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

 }

 }