Unity Tutorial- Simple Script for Toggle UI

1. Right Click and Create a Toggle under UI under the hierarchy.
2. Use this script for if being on and else being off

using UnityEngine.UI;

public class ToggleSwitch : MonoBehaviour {

public void OnChangeValue(){

bool onoffSwitch = gameObject.GetComponent<Toggle>().isOn;

if (onoffSwitch)

{

Debug.Log(“Switch is on”);

} else

Debug.Log(“Switch is off”);

}

}