## Overview

* Every composite can have any number of flowgraphs
* By default, only entities with connections are added to the flowgraph(s) as nodes
* User can navigate between the flowgraphs for a composite by using the tabbed document view
* When selecting an entity in the list, the appropriate flowgraph is opened, and the appropriate entity node is selected
* User can create new flowgraph pages, and add entities from the composite as nodes to the flowgraph
  + An entity can only have one node on the flowgraph (**this may be revised if the number of nodes on one flowgraph reaches unsustainable levels in some composites – need to write a sanity checker to validate this before making a decision**).

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## On opening commands

* Load flowgraph layout table from commands pak
* Load flowgraph layout database from script editor

## On opening composite

* Check the flowgraph layout table for the active composite
* If there is no entry there:
  + Check the contents of the composite to see if it is vanilla or not
  + If it’s not vanilla:
    - Throw a warning that this composite was created with an older OpenCAGE version, and hide the flowgraph view
  + If it’s vanilla:
    - Populate the flowgraph(s) using my-defined layout loaded from the script editor database
      * Sanity check that connections and entities exist whilst populating – if any fail to look up, hide the flowgraph and throw an error that a mismatch has occurred
      * Ideally, we should just populate the pre-defined layout, and everything should be fine as long as the vanilla check worked
    - If a pre-defined layout doesn’t exist…
      * *[In Release Mode]* Throw a warning, this is an error and I must’ve missed a composite – I should sanity check this before releasing the update though
      * *[In Debug Mode]* Populate the contents of the composite to the flowgraph ready for me to define the layout
        + All entities with connections are added to the flowgraph
        + If a maximum number of nodes are populated, create a second flowgraph and add to that
        + Show an auto warning if number of nodes in one flowgraph exceeds a threshold, and cannot be carried to another graph
* If there’s an entry there:
  + Populate the flowgraph(s) using the user-defined layout from the commands pak table
    - Sanity check that connections and entities exist whilst populating – if any fail to look up, hide the flowgraph and throw an error that a mismatch has occurred

## On exiting composite

* Update the flowgraph layout table in memory, use this next time the composite is re-opened

## On saving commands

* Write the flowgraph layout table to pak