ProTips™

Stream Auto-Routing

ProTreat Version 6.5.1 is now available on our website. This expansive new offering is free to download for all licensed customers.

The stream drawing feature has been given a significant overhaul to include stream auto-routing. This means, that you no longer need to manually direct the exact path the stream is to take. You can simply click where you want to start the stream, move your mouse to where you want to end the stream, and click once more.

This opens up a new option within the Setup>Preferences menu that allows you to enable, or disable, this new feature as seen in Figure 1. This option is enabled by default.
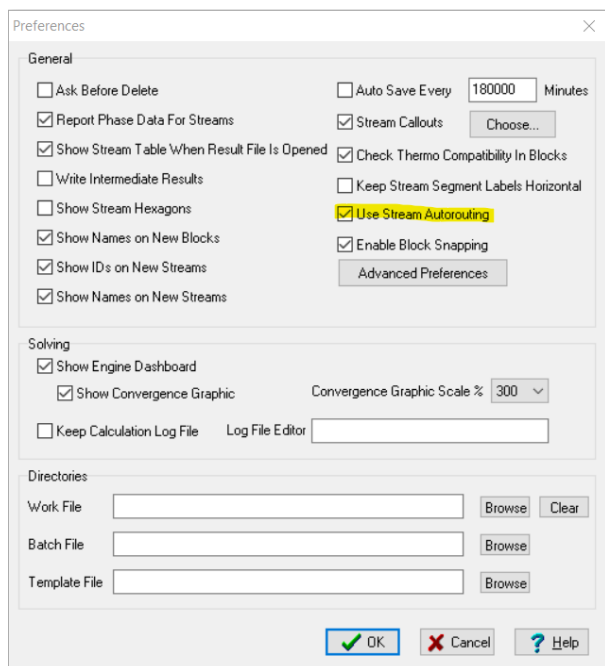

Figure 1. Stream Auto-Routing Feature in Preferences Menu

To draw a stream, either select the stream object from the top object palette, as shown in Figure 2, or by use the hotkeys Ctrl+S. Once this has been selected, a crosshair will appear over the drawing area indicating where the cursor is. Once you begin drawing, the stream will automatically insert stream nodes as needed to route the stream to the chosen destination. The streams avoid blocks, and take the most direct path between the origin and destination blocks. This new feature makes drawing streams even faster and simpler than ever.
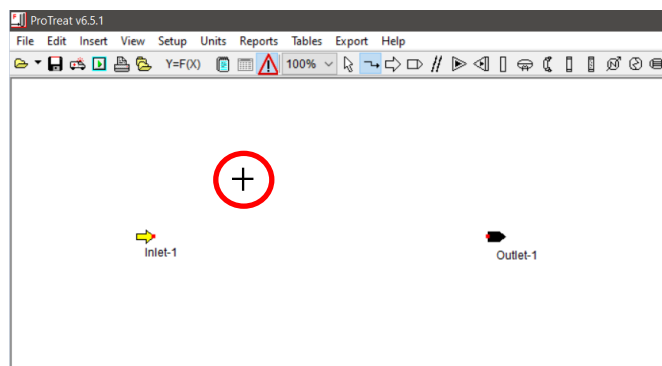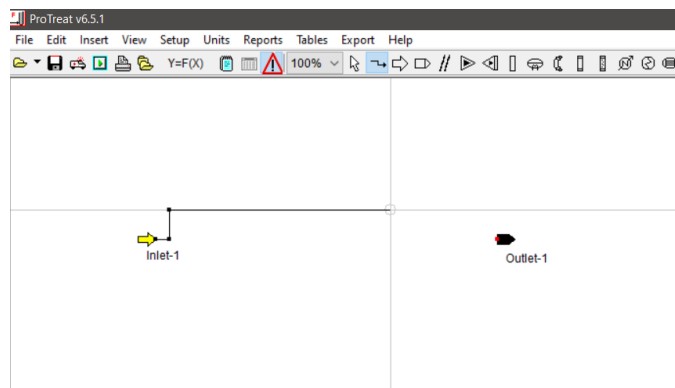

Figure 2. Cursor while Drawing Stream

Figure 3. Stream Auto-Routing to Destination Block

PROTIP: Although Stream Auto-Routing does try to make the best possible path between blocks, it is not a perfect system and may sometimes require you to manually insert nodes to get the streams to route the way you want. If you click the left mouse button between blocks while auto-routing the stream, you can insert nodes that will force the stream to anchor at that location helping to ensure the stream is exactly as you intend. Finally, like many features in ProTreat, auto-routing can be easily turned off if you prefer to have more control on stream drawing by the legacy method. Simply uncheck Use Stream Auto-Routing in Figure 1.