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How to tell what each block's input "nodes" do?

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How to tell what each block's input "nodes" do? (#p2783)

by **culturejam** » Sun Jul 31, 2016 4:50 am

Is there a reference document or post that explains which parameter that each control "node" (little black circle) on each block is assigned to?

Upper and lower connectors seem to map to input and output, which is intuitive. But the others, if there are more than one, don't seem to have any labeling and I can't find a post or doc page that shows what each does.

I'm happy to help create some graphics that show labels on each block (once I know what all the little black circles are doing, that is). 😬

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Re: How to tell what each block's input "nodes" do? (#p2786)

by **Digital Larry** » Sun Jul 31, 2016 5:32 am

Supposedly, if you hover your mouse over the pin, the function name will appear at the bottom above the resource allocation toolbar.

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Re: How to tell what each block's input "nodes" do? (#p2788)

by **culturejam** » Sun Jul 31, 2016 5:35 am

I was looking for a tool-tip, but not at the bottom. Not sure how I didn't notice this before. 😕

Thanks!

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Re: How to tell what each block's input "nodes" do? (#p2789)

by **Digital Larry** » Sun Jul 31, 2016 6:00 am

The reason I didn't use a tool tip is that the design area is not made of regular UI elements. All code handling within that inner frame is custom, and I just took the lazy route of showing the label down at the bottom rather than hovering near your mouse pointer. I agree that a tool tip near the point of action would be better.

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Re: How to tell what each block's input "nodes" do? (#p2793)

by **culturejam** » Sun Jul 31, 2016 6:41 am

I think your implementation is fine. What's not working so good is my ability to look around and see things. 😊

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