

1 Variable

variable names

1.1 Purpose

use cases

output print variable value

match compare value

1.2 Special

names

global .Name variable name

window .actor def of the actor

collections .Json loaded json file

counters .+ loop counter

depth .depth the actor stack depth

arg .arg argument passed from previous actor

conditional .0 first or rest of loop counter

eval \$ the contence is re evaluated

optional ? no error on var

2 Command

commands in actors

2.1 Purpose

use cases

navigate call actor with a def

collect collect defs or strings

limit break out of loops

print print output text

2.2 Name

function names

All all defs of type

Its defs related to current def

C print output

Unique end actor if item is not unique

Collect add def to a collection

Group add trings to a group

Break break out of the actor

Include include file context to output

Out delay or omitting output based on further output

New add new node to input data

2.2.1 Xx

try

qa the long text

3 Actor

actors functions

3.1 Purpose

use cases

match match to enter

runs runs a list of commands

4 Match

match functions

4.1 Name

match names

equal = var equal to value

in in var is a list

5 Window

actor stack windows

5.1 Purpose

use cases

store stores values needed

stack window are stored on the calling stack

access access to stack items

5.2 Name

variable names