

## Manage material values

### Descripción

## Description

Copy and paste the values from the material.

## Reference



- **Copied** – Shows if copied values exists.
- **Copy** – Copy the component values.
- **Paste** – Paste the component values on the current component.

## 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.

```
public override void OnInspectorGUI()  
{  
    CGFMaterialEditorUtilitiesClass.BuildMaterialValues(this);  
}
```