Utility Nodes

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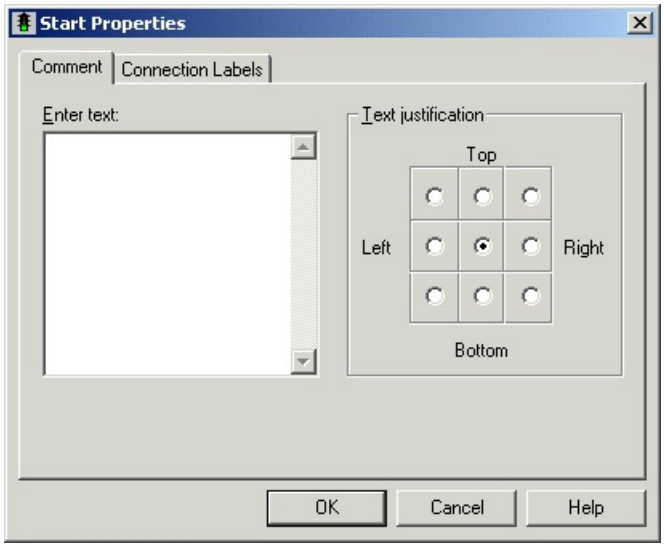
Start Node

The Start node marks the beginning of a script. The Script Editor automatically inserts the Start node when you create a new script; a script must have one and only one Start node.

You do not define any properties for the Start node. However, you can add comments and connection labels:

Figure 1: Start Properties

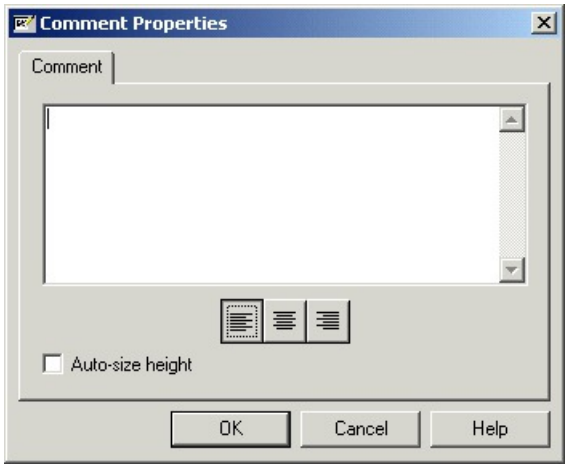


Comment Node

Use the Comment node (in the General tab of the Palette) to include a block comment in a script. A block comment provides general documentation for a script or section of a script:

Figure 2: The Comment Icon

Figure 3: Comment Properties



For example, you might add a comment describing the purpose of the script.

You can move and resize the comment box within the script.

Note If you choose the Auto-Size Height option, you cannot adjust the height of the comment.

Line Connector Node

Use the Line Connector node (in the General tab of the Palette) to make routing and administrative scripts clear and understandable.

Figure 4: The Line Connector Icon

A script can be difficult to understand and the call flow hard to follow if:

- The connecting lines between nodes are too long.
- The connecting lines go in different directions.
- The connecting lines run over other nodes and other connection lines.

The Line Connector node allows you to break and reconnect lines using one or more of its multiple input connections and single output connection. Any request coming into this node (on any one of the multiple inputs) goes to the single output connection of the line connector node.

For the Line Connector node, you define the connection labels:

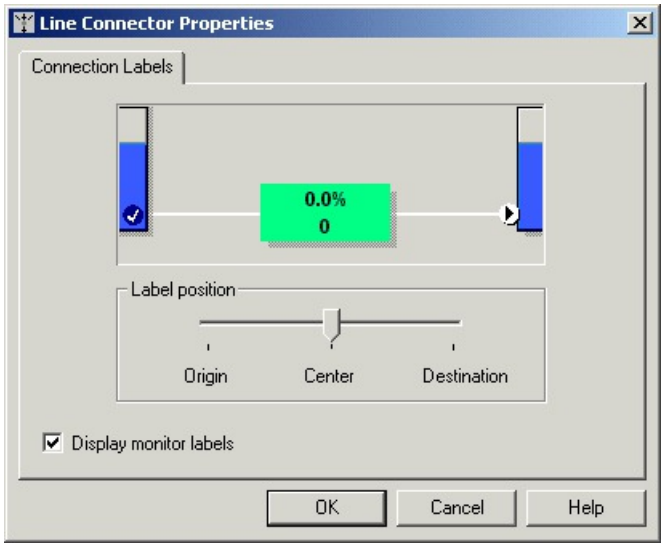



Figure 5: Line Connector Properties