node_951
<%=a0%>=theInterface.theNumber;

0: Number out

0: Number out

node_1000
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}

0: Activation in
1: {{a: Number, b: Number} -> Number} in
2: {a: Number, b: Number} in
3: Number out

node_965
#y?
0: Number in

0: Number in

node_967
#z!
0: Number out

0: Number out

2:{a: Number, b: Number} in   *3: Number out*   *0: Activation in* *1:{{a: Number, b: Number} -> Number} in*

edge_1003   *edge_1004*   *edge_1001*   *edge_1002*

edge_1023

1: a

0: {a: Number, b: Number} out   *0: Number in*   *0: Activation out*   *0: {{a: Number, b: Number} -> Number} out*   *edge_1018*   *edge_1019*

0: Number out   *0: Number in*

node_980
{a:$b:$}
0: {a: Number, b: Number} out
1: ?
2: ?

node_984
#z?
0: Number in

node_995
<%=a0%> = active;

0: Activation out

node_998
<%=a0%> = addition;

0: {{a: Number, b: Number} -> Number} out

node_953
<%=a0%>=theInterface.theOther;

0: Number out

node_955
theInterface.theResult=<%=a0%>;

0: Number in

2: b

edge_982

0

node_978
#y!
0: ?