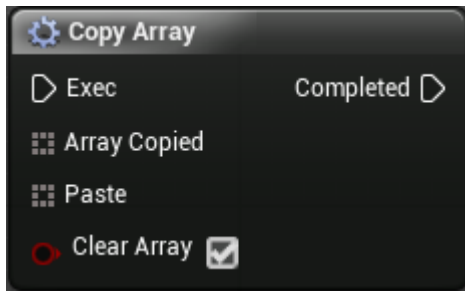


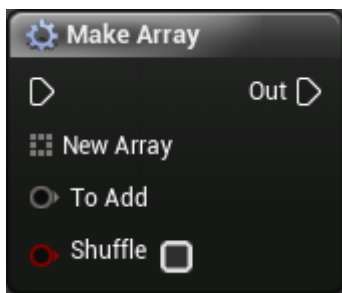
Library extension++ [WorkFlow]

ONLY THE MOST COMPLEX NODES ARE EXPLAINED BELOW.

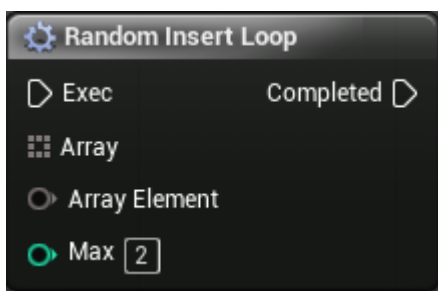
Array



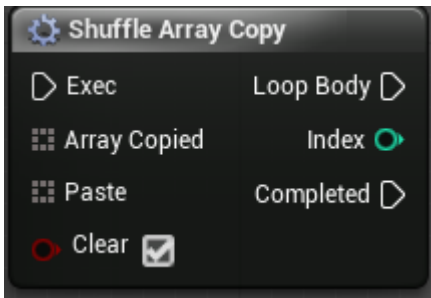
Copy arrays of the same type, clear array = clear the pasted array.



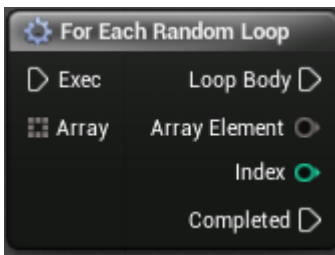
Added items with random option.



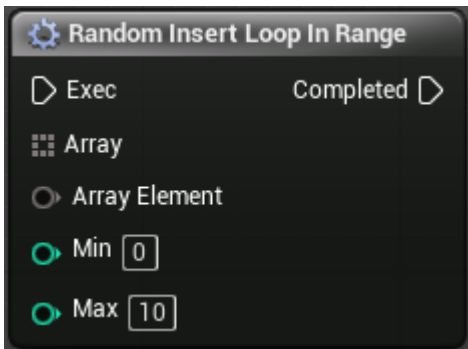
Inserts items randomly.



Copies the array randomly. Possibility to clear the pasted array.

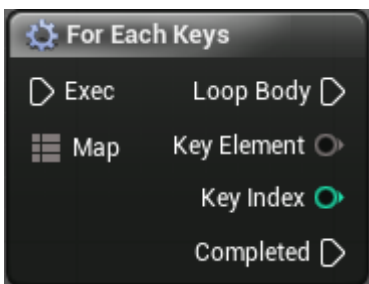


Take elements from the incoming array randomly

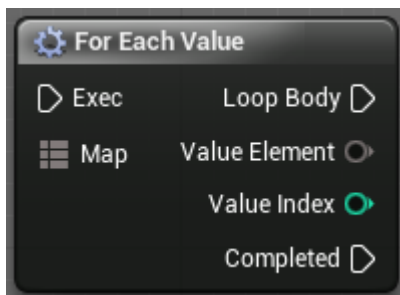


Takes elements from the incoming array between 2 designated values.

Map

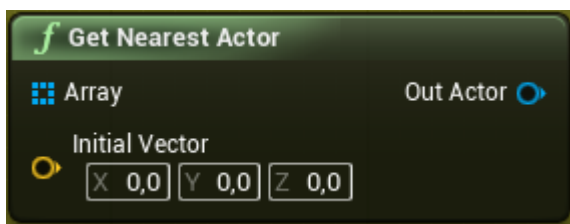
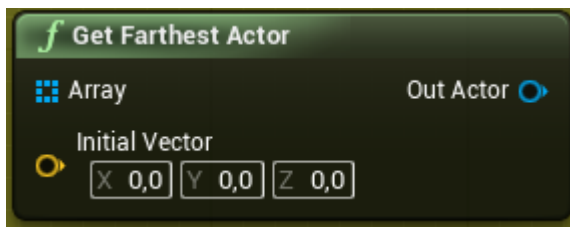


Loop key map.

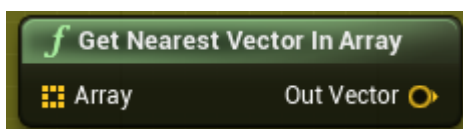
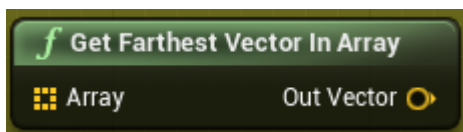


Loop key map.

Vector

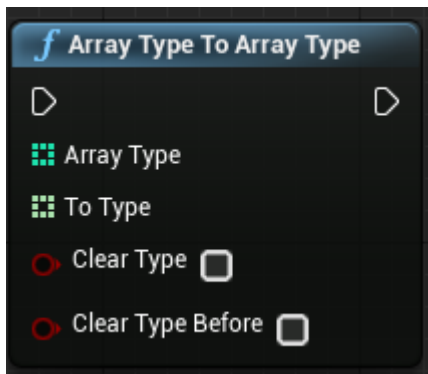


All actors are compared to the closest/farthest position from the initial one.



Array values are compared to have the largest/smallest.

<Type>



**Transferring values to a different array of another type.
Option to clear the array after operation and to clear before
(the one that receives the values)**



Array values are compared to have the largest/smallest.