



Active variable contains boolean value or statement that evaluates into boolean. If this is true, the statemachine, which is stored in variable sm, is working. If this value is false, the statemachine is stopped.

Sm contains a statemachine that is implemented using SMACH library and this statemachine is ran in spin method.

Cache holds all the variables that are initialized in all of the mission\_control\_behavior\_node-s

Token value shows if the node is allowed to be active and run it's statemachine.

