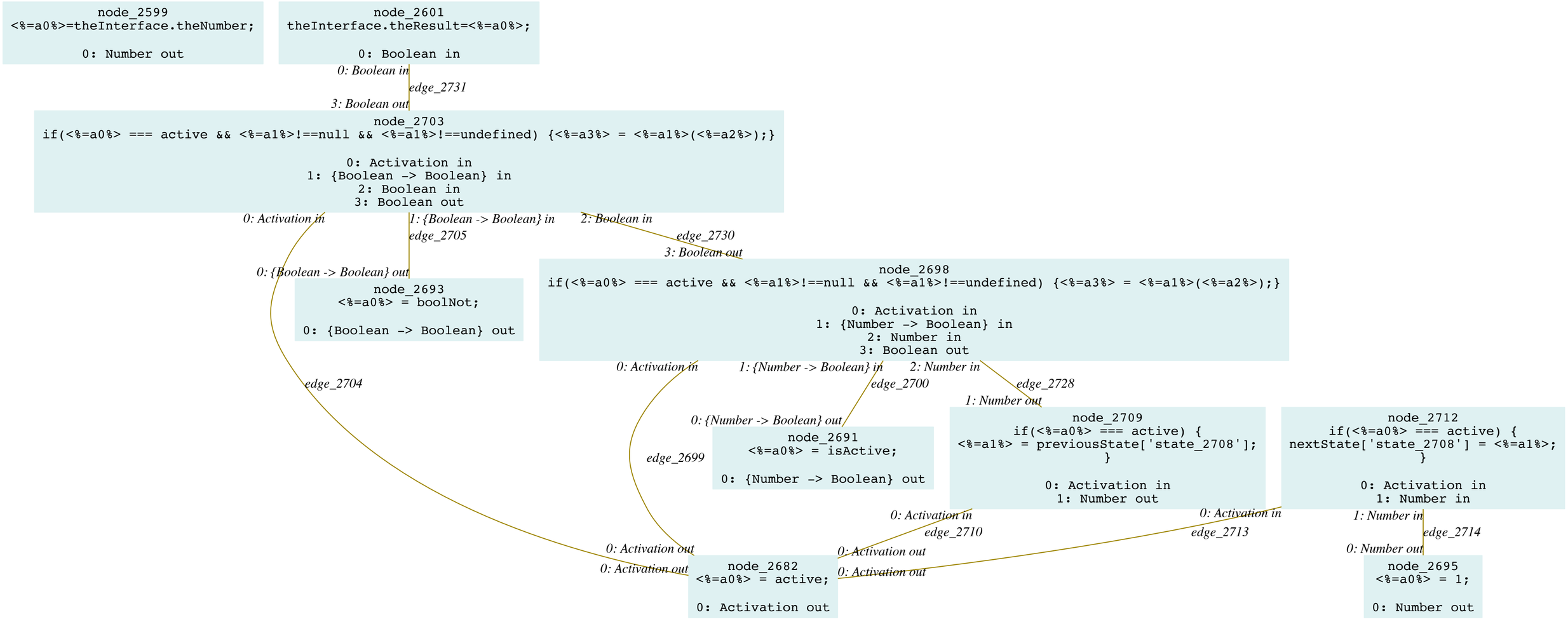
node_2599
<%=a0%>=theInterface.theNumber;
0: Number out
node_2601
theInterface.theResult=<%=a0%>;
0: Boolean in
0: Boolean in
edge_2731
3: Boolean out
node_2703
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
0: Activation in
1: {Boolean -> Boolean} in
2: Boolean in
3: Boolean out
0: Activation in
1: {Boolean -> Boolean} in
edge_2705
2: Boolean in
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
edge_2704
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
node_2712
if(<%=a0%> === active) {
nextState['state_2708'] = <%=a1%>;
}
0: Activation in
1: Number in
0: Activation in
edge_2710
0: Activation in
edge_2713
1: Number in
edge_2714
0: Activation out
0: Activation out
0: Activation out
0: Activation out
0: Number out
node_2682
<%=a0%> = active;
0: Activation out
node_2695
<%=a0%> = 1;
0: Number out