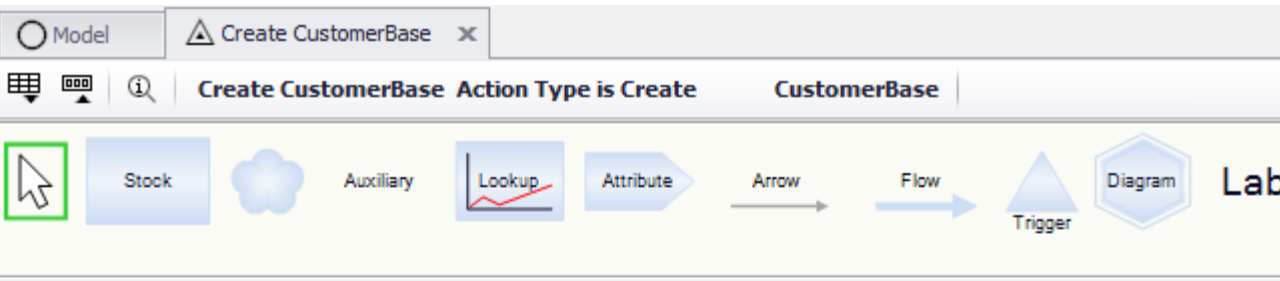


A trigger causes an action to occur, and may live in an entity or action

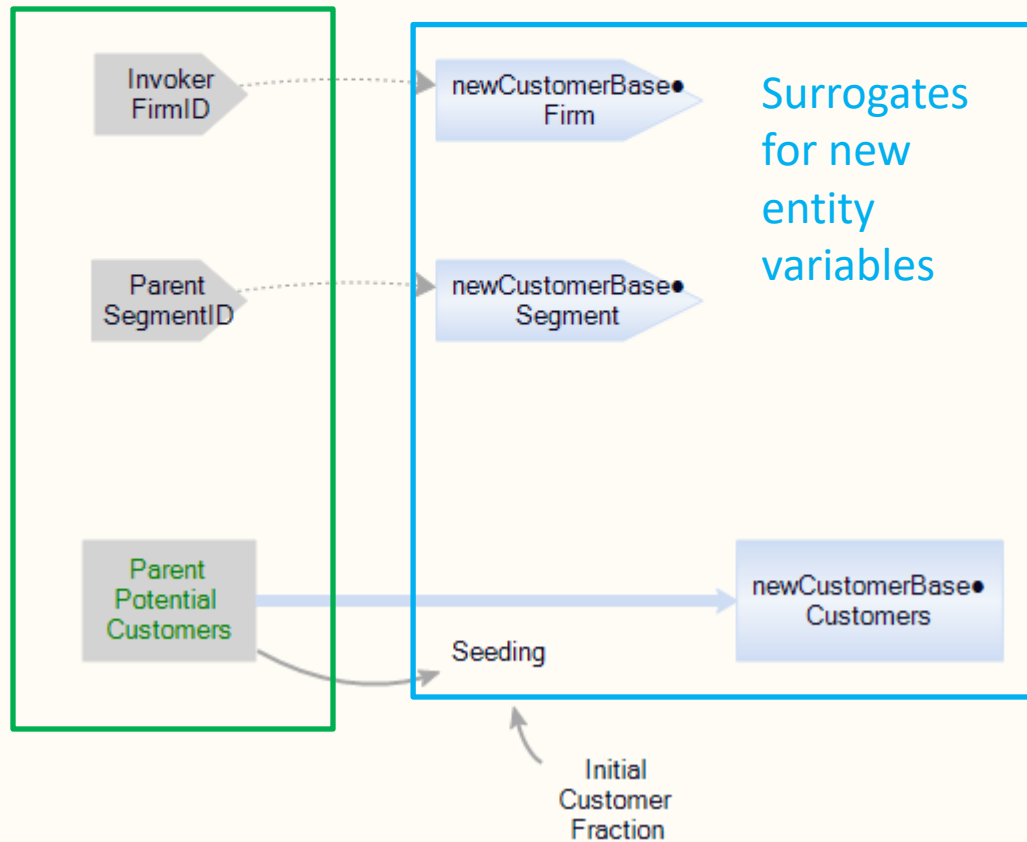


A collection or subcollection is a set of entities of a given type, used only in Process List actions

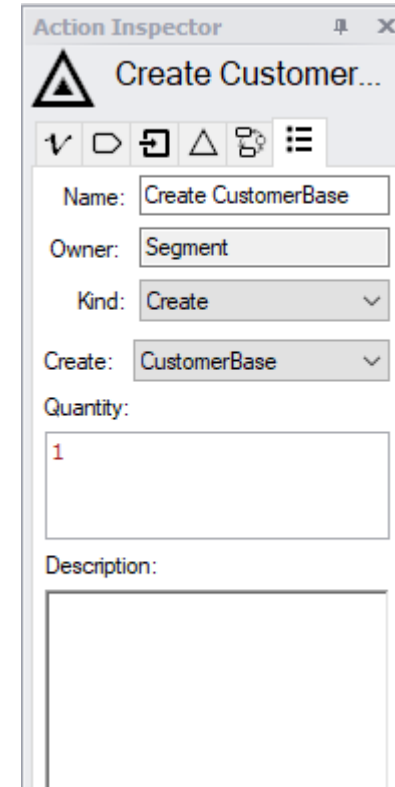
Action Elements



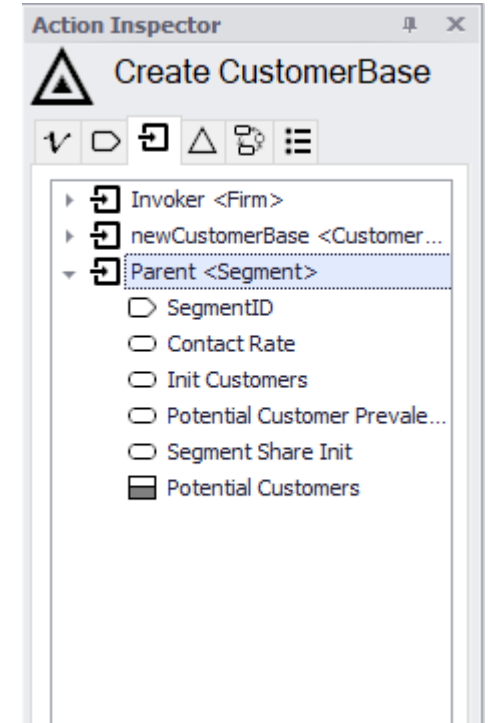
Referenced (shadow) variables



Properties



References

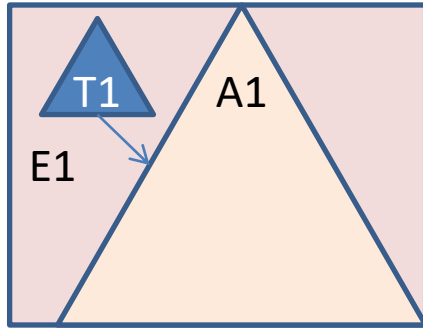


Action References

- **Invoker** – the entity containing the trigger that activated the action
- **Parent** – the entity containing the action itself
- **newEntity** – in a Create action, the new entity to be created
- **refEntity** – in a Process List entity, the current collection member in the iteration
- Plus any additional references defined by the user
 - Action references can point to Parent or Invoker resources

Simplest Case

Invoke own action

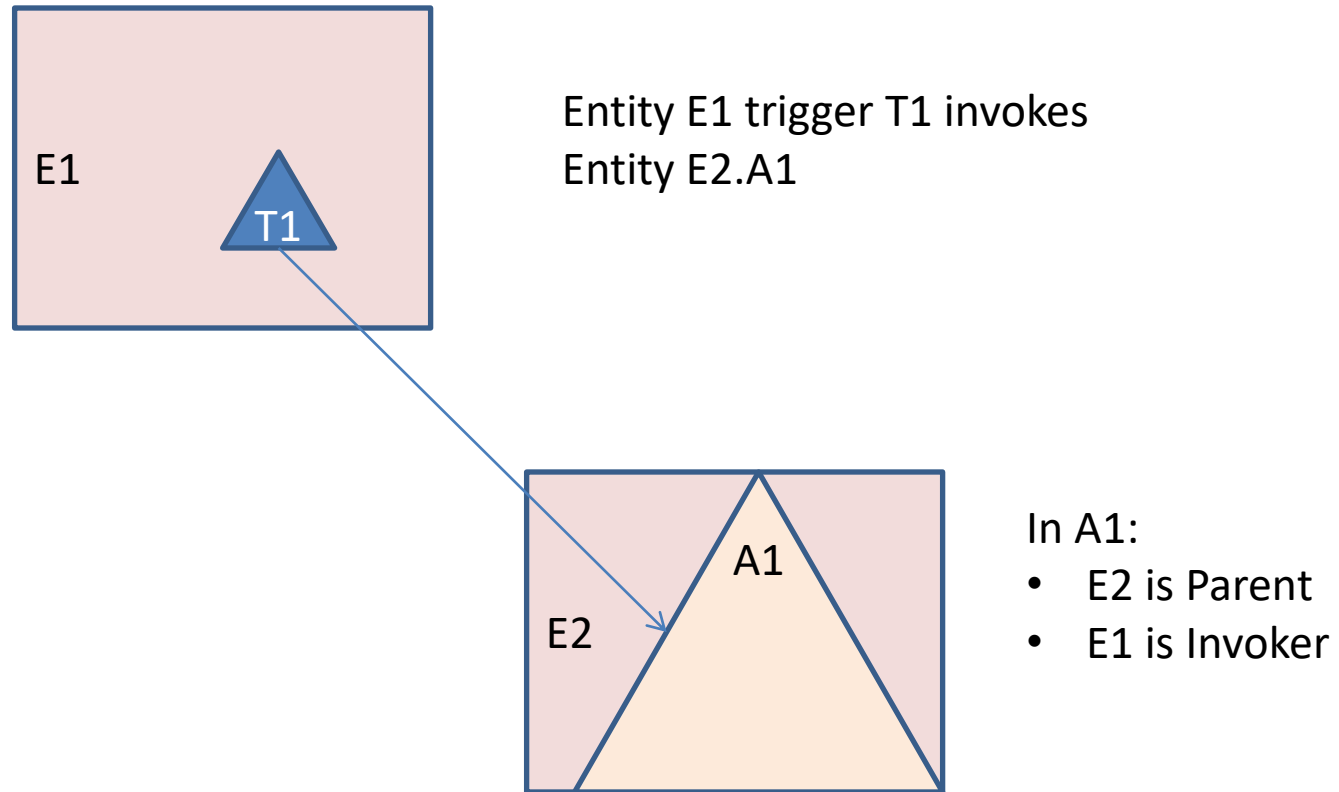


Entity E1 trigger T1 invokes its own action A1

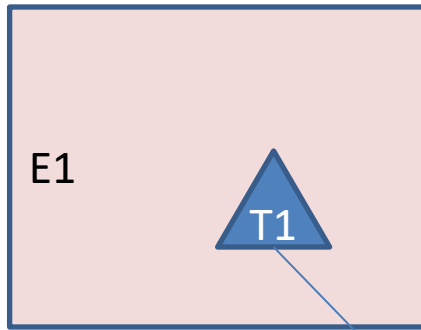
- E1 is Parent
- E1 is Invoker

Simple Case

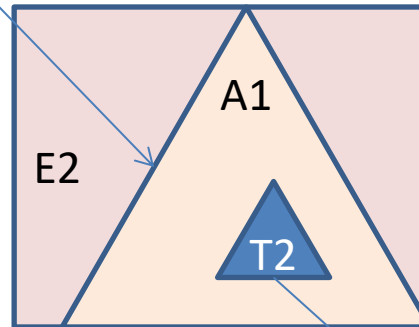
Invoke an action in another entity



Cascade

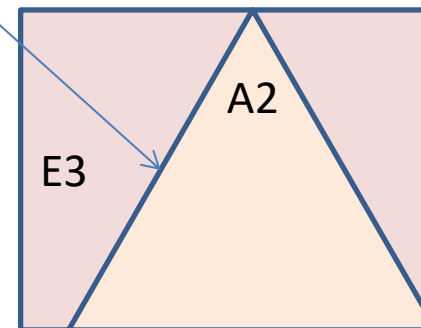


E1 trigger T1 invokes E2.A1



In A1:

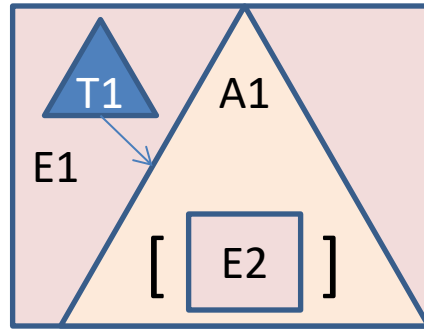
- E2 is Parent
- E1 is Invoker
- T2 invokes E3.A2
- E3 might be the Parent or Invoker, or some other entity accessible via references



In A2:

- E3 is Parent
- E2 is Invoker

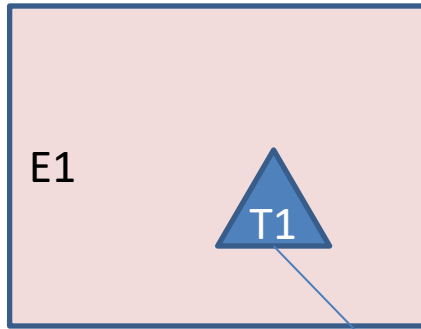
Simple Process List



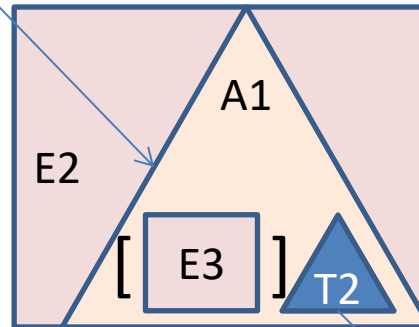
Entity E1 trigger T1 invokes its own action A1

- E1 is Parent
- E1 is Invoker
- A1 iterates over a collection (possibly with filters and ordering)
- Each collection member is a refEntity with type E2

Complex Process List



E1 trigger T1 invokes E2.A1

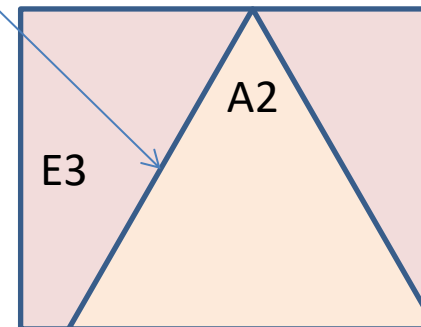


In A1:

- E2 is Parent
- E1 is Invoker

A1 iterates over a collection containing E3:

- T2 invokes refEntitytype.A2



In A2:

- E3 is Parent
- E2 is Invoker