

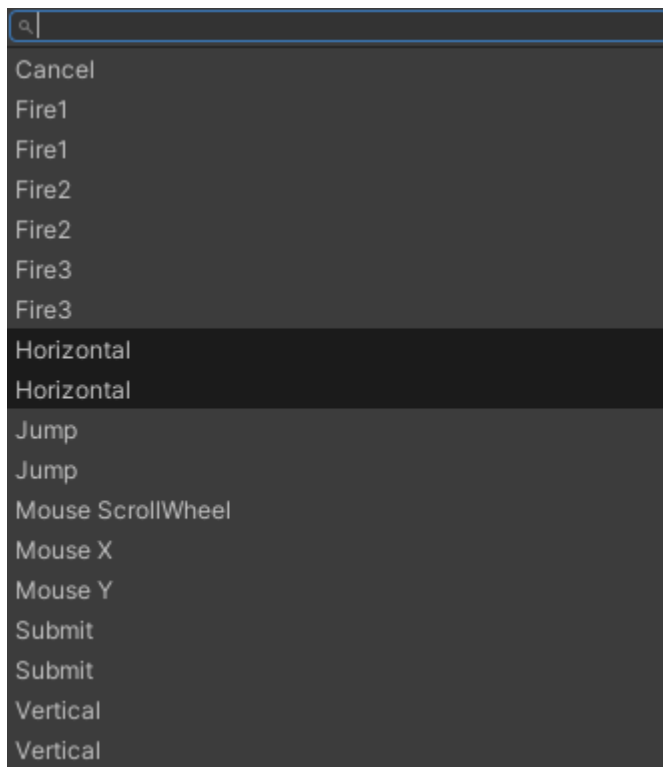
Enum list pop up window

Descripción

Description

Allows to search fields in a list from inspector with a popup.

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 “BuildEnumListPopUpWindow()” allows to build a popup with a search field, this field will filter the elements of string list and assigns the selected element to the property.

In this example you can see the use.

```
public override void OnInspectorGUI()  
{  
    CGFEditorUtilitiesClass.BuildEnumPopUpWindow("Label Name", "Description", r  
}
```