

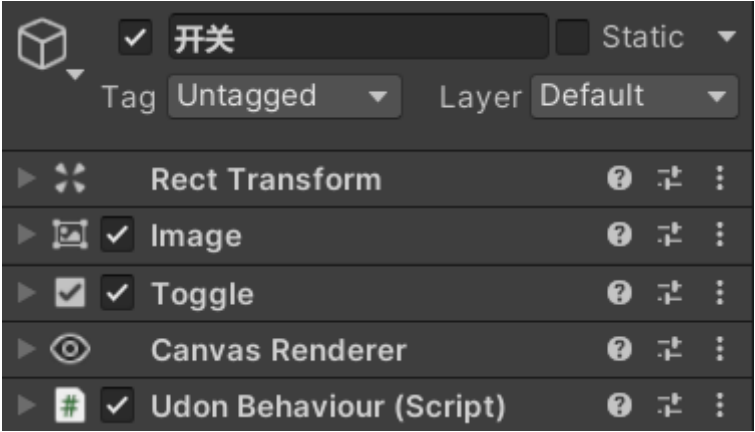
# Post-Processing

MRCD



Udon Behaviour

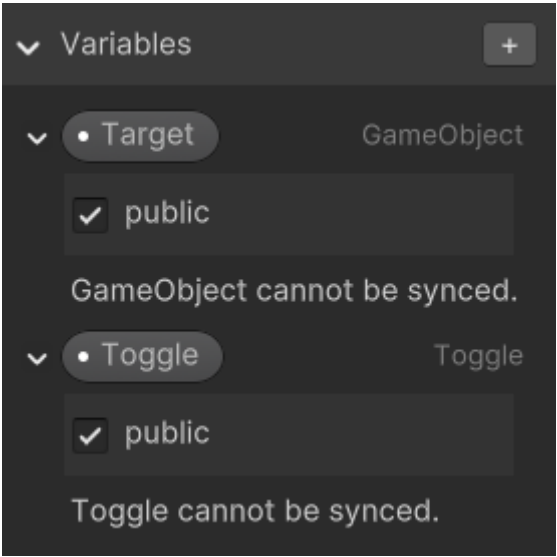
Udon Graph Assembly Open Udon Graph



Public

- **GameObject** Target
- **Toggle** Toggle

“ **Toggle** ”

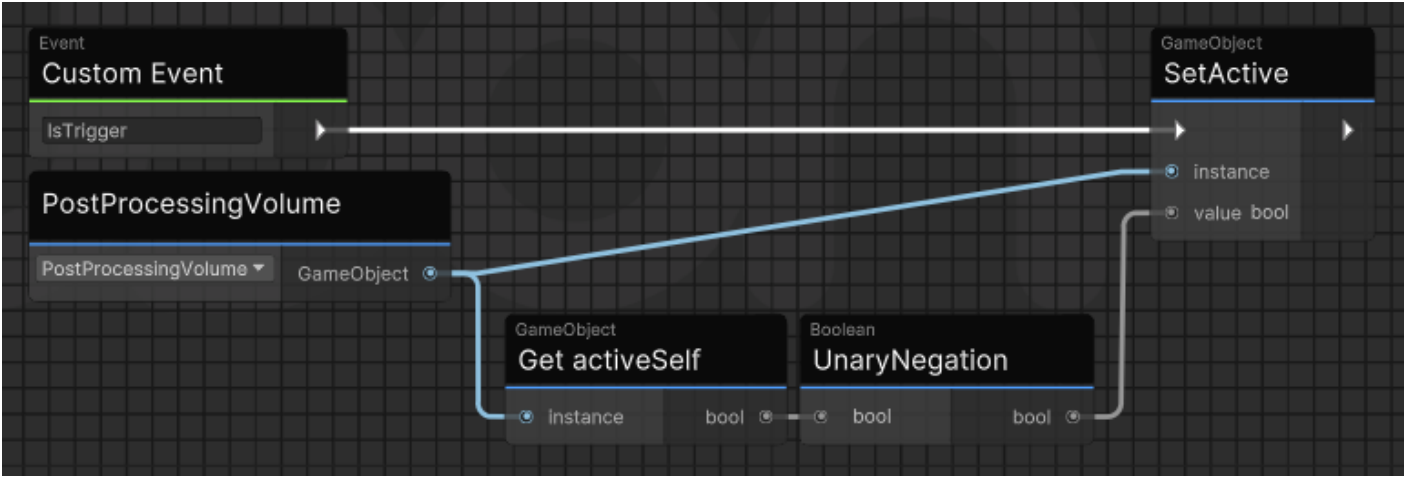


Custom IsTrigger

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

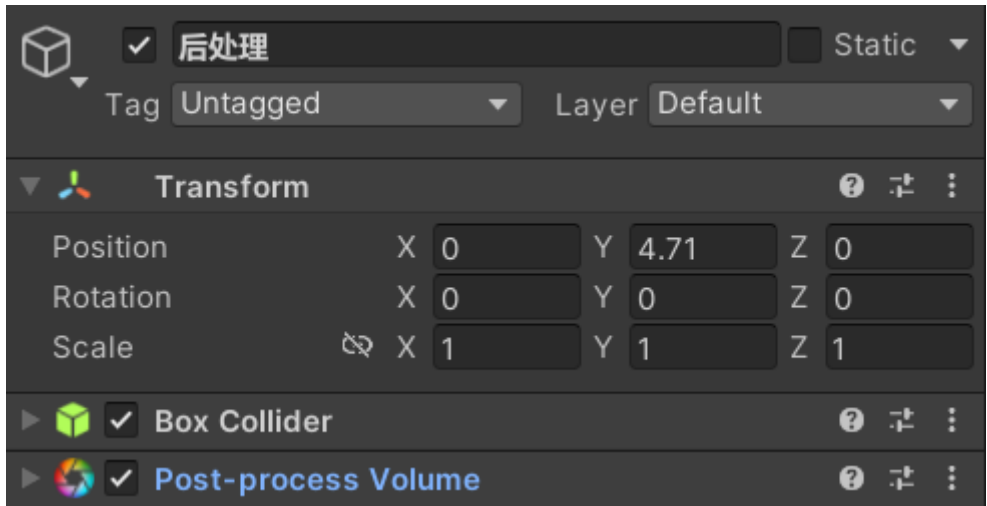
GameObject.SetActive value bool

true	
false	



OK

-> ->



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