

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  
edge\_7436  
1: {Boolean -> Boolean} in  
2: Boolean in  
3: Boolean out

node\_7424

<%=a0%> = boolNot;

0: {Boolean -> Boolean} out

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  
3: Boolean out

node\_7422

<%=a0%> = isActive;

0: {Number -> Boolean} out

0: {Number -> Boolean} out

node\_7440

if(<%=a0%> === active) {  
 <%=a1%> = previousState['state\_7439'];  
}

0: Activation in  
1: Number out

1: Number out

node\_7443

if(<%=a0%> === active) {  
 nextState['state\_7439'] = <%=a1%>;  
}

0: Activation in  
1: Number in

0: Activation in  
1: Number in  
0: Number out

node\_7426

<%=a0%> = 1;

0: Number out

node\_7413

<%=a0%> = active;

0: Activation out

0: Activation out

edge\_7435

edge\_7430

edge\_7431

edge\_7459

0: Activation in  
edge\_7441

0: Activation in  
edge\_7444

edge\_7445

0: Activation out  
0: Activation out