

hideWeapon



```
graph LR; A[hideWeapon] --> B[hideGameObject]; B --> C[removeRenderPipeline];
```

A flowchart illustrating a sequence of three operations. The first operation, 'hideWeapon', is contained within a gray rectangular box. A blue arrow points from this box to the second operation, 'hideGameObject', which is in a white rectangular box with a black border. Another blue arrow points from the second box to the third operation, 'removeRenderPipeline', also in a white rectangular box with a black border. The boxes are arranged horizontally and connected by arrows pointing from left to right.

hideGameObject

removeRenderPipeline