node_1245
<%=a0%>=theInterface.theOther;

0: Number out

0: Number out

node_1243
<%=a0%>=theInterface.theNumber;

0: Number out

0: Number out

node_1304
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}

0: Activation in
1: {{a: Number, b: Number} -> {sum: Number, diff: Number}} in
2: {a: Number, b: Number} in
3: {sum: Number, diff: Number} out

node_1247
theInterface.theResult=<%=a0%>;

0: Number in

0: Number in

node_1264
#wow!
0: Number out

0: Number out

2: {a: Number, b: Number} in *0: Activation in* *1: {a: Number, b: Number} -> {sum: Number, diff: Number}} in* *3: {sum: Number, diff: Number} out*

edge_1335   *edge_1333*   *edge_1307*   *edge_1305*   *edge_1306*   *edge_1308*   *edge_1337*   *edge_1325*

2: b   *1: a*   *0: {sum: Number, diff: Number} in*   *1: sum*   *0: Number in*

0: {a: Number, b: Number} out *0: {a: Number, b: Number} -> {sum: Number, diff: Number}} out*

node_1278
{a:$b:$}
0: {a: Number, b: Number} out
1: ?
2: ?

node_1299
<%=a0%> = active;

0: Activation out

node_1302
<%=a0%> = cool;

0: {{a: Number, b: Number} -> {sum: Number, diff: Number}} out

node_1286
{sum:$diff:$}
0: {sum: Number, diff: Number} in
1: ?
2: ?

node_1249
theInterface.theLast=<%=a0%>;

0: Number in

2: diff   *edge_1288*

0

node_1284
#wow?
0: ?