

**Description:**

A DropDown control class for the old Unity GUI.

**Added In:** v0.50

## Function

```
public UMFDropDown(Rect rect, GUIContent buttonContent, GUIContent[] listContent, GUIStyle listStyle = null)
public UMFDropDown(Rect rect, GUIContent buttonContent, GUIContent[] listContent, string buttonStyle, string boxStyle, GUIStyle listStyle = null)
```

## Usage

```
//Coming soon
```

## Examples

```
//Coming soon
```

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