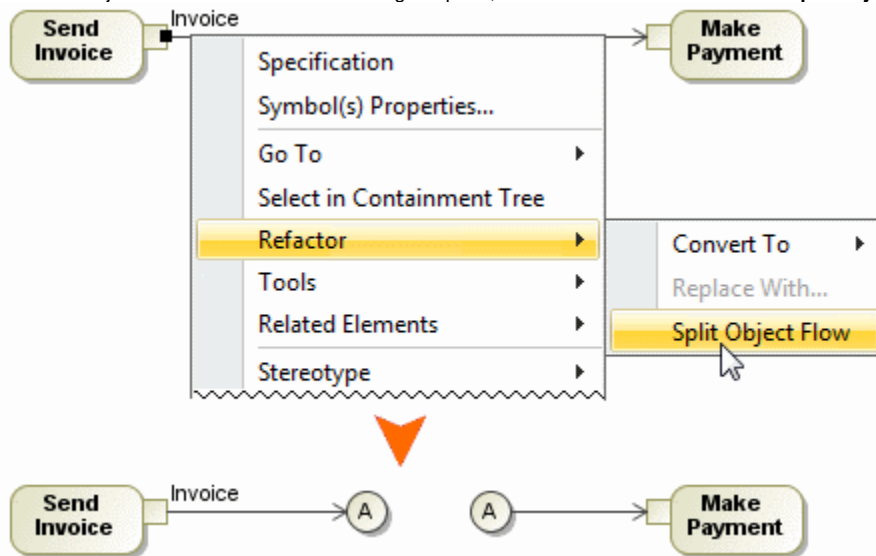# Object Flow

To select output/input pin automatically when drawing an Object Flow

- When drawing an Object Flow, our modeling tool automatically selects Output or Input Pins, creates a new Pin, under certain conditions, or you can choose a Pin from the list of options. For example, a list of available options to select input Pins opens when drawing Object Flow to the Action that has more than one hidden Input Pin.
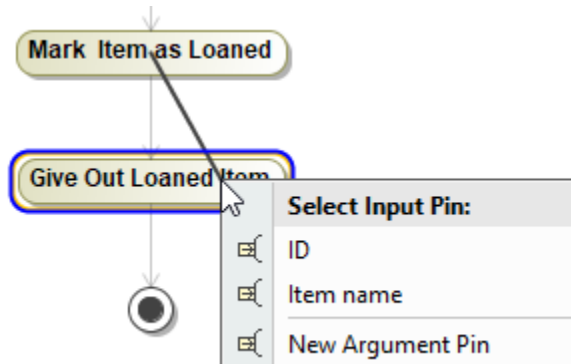


To split Object Flows

- From an Object Flow shortcut menu on a diagram pane, select **Refactor** and then select **Split Object Flow**.



- The **Split Object Flow** command splits Object Flow into two connectors that are marked with an *A* letter.

- Double-click the connector to select the other connector on the diagram pane.

- Splitting of object flows helps to navigate in a complicated diagram.
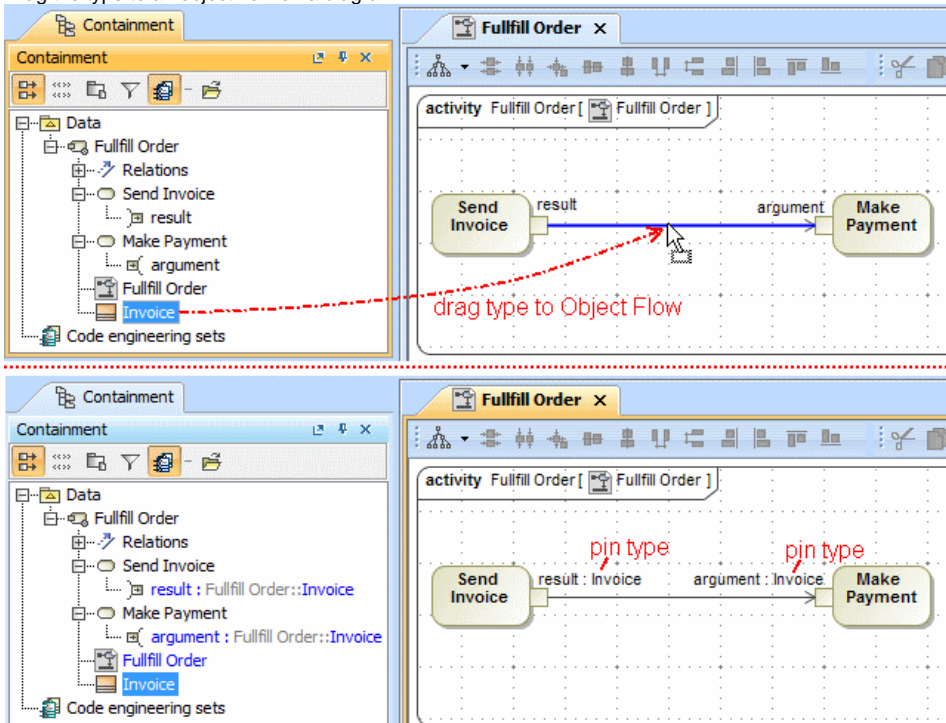
To join Object Flow connectors

- For more information about Refactoring, read Refactoring.

- From a connector's shortcut menu, select **Refactor** and then select **Join Connectors**.
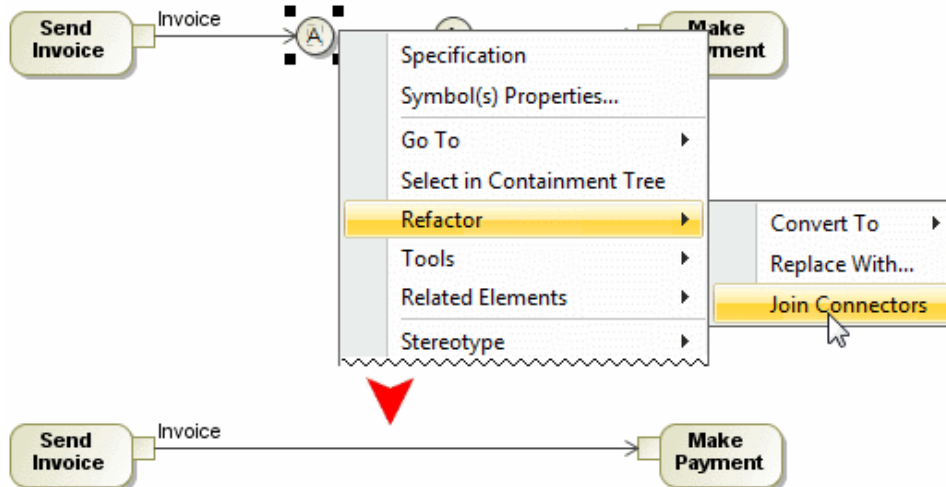


To set type of Pins by using a drag-and-drop operation

1. In the Model Browser, select a type of pins.
2. Drag the type to an object flow on a diagram.



⚠

- If type of pins is set already, after drag-and-drop type will be changed to the new one.

- To display a type of a pin on a diagram, from the pin shape shortcut menu, select **Symbol Properties** and then select the **Show Type** check box.
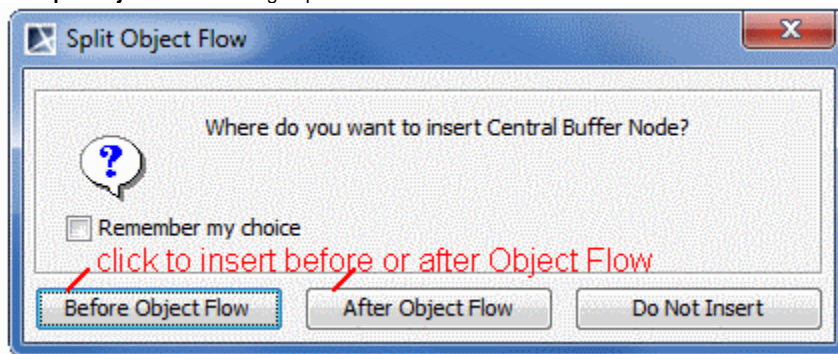
To create Central Buffer Nodes on Object Flows by using a drag-and-drop operation

1. In the Model Browser, select a type of a Central Buffer Node, and drag it to an Object Flow path on a diagram pane.
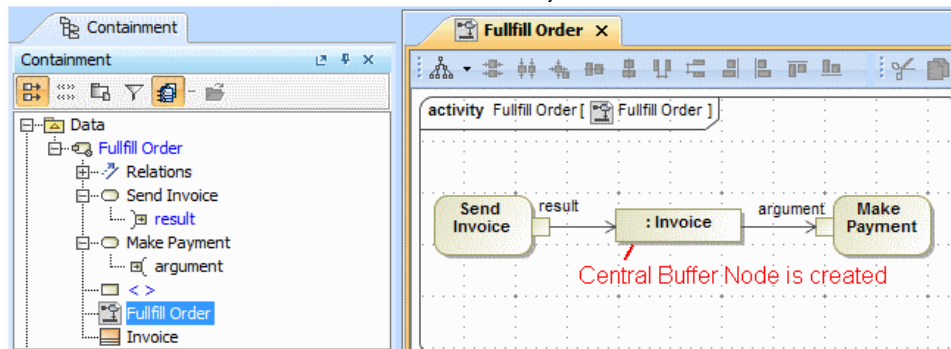2. Wait for a few seconds and drop it.

3. Select the **Split the flow** command.
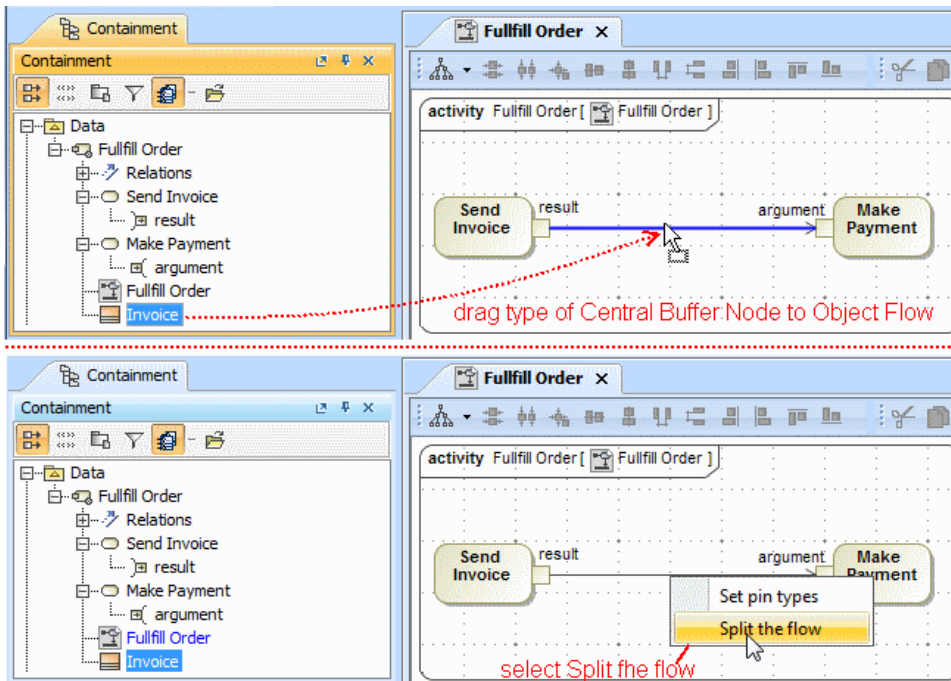


4. The **Split Object Flow** message opens.



5. Select to insert the Central Buffer Node before or after the Object Flow.



**Related pages**

- Activity diagram