

In order to set up the Activity 3 node with this operator structure, there are three things we need to do:

1. We must choose the right “Algorithm” for the node. Since we need two operators to accomplish our task, we must choose “Double” as our algorithm.
2. We must choose the right “Operator 1”. In cases where there are two operators, Operator 1 is always the one that is used to combine the global input values. Thus, in our case the right choice would be “Maximum”.
3. We must choose the right “Operator 2”. In cases where one has two operators, Operator 2 is always the one that is used to combine the local value with the result from the first operator. Thus, we choose “Sum” as Operator 2.

Typically you would set up the operators and algorithm for a node in the “Edit node” dialog box. Thus, to enter our settings, you double-click the node and go to the “Operators” view.

Notice the popup menu for Operator 2 is only available when the Algorithm is “Double”.