

## Manage Component Values

### Descripción

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Copy, paste or paste as new component the values from a component.

## Reference



- **Copied** – Shows if copied values exists.
- **Copy** – Copy the component values.
- **Paste** – Paste the component values on the current component.
- **Paste as New** – Add a new component to the gameobject with the copied values.

## 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.

```
CGFEditorUtilities.ManageComponentValues<T>()
```