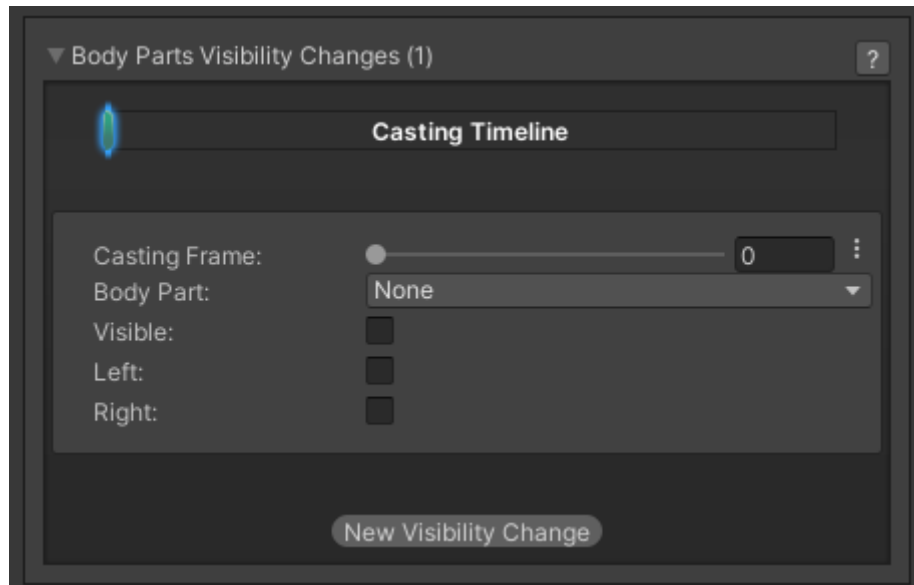# Body Parts Visibility Changes

Use this to make certain parts of the character visible or invisible (depending on the default setup assigned under the character's hitboxes).

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.

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