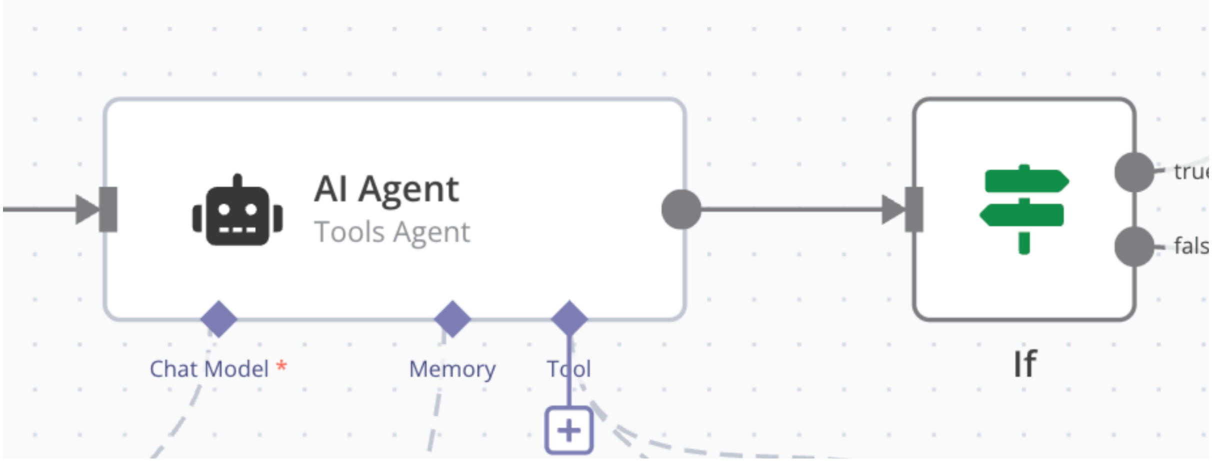
Frontend Requirements from Plugin Rule Set

The plugin should have the following informations for them to be able to control their own view as a node in our app:

Should be able to set size of node dynamically. Check the following image. AI Agent node size is different width than “If” node’s square-like size.



From the above image, there is three type of handles that we can see: vertical box, circle like, and diamond. In react-flow these are custom made. And we will also create something like these. For now, you can expect the following enum as handleViewType:

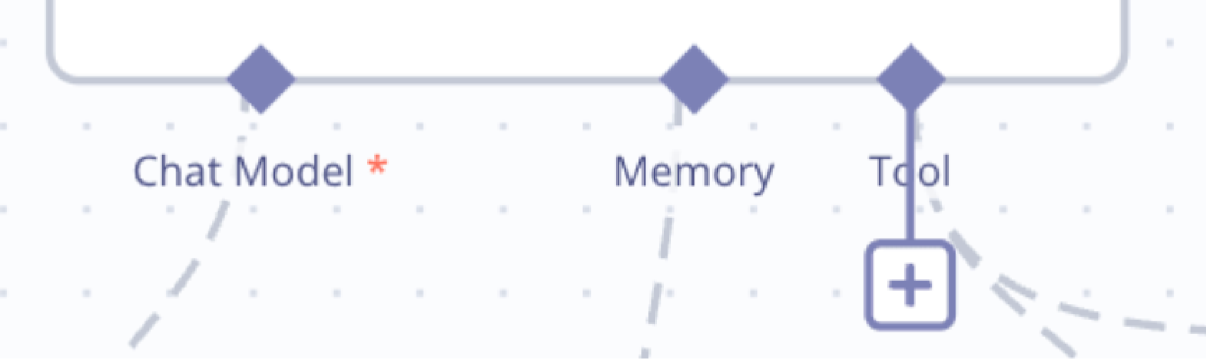
```
{
  handleViewType: "default" as "default" | "verticalBox" | "circle-lg" | "diamon
}
```

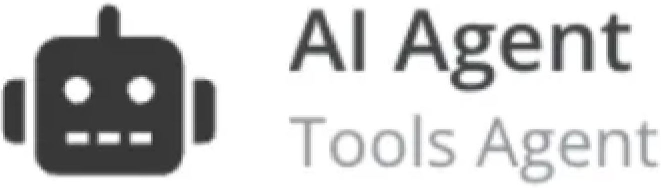
Each edge as seen in the image, can or cannot have a custom label defined by the plugin writer.

Edge also are custom and you can expect the following enum on them:

```
{
  edgeType: "default" as "default" | "solid" | "dotted" | "accent" | "muted"
}
```

as seen in the image below the handles have positions: top, left, right, bottom, top-right, top-left, bottom-left, bottom-right.



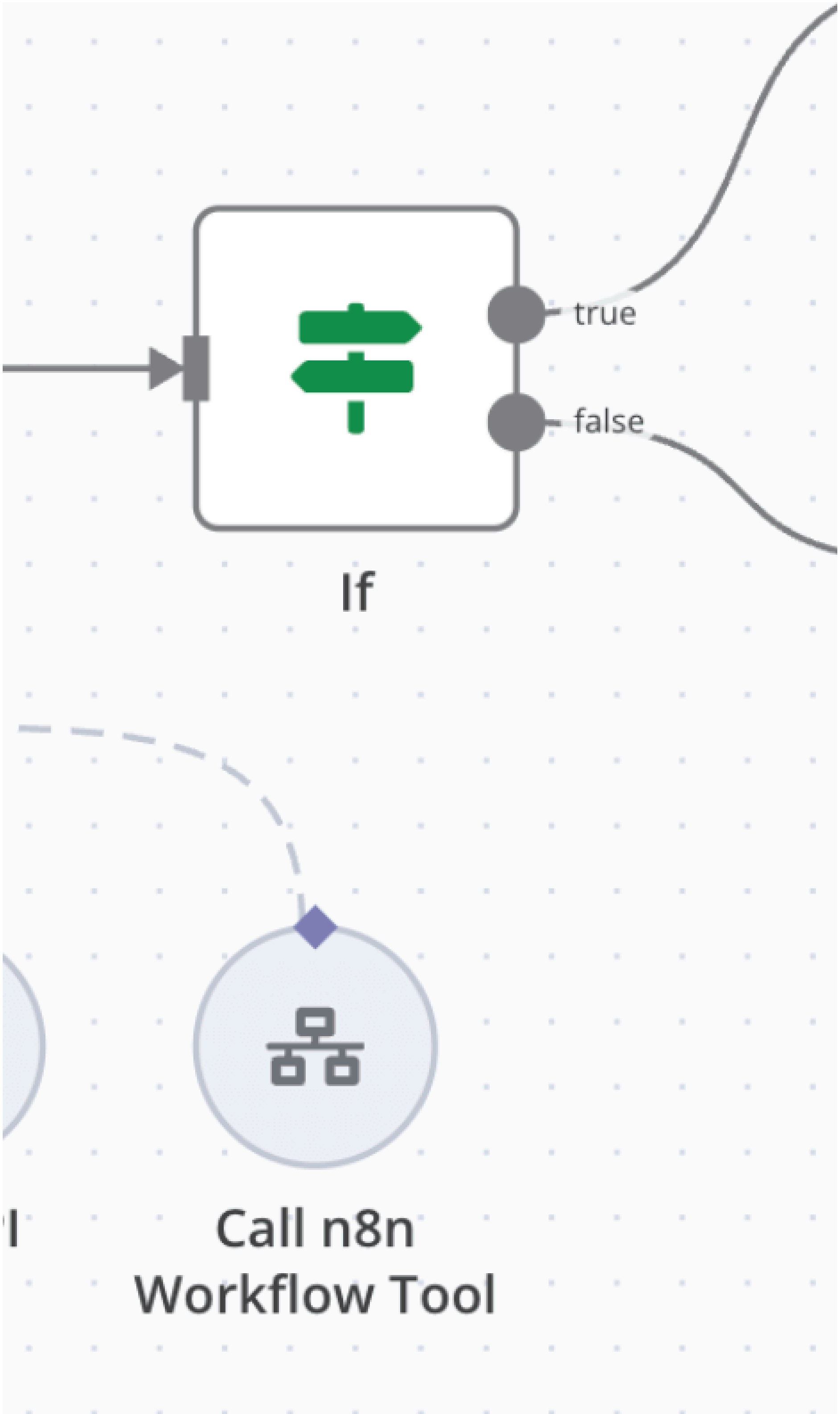


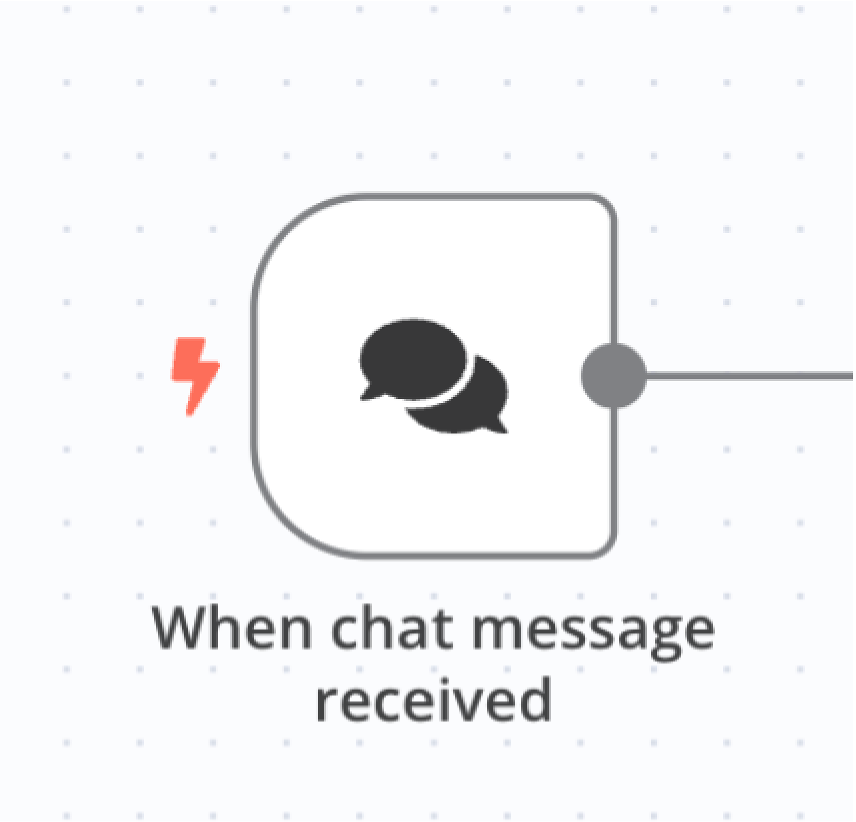
A node will have svg icon (link to repo relative path) or fontawesome icon (such as the string “fa:discord” for fontawesome discord icon) or lucide-react icon (align-vertical-space-around or arrow-down-to-dot etc lucide icon ids)

Some node might or might not have a title “AI Agent” in this case and a title description “Tools Agent” in this case.

Some input handles are optional and some inputs are required. In this case in the image, the memory and tool was an optional input but chat model was required (as seen by the red star mark in the text ”Chat Model”)

Some node container (the other layer) would be box or circle like as seen in the below image. This needs to be defined by the plugin developer themselves.

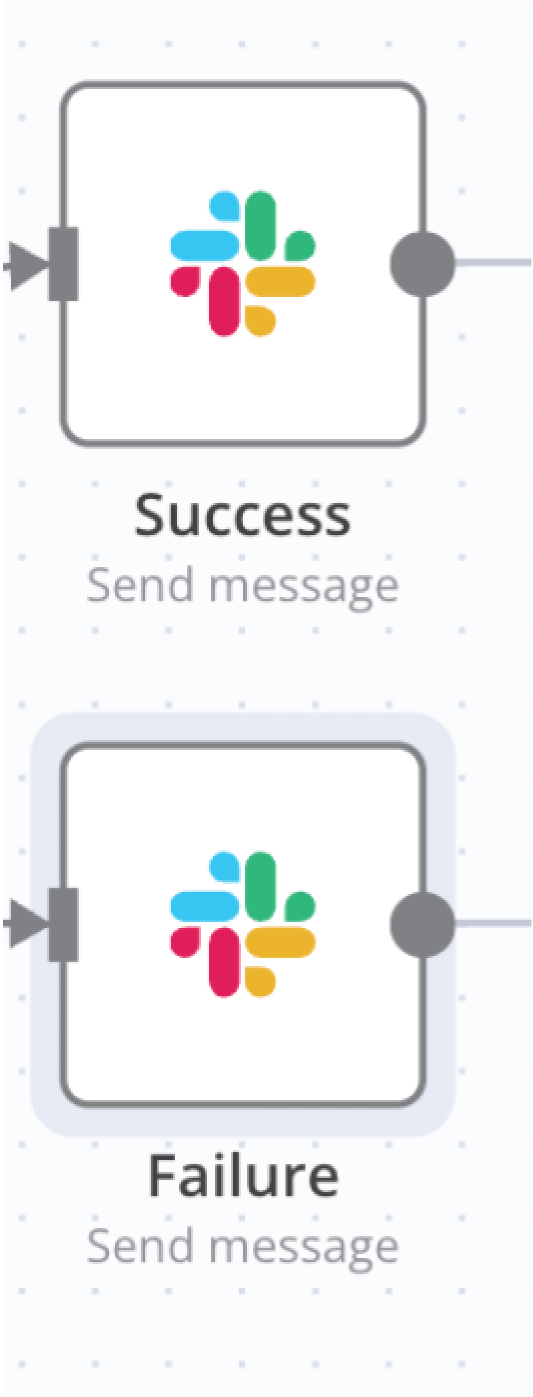

true
false
If
Call n8n Workflow Tool



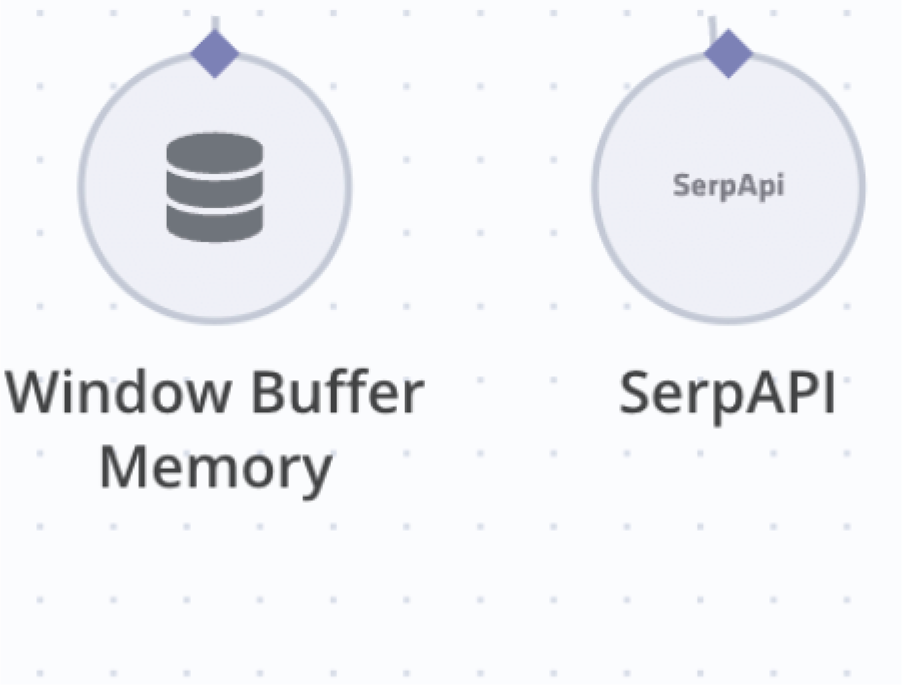
So, expect the following enum:

```
{
  nodeViewContainerType: "default" as "default" | "box" | "circle" | "left-round
}
```

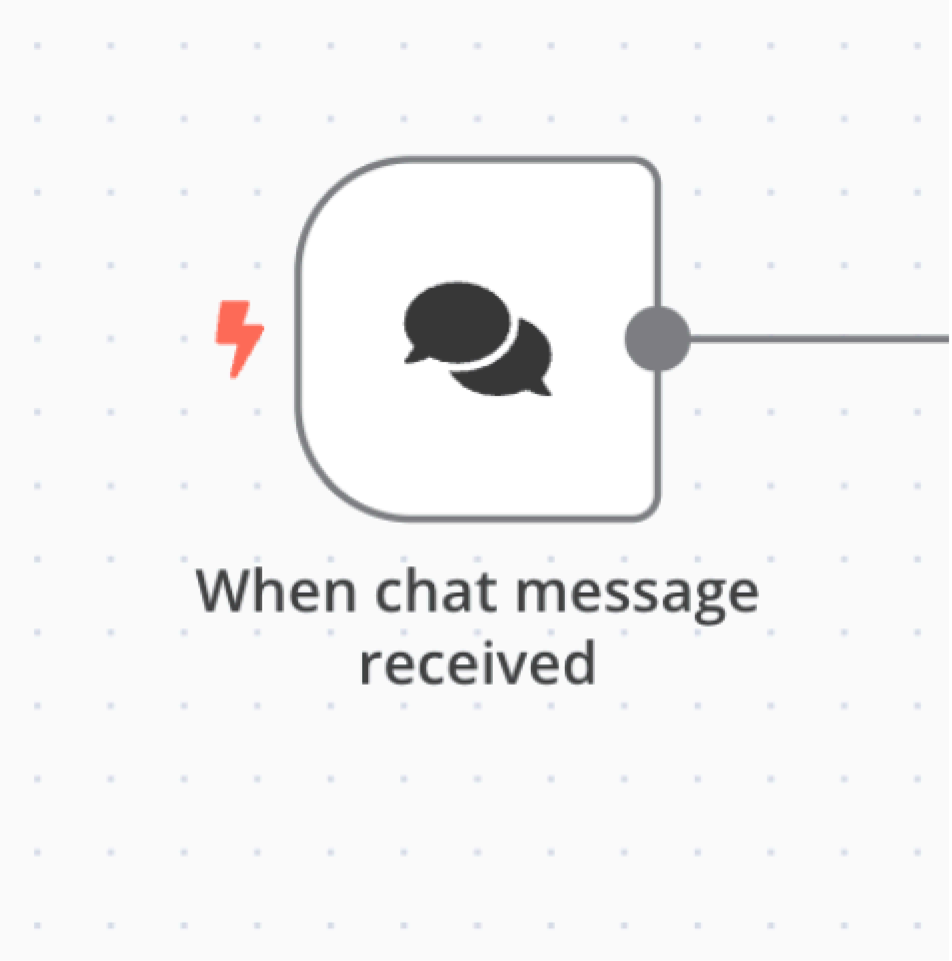
Some nodes will have extra padding in their outer layer than others. Check the Failure node, it have more gray padding outside.



Some really optional nodes would not need any icon, only text suffice. so handle this case.



The node label text in bottom of the node like in this case “When chat message received” gets changed dynamically as we set the settings like that. Handle this case.



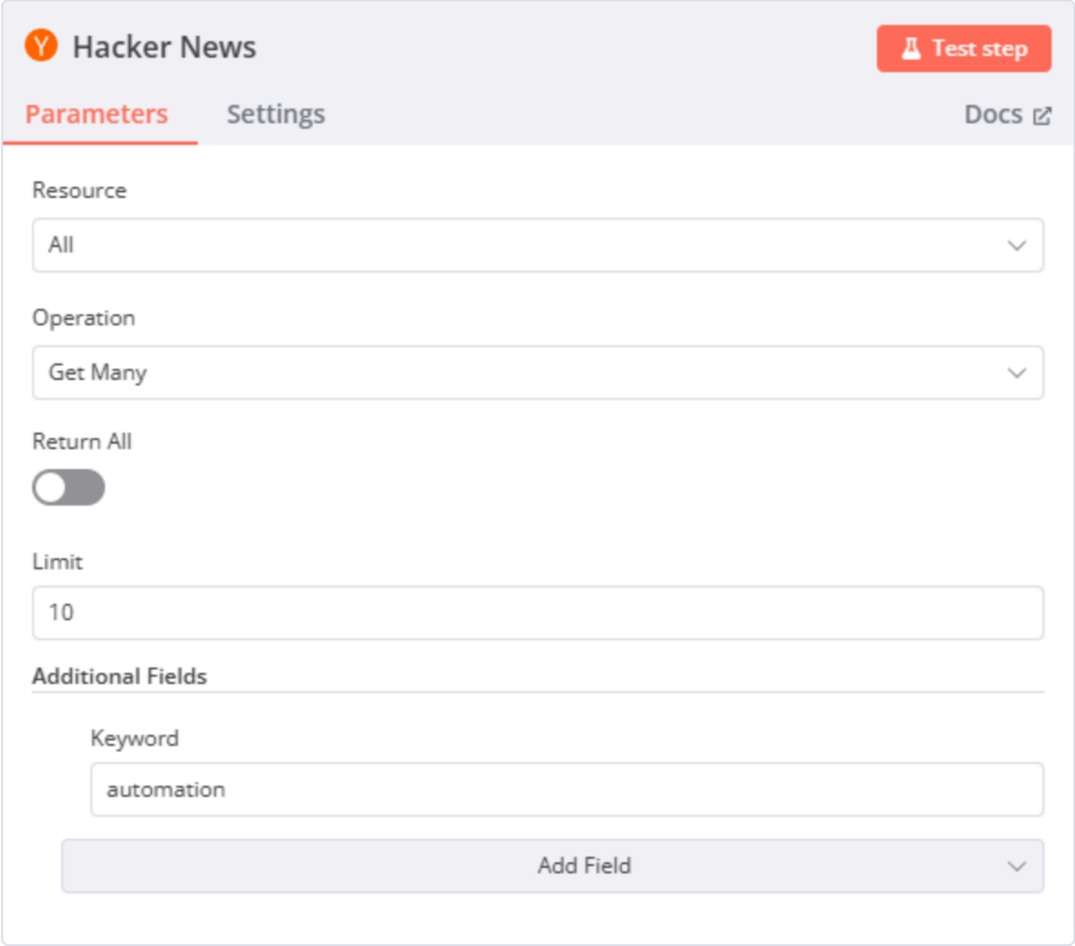
Notice how there is a lightning bolt icon in the left. Expect to put top, left, bottom, right secondary icon/svg too.

As seen in the image, a node settings can be shown in the UI in either

- dropdown
- textarea (for string)
- input-text (for string)
- input-number (for number)
- toggle (for boolean)
- checkbox (for boolean)
- radio

This is almost all the full list.

These are all the types that will be used in the settings UI and when declaring a settings field you have to decalre the primitive data type (number, string, array, etc) + the view option (one of the above list)



Resource: All

Operation: Get Many

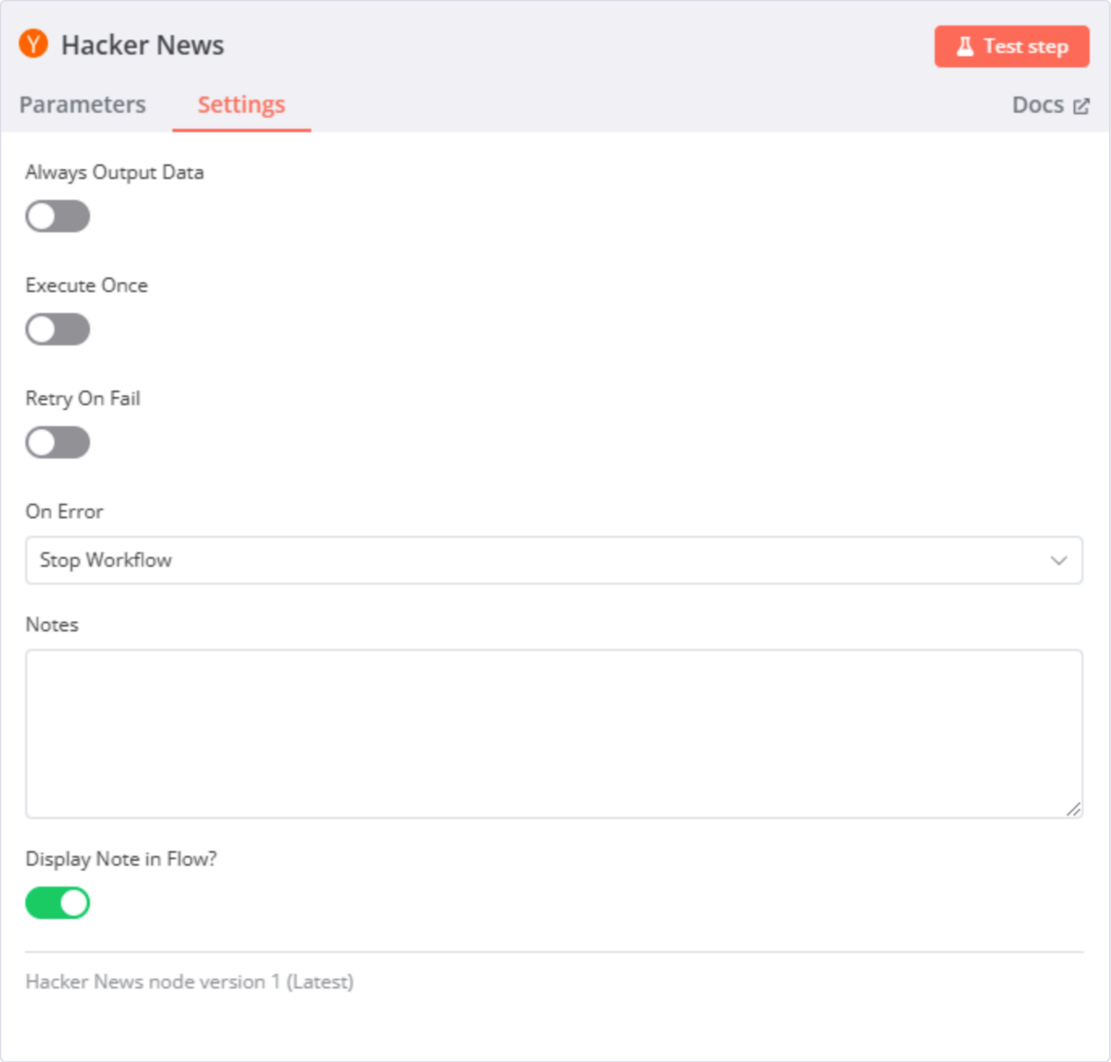
Return All

Limit: 10

Additional Fields

Keyword: automation

Hacker News node parameters



Always Output Data

○

Execute Once

○

Retry On Fail

○

On Error

Stop Workflow

Notes

Display Note in Flow?

●

Hacker News node version 1 (Latest)