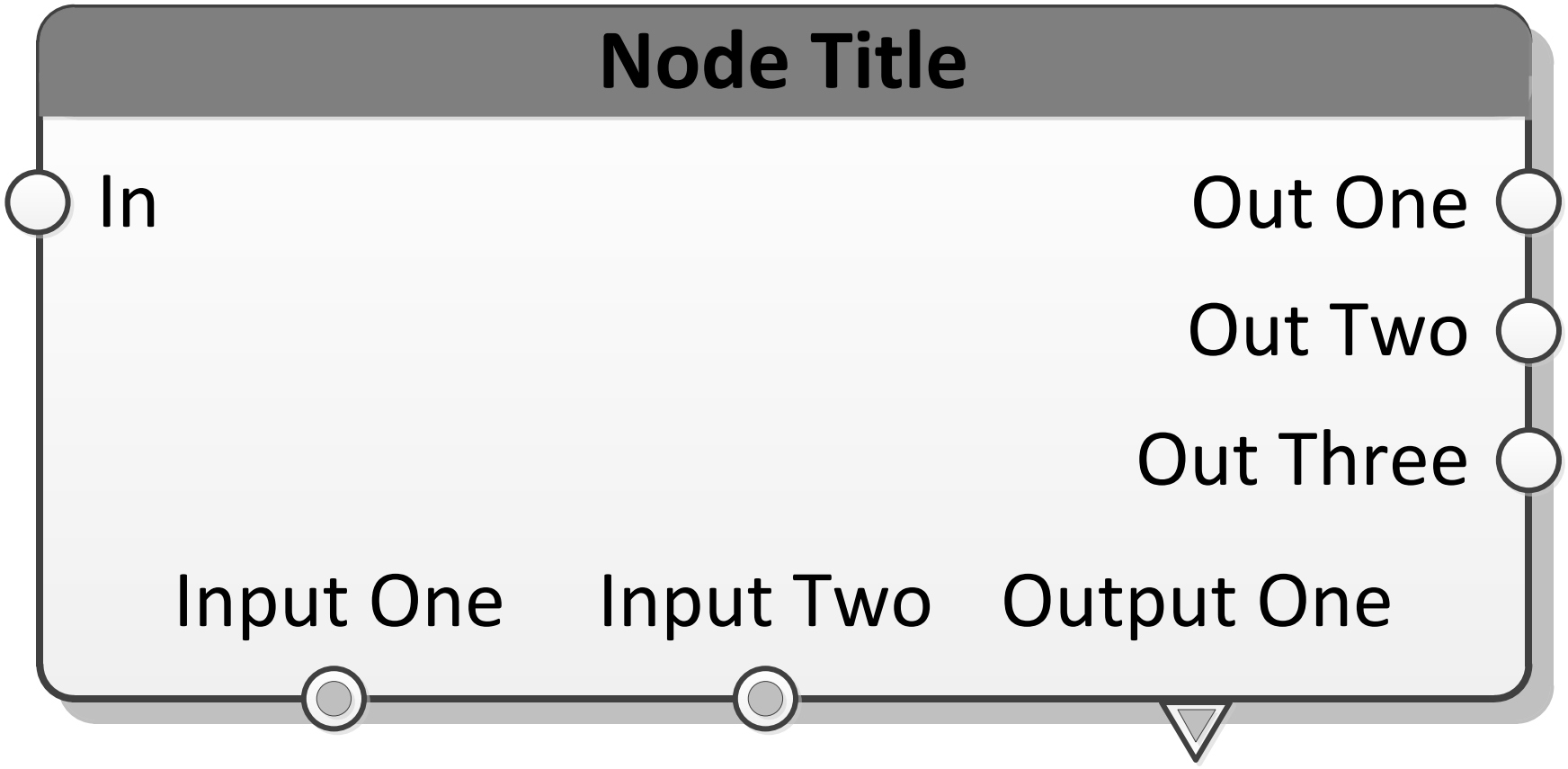
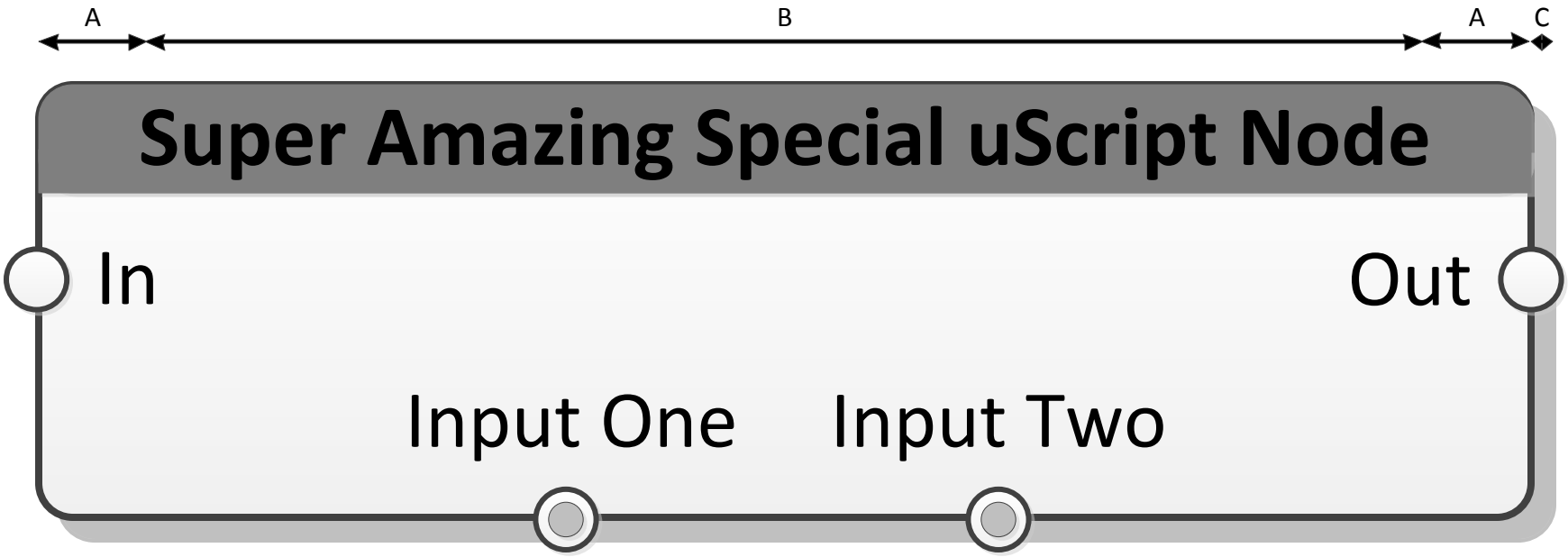
Generic Action Node



Total Title Length Calculation

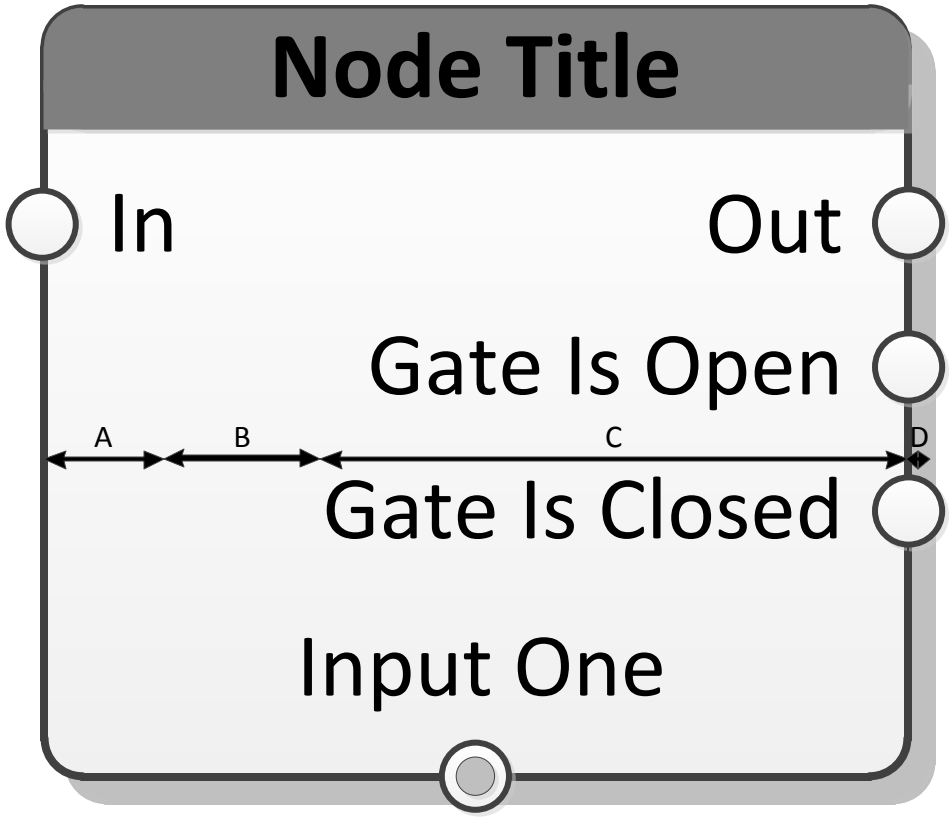


A – Title Padding
B – Title Text Width
C – Horizontal Shadow Padding

Formula: (A * 2) + B + C

Defaults: A = 12, C = 6

Total In/Out Socket Length Calculation

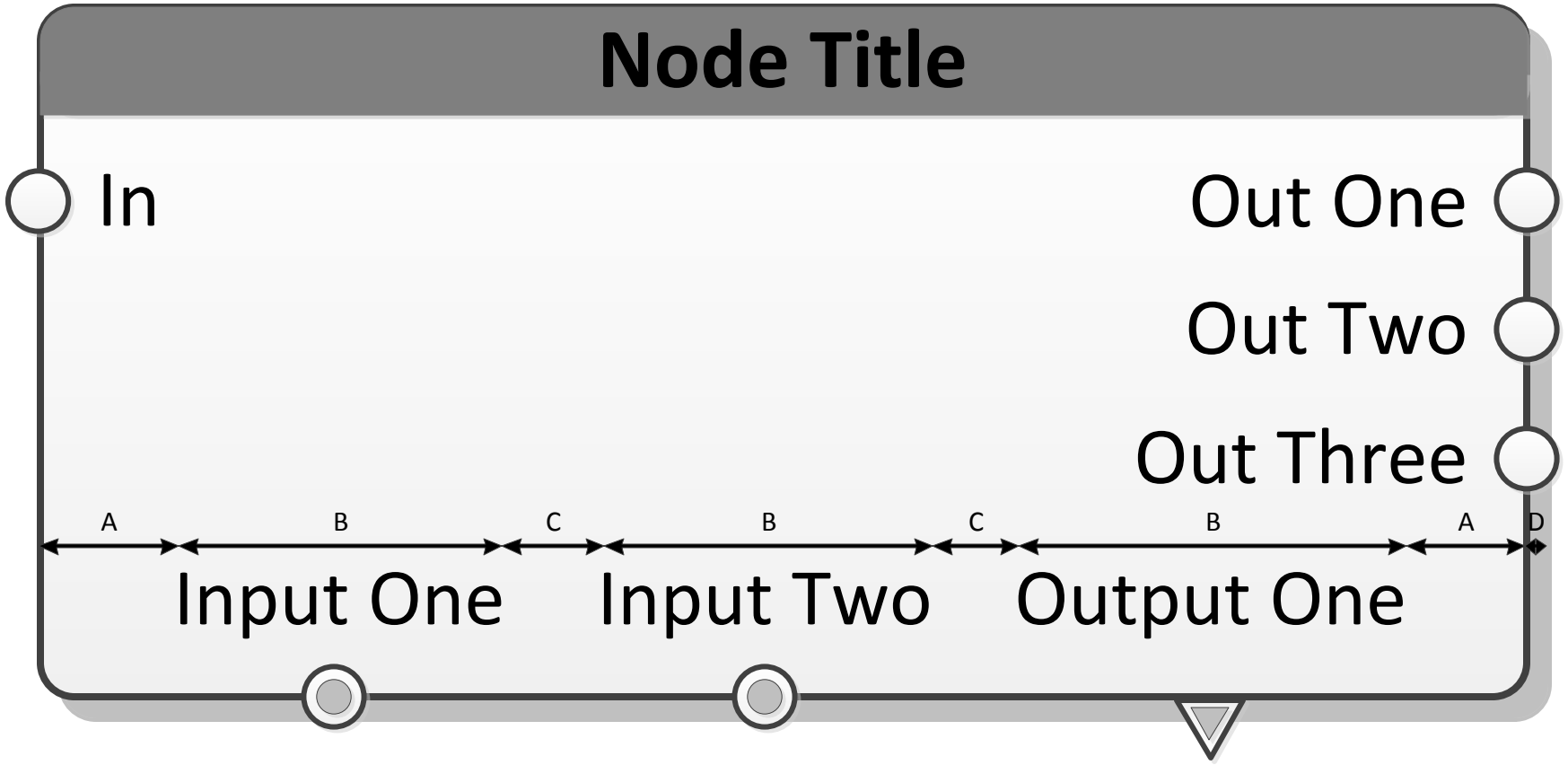


A – Longest In Socket Length
B – In/Out Socket Text Padding
C – Longest Out Socket Length
D – Horizontal Shadow Padding

Formula: A + B + C + D

Defaults: B = 16, D = 6

Total Bottom Socket Length Calculation

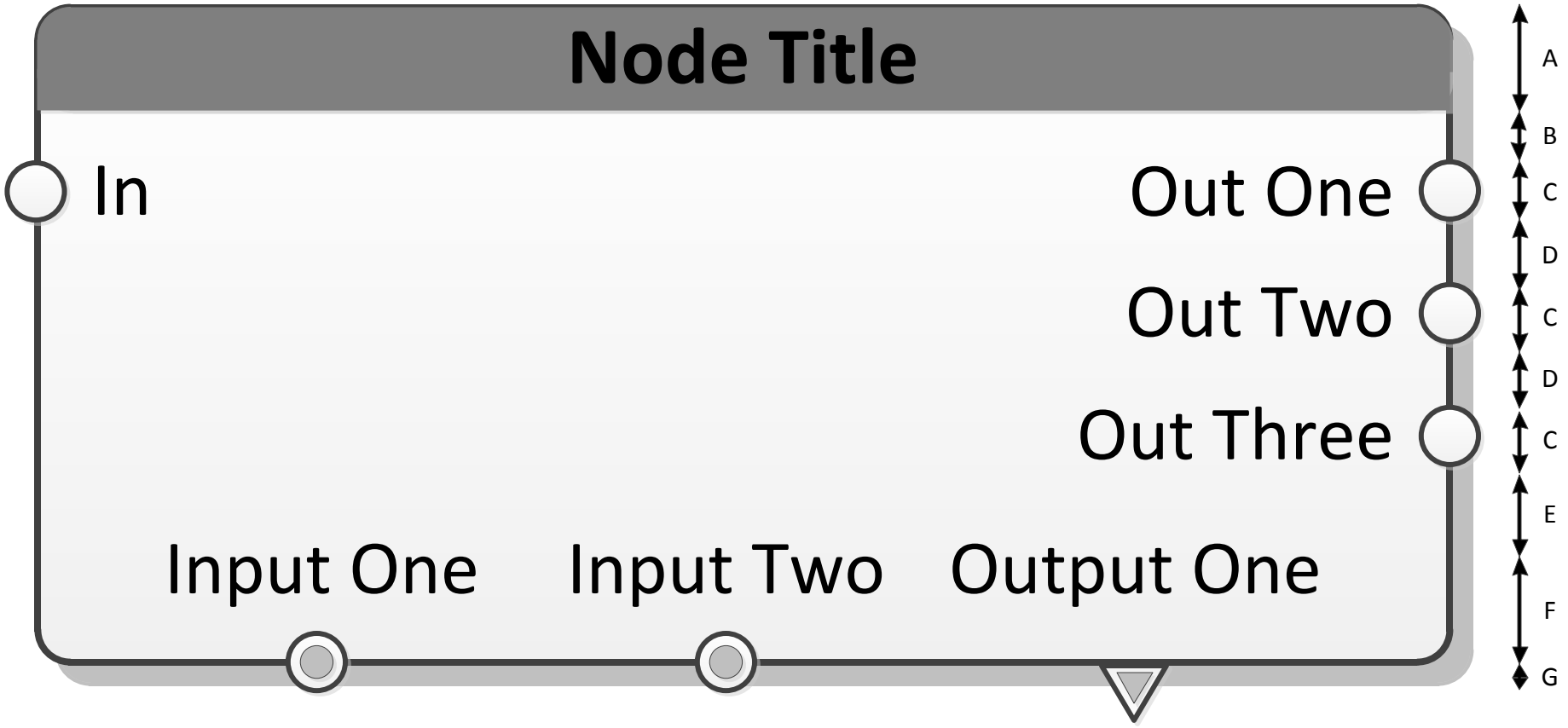


A – Bottom Socket Edge Padding
B – Bottom Socket Length (times # of Bottom Sockets)
C – Inner Bottom Socket Padding
D – Horizontal Shadow Padding

Formula: (A * 2) + (B * sockets) + (C * (sockets – 1)) + D

Defaults: A = 16, C = 16, D = 6

Total Node Height Calculation

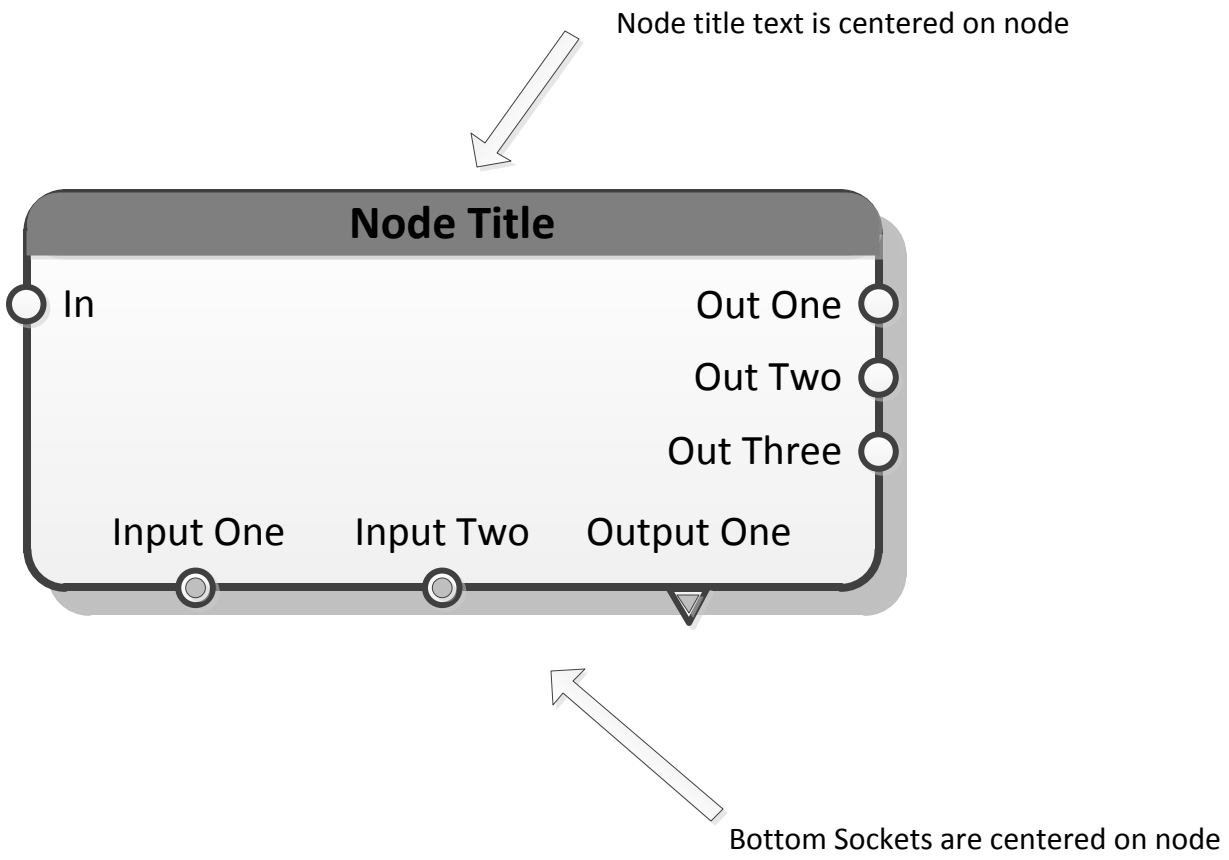


A – Title Bar Height
B – In/Out Socket Title Padding
C – In/Out Socket Height
D – In/Out Socket Padding
E – In/Out Bottom Padding
F – Bottom Socket Height
G – Vertical Shadow Padding

Formula: A + B + (C * sockets) + (D * (sockets – 1)) + E + F + G

Defaults: A = 19, B = 6, C = 13, D = 8, E = 16, F = 20, G = 6

Centered Elements on Node

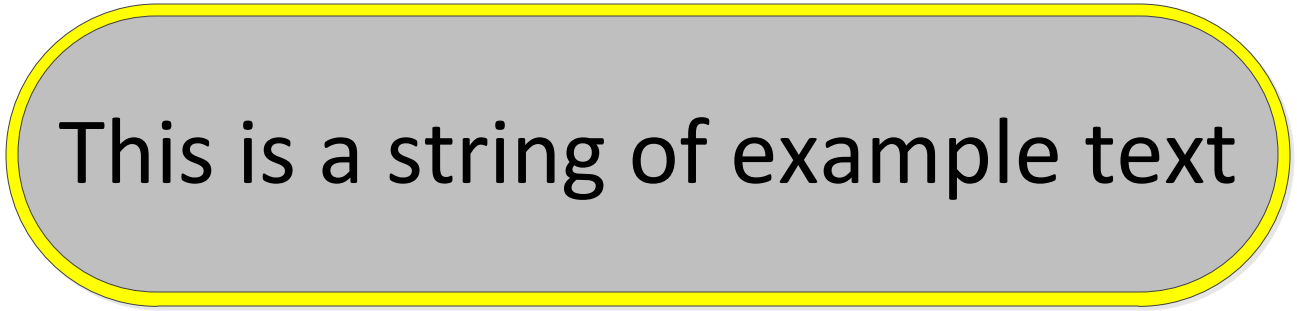


Variable Draw States

Normal:

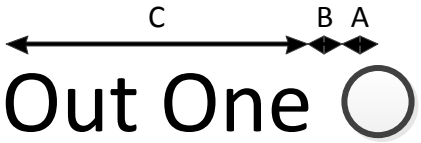
This is a string variable. Notice the value of the variable is truncated to fit in the circle. This is how variables are drawn when NOT selected (normal/default state).

Selected:



This is the same string variable when selected. Notice the string variable expands horizontally into a capsule to show the entire value of the variable. Once deselected, it will go back into its above default circle state.

Total Socket Width/Height Calculations



Socket Width:
A – Socket image center pixel to edge
B – In/Out Socket Text Padding
C – In/Out Socket Text Width

Formula: A + B + C

Defaults: A = 7, B = 4

Socket Height:
A – Socket image center pixel to edge
B – Bottom Socket Text Padding
C – Bottom Socket Text Height

Formula: A + B + C

Defaults: A = 7, B = 4