

HideAlphaDitherAreaObject.
Start

```
graph LR; A[HideAlphaDitherAreaObject.  
Start] --> B[HideAlphaDitherAreaObject.  
GetHideAreaObjctData]; A --> C[HideAlphaDitherAreaObject.  
SetHideShader];
```

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GetHideAreaObjctData

HideAlphaDitherAreaObject.
SetHideShader