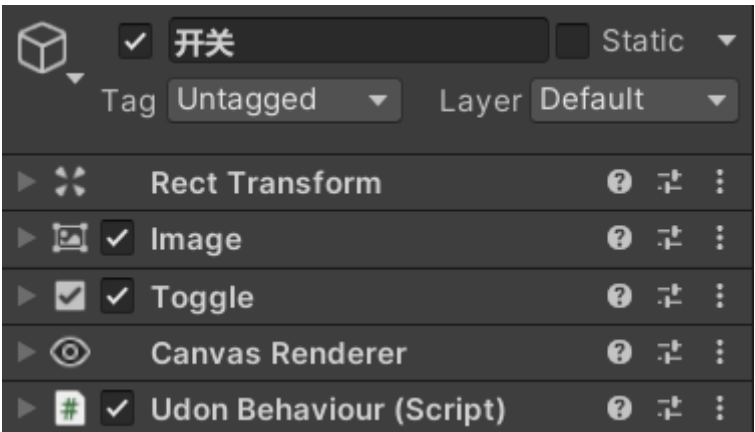




Toggle Behaviour

Udon Graph Assembly Open Udon Graph



Public

- GameObject[] Target
- Toggle

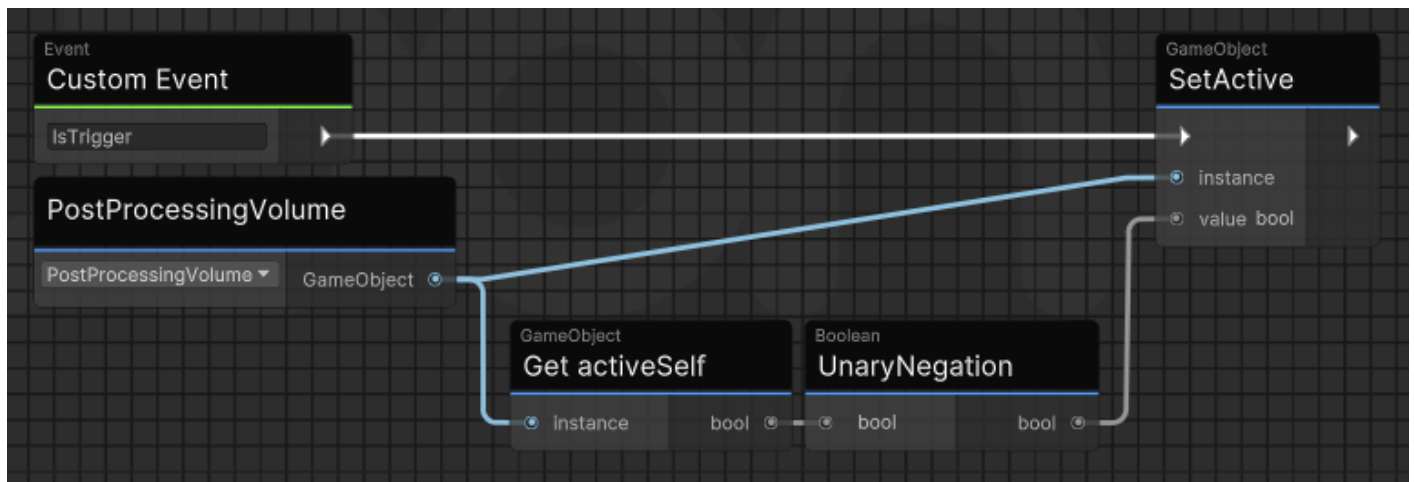
```
Toggle
```

Custom IsTrigger

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

GameObject.SetActive value bool

true	
false	



Revision #1

Created 12 September 2024 22:33:30 by []

Updated 14 September 2024 04:48:40 by []