

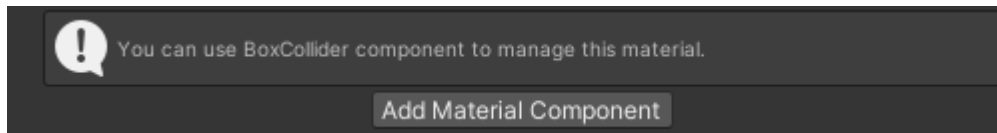
Material component

## Descripción

## Description

Notice what components you can use to manage the material and allows add easily the component.

## Reference



- **Add Material Component** – Add the component.**Used By Effector** – Enable or disable the Used By Effector property. Only for 2D Collider.

## 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 InspectorGUI()  
{  
    CGFMaterialEditorUtilitiesClass.BuildMaterialComponent(typeof(Component));  
}
```