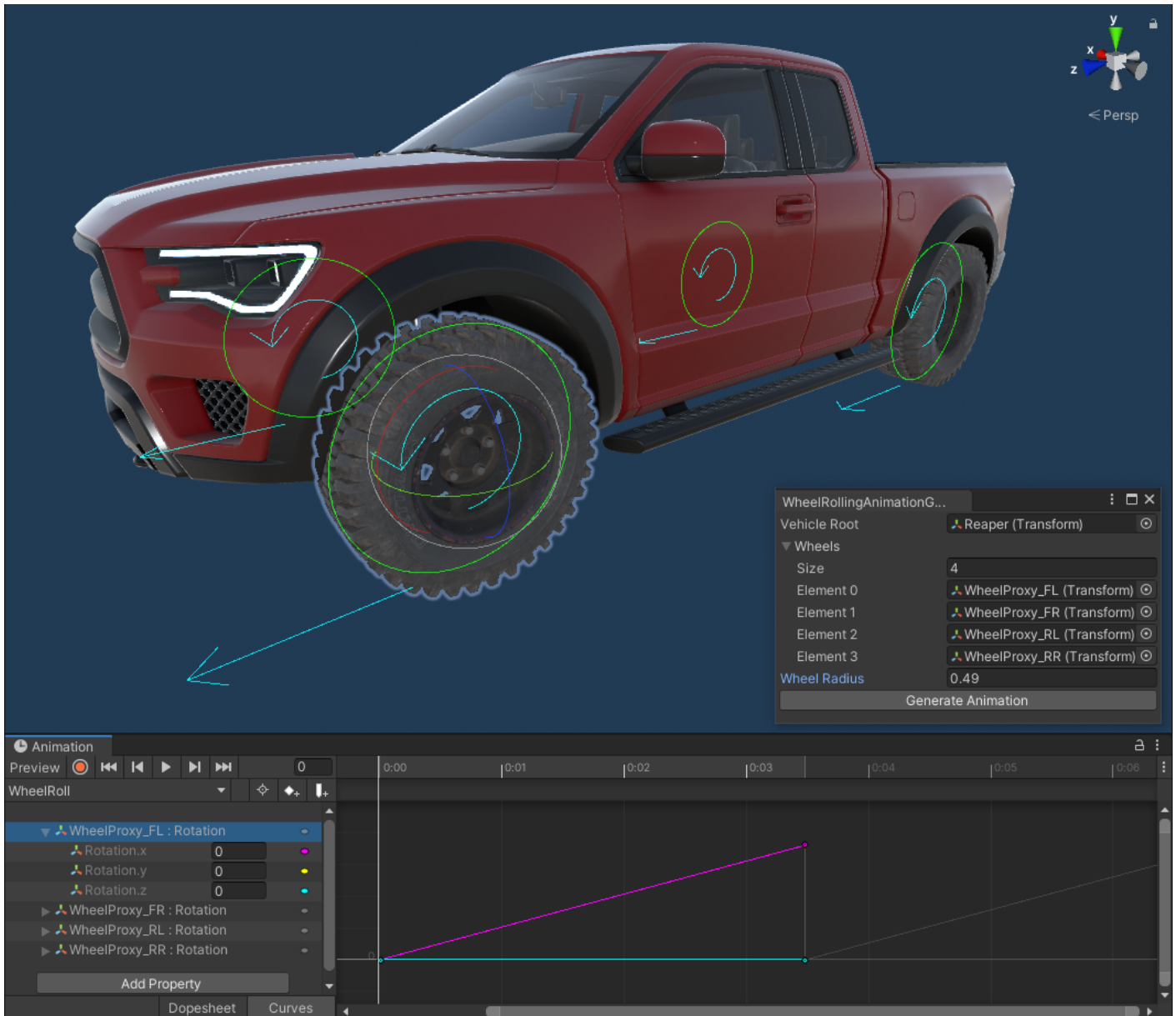


OnSceneGUI In Editor Window

This is how you can get [OnSceneGUI](#) features like [Handles](#) to work on [EditorWindows](#).



```
private void OnEnable()
{
    // Ensure that there is no delegate callback
    SceneView.duringSceneGui -= OnSceneGUI;
```

```
// Define the callback for the delegate
SceneManager.duringSceneGui += OnSceneGUI;
}

private void OnDestroy()
{
    // After the editor window is destroyed, remove the callback
    SceneManager.duringSceneGui -= OnSceneGUI;
}

private void OnSceneGUI(SceneView sceneView)
{
    // Here you can use OnSceneGUI features like Handles
}
```

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