

node_7330

<%=a0%>=theInterface.theNumber;

0: Number out

node_7332

theInterface.theResult=<%=a0%>;

0: Boolean in

0: Boolean in
edge_7462
3: Boolean out

node_7434

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
edge_7436
1: {Boolean -> Boolean} in
2: Boolean in
3: Boolean out
0: {Boolean -> Boolean} out

node_7424

<%=a0%> = boolNot;

0: {Boolean -> Boolean} out

node_7429

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
1: Number out
0: {Number -> Boolean} out

node_7422

<%=a0%> = isActive;

0: {Number -> Boolean} out

node_7440

if(<%=a0%> === active) {
<%=a1%> = previousState['state_7439'];
}

0: Activation in
1: Number out

node_7443

if(<%=a0%> === active) {
nextState['state_7439'] = <%=a1%>;
}

0: Activation in
1: Number in

0: Activation in
1: Number in
0: Number out

node_7426

<%=a0%> = 1;

0: Number out

node_7413

<%=a0%> = active;

0: Activation out

edge_7435

edge_7430

edge_7431

edge_7459

0: Activation in
edge_7441

0: Activation in
edge_7444

edge_7445

0: Activation out
0: Activation out

0: Activation out
0: Activation out