

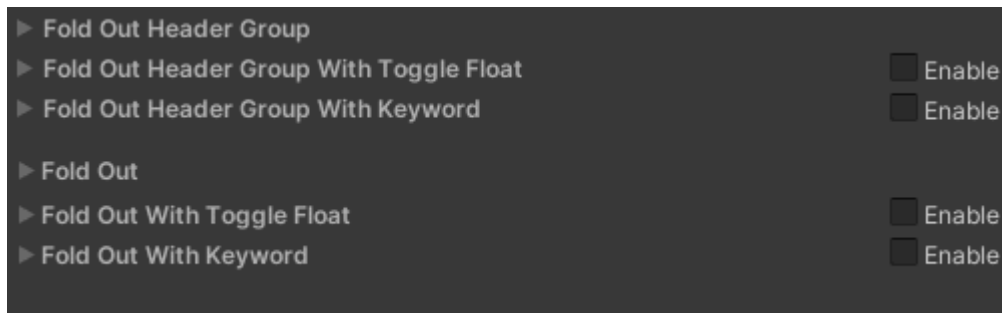
Fold out

Descripción

Description

Boolean value that manages if the objects inside the Fold Out must be shown or not. Has two variants: Fold out (regular) and Fold out header group.

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

As the FoldOut boolean value in the inspector is selected, it changes its value to show or not the objects that contains.

Fold out (regular)

```
public class CGFSampleMaterialEditor : CGFMaterialEditorClass
{
    private bool _foldOut;
    MaterialProperty _Float;

    public override void OnEnable()
    {
```

```
        base.OnEnable();
        GetProperties();
    }

    private void GetProperties()
    {
        _Float = FindProperty("_Float");
    }

    public override void OnInspectorGUI()
    {
        _foldOut = CGFMaterialEditorUtilitiesClass.BuildFoldOut("Fold Out")
        if (_foldOut)
        {
            CGFMaterialEditorUtilitiesClass.BuildFloat("Float", "Float.",
        }
    }
}
```

Fold out header group

```
public class CGFSampleMaterialEditor : CGFMaterialEditorClass
{
    private bool _foldOutHeaderGroup;
    MaterialProperty _Float;

    public override void OnEnable()
    {
        base.OnEnable();
        GetProperties();
    }

    private void GetProperties()
    {
        _Float = FindProperty("_Float");
    }

    public override void OnInspectorGUI()
    {
        _foldOutHeaderGroup = CGFMaterialEditorUtilitiesClass.BuildFoldOutHeaderGr
        if (_foldOutHeaderGroup)
        {
            CGFMaterialEditorUtilitiesClass.BuildFloat("Float", "Float.", _Float);
        }
    }
}
```