

## Script for converting String to Decimal

```
msg.topic = "arduino";  
msg.payload = parseInt(msg.payload.substring(0, msg.payload.length));  
return msg;
```

## Script for showing Warning

```
var dataObject = msg.payload;  
var altitude = dataObject.arduino;  
var fuel = dataObject.fuel;  
  
if(altitude >= 100 && fuel < 20) {  
    msg.payload = "Warning! Fuel is low.";  
} else {  
    msg.payload = "";  
}  
return msg;
```

*Note : altitude and fuel are objects of payload created at Joining Node - Data Tracker*

## Properties of Joining Node - Data Tracker

Properties

Mode

manual

Combine each

▼ msg. payload

to create

a key/value Object

using the value of

msg. topic

as the key

Send the message:

• After a number of message parts

2

☐ and every subsequent message.

• After a timeout following the first message

seconds

• After a message with the msg.complete property set

Name

Data Tracker