

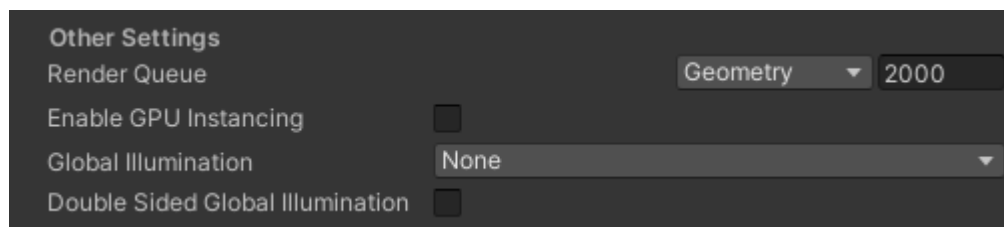
Other settings

Descripción

Description

Show other settings of the shader.

Reference



- **Render Queue** – Edit the render queue settings.
- **Enable GPU Instancing** – Edit the GPU instancing settings.
- **Global Illumination** – Edit the lightmap emission settings.

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 OnInspectorGUI()
{
    CGFMaterialEditorUtilitiesClass.BuildOtherSettings(true, true, true, this)
}
```