**Debate Hub Connection Rules**

Issue 🡪 is related to 🡪 Challenge // phasing this out.

Solution 🡪 responds to 🡪 Issue

Issue 🡪 raised by 🡪 Solution

Solution 🡪 is part of 🡪 Solution

Pro/Argument 🡪 supports 🡪 Solution

Con/Argument 🡪 challenges 🡪 Solution

Node\* 🡪 see Also 🡪 Map

Idea 🡪 is related to 🡪 Node\*\*

Idea 🡪 is related to 🡪 Idea

Comment 🡪 is related to 🡪 Node\*\*\*\* //Top of chat tree

Comment 🡪 is related to 🡪 Comment // Chat tree

NOTE:The chats system is still there in the Explore pages but not really highlighted or used much. More a hang-over from the Evidence Hub code base that we were not totally sure about taking out yet.

Node\*\*\*\* 🡪 built from 🡪 Comment/Idea

Not used at present but in code it was also a hangover where Open Comments could be converted to another type and keep backwards attribution. LiteMap has the ability to just change the node type of unconnected nodes. So this is not used. It should be removed in later releases.

Node\* = "Challenge","Issue","Solution","Pro","Con","Argument","Idea"

Node\*\* = "Issue","Solution","Pro","Con","Argument"

Node\*\*\* = "Challenge","Issue","Solution","Pro","Con","Argument","Idea","Map"

Node\*\*\*\* = "Issue","Solution","Pro","Con","Argument"

Slightly confusing I know, but the node names given above are the Database NodeType Names, not those you may see in the interface. This was original done in the Evidence Hub code base (from which this code base was initially built), so that different communities could name the Node types as they wished for their instance of the site. This is not really done in LiteMap but it was easier to leave the code as it was.

So to convert the above node types to their interface names: see the language/langaguecore.php file.

The main confusions will be:

Solution node type is called “Idea”

Idea node type is called “Open Comment”

Comment node type is called “Chat”