using TMcraft;

namespace TMcraftSample

{

public partial class MainPage : UserControl, ITMcraftNodeEntry

{

TMcraftNodeAPI TMNodeEditor;

string \_TMscript = string.Empty;

bool fgSave = false;

public MainPage()

{

InitializeComponent();

}

public void InitializeNode(TMcraftNodeAPI tMNodeEditor) //execute when the Node is opened

{

TMNodeEditor = tMNodeEditor; //connect TMflow

}

public void InscribeScript(ScriptWriteProvider scriptWriter) //execute when the Node closes

{

if(fgSave)

{

scriptWriter.AppendScript(\_TMscript); //\_TMscript could be modified elsewhere

}

}