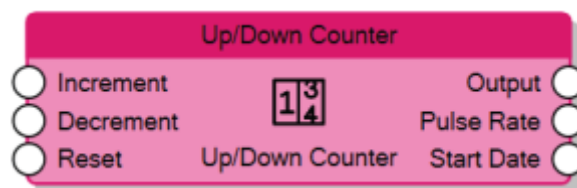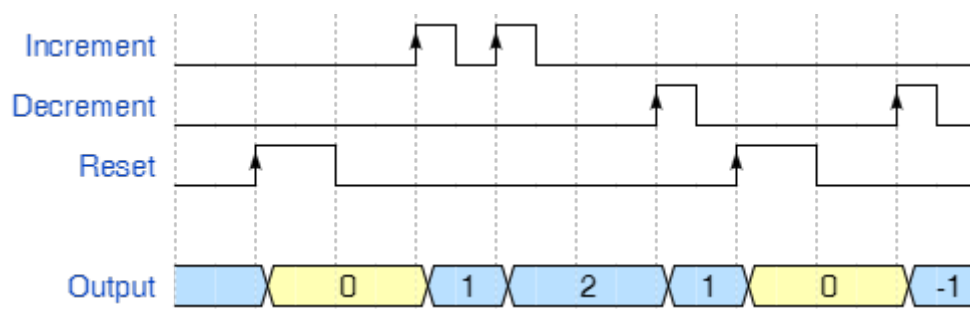# Up/Down Counter

The Up/Down Counter increases the counter whenever the **Increment** input receives a rising edge and it decrements the counter whenever the **Decrement** input receives a rising edge.
If the **Reboot survive** property of the node is enabled, the counter value is persistent which it means that it doesn't get lost when the server reboots and after the reboot, the counter increment/decrement the last saved value; otherwise, the counter value gets resetted every time the server reboots.
The **Start Date** output connector sends the last date and time the counter received a Reset signal.
When the **Reset** input receives 1, the counter gets resetted, **Output** goes to 0 and **Start Date** is updated; the counting will start again only after Reset goes back to 0.