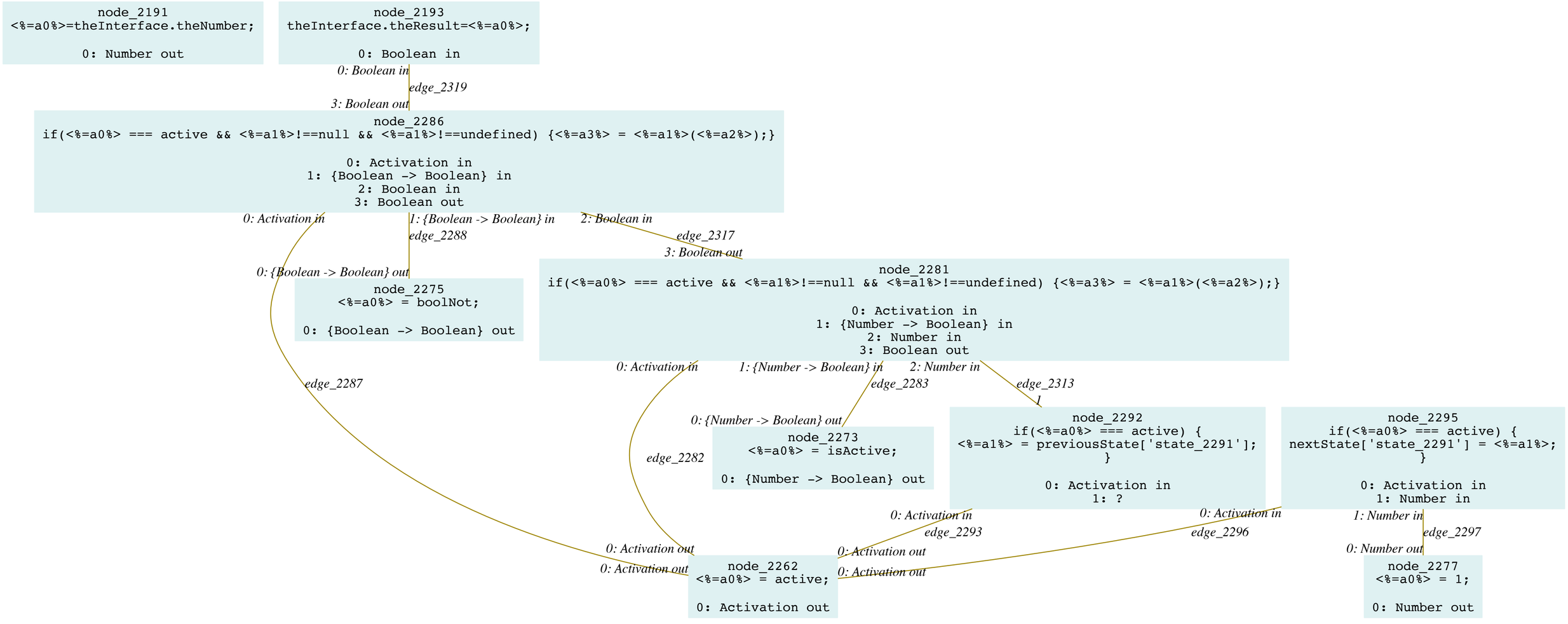
node_2191
<%=a0%>=theInterface.theNumber;
0: Number out
node_2193
theInterface.theResult=<%=a0%>;
0: Boolean in
0: Boolean in
edge_2319
3: Boolean out
node_2286
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
0: Activation in
1: {Boolean -> Boolean} in
2: Boolean in
3: Boolean out
0: Activation in
1: {Boolean -> Boolean} in
edge_2288
2: Boolean in
edge_2317
3: Boolean out
0: {Boolean -> Boolean} out
node_2275
<%=a0%> = boolNot;
0: {Boolean -> Boolean} out
node_2281
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
0: Activation in
1: {Number -> Boolean} in
2: Number in
3: Boolean out
edge_2287
0: Activation in
1: {Number -> Boolean} in
edge_2283
2: Number in
edge_2313
1
0: {Number -> Boolean} out
node_2273
<%=a0%> = isActive;
0: {Number -> Boolean} out
edge_2282
node_2292
if(<%=a0%> === active) {
<%=a1%> = previousState['state_2291'];
}
0: Activation in
1: ?
node_2295
if(<%=a0%> === active) {
nextState['state_2291'] = <%=a1%>;
}
0: Activation in
1: Number in
0: Activation in
edge_2293
0: Activation in
edge_2296
1: Number in
edge_2297
0: Number out
0: Activation out
0: Activation out
0: Activation out
0: Activation out
node_2262
<%=a0%> = active;
0: Activation out
node_2277
<%=a0%> = 1;
0: Number out