

Material tools

Descripción

Description

Adds shortcuts to actions related to the material.

Reference

Documentation

- **Documentation** – Shortcut to material documentation.

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.BuildMaterialTools("URL");  
}
```