

Node Definition

Node Definition is an XML document that defines the characteristics of node.

	<code>id</code>	Name of this node definition (e.g. "Thermostat")
<code><nodeDef></code>	<code>nls</code>	NLS key string used to override names of commands, status and other elements.
<code><st></code>	<code>id</code>	One of the predefined status names e.g. "CLISPH"
	<code>editor</code>	The id of the editor to use for this parameter
	<code>hide</code>	(Optional) Set to "T" or "True", hides status in views but is available in program conditions
<code><sends></code>		The commands this node can send out. Used for control conditions in ISY programs and scene controllers.
<code><accepts></code>		The commands this node accepts. Used for buttons etc. in ISY clients, and actions in ISY programs.
<code><cmd></code>	<code>id</code>	Name of a command.
<code><p></code>	<code>id</code>	Name of a command parameter. A command may have one unnamed parameter, all others must be named.
	<code>editor</code>	The id of the editor to use for this parameter
	<code>init</code>	(Optional) id of the <code><st></code> status value this parameter should be initialized and synchronized with. For example, CLISPH is both a status and a command.

optional	<i>(Optional)</i> Set to "T" or "True" if this is an optional parameter
nls	<i>(Optional)</i> NLS key string used to override name of parameter.

Example:

```

<nodeDefs>
  <nodeDef id="Thermostat" nls="143">
    <sts>
      <st id="ST" editor="I_TEMP_DEG" />
      <st id="CLISPH" editor="I_CLISPH_DEG" />
      <st id="CLISPC" editor="I_CLISPC_DEG" />
      <st id="CLIMD" editor="I_TSTAT_MODE" />
      <st id="CLIHCS" editor="I_TSTAT_HCS" />
      <st id="ERR" editor="I_ERR" hide="T" />
    </sts>
    <cmds>
      <sends>
        <cmd id="DON" />
        <cmd id="DOF" />
      </sends>
      <accepts>
        <cmd id="CLISPH" />
        <cmd id="CLISPC"/>
        <cmd id="CLIMD"/>
        <cmd id="QUERY" />
      </accepts>
    </cmds>
  </nodeDef>
</nodeDefs>

```