

Compact mode

Descripción

Description

Show the textures in the inspector in a compact mode.

Reference



- **Compact Mode** – Enable de inspector compact mode.**Convex** – Enable or disable the Convex property. Only for MeshCollider.**Is Trigger** – Enable or disable the Is Trigger property.

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 class CGFSampleMaterialEditor : CGFMaterialEditorClass
{
    private bool _compactMode;
    MaterialProperty _Texture;

    public override void OnEnable()
    {
        base.OnEnable();
        GetProperties();
    }

    private void GetProperties()
    {
        _Texture = FindProperty("_Texture");
    }

    public override void InspectorGUI()
    {
        CGFMaterialEditorUtilitiesClass.BuildTexture("Texture", "Texture.", _T
    }
}
```