

- Post-Processing
- Udon Graph
- /

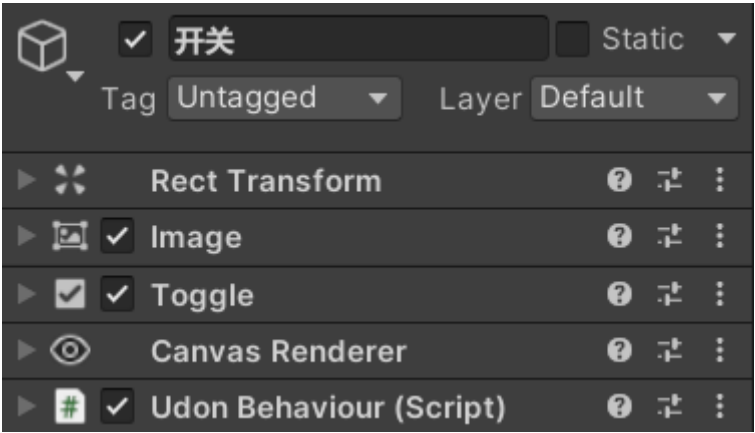
Post-Processing

MRCD



Udon Behaviour

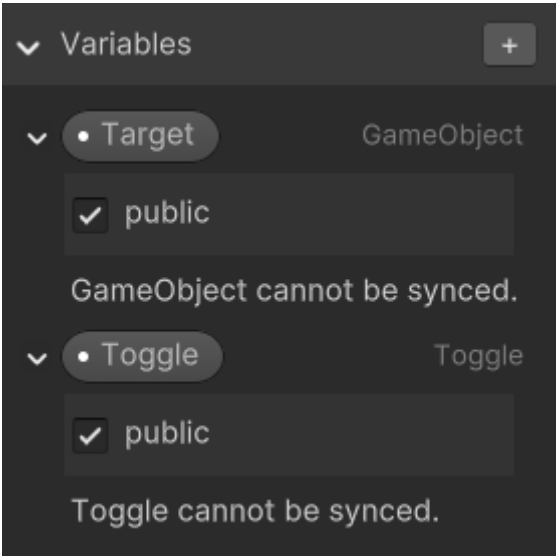
Udon Graph Assembly Open Udon Graph



Public

- **GameObject** [Target]
- **Toggle** [Toggle]

“ **Toggle**

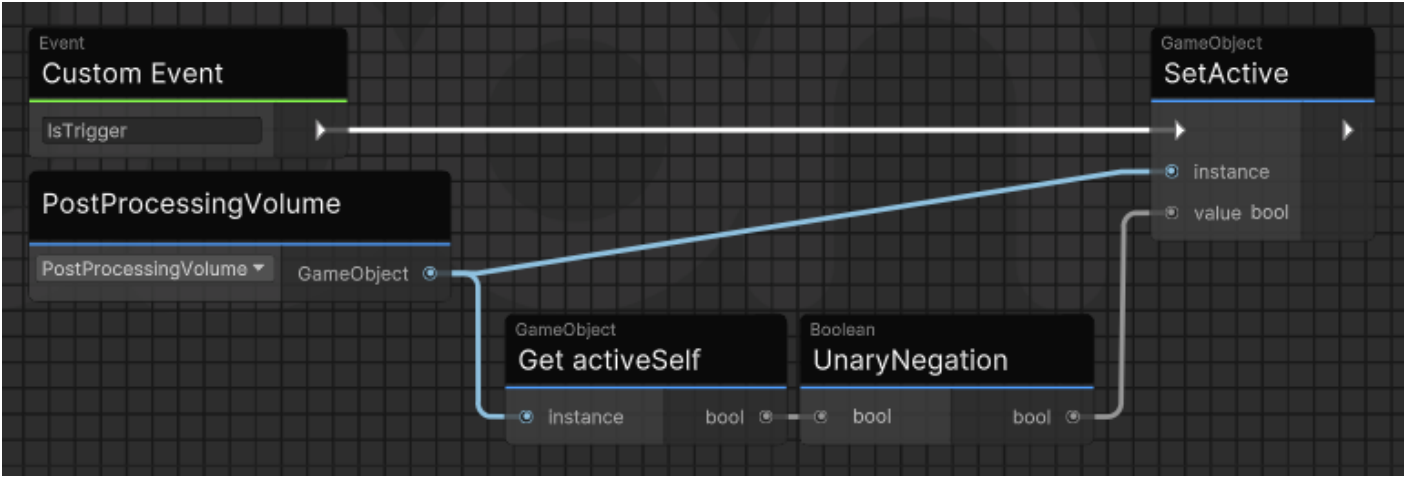


Custom IsTrigger

Target GameObject Get activeSelf true->>false false->true

GameObject.SetActive value bool

true	
false	



OK

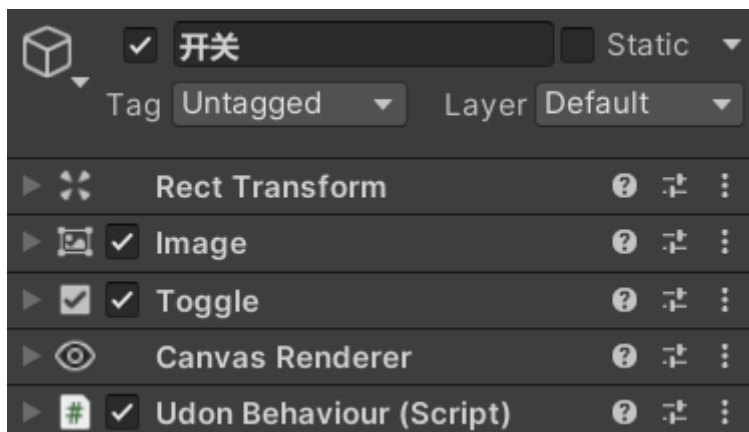
->



Udon Graph



☐ Udon Graph Assembly ☐ Open Udon Graph




- **GameObject[]** [Target] [] [] [] [] [] [] [] []
- **Toggle** [Toggle] [] [] [] []

“Toggle 

Custom IsTrigger

Target GameObject Get activeSelf true->>false false->>true

Game0SetActive value bool 1/

true	
false	