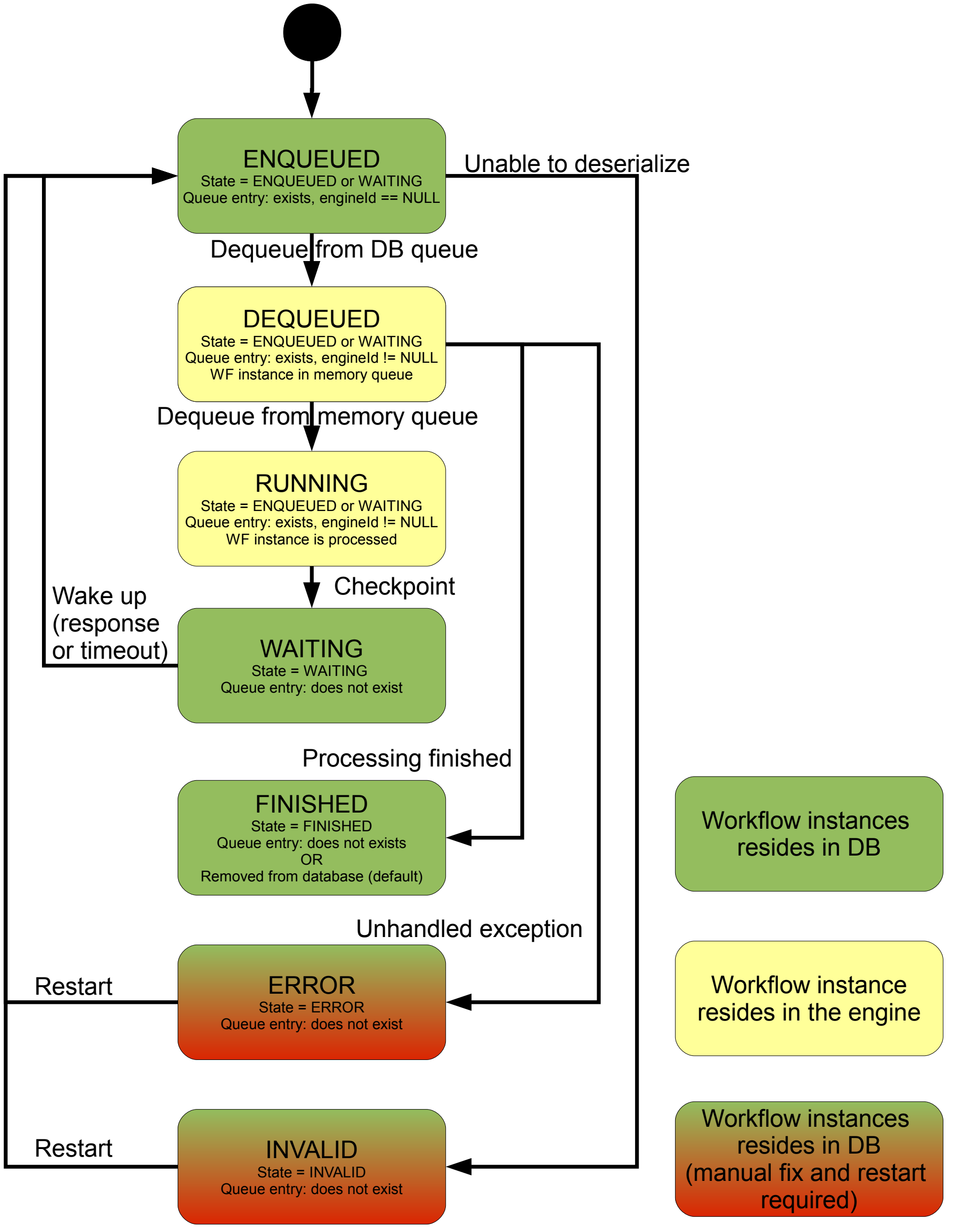
ENQUEUED
State = ENQUEUED or WAITING
Queue entry: exists, engineId == NULL
Unable to deserialize
Dequeue from DB queue
DEQUEUED
State = ENQUEUED or WAITING
Queue entry: exists, engineId != NULL
WF instance in memory queue
Dequeue from memory queue
RUNNING
State = ENQUEUED or WAITING
Queue entry: exists, engineId != NULL
WF instance is processed
Checkpoint
Wake up (response or timeout)
WAITING
State = WAITING
Queue entry: does not exist
Processing finished
FINISHED
State = FINISHED
Queue entry: does not exists
OR
Removed from database (default)
Unhandled exception
Restart
ERROR
State = ERROR
Queue entry: does not exist
Restart
INVALID
State = INVALID
Queue entry: does not exist
Workflow instances resides in DB
Workflow instance resides in the engine
Workflow instances resides in DB (manual fix and restart required)