

# Rebuilding UI Layout from OnValidate

[UI Basics and Beyond | Rebuilding UI Layout](#)

Attempting to call [LayoutRebuilder.ForceRebuildLayoutImmediate](#) from [OnValidate](#) will result in following warning being thrown into your console: `SendMessage cannot be called during Awake, CheckConsistency, or OnValidate UnityEngine.Object: Instantiate(GameObject)`.

We can work around this by utilizing [UnityEditor.EditorApplication.delayCall](#) (example script from [Udonity](#)):

```
using UdonSharp;
using UnityEngine;
using UnityEngine.UI;

namespace Varneon.VUdon.Udonity.UIElements
{
    [RequireComponent(typeof(LayoutGroup))]
    [RequireComponent(typeof(ContentSizeFitter))]
    [UdonBehaviourSyncMode(BehaviourSyncMode.None)]
    public class Foldout : UdonSharpBehaviour
    {
        public bool Expanded
        {
            get => expanded;
            set
            {
                expanded = value;

                toggle.SetExpandedStateWithoutNotify(expanded);

                SetContentExpandedState(expanded);
            }
        }
    }
}
```

```

    }

    [Header("Options")]
    [SerializeField]
    private bool expanded;

    [Header("References")]
    [SerializeField]
    private FoldoutToggle toggle;

    private void SetContentExpandedState(bool expanded)
    {
        gameObject.SetActive(expanded);

        LayoutGroup[] layoutGroups = GetComponentsInParent<LayoutGroup>(true);

        foreach (LayoutGroup layoutGroup in layoutGroups)
        {
            LayoutRebuilder.ForceRebuildLayoutImmediate(layoutGroup.GetComponent<RectTransform>());
        }
    }

    #if UNITY_EDITOR && !COMPILER_UDONSHARP
    private void OnValidate()
    {
        UnityEditor.EditorApplication.delayCall += OnValidateDelayed;
    }

    private void OnValidateDelayed()
    {
        if (this == null) { return; }

        if (toggle)
        {
            toggle.Foldout = this;

            toggle.SetExpandedStateWithoutNotify(expanded);
        }

        SetContentExpandedState(expanded);
    }

```

```
    }  
#endif  
    }  
}
```

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