

## EnumMask

Creates a dropdown in the inspector which allows for selecting of one or more enum values.

```
using UnityEngine;

public class EnumMaskDemo : MonoBehaviour
{
    public enum STATE
    {
        None = 0,
        Idle = 1 << 0,
        Running = 1 << 1,
        Falling = 1 << 2,
        Jumping = 1 << 3,
        All = ~0
    }

    public STATE currentState = STATE.Idle;

    [EnumMask]
    public STATE availableStates = STATE.Idle | STATE.Running | STATE.Falling;

    private void Start()
    {
        // Typecast both availableStates and individual enum values to an int
        // to run a bitwise comparison using Contains (part of CandyCoded)
        Debug.Log(((int) availableStates).Contains((int) STATE.Jumping)); // False
    }
}
```

