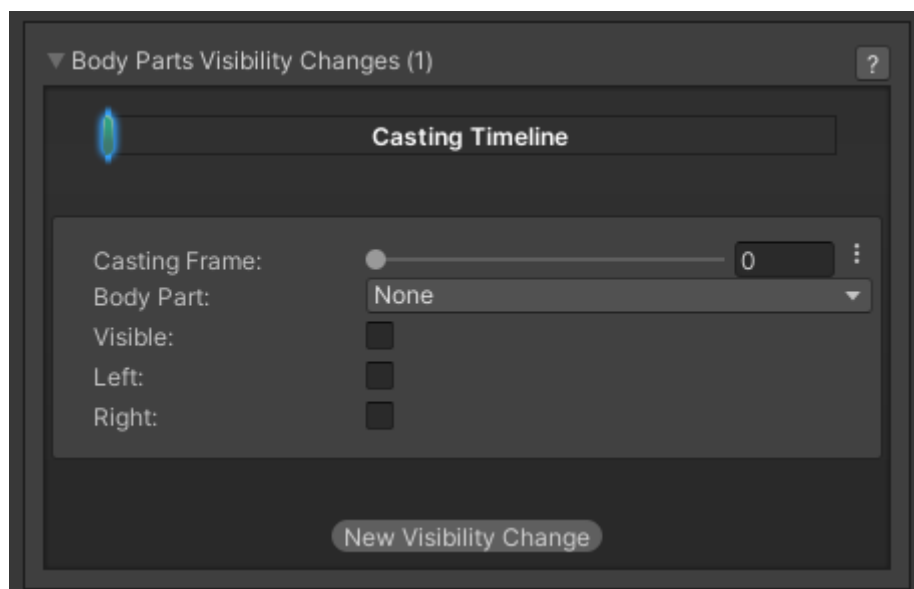# Body Parts Visibility Changes

Use this to make certain parts of the character visible or invisible (depending on the default setup assigned under the character's hitboxes). This option only works for objects detached from the main Mesh.

Casting Frame: When during the move should the body part change visibility.

Body Part: The location of the game object that will change visibility.

Visible: Toggle rather or not the object will be visible.

Left: Toggle so this effect only happens if the character is on the left side (facing right).

Right: Toggle so this effect only happens if the character is on the right side (facing left).

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