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# BUILDING BLOCKS / Node / Message events / Message Throw Intermediate Event

#### (!) QUICK INTRO

**What is it?** It's like throwing a message to tell someone about something. After throwing the message, the process keeps going, and other parts of the process can listen to that message.

Why it is important? The Message Throw Intermediate Event is important because it allows different parts of a process to communicate and share information with each other.

# **Configuring a Message Throw Intermediate Event**

A Message Throw Intermediate Event is an event in a process where a message is sent to trigger a communication or action with another part of the process (can be correlated with a catch event). It represents the act of throwing a message to initiate a specific task or notification. The event creates a connection between the sending and receiving components, allowing information or instructions to be

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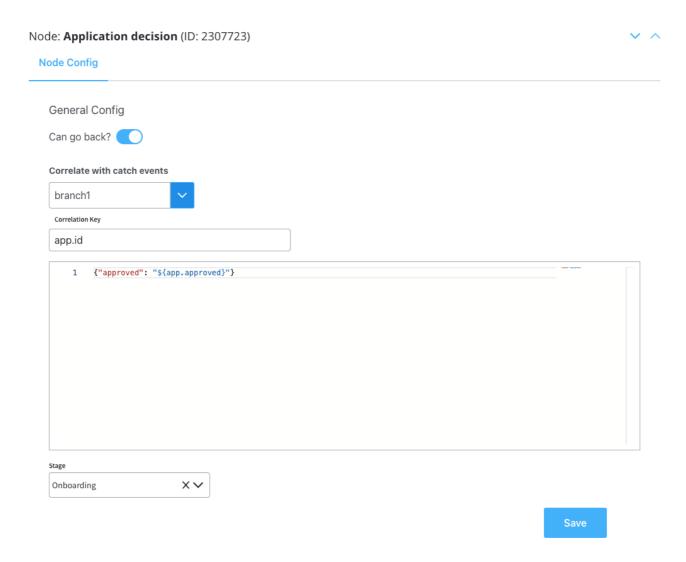
transmitted. Once the message is thrown, the process continues its flow while expecting a response or further actions from the receiving component.



#### **General config**

- Can go back? setting this to true will allow users to return to this step after completing it, when encountering a step with canGoBack false, all steps found behind it will become unavailable
- Correlate with catch events the dropdown contains all catch messages from the process definitions accessible to the user
- Correlation key is a process key that uniquely identifies the instance to which the message is sent
- The data field allows the user to define a JSON structure with the data to be sent along with the message
- Stage assign a stage to the node





### Was this page helpful?

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