




















# Logic

Logic dataflow blocks.

Block	Icon	Description
And		Returns one value if all its input properties are TRUE and another value if one or more input properties is FALSE
Or		Returns one value if one or more of its input properties is TRUE, and another value if all input properties are FALSE
Not		Returns FALSE when its input is TRUE and returns TRUE when its input is FALSE
If		Specifies a logical test to perform, and returns one value if the condition evaluates to TRUE and another value if it evaluates to FALSE
Case		Evaluates a list of conditions and returns the result corresponding to the first condition that is met.
Hub		Outputs the most recently updated value from multiple inputs
Event Gate		Listens for changes to multiple inputs and fires a new event when all of the inputs have changed
Script		Holds a custom script
Trace		Monitors changes to specified properties and logs changes in the browser's JavaScript console
Stop Watch		Counts up when enabled
Delay		Accepts an input value, waits a predetermined amount of time, and then returns the input as output
State		Activates and deactivates the defined state upon invoke and revert triggers
Mouse Event		Fires a trigger when the defined mouse event occurs
Keyboard Event		Fires a trigger when the defined keyboard event occurs
Scroll Event		Fires a trigger when the defined scroll event occurs
Resize Event		Listens for a resize event, and fires a trigger when such an event is detected
Drag Position		Allows the user to move an object by dragging that object or one of its children
Drag Size		Allows the user to resize an object by dragging that object or one of its children
Repeater	no icon	Returns a table that, for each row in an input table, lists the parameter values of an input dataflow symbol
Catch Error		Outputs the latest error from the dataflow blocks in an error group
Map Series Data	no icon	

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