

MonoBehaviour

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

The diagram shows a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. A blue arrow with an open triangular head points from the 'HideAlphaDitherAreaObject' class box up to the bottom of the 'MonoBehaviour' class box, indicating that 'HideAlphaDitherAreaObject' inherits from 'MonoBehaviour'.

HideAlphaDitherAreaObject

- m_hideAlphaDitherShader
- m_HideWhenInside
- m_hideObjectList
- Start()
- OnTriggerEnter()
- OnTriggerExit()
- Hide()
- GetHideAreaObjctData()
- SetHideShader()