

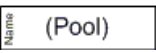
































Message Flow Rules

The table below displays the BPMN modeling objects and shows how these objects can connect to one another through Message Flows. The  symbol indicates that the object listed in the row can connect to the object listed in the column. The quantity of connections into an object is specified in the column header with a code letter that precedes the graphical shape. The quantity of connections out of an object is specified in the row header with a code letter that follows the graphical shape. The code letters are: 0 (no connections); 2 (from 0 to 2 connections); M (from 0 to multiple connections). Note that Message Flows cannot connect to objects that are within the same Participant Lane boundary.

From/To	M 	M 	M 	2 	M 	0 
 0						
 M						
 M						
 2						
 0						
 M						

Note: Only those objects that can have incoming and/or outgoing Message Flow are shown in the table. Thus, Lane, Decision, Data Object, and Text Annotation are not listed in the table.