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*   *2: Boolean in*

edge_2288   *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

0: Activation in   *1: {Number -> Boolean} in*   *2: Number in*

edge_2283   *edge_2313*

1: Number out

node_2292
`if(<%=a0%> === active) {`
`<%=a1%> = previousState['state_2291'];`
`}`

0: Activation in
1: Number out

node_2295
`if(<%=a0%> === active) {`
`nextState['state_2291'] = <%=a1%>;`
`}`

0: Activation in
1: Number in

0: {Number -> Boolean} out

edge_2287

edge_2282

node_2273
`<%=a0%> = isActive;`

0: {Number -> Boolean} out

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