COMUNICACIÓN

On Inspector GUI

Variables en la misma clase

On Scene GUI

```
[CustomEditor(typeof(Graph))]
public class GraphEditor : Editor {
    Graph Target { get => (Graph) target; }
    static float _buttonSize = 0.5f;
    public static int selected = 0;

    public static bool directedEdges = false;
    public static bool continuousConnection = false;
    public static bool createNewVertices = true;
```

Set On Inspector GUI

```
createNewVertices =
    GUILayout.Toggle(createNewVertices,
                "Create new vertices", "Button");
directedEdges =
    GUILayout.Toggle(directedEdges,
                "Directed Edges", "Button");
continuousConnection =
    GUILayout.Toggle(continuousConnection,
                "Connect new with last", "Button");
```

Read On Scene GUI

```
if (continuousConnection && selected >= 0) {
    target.Connect(selected, target.vertex.Count - 1,
                directedEdges);
}
```

```
if (target.IsConnected(selected, clicked)) {

    Undo.RecordObject(target, "disconnected two vertices");
    target.Disconnect(selected, clicked, directedEdges);

} else {
```

```
if (createNewVertices) {
    UpdateVertexCreation(target);
    CoolEditor.HideTool();
```