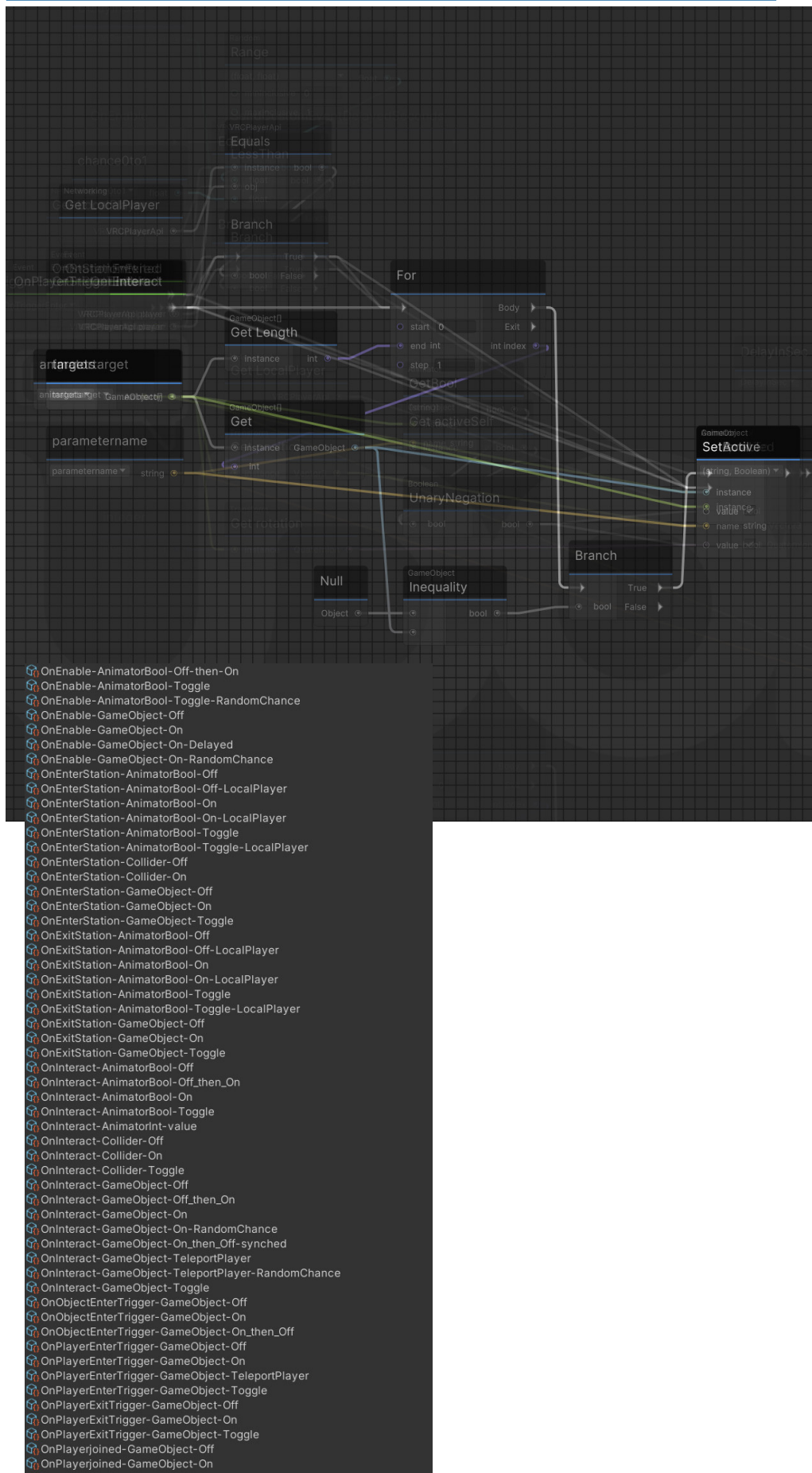


Udon Graph Triggers (A dependency free Graph script pack)

Udon Graph Triggers is a collection of Udon Graph Behaviours that cover all essentials to set up basic world interactions. They use Udon Graph and require no other dependencies other than the VRChat SDK. The Pack can be downloaded [here](#):



Functionality

Each Behaviour acts as a single purpose trigger. To make this manageable they follow the following Naming Convention:

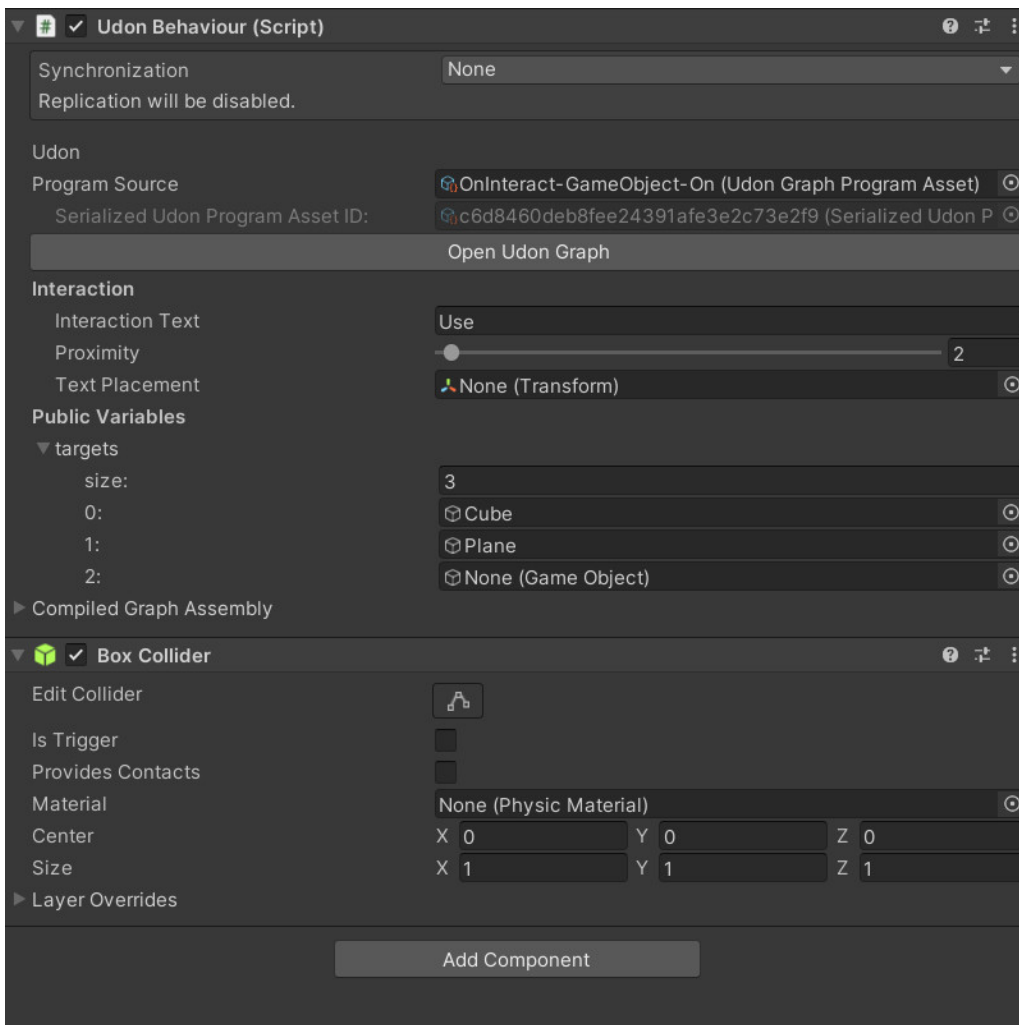
Event Type - Affecting - State

For Example:

OnInteract - GameObject - Toggle -> OnInteract-GameObject-Toggle.asset

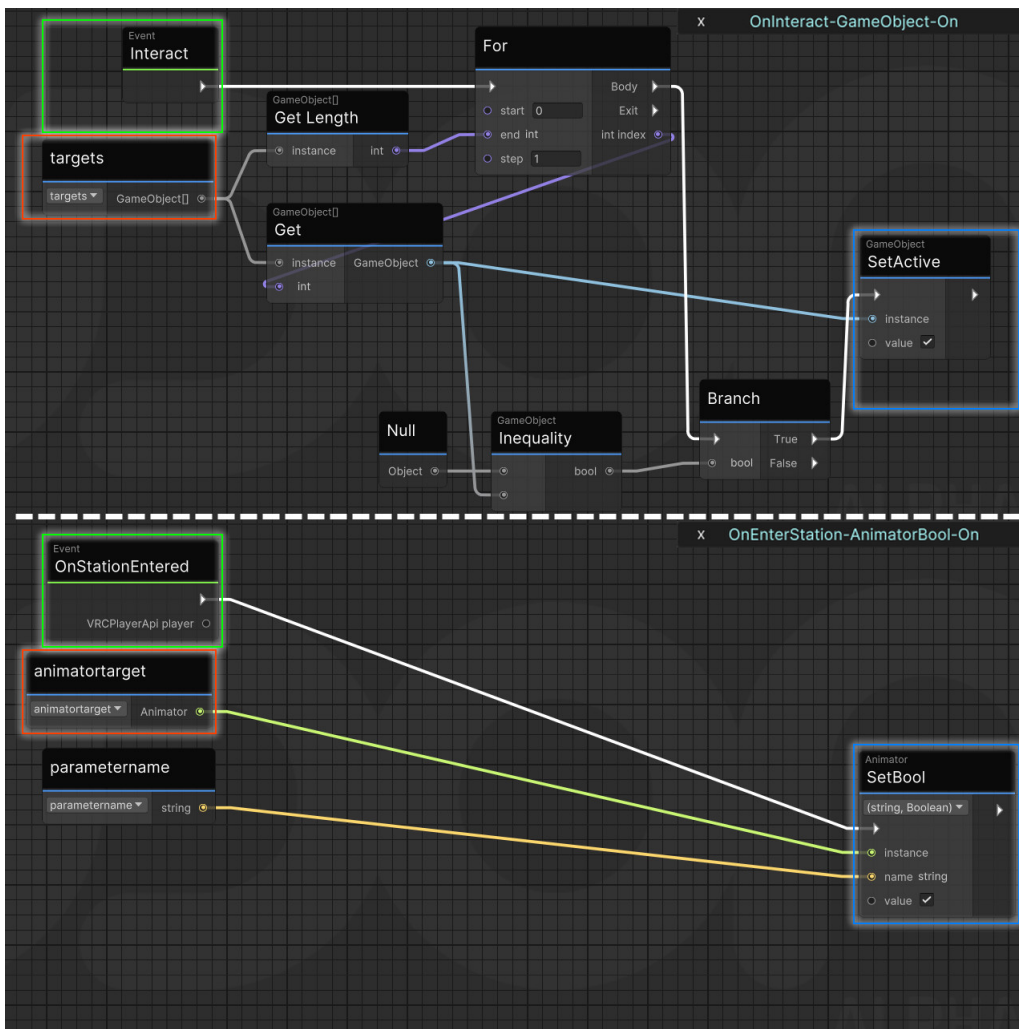
OnEnable - GameObject - On -> OnEnable-GameObject-On.asset

Therefore each interaction only needs to be dragged to the "Program Source" field of the Udon Behaviour script to work. From there only the target/targets need to be selected.



Node Layout

Each script follows a standardized Node Layout. This means the Event Node has the same coordinates on all Behaviours. Same for other reoccurring nodes such as "Set Active" or the for loop node. This aims to help understand each behaviour better and potentially use it as a stepping stone to modify them.



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