

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class HideAlphaDitherAreaObject {
        - m_hideAlphaDitherShader
        - m_HideWhenInside
        - m_hideObjectList
        - Start()
        - OnTriggerEnter()
        - OnTriggerExit()
        - Hide()
        - GetHideAreaObjctData()
        - SetHideShader()
    }
    MonoBehaviour <|-- HideAlphaDitherAreaObject
```

HideAlphaDitherAreaObject

- m\_hideAlphaDitherShader
- m\_HideWhenInside
- m\_hideObjectList
- Start()
- OnTriggerEnter()
- OnTriggerExit()
- Hide()
- GetHideAreaObjctData()
- SetHideShader()