

# Udon

World Space UI

**Project** Create > VRChat > Udon > Udon Graph Program Asset **Collider Toggle** **Colliders**  
UdonBehavior Udon UdonBehavior

Udon 20 "Collider Toggle" Udon Udon

- 
- 
- 

"Targets" "public" collic

Unity 0 17

" " "

Targets

"layer" "get layer"

" " " "

0

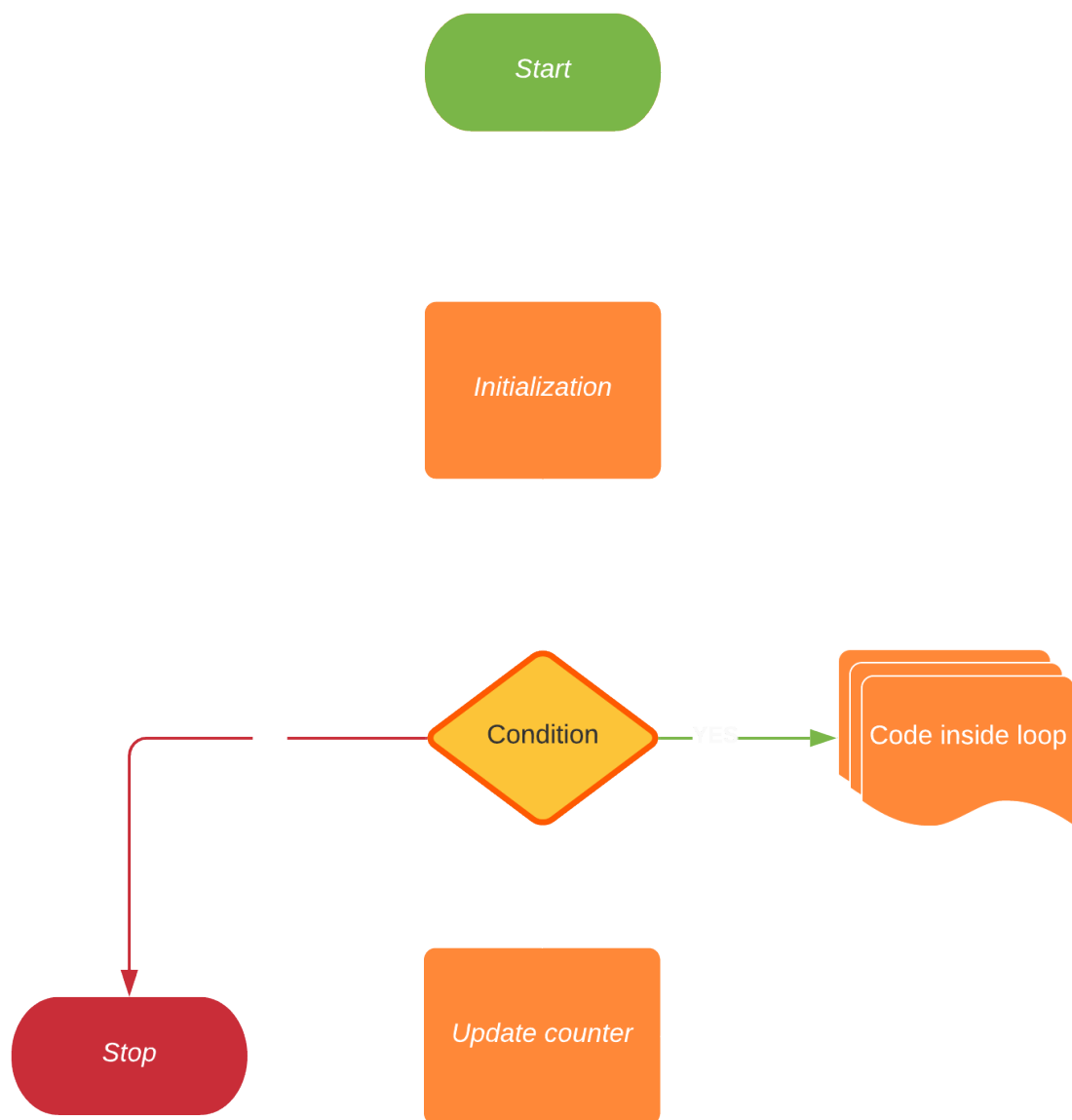
" " " "

" " " "

for UdonS

0 0 " " "getLength"

for



```

for(walkthrough[0]...walkthrough[17]get
gameobject[layer]set layer>walkthroughLayer[for]set layer[
walkthrough["walkthrough"]
ctrl+d>walkthrough[for]" "

```

Unity	UdonSharp	C#	Brackeys	Unity
-------	-----------	----	----------	-------

1

how to {

2

program (C#);

3

}

PLAY ALL

## HOW TO PROGRAM in C#


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⋮

 **Brackeys**

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1

1

how to {

2

program (C#);

3

}

10:36

HOW TO PROGRAM - Getting Started!

Brackeys

2

1

how to {

2

program (#1);

3

// bas

11:48

How to Program in C# - BASICS (E01)

Brackeys

3

1

// how to

2

program (#2);

3

variables

13:50

How to Program in C# - Variables (E02)

Brackeys

4

1

if (how to) {

2

program (#3);

3

condition

14:56

How to Program in C# - Conditions (E03)

Brackeys

5

1

how to ++;

2

program (#4);

3

for (loop

18:28

How to Program in C# - Loops (E04)

Brackeys

6

1

how to ++;

2

program #5;

3

arrays

17:01

How to Program in C# - Arrays (E05)

Brackeys

7

1

how to () {

2

program (#6);

3

methods

17:20

How to Program in C# - Methods (E06)

Brackeys

8

1

how to () {

2

program #7;

3

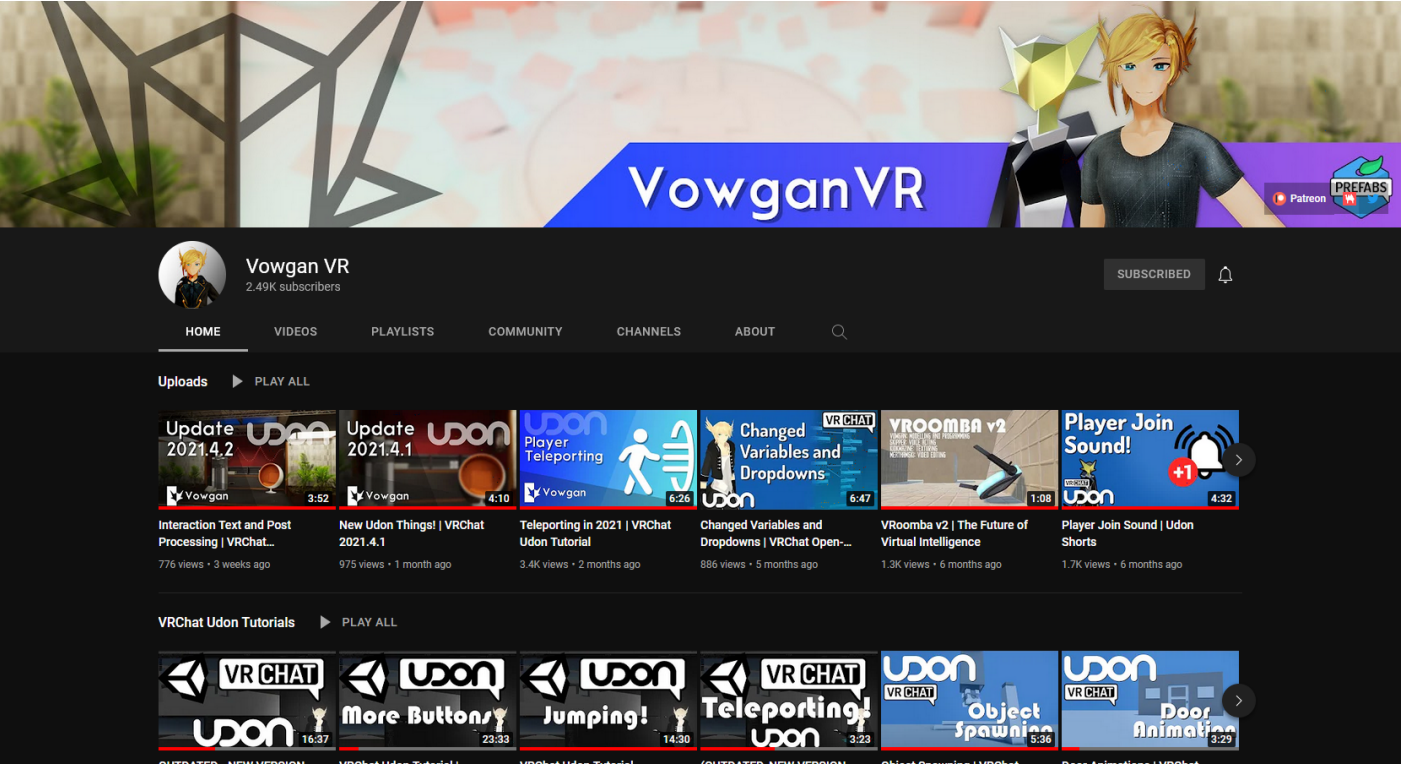
classes

19:41

How to Program in C# - Classes (E07)

Brackeys

VRChatUdonUdonSharpVowganVRChat



pickupabbles

Revision #2  
Created 13 May 2024 10:09:35 by  
Updated 11 June 2024 09:39:22 by