

## Input list

## Descripción

## Description

Allows to show the inputs from Input Manager pof Unity 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 “BuildInputList()” allows to get a enumeration (Popup) with all the inputs that manages Unity, to call this method you should use this method before “ReadInputs()”.

In this example you can see the use.

```
public void OnEnable()  
{  
    CGFEditorUtilitiesClass.ReadInputs();  
}  
  
public void OnInspectorGUI()  
{  
    CGFEditorUtilitiesClass.BuildInputList(enumerationName, serializedProperty)  
}
```