



Auto BIM Route AI
E-LEARNING

WINDOWS DESKTOP · USER HANDBOOK

Branch Automation

The standalone desktop app that turns an exported branch-circuit file into home-run boxes and routes — then hands the design layout back to Revit.

Complete offline guide

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learn.autobimroute.com

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GETTING STARTED

1 Branch Automation — Overview

The standalone desktop app that turns an exported branch-circuit file into home-run boxes and routes, ready to build back in Revit.

Branch Automation is the standalone Windows application in the Auto BIM Route suite. It takes a floor plan that was exported out of Revit by **Branch Circuit Export**, generates the **HR (home-run) boxes** and the **branch routes** from every panel, and hands the finished design layout back to Revit — where the plugin builds it in the model.

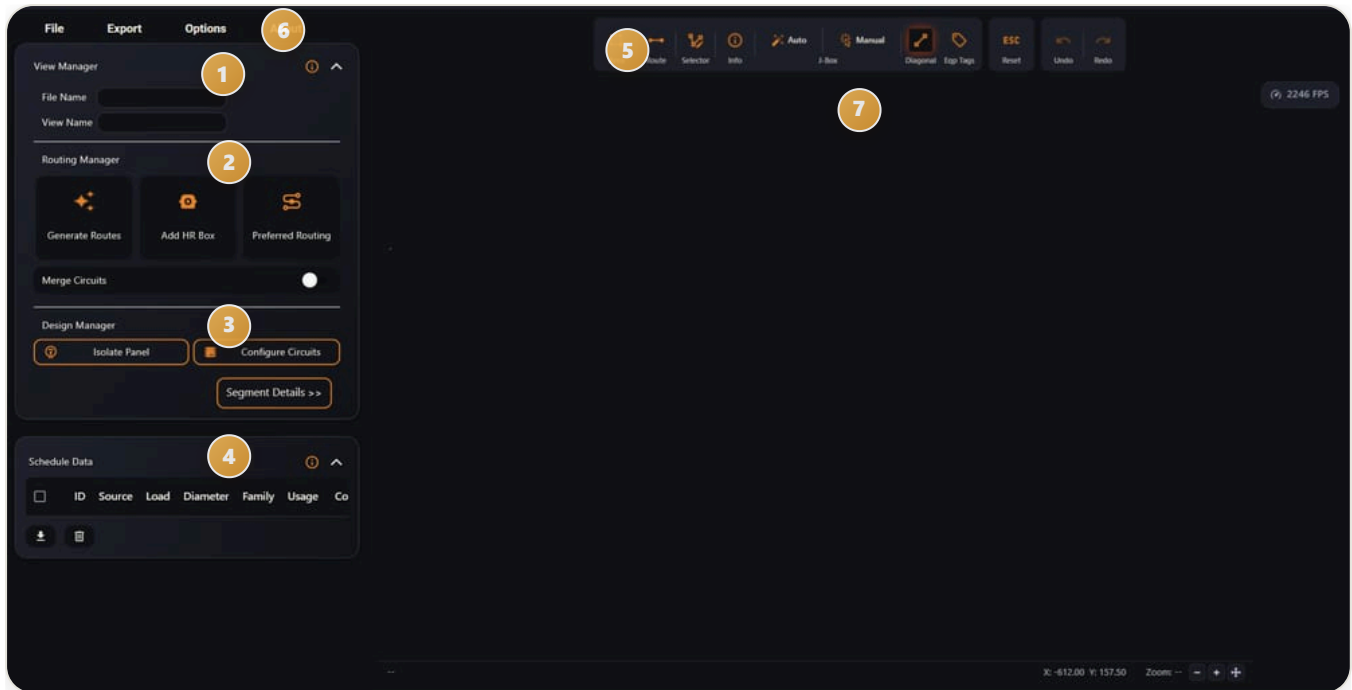
The short version

1. **Import** a design layout (`.abr`) — exported from Revit by Branch Circuit Export.
2. **Generate Routes** — the app creates HR boxes and routes branches from the panels.
3. **Export** the design layout — write the result back to an `.abr` file.
4. **Import it in the Revit plugin** — Auto BIM Route builds the boxes and routes in the model.

See [The ABR Workflow](#) for the full lifecycle.

Main Window Introduction

The Branch Automation main window is divided into parts, and each part is a module with its own guide. Hover a highlighted area below to preview it, or click it to open that module's page.



Hover a highlighted area to preview it, or click it to open that module. Every part is listed below.

1 View Manager — The file and view you are working on, and where a design layout comes in.

2 Routing Manager — Generate Routes, Add HR Box, Preferred Routing and the Merge Circuits toggle.

3 Design Manager — Isolate Panel, Configure Circuits and Segment Details.

4 Schedule Data — The table of every generated run.

5 Action Buttons — The viewer toolbar — the same tools as in the Revit plugin.

6 Menu Bar Options — File, Export, Options (including Default Settings) and About.

7 Context Menu Shortcuts — Right-click anywhere in the viewer for the quick shortcuts.

Where to go next

1. [Install the desktop app](#)
2. [The ABR Workflow](#)

GETTING STARTED

2 Installation

Download and install Branch Automation on Windows.

Install **Branch Automation** on Windows.

1. Download

Download the desktop installer from your ABR account.

2. Install

1. Run the installer and follow the prompts.
2. Launch the app from the Start menu.

3. Activate your license

Sign in with your ABR account to activate the app.

Next: [The ABR Workflow](#).

GETTING STARTED

3 The ABR Workflow

How the Revit exporter, the desktop app and the Revit plugin fit together — from floor plan to modeled routes.

Branch Automation doesn't work alone. It sits in the middle of a round trip that starts and ends in Revit, and the file that travels between them is the **.abr** design layout.

1 — Export the floor plan from Revit

In Revit, open the **Auto BIM Route AI** ribbon tab and run **Branch Circuit Export**. Pick a floor plan view and export it. You get an **.abr** file holding the drawing, the panels, the devices and their branch circuits.

2 — Import it into Branch Automation

Open the desktop app and use **Import Design Layout** — either the button in **View Manager** or **File** → **Import Design Layout**. The viewer draws the plan, and **View Manager** fills in the file and view names.

3 — Generate the routes

Click **Generate Routes**. The app places an **HR (home-run) box** for each panel's circuits and routes the branches from the devices back to those boxes.

From here you refine: add a box by hand, steer runs with **Preferred Routing**, combine circuits with **Merge Circuits** / **Configure Circuits**, and use the **Action Buttons** exactly as you would in the plugin.

4 — Export the design layout

Use **Export** → **Design Layout** to write the result back to an **.abr** file. It is saved in exactly the state you left it — routes, boxes, preferred areas and all.

5 — Build it in Revit

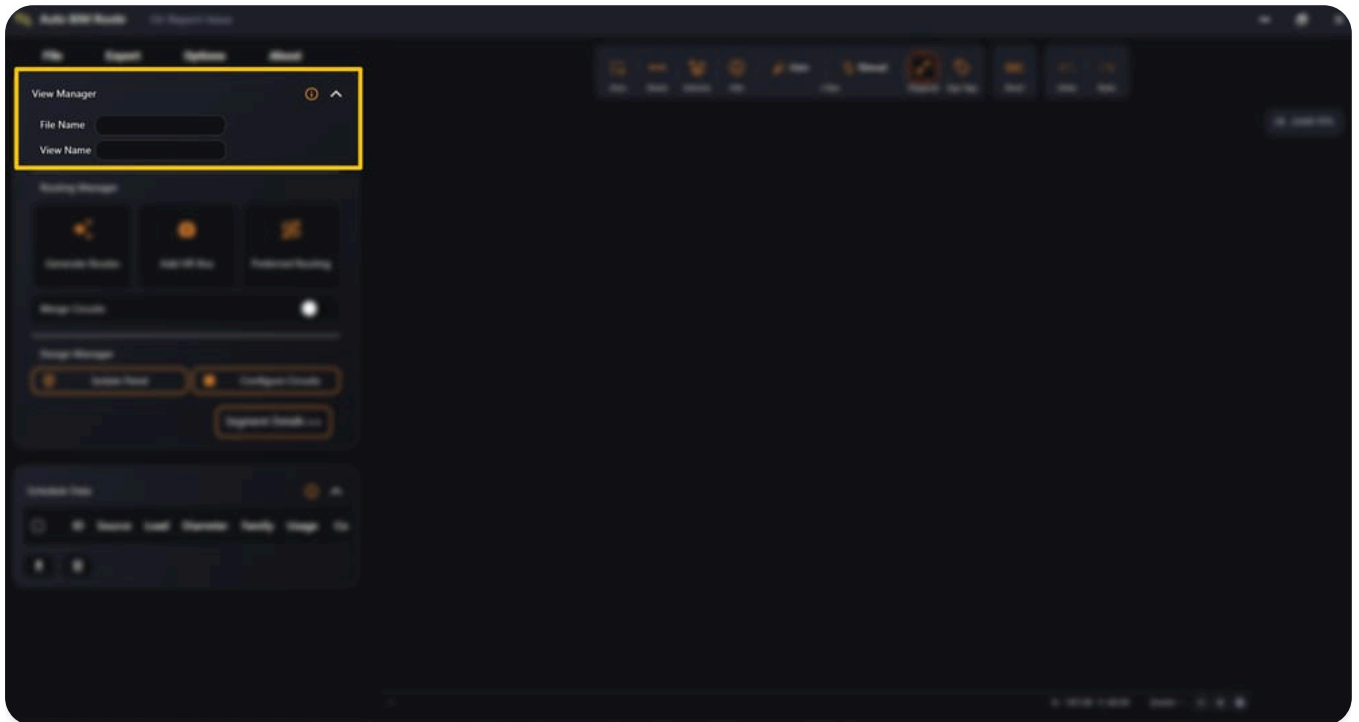
Back in Revit, open the **Auto BIM Route** plugin and choose **File → Import Design Layout**. The plugin restores the layout and generates the **HR boxes and conduit routes in the Revit model**.

Why the round trip? All the heavy routing work happens outside Revit, so your Revit session stays light and responsive — and the design layout file means you can hand the work to a colleague, park it and come back to it, or re-import it any time without losing a thing.

VIEW MANAGER

4 View Manager

The top of the left panel — which file and view you're working on, and where a design layout comes in.



View Manager is the first section of the left panel. It's the way in: you bring a **design layout** here, and once it's loaded it tells you exactly which file and which Revit view you're working on.

Everything else in the app — Routing Manager, Design Manager, Schedule Data, the viewer — stays empty until a layout is imported here.

VIEW MANAGER

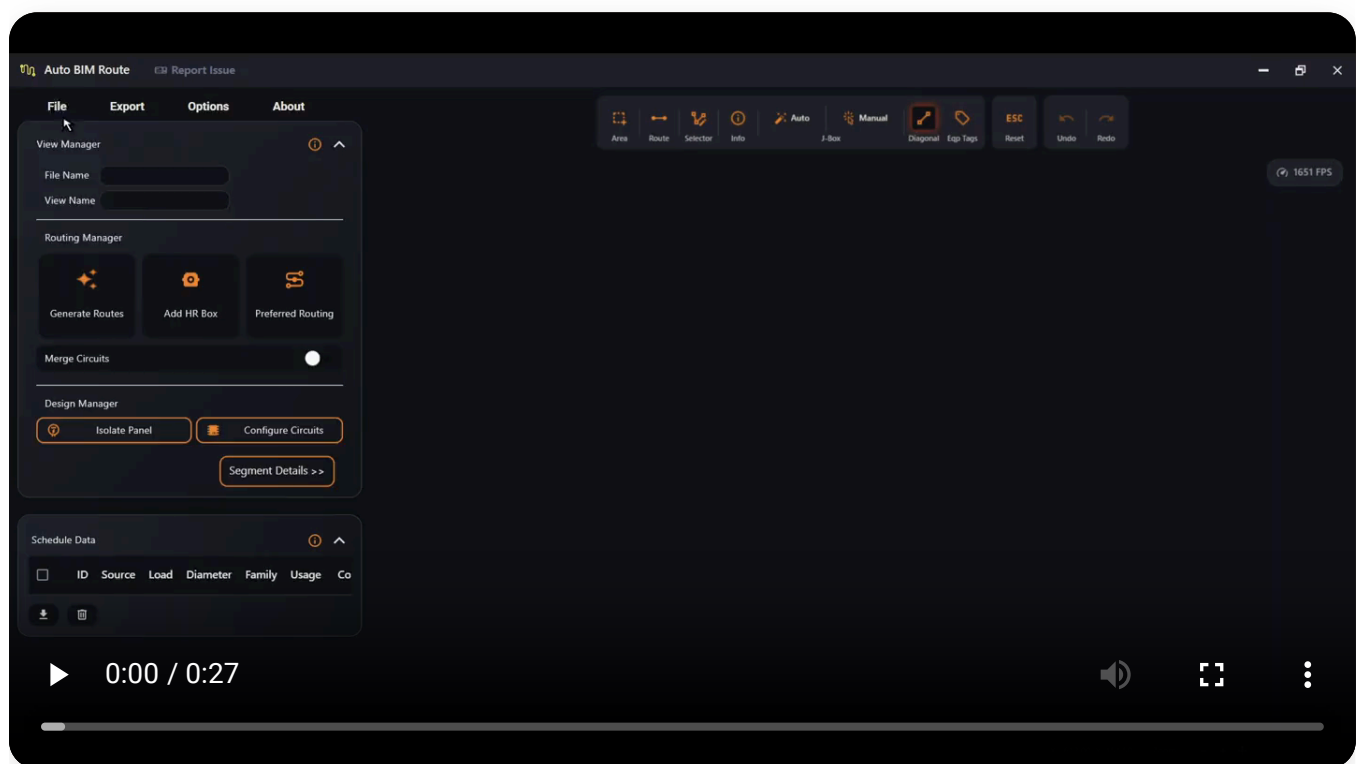
5 Import Design Layout

Load the .abr file exported by Branch Circuit Export and bring the floor plan into the app.

Import Design Layout is how work enters Branch Automation. It loads the **.abr** file that Revit produced with Branch Circuit Export.

You can reach it two ways — they do the same thing:

- the **Import Design Layout** button in **View Manager**, or
- **File** → **Import Design Layout** in the menu bar.



Importing a layout and generating the routes — the first half of the clip is the import.

What happens

Pick your file in the Open dialog (it lists ***.json** and ***.abr** files) and ABR works through four steps, shown in a progress card:

1. Reading design layout file
2. Importing route data
3. Updating viewer & level data
4. Sorting routes

When it finishes, the viewer draws the floor plan with its panels and devices, **View Manager** fills in the **File Name** and **View Name**, and the panel list behind **Isolate Panel** and **Configure Circuits** is ready.

The same command re-opens a layout you exported earlier from this app — restored **exactly as you left it**, routes and boxes included.

Next: [Generate Routes](#).

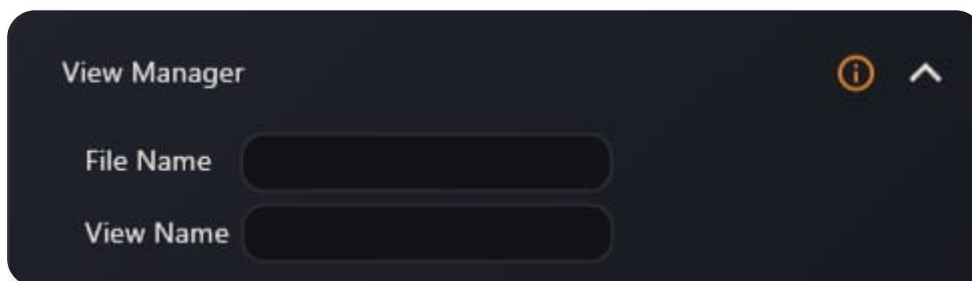
VIEW MANAGER

6 File Name & View Name

The two read-only labels that tell you which layout and which Revit view are loaded.

Two read-only labels sit at the top of **View Manager**:

- **File Name** — the design layout that's loaded, e.g. `ABR-AHA - LEVEL 01`.
- **View Name** — the Revit floor plan view it was exported from, e.g. `ABR PLAN VIEW - L01`.



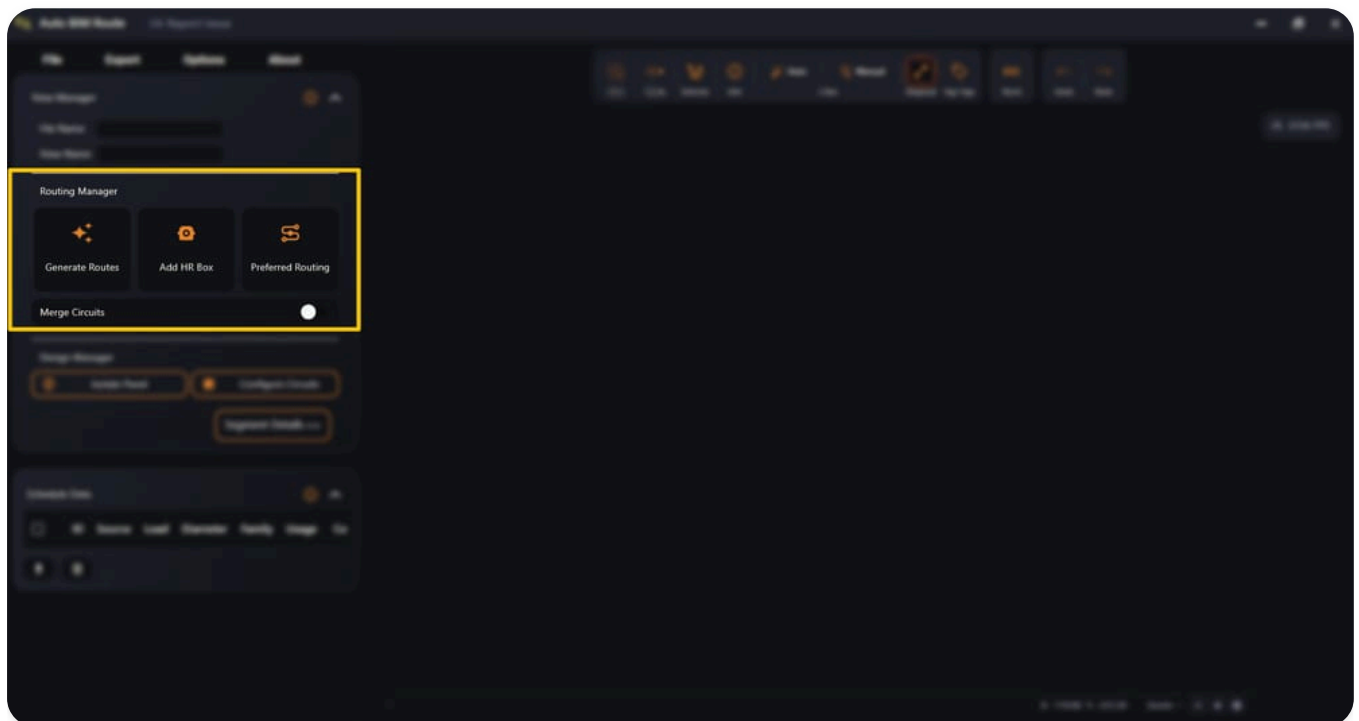
They're blank when the app starts and fill in the moment a layout is imported. Use them as a quick sanity check that you're working on the right floor before you generate anything.

ROUTING MANAGER

7 Routing Manager

The heart of the app — generate routes and HR boxes, add boxes by hand, steer runs and merge circuits.

Routing Manager is where the work actually happens. Once a design layout is imported, this section turns panels and devices into **HR (home-run) boxes** and **branch routes**.



It has three buttons and one toggle:

- **Generate Routes** — the one-click AI run.
- **Add HR Box** — place a home-run box yourself.
- **Preferred Routing** — tell the router which zones to follow.
- **Merge Circuits** — combine circuits into shared home runs while generating.

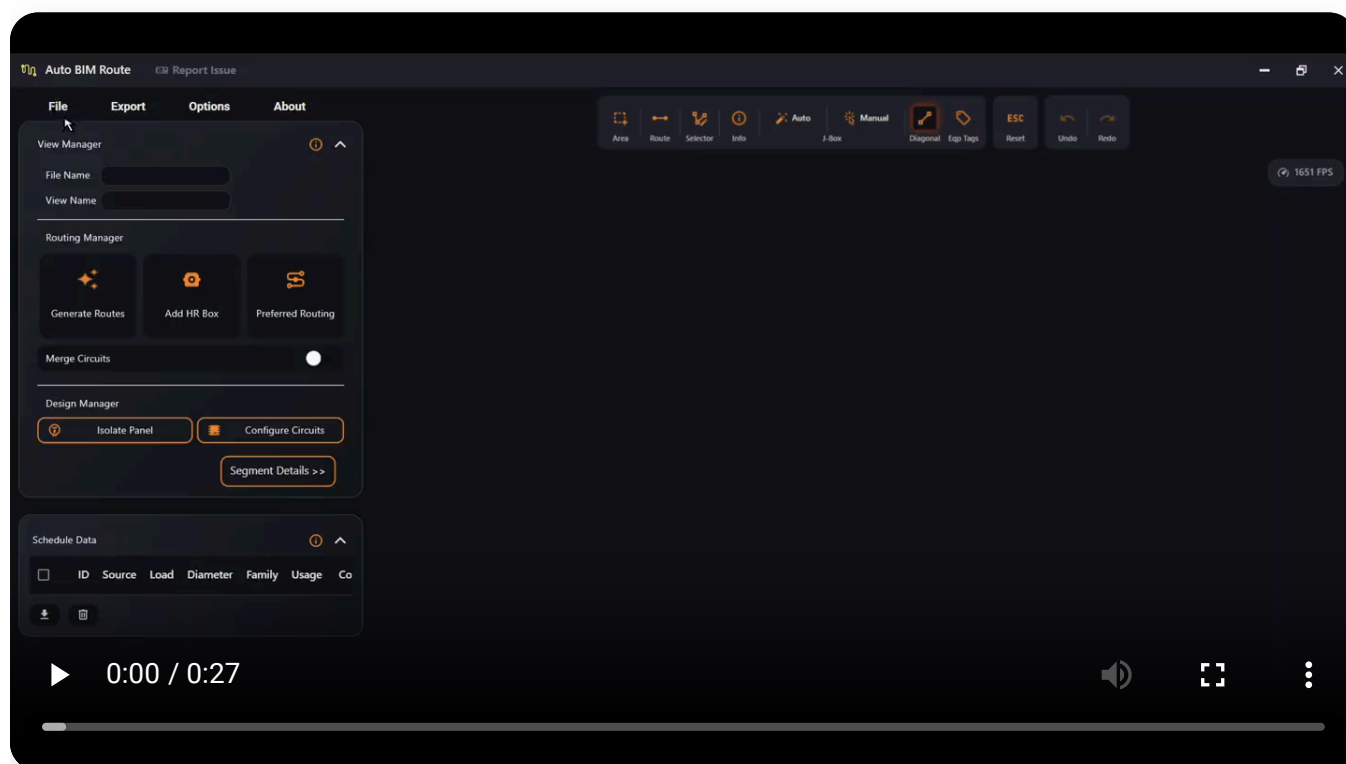
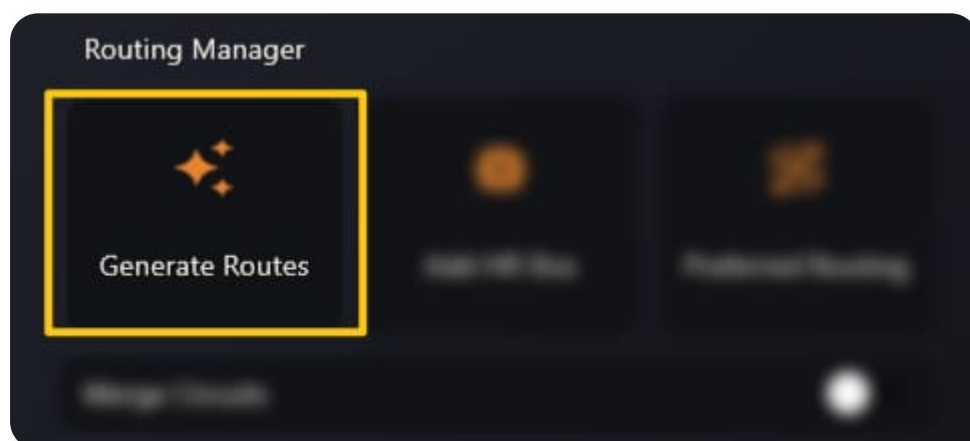
ROUTING MANAGER

8 Generate Routes

The one-click AI run that places HR boxes and routes every branch back to them.

Generate Routes is the main action of the whole application. Click it and Auto BIM Route:

1. reads every panel and its circuited devices from the imported layout,
2. places an **HR (home-run) box** for each panel's circuits, and
3. **routes the branches** from the devices back to those boxes.



From an imported `.abr` to a fully routed level — *Generate Routes* is the second half of the clip.

While it runs

A **Generating HR Boxes** progress card tracks the run to 100 %. When it's done:

- the viewer draws the HR boxes and every branch run, colour-coded by **tier** (the tier legend on the right lets you show or hide each one),
- the Schedule Data table fills with one row per run, and
- the status bar reports **Total Routes**, **Selected Routes** and **Routes Generated in 3D**.

One run at a time. If you click **Generate Routes** again while a run is still processing, the app tells you to wait rather than starting a second run.

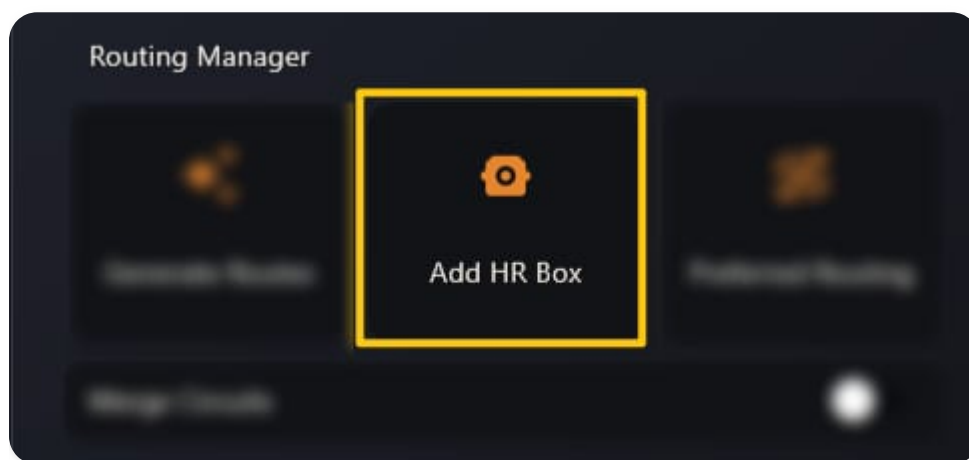
If the **Merge Circuits** toggle is on, generation also combines circuits into shared home runs using the rules in Default Settings.

ROUTING MANAGER

9 Add HR Box

Place a home-run box yourself and choose which of a panel's circuits it carries.

Add HR Box lets you place a **home-run box** by hand, wherever you want it — useful when the automatic placement isn't where the field needs it, or when you're adding a box to a panel after the fact.



How it works

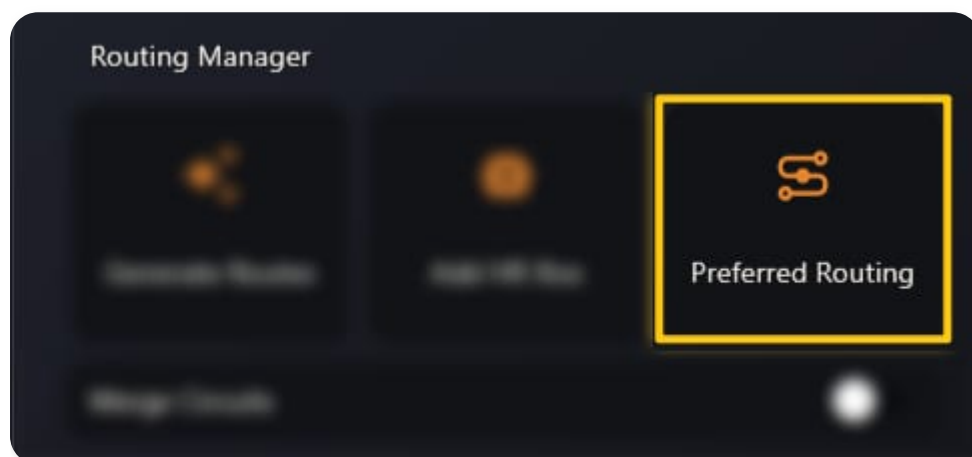
1. Click **Add HR Box**. The viewer switches into placement mode.
2. Click the spot on the plan where the box should sit.
3. A small dialog opens asking for:
 - **Connected Panel** — which panel this box belongs to, and
 - **Select Connected Circuits** — tick the circuits from that panel that run through this box.
4. Confirm, and the box is created and routed like any other.

ROUTING MANAGER

10 Preferred Routing

Mark the zones on the plan that routes should follow.

Preferred Routing applies **preferred areas** — zones you draw on the floor plan that routing should prefer to follow.



Use it to keep runs in corridors, off sensitive rooms, or aligned with the way the job is actually going to be installed. It's the same idea as the **Preferred Area** button in the viewer toolbar, applied from the Routing Manager.

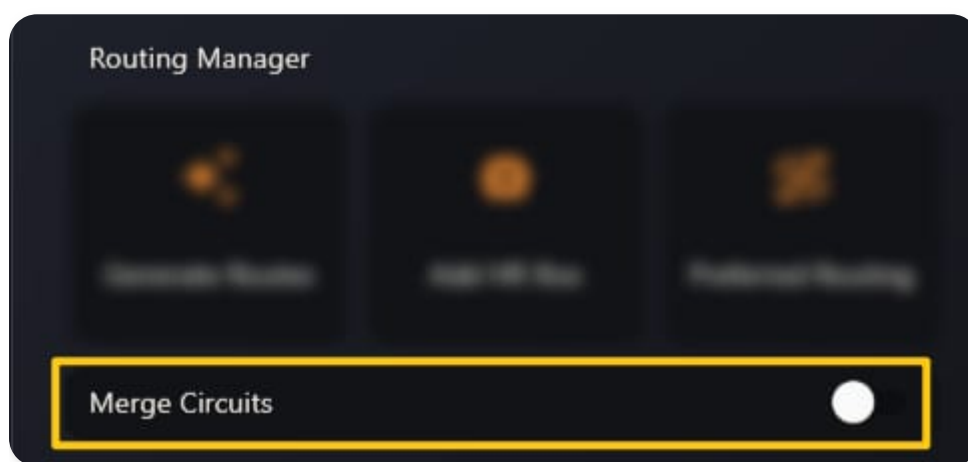
Generate the routes again after changing your preferred areas to see the effect.

ROUTING MANAGER

11 Merge Circuits

The toggle that combines circuits into shared home runs while routes are generated.

Merge Circuits is a toggle, not a button. When it's **on**, **Generate Routes** doesn't just route each circuit on its own — it **combines nearby circuits into shared home runs**, the way a real installation would.



The rules it follows all live in [Options](#) → [Default Settings](#) → [Circuit Merging](#):

- **Auto Merge Max Radius** — how close two branches must be to merge.
- **Max Circuits Per Merge** — how many circuits can share one home run.
- **Full Boat** — only merge complementary phases into complete A + B + C sets.
- **Allow Odd/Even Merging** and **Allow Different Phases** — the looser options.

Conduit sizing is handled for you. A merged home run is sized by real NEC fill: ABR adds up the conductor area of every merged circuit and picks the smallest EMT whose 40 % fill holds them — never smaller than your default diameter.

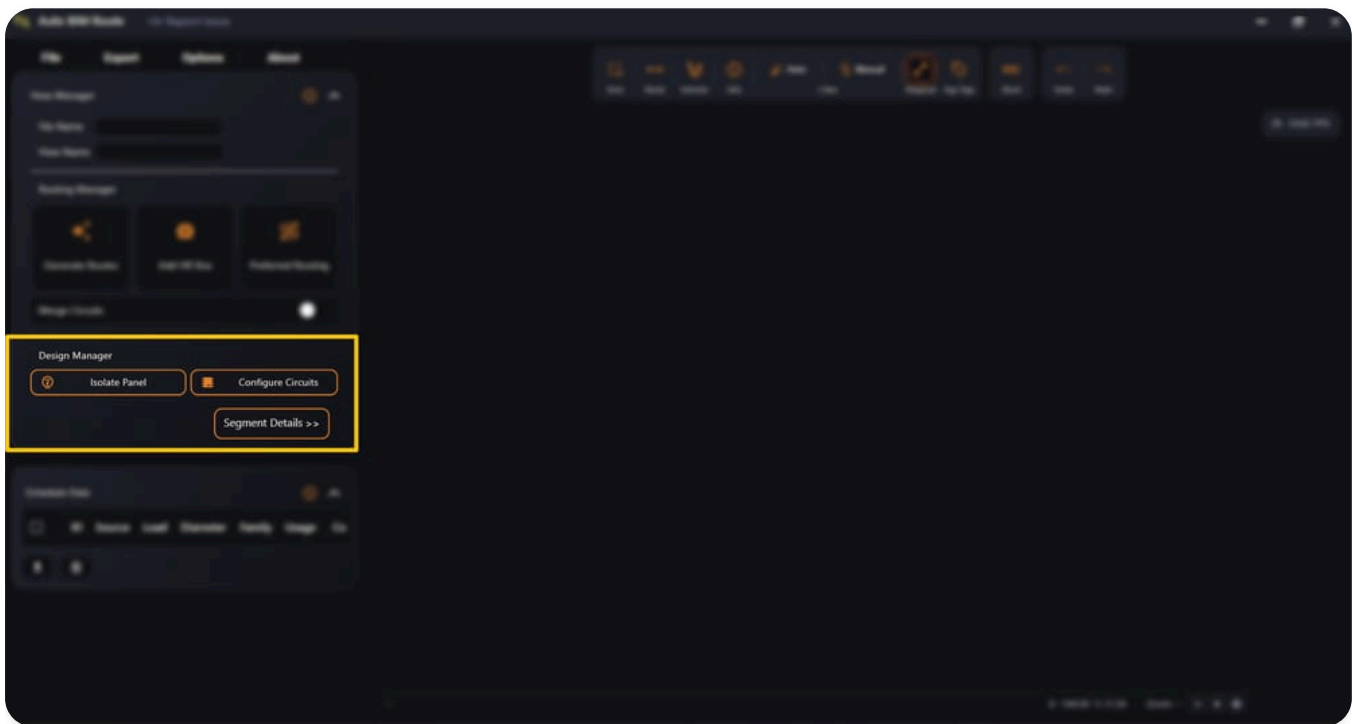
Leave the toggle **off** if you want one home run per circuit.

DESIGN MANAGER

12 Design Manager

Focus on one panel at a time, configure how its circuits merge, and inspect individual segments.

Design Manager is the review-and-refine section. Where Routing Manager generates, Design Manager lets you **zoom in on a single panel**, decide how its circuits are grouped, and look at the detail of a run segment by segment.



- **Isolate Panel** — show one panel (or a few) and hide everything else.
- **Configure Circuits** — open the panel data window and control merging.
- **Segment Details >>** — slide out the segment-level detail panel.

DESIGN MANAGER

13 Isolate Panel

Show one panel and its branches, and hide everything else on the plan.

A full floor is busy. **Isolate Panel** clears it: the viewer shows only the panel(s) you pick — their HR boxes and branch routes — and hides the rest.



How it works

1. Click **Isolate Panel**. A **Select Panels** box appears underneath, with a **Search Panels...** field.

2. Pick a panel (for example **RPP-A-1-b3**). The viewer immediately shows only that panel's HR box and the branches feeding it, and a **Panels Isolation Mode** badge appears at the top-right of the viewer.
3. Add more panels the same way, or click the ✕ to clear the selection and bring the whole floor back.

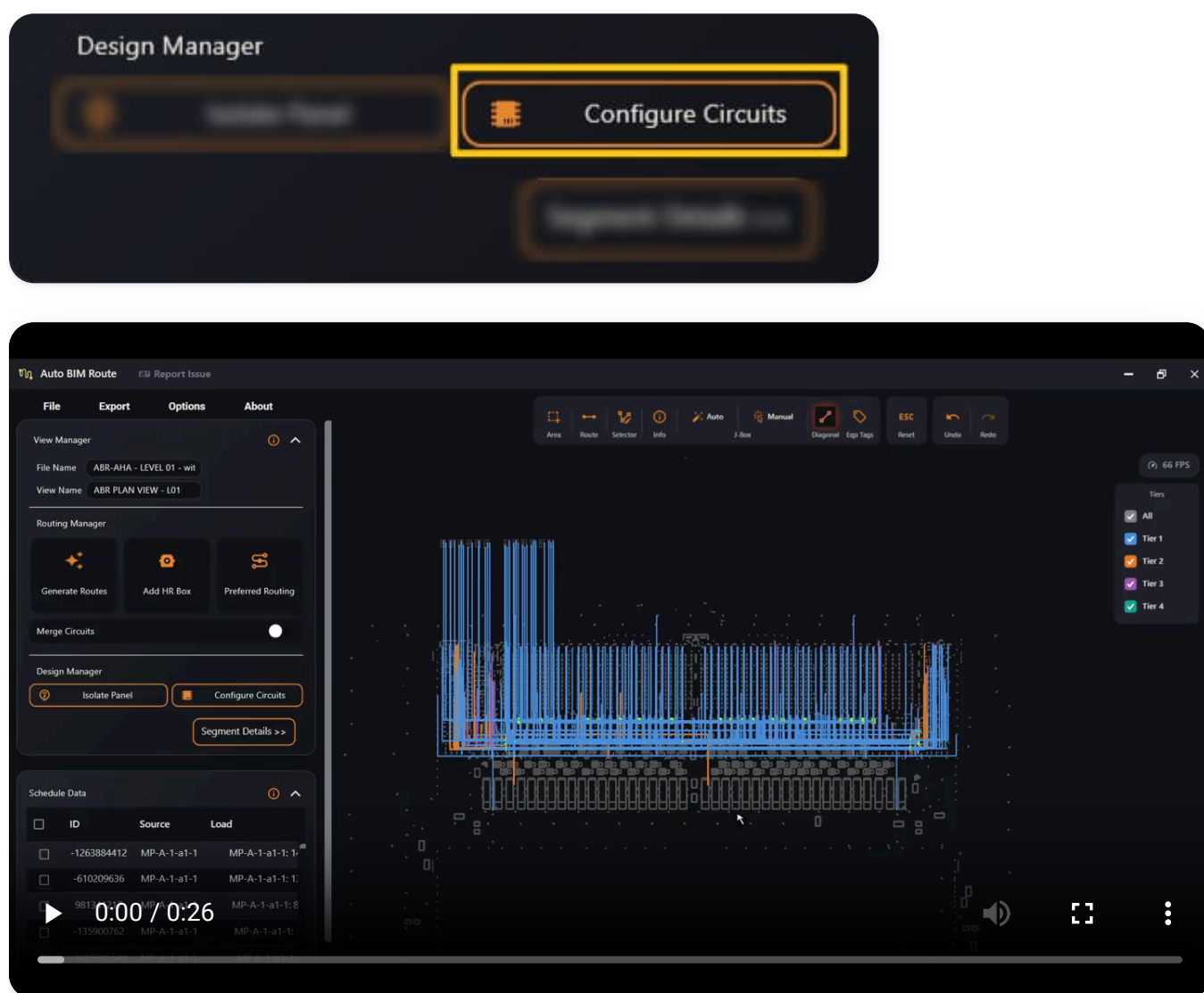
It's the mode to be in when you're fixing one panel's runs — and the right-click menu adds **Export Isolated Panel** so you can send just that panel out on its own.

DESIGN MANAGER

14 Configure Circuits

The Panel Data window — review each panel's HR boxes, move circuits between them, and set the conduit for each.

Configure Circuits opens the **Panel Data — HR boxes** window: the place where you decide **which circuits share which home-run box**, and what conduit each box gets.



The window

It has three columns:

- **Panels** — every panel in the layout, with a **Search panels...** box. Pick one and the viewer **isolates it automatically** so you can see exactly what you're editing.
- **CKT Numbers** — the circuit numbers available on that panel. Use the › and ‹ buttons to move circuits into and out of a home-run box.
- **HRBoxes** — the boxes for that panel, named after the circuits they carry (for example `MP-A-1-c1-1: 1,3,5`, `MP-A-1-c1-1: 2,4,6`, `MP-A-1-c1-1: 7,9,11`). Each one has its own:
 - **Family** — the conduit type, e.g. *Rigid Nonmetallic Conduit (RNC Sch 40)*
 - **Diameter** — e.g. `3/4"`
 - **Usage** — e.g. `BRANCH`
 - **Box Size** — e.g. `10" x 10" x 6"`

These start from the values in [Default Settings](#) → [Branch Defaults](#) — this window is where you override them per box.

The buttons

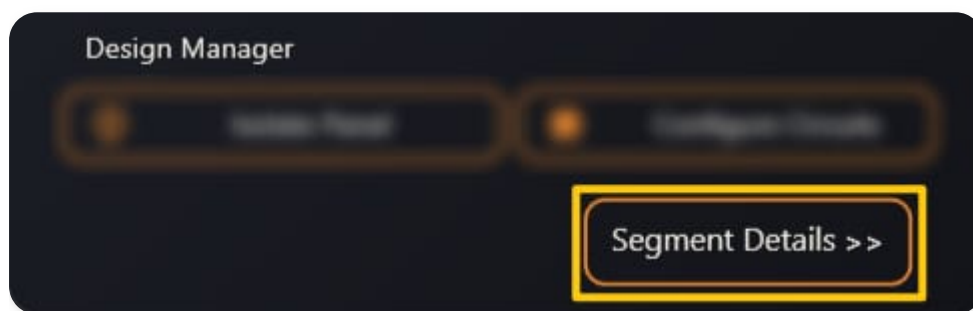
- **+ / -** — add or remove a home-run box for the selected panel.
- **Panel Schedule** — open the panel's schedule for reference.
- **Process** — apply your changes; the viewer redraws with the new grouping.

If you're already in **Isolate Panel** mode, Configure Circuits works on the panels you've isolated; otherwise it loads every panel in the layout.

15 Segment Details

Slide out the panel that lists a run's individual segments and their attributes.

Segment Details >> slides out an extra panel beside the left sidebar showing the **individual segments** that make up the selected run — length, direction, elevation and attributes, segment by segment.



Use it together with the **Segment Selector** tool when you need to check or correct one piece of a route rather than the whole run.

Click **Segment Details >>** again to slide it away.

SCHEDULE DATA

16 Schedule Data

The table of every generated run — IDs, endpoints, conduit data, comments, export and delete.

Schedule Data is the table at the bottom of the left panel. Every run the app generates lands here as a row, so you can read the design as data instead of as lines on a plan.

Use it to **review** what was generated, **select** the rows you want to act on, read **comments**, and **export or delete** entries.

SCHEDULE DATA

17 The Columns

What ID, Source, Load, Diameter, Family, Usage and Comments each tell you.

Each row in **Schedule Data** is one generated run.

Column	What it is
checkbox	Selects the row. The header checkbox selects them all.
ID	The run's name — its identifier in the design.
Source	The panel the run starts from.
Load	What the run ends at.
Diameter	The conduit trade size for the run.
Family	The conduit type / Revit family the run is built with.
Usage	How the run is classified — Branch, Feeder and so on. Colour-coded.
Comments	Opens the notes and messages recorded for that run.

Diameter, Family and Usage start from the values you set in [Default Settings → Branch Defaults](#).

SCHEDULE DATA

18 Export & Delete

The two buttons under the table — download the schedule, or remove the rows you selected.

Two small buttons sit under the table.

- **Download** — exports the schedule so you can hand it on or check it outside the app.
- **Delete** — removes the rows you've ticked, together with the runs they represent.

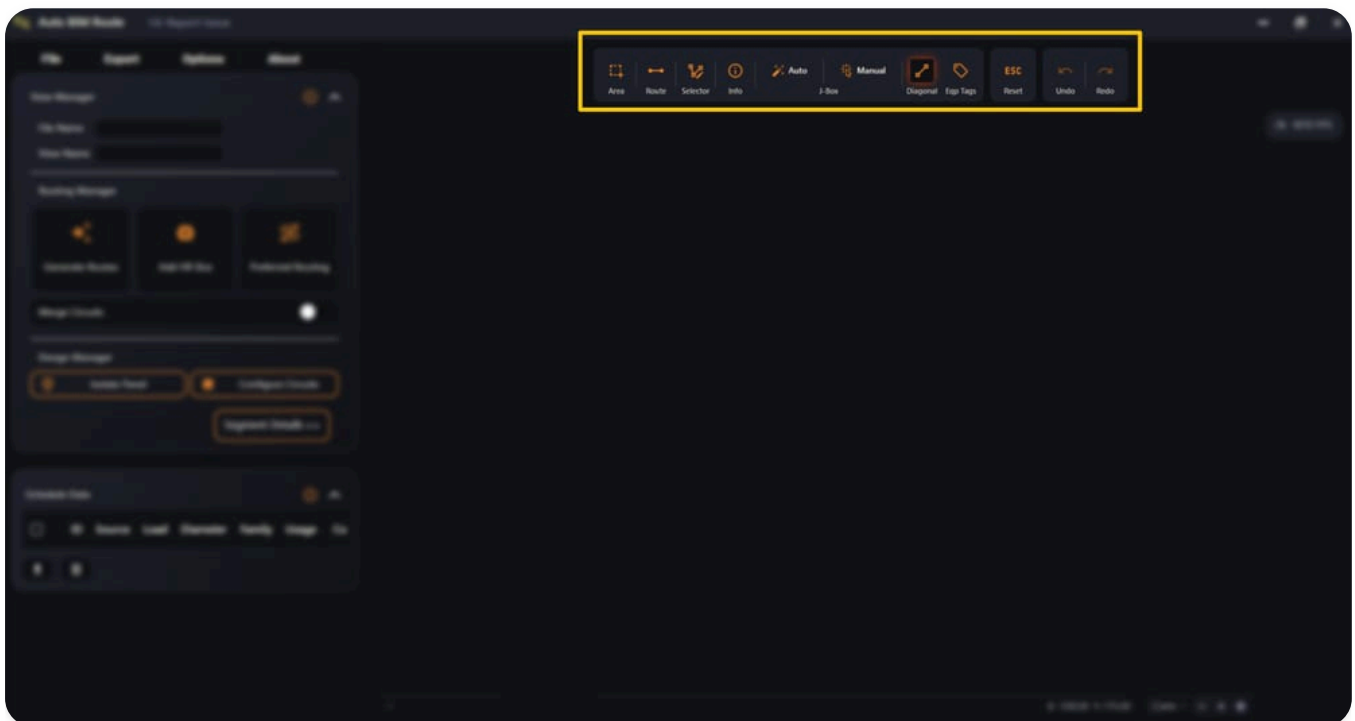
Tick rows individually, or use the checkbox in the header to select the whole table at once.

ACTION BUTTONS

19 Action Buttons

The viewer toolbar — the same drawing and editing tools you use in the Revit plugin.

The **Action Buttons** sit across the top of the viewer. They are the **same tools as in the Revit plugin**, and they behave identically here — if you know the plugin toolbar, you already know this one.



Some buttons are **one-click actions**; others are **modes or toggles** that stay on (and glow) until you turn them off. **Reset (ESC)** exits any active mode.

In the desktop app the toolbar is: **Preferred Area · Route Creation · Segment Selector · Info · J-Box (Auto / Manual) · Diagonal Kick · Eqp Tags · Reset (ESC) · Undo · Redo**. The Revit-only tools — **360° bend check, Conduit Fill, Coupling and Hangers** — live in the plugin, though **Conduit Fill Calculation** is still available here from the [right-click menu](#).

Pick a button below to learn what it does — most have a short clip.

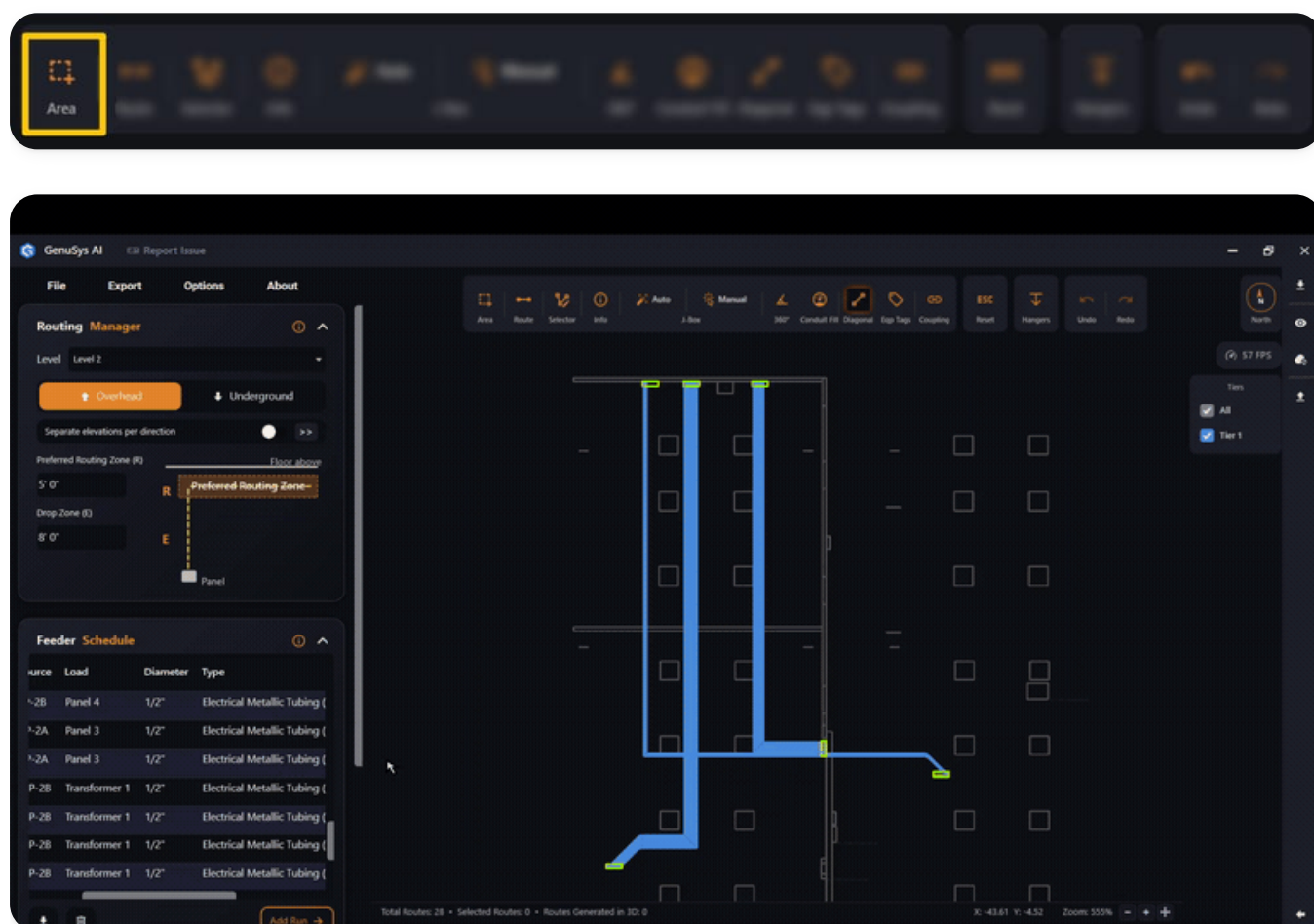
ACTION BUTTONS

20 Preferred Area

Mark zones on the floor plan that routes should prefer to follow.

*In the toolbar this button is labelled **Area**.*

Preferred Area marks zones on the floor plan where routing should go. Click **Preferred Area**, then draw rectangles; routes will **prefer to follow** those zones — great for steering runs down specific corridors or keeping them out of sensitive areas.



It's the same thing as Preferred Routing in the Routing Manager, drawn straight in the viewer.

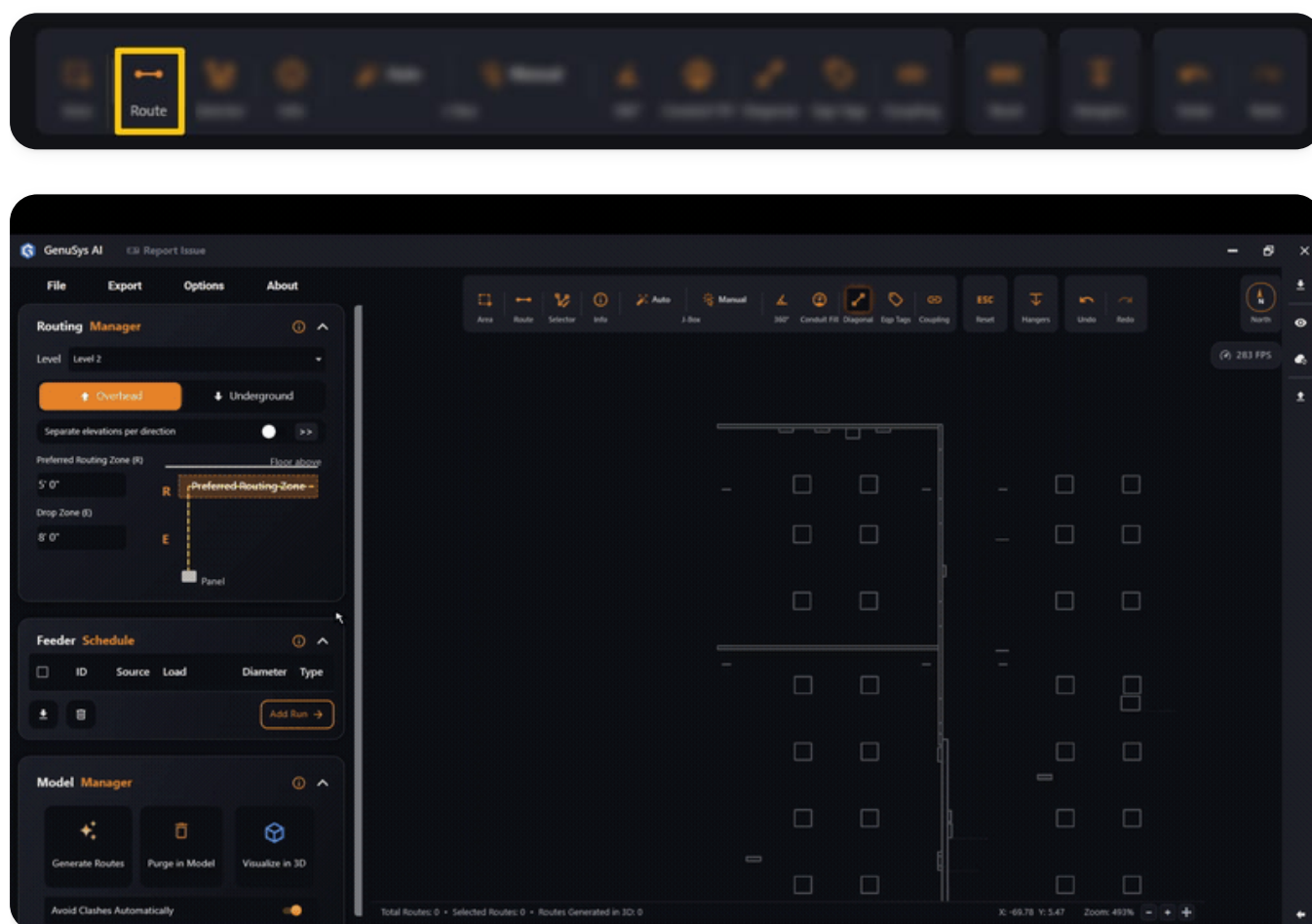
ACTION BUTTONS

21 Route Creation

Instantly draw conduit paths between the panels you've selected.

*In the toolbar this button is labelled **Route**.*

Route Creation instantly draws conduit paths between the panels you've selected using fast pathfinding. It skips the full routing constraints, so it's perfect for a **quick first look** or early planning — you can refine it later with the other tools.



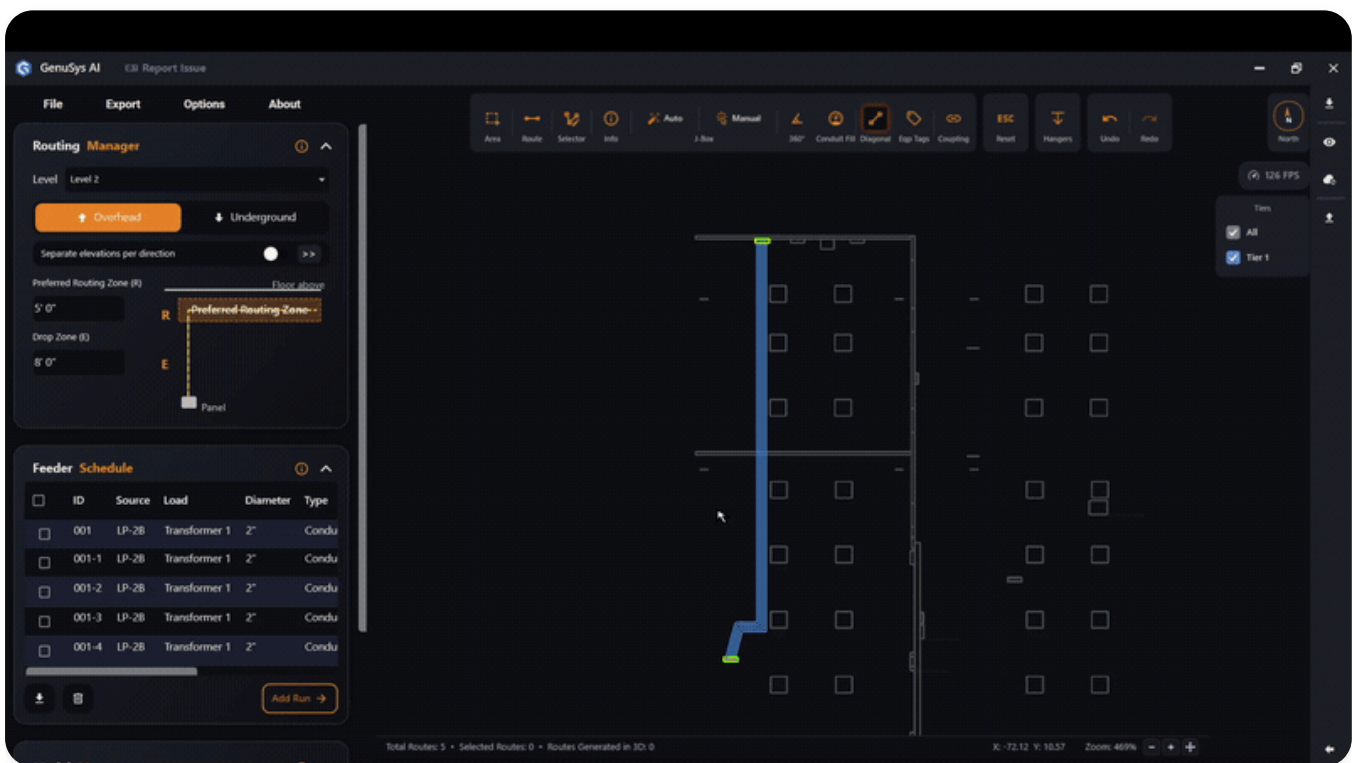
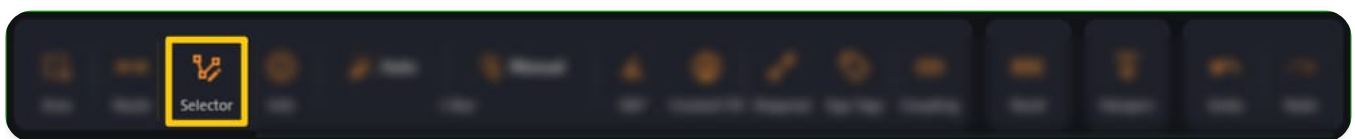
ACTION BUTTONS

22 Segment Selector

Pick and tweak individual conduit segments without regenerating the run.

*In the toolbar this button is labelled **Selector**.*

Segment Selector lets you pick and tweak **individual conduit segments** in a route — adjust a segment's path or properties without regenerating the whole run.



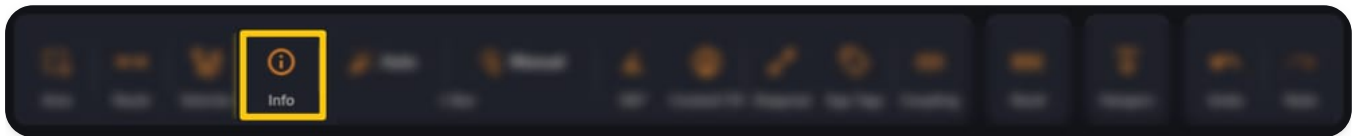
Pair it with [Segment Details](#) to see the numbers behind the segment you've picked.

ACTION BUTTONS

23 Info

Click a panel to see its circuits, loads and connections.

Info shows a panel's details — circuit assignments, load calculations and connections. Click the button, then click a panel in the viewer. Handy for coordination and for checking panel sizing.

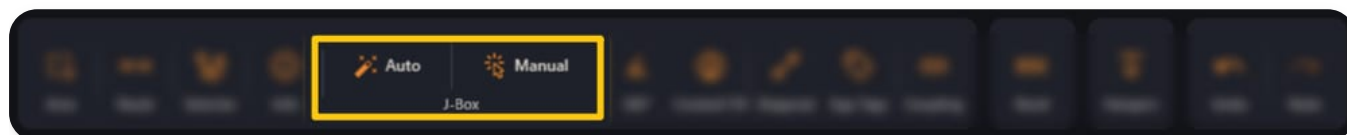


ACTION BUTTONS

24 J-Box

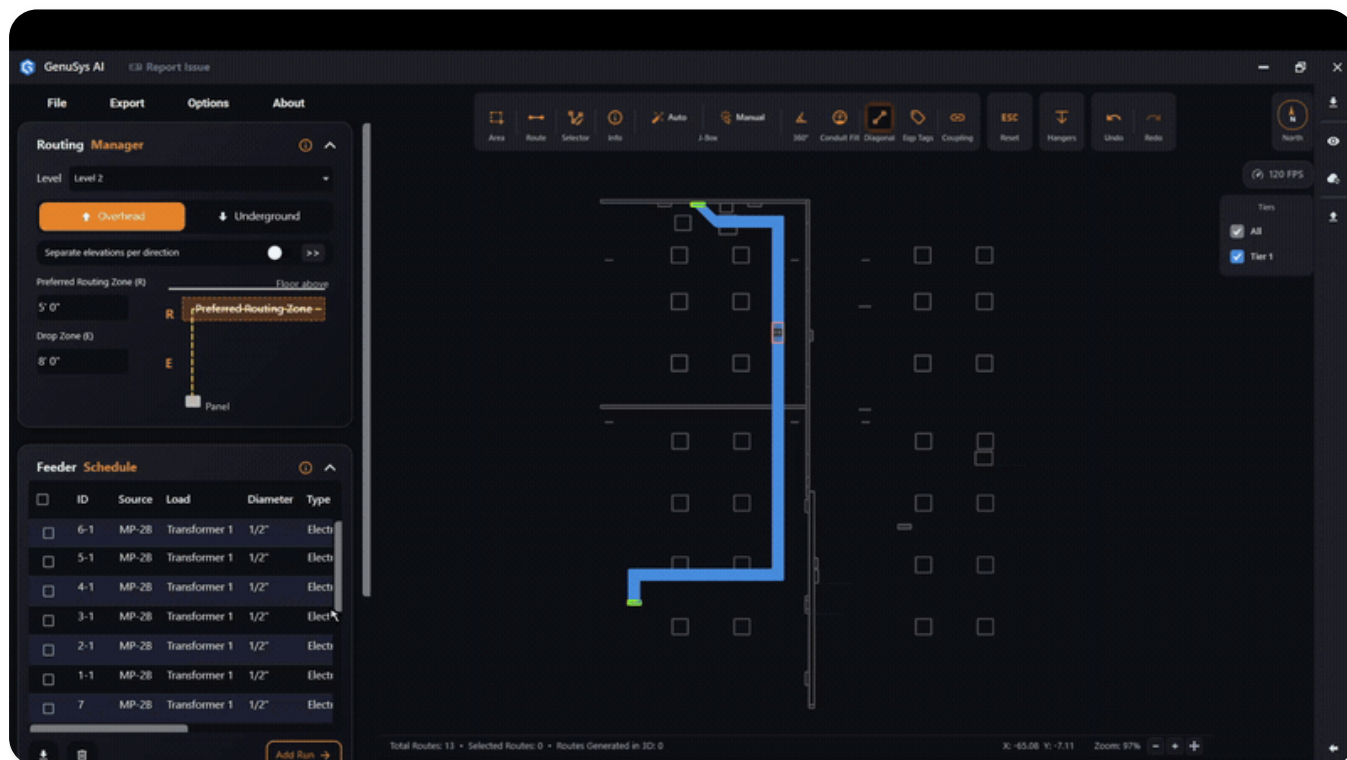
Place junction (pull) boxes automatically at code limits, or by hand.

The **J-Box** button has two halves — **Auto** and **Manual**.



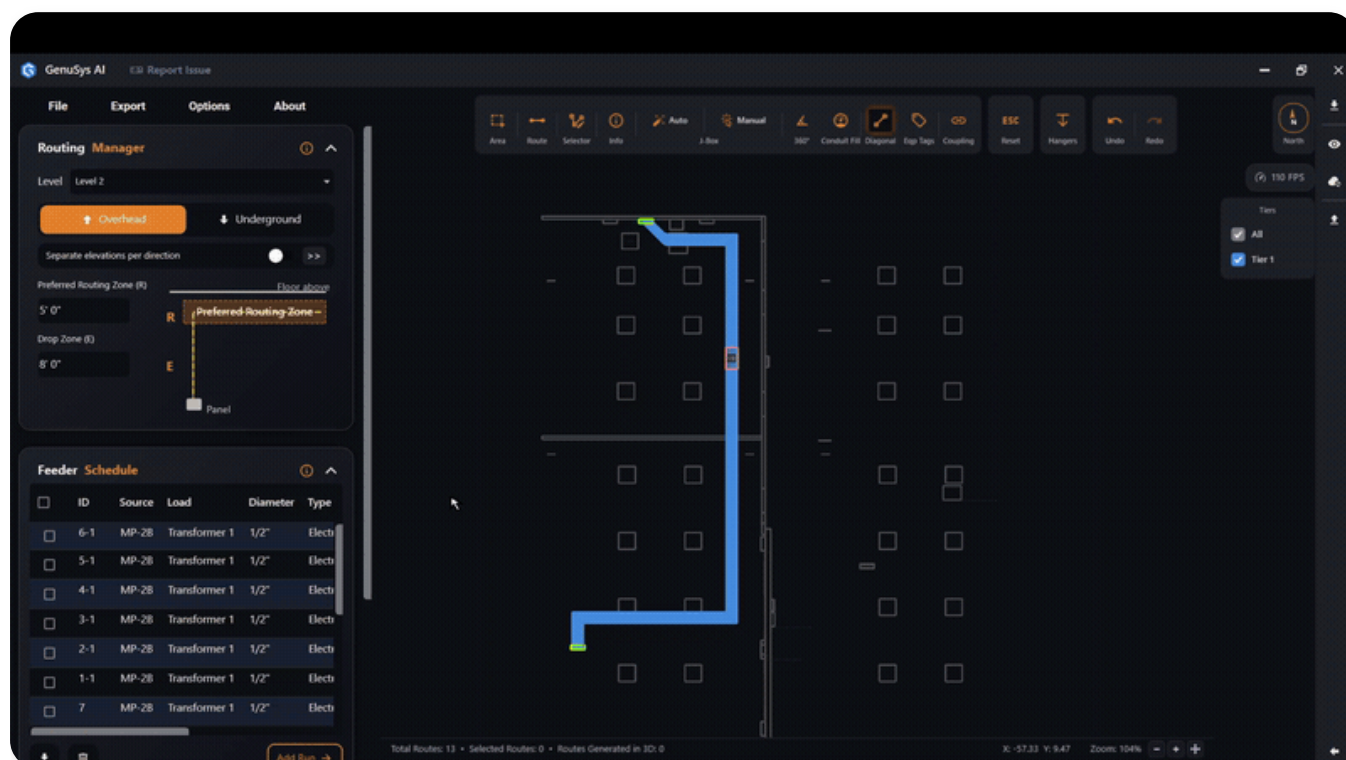
Auto

Auto runs the code-based **pull-point planner** across the whole level. It follows every run, finds where the **total bend passes 360°** (the NEC 314.28 limit), and drops a **junction box (pull box)** at the best reachable spot (corridors and electrical rooms are preferred). Boxes closer than 3 ft to each other are merged. A dialog reports how many it placed; runs it couldn't solve turn **red**.



Manual

Manual turns on placement mode so **you** click anywhere on a run to drop a pull box. The viewer turns **green** while it's on. Right-click (or click Manual again) to exit. Your manual boxes stay put even if you re-run **Auto**.



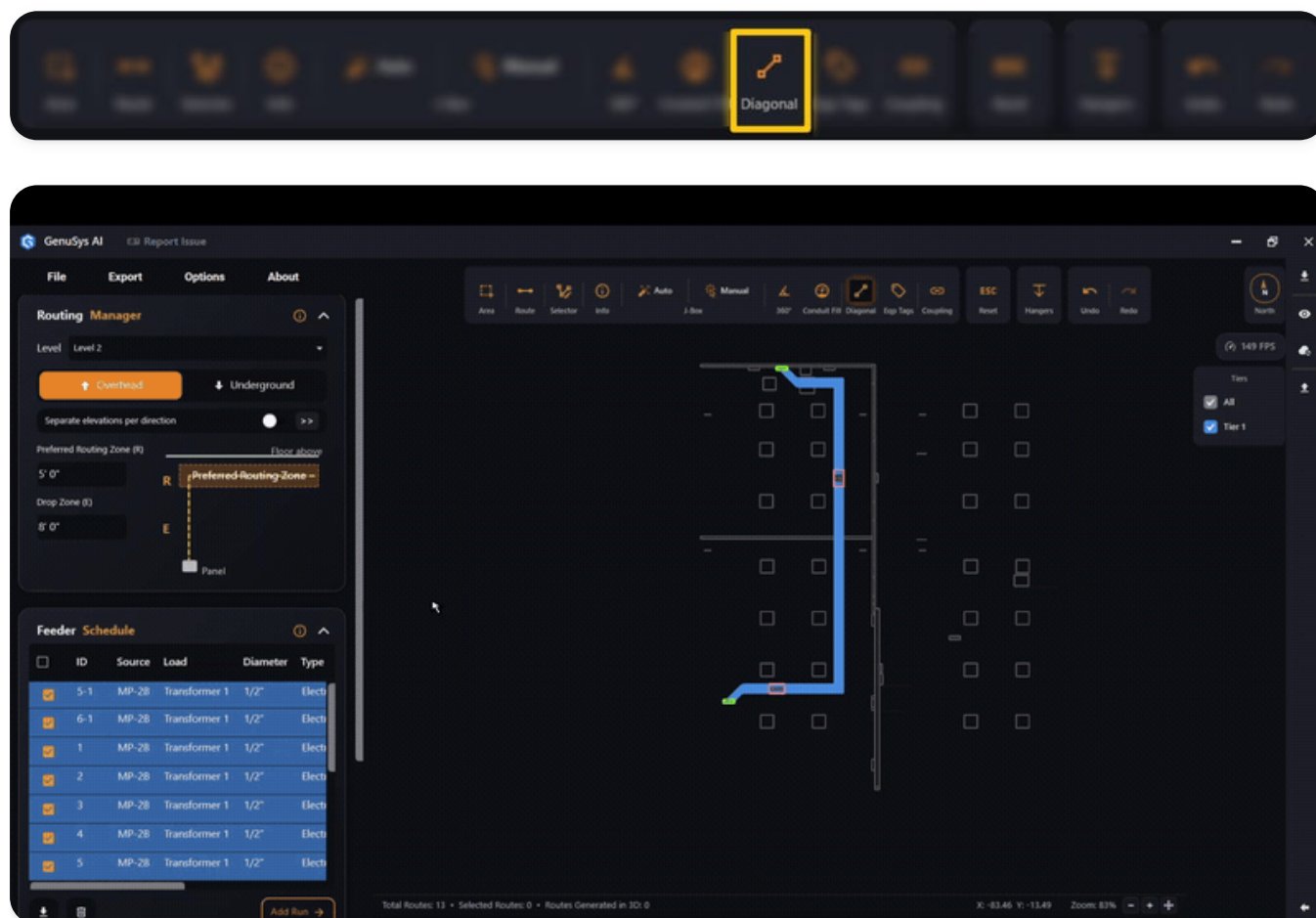
ACTION BUTTONS

25 Diagonal Kick

Replace the two-bend zigzag on top of a panel with a single diagonal.

*In the toolbar this button is labelled **Diagonal**.*

Diagonal Kick is a toggle. When on, ABR replaces the little two-90°-bend zigzag on top of a panel with a single clean **diagonal segment** where there isn't room for two bends. It glows when it's on.

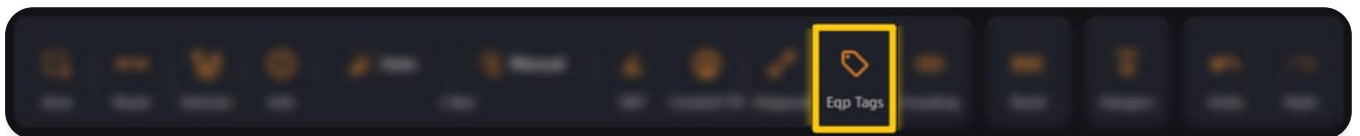


ACTION BUTTONS

26 Eqp Tags

Show or hide equipment tag labels in the viewer.

Eqp Tags is a toggle to **show or hide equipment tag labels** in the viewer. It's off by default (there can be a lot of them); turn it on when you need to read them.

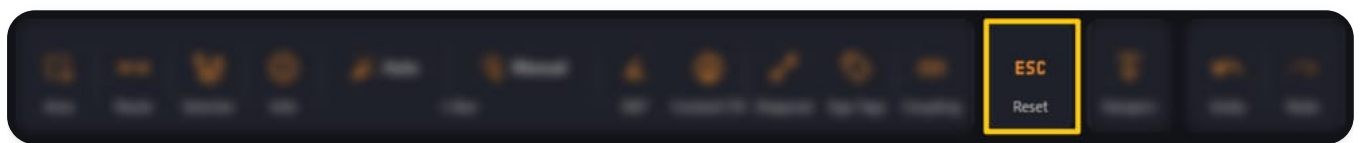


ACTION BUTTONS

27 Reset (ESC)

Cancel the active tool, clear the selection, and return to the viewer.

Reset (ESC) cancels whatever tool or mode is active, clears the current selection, and returns you to the normal viewer. Your keyboard **Esc** key does the same thing, as does **ESC** in the right-click menu.



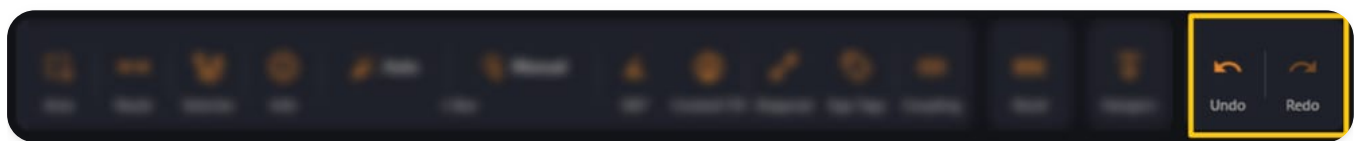
ACTION BUTTONS

28 Undo & Redo

Step backward and forward through your changes, with a history dropdown.

Undo steps backward through your changes and **Redo** steps forward again.

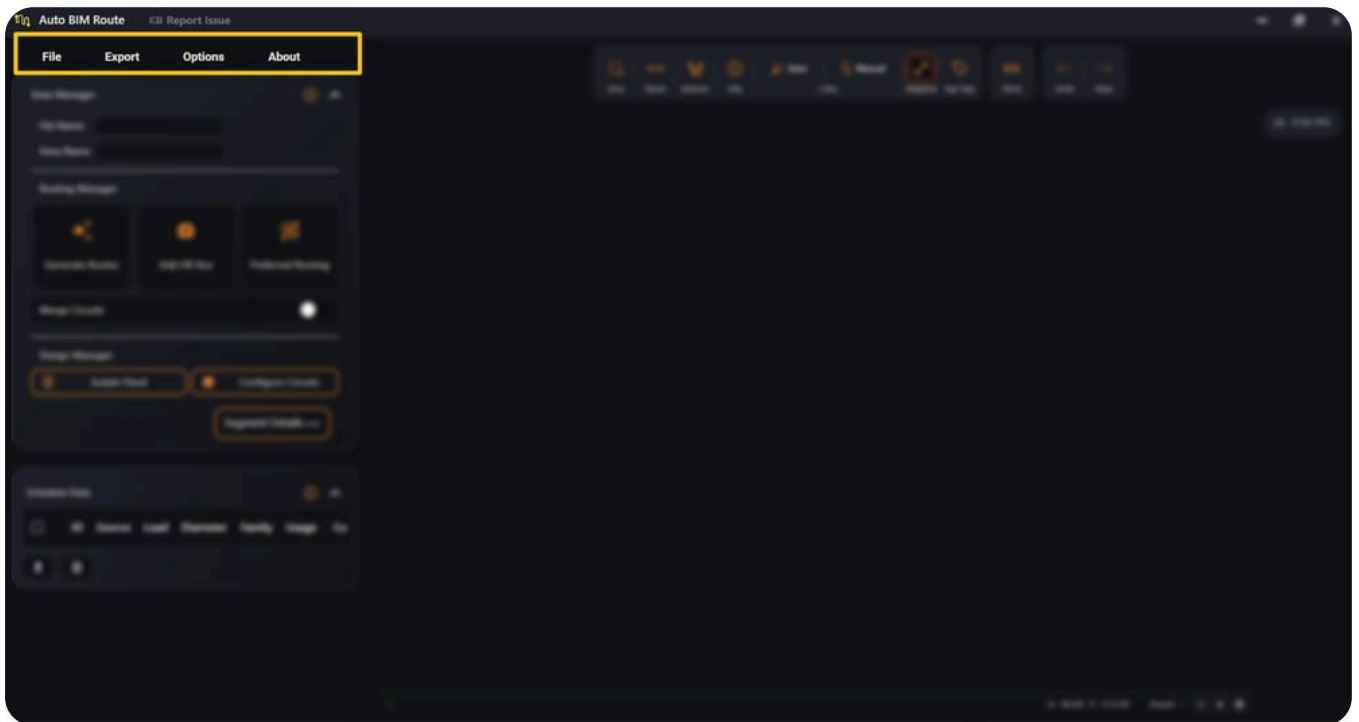
Each one also has a **history dropdown**, so you can jump back (or forward) several steps at once instead of clicking one at a time.



MENU BAR OPTIONS

29 Menu Bar Options

File, Export, Options and About — importing, exporting and the app's default settings.



The menu bar runs across the top of the left panel: **File**, **Export**, **Options** and **About**. Two of the four matter a lot — **File** is how a design layout comes in, **Export** is how it goes back out to Revit, and **Options** holds the **Default Settings** that shape everything the app generates.

MENU BAR OPTIONS

30 File Menu

Import Design Layout, Save, Save As and Exit.

- **Import Design Layout** — open an **.abr** file: either one exported from Revit by Branch Circuit Export, or one you exported from this app earlier. It comes back **exactly as it was saved**.
- **Save** — save your current work.
- **Save As** — save it under a new name.
- **Exit** — close the application.

31 Export Menu

Excel, PDF and the Design Layout file you take back into Revit.

- **Excel** — export the schedule data as a spreadsheet.
- **PDF** — export the drawing as a PDF.
- **Design Layout** — the important one. It writes an **.abr** file containing your whole working state.

Design Layout — the hand-off to Revit

Export → **Design Layout** asks where to save and proposes a name like

ABR-<level>-<timestamp>.abr. While it writes, an **Exporting Data...** overlay covers the window; when it's done you get a success message.

That file is what you open in the Revit plugin with **File** → **Import Design Layout** so it can generate the HR boxes and routes in the model.

It comes back exactly as it went out. The design layout is a complete snapshot — routes, HR boxes, preferred areas, merged circuits, the lot. Import it and you are back in **the exact same state you exported it in**, on any machine, at any time.

32 Default Settings

The values every generated branch starts from, and the rules that decide how circuits merge.

Options → Default Settings is the most important window in the desktop app. It holds the values applied to generated branches **when you don't specify them** yourself, and the rules that control **how circuits are merged**.

Get these right before you generate, and the output matches your project standards on the first run.

Box elevation is not set here — it's configured during **3D placement in Revit**.

Branch Defaults

Default Settings

Default Settings

These values are applied to generated branches when the user doesn't specify them, and control how circuits are merged. Box elevation is configured during 3D placement in Revit.

Branch Defaults

Used for newly generated branch runs.

Default Family

The conduit type / Revit family used when generating branch runs.

Diameter

3/4"

Default conduit trade size for generated runs.

Usage

BRANCH

How the run is classified (e.g. Branch vs. Feeder).

Box Size

10" x 10" x 6"

Default pull / junction box dimensions (W x H x D).

Load

Save

Used for newly generated branch runs.

- **Default Family** — the conduit type / Revit family used when generating branch runs.
- **Diameter** — the default conduit trade size for generated runs (for example **3/4"**).
- **Usage** — how the run is classified, for example **BRANCH** vs *Feeder*.

- **Box Size** — the default pull / junction box dimensions, **W** × **H** × **D** (for example **10" x 10" x 6"**).

You can still override any of these **per home-run box** in [Configure Circuits](#).

Circuit Merging

Default Settings

—

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Default Settings

These values are applied to generated branches when the user doesn't specify them, and control how circuits are merged. Box elevation is configured during 3D placement in Revit.

Circuit Merging

Controls how branches are automatically combined into shared circuits.

Auto Merge Max Radius

15

ft

Radius in feet — two branches can merge when within this radius of each other (effective span $\approx 2 \times$ radius).

Max Circuits Per Merge

3

▼

Maximum number of circuits combined together in a single merge.

☐ Full Boat

Balanced 3-phase: only merge complementary phases into complete A + B + C sets, keeping odd and even circuits separate. Locks the two options below.

☐ Allow Odd/Even Merging

When checked, merge odd and even circuits together; uncheck to keep odd and even in separate home-runs.

☐ Allow Different Phases

When checked, phase balancing is ignored — circuits merge by radius and Max Circuits Per Merge only. Uncheck to build balanced A + B + C home-runs.

Load

Save

Controls how branches are automatically combined into shared circuits — these are the rules the Merge Circuits toggle applies.

- **Auto Merge Max Radius** — radius in feet (for example **15 ft**); two branches can merge when they are within this radius of each other (effective span $\approx 2 \times$ radius).
- **Max Circuits Per Merge** — the largest number of circuits combined into a single merge (for example **3**).
- **Full Boat** — balanced 3-phase merging: only merge complementary phases into complete **A + B + C** sets, keeping odd and even circuits separate. Ticking this **locks the two options below**.
- **Allow Odd/Even Merging** — when checked, odd and even circuits can merge together; uncheck to keep them in separate home runs.
- **Allow Different Phases** — when checked, phase balancing is ignored and circuits merge on radius and *Max Circuits Per Merge* alone. Uncheck to build balanced A + B + C home runs.

Load & Save

Two buttons at the bottom of the window:

- **Save** — store the current values as your defaults.
- **Load** — bring back a saved set of defaults.

That makes it easy to keep one set of standards per client or per project and load the right one before you start.

MENU BAR OPTIONS

33 Graphics

Choose which categories are drawn in the viewer — the fastest way to speed up a heavy plan.

Options → **Graphics** opens the category show/hide picker for the viewer. Tick the categories you want drawn as background context and untick the rest; the change is applied to the viewer **live**.

On a heavy floor plan this is the quickest win you have: fewer categories drawn means a smoother viewer. The app watches for this — when rendering gets slow it shows a banner offering **Optimize Graphics**, which opens this same picker.

The **FPS chip** in the top-right corner of the viewer shows the current frame rate and is also a shortcut into Graphics.

MENU BAR OPTIONS

34 About

Version and licence information for the application.

About shows the application's version and licence information — the details to quote when you contact support.

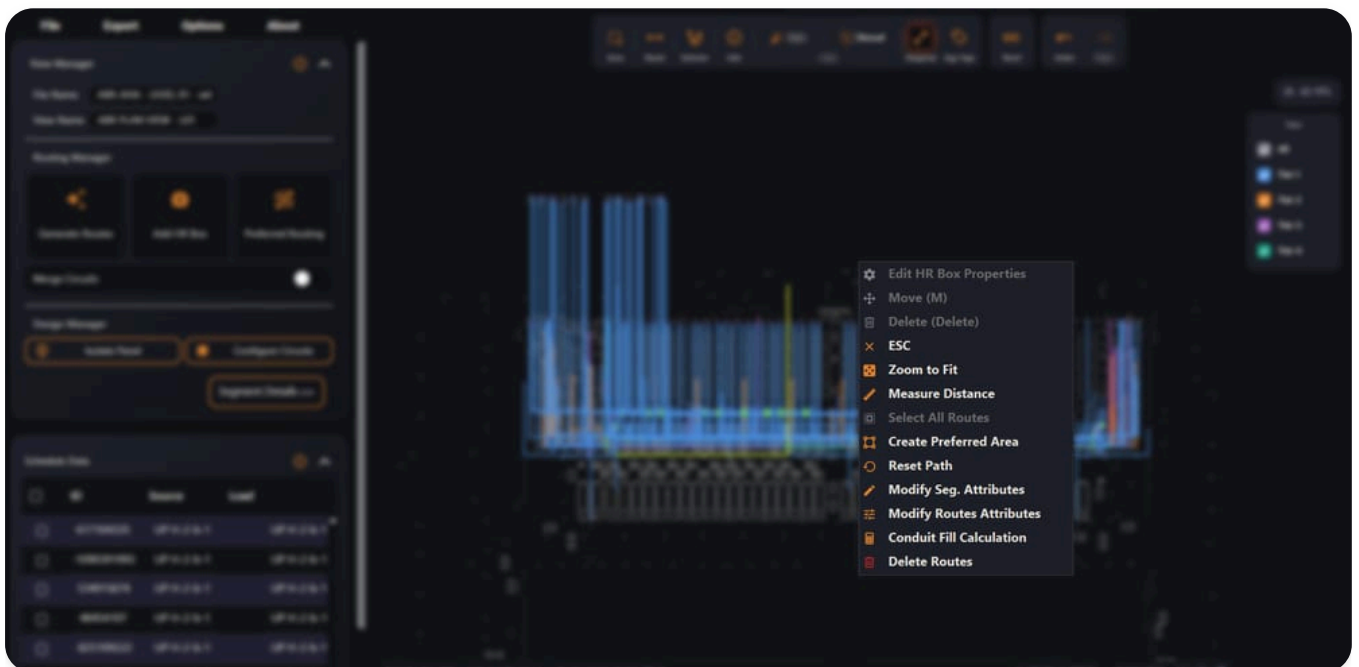
You'll also find  **Report Issue** in the window's title bar. It sends a support ticket **with your current design layout attached**, which saves a lot of back-and-forth when something doesn't route the way you expected.

CONTEXT MENU SHORTCUTS

35 Context Menu Shortcuts

The right-click menu in the desktop viewer — HR box editing, view, selection, paths, attributes and tool shortcuts.

Right-click anywhere in the viewer to open the context menu. Many items are **context-sensitive** — they grey out (or disappear) depending on what you have selected: an HR box, a segment, a route, or nothing at all.



HR boxes

These are the desktop-only items — they light up when you right-click an **HR (home-run) box**:

- **Edit HR Box Properties** — open the box's properties to change its details.
- **Move (M)** — pick the box up and move it (see below).
- **Delete (Delete)** — remove the box. The **Delete** key does the same.
- **Merge HR Boxes** — combine selected boxes into one shared box.

Moving a box

Right-click a box and choose **Move (M)**, drag it to where it should sit, then right-click again and pick **Confirm** to drop it — or **Cancel** to put it back where it was. The branch routes follow the box to its new position.



View & measure

- **ESC** — closes the menu without doing anything.
- **Zoom to Fit** — zoom the viewer so everything fits on screen.
- **Measure Distance** — measure the distance between two points you click.

Select

- **Select All Routes** — select every route on the current level.

Paths & preferred areas

- **Create Preferred Area** — turn the selected routes' path into a preferred area, so future routing follows it.

- **Reset Path** — clear manual edits on the selected routes and let ABR re-route them automatically.

Edit

- **Modify Seg. Attributes** — edit the attributes of the selected conduit **segment(s)** — for example its elevation.
- **Modify Routes Attributes** — edit attributes of the selected **route(s)**.
- **Delete Routes** — delete the selected routes from the layout.

Tools

- **Conduit Fill Calculation** — open the NEC conduit-fill calculator for the selection.
- **Conduit Stacking** — open Conduit Stacking for a preferred area.
- **Export Isolated Panel** — export just the panel you have isolated. Shown when you're in Isolate Panel mode.



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