Flow Port
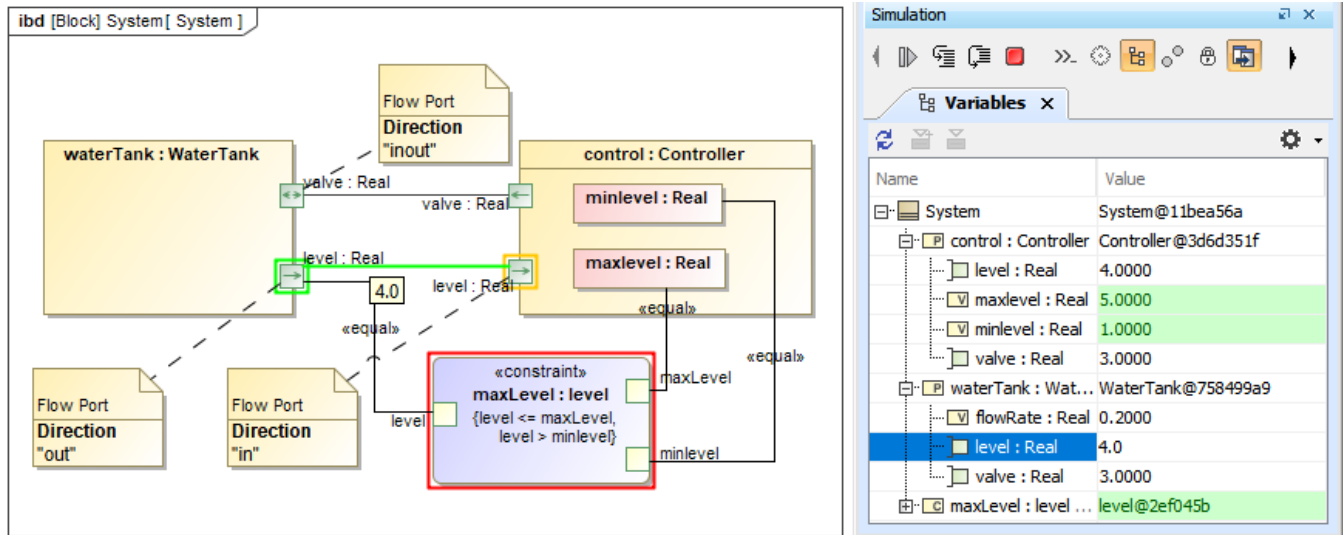
A Flow Port is a Port that specifies the input and output items that can flow between a Block and its environment. Flow updating depends on directions (**in**, **out**, and **inout** directions as shown in the figure below). If there is the **in** or **out** direction, the value cannot be updated in the reverse direction. In general, Flow Ports are used for asynchronous, broadcast, and send-and-forget interactions. Animation of the value flow is animated through parts, Ports, and Connectors. Both atomic Flow Ports (typed by Signal or ValueType) and non-atomic Flow Ports (typed by FlowSpecification) are supported. If the Flow Port is connected to multiple external and/or internal Connectors, the items are propagated (broadcast) to the other ends of all Connectors that have matching properties.

Flow Ports with animation of value propagation in the Internal Block diagram.

Related pages

- Port
- Full Port
- Proxy Port