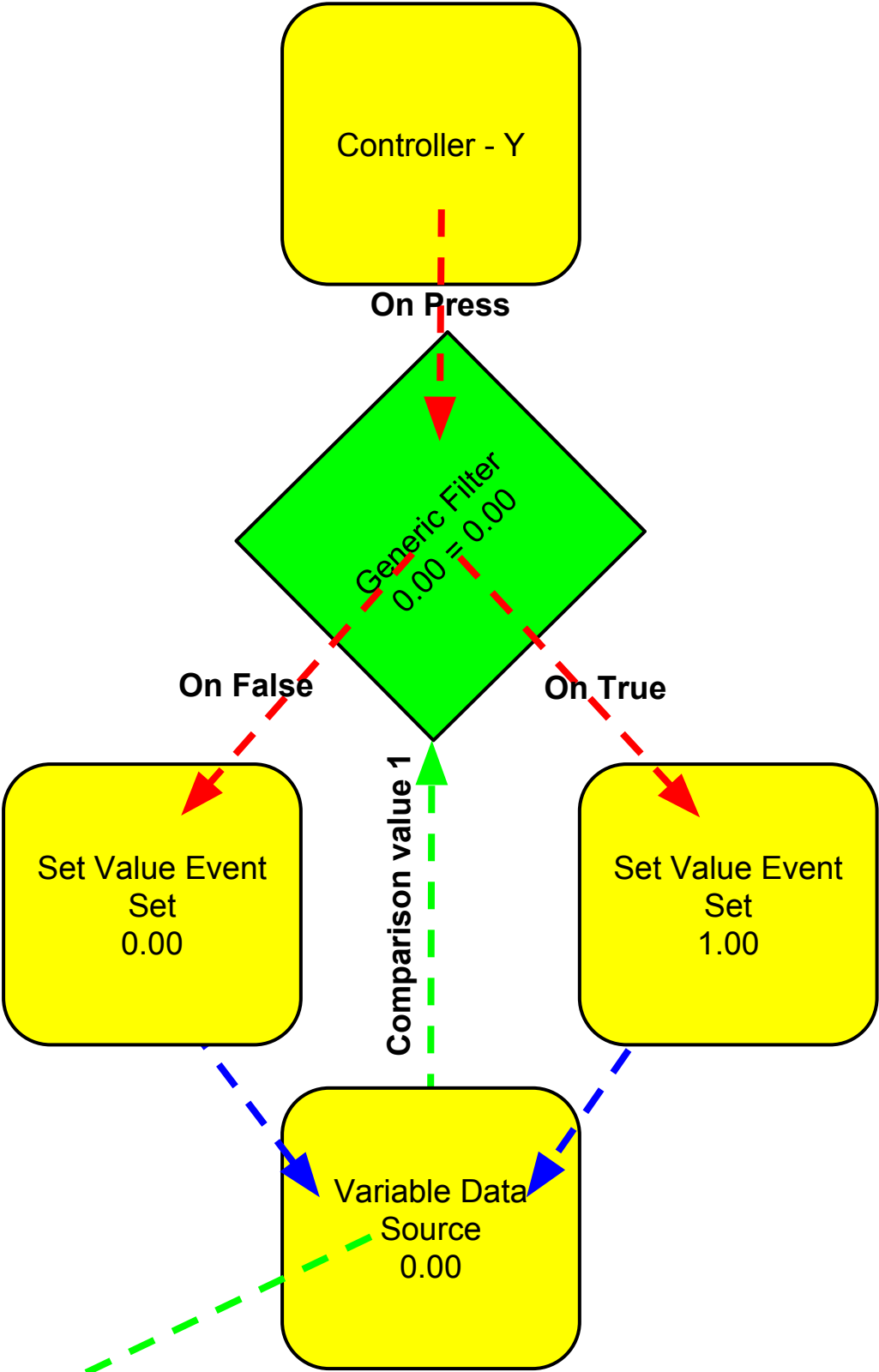


Set state to disabled to prevent bailout.
Choose the On Press option and then select the generic filter.

Generic Filter Settings: Operation: Equals.
Highlight Comparison Value 1, press Y, then select the Variable Data Source. Send the true and false as you see here.

Choose Select Events Targets on both Set Value Events and then choose the Variable Data Source.

That's it. Every time you press Y the filter checks to see if the data source is 0. If it is, then it sends an impulse to change it to 1. If not, then it sends an impulse to change it to 0. These zeros and ones can be used as ON and OFF for anything that has a toggle and has "Pick Value Object" at the bottom of the screen.



**Value you
want turned
on and off.**

For example, Choose the bike and press up on the d-pad. with "visibility" highlighted press Y and select this data source. Now test your track. Pressing Y will make the bike invisible. Press again and it comes back. This idea of using 0 and 1 to turn stuff on and off is EXTREMELY useful and should become a staple of your builds. Try different variations of this idea.