

launcher_def::find_node



```
graph LR; A[launcher_def::find_node] --> B[launcher_def::get_node_num]
```

A diagram showing a call from the function `launcher_def::find_node` to the function `launcher_def::get_node_num`. The first box is shaded gray and the second is white, both with black borders. A blue arrow points from the right side of the first box to the left side of the second box.

launcher_def::get_node_num