

node\_2599  
<%=a0%>=theInterface.theNumber;  
  
0: Number out

node\_2601  
theInterface.theResult=<%=a0%>;  
  
0: Boolean in

0: Boolean in

edge\_2731

3: Boolean out

node\_2703  
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}  
  
0: Activation in  
1: {Boolean -> Boolean} in  
2: Boolean in  
3: Boolean out

0: Activation in

1: {Boolean -> Boolean} in

2: Boolean in

edge\_2705

edge\_2730

3: Boolean out

0: {Boolean -> Boolean} out

node\_2693  
<%=a0%> = boolNot;  
  
0: {Boolean -> Boolean} out

node\_2698  
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}  
  
0: Activation in  
1: {Number -> Boolean} in  
2: Number in  
3: Boolean out

0: Activation in

1: {Number -> Boolean} in

2: Number in

edge\_2700

edge\_2728

1

0: {Number -> Boolean} out

node\_2691  
<%=a0%> = isActive;  
  
0: {Number -> Boolean} out

edge\_2699

node\_2709  
if(<%=a0%> === active) {  
<%=a1%> = previousState['state\_2708'];  
}  
  
0: Activation in  
1: ?

0: Activation in

edge\_2710

0: Activation out

0: Activation out

node\_2712  
if(<%=a0%> === active) {  
nextState['state\_2708'] = <%=a1%>;  
}  
  
0: Activation in  
1: Number in

0: Activation in

edge\_2713

0: Number out

edge\_2714

node\_2695  
<%=a0%> = 1;  
  
0: Number out

node\_2682  
<%=a0%> = active;  
  
0: Activation out

edge\_2704