

Udon Vending Machine by Karet

This Prefab requires Udon# Download the latest version here:

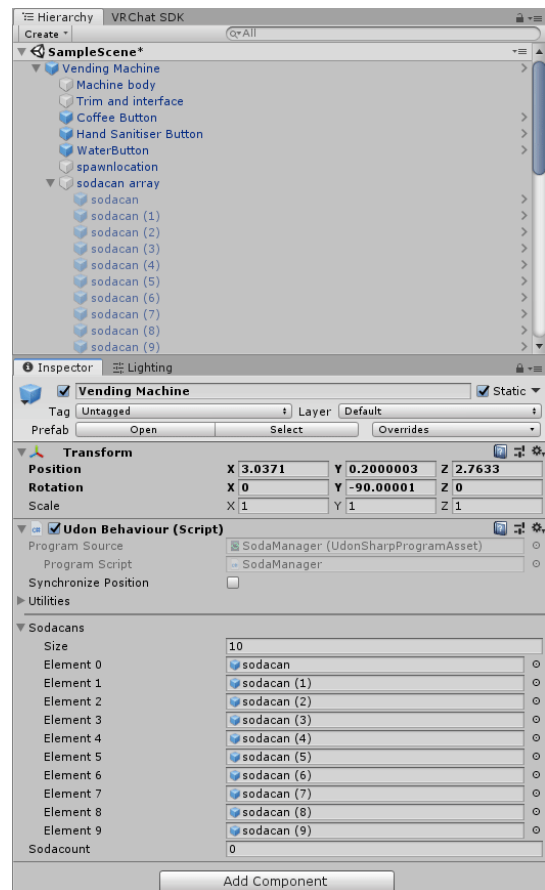
<https://github.com/MerlinVR/UdonSharp>

Adding Soda Flavors

To add a Soda flavor, duplicate one of the buttons and add any texture you want to it. The cans will automatically get the texture from the button when its pressed.

Adding more soda cans →

By default, the vending machine has 10 soda cans in it. To add more, duplicate the sodacan prefab in the sodacan array GameObject within the Vending machine prefab. Disable the new sodacans to save performance until they are needed. Then take the new sodacans and add them to the Sodacans array within the Udon behavior on the vending machine prefab by dragging and dropping them onto the array. It should automatically resize itself.



Changing the Vending Machine front

The front and back of the vending machine share a texture located in

Vending machine>Materials>Textures>Vending machine front.png.

This is the file you want to edit. I have also included an image of the UV layout so you can easily line up your image with the texture in the same folder. →

