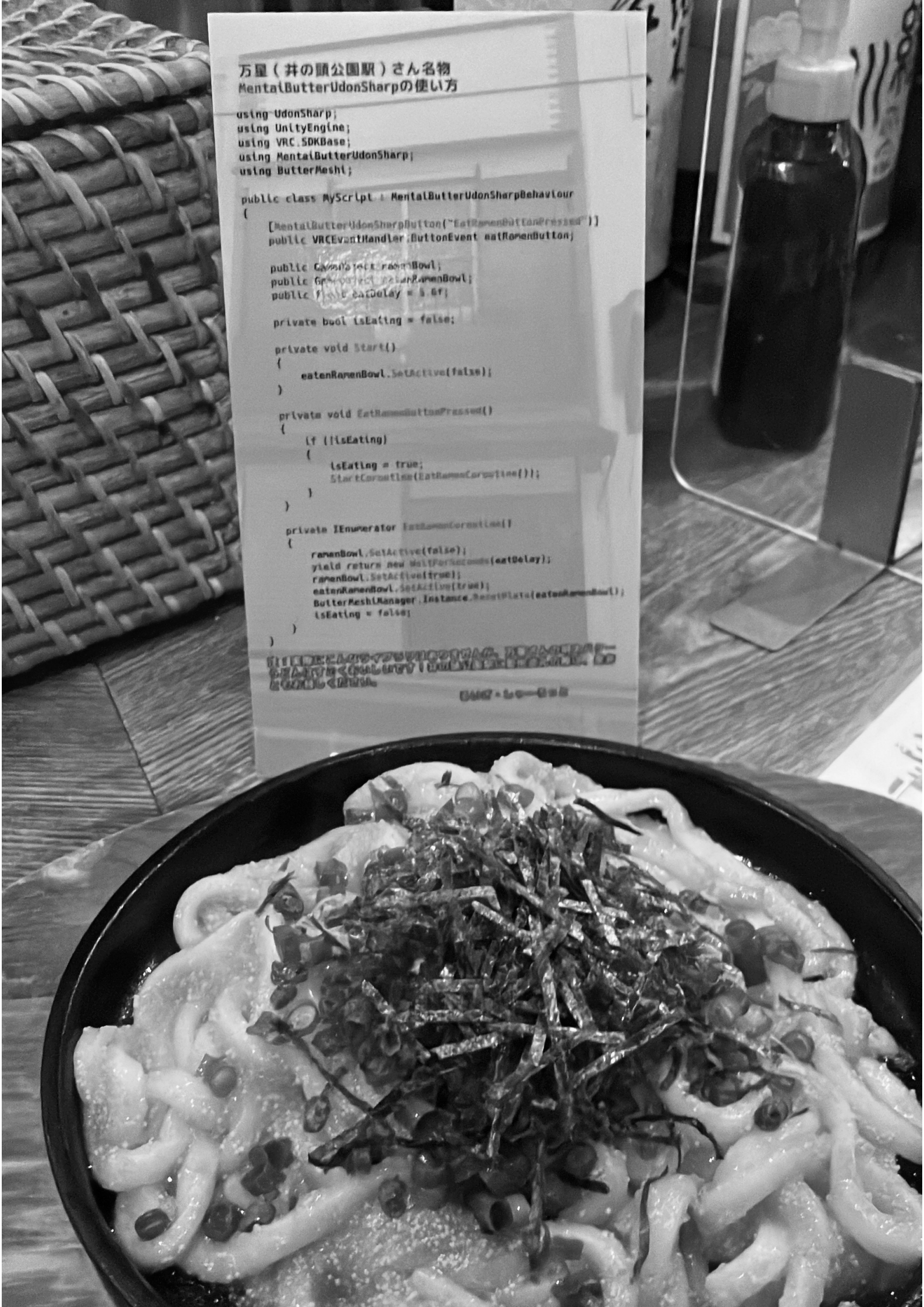
万屋（井の頭公園駅）さん名物
MentalButterUdonSharpの使い方
using UdonSharp;
using UnityEngine;
using VRC.SDKBase;
using MentalButterUdonSharp;
using ButterMeshi;
public class MyScript : MentalButterUdonSharpBehaviour
{
[MentalButterUdonSharpButton("EatRamenButtonPressed")]
public VRCEventHandler.ButtonEvent eatRamenButton;
public GameObject ramenBowl;
public GameObject eatenRamenBowl;
public float eatDelay = 5.0f;
private bool isEating = false;
private void Start()
{
eatenRamenBowl.SetActive(false);
}
private void EatRamenButtonPressed()
{
if (!isEating)
{
isEating = true;
StartCoroutine(EatRamenCoroutine());
}
}
private IEnumerator EatRamenCoroutine()
{
ramenBowl.SetActive(false);
yield return new WaitForSeconds(eatDelay);
ramenBowl.SetActive(true);
eatenRamenBowl.SetActive(true);
ButterMeshiManager.Instance.SetGiftPlate(eatenRamenBowl);
isEating = false;
}
}