

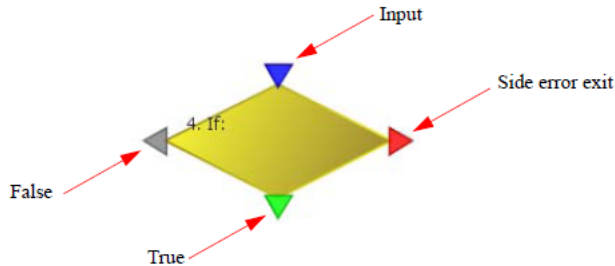
Action statement execution paths

The Canvas Editor uses different shapes and colors to represent different actions.

An action shape will have one input point and one or more output points. The input point indicates where the flow of control enters the action and the output points indicate where the flow of control leaves the action. This section describes the different action shapes and the corresponding input or output points that are used to specify the actions' routing.

Example 1 - If

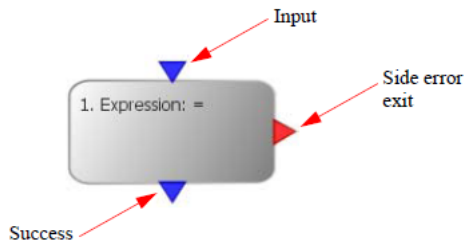
The following shows the **If** action, which provides one input and three output points:



- **Input** - Indicates the input into the action.
- **Side error exit** - Indicates an exit route for error handling. You can specify other actions, or use the **End Execution (Failure)** action, as the exit path.
- **True** - Indicates the route to take when the expression defined in the action evaluates to True.
- **False** - Indicates the route to take when the expression defined in the action evaluates to False.

Example 2 - Expression

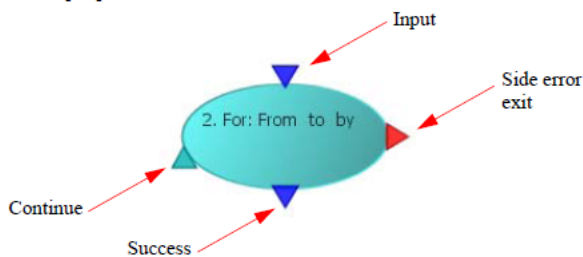
The following shows the **Expression** action, which provides one input and two output points:



- **Input** - Indicates the input into the action.
- **Side error exit** - Indicates an exit route for error handling. You can specify other actions, or use the **End Execution (Failure)** action, as the exit path.
- **Success** - Indicates the route to take when the expression evaluates successfully and the output value is stored in the output parameter.

Example 3 - For

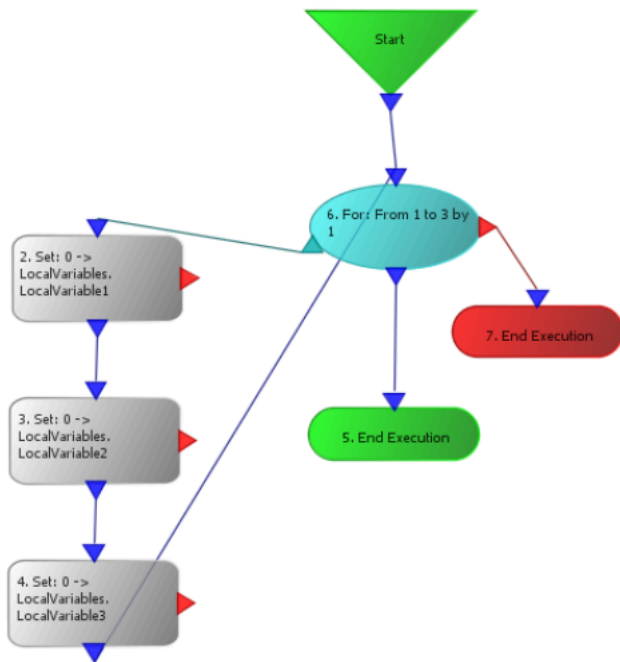
The following shows the **For** action, which provides one input and three output points:



- **Input** - Indicates the input into the action.
- **Side error exit** - Indicates an exit route for error handling. You can specify other actions, or use the **End Execution (Failure)** action, as the exit path.
- **Continue** - Indicates the first route to take within the loop. When an action routes back to the **For** action, the loop will continue and increment the counter. Upon completion of the loop the **Success** route will be taken.

- **Success** - Indicates the route to take upon a successful completion of the **For** action counter.

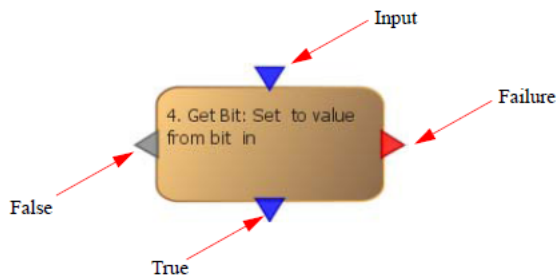
The following example shows a **For** action configured with three **Set** actions.



For this example, the starting number of the For action is set to 1 using a constant. The loop will end execution when the value reaches 3 (also set using a constant).

Example 4 - Get Bit

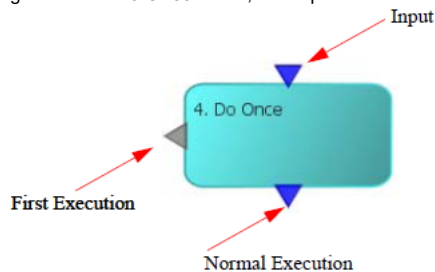
The following shows the **Get Bit** action, which provides one input and three output points.



- **Input** - Indicates the input into the action.
- **Side error exit** - Indicates an exit route for error handling. You can specify other actions, or use the **End Execution (Failure)** action, as the exit path.
- **True** - Indicates the route to take when the expression defined in the action evaluated to True (for the **Get Bit** action, if the bit is one).
- **False** - Indicates the route to take when the expression defined in the action evaluated to False (for the **Get Bit** action, if the bit is zero).

Example 5 - Do Once

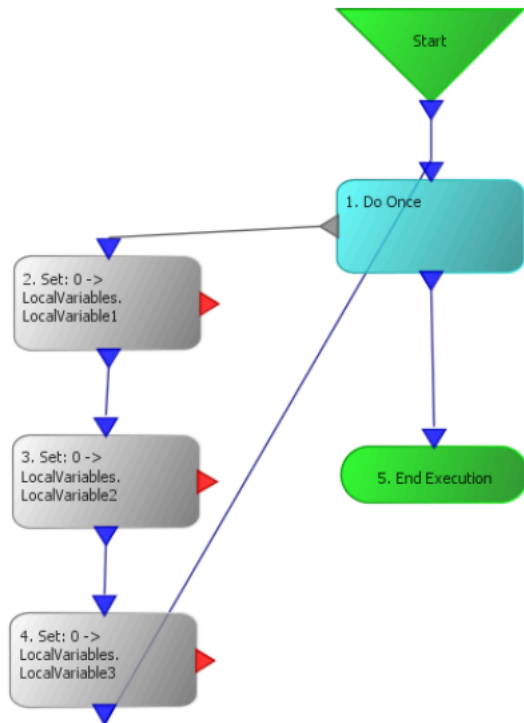
The following shows the **Do Once** action, which provides one input and two output points.



- **Input** - Indicates the input into the action.
- **First Execution** - Indicates the route to take the first time the trigger executes. Subsequent executions of the trigger will bypass this action and move immediately to **Normal Execution**.

- **Normal Execution** - Indicates the route to take for all executions after the first execution.

The following shows a **Do Once** action configured with three **Set** actions used for the first execution of the trigger.



For this example, subsequent executions of the trigger will bypass the Set actions and immediately end execution.

Disabled Actions

Actions which are disabled (via the context menu command) will appear with a dashed border as shown. These actions will not be performed during execution, instead the action will be skipped and the execution path will continue down the action's **success** route.

