```
InstanceManager.Editor.GUIExt
```

Contains a few extra gui functions.

Methods:

void BeginColorScope(UnityEngine.Color color)

Begins a color scope, this sets EndColorScope.

See also EndColorScope()

void EndColorScope()

Ends the color scope, that was started with BeginColorScope(UnityEngine.Color).

void BeginEnabledScope(bool enabled, bool overrideWhenAlreadyFalse = False)

Begins an enabled scope, this sets EndEnabledScope.

See also EndColorScope()

void EndEnabledScope()

Ends the enabled scope, that was started with BeginEnabledScope(bool).

void AddItem(this UnityEditor.GenericMenu menu, UnityEngine.GUIContent content, System.Action action, bool enabled = True, bool isChecked = False, UnityEngine.GUIContent offContent = null)

Adds an item to this GenericMenu.

menu: The GenericMenu.

content: The content of this item.

action: The action to perform when click, if enabled.

enabled: Sets whatever this item is enabled.

isChecked: Sets if checked.

offContent: The content to display when item disabled, defaults to content if false.

void AddItem(this UnityEditor.GenericMenu menu, UnityEngine.GUIContent content, System.Action action, bool isChecked, bool enabled = True, UnityEngine.GUIContent offContent = null)

Adds an item to this GenericMenu.

menu: The GenericMenu.

content: The content of this item.

action: The action to perform when click, if enabled.

isChecked: Sets if checked.

enabled: Sets whatever this item is enabled.

offContent: The content to display when item disabled, defaults to content if false.

bool UnfocusOnClick()

Unfocuses elements when blank area of EditorWindow clicked.

Returns true if element was unfocused, you may want to Repaint() then.