

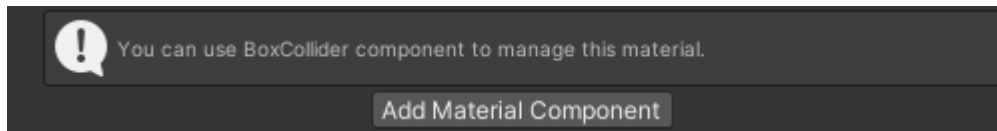
Material component

Descripción

Description

Notice what components you can use to manage the material and allows add easily the component.

Reference



- **Add Material Component** – Add the component.**Used By Effector** – Enable or disable the Used By Effector property. Only for 2D Collider.

Use

Select a gameobject or prefab or multiple gameobjects and prefabs with a collider or multiple colliders of the same type to to change their collider properties.

```
public override void InspectorGUI()
{
    CGFMaterialEditorUtilitiesClass.BuildMaterialComponent(typeof(Component));
}
```