

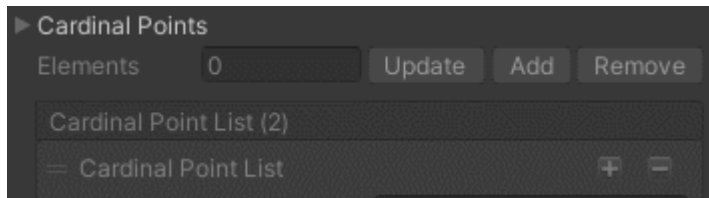
Fold out

## Descripción

## Description

Boolean value that manages if the objects inside the FoldOut must be shown or not.

## 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.

```
[CustomEditor(typeof(SampleScript))]  
[CanEditMultipleObjects]  
public class SampleScriptEditor : UnityEditor.Editor  
{  
    private bool _foldOut;  
    private SerializedProperty _vector3;  
  
    public void OnEnable()  
    {  
        _vector3 = serializedObject.FindProperty("vector3");  
    }  
  
    public override void OnInspectorGUI()  
    {  
        serializedObject.Update();  
    }  
}
```

```
    _foldOut = CGFEditorUtilities.BuildFoldOut("Cube5", "Description", _fo
    if(_foldOut)
    {
        CGFEditorUtilities.BuildVector3("Position", "Description", _vec
    }
    serializedObject.ApplyModifiedProperties();
}
}
```