Congratulations on your purchase of your new koala kompute FSM - the most advance computer legally allowed by Watson.

koala kompute FSM is a serialized processer with 1 standard output. There are two modes: *build* and *normal*. You can switch between each by pressing the *M* key.

In buid mode you can *left-click* to add a node and *right-click* to remove a node.

In normal mode you can select a node by *left-click*
Adding a new node

After creating a new node you must first initialize it. First select the node, and fill out the form on the bottom left. The conditions are `IF`, `OUT`, and `THEN`. `IF` and `THEN` are required. After hitting submit, the data will be saved to the node.

Step Press the step button to move the FSM processer. The node the processor is on will be highlighted yello.

Macro definitions The koala komputer is preloaded with helpful macros - *note:* these will be reserved keywords and should be placed only in the `IF` conditional input.

`__ANY__` The __ANY__ keyword will accept any input whatsover
`__FLUSH__` The __FLUSH__ keyword will clear the standard console

Console Output
The koala kompute has a standard out to place output. Error messages will also be placed here.
Compile Time Errors:
`<...> CANNOT BE BLANK` Occurs when on submitting data a required input as blank or null
`NODE=[ THEN=[ ... ] ] NOT FOUND` Occurs when the next node is blank
`NODE=[ ... ] WITH IF =[ <...> ] WOULD BE NONDETERMINISTIC`
Occurs when *NOTE SEE ROSSEN MODELS OF COMPUTABILITY TO DEBUG THIS ERROR*