

Other functions

## Descripción

## Description

Allows to show the list of scenes, layers, sorting layers, tags or a layer mask with a popup.

## Reference

Scenes	None
Tags	Untagged
Layers	Default
SortingLayers	Default
Input List	Vertical
Layer Mask	Nothing
Enum Pop Up	Option1
List pop up	Horizontal

- **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

In this example you can see the use.

```
[CustomEditor(typeof(EditorUtilitiesSampleScript))]  
[CanEditMultipleObjects]  
public class EditorUtilitiesSampleScriptEditor : UnityEditor.Editor  
{  
    private SerializedProperty _sceneListProperty;  
    private SerializedProperty _tagListProperty;  
    private SerializedProperty _layerListProperty;  
    private SerializedProperty _inputList;
```

```
private SerializedProperty _sortingLayerListProperty;

private SerializedProperty _layerMask;

void OnEnable()
{
    _sceneListProperty = serializedObject.FindProperty("scenes");
    _tagListProperty = serializedObject.FindProperty("_tag");
    _layerListProperty = serializedObject.FindProperty("layer");
    _sortingLayerListProperty = serializedObject.FindProperty("sortingLayerList");
    _inputList = serializedObject.FindProperty("inputList");
    _layerMask = serializedObject.FindProperty("layerMask");
}

public override void OnInspectorGUI()
{
    serializedObject.Update();

    CGFEditorUtilitiesClass.BuildSceneList("Scenes", _sceneListProperty);
    CGFEditorUtilitiesClass.BuildTagList("Tags", _tagListProperty);
    CGFEditorUtilitiesClass.BuildLayerList("Layers", _layerListProperty);
    CGFEditorUtilitiesClass.BuildSortingLayers("SortingLayers", _sortingLayerListProperty);
    CGFEditorUtilitiesClass.BuildInputList("Input List", _inputList);
    CGFEditorUtilitiesClass.BuildProperty(_layerMask);

    if (serializedObject.targetObject != null)
    {
        serializedObject.ApplyModifiedProperties();
    }
}
}
```