

ShowAndHideForGameObject.
InitSetting

```
graph LR; A[ShowAndHideForGameObject.  
InitSetting] --> B[ShowAndHideForGameObject.Hide]; A --> C[ShowAndHideForGameObject.Show];
```

The diagram illustrates a branching structure. A gray rectangular box on the left contains the text 'ShowAndHideForGameObject.' followed by 'InitSetting' on a new line. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'ShowAndHideForGameObject.Hide'. The bottom arrow points to a white rectangular box containing 'ShowAndHideForGameObject.Show'.

ShowAndHideForGameObject.Hide

ShowAndHideForGameObject.Show