﻿using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using XNode;

public class #SCRIPTNAME# : Node {

// Use this for initialization

protected override void Init() {

base.Init();

#NOTRIM#

}

// Return the correct value of an output port when requested

public override object GetValue(NodePort port) {

return null; // Replace this

}

}