

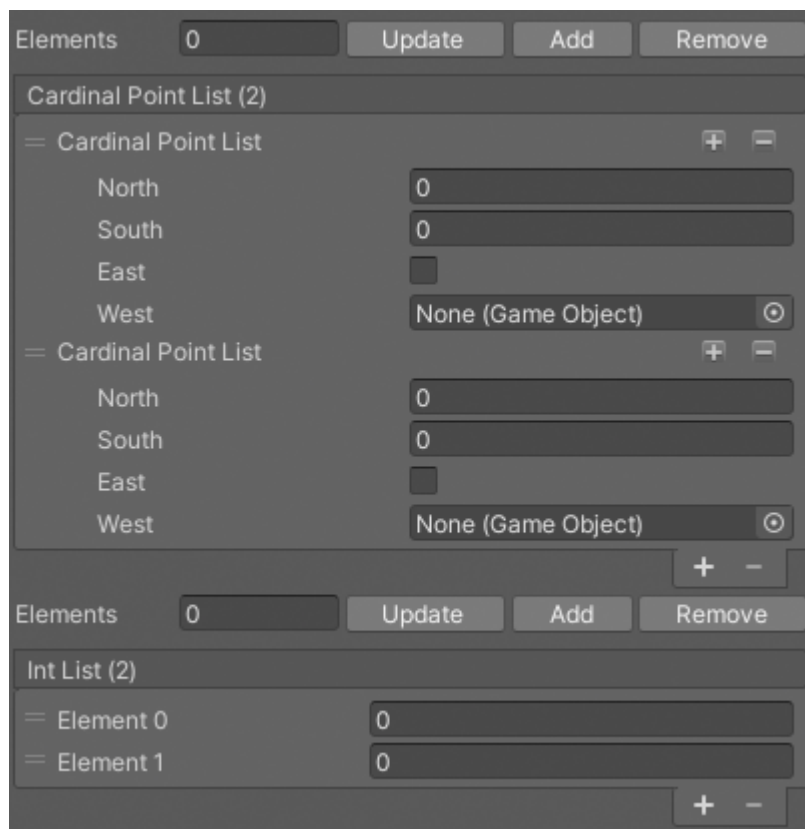
Reorderable lists

Descripción

Description

Unity manages list information as arrays which is uncomfortable for user. To improve usability, lists have been created that allows sort list elements just dragging them and additional features have been added.

Reference



- **Enable** – Enable or disable the selected colliders.
- **Convex** – Enable or disable the Convex property. Only for MeshCollider.
- **Is Trigger** – Enable or disable the Is Trigger property.
- **Used By Effector** – Enable or disable the Used By Effector property. Only for 2D Collider.
- **Affect Children** – Enable or disable the properties of the colliders of the childs from the selected gameobject.

Use

The method “BuildListCustom()” allows you to create reorderable lists of classes. With the “params string[] properties” parameter, assign all the class properties for each list element.

```
[CustomEditor(typeof(SampleScript))]  
[CanEditMultipleObjects]  
public class SampleScriptEditor : UnityEditor.Editor  
{  
    private SerializedProperty _listProperty;  
    private ReorderableList _reorderableList;  
    private int _newListSize;  
    void OnEnable()  
    {  
        _listProperty = serializedObject.FindProperty("list");  
        _reorderableList = new ReorderableList(serializedObject, _listProperty  
    }  
    public override void OnInspectorGUI()  
    {  
        serializedObject.Update();  
        _newListSize = CGFEditorUtilities.BuildListButtons(_listProperty, _new  
        _reorderableList = CGFEditorUtilities.BuildListCustom(_listProperty, _  
        serializedObject.ApplyModifiedProperties();  
    }  
}
```

To make easier the add and remove elements actions from the list you have two buttons. The “BuildListButtons()” method adds these buttons.

An additional button has been created that replaces the total number of elements in the list with a new total. This action is activated by matching the *int* value of the new quantity of elements to the “BuildListButtons()” method.