Node Guide: Merge

Overview

The **Merge** node is used to bring together multiple paths of a workflow into a **single path**. It waits for the connected branches to complete and then **continues the flow** from a single point.

It's helpful when different actions happen in parallel or conditionally, but you want to proceed with a unified step afterward.

How It Works

When this node runs:

- It waits for the nodes connected to it to complete
- Once all connected branches are done, it **merges** the flow into a single output path
- It does not process or modify any data—it just combines flow control

Configuration Details

• No Configuration Required

Simply connect two or more nodes to the Merge node. It will wait for all of them to complete before continuing.

Inputs

No direct inputs

The Merge node doesn't take input data like variables. It receives **execution signals** from multiple connected nodes.

Outputs

Flow Control Only

Once all connected nodes finish, the Merge node triggers the **next step** in the flow. It does not output any data or variable.

When to Use

Use the Merge node when:

- You have multiple paths that run independently and must join together later
- You want to wait for all actions (like sending messages, logging, or updates) to complete before moving ahead
- You need a common continuation point after parallel or conditional branches

Example Flow: Wait for Notifications to Complete

Scenario

After a ticket is resolved, you want to:

- Notify the user by email
- Notify the support team on Microsoft Teams

Only after both messages are sent, you want to log the ticket as closed.

Flow Steps

- 1. Ticket Resolved
- 2. Parallel Node → Sends flow to:
 - o Send Email Node

○ Send Teams Message Node

3. Merge Node

Waits for both notifications to complete.

4. Log Ticket Closure

Proceeds only after both notifications are done.

Summary of the Flow

- Combines two or more paths into one
- Ensures all connected nodes finish before continuing
- Keeps your flow organized and sequential where needed