

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

1: {Boolean -> Boolean} in

2: Boolean in

edge_7436

edge_7461

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

edge_7431

edge_7459

1: Number out

0: {Number -> Boolean} out

edge_7430

node_7422
<%=a0%> = isActive;

0: {Number -> Boolean} out

node_7440
if(<%=a0%> === active) {
<%=a1%> = previousState['state_7439'];
}

0: Activation in
1: Number out

0: Activation in

edge_7441

0: Activation out

0: Activation out

0: Activation in

edge_7444

node_7443
if(<%=a0%> === active) {
nextState['state_7439'] = <%=a1%>;
}

0: Activation in
1: Number in

1: Number in

edge_7445

0: Number out

node_7426
<%=a0%> = 1;

0: Number out

0: Activation out

0: Activation out

node_7413
<%=a0%> = active;

0: Activation out

edge_7435