

Locking properties

Descripción

Description

Allows enable or disable fields from inspector according to a float value.

Every property construction method has an overload with two additional parameters to add float value that enable or disable the field.

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

In this example each method to build properties receives a “_LockingFloat” variable as a parameter that lock other property.

```
public class CGFSampleMaterialEditor : CGFMaterialEditorClass
{
    MaterialProperty _LockingFloat;
    MaterialProperty _Float;
    public override void OnEnable()
    {
        base.OnEnable();
        GetProperties();
    }
    private void GetProperties()
    {
        _LockingFloat = FindProperty("_LockingFloat");
        _Float = FindProperty("_Float");
    }
}
```

```
    }  
public override void InspectorGUI()  
{  
    CGFMaterialEditorUtilitiesClass.BuildFloat("Locking Float", "Locking F  
    CGFMaterialEditorUtilitiesClass.BuildFloat("Float", "Float", _Float, _  
}  
}
```