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Notification

A notification is a way of communicating where a party can send a message to another party without having to identify itself and without expecting a reply back from the other party. It is entirely up to the other party to decide how to react upon receiving the notification. An e-mail is a good notification example.

AwareIM allows sending notifications from a [business space](#) to [intelligent business objects](#) defined in the business space, for example sending e-mails to customers. It also forwards incoming notifications into relevant business spaces, for example when an incoming e-mail arrives or a user [logs](#) into the business space in the [operation mode](#).

Notifications, like business objects, have [attributes](#) to hold communication information.

note

Notification rules operate in a similar fashion to Business Object Rules. If you require Notification rules to operate in a specific order then consider passing these to a Process. You cannot pass Notifications to Processes, so consider creating a Non Persisted Business Object to pass data to the Process

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