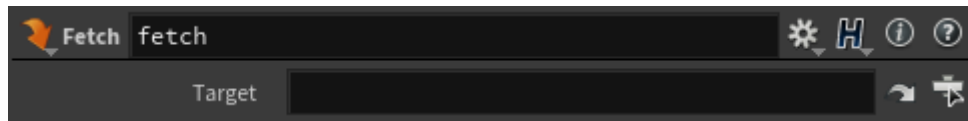
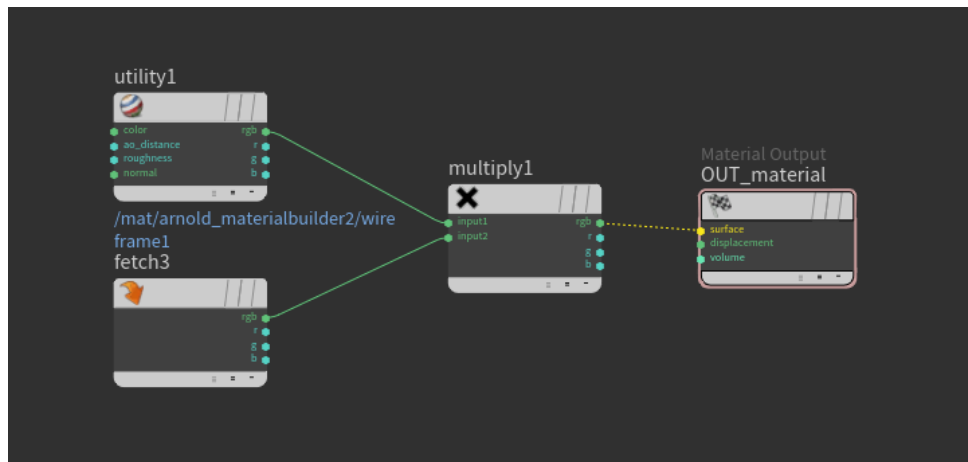


Fetch



Allows the output from a shader in another network to be merged into the current network.



utility1 and *wireframe* from different vopnets combined together