

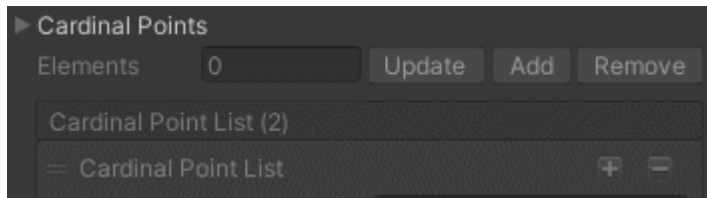
Fold out

Descripción

Description

Boolean value that manages if the objects inside the FoldOut must be shown or not.

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

As the FoldOut boolean value in the inspector is selected, it changes its value to show or not the objects that contains.

```
[CustomEditor(typeof(SampleScript))]  
[CanEditMultipleObjects]  
public class SampleScriptEditor : UnityEditor.Editor  
{  
    private bool _foldOut;  
    private SerializedProperty _vector3;  
  
    public void OnEnable()  
    {  
        _vector3 = serializedObject.FindProperty("vector3");  
    }  
  
    public override void OnInspectorGUI()  
    {  
        serializedObject.Update();  
    }  
}
```

```
        _foldOut = CGFEditorUtilities.BuildFoldOut("Cube5", "Description", _fo
        if(_foldOut)
        {
            CGFEditorUtilities.BuildVector3("Position", "Description", _vec
        }
        serializedObject.ApplyModifiedProperties();
    }
}
```