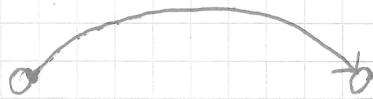
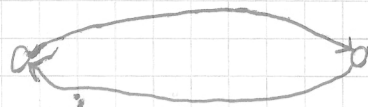


Connecting nodes 2

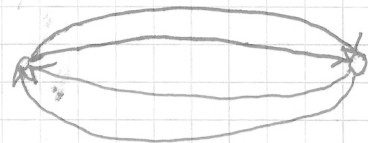
1: One one-way



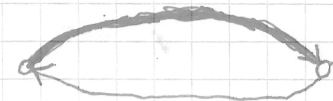
2: "One" both-way



3: Many both-way



4: Many/one



Notes:

Partially implemented

3: while being more accurate can make it difficult to find the right connection.
Will be inconsistent with physics implementation