

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: Number out

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: Number out

0: Activation in

edge\_2710

0: Activation in

edge\_2713

node\_2712

if(<%=a0%> === active) {nextState['state\_2708'] = <%=a1%>;}

0: Activation in

1: Number in

1: Number in

edge\_2714

node\_2695

<%=a0%> = 1;

0: Number out

0: Activation out

0: Activation out

node\_2682

<%=a0%> = active;

0: Activation out

0: Activation out

0: Activation out

edge\_2704