2. Use a Quickform node to create a Flow Variable at any point in your workflow & select "Flow Variables" points in the workflow & overwrite values in the selected range. The slider can interact with views from other JavaScript based nodes in the same composite view.

These nodes can be paired up freely - loops can start with data & end with data. Different Loop End nodes provide alternative ways to collect data. The top input port collects the updated data table feeds the next operation. A loop is a sequence of operations that is repeated until a condition is met. It has a start, an end, & a loop body of operations. A loop is implemented via a Loop Start node, a Loop End node, & a number of nodes in between the bodies of operation. Different Loop End nodes provide alternative ways to collect the results. The end loop can be set in either the Loop Start node or the Loop End node, depending on the kind of loop. Some nodes to end & loop body can be set in either the Loop Start node or the Loop End node.

Cheat Sheet: Control and Orchestration with KNIME Analytics Platform

Flow Variables are one or more new flow variables & make them available at the output port. Node ports inside a UI component for the composite view or the KNIME WebPortal (listen box, radio button, etc.) in order to have the option to change the default value of the created variable. Configuration nodes create a UI component in the configuration dialog of a component & are not visible in the composite view or the KNIME WebPortal. Configuration nodes use the configuration nodes included in a component, the component configuration dialog is a kind of composite node in the contained configuration nodes.

A recursive loop iterates over input data rows in chunks of equal size which get processed in parallel in the loop body. The number of parallel iterations, (chunks), is defined either automatically based on the size of the input data, or manually.

Starts a recursive loop iterating over the updated input table. The input data table for each iteration the output data table in the from previous iteration. The first iteration works on the entire input data table. This is the only loop where the updated data table feeds the next operation. If the input table is empty, it activates the bottom output port & vice versa. If execution fails in the main branch, the secondary branch is activated. It deactivate the top output port & activates the bottom output port if the input table is empty. Details the active status of the branch, if the input port is active, the active output port becomes inactive & vice versa. If it's often used to force a branch to produce an output even if it's inactive & vice versa (to deactivate a branch even if it's active).
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