

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

edge\_7431  
edge\_7459  
1

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: ?

0: Activation in  
edge\_7441

node\_7443  
if(<%=a0%> === active) {  
nextState['state\_7439'] = <%=a1%>;  
}  
  
0: Activation in  
1: Number in

0: Activation in  
edge\_7444

0: Number out  
edge\_7445

node\_7413  
<%=a0%> = active;  
  
0: Activation out

0: Activation out  
0: Activation out

0: Activation out  
0: Activation out

node\_7426  
<%=a0%> = 1;  
  
0: Number out

edge\_7435

edge\_7430