

[World]

- [■■■■](#)
- [Udon](#) [■■■](#)



```
using Udon OnCollisionEnter(Collision collision)
```



```
ABC
```

```
Udon A
```

```
B C C
```

```
[SerializeField]
```

```
private GameObject B;
```

```
[SerializeField]
```

```
private GameObject C;
```

```
OnCollisionEnter(Collision collision)
```

```
if ( collision.gameObject == B) //A B
```

```
{
```

```
    this .gameObject.SetActive(false);
```

```
    B.SetActive(false);
```

```
    C.SetActive (true); AB C
```

```
}
```

```
VRC Pickup VRC Object Sync
```

```
using UdonSharp;
using UnityEngine;

public class boxsystem : UdonSharpBehaviour
{
    [SerializeField]
    private GameObject B;
```

[SerializeField]

private GameObject C;

private void OnCollisionEnter(Collision collision)

{

if (collision.gameObject == B)

{

 this.gameObject.SetActive(false);

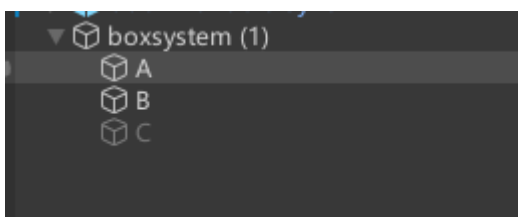
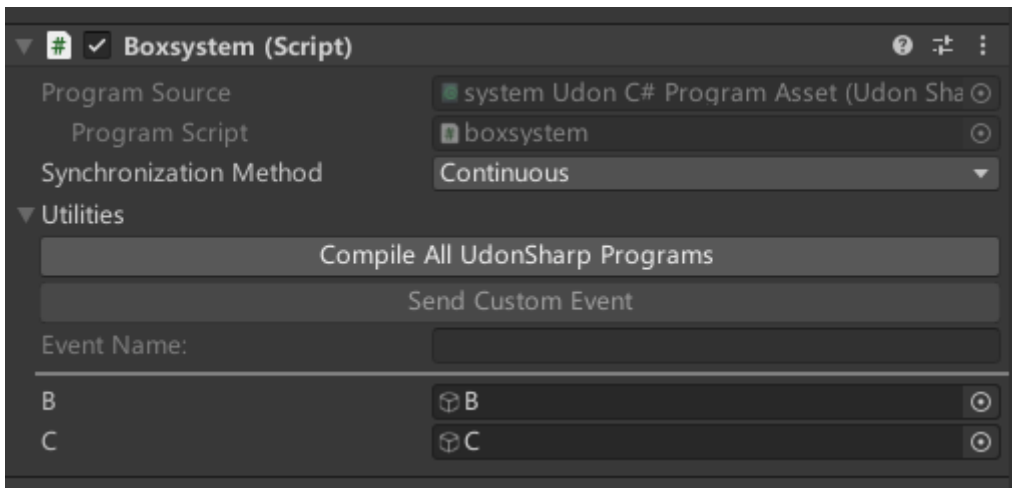
 B.SetActive(false);

 C.SetActive (true);



}

}

}



Udon

 UKeyboard 

Udon 


1

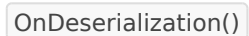



udonAt 

Udon




OnPreSerialization() 

OnDeserialization() 



[UdonSynced] 

OnPreSerialization() 


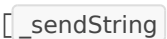

OnDeserialization() 





_sendString 

text 

OnPreSerialization() _sendString 

```
if (!string.IsNullOrEmpty(text) && _sendString != text)
{
    _sendString = text;
}
```

OnDeserialization()_recieveStringOnDeserialization()OnPreSerialization()

```
if (!string.IsNullOrEmpty(_sendString) && _sendString != text && _sendString != _recieveString)
{
    _recieveString = _sendString;
    text = _recieveString;
    WriteUiText(text);
}
```

2[SendCustomNetworkEvent()

Networking.LocalPlayer.displayName

<https://www.bilibili.com/read/cv33857766/> bilibili