

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  
edge\_2705  
1: {Boolean -> Boolean} in  
2: Boolean in  
3: Boolean out

node\_2693

<%=a0%> = boolNot;

0: {Boolean -> Boolean} out

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\_2704

node\_2691

<%=a0%> = isActive;

0: {Number -> Boolean} out

0: {Number -> Boolean} out

node\_2709

if(<%=a0%> === active) {  
 <%=a1%> = previousState['state\_2708'];  
}

0: Activation in  
1: ?

0: Activation in  
edge\_2710

node\_2712

if(<%=a0%> === active) {  
 nextState['state\_2708'] = <%=a1%>;  
}

0: Activation in  
1: Number in

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

node\_2682

<%=a0%> = active;

0: Activation out

0: Activation out  
0: Activation out

0: Activation out  
0: Activation out

node\_2695

<%=a0%> = 1;

0: Number out

0: Activation in  
edge\_2713

edge\_2714