Node.h

```cpp
1   #ifndef NODE
2   #define NODE
3
4   //===================================================
5   //Please add headers here:
6
7
8   //===================================================
9   #include<RobotSDK.h>
10  //===================================================
11  //Port configuration
12
13  #undef NODE_CLASS
14  #define NODE_CLASS Node
15
16  #undef INPUT_PORT_NUM
17  #define INPUT_PORT_NUM 2
18
19  #undef OUTPUT_PORT_NUM
20  #define OUTPUT_PORT_NUM 3
21
22  //Uncomment below PORT_DECL and set input node class name
23  //PORT_DECL(0, InputNodeClassName)
24  //PORT_DECL(1, InputNodeClassName)
25
26  //===================================================
27  //Params types configuration
28
29  //If you need refer params type of other node class, please uncomment below and comment its own params type.
30  //NODE_PARAMS_TYPE_REF(RefNodeClassName)
31  class NODE_PARAMS_TYPE : public NODE_PARAMS_BASE_TYPE
32  {
33
34  };
35
36  //===================================================
37  //Vars types configuration
38
39  //If you need refer vars type of other node class, please uncomment below and comment its own vars type.
40  //NODE_VARS_TYPE_REF(RefNodeClassName)
41  class NODE_VARS_TYPE : public NODE_VARS_BASE_TYPE
42  {
43
44  };
45
46  //===================================================
47  //Data types configuration
48
49  //If you need refer data type of other node class, please uncomment below and comment its own data type.
50  //NODE_DATA_TYPE_REF(RefNodeClassName)
51  class NODE_DATA_TYPE : public NODE_DATA_BASE_TYPE
52  {
53
54  };
55
56  //===================================================
57  //You can declare functions here
58
59
60  //===================================================
61
62  #endif
```

Node.cpp

```cpp
1   #include"Node.h"
2
3   //If you need use extended node, please uncomment below and comment the using of default node
4   //USE_EXTENDED_NODE(ExtendedNodeClass[,...])
5   USE_DEFAULT_NODE
6
7   //===================================================
8   //Original node functions
9
10  //If you don't need initialize node, you can delete this code segment
11  NODE_FUNC_DEF_EXPORT(bool, initializeNode)
12  {
13      return 1;
14  }
15
16  //If you don't need manually open node, you can delete this code segment
17  NODE_FUNC_DEF_EXPORT(bool, openNode)
18  {
19      return 1;
20  }
21
22  //If you don't need manually close node, you can delete this code segment
23  NODE_FUNC_DEF_EXPORT(bool, closeNode)
24  {
25      return 1;
26  }
27
28  //This is original main function, you must keep it
29  NODE_FUNC_DEF_EXPORT(bool, main)
30  {
31      return 1;
32  }
```