

<b>node info</b>	<i>input type</i>						
nodeName	string						
display	boolean						
nodeType	enum						
isNextNode	boolean						
nextNodeName	string	* if isNextNode == true, look at this value					
logicSplitterIndex	integer	* if isNextNode == false, look at this value					
<b>node lookup table</b>							
nodeName	string						
nodeDepth	integer	* multiple nodes can have the same "depth", and they are sibling nodes with each other					
		** to seek siblings, filter with the same nodeDepth					
<b>logic-splitter lookup table</b>							
sourceNodeName	string						
array of conditional pairs	array						
- conditional pair, key: condition	logic	* important					
- conditinoal pair, value: destinationNodeName	string						