

+ processing + inputNode + outputNode + scene + viewBox + fileDialog + sigFileLoaded + sigFileSaved + sigChartLoaded + sigStateChanged

+ \_\_init\_\_() + setInput() + outputChanged()

+ output() + nodes() + addTerminal() + removeTerminal()

and 21 more...

+ internalTerminalRenamed()+ internalTerminalAdded()+ internalTerminalRemoved()