

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