news & updates

February 2022

Upcoming Events
See what's happening

FlashPoints Remote Training

(for FlashPoints Customers, only)

Tuesdays @ 10 am ET
Fridays @ 1 pm ET

Signup to request an invitation to a class at **www.flash-soft.com**.

Even customers who have been using FlashPoints for years are encouraged to take the class to learn the latest FlashPoints tips, tricks, and features.

We've made some changes!

As many of you know, we are constantly updating FlashPoints. We add features, we tweak it, we repair it, we break it, and we fix it again. It's an ongoing process. But through it all we have one goal in mind... to make your job easier and give you the best drawing program we can.

That said, we have been at it again. In this newsletter, we will be describing some of those changes. There are a few features that would go unused if we didn't tell you about them, because they are not exactly obvious. But once you know about them, I promise you will be using them over and over!

Many of the changes we have made to FlashPoints have been the result of customer suggestions. Sometimes it takes a little while for us to get around to adding them to FlashPoints, but we really do listen and we appreciate all of the comments we receive. If you have suggestions for enhancements or changes to FlashPoints, please be sure to send them to: support@flash-soft.com
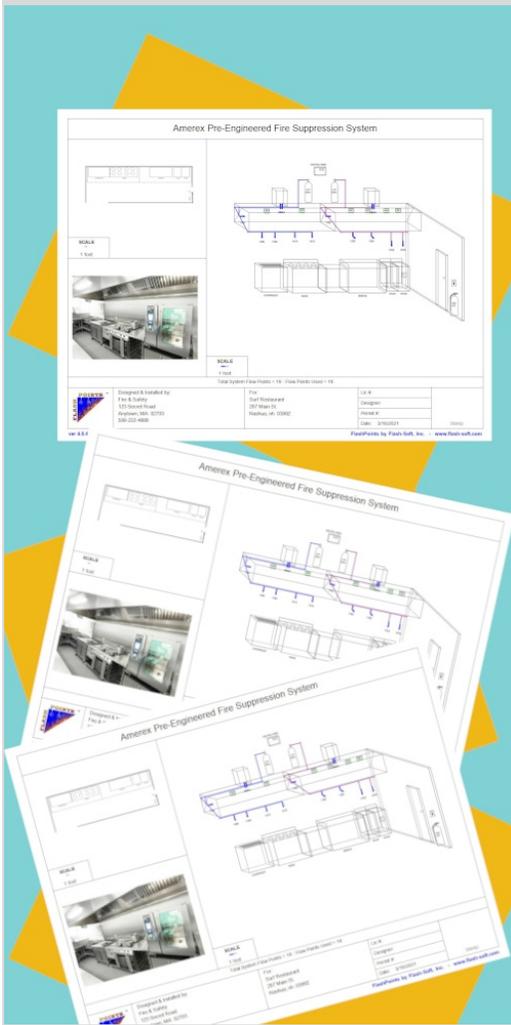
Please,

REDRAW FOR FREE!

PRINT - EDIT - REPRINT - REPEAT

When a drawing is printed, FlashPoints takes a credit from the Bank. But, thanks to a new change, drawings can now be edited and reprinted, as many times as you like, for **48 hours** after the first print, without spending another credit.

After a drawing has been printed and a credit has been used, FlashPoints displays a message in the Status Area to indicate that Free Printing is available for this job and it will show how much time is remaining. Please be aware, this is NOT a countdown clock. It is an approximation that will update when the job is reloaded. In addition to the Status Area indicator, the little printer in the Print Preview will change to indicate that Free Printing is available. The little printer is normally BLACK, but when Free Printing is available it will turn GREEN.

This feature will come in handy for those times when mistakes are discovered after a report is printed, or if additional copies are needed. It could also be used to produce BOTH a printed version of a drawing AND a PDF version!
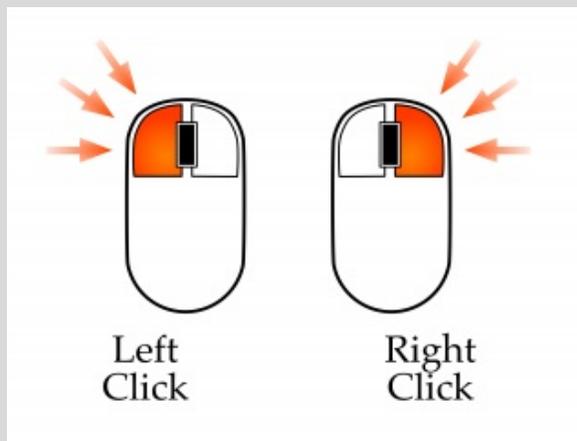
Improved Pipe Drawing

Changing modes is easier!

The piping screen has two modes, Drawing Mode and Tool Mode. Each mode can be identified by the shape of the mouse cursor. In Drawing mode the cursor is a bullseye. In Tool Mode the cursor is a monkey wrench.

Switching between these modes requires moving the mouse cursor back to the tool panel on the left of the screen and choosing the button for the proper mode.

A new enhancement makes it easier to switch modes. Simply RIGHT-CLICK the mouse to

If you are not familiar with RIGHT-CLICKING, it is the same as regular CLICKING, but the

change modes. The RIGHT-CLICK button will toggle between DRAWING and TOOL mode!

Immediately after drawing a pipe segment, RIGHT-CLICK to get the monkey wrench and turn on the segment's label. No need to mouse back to the tool panel. Just RIGHT-CLICK and VOILA!

middle finger is used instead of the index finger. It might take a little practice, but once you are comfortable with it, you will find that you can speed through your pipe work like never before!

FlashPoints Referral Program

As you refer FlashPoints to your friends, remember to give them your FlashPoints referral code.

When they get FlashPoints, they will get 2 extra credits and you will get 2 credits, also!

If you don't have your FlashPoints referral code, send an email to support@flash-soft.com and we will send it to you.

The KEY to Deleting

Use the DELETE Key to delete

Since the beginning of FlashPoints, the only way to remove an object from the canvas has been to use the X on the Minibar. Well, now, at the request of some customers, there is another method.

After an object has been selected and is displayed in red on the canvas, pressing the DELETE key on the keyboard will remove the object. This will work for equipment, nozzles and other protection items, unprotected items and notes. Basically, anything with a Minibar can be deleted by pressing the DELETE key.