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| 节点名称 | 输入/出点 | 职能 | 备注 | 开发进度 |
| Node | 0  /  0 | 所有节点父级类 | extends NObject | 完成 |
| Node\_Printer | 1:NDouble  1:NInt  1:NString  1:NBoolean  1;NVector  /  0 | 打印信息 | extends Node | 待改 |
| NodeGenerator | 0  /  0 | 所有发生节点父级类 | extends Node | 完成 |
| NodeDelayer | 1:NData  /  1:NData | 所有延迟节点父级类;将信号延迟一步发送出去 | extends Node | 完成 |
| NodeCalculator | 0  /  0 | 所有计算类节点父级类 | extends Node | 待改 |
| Node\_DelayerStep | 1:NData  1:NInt  /  1:NData | 将信号延迟in1步发送出去 | extends NodeDelayer | 未开 |
| Node\_SolidNumber | 0  /  1 | 输出指定Double数据 | extends NodeGenerator | 完成 |
| Node\_RandomNumber | 0  /  1 | 输出指定范围的随机数据 | extends NodeGenerator |  |
| Node\_Pluser | >2:NDouble  /  1:NDouble | in0+in1+in2+…+inN =>out0 | extends NodeCalculator | 完成 |
| Node\_Cutter | >2:NDouble  /  1:NDouble | in0-in1-in2-…-inN =>out0 | extends NodeCalculator | 未开 |
| Node\_Multiplyer | >2:NDouble  /  1:NDouble | in0\*in1\*in2\*…\*inN =>out0 | extends NodeCalculator | 未开 |
| Node\_Divider | >2:NDouble  /  1:NDouble | in0/in1/in2/…/inN =>out0 | extends NodeCalculator | 未开 |
| Node\_Complementation | 2:NInt  /  1: NInt | in0%in1=>out0 | extends NodeCalculator | 未开 |
| Node\_Pow | 2:NDouble  /  1: NDouble | in0^in1=>out0 | extends NodeCalculator | 未开 |
| Node\_Sin | 1:NDouble  /  1: NDouble | sin | extends NodeCalculator | 未开 |
| Node\_Cos | 1:NDouble  /  1: NDouble | cos | extends NodeCalculator | 未开 |
| Node\_Tan | 1:NDouble  /  1: NDouble | tan | extends NodeCalculator | 未开 |
| Node\_Log | 2:NDouble  /  1: NDouble | log(in0,in1)=>out0 | extends NodeCalculator | 未开 |
| Node\_DegreeToRadian | 1:NDouble  /  1:NDouble | degree to radian | extends NodeCalculator | 未开 |
| Node\_RadianToDegree | 1:NDouble  /  1:NDouble | radian to degree | extends NodeCalculator | 未开 |
| Node\_VectorToReal | 1:NVector  1:NInt  /  1: NData | in0[in1]=>out0 | extends NodeCalculator | 未开 |
| Node\_RealToVector | 2:NData  /  1:NVector | {in0,in1}=>out0 | extends NodeCalculator | 未开 |
| Node\_CleanVector | 1:NVector  /  1:NVector | in0.clean()=>out0 | extends NodeCalculator | 未开 |
| Node\_ModifyVector | 1:NVector  1:NInt  1:NData  /  1:NVector | in0[in1]<=in2;  in0=>out0 | extends NodeCalculator | 未开 |
| Node\_MapRandom | 2:NDouble  /  1:NDouble | Random(in0,in1)=>out0 | extends NodeCalculator | 未开 |
| Node\_Map | 5:NDouble  /  1:NDouble | 就是简单的映射  map(in0,in1,in2,in3,in4) | extends NodeCalculator | 未开 |
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