

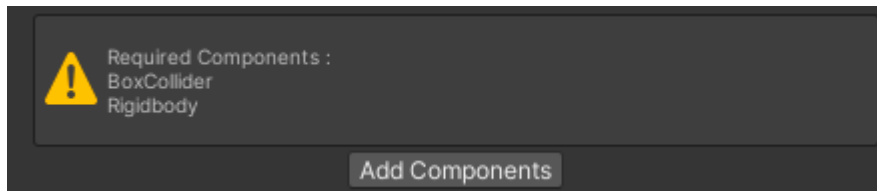
Required components

Descripción

Description

Notice what components are required and allows them to be added easily.

Reference



- **Add Components** – Add the required components that are not present in the current gameobject.

Use

Two ways to use it:

```
CGFEditorUtilitiesClass.BuildRequiredComponents(params Type[] components);
```

```
CGFEditorUtilitiesClass.BuildRequiredComponents(typeof(BoxCollider), typeof(Ri
```