# Set rules in unity-compute

This document is made to highlight and make it clear that the mechanics are consistent and designed according to our initial idea.

If anything doesn’t work like documented here, please fix it.

## Execute nodes

Output execute nodes can only have one *one-way* connection, there can be multiple input connections to the same input connection, but not multiple connections outwards.

## Data nodes

Data nodes do not have parsers, type will only accept other types or child types, however child types will not accept parent types.

## Function nodes

Function nodes always have either at least one output execution node. Input execution nodes are optional. There can be multiple output execution nodes.