

True Random PRO

Leave everything to chance



API

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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

- class [ExtensionMethods](#)
Various extension methods.

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.EditorTask Namespace Reference

Classes

- class [BaseCompileDefines](#)
Base for adding and removing the given symbols to PlayerSettings compiler define symbols.
- class [BaseInstaller](#)
Base-class for all installers.
- class [BaseSetupResources](#)
Base-class for moving all resources to 'Editor Default Resources'.
- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.
- class [RTFBCheck](#)
Search for the "Runtime File Browser" and add or remove the compile define "CT_RTFB".
- class [SetupResources](#)
Moves all resources to 'Editor Default Resources'.

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseEditorHelper](#)
Base for various Editor helper functions.

4.5 Crosstales.Common.Model Namespace Reference

4.6 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum [Platform](#) {
Windows = 0, **OSX** = 1, **Linux** = 2, **IOS** = 3,
Android = 4, **WSA** = 5, **Web** = 6, **Unsupported** = 7 }
All available platforms.
- enum [SampleRate](#) {
_8000Hz = 8000, **_11025Hz** = 11025, **_22050Hz** = 22050, **_44100Hz** = 44100,
_48000Hz = 48000 }
Typical audio sample rates.

4.6.1 Enumeration Type Documentation

4.6.1.1 Platform

enum [Crosstales.Common.Model.Enum.Platform](#) [strong]

All available platforms.

4.6.1.2 SampleRate

enum [Crosstales.Common.Model.Enum.SampleRate](#) [strong]

Typical audio sample rates.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTHelper](#)
Helper to reset the necessary settings.
- class [CTHelperEditor](#)
- class [CTOWCompileDefines](#)
Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTScreenshot](#)
Take screen shots inside an application.
- class [CTWebClient](#)
Specialized WebClient.
- class [FileHelper](#)
Various helper functions for the file system.
- class [MemoryCacheStream](#)
Memory cache stream.
- class [NetworkHelper](#)
Base for various helper functions for networking.
- class [PlatformController](#)
Enables or disable game objects and scripts for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [Singleton](#)
Base-class for all singletons.
- class [SingletonHelper](#)
Helper-class for singletons.
- class [XmlHelper](#)
Helper-class for XML.

4.8 Crosstales.Internal Namespace Reference

Classes

- class [WebGLCopyAndPaste](#)
Allows copy and paste in WebGL.
- class [WebGLCopyAndPasteAPI](#)

4.9 Crosstales.TrueRandom Namespace Reference

Classes

- class [OnError](#)
- class [OnGenerateCompleted](#)
- class [OnQuotaUpdated](#)
- class [TRManager](#)
The [TRManager](#) is the manager for all modules.

Functions

- delegate void **GenerateIntegerStart** (string id)
- delegate void **GenerateIntegerFinished** (System.Collections.Generic.List< int > result, string id)
- delegate void **GenerateFloatStart** (string id)
- delegate void **GenerateFloatFinished** (System.Collections.Generic.List< float > result, string id)
- delegate void **GenerateSequenceStart** (string id)
- delegate void **GenerateSequenceFinished** (System.Collections.Generic.List< int > result, string id)
- delegate void **GenerateStringStart** (string id)
- delegate void **GenerateStringFinished** (System.Collections.Generic.List< string > result, string id)
- delegate void **GenerateVector2Start** (string id)
- delegate void **GenerateVector2Finished** (System.Collections.Generic.List< Vector2 > result, string id)
- delegate void **GenerateVector3Start** (string id)
- delegate void **GenerateVector3Finished** (System.Collections.Generic.List< Vector3 > result, string id)
- delegate void **GenerateVector4Start** (string id)
- delegate void **GenerateVector4Finished** (System.Collections.Generic.List< Vector4 > result, string id)
- delegate void **ErrorInfo** (string error, string id)
- delegate void **QuotaUpdate** (int quota)

4.10 Crosstales.TrueRandom.Demo Namespace Reference

Classes

- class [DiceRoll](#)
Simulates n random dices with the values 1-6.
- class [EventTester](#)
Simple test script for all UnityEvent-callbacks.
- class [GenerateFloat](#)
Generate random floats.
- class [GenerateInteger](#)
Generate random integers.
- class [GenerateSequence](#)
Generate a random sequence.
- class [GenerateStrings](#)
Generate random strings.
- class [GenerateVector2](#)
Generate random Vector2.
- class [GenerateVector3](#)
Generate random Vector3.
- class [GenerateVector4](#)
Generate random Vector3.
- class [GUIMain](#)
Main GUI component for all demo scenes.
- class [GUIScenes](#)
Main GUI scene manager for all demo scenes.
- class [Magic8Ball](#)
Magic 8-Ball simulator.
- class [ZInstaller](#)
Installs the packages from [Common](#).

4.11 Crosstales.TrueRandom.EditorBuild Namespace Reference

Classes

- class [SetAndroid](#)
Sets the required build parameters for Android.

4.12 Crosstales.TrueRandom.EditorExtension Namespace Reference

Classes

- class [scriptEditor](#)
Custom editor for the 'script'-class.

4.13 Crosstales.TrueRandom.EditorIntegration Namespace Reference

Classes

- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigWindow](#)
Editor window extension.
- class [TrueRandomGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [TrueRandomMenu](#)
Editor component for the "Tools"-menu.

4.14 Crosstales.TrueRandom.EditorTask Namespace Reference

Classes

- class [AAConfigLoader](#)
Loads the configuration at startup.
- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [Launch](#)
Show the configuration window on the first launch.
- class [SetupResources](#)
Moves all resources to 'Editor Default Resources'.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_VERSION,
DEPRECATED }

All possible update stati.

4.14.1 Enumeration Type Documentation

4.14.1.1 UpdateStatus

enum [Crosstales.TrueRandom.EditorTask.UpdateStatus](#) [strong]

All possible update stati.

4.15 Crosstales.TrueRandom.EditorUtil Namespace Reference

Classes

- class [EditorConfig](#)
Editor Configuration for the asset.
- class [EditorConstants](#)
Collected editor constants of very general utility for the asset.
- class [EditorHelper](#)
Editor helper class.

4.16 Crosstales.TrueRandom.Module Namespace Reference

Classes

- class [BaseModule](#)
- class [ModuleFloat](#)
This module will generate true random floats in configurable intervals.
- class [ModuleInteger](#)
This module will generate true random integers in configurable intervals.
- class [ModuleQuota](#)
This module gets the remaining quota on [www.random.org](#).
- class [ModuleSequence](#)
This module will randomize a given interval of integers, i.e. arrange them in random order.
- class [ModuleString](#)
This module will generate true random strings of various length and character compositions.
- class [ModuleVector2](#)
This generator will generate true random Vector2 in configurable intervals.
- class [ModuleVector3](#)
This generator will generate true random Vector3 in configurable intervals.
- class [ModuleVector4](#)
This generator will generate true random Vector4 in configurable intervals.

4.17 Crosstales.TrueRandom.PlayMaker Namespace Reference

Classes

- class [BaseTREditor](#)
Base-class for custom editors.
- class [GenerateFloatEditor](#)
Custom editor for the GenerateFloat-action.
- class [GenerateIntegerEditor](#)
Custom editor for the GenerateInteger-action.
- class [GenerateSequenceEditor](#)
Custom editor for the GenerateSequence-action.
- class [GenerateStringEditor](#)
Custom editor for the GenerateString-action.
- class [GenerateVector2Editor](#)
Custom editor for the GenerateVector2-action.
- class [GenerateVector3Editor](#)
Custom editor for the GenerateVector3-action.

4.18 Crosstales.TrueRandom.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [Helper](#)
Various helper functions.
- class [SetupProject](#)
Setup the project to use True Random.

4.19 Crosstales.UI Namespace Reference

Classes

- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [Social](#)
Crosstales social media links.
- class [StaticManager](#)
Static Button Manager.
- class [UIDrag](#)
Allow to Drag the Windows around.
- class [UIFocus](#)
Change the Focus on from a Window.
- class [UIHint](#)

- class [UIResize](#)
Controls a UI group (hint).
- class [UIWindowManager](#)
Resize a UI element.
- class [WindowManager](#)
Change the state of all Window panels.
- class [WindowManager](#)
Manager for a Window.

4.20 Crosstales.UI.Audio Namespace Reference

Classes

- class [AudioFilterController](#)
Controller for audio filters.
- class [AudioSourceController](#)
Controller for AudioSources.

4.21 Crosstales.UI.Util Namespace Reference

Classes

- class [FPSDisplay](#)
Simple FPS-Counter.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.

4.22 HutongGames Namespace Reference

4.23 HutongGames.PlayMaker Namespace Reference

4.24 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class [BaseTRAction](#)
Base class for TrueRandom-actions in PlayMaker.
- class [GenerateFloat](#)
Generate-action for floats in PlayMaker.
- class [GenerateInteger](#)
Generate-action for integers in PlayMaker.
- class [GenerateSequence](#)
Generate-action for sequences in PlayMaker.
- class [GenerateString](#)
Generate-action for strings in PlayMaker.
- class [GenerateVector2](#)
Generate-action for Vector2 in PlayMaker.
- class [GenerateVector3](#)
Generate-action for Vector3 in PlayMaker.

Chapter 5

Class Documentation

5.1 Crosstales.TrueRandom.EditorTask.AAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

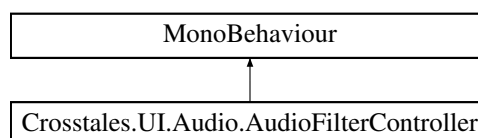
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Editor/Task/AAConfigLoader.cs

5.2 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



Public Member Functions

- void [FindAllAudioFilters](#) ()
Finds all audio filters in the scene.
- void [ResetAudioFilters](#) ()
Resets all audio filters.
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

- bool [FindAllAudioFiltersOnStart](#) = true
Searches for all audio filters in the whole scene (default: true).
- AudioReverbFilter[] **ReverbFilters**
- AudioChorusFilter[] **ChorusFilters**
- AudioEchoFilter[] **EchoFilters**
- AudioDistortionFilter[] **DistortionFilters**
- AudioLowPassFilter[] **LowPassFilters**
- AudioHighPassFilter[] **HighPassFilters**
- bool **ResetAudioFiltersOnStart** = true
- bool **ChorusFilter**
- bool **EchoFilter**
- bool **DistortionFilter**
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter**
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter**
- float **HighpassFilterValue** = 5000f
- Dropdown **ReverbFilterDropdown**
- Text **DistortionText**
- Text **LowpassText**
- Text **HighpassText**

5.2.1 Detailed Description

Controller for audio filters.

5.2.2 Member Function Documentation

5.2.2.1 FindAllAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.FindAllAudioFilters ( )
```

Finds all audio filters in the scene.

5.2.2.2 ResetAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.ResetAudioFilters ( )
```

Resets all audio filters.

5.2.3 Member Data Documentation

5.2.3.1 FindAllAudioFiltersOnStart

```
bool Crosstales.UI.Audio.AudioFilterController.FindAllAudioFiltersOnStart = true
```

Searches for all audio filters in the whole scene (default: true).

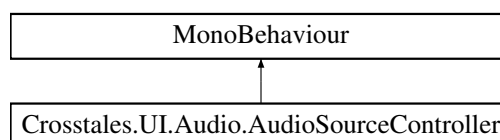
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Audio/AudioFilterController.cs

5.3 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



Public Member Functions

- void [FindAllAudioSources](#) ()
Finds all audio sources in the scene.
- void [ResetAllAudioSources](#) ()
Resets all audio sources.
- void **MuteEnabled** (bool isEnabled)
- void **LoopEnabled** (bool isEnabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

- bool [FindAllAudioSourcesOnStart](#) = true
Searches for all AudioSource in the whole scene (default: true).
- AudioSource[] [AudioSources](#)
Active controlled AudioSources.
- bool [ResetAudioSourcesOnStart](#) = true
Resets all active AudioSources (default: true).
- bool [Mute](#)
Mute on/off (default: false).
- bool [Loop](#)
Loop on/off (default: false).
- float [Volume](#) = 1f
Volume of the audio (default: 1)
- float [Pitch](#) = 1f
Pitch of the audio (default: 1).
- float [StereoPan](#)
Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.3.1 Detailed Description

Controller for AudioSources.

5.3.2 Member Function Documentation

5.3.2.1 FindAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.FindAllAudioSources ( )
```

Finds all audio sources in the scene.

5.3.2.2 ResetAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.ResetAllAudioSources ( )
```

Resets all audio sources.

5.3.3 Member Data Documentation

5.3.3.1 AudioSources

```
AudioSource [ ] Crosstales.UI.Audio.AudioSourceController.AudioSources
```

Active controlled AudioSources.

5.3.3.2 FindAllAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.FindAllAudioSourcesOnStart = true
```

Searches for all AudioSource in the whole scene (default: true).

5.3.3.3 Loop

```
bool Crosstales.UI.Audio.AudioSourceController.Loop
```

Loop on/off (default: false).

5.3.3.4 Mute

```
bool Crosstales.UI.Audio.AudioSourceController.Mute
```

Mute on/off (default: false).

5.3.3.5 Pitch

```
float Crosstales.UI.Audio.AudioSourceController.Pitch = 1f
```

Pitch of the audio (default: 1).

5.3.3.6 ResetAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.ResetAudioSourcesOnStart = true
```

Resets all active AudioSources (default: true).

5.3.3.7 StereoPan

```
float Crosstales.UI.Audio.AudioSourceController.StereoPan
```

Stereo pan of the audio (default: 0).

5.3.3.8 Volume

```
float Crosstales.UI.Audio.AudioSourceController.Volume = 1f
```

Volume of the audio (default: 1)

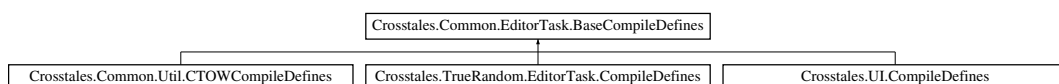
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Audio/AudioSourceController.cs

5.4 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Public Member Functions

- static void [AddSymbolsToAllTargets](#) (params string[] symbols)
Adds the given symbols to the compiler defines.
- static void [RemoveSymbolsFromAllTargets](#) (params string[] symbols)
Removes the given symbols from the compiler defines.

Static Protected Member Functions

- static void **addSymbolsToAllTargets** (params string[] symbols)
- static void **removeSymbolsFromAllTargets** (params string[] symbols)

5.4.1 Detailed Description

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

5.4.2 Member Function Documentation

5.4.2.1 AddSymbolsToAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.AddSymbolsToAllTargets (
    params string[] symbols ) [static]
```

Adds the given symbols to the compiler defines.

Parameters

<i>symbols</i>	Symbols to add to the compiler defines
----------------	--

5.4.2.2 RemoveSymbolsFromAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.RemoveSymbolsFromAllTargets (
    params string[] symbols ) [static]
```

Removes the given symbols from the compiler defines.

Parameters

<i>symbols</i>	Symbols to remove from the compiler defines
----------------	---

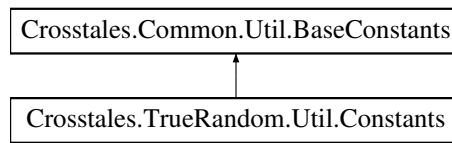
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔
Editor/Task/BaseCompileDefines.cs

5.5 Crosstales.Common.Util.BaseConstants Class Reference

Base for collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string **COMMON_VERSION** = "2024.1.1"
*Version of the **Common**.*
- const int **COMMON_BUILD** = 20240226
*Build number of the **Common**.*
- static readonly DateTime **COMMON_CHANGED** = new DateTime(2024, 3, 15)
*Change date of the **Common** (YYYY, MM, DD).*
- const string **ASSET_AUTHOR** = "crosstales LLC"
Author of the asset.
- const string **ASSET_AUTHOR_URL** = "https://www.crosstales.com"
URL of the asset author.
- const string **ASSET_CT_URL** = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string **ASSET_SOCIAL_DISCORD** = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string **ASSET_SOCIAL_FACEBOOK** = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string **ASSET_SOCIAL_TWITTER** = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string **ASSET_SOCIAL_YOUTUBE** = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string **ASSET_SOCIAL_LINKEDIN** = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string **ASSET_3P_PLAYMAKER** = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
URL of the 3rd party asset "PlayMaker".
- const string **ASSET_3P_VOLUMETRIC_AUDIO** = "https://assetstore.unity.com/packages/slug/17125?aid=1011INGT"
URL of the 3rd party asset "Volumetric Audio".
- const string **ASSET_3P_ROCKTOMATE** = "https://assetstore.unity.com/packages/slug/156311?aid=1011INGT"
URL of the 3rd party asset "RockTomate".
- const string **ASSET_3P_RTFB** = "https://assetstore.unity.com/packages/slug/113006?aid=1011INGT"
URL of the 3rd party asset "Runtime File Browser".
- const string **ASSET_BWF** = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the "Badword Filter" asset.
- const string **ASSET_DJ** = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
URL of the "DJ" asset.
- const string **ASSET_FB** = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
URL of the "File Browser" asset.
- const string **ASSET_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
URL of the "Online Check" asset.

- const string **ASSET_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the "Radio" asset.
- const string **ASSET_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the "RT-Voice" asset.
- const string **ASSET_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
URL of the "Turbo Backup" asset.
- const string **ASSET_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
URL of the "Turbo Builder" asset.
- const string **ASSET_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
URL of the "Turbo Switch" asset.
- const string **ASSET_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
URL of the "True Random" asset.
- const int **FACTOR_KB** = 1024
Factor for kilo bytes.
- const int **FACTOR_MB** = **FACTOR_KB** * 1024
Factor for mega bytes.
- const int **FACTOR_GB** = **FACTOR_MB** * 1024
Factor for giga bytes.
- const float **FLOAT_32768** = 32768f
Float value of 32768.
- const float **FLOAT_TOLERANCE** = 0.0001f
Float tolerance.
- const string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"
ToString for two decimal places.
- const string **FORMAT_NO_DECIMAL_PLACES** = "0"
ToString for no decimal places.
- const string **FORMAT_PERCENT** = "0%"
ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string **PATH_DELIMITER_WINDOWS** = @"\ "
Path delimiter for Windows.
- const string **PATH_DELIMITER_UNIX** = "/"
Path delimiter for Unix.
- static System.Text.RegularExpressions.Regex **REGEX_LINEENDINGS** => _regexLineEndings ?? (←
_regexLineEndings = new System.Text.RegularExpressions.Regex(@"[\u000A\u000B\u000C\u000D
D\u2028\u2029\u0085]+"))
- static System.Text.RegularExpressions.Regex **REGEX_EMAIL** => _regexEmail ?? (_regexEmail = new
System.Text.RegularExpressions.Regex(@"^(?("")("".+?"")@)|((([0-9a-zA-Z](\.(?!\.)|[-!#\$%&'*\+/=!\^`\{\}|\~\w)*)|(?<=[0-
9a-zA-Z])@)))(\|)(\{1,3\}\.){3}\d{1,3}\|)(([0-9a-zA-Z]|\w)*[0-9a-zA-Z]\.)+[a-zA-Z]{2,6})\$"))
- static System.Text.RegularExpressions.Regex **REGEX_CREDITCARD** => _regexCreditCard ?? (_regex←
CreditCard = new System.Text.RegularExpressions.Regex(@"^(?(\d{4}[-]?)?){3}\d{4}\$"))
- static System.Text.RegularExpressions.Regex **REGEX_URL_WEB** => _regexUrlWeb ?? (_regexUrl←
Web = new System.Text.RegularExpressions.Regex(@"^(ht|f)tp(s?)\:\V[0-9a-zA-Z]([-.\w]*[0-9a-zA-Z])*(:(0-
9)**(\V?)[a-zA-Z0-9-\.\!\?\\'\|\+&#\%\$_]*)?\$"))
- static System.Text.RegularExpressions.Regex **REGEX_IP_ADDRESS** => _regexIPAddress ?? (_regexI←
PAddress = new System.Text.RegularExpressions.Regex(@"^([0-9]{1,3}\.){3}[0-9]{1,3}\$"))
- static System.Text.RegularExpressions.Regex **REGEX_INVALID_CHARS** => _regexInvalidChars ?? (←
regexInvalidChars = new System.Text.RegularExpressions.Regex(@"^\w\.\@-"))
- static System.Text.RegularExpressions.Regex **REGEX_ALPHANUMERIC** => _regexAlpha ?? (_regex←
Alpha = new System.Text.RegularExpressions.Regex(@"([A-Za-z0-9_]+))"))
- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_SPACES** => _regexCleanSpace ?? (←
regexCleanSpace = new System.Text.RegularExpressions.Regex(@"\s+"))

- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_TAGS** => _regexCleanTags ?? (_regexCleanTags = new System.Text.RegularExpressions.Regex(@"<.*?>"))
- static System.Text.RegularExpressions.Regex **REGEX_DRIVE_LETTERS** => _regexDriveLetters ?? (_regexDriveLetters = new System.Text.RegularExpressions.Regex(@"^[a-zA-Z]:"))
- static System.Text.RegularExpressions.Regex **REGEX_FILE** => _regexFile ?? (_regexFile = new System.Text.RegularExpressions.Regex(@"^\.[\w]+\$"))
- const string **ALPHABET_LATIN_UPPERCASE** = "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
- const string **ALPHABET_LATIN_LOWERCASE** = "abcdefghijklmnopqrstuvwxyz"
- const string **ALPHABET_EXT_UPPERCASE** = "ÀÂÃÄÅÆÇÈÉÊËËÏÔÕÙÛ"
- const string **ALPHABET_EXT_LOWERCASE** = "àâãäåæçèéêëëïôõùû"
- static readonly string **ALPHABET_LATIN** = \$"{ALPHABET_LATIN_UPPERCASE}{ALPHABET_EXT_UPPERCASE}{ALPHABET_LATIN_LOWERCASE}{ALPHABET_EXT_LOWERCASE}"
- const string **NUMBERS** = "0123456789"
- static readonly string **SIGNS** = \$"{ALPHABET_LATIN}{NUMBERS}"
- static bool **DEV_DEBUG** = false
 - *Development debug logging for the asset.*
- static string **TEXT_TOSTRING_START** = "{"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ", "
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- const string **PREFIX_HTTP** = "http://"
- const string **PREFIX_HTTPS** = "https://"
- static int **PROCESS_KILL_TIME** = 5000
 - *Kill processes after 5000 milliseconds.*
- static string **CMD_WINDOWS_PATH** = @"C:\Windows\system32\cmd.exe"
 - *Path to the cmd under Windows.*
- static bool **SHOW_BWF_BANNER** = true
 - *Show the BWF banner.*
- static bool **SHOW_DJ_BANNER** = true
 - *Show the DJ banner.*
- static bool **SHOW_FB_BANNER** = true
 - *Show the FB banner.*
- static bool **SHOW_OC_BANNER** = true
 - *Show the OC banner.*
- static bool **SHOW_RADIO_BANNER** = true
 - *Show the Radio banner.*
- static bool **SHOW_RTV_BANNER** = true
 - *Show the RTV banner.*
- static bool **SHOW_TB_BANNER** = true
 - *Show the TB banner.*
- static bool **SHOW_TPB_BANNER** = true
 - *Show the TPB banner.*
- static bool **SHOW_TPS_BANNER** = true
 - *Show the TPS banner.*
- static bool **SHOW_TR_BANNER** = true
 - *Show the TR banner.*
- static string **APPLICATION_PATH** => [Crosstales.Common.Util.FileHelper.ValidatePath](#)(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))
 - *Application path.*

Properties

- static string `PREFIX_FILE` [get]
URL prefix for files.

5.5.1 Detailed Description

Base for collected constants of very general utility for the asset.

5.5.2 Member Data Documentation

5.5.2.1 APPLICATION_PATH

```
string Crosstales.Common.Util.BaseConstants.APPLICATION_PATH => Crosstales.Common.Util.FileHelper.ValidatePath(
    Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1)) [static]
```

Application path.

5.5.2.2 ASSET_3P_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=10111NGT" [static]
```

URL of the 3rd party asset "PlayMaker".

5.5.2.3 ASSET_3P_ROCKTOMATE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_ROCKTOMATE = "https://assetstore.unity.com/packages/slug/156311?aid=10111NGT" [static]
```

URL of the 3rd party asset "RockTomate".

5.5.2.4 ASSET_3P_RTFB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_RTFB = "https://assetstore.unity.com/packages/slug/113006?aid=10111NGT" [static]
```

URL of the 3rd party asset "Runtime File Browser".

5.5.2.5 ASSET_3P_VOLUMETRIC_AUDIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.unity.com/packages/slug/17125?aid=10111NGT" [static]
```

URL of the 3rd party asset "Volumetric Audio".

5.5.2.6 ASSET_AUTHOR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC" [static]
```

Author of the asset.

5.5.2.7 ASSET_AUTHOR_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR_URL = "https://www.crosstales.com" [static]
```

URL of the asset author.

5.5.2.8 ASSET_BWF

```
const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=10111NGT" [static]
```

URL of the "Badword Filter" asset.

5.5.2.9 ASSET_CT_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT" [static]
```

URL of the crosstales assets in UAS.

5.5.2.10 ASSET_DJ

```
const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=10111NGT" [static]
```

URL of the "DJ" asset.

5.5.2.11 ASSET_FB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=10111NGT" [static]
```

URL of the "File Browser" asset.

5.5.2.12 ASSET_OC

```
const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=10111NGT" [static]
```

URL of the "Online Check" asset.

5.5.2.13 ASSET_RADIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=10111NGT" [static]
```

URL of the "Radio" asset.

5.5.2.14 ASSET_RTV

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the "RT-Voice" asset.

5.5.2.15 ASSET_SOCIAL_DISCORD

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4" [static]
```

URL of the crosstales Discord-channel.

5.5.2.16 ASSET_SOCIAL_FACEBOOK

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/" [static]
```

URL of the crosstales Facebook-profile.

5.5.2.17 ASSET_SOCIAL_LINKEDIN

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.↵  
linkedin.com/company/crosstales" [static]
```

URL of the crosstales LinkedIn-profile.

5.5.2.18 ASSET_SOCIAL_TWITTER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.↵  
com/crosstales" [static]
```

URL of the crosstales Twitter-profile.

5.5.2.19 ASSET_SOCIAL_YOUTUBE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.↵  
com/c/Crosstales" [static]
```

URL of the crosstales Youtube-profile.

5.5.2.20 ASSET_TB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↵  
com/packages/slug/98711?aid=10111NGT" [static]
```

URL of the "Turbo Backup" asset.

5.5.2.21 ASSET_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.↵  
com/packages/slug/98714?aid=10111NGT" [static]
```

URL of the "Turbo Builder" asset.

5.5.2.22 ASSET_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.↵  
com/packages/slug/60040?aid=10111NGT" [static]
```

URL of the "Turbo Switch" asset.

5.5.2.23 ASSET_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=10111NGT" [static]
```

URL of the "True Random" asset.

5.5.2.24 CMD_WINDOWS_PATH

```
string Crosstales.Common.Util.BaseConstants.CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe" [static]
```

Path to the cmd under Windows.

5.5.2.25 COMMON_BUILD

```
const int Crosstales.Common.Util.BaseConstants.COMMON_BUILD = 20240226 [static]
```

Build number of the [Common](#).

5.5.2.26 COMMON_CHANGED

```
readonly DateTime Crosstales.Common.Util.BaseConstants.COMMON_CHANGED = new DateTime(2024, 3, 15) [static]
```

Change date of the [Common](#) (YYYY, MM, DD).

5.5.2.27 COMMON_VERSION

```
const string Crosstales.Common.Util.BaseConstants.COMMON_VERSION = "2024.1.1" [static]
```

Version of the [Common](#).

5.5.2.28 DEV_DEBUG

```
bool Crosstales.Common.Util.BaseConstants.DEV_DEBUG = false [static]
```

Development debug logging for the asset.

5.5.2.29 FACTOR_GB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024 [static]
```

Factor for giga bytes.

5.5.2.30 FACTOR_KB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024 [static]
```

Factor for kilo bytes.

5.5.2.31 FACTOR_MB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024 [static]
```

Factor for mega bytes.

5.5.2.32 FLOAT_32768

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f [static]
```

Float value of 32768.

5.5.2.33 FLOAT_TOLERANCE

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_TOLERANCE = 0.0001f [static]
```

Float tolerance.

5.5.2.34 FORMAT_NO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0" [static]
```

ToString for no decimal places.

5.5.2.35 FORMAT_PERCENT

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%" [static]
```

ToString for percent.

5.5.2.36 FORMAT_TWO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00" [static]
```

ToString for two decimal places.

5.5.2.37 PATH_DELIMITER_UNIX

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/" [static]
```

Path delimiter for Unix.

5.5.2.38 PATH_DELIMITER_WINDOWS

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\\" [static]
```

Path delimiter for Windows.

5.5.2.39 PROCESS_KILL_TIME

```
int Crosstales.Common.Util.BaseConstants.PROCESS_KILL_TIME = 5000 [static]
```

Kill processes after 5000 milliseconds.

5.5.2.40 SHOW_BWF_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_BWF_BANNER = true [static]
```

Show the BWF banner.

5.5.2.41 SHOW_DJ_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_DJ_BANNER = true [static]
```

Show the DJ banner.

5.5.2.42 SHOW_FB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_FB_BANNER = true [static]
```

Show the FB banner.

5.5.2.43 SHOW_OC_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_OC_BANNER = true [static]
```

Show the OC banner.

5.5.2.44 SHOW_RADIO_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RADIO_BANNER = true [static]
```

Show the Radio banner.

5.5.2.45 SHOW_RTV_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RTV_BANNER = true [static]
```

Show the RTV banner.

5.5.2.46 SHOW_TB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TB_BANNER = true [static]
```

Show the TB banner.

5.5.2.47 SHOW_TPB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPB_BANNER = true [static]
```

Show the TPB banner.

5.5.2.48 SHOW_TPS_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPS_BANNER = true [static]
```

Show the TPS banner.

5.5.2.49 SHOW_TR_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TR_BANNER = true [static]
```

Show the TR banner.

5.5.3 Property Documentation

5.5.3.1 PREFIX_FILE

```
string Crosstales.Common.Util.BaseConstants.PREFIX_FILE [static], [get]
```

URL prefix for files.

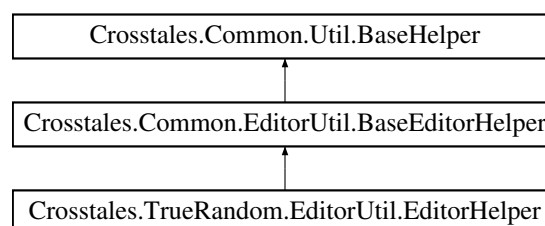
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/BaseConstants.cs

5.6 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")
Restart Unity.
- static void [SeparatorUI](#) (int space=12)
Shows a separator-UI.
- static void [ReadOnlyTextField](#) (string label, string text)
Generates a read-only text field with a label.
- static void [RefreshAssetDatabase](#) (ImportAssetOptions options=ImportAssetOptions.Default)
Refreshes the asset database.
- static bool [IsValidBuildTarget](#) (BuildTarget target)
Returns the true if the BuildTarget is installed in Unity.
- static BuildTarget [GetBuildTargetForBuildName](#) (string build)
Returns the BuildTarget for a build name, like 'win64'.
- static string [GetBuildNameFromBuildTarget](#) (BuildTarget build)
Returns the build name for a BuildTarget.
- static System.Collections.Generic.List< T > [FindAssetsByType](#)< T > ()
Returns assets for a certain type.
- static T [CreateAsset](#)< T > (string name, bool showSaveFileBrowser=true)
Create and return a new asset in a smart location based on the current selection and then select it.
- static void [InstantiatePrefab](#) (string prefabName, string path)
Instantiates a prefab.

Static Public Attributes

- static Texture2D **Logo_Asset_BWF** => loadImage(ref logo_asset_bwf, "logo_asset_bwf.png")
- static Texture2D **Logo_Asset_DJ** => loadImage(ref logo_asset_dj, "logo_asset_dj.png")
- static Texture2D **Logo_Asset_FB** => loadImage(ref logo_asset_fb, "logo_asset_fb.png")
- static Texture2D **Logo_Asset_OC** => loadImage(ref logo_asset_oc, "logo_asset_oc.png")
- static Texture2D **Logo_Asset_Radio** => loadImage(ref logo_asset_radio, "logo_asset_radio.png")
- static Texture2D **Logo_Asset_RTV** => loadImage(ref logo_asset_rtv, "logo_asset_rtv.png")
- static Texture2D **Logo_Asset_TB** => loadImage(ref logo_asset_tb, "logo_asset_tb.png")
- static Texture2D **Logo_Asset_TPB** => loadImage(ref logo_asset_tpb, "logo_asset_tpb.png")
- static Texture2D **Logo_Asset_TPS** => loadImage(ref logo_asset_tps, "logo_asset_tps.png")
- static Texture2D **Logo_Asset_TR** => loadImage(ref logo_asset_tr, "logo_asset_tr.png")
- static Texture2D **Logo_CT** => loadImage(ref logo_ct, "logo_ct.png")
- static Texture2D **Logo_Unity** => loadImage(ref logo_unity, "logo_unity.png")
- static Texture2D **Icon_Save** => loadImage(ref icon_save, "icon_save.png")
- static Texture2D **Icon_Reset** => loadImage(ref icon_reset, "icon_reset.png")
- static Texture2D **Icon_Refresh** => loadImage(ref icon_refresh, "icon_refresh.png")
- static Texture2D **Icon_Delete** => loadImage(ref icon_delete, "icon_delete.png")
- static Texture2D **Icon_Folder** => loadImage(ref icon_folder, "icon_folder.png")
- static Texture2D **Icon_Plus** => loadImage(ref icon_plus, "icon_plus.png")
- static Texture2D **Icon_Minus** => loadImage(ref icon_minus, "icon_minus.png")
- static Texture2D **Icon_Manual** => loadImage(ref icon_manual, "icon_manual.png")
- static Texture2D **Icon_API** => loadImage(ref icon_api, "icon_api.png")
- static Texture2D **Icon_Forum** => loadImage(ref icon_forum, "icon_forum.png")
- static Texture2D **Icon_Product** => loadImage(ref icon_product, "icon_product.png")
- static Texture2D **Icon_Check** => loadImage(ref icon_check, "icon_check.png")
- static Texture2D **Social_Discord** => loadImage(ref social_Discord, "social_Discord.png")
- static Texture2D **Social_Facebook** => loadImage(ref social_Facebook, "social_Facebook.png")
- static Texture2D **Social_Twitter** => loadImage(ref social_Twitter, "social_Twitter.png")

- static Texture2D **Social_YouTube** => loadImage(ref social_YouTube, "social_YouTube.png")
- static Texture2D **Social_Linkedin** => loadImage(ref social_Linkedin, "social_Linkedin.png")
- static Texture2D **Video_Promo** => loadImage(ref video_promo, "video_promo.png")
- static Texture2D **Video_Tutorial** => loadImage(ref video_tutorial, "video_tutorial.png")
- static Texture2D **Icon_Videos** => loadImage(ref icon_videos, "icon_videos.png")
- static Texture2D **Icon_3p_Assets** => loadImage(ref icon_3p_assets, "icon_3p_assets.png")
- static Texture2D **Asset_PlayMaker** => loadImage(ref asset_PlayMaker, "asset_PlayMaker.png")
- static Texture2D **Asset_VolumetricAudio** => loadImage(ref asset_VolumetricAudio, "asset_VolumetricAudio.png")
- static Texture2D **Asset_RockTomate** => loadImage(ref asset_rocktomate, "asset_rocktomate.png")
- static Texture2D **Asset_RTFB** => loadImage(ref asset_RTFB, "asset_RTFB.png")

Additional Inherited Members

5.6.1 Detailed Description

Base for various Editor helper functions.

5.6.2 Member Function Documentation

5.6.2.1 CreateAsset< T >()

```
static T Crosstales.Common.EditorUtil.BaseEditorHelper.CreateAsset< T > (
    string name,
    bool showSaveFileBrowser = true ) [static]
```

Create and return a new asset in a smart location based on the current selection and then select it.

Parameters

<i>name</i>	Name of the new asset. Do not include the .asset extension.
<i>showSaveFileBrowser</i>	Shows the save file browser to select a destination for the asset (default: true, optional).

Returns

The new asset.

Type Constraints

T: *ScriptableObject*

5.6.2.2 FindAssetsByType< T >()

```
static System.Collections.Generic.List<T> Crosstales.Common.EditorUtil.BaseEditorHelper.FindAssetsByType< T > ( ) [static]
```

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T: *Object*

5.6.2.3 GetBuildNameFromBuildTarget()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.GetBuildNameFromBuildTarget ( BuildTarget build ) [static]
```

Returns the build name for a BuildTarget.

Parameters

<i>build</i>	BuildTarget for a build name
--------------	------------------------------

Returns

The build name for a BuildTarget.

5.6.2.4 GetBuildTargetForBuildName()

```
static BuildTarget Crosstales.Common.EditorUtil.BaseEditorHelper.GetBuildTargetForBuildName ( string build ) [static]
```

Returns the BuildTarget for a build name, like 'win64'.

Parameters

<i>build</i>	Build name, like 'win64'
--------------	--------------------------

Returns

The BuildTarget for a build name.

5.6.2.5 InstantiatePrefab()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InstantiatePrefab (
    string prefabName,
    string path ) [static]
```

Instantiates a prefab.

Parameters

<i>prefabName</i>	Name of the prefab.
<i>path</i>	Path to the prefab.

5.6.2.6 isValidBuildTarget()

```
static bool Crosstales.Common.EditorUtil.BaseEditorHelper.isValidBuildTarget (
    BuildTarget target ) [static]
```

Returns the true if the BuildTarget is installed in Unity.

Parameters

<i>target</i>	BuildTarget to test
---------------	---------------------

Returns

True if the BuildTarget is installed in Unity.

5.6.2.7 ReadOnlyTextField()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.ReadOnlyTextField (
    string label,
    string text ) [static]
```

Generates a read-only text field with a label.

5.6.2.8 RefreshAssetDatabase()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RefreshAssetDatabase (
    ImportAssetOptions options = ImportAssetOptions.Default ) [static]
```

Refreshes the asset database.

Parameters

<i>options</i>	Asset import options (default: ImportAssetOptions.Default, optional).
----------------	---

5.6.2.9 RestartUnity()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RestartUnity (
    string executeMethod = "" ) [static]
```

Restart Unity.

Parameters

<i>executeMethod</i>	Executed method after the restart (optional)
----------------------	--

5.6.2.10 SeparatorUI()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.SeparatorUI (
    int space = 12 ) [static]
```

Shows a separator-UI.

Parameters

<i>space</i>	Space in pixels between the component and the separator line (default: 12, optional).
--------------	---

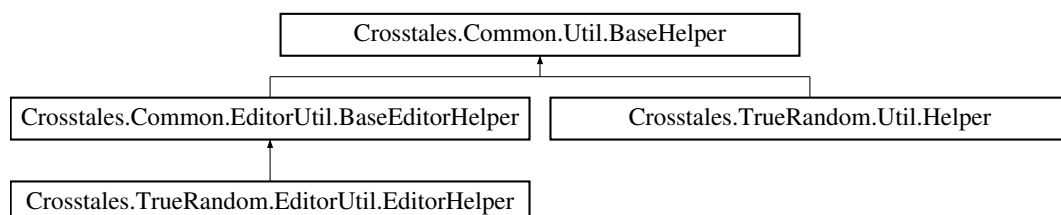
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Editor/Util/BaseEditorHelper.cs

5.7 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string [CreateString](#) (string generateChars, int stringLength)
Creates a string of characters with a given length.
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommented↵ Lines=true, int skipHeaderLines=0, int skipFooterLines=0)
Split the given text to lines and return it as list.
- static string [FormatBytesToHRF](#) (long bytes, bool useSI=false)
Format byte-value to Human-Readable-Form.
- static string [FormatSecondsToHRF](#) (double seconds)
Format seconds to Human-Readable-Form.
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)
Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>
- static string [GenerateLoremIpsum](#) (int length, int minSentences=1, int maxSentences=int.MaxValue, int min↵ Words=1, int maxWords=15)
Generates a "Lorem Ipsum" based on various parameters.
- static string [LanguageToISO639](#) (SystemLanguage language)
Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.
- static SystemLanguage [ISO639ToLanguage](#) (string isoCode)
Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.
- static object [InvokeMethod](#) (string className, string methodName, System.Reflection.BindingFlags flags=System.Reflection.BindingFlags.Static|System.Reflection.BindingFlags.Public, params object[] parameters)
Invokes a method on a full qualified class.
- static string [GetArgument](#) (string name)
Returns an argument for a name from the url or command line.
- static string[] [GetArguments](#) ()
Returns all arguments from the url or command line.
- static System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > > [ParseJSON](#) (string json)
Parses a given JSON into a dictionary with key and values Note: this is a very basic implementation for simple JSON-strings - don't expect it to work with complex (e.g. nested) JSONs

Static Public Attributes

- static bool **ApplicationIsPlaying** = Application.isPlaying
- static bool **isEditMode** => **isEditor** && !Application.isPlaying
Checks if we are in Editor mode.
- static bool **isStandalonePlatform** => **isWindowsPlatform** || **isMacOSPlatform** || **isLinuxPlatform**
Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool **isWebPlatform** => **isWebGLPlatform**
Checks if the current platform is Web (WebPlayer or WebGL).
- static bool **isWindowsBasedPlatform** => **isWindowsPlatform** || **isWSAPlatform** || **isXboxOnePlatform**
Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).
- static bool **isWSABasedPlatform** => **isWSAPlatform** || **isXboxOnePlatform**
Checks if the current platform is WSA-based (WSA or XboxOne).
- static bool **isAppleBasedPlatform** => **isMacOSPlatform** || **isIOSPlatform** || **isTvOSPlatform**
Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).
- static bool **isIOSBasedPlatform** => **isIOSPlatform** || **isTvOSPlatform**
Checks if the current platform is iOS-based (iOS or tvOS).
- static bool **isMobilePlatform** => **isAndroidPlatform** || **isIOSBasedPlatform**
Checks if the current platform is mobile (Android and iOS).
- static bool **isEditor** => **isWindowsEditor** || **isMacOSEditor** || **isLinuxEditor**
Checks if we are inside the Editor.

Static Protected Attributes

- static readonly System.Random **_rnd** = new System.Random()

Properties

- static System.Globalization.CultureInfo **BaseCulture** [get]
The current culture of the application.
- static bool **isIL2CPP** [get]
Checks if the current build target uses IL2CPP.
- static **Crosstales.Common.Model.Enum.Platform?** **CurrentPlatform** [get]
Returns the current platform.
- static int **AndroidAPILevel** [get]
Returns the Android API level of the current device (Android only)".
- static bool **isWindowsPlatform** [get]
Checks if the current platform is Windows.
- static bool **isMacOSPlatform** [get]
Checks if the current platform is OSX.
- static bool **isLinuxPlatform** [get]
Checks if the current platform is Linux.
- static bool **isAndroidPlatform** [get]
Checks if the current platform is Android.
- static bool **isIOSPlatform** [get]
Checks if the current platform is iOS.
- static bool **isTvOSPlatform** [get]
Checks if the current platform is tvOS.
- static bool **isWSAPlatform** [get]
Checks if the current platform is WSA.
- static bool **isXboxOnePlatform** [get]
Checks if the current platform is XboxOne.
- static bool **isPS4Platform** [get]
Checks if the current platform is PS4.
- static bool **isWebGLPlatform** [get]
Checks if the current platform is WebGL.
- static bool **isWindowsEditor** [get]
Checks if we are inside the Windows Editor.
- static bool **isMacOSEditor** [get]
Checks if we are inside the macOS Editor.
- static bool **isLinuxEditor** [get]
Checks if we are inside the Linux Editor.

5.7.1 Detailed Description

Base for various helper functions.

5.7.2 Member Function Documentation

5.7.2.1 CreateString()

```
static string Crosstales.Common.Util.BaseHelper.CreateString (
    string generateChars,
    int stringLength ) [static]
```

Creates a string of characters with a given length.

Parameters

<i>generateChars</i>	Characters to generate the string (if more than one character is used, the generated string will be a randomized result of all characters)
<i>stringLength</i>	Length of the generated string

Returns

Generated string

5.7.2.2 FormatBytesToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (
    long bytes,
    bool useSI = false ) [static]
```

Format byte-value to Human-Readable-Form.

Parameters

<i>bytes</i>	Value in bytes
<i>useSI</i>	Use SI-system (optional, default: false)

Returns

Formatted byte-value in Human-Readable-Form.

5.7.2.3 FormatSecondsToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatSecondsToHRF (
    double seconds ) [static]
```

Format seconds to Human-Readable-Form.

Parameters

<i>seconds</i>	Value in seconds
----------------	------------------

Returns

Formatted seconds in Human-Readable-Form.

5.7.2.4 GenerateLoremIpsum()

```
static string Crosstales.Common.Util.BaseHelper.GenerateLoremIpsum (
    int length,
    int minSentences = 1,
    int maxSentences = int.MaxValue,
    int minWords = 1,
    int maxWords = 15 ) [static]
```

Generates a "Lorem Ipsum" based on various parameters.

Parameters

<i>length</i>	Length of the text
<i>minSentences</i>	Minimum number of sentences for the text (optional, default: 1)
<i>maxSentences</i>	Maximal number of sentences for the text (optional, default: int.MaxValue)
<i>minWords</i>	Minimum number of words per sentence (optional, default: 1)
<i>maxWords</i>	Maximal number of words per sentence (optional, default: 15)

Returns

"Lorem Ipsum" based on the given parameters.

5.7.2.5 GetArgument()

```
static string Crosstales.Common.Util.BaseHelper.GetArgument (
    string name ) [static]
```

Returns an argument for a name from the url or command line.

Parameters

<i>name</i>	Name for the argument
-------------	-----------------------

Returns

Argument for a name from the url or command line.

5.7.2.6 GetArguments()

```
static string [] Crosstales.Common.Util.BaseHelper.GetArguments ( ) [static]
```

Returns all arguments from the url or command line.

Returns

Arguments from the url or command line.

5.7.2.7 HSVToRGB()

```
static Color Crosstales.Common.Util.BaseHelper.HSVToRGB (
    float h,
    float s,
    float v,
    float a = 1f ) [static]
```

Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>

Parameters

<i>h</i>	Hue
<i>s</i>	Saturation
<i>v</i>	Value
<i>a</i>	Alpha (optional)

Returns

True if the current platform is supported.

5.7.2.8 InvokeMethod()

```
static object Crosstales.Common.Util.BaseHelper.InvokeMethod (
    string className,
    string methodName,
    System.Reflection.BindingFlags flags = System.Reflection.BindingFlags.Static | System.Reflection.BindingFlags.NonPublic,
    params object[] parameters ) [static]
```

Invokes a method on a full qualified class.

Parameters

<i>className</i>	Full qualified name of the class
<i>methodName</i>	Public static method of the class to execute
<i>flags</i>	Binding flags for the method (optional, default: static/public)
<i>parameters</i>	Parameters for the method (optional)

5.7.2.9 ISO639ToLanguage()

```
static SystemLanguage Crosstales.Common.Util.BaseHelper.ISO639ToLanguage (  
    string isoCode ) [static]
```

Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.

Parameters

<i>isoCode</i>	ISO639-1 code to convert.
----------------	---------------------------

Returns

"SystemLanguage for the given ISO639-1 code.

5.7.2.10 LanguageToISO639()

```
static string Crosstales.Common.Util.BaseHelper.LanguageToISO639 (  
    SystemLanguage language ) [static]
```

Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.

Parameters

<i>language</i>	SystemLanguage to convert.
-----------------	----------------------------

Returns

"ISO639-1 code for the given SystemLanguage.

5.7.2.11 ParseJSON()

```
static System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<string>  
> Crosstales.Common.Util.BaseHelper.ParseJSON (  
    string json ) [static]
```

Parses a given JSON into a dictionary with key and values Note: this is a very basic implementation for simple JSON-strings - don't expect it to work with complex (e.g. nested) JSONs

Parameters

<i>json</i>	JSON-string to parse
-------------	----------------------

Returns

Dictionary with key and values from the JSON-string

5.7.2.12 SplitStringToLines()

```
static System.Collections.Generic.List<string> Crosstales.Common.Util.BaseHelper.SplitString↔  
ToLines (   
    string text,   
    bool ignoreCommentedLines = true,   
    int skipHeaderLines = 0,   
    int skipFooterLines = 0 ) [static]
```

Split the given text to lines and return it as list.

Parameters

<i>text</i>	Complete text fragment
<i>ignoreCommentedLines</i>	Ignore commente lines (optional, default: true)
<i>skipHeaderLines</i>	Number of skipped header lines (optional, default: 0)
<i>skipFooterLines</i>	Number of skipped footer lines (optional, default: 0)

Returns

Splitted lines as array

5.7.3 Member Data Documentation

5.7.3.1 isAppleBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAppleBasedPlatform => isMacOSPlatform || isIOSPlatform  
|| isTvOSPlatform [static]
```

Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).

Returns

True if the current platform is Apple-based (macOS standalone, iOS or tvOS).

5.7.3.2 isEditor

```
bool Crosstales.Common.Util.BaseHelper.isEditor => isWindowsEditor || isMacOSEditor || isLinuxEditor  
[static]
```

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.7.3.3 isEditorMode

```
bool Crosstales.Common.Util.BaseHelper.isEditorMode => isEditor && !ApplicationIsPlaying [static]
```

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.7.3.4 isIOSBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSBasedPlatform => isIOSPlatform || isTvOSPlatform  
[static]
```

Checks if the current platform is iOS-based (iOS or tvOS).

Returns

True if the current platform is iOS-based (iOS or tvOS).

5.7.3.5 isMobilePlatform

```
bool Crosstales.Common.Util.BaseHelper.isMobilePlatform => isAndroidPlatform || isIOSBasedPlatform  
[static]
```

Checks if the current platform is mobile (Android and iOS).

Returns

True if the current platform is mobile (Android and iOS).

5.7.3.6 isStandalonePlatform

```
bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform => isWindowsPlatform || isMacOSPlatform  
|| isLinuxPlatform [static]
```

Checks if the current platform is standalone (Windows, macOS or Linux).

Returns

True if the current platform is standalone (Windows, macOS or Linux).

5.7.3.7 isWebPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebPlatform => isWebGLPlatform [static]
```

Checks if the current platform is Web (WebPlayer or WebGL).

Returns

True if the current platform is Web (WebPlayer or WebGL).

5.7.3.8 isWindowsBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsBasedPlatform => isWindowsPlatform || isWSAPlatform  
|| isXboxOnePlatform [static]
```

Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

Returns

True if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

5.7.3.9 isWSABasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSABasedPlatform => isWSAPlatform || isXboxOnePlatform  
[static]
```

Checks if the current platform is WSA-based (WSA or XboxOne).

Returns

True if the current platform is WSA-based (WSA or XboxOne).

5.7.4 Property Documentation

5.7.4.1 AndroidAPILevel

```
int Crosstales.Common.Util.BaseHelper.AndroidAPILevel [static], [get]
```

Returns the Android API level of the current device (Android only)".

Returns

The Android API level of the current device.

5.7.4.2 BaseCulture

```
System.Globalization.CultureInfo Crosstales.Common.Util.BaseHelper.BaseCulture [static], [get]
```

The current culture of the application.

Returns

Culture of the application.

5.7.4.3 CurrentPlatform

```
Crosstales.Common.Model.Enum.Platform? Crosstales.Common.Util.BaseHelper.CurrentPlatform [static], [get]
```

Returns the current platform.

Returns

The current platform.

5.7.4.4 isAndroidPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAndroidPlatform [static], [get]
```

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.7.4.5 isIL2CPP

```
bool Crosstales.Common.Util.BaseHelper.isIL2CPP [static], [get]
```

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.7.4.6 isIOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSPlatform [static], [get]
```

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.7.4.7 isLinuxEditor

```
bool Crosstales.Common.Util.BaseHelper.isLinuxEditor [static], [get]
```

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.7.4.8 isLinuxPlatform

```
bool Crosstales.Common.Util.BaseHelper.isLinuxPlatform [static], [get]
```

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.7.4.9 isMacOSEditor

```
bool Crosstales.Common.Util.BaseHelper.isMacOSEditor [static], [get]
```

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.7.4.10 isMacOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isMacOSPlatform [static], [get]
```

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.7.4.11 isPS4Platform

```
bool Crosstales.Common.Util.BaseHelper.isPS4Platform [static], [get]
```

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.7.4.12 isTvOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isTvOSPlatform [static], [get]
```

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.7.4.13 isWebGLPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebGLPlatform [static], [get]
```

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.7.4.14 isWindowsEditor

```
bool Crosstales.Common.Util.BaseHelper.isWindowsEditor [static], [get]
```

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.7.4.15 isWindowsPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsPlatform [static], [get]
```

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.7.4.16 isWSAPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSAPlatform [static], [get]
```

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.7.4.17 isXboxOnePlatform

```
bool Crosstales.Common.Util.BaseHelper.isXboxOnePlatform [static], [get]
```

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

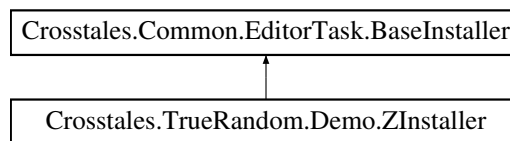
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/BaseHelper.cs

5.8 Crosstales.Common.EditorTask.BaseInstaller Class Reference

Base-class for all installers.

Inheritance diagram for Crosstales.Common.EditorTask.BaseInstaller:



Static Public Member Functions

- static void **InstallUI** (string assetPath)

Static Protected Member Functions

- static string **getBasePath** (string assetPath)
- static void **installPackage** (string installerPath, string package, string compiledefine=null, bool delete=false)

5.8.1 Detailed Description

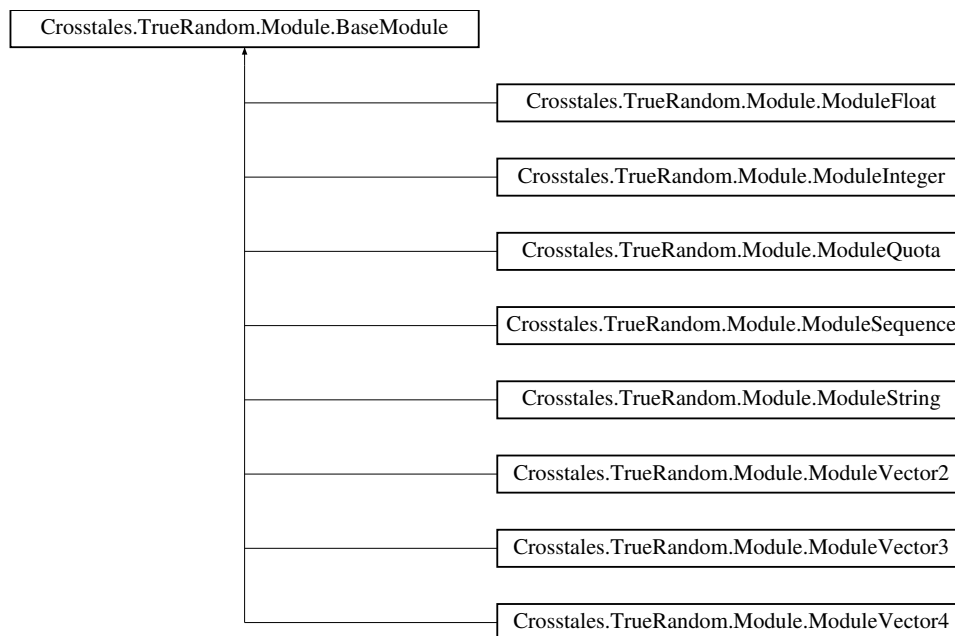
Base-class for all installers.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Editor/Task/BaseInstaller.cs

5.9 Crosstales.TrueRandom.Module.BaseModule Class Reference

Inheritance diagram for Crosstales.TrueRandom.Module.BaseModule:



Static Protected Member Functions

- static void **onErrorInfo** (string errorInfo, string id)

Static Protected Attributes

- const int **timeout** = 5

Events

- static ErrorInfo [OnErrorInfo](#)
Event to get a message when an error occurred.

5.9.1 Event Documentation

5.9.1.1 OnErrorInfo

ErrorInfo Crosstales.TrueRandom.Module.BaseModule.OnErrorInfo [static]

Event to get a message when an error occurred.

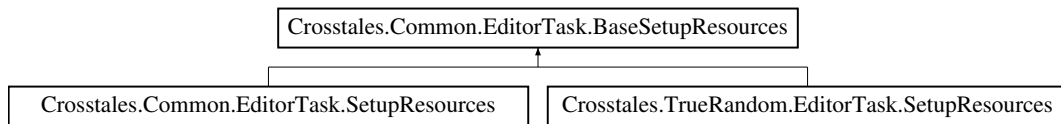
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Scripts/Module/BaseModule.cs

5.10 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base-class for moving all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

- static void **setupResources** (string source, string sourceFolder, string target, string targetFolder, string metafile)

5.10.1 Detailed Description

Base-class for moving all resources to 'Editor Default Resources'.

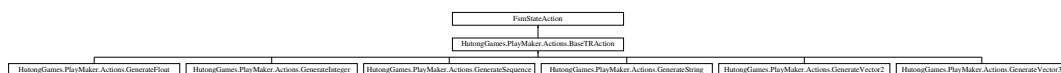
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Editor/Task/BaseSetupResources.cs

5.11 HutongGames.PlayMaker.Actions.BaseTRAction Class Reference

Base class for TrueRandom-actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseTRAction:



Public Attributes

- FsmEvent **sendEvent**

Protected Attributes

- string **uid**

5.11.1 Detailed Description

Base class for TrueRandom-actions in [PlayMaker](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/BaseTRAction.cs

5.12 Crosstales.TrueRandom.PlayMaker.BaseTREditor Class Reference

Base-class for custom editors.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.BaseTREditor:



Public Member Functions

- override bool **OnGUI** ()

5.12.1 Detailed Description

Base-class for custom editors.

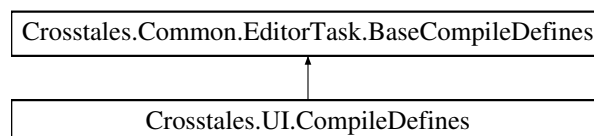
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/Editor/BaseTREditor.cs

5.13 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



Additional Inherited Members

5.13.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

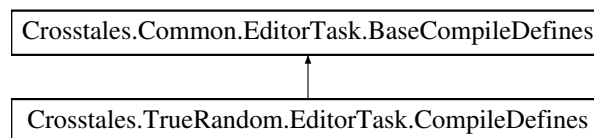
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Editor/CompileDefines.cs

5.14 Crosstales.TrueRandom.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.TrueRandom.EditorTask.CompileDefines:



Additional Inherited Members

5.14.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Editor/Task/CompileDefines.cs

5.15 Crosstales.TrueRandom.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads the all changeable variables.
- static void [Save](#) ()
Saves the all changeable variables.

Static Public Attributes

- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG || [Constants.DEV_DEBUG](#)
Enable or disable debug logging for the asset.
- static bool [SHOW_QUOTA](#) = Constants.DEFAULT_SHOW_QUOTA
Shows the quota inside the editor components.
- static bool [isLoading](#)
Is the configuration loaded?

5.15.1 Detailed Description

Configuration for the asset.

5.15.2 Member Function Documentation

5.15.2.1 Load()

```
static void Crosstales.TrueRandom.Util.Config.Load ( ) [static]
```

Loads the all changeable variables.

5.15.2.2 Reset()

```
static void Crosstales.TrueRandom.Util.Config.Reset ( ) [static]
```

Resets all changeable variables to their default value.

5.15.2.3 Save()

```
static void Crosstales.TrueRandom.Util.Config.Save ( ) [static]
```

Saves the all changeable variables.

5.15.3 Member Data Documentation

5.15.3.1 DEBUG

```
bool Crosstales.TrueRandom.Util.Config.DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG  
[static]
```

Enable or disable debug logging for the asset.

5.15.3.2 isLoaded

```
bool Crosstales.TrueRandom.Util.Config.isLoaded [static]
```

Is the configuration loaded?

5.15.3.3 SHOW_QUOTA

```
bool Crosstales.TrueRandom.Util.Config.SHOW_QUOTA = Constants.DEFAULT_SHOW_QUOTA [static]
```

Shows the quota inside the editor components.

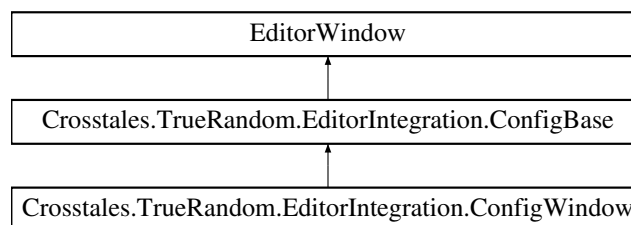
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Util/Config.cs

5.16 Crosstales.TrueRandom.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.TrueRandom.EditorIntegration.ConfigBase:



Protected Member Functions

- void **showConfiguration** ()
- void **showHelp** ()
- void **showAbout** ()

Static Protected Member Functions

- static void **save** ()

5.16.1 Detailed Description

Base class for editor windows.

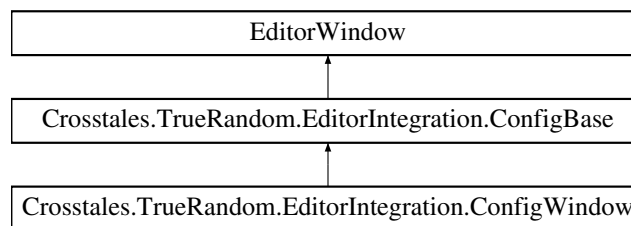
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Editor/Integration/ConfigBase.cs

5.17 Crosstales.TrueRandom.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TrueRandom.EditorIntegration.ConfigWindow:



Static Public Member Functions

- static void **ShowWindow** ()
- static void **ShowWindow** (int tab)

Additional Inherited Members

5.17.1 Detailed Description

Editor window extension.

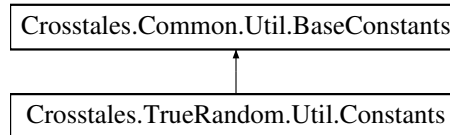
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Editor/Integration/ConfigWindow.cs

5.18 Crosstales.TrueRandom.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.TrueRandom.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "True Random PRO"
Name of the asset.
- const string **ASSET_NAME_SHORT** = "TR PRO"
Short name of the asset.
- const string **ASSET_VERSION** = "2024.1.0"
Version of the asset.
- const int **ASSET_BUILD** = 20240209
Build number of the asset.
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2016, 12, 5)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2024, 2, 9)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
URL of the PRO asset in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/truerandom_↔versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "truerandom@crosstales.com"
Contact to the owner of the asset.
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/truerandom/True↔Random-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "https://www.crosstales.com/media/data/assets/truerandom/api/"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "https://forum.unity.com/threads/true-random-real-randomness-for-unity.457277/"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/truerandom/"
URL of the asset in crosstales.
- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/BsKR3V1EZOU?list=PLgtonlOr6Tb41XTMee↔Z836tjHIKgOO84S"
URL of the promotion video of the asset (Youtube).
- const string **ASSET_VIDEO_TUTORIAL** = "TBD"
URL of the tutorial video of the asset (Youtube).
- const string **KEY_PREFIX** = "TRUERANDOM_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_SHOW_QUOTA** = KEY_PREFIX + "SHOW_QUOTA"
- const bool **DEFAULT_SHOW_QUOTA** = false
- const string **GENERATOR_URL** = "https://www.random.org/"
- const string **TRUERANDOM_SCENE_OBJECT_NAME** = "TrueRandom"
TR prefab scene name.

Additional Inherited Members

5.18.1 Detailed Description

Collected constants of very general utility for the asset.

5.18.2 Member Data Documentation

5.18.2.1 ASSET_API_URL

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_API_URL = "https://www.crosstales.com/media/data/assets/truerandom/api/" [static]
```

URL of the asset API.

5.18.2.2 ASSET_BUILD

```
const int Crosstales.TrueRandom.Util.Constants.ASSET_BUILD = 20240209 [static]
```

Build number of the asset.

5.18.2.3 ASSET_CHANGED

```
readonly System.DateTime Crosstales.TrueRandom.Util.Constants.ASSET_CHANGED = new System.DateTime(2024, 2, 9) [static]
```

Change date of the asset (YYYY, MM, DD).

5.18.2.4 ASSET_CONTACT

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_CONTACT = "truerandom@crosstales.com" [static]
```

Contact to the owner of the asset.

5.18.2.5 ASSET_CREATED

```
readonly System.DateTime Crosstales.TrueRandom.Util.Constants.ASSET_CREATED = new System.↵  
DateTime(2016, 12, 5) [static]
```

Create date of the asset (YYYY, MM, DD).

5.18.2.6 ASSET_FORUM_URL

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.↵  
com/threads/true-random-real-randomness-for-unity.457277/" [static]
```

URL of the asset forum.

5.18.2.7 ASSET_MANUAL_URL

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.↵  
com/media/data/assets/truerandom/TrueRandom-doc.pdf" [static]
```

URL of the asset manual.

5.18.2.8 ASSET_NAME

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_NAME = "True Random PRO" [static]
```

Name of the asset.

5.18.2.9 ASSET_NAME_SHORT

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_NAME_SHORT = "TR PRO" [static]
```

Short name of the asset.

5.18.2.10 ASSET_PRO_URL

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.↵  
com/packages/slug/61617?aid=10111NGT" [static]
```

URL of the PRO asset in UAS.

5.18.2.11 ASSET_UPDATE_CHECK_URL

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/truerandom_versions.txt" [static]
```

URL for update-checks of the asset

5.18.2.12 ASSET_VERSION

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_VERSION = "2024.1.0" [static]
```

Version of the asset.

5.18.2.13 ASSET_VIDEO_PROMO

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/BsKR3V1EZOU?list=PLgtonIOOr6Tb41XTMeeZ836tjHlKg0O84S" [static]
```

URL of the promotion video of the asset (Youtube).

5.18.2.14 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_VIDEO_TUTORIAL = "TBD" [static]
```

URL of the tutorial video of the asset (Youtube).

5.18.2.15 ASSET_WEB_URL

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/truerandom/" [static]
```

URL of the asset in crosstales.

5.18.2.16 TRUERANDOM_SCENE_OBJECT_NAME

```
const string Crosstales.TrueRandom.Util.Constants.TRUERANDOM_SCENE_OBJECT_NAME = "TrueRandom" [static]
```

TR prefab scene name.

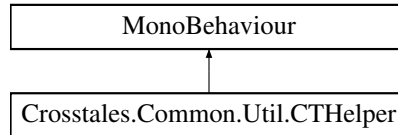
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Util/Constants.cs

5.19 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:



Properties

- static `CTHelper Instance` [get]

5.19.1 Detailed Description

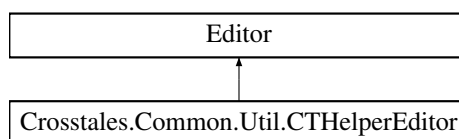
Helper to reset the necessary settings.

The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTHelper.cs`

5.20 Crosstales.Common.Util.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.CTHelperEditor:



Public Member Functions

- override void `OnInspectorGUI` ()

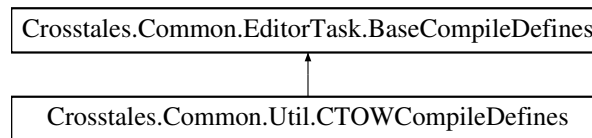
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTHelper.cs`

5.21 Crosstales.Common.Util.CTOWCompileDefines Class Reference

Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTOWCompileDefines:



Additional Inherited Members

5.21.1 Detailed Description

Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/CT↔OpenWindow/Editor/CTOWCompileDefines.cs

5.22 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool [HasKey](#) (string key)
Exists the key?
- static void [DeleteAll](#) ()
Deletes all keys.
- static void [DeleteKey](#) (string key)
Delete the key.
- static void [Save](#) ()
Saves all modifications.
- static string [GetString](#) (string key)
Allows to get a string from a key.
- static float [GetFloat](#) (string key)
Allows to get a float from a key.
- static int [GetInt](#) (string key)
Allows to get an int from a key.
- static bool [GetBool](#) (string key)
Allows to get a bool from a key.
- static System.DateTime [GetDate](#) (string key)
Allows to get a DateTime from a key.

- static Vector2 [GetVector2](#) (string key)
Allows to get a Vector2 from a key.
- static Vector3 [GetVector3](#) (string key)
Allows to get a Vector3 from a key.
- static Vector4 [GetVector4](#) (string key)
Allows to get a Vector4 from a key.
- static Quaternion [GetQuaternion](#) (string key)
Allows to get a Quaternion from a key.
- static Color [GetColor](#) (string key)
Allows to get a Color from a key.
- static SystemLanguage [GetLanguage](#) (string key)
Allows to get a SystemLanguage from a key.
- static void [SetString](#) (string key, string value)
Allows to set a string for a key.
- static void [SetFloat](#) (string key, float value)
Allows to set a float for a key.
- static void [SetInt](#) (string key, int value)
Allows to set an int for a key.
- static void [SetBool](#) (string key, bool value)
Allows to set a bool for a key.
- static void [SetDate](#) (string key, System.DateTime value)
Allows to set a DateTime for a key.
- static void [SetVector2](#) (string key, Vector2 value)
Allows to set a Vector2 for a key.
- static void [SetVector3](#) (string key, Vector3 value)
Allows to set a Vector3 for a key.
- static void [SetVector4](#) (string key, Vector4 value)
Allows to set a Vector4 for a key.
- static void [SetQuaternion](#) (string key, Quaternion value)
Allows to set a Quaternion for a key.
- static void [SetColor](#) (string key, Color value)
Allows to set a Color for a key.
- static void [SetLanguage](#) (string key, SystemLanguage language)
Allows to set a SystemLanguage for a key.

5.22.1 Detailed Description

Wrapper for the PlayerPrefs.

5.22.2 Member Function Documentation

5.22.2.1 DeleteAll()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteAll ( ) [static]
```

Deletes all keys.

5.22.2.2 DeleteKey()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteKey (  
    string key ) [static]
```

Delete the key.

Parameters

<i>key</i>	Key to delete in the PlayerPrefs.
------------	-----------------------------------

5.22.2.3 GetBool()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.GetBool (  
    string key ) [static]
```

Allows to get a bool from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.22.2.4 GetColor()

```
static Color Crosstales.Common.Util.CTPlayerPrefs.GetColor (  
    string key ) [static]
```

Allows to get a Color from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.22.2.5 GetDate()

```
static System.DateTime Crosstales.Common.Util.CTPlayerPrefs.GetDate (
    string key ) [static]
```

Allows to get a DateTime from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.22.2.6 GetFloat()

```
static float Crosstales.Common.Util.CTPlayerPrefs.GetFloat (
    string key ) [static]
```

Allows to get a float from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.22.2.7 GetInt()

```
static int Crosstales.Common.Util.CTPlayerPrefs.GetInt (
    string key ) [static]
```

Allows to get an int from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.22.2.8 GetLanguage()

```
static SystemLanguage Crosstales.Common.Util.CTPlayerPrefs.GetLanguage (  
    string key ) [static]
```

Allows to get a SystemLanguage from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.22.2.9 GetQuaternion()

```
static Quaternion Crosstales.Common.Util.CTPlayerPrefs.GetQuaternion (  
    string key ) [static]
```

Allows to get a Quaternion from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.22.2.10 GetString()

```
static string Crosstales.Common.Util.CTPlayerPrefs.GetString (  
    string key ) [static]
```

Allows to get a string from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.22.2.11 GetVector2()

```
static Vector2 Crosstales.Common.Util.CTPlayerPrefs.GetVector2 (
    string key ) [static]
```

Allows to get a Vector2 from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.22.2.12 GetVector3()

```
static Vector3 Crosstales.Common.Util.CTPlayerPrefs.GetVector3 (
    string key ) [static]
```

Allows to get a Vector3 from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.22.2.13 GetVector4()

```
static Vector4 Crosstales.Common.Util.CTPlayerPrefs.GetVector4 (
    string key ) [static]
```

Allows to get a Vector4 from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.22.2.14 HasKey()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.HasKey (
    string key ) [static]
```

Exists the key?

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.22.2.15 Save()

```
static void Crosstales.Common.Util.CTPlayerPrefs.Save ( ) [static]
```

Saves all modifications.

5.22.2.16 SetBool()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetBool (
    string key,
    bool value ) [static]
```

Allows to set a bool for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.22.2.17 SetColor()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetColor (
    string key,
    Color value ) [static]
```

Allows to set a Color for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.22.2.18 SetDate()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetDate (
    string key,
    System.DateTime value ) [static]
```

Allows to set a DateTime for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.22.2.19 SetFloat()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetFloat (
    string key,
    float value ) [static]
```

Allows to set a float for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.22.2.20 SetInt()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetInt (
    string key,
    int value ) [static]
```

Allows to set an int for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.22.2.21 SetLanguage()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetLanguage (
    string key,
    SystemLanguage language ) [static]
```

Allows to set a SystemLanguage for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>language</i>	Value for the PlayerPrefs.

5.22.2.22 SetQuaternion()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetQuaternion (
    string key,
    Quaternion value ) [static]
```

Allows to set a Quaternion for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.22.2.23 SetString()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetString (
```

```
string key,  
string value ) [static]
```

Allows to set a string for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.22.2.24 SetVector2()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector2 (  
    string key,  
    Vector2 value ) [static]
```

Allows to set a Vector2 for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.22.2.25 SetVector3()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector3 (  
    string key,  
    Vector3 value ) [static]
```

Allows to set a Vector3 for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.22.2.26 SetVector4()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector4 (  
    string key,  
    Vector4 value ) [static]
```

Allows to set a Vector4 for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

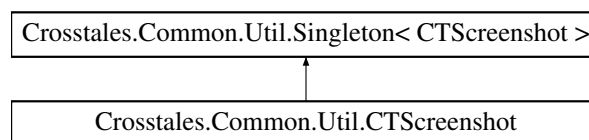
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTPlayerPrefs.cs

5.23 Crosstales.Common.Util.CTScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.CTScreenshot:



Public Member Functions

- void [Capture](#) ()
Capture the screen.
- void **Start** ()

Public Attributes

- string [Prefix](#) = "CT_Screenshot"
Prefix for the generate file names.
- int [Scale](#) = 1
summary>Key-press to capture the screen (default: F8).
- KeyCode [KeyCode](#) = KeyCode.F8
summary>Show file location (default: true).
- bool **ShowFileLocation** = true

Additional Inherited Members

5.23.1 Detailed Description

Take screen shots inside an application.

5.23.2 Member Function Documentation

5.23.2.1 Capture()

```
void Crosstales.Common.Util.CTScreenshot.Capture ( )
```

Capture the screen.

5.23.3 Member Data Documentation

5.23.3.1 KeyCode

```
KeyCode Crosstales.Common.Util.CTScreenshot.KeyCode = KeyCode.F8
```

summary>Show file location (default: true).

5.23.3.2 Prefix

```
string Crosstales.Common.Util.CTScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

5.23.3.3 Scale

```
int Crosstales.Common.Util.CTScreenshot.Scale = 1
```

summary>Key-press to capture the screen (default: F8).

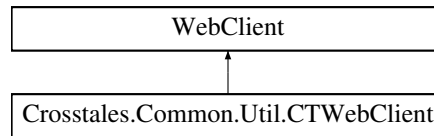
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/CT↔Screenshot/Scripts/CTScreenshot.cs

5.24 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (string uri)

Protected Member Functions

- override System.Net.WebRequest **GetWebRequest** (System.Uri uri)

Properties

- int **Timeout** [get, set]
Timeout in milliseconds
- int **ConnectionLimit** [get, set]
Connection limit for all WebClients

5.24.1 Detailed Description

Specialized WebClient.

5.24.2 Property Documentation

5.24.2.1 ConnectionLimit

```
int Crosstales.Common.Util.CTWebClient.ConnectionLimit [get], [set]
```

Connection limit for all WebClients

5.24.2.2 Timeout

```
int Crosstales.Common.Util.CTWebClient.Timeout [get], [set]
```

Timeout in milliseconds

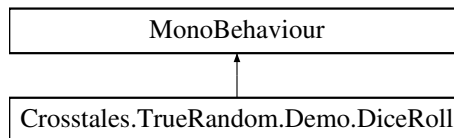
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTWebClient.cs

5.25 Crosstales.TrueRandom.Demo.DiceRoll Class Reference

Simulates n random dices with the values 1-6.

Inheritance diagram for Crosstales.TrueRandom.Demo.DiceRoll:



Public Member Functions

- void **SimulateRoll** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- Text **Error**
- Text **Quota**

5.25.1 Detailed Description

Simulates n random dices with the values 1-6.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/DiceRoll.cs

5.26 Crosstales.TrueRandom.EditorUtil.EditorConfig Class Reference

Editor Configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads the all changeable variables.
- static void [Save](#) ()
Saves the all changeable variables.

Static Public Attributes

- static bool [UPDATE_CHECK](#) = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool [COMPILE_DEFINES](#) = EditorConstants.DEFAULT_COMPILE_DEFINES
Enable or disable adding compile define "CT_TR" for the asset.
- static bool [HIERARCHY_ICON](#) = EditorConstants.DEFAULT_HIERARCHY_ICON
Enable or disable the icon in the hierarchy.
- static bool [isLoading](#)
Is the configuration loaded?
- static string [PREFAB_PATH](#) => [ASSET_PATH](#) + [EditorConstants.PREFAB_SUBPATH](#)
Returns the path of the prefabs.

Properties

- static string [ASSET_PATH](#) [get]
Returns the path to the asset inside the Unity project.

5.26.1 Detailed Description

Editor Configuration for the asset.

5.26.2 Member Function Documentation

5.26.2.1 Load()

```
static void Crosstales.TrueRandom.EditorUtil.EditorConfig.Load ( ) [static]
```

Loads the all changeable variables.

5.26.2.2 Reset()

```
static void Crosstales.TrueRandom.EditorUtil.EditorConfig.Reset ( ) [static]
```

Resets all changeable variables to their default value.

5.26.2.3 Save()

```
static void Crosstales.TrueRandom.EditorUtil.EditorConfig.Save ( ) [static]
```

Saves the all changeable variables.

5.26.3 Member Data Documentation

5.26.3.1 COMPILE_DEFINES

```
bool Crosstales.TrueRandom.EditorUtil.EditorConfig.COMPILE_DEFINES = EditorConstants.DEFAULT_↵  
_COMPILE_DEFINES [static]
```

Enable or disable adding compile define "CT_TR" for the asset.

5.26.3.2 HIERARCHY_ICON

```
bool Crosstales.TrueRandom.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_↵  
HIERARCHY_ICON [static]
```

Enable or disable the icon in the hierarchy.

5.26.3.3 isLoaded

```
bool Crosstales.TrueRandom.EditorUtil.EditorConfig.isLoaded [static]
```

Is the configuration loaded?

5.26.3.4 PREFAB_PATH

```
string Crosstales.TrueRandom.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + EditorConstants.PREFAB_SUBPA  
[static]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

5.26.3.5 UPDATE_CHECK

```
bool Crosstales.TrueRandom.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UP←  
DATE_CHECK [static]
```

Enable or disable update-checks for the asset.

5.26.4 Property Documentation

5.26.4.1 ASSET_PATH

```
string Crosstales.TrueRandom.EditorUtil.EditorConfig.ASSET_PATH [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
Scripts/Editor/Util/EditorConfig.cs

5.27 Crosstales.TrueRandom.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = Constants.KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_HIERARCHY_ICON** = Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/TrueRandom/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string **PREFAB_SUBPATH** = "Resources/Prefabs/"
Sub-path to the prefabs.
- static string **ASSET_URL** => Constants.ASSET_PRO_URL
Returns the URL of the asset in UAS.
- static string **ASSET_ID** => "61617"
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** => new System.Guid("20dba9ee-0be5-4d24-9427-c17b601499f9")
Returns the UID of the asset.

5.27.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.27.2 Member Data Documentation

5.27.2.1 ASSET_ID

```
string Crosstales.TrueRandom.EditorUtil.EditorConstants.ASSET_ID => "61617" [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.27.2.2 ASSET_UID

```
System.Guid Crosstales.TrueRandom.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("20dba9ee-0be5-4d24-9427-c17b601499f9") [static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.27.2.3 ASSET_URL

```
string Crosstales.TrueRandom.EditorUtil.EditorConstants.ASSET_URL => Constants.ASSET_PRO_URL  
[static]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.27.2.4 PREFAB_SUBPATH

```
string Crosstales.TrueRandom.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Resources/Prefabs/"  
[static]
```

Sub-path to the prefabs.

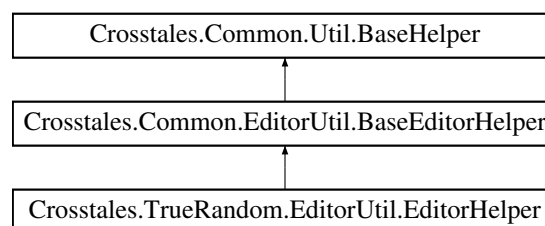
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Editor/Util/EditorConstants.cs

5.28 Crosstales.TrueRandom.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.TrueRandom.EditorUtil.EditorHelper:



Static Public Member Functions

- static void [TRUnavailable](#) ()
Shows a "True Random unavailable"-UI.
- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.
- static void [BannerOC](#) ()
Shows a banner for "Online Check".

Static Public Attributes

- const int `GO_ID` = 38
Start index inside the "GameObject"-menu.
- const int `MENU_ID` = 12018
Start index inside the "Tools"-menu.
- static Texture2D `Logo_Asset` => loadImage(ref logo_asset, "logo_asset_pro.png")
- static Texture2D `Logo_Asset_Small` => loadImage(ref logo_asset_small, "logo_asset_small_pro.png")
- static Texture2D `Icon_Generate` => loadImage(ref icon_generate, "icon_generate.png")
- static bool `isTrueRandomInScene` => GameObject.FindFirstObjectByType<TRManager>() != null
Checks if the "TrueRandom"-prefab is in the scene.

Additional Inherited Members

5.28.1 Detailed Description

Editor helper class.

5.28.2 Member Function Documentation

5.28.2.1 BannerOC()

```
static void Crosstales.TrueRandom.EditorUtil.EditorHelper.BannerOC ( ) [static]
```

Shows a banner for "Online Check".

5.28.2.2 InstantiatePrefab()

```
static void Crosstales.TrueRandom.EditorUtil.EditorHelper.InstantiatePrefab (
    string prefabName ) [static]
```

Instantiates a prefab.

Parameters

<code>prefabName</code>	Name of the prefab.
-------------------------	---------------------

5.28.2.3 TRUnavailable()

```
static void Crosstales.TrueRandom.EditorUtil.EditorHelper.TRUnavailable ( ) [static]
```

Shows a "True Random unavailable"-UI.

5.28.3 Member Data Documentation

5.28.3.1 GO_ID

```
const int Crosstales.TrueRandom.EditorUtil.EditorHelper.GO_ID = 38 [static]
```

Start index inside the "GameObject"-menu.

5.28.3.2 isTrueRandomInScene

```
static bool Crosstales.TrueRandom.EditorUtil.EditorHelper.isTrueRandomInScene => GameObject.↔  
FindFirstObjectByType<TRManager>() != null [static]
```

Checks if the 'TrueRandom'-prefab is in the scene.

Returns

True if the 'TrueRandom'-prefab is in the scene.

5.28.3.3 MENU_ID

```
const int Crosstales.TrueRandom.EditorUtil.EditorHelper.MENU_ID = 12018 [static]
```

Start index inside the "Tools"-menu.

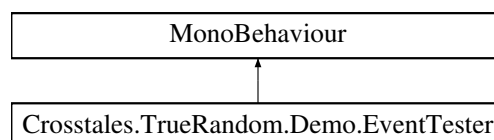
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Scripts/Editor/Util/EditorHelper.cs

5.29 Crosstales.TrueRandom.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.TrueRandom.Demo.EventTester:



Public Member Functions

- void **GenerateComplete** (string id, string type)
- void **OnQuotaUpdate** (int quota)
- void **OnError** (string info)

5.29.1 Detailed Description

Simple test script for all UnityEvent-callbacks.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↵
Demos/Scripts/EventTester.cs

5.30 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string **CTToTitleCase** (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string **CTReverse** (this string str)
Extension method for strings. Reverses a string.
- static string **CTReplace** (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Default: case insensitive 'Replace'.
- static string **CTRemoveChars** (this string str, params char[] removeChars)
Extension method for strings. Removes characters from a string
- static bool **CTEquals** (this string str, string toCheck, System.StringComparison comp=System.String↵
Comparison.OrdinalIgnoreCase)
Extension method for strings. Default: case insensitive 'Equals'.
- static bool **CTContains** (this string str, string toCheck, System.StringComparison comp=System.String↵
Comparison.OrdinalIgnoreCase)
Extension method for strings. Default: case insensitive 'Contains'.
- static bool **CTContainsAny** (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains any given string.
- static bool **CTContainsAll** (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains all given strings.
- static string **CTRemoveNewLines** (this string str, string replacement="#nl#", string newLine=null)
Extension method for strings. Replaces new lines with a replacement string pattern.
- static string **CTAddNewLines** (this string str, string replacement="#nl#", string newLine=null)
Extension method for strings. Replaces a given string pattern with new lines in a string.
- static bool **CTIsNumeric** (this string str)
Extension method for strings. Checks if the string is numeric.
- static bool **CTIsNumeric** (this string str)
Extension method for strings. Checks if the string is numeric.

- static bool [CTIsInteger](#) (this string str)
Extension method for strings. Checks if the string is integer.
- static bool [CTIsInteger](#) (this string str)
Extension method for strings. Checks if the string is integer.
- static bool [CTIsEmail](#) (this string str)
Extension method for strings. Checks if the string is an email address.
- static bool [CTIsEmail](#) (this string str)
Extension method for strings. Checks if the string is an email address.
- static bool [CTIsWebsite](#) (this string str)
Extension method for strings. Checks if the string is a website address.
- static bool [CTIsWebsite](#) (this string str)
Extension method for strings. Checks if the string is a website address.
- static bool [CTIsCreditcard](#) (this string str)
Extension method for strings. Checks if the string is a creditcard.
- static bool [CTIsCreditcard](#) (this string str)
Extension method for strings. Checks if the string is a creditcard.
- static bool [CTIsIPv4](#) (this string str)
Extension method for strings. Checks if the string is an IPv4 address.
- static bool [CTIsIPv4](#) (this string str)
Extension method for strings. Checks if the string is an IPv4 address.
- static bool [CTIsAlphanumeric](#) (this string str)
Extension method for strings. Checks if the string is alphanumeric.
- static bool [CTIsAlphanumeric](#) (this string str)
Extension method for strings. Checks if the string is alphanumeric.
- static bool [CTHasLineEndings](#) (this string str)
Extension method for strings. Checks if the string has line endings.
- static bool [CTHasLineEndings](#) (this string str)
Extension method for strings. Checks if the string has line endings.
- static bool [CTHasInvalidChars](#) (this string str)
Extension method for strings. Checks if the string has invalid characters.
- static bool [CTHasInvalidChars](#) (this string str)
Extension method for strings. Checks if the string has invalid characters.
- static bool [CTStartsWith](#) (this string str, string toCheck, System.StringComparison comp=System.String↔Comparison.OrdinalIgnoreCase)
Extension method for strings. Checks if the string starts with another string.
- static bool [CTEndsWith](#) (this string str, string toCheck, System.StringComparison comp=System.String↔Comparison.OrdinalIgnoreCase)
Extension method for strings. Checks if the string ends with another string.
- static int [CTLastIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.String↔Comparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the last occurrence of a given string.
- static int [CTIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.String↔Comparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the first occurrence of a given string.
- static int [CTIndexOf](#) (this string str, string toCheck, int startIndex, System.StringComparison comp=System.↔StringComparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the first occurrence of a given string.
- static string [CTToBase64](#) (this string str, System.Text.Encoding encoding=null)
Extension method for strings. Converts the value of a string to a Base64-string.
- static string [CTFromBase64](#) (this string str, System.Text.Encoding encoding=null)
Extension method for strings. Converts the value of a Base64-string to a string.

- static byte[] [CTFromBase64ToByteArray](#) (this string str)
Extension method for strings. Converts the value of a Base64-string to a byte-array.
- static string [CTToHex](#) (this string str, bool addPrefix=false)
Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).
- static string [CTHexToString](#) (this string hexString)
Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).
- static Color32 [CTHexToColor32](#) (this string hexString)
Extension method for strings. Converts the Hex-value of a string to a Color32.
- static Color [CTHexToColor](#) (this string hexString)
Extension method for strings. Converts the Hex-value of a string to a Color.
- static byte[] [CTToByteArray](#) (this string str, System.Text.Encoding encoding=null)
Extension method for strings. Converts the value of a string to a byte-array.
- static string [CTClearTags](#) (this string str)
Extension method for strings. Cleans a given text from tags.
- static string [CTClearSpaces](#) (this string str)
Extension method for strings. Cleans a given text from multiple spaces.
- static string [CTClearLineEndings](#) (this string str)
Extension method for strings. Cleans a given text from line endings.
- static void [CTShuffle< T >](#) (this T[] array, int seed=0)
Extension method for arrays. Shuffles an array.
- static string [CTDump< T >](#) (this T[] array, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
Extension method for arrays. Dumps an array to a string.
- static string [CTDump](#) (this Quaternion[] array)
Extension method for Quaternion-arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector2[] array)
Extension method for Vector2-arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector3[] array)
Extension method for Vector3-arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector4[] array)
Extension method for Vector4-arrays. Dumps an array to a string.
- static string[] [CTToStringArray< T >](#) (this T[] array)
Extension method for arrays. Generates a string array with all entries (via ToString).
- static float[] [CTToFloatArray](#) (this byte[] array, int count=0)
Extension method for byte-arrays. Converts a byte-array to a float-array.
- static byte[] [CTToByteArray](#) (this float[] array, int count=0)
Extension method for float-arrays. Converts a float-array to a byte-array.
- static Texture2D [CTToTexture](#) (this byte[] data, Texture2D supportTexture=null)
Extension method for byte-arrays. Converts a byte-array to a Texture. Supported image formats: PNG and JPG.
- static Sprite [CTToSprite](#) (this byte[] data, Texture2D supportTexture=null)
Extension method for byte-arrays. Converts a byte-array to a Sprite. Supported image formats: PNG and JPG.
- static string [CTToString](#) (this byte[] data, System.Text.Encoding encoding=null)
Extension method for byte-arrays. Converts a byte-array to a string.
- static string [CTToBase64](#) (this byte[] data)
Extension method for byte-arrays. Converts a byte-array to a Base64-string.
- static T[] [GetColumn< T >](#) (this T[,] matrix, int columnNumber)
Extension method for 2D-arrays. Returns the column of a 2D-array as array.
- static T[] [GetRow< T >](#) (this T[,] matrix, int rowNumber)
Extension method for 2D-arrays. Returns the row of a 2D-array as array.
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)
Extension method for IList. Shuffles a List.

- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
Extension method for IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)
Extension method for Quaternion-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)
Extension method for Vector2-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)
Extension method for Vector3-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)
Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for IList. Generates a string list with all entries (via ToString).
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
Extension method for IDictionary. Dumps a dictionary to a string.
- static void [CTAddRange< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, System.Collections.Generic.IDictionary< K, V > collection)
Extension method for IDictionary. Adds a dictionary to an existing one.
- static byte[] [CTReadFully](#) (this System.IO.Stream input)
Extension method for Stream. Reads the full content of a Stream.
- static string [CTToHexRGB](#) (this Color32 input)
Extension method for Color32. Converts the value of a color to a RGB Hex-string.
- static string [CTToHexRGB](#) (this Color input)
Extension method for Color. Converts the value of a color to a RGB Hex-string.
- static string [CTToHexRGBA](#) (this Color32 input)
Extension method for Color32. Converts the value of a color to a RGBA Hex-string.
- static string [CTToHexRGBA](#) (this Color input)
Extension method for Color. Converts the value of a color to a RGBA Hex-string.
- static Vector3 [CTVector3](#) (this Color32 color)
Extension method for Color32. Convert it to a Vector3.
- static Vector3 [CTVector3](#) (this Color color)
Extension method for Color. Convert it to a Vector3.
- static Vector4 [CTVector4](#) (this Color32 color)
Extension method for Color32. Convert it to a Vector4.
- static Vector4 [CTVector4](#) (this Color color)
Extension method for Color. Convert it to a Vector4.
- static Vector2 [CTMultiply](#) (this Vector2 a, Vector2 b)
Allows you to multiply two Vector2s together, something Unity sorely lacks by default.
- static Vector3 [CTMultiply](#) (this Vector3 a, Vector3 b)
Allows you to multiply two Vector3s together, something Unity sorely lacks by default.
- static Vector3 [CTFlatten](#) (this Vector3 a)
Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.
- static Quaternion [CTQuaternion](#) (this Vector3 eulerAngle)
Extension method for Vector3. Convert it to a Quaternion.
- static Color [CTColorRGB](#) (this Vector3 rgb, float alpha=1f)
Extension method for Vector3. Convert it to a Color.
- static Vector4 [CTMultiply](#) (this Vector4 a, Vector4 b)
Allows you to multiply two Vector4s together, something Unity sorely lacks by default.
- static Quaternion [CTQuaternion](#) (this Vector4 angle)

- Extension method for Vector4. Convert it to a Quaternion.*

 - static Color [CTColorRGBA](#) (this Vector4 rgba)
- Extension method for Vector4. Convert it to a Color.*

 - static Vector3 [CTVector3](#) (this Quaternion angle)
- Extension method for Quaternion. Convert it to a Vector3.*

 - static Vector4 [CTVector4](#) (this Quaternion angle)
- Extension method for Quaternion. Convert it to a Vector4.*

 - static Vector3 [CTCorrectLossyScale](#) (this Canvas canvas)
- Extension method for Canvas. Convert current resolution scale.*

 - static void [CTGetLocalCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
- Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.*

 - static Vector3[] [CTGetLocalCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)
- Extension method for RectTransform. Returns the local corners of a RectTransform.*

 - static void [CTGetScreenCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
- Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.*

 - static Vector3[] [CTGetScreenCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)
- Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.*

 - static Bounds [CTGetBounds](#) (this RectTransform transform, float uiScaleFactor=1f)
- Extension method for RectTransform. Returns the bounds of a RectTransform including the children.*

 - static void [CTSetLeft](#) (this RectTransform transform, float value)
- Extension method for RectTransform. Sets the Left-property of a RectTransform.*

 - static void [CTSetRight](#) (this RectTransform transform, float value)
- Extension method for RectTransform. Sets the Right-property of a RectTransform.*

 - static void [CTSetTop](#) (this RectTransform transform, float value)
- Extension method for RectTransform. Sets the Top-property of a RectTransform.*

 - static void [CTSetBottom](#) (this RectTransform transform, float value)
- Extension method for RectTransform. Sets the Bottom-property of a RectTransform.*

 - static float [CTGetLeft](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Left-property of a RectTransform.*

 - static float [CTGetRight](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Right-property of a RectTransform.*

 - static float [CTGetTop](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Top-property of a RectTransform.*

 - static float [CTGetBottom](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Bottom-property of a RectTransform.*

 - static Vector4 [CTGetLRTB](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.*

 - static void [CTSetLRTB](#) (this RectTransform transform, Vector4 lrtb)
- Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.*

 - static System.Collections.Generic.List< GameObject > [CTFindAll](#) (this Component component, string name, int maxDepth=0)
- Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects*

 - static System.Collections.Generic.List< T > [CTFindAll< T >](#) (this Component component, string name)
- Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects*

 - static GameObject [CTFind](#) (this MonoBehaviour mb, string name)

- Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject*

 - static T **CTFind**< T > (this MonoBehaviour mb, string name)

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.
- static GameObject **CTFind** (this GameObject go, string name)

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject
- static T **CTFind**< T > (this GameObject go, string name)

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.
- static Bounds **CTGetBounds** (this GameObject go)

Extension method for GameObject. Returns the bounds of a GameObject including the children.
- static Transform **CTFind** (this Transform transform, string name)

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform
- static T **CTFind**< T > (this Transform transform, string name)

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.
- static byte[] **CTToPNG** (this Sprite sprite)

Extension method for Sprite. Converts a Sprite to a PNG byte-array.
- static byte[] **CTToJPG** (this Sprite sprite)

Extension method for Sprite. Converts a Sprite to a JPG byte-array.
- static byte[] **CTToTGA** (this Sprite sprite)

Extension method for Sprite. Converts a Sprite to a TGA byte-array.
- static byte[] **CTToEXR** (this Sprite sprite)

Extension method for Sprite. Converts a Sprite to a EXR byte-array.
- static byte[] **CTToPNG** (this Texture2D texture)

Extension method for Texture. Converts a Texture to a PNG byte-array.
- static byte[] **CTToJPG** (this Texture2D texture)

Extension method for Texture. Converts a Texture to a JPG byte-array.
- static byte[] **CTToTGA** (this Texture2D texture)

Extension method for Texture. Converts a Texture to a TGA byte-array.
- static byte[] **CTToEXR** (this Texture2D texture)

Extension method for Texture. Converts a Texture to a EXR byte-array.
- static Sprite **CTToSprite** (this Texture2D texture, float pixelsPerUnit=100f)

Extension method for Texture. Converts a Texture to a Sprite.
- static Texture2D **CTRotate90** (this Texture2D texture)

Extension method for Texture. Rotates a Texture by 90 degrees.
- static Texture2D **CTRotate180** (this Texture2D texture)

Extension method for Texture. Rotates a Texture by 180 degrees.
- static Texture2D **CTRotate270** (this Texture2D texture)

Extension method for Texture. Rotates a Texture by 270 degrees.
- static Texture2D **CTToTexture2D** (this Texture texture)

Extension method for Texture. Convert a Texture to a Texture2D
- static Texture2D **CTToTexture2D** (this WebCamTexture texture)

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D
- static Texture2D **CTFlipHorizontal** (this Texture2D texture)

Extension method for Texture. Flips a Texture2D horizontally
- static Texture2D **CTFlipVertical** (this Texture2D texture)

Extension method for Texture. Flips a Texture2D vertically
- static bool **CTHasActiveClip** (this AudioSource source)

Extension method for AudioSource. Determines if an AudioSource has an active clip.

- static void [CTAbort](#) (this System.Threading.Thread thread, bool silent=true)
Extension method for Thread. Aborts a Thread safely and optional silently
- static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)
Extension method for Renderer. Determines if the renderer is visible from a certain camera.

5.30.1 Detailed Description

Various extension methods.

5.30.2 Member Function Documentation

5.30.2.1 CTAabort()

```
static void Crosstales.ExtensionMethods.CTAbort (
    this System.Threading.Thread thread,
    bool silent = true ) [static]
```

Extension method for Thread. Aborts a Thread safely and optional silently

Parameters

<i>thread</i>	Thread to abort.
<i>silent</i>	Silently abort the Thread (optional, default: true).

5.30.2.2 CTAddNewLines()

```
static string Crosstales.ExtensionMethods.CTAddNewLines (
    this string str,
    string replacement = "#nl#",
    string newLine = null ) [static]
```

Extension method for strings. Replaces a given string pattern with new lines in a string.

Parameters

<i>str</i>	String-instance.
<i>replacement</i>	Replacement string pattern (optional, default: "#nl#").
<i>newLine</i>	New line string (optional, default: System.Environment.NewLine).

Returns

Replaced string with new lines.

5.30.2.3 CTAddRange< K, V >()

```
static void Crosstales.ExtensionMethods.CTAddRange< K, V > (
    this System.Collections.Generic.IDictionary< K, V > dict,
    System.Collections.Generic.IDictionary< K, V > collection ) [static]
```

Extension method for IDictionary. Adds a dictionary to an existing one.

Parameters

<i>dict</i>	IDictionary-instance.
<i>collection</i>	Dictionary to add.

5.30.2.4 CTClearLineEndings()

```
static string Crosstales.ExtensionMethods.CTClearLineEndings (
    this string str ) [static]
```

Extension method for strings. Cleans a given text from line endings.

Parameters

<i>str</i>	Input to clean.
------------	-----------------

Returns

Clean text without line endings.

5.30.2.5 CTClearSpaces()

```
static string Crosstales.ExtensionMethods.CTClearSpaces (
    this string str ) [static]
```

Extension method for strings. Cleans a given text from multiple spaces.

Parameters

<i>str</i>	Input to clean.
------------	-----------------

Returns

Clean text without multiple spaces.

5.30.2.6 CTClearTags()

```
static string Crosstales.ExtensionMethods.CTClearTags (  
    this string str ) [static]
```

Extension method for strings. Cleans a given text from tags.

Parameters

<i>str</i>	Input to clean.
------------	-----------------

Returns

Clean text without tags.

5.30.2.7 CTColorRGB()

```
static Color Crosstales.ExtensionMethods.CTColorRGB (  
    this Vector3 rgb,  
    float alpha = 1f ) [static]
```

Extension method for Vector3. Convert it to a Color.

Parameters

<i>rgb</i>	Vector3-instance to convert (RGB = xyz).
<i>alpha</i>	Alpha-value of the color (optional, default: 1).

Returns

Color from RGB.

5.30.2.8 CTColorRGBA()

```
static Color Crosstales.ExtensionMethods.CTColorRGBA (  
    this Vector4 rgba ) [static]
```

Extension method for Vector4. Convert it to a Color.

Parameters

<i>rgba</i>	Vector4-instance to convert (RGBA = xyzw).
-------------	--

Returns

Color from RGBA.

5.30.2.9 CTContains()

```
static bool Crosstales.ExtensionMethods.CTContains (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Default: case insensitive 'Contains'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

True if the string contains the given string.

5.30.2.10 CTContainsAll()

```
static bool Crosstales.ExtensionMethods.CTContainsAll (
    this string str,
    string searchTerms,
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains all given strings.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (optional, default: ' ')

Returns

True if the string contains all parts of the given string.

5.30.2.11 CTContainsAny()

```
static bool Crosstales.ExtensionMethods.CTContainsAny (
    this string str,
    string searchTerms,
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains any given string.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (optional, default: ' ')

Returns

True if the string contains any parts of the given string.

5.30.2.12 CTCorrectLossyScale()

```
static Vector3 Crosstales.ExtensionMethods.CTCorrectLossyScale (
    this Canvas canvas ) [static]
```

Extension method for Canvas. Convert current resolution scale.

Parameters

<i>canvas</i>	Canvas to convert.
---------------	--------------------

Returns

Vector3 with the correct scale.

5.30.2.13 CTDump() [1/8]

```
static string Crosstales.ExtensionMethods.CTDump (
    this Quaternion[] array ) [static]
```

Extension method for Quaternion-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Quaternion-array-instance to dump.
--------------	------------------------------------

Returns

String with lines for all array entries.

5.30.2.14 CTDump() [2/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Quaternion > list ) [static]
```

Extension method for Quaternion-IList. Dumps a list to a string.

Parameters

<i>list</i>	Quaternion-IList-instance to dump.
-------------	------------------------------------

Returns

String with lines for all list entries.

5.30.2.15 CTDump() [3/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector2 > list ) [static]
```

Extension method for Vector2-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.30.2.16 CTDump() [4/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector3 > list ) [static]
```

Extension method for Vector3-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.30.2.17 CTDump() [5/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector4 > list ) [static]
```

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector4-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.30.2.18 CTDump() [6/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector2[] array ) [static]
```

Extension method for Vector2-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector2-array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.30.2.19 CTDump() [7/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector3[] array ) [static]
```

Extension method for Vector3-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector3-array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.30.2.20 CTDump() [8/8]

```
static string Crosstales.ExtensionMethods.CTDump (
    this Vector4[] array ) [static]
```

Extension method for Vector4-arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector4-array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.30.2.21 CTDump< K, V >()

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (
    this System.Collections.Generic.IDictionary< K, V > dict,
    string prefix = "",
    string postfix = "",
    bool appendNewLine = true,
    string delimiter = "; " ) [static]
```

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

<i>dict</i>	IDictionary-instance to dump.
<i>prefix</i>	Prefix for every element (optional, default: empty).
<i>postfix</i>	Postfix for every element (optional, default: empty).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (optional, default: false).
<i>delimiter</i>	Delimiter if appendNewLine is false (optional, default: "; ").

Returns

String with lines for all dictionary entries.

5.30.2.22 CTDump< T >() [1/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
    this System.Collections.Generic.IList< T > list,
    string prefix = "",
    string postfix = "",
    bool appendNewLine = true,
    string delimiter = "; " ) [static]
```

Extension method for IList. Dumps a list to a string.

Parameters

<i>list</i>	IList-instance to dump.
<i>prefix</i>	Prefix for every element (optional, default: empty).
<i>postfix</i>	Postfix for every element (optional, default: empty).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (optional, default: false).
<i>delimiter</i>	Delimiter if appendNewLine is false (optional, default: "; ").

Returns

String with lines for all list entries.

5.30.2.23 CTDump< T >() [2/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
    this T[] array,
    string prefix = "",
    string postfix = "",
    bool appendNewLine = true,
    string delimiter = "; " ) [static]
```

Extension method for arrays. Dumps an array to a string.

Parameters

<i>array</i>	Array-instance to dump.
<i>prefix</i>	Prefix for every element (optional, default: empty).
<i>postfix</i>	Postfix for every element (optional, default: empty).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (optional, default: false).
<i>delimiter</i>	Delimiter if appendNewLine is false (optional, default: "; ").

Returns

String with lines for all array entries.

5.30.2.24 CTEndsWith()

```
static bool Crosstales.ExtensionMethods.CTEndsWith (  
    this string str,  
    string toCheck,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Checks if the string ends with another string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

True if the string is integer.

5.30.2.25 CTEquals()

```
static bool Crosstales.ExtensionMethods.CTEquals (  
    this string str,  
    string toCheck,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Default: case insensitive 'Equals'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

True if the string contains the given string.

5.30.2.26 CTFind() [1/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (  
    this GameObject go,  
    string name ) [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject

Parameters

<i>go</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

GameObject with the given name or null.

5.30.2.27 CTFind() [2/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (  
    this MonoBehaviour mb,  
    string name ) [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject

Parameters

<i>mb</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

GameObject with the given name or null.

5.30.2.28 CTFind() [3/3]

```
static Transform Crosstales.ExtensionMethods.CTFind (  
    this Transform transform,  
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

<i>transform</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

Transform with the given name or null.

5.30.2.29 CTFind< T >() [1/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
    this GameObject go,
    string name ) [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.

Parameters

<i>go</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

Component with the given type or null.

5.30.2.30 CTFind< T >() [2/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
    this MonoBehaviour mb,
    string name ) [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.

Parameters

<i>mb</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

Component with the given type or null.

5.30.2.31 CTFind< T >() [3/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
    this Transform transform,
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.

Parameters

<i>transform</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

Component with the given type or null.

5.30.2.32 CTFindAll()

```
static System.Collections.Generic.List<GameObject> Crosstales.ExtensionMethods.CTFindAll (
    this Component component,
    string name,
    int maxDepth = 0 ) [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

Parameters

<i>component</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.
<i>maxDepth</i>	Maximal depth of the search (default 0, optional).

Returns

List of GameObjects with the given name or empty list.

5.30.2.33 CTFindAll< T >()

```
static System.Collections.Generic.List<T> Crosstales.ExtensionMethods.CTFindAll< T > (
    this Component component,
    string name ) [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

Parameters

<i>component</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

List of GameObjects with the given name or empty list.

Type Constraints

T : ***Component***

5.30.2.34 CTFlatten()

```
static Vector3 Crosstales.ExtensionMethods.CTFlatten (  
    this Vector3 a ) [static]
```

Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.

5.30.2.35 CTFlipHorizontal()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipHorizontal (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Flips a Texture2D horizontally

Parameters

<i>texture</i>	Texture to flip.
----------------	------------------

Returns

Horizontally flipped Texture2D.

5.30.2.36 CTFlipVertical()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipVertical (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Flips a Texture2D vertically

Parameters

<i>texture</i>	Texture to flip.
----------------	------------------

Returns

Vertically flipped Texture2D.

5.30.2.37 CTFromBase64()

```
static string Crosstales.ExtensionMethods.CTFromBase64 (  
    this string str,  
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a Base64-string to a string.

Parameters

<i>str</i>	Input Base64-string.
<i>encoding</i>	Encoding of the string (optional, default: UTF8).

Returns

Base64-string value as converted string.

5.30.2.38 CTFromBase64ToByteArray()

```
static byte [] Crosstales.ExtensionMethods.CTFromBase64ToByteArray (  
    this string str ) [static]
```

Extension method for strings. Converts the value of a Base64-string to a byte-array.

Parameters

<i>str</i>	Input Base64-string.
------------	----------------------

Returns

Base64-Byte-array from the Base64-string.

5.30.2.39 CTGetBottom()

```
static float Crosstales.ExtensionMethods.CTGetBottom (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Bottom-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Bottom-property.
------------------	---

Returns

Bottom-property of the RectTransform.

5.30.2.40 CTGetBounds() [1/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
    this GameObject go ) [static]
```

Extension method for GameObject. Returns the bounds of a GameObject including the children.

Parameters

<i>go</i>	GameObject to calculate the bounds.
-----------	-------------------------------------

Returns

Bounds of the GameObject.

5.30.2.41 CTGetBounds() [2/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
    this RectTransform transform,
    float uiScaleFactor = 1f ) [static]
```

Extension method for RectTransform. Returns the bounds of a RectTransform including the children.

Parameters

<i>transform</i>	RectTransform to calculate the bounds.
<i>uiScaleFactor</i>	Scale of the UI (optional, default: 1.0).

Returns

Bounds of the RectTransform.

5.30.2.42 CTGetLeft()

```
static float Crosstales.ExtensionMethods.CTGetLeft (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Left-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Left-property.
------------------	---

Returns

Left-property of the RectTransform.

5.30.2.43 CTGetLocalCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetLocalCorners (
    this RectTransform transform,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Returns the local corners of a RectTransform.

Parameters

<i>transform</i>	RectTransform-instance.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (optional, default: 0).
<i>corrected</i>	Automatically adjust scaling (optional, default: false).

Returns

Array of the four local corners of the RectTransform.

5.30.2.44 CTGetLocalCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetLocalCorners (
    this RectTransform transform,
```

```

Vector3[] fourCornersArray,
Canvas canvas,
float inset = 0,
bool corrected = false ) [static]

```

Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.

Parameters

<i>transform</i>	RectTransform-instance.
<i>fourCornersArray</i>	Corners for the RectTransform.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (optional, default: 0).
<i>corrected</i>	Automatically adjust scaling (optional, default: false).

5.30.2.45 CTGetLRTB()

```

static Vector4 Crosstales.ExtensionMethods.CTGetLRTB (
    this RectTransform transform ) [static]

```

Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Left/Right/Top/Bottom-properties.
------------------	--

Returns

Left/Right/Top/Bottom-properties of the RectTransform as Vector4.

5.30.2.46 CTGetRight()

```

static float Crosstales.ExtensionMethods.CTGetRight (
    this RectTransform transform ) [static]

```

Extension method for RectTransform. Gets the Right-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Right-property.
------------------	--

Returns

Right-property of the RectTransform.

5.30.2.47 CTGetScreenCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetScreenCorners (
    this RectTransform transform,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.

Parameters

<i>transform</i>	RectTransform-instance.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (optional, default: 0).
<i>corrected</i>	Automatically adjust scaling (optional, default: false).

Returns

Array of the four screen (world) corners of the RectTransform.

5.30.2.48 CTGetScreenCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetScreenCorners (
    this RectTransform transform,
    Vector3[] fourCornersArray,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.

Parameters

<i>transform</i>	RectTransform-instance.
<i>fourCornersArray</i>	Corners for the RectTransform.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (optional, default: 0).
<i>corrected</i>	Automatically adjust scaling (optional, default: false).

5.30.2.49 CTGetTop()

```
static float Crosstales.ExtensionMethods.CTGetTop (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Top-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to get the Top-property.
------------------	--

Returns

Top-property of the RectTransform.

5.30.2.50 CHasActiveClip()

```
static bool Crosstales.ExtensionMethods.CHasActiveClip (  
    this AudioSource source ) [static]
```

Extension method for AudioSource. Determines if an AudioSource has an active clip.

Parameters

<i>source</i>	AudioSource to check.
---------------	-----------------------

Returns

True if the AudioSource has an active clip.

5.30.2.51 CHasInvalidChars()

```
static bool Crosstales.ExtensionMethods.CHasInvalidChars (  
    this string str ) [static]
```

Extension method for strings. Checks if the string has invalid characters.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string has invalid characters.

5.30.2.52 CHasInvalidChars()

```
static bool Crosstales.ExtensionMethods.CHasInvalidChars (  
    this string str ) [static]
```

Extension method for strings. Checks if the string has invalid characters.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string has invalid characters.

5.30.2.53 CHasLineEndings()

```
static bool Crosstales.ExtensionMethods.CHasLineEndings (  
    this string str ) [static]
```

Extension method for strings. Checks if the string has line endings.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string has line endings.

5.30.2.54 CHasLineEndings()

```
static bool Crosstales.ExtensionMethods.CHasLineEndings (  
    this string str ) [static]
```

Extension method for strings. Checks if the string has line endings.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string has line endings.

5.30.2.55 CHexToColor()

```
static Color Crosstales.ExtensionMethods.CHexToColor (  
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color.

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as Color.

5.30.2.56 CTHexToColor32()

```
static Color32 Crosstales.ExtensionMethods.CTHexToColor32 (  
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color32.

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as Color32.

5.30.2.57 CTHexToString()

```
static string Crosstales.ExtensionMethods.CTHexToString (  
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as converted string.

5.30.2.58 CTIndexOf() [1/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (  
    this string str,
```

```

string toCheck,
int startIndex,
System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]

```

Extension method for strings. Returns the index of the first occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>startIndex</i>	Start index for the check.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

The index of the first occurrence of the given string if the string is integer.

5.30.2.59 CTIndexOf() [2/2]

```

static int Crosstales.ExtensionMethods.CTIndexOf (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]

```

Extension method for strings. Returns the index of the first occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

The index of the first occurrence of the given string if the string is integer.

5.30.2.60 CTIsAlphanumeric()

```

static bool Crosstales.ExtensionMethods.CTIsAlphanumeric (
    this string str ) [static]

```

Extension method for strings. Checks if the string is alphanumeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is alphanumeric.

5.30.2.61 CTIsAlphanumeric()

```
static bool Crosstales.ExtensionMethods.CTIsAlphanumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is alphanumeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is alphanumeric.

5.30.2.62 CTIsCreditcard()

```
static bool Crosstales.ExtensionMethods.CTIsCreditcard (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is a creditcard.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is a creditcard.

5.30.2.63 CTIsCreditcard()

```
static bool Crosstales.ExtensionMethods.CTIsCreditcard (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is a creditcard.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is a creditcard.

5.30.2.64 CTisEmail()

```
static bool Crosstales.ExtensionMethods.CTisEmail (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an email address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is an email address.

5.30.2.65 CTisEmail()

```
static bool Crosstales.ExtensionMethods.CTisEmail (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an email address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is an email address.

5.30.2.66 CTisInteger()

```
static bool Crosstales.ExtensionMethods.CTisInteger (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is integer.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is integer.

5.30.2.67 CTIsInteger()

```
static bool Crosstales.ExtensionMethods.CTIsInteger (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is integer.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is integer.

5.30.2.68 CTIsIPv4()

```
static bool Crosstales.ExtensionMethods.CTIsIPv4 (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an IPv4 address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is an IPv4 address.

5.30.2.69 CTIsIPv4()

```
static bool Crosstales.ExtensionMethods.CTIsIPv4 (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an IPv4 address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is an IPv4 address.

5.30.2.70 CTisNumeric()

```
static bool Crosstales.ExtensionMethods.CTisNumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is numeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is numeric.

5.30.2.71 CTisNumeric()

```
static bool Crosstales.ExtensionMethods.CTisNumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is numeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is numeric.

5.30.2.72 CTisVisibleFrom()

```
static bool Crosstales.ExtensionMethods.CTisVisibleFrom (  
    this Renderer renderer,  
    Camera camera ) [static]
```

Extension method for `Renderer`. Determines if the renderer is visible from a certain camera.

Parameters

<i>renderer</i>	Renderer to test the visibility.
<i>camera</i>	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.30.2.73 CTisWebsite()

```
static bool Crosstales.ExtensionMethods.CTisWebsite (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is a website address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is a website address.

5.30.2.74 CTisWebsite()

```
static bool Crosstales.ExtensionMethods.CTisWebsite (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is a website address.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is a website address.

5.30.2.75 CTLastIndexOf()

```
static int Crosstales.ExtensionMethods.CTLastIndexOf (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the last occurrence of a given string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

The index of the last occurrence of the given string if the string is integer.

5.30.2.76 CTMultiply() [1/3]

```
static Vector2 Crosstales.ExtensionMethods.CTMultiply (
    this Vector2 a,
    Vector2 b ) [static]
```

Allows you to multiply two Vector2s together, something Unity sorely lacks by default.

Parameters

<i>a</i>	First vector
<i>b</i>	Second vector

Returns

The $ax*bx$, $ay*by$ result.

5.30.2.77 CTMultiply() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTMultiply (
    this Vector3 a,
    Vector3 b ) [static]
```

Allows you to multiply two Vector3s together, something Unity sorely lacks by default.

Parameters

<i>a</i>	First vector
<i>b</i>	Second vector

Returns

The $ax*bx$, $ay*by$, $az*bz$ result.

5.30.2.78 CTMultiply() [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTMultiply (  
    this Vector4 a,  
    Vector4 b ) [static]
```

Allows you to multiply two Vector4s together, something Unity sorely lacks by default.

Parameters

<i>a</i>	First vector
<i>b</i>	Second vector

Returns

The $ax*bx$, $ay*by$, $az*bz$, $aw*bw$ result.

5.30.2.79 CTQuaternion() [1/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (  
    this Vector3 eulerAngle ) [static]
```

Extension method for Vector3. Convert it to a Quaternion.

Parameters

<i>eulerAngle</i>	Vector3-instance to convert.
-------------------	------------------------------

Returns

Quaternion from euler angles.

5.30.2.80 CTQuaternion() [2/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (
    this Vector4 angle ) [static]
```

Extension method for Vector4. Convert it to a Quaternion.

Parameters

<i>angle</i>	Vector4-instance to convert.
--------------	------------------------------

Returns

Quaternion from Vector4.

5.30.2.81 CTReadFully()

```
static byte [] Crosstales.ExtensionMethods.CTReadFully (
    this System.IO.Stream input ) [static]
```

Extension method for Stream. Reads the full content of a Stream.

Parameters

<i>input</i>	Stream-instance to read.
--------------	--------------------------

Returns

Byte-array of the Stream content.

5.30.2.82 CTRemoveChars()

```
static string Crosstales.ExtensionMethods.CTRemoveChars (
    this string str,
    params char[] removeChars ) [static]
```

Extension method for strings. Removes characters from a string

Parameters

<i>str</i>	String-instance.
<i>removeChars</i>	Characters to remove.

Returns

String without the given characters.

5.30.2.83 CTRemoveNewLines()

```
static string Crosstales.ExtensionMethods.CTRemoveNewLines (  
    this string str,  
    string replacement = "#nl#",  
    string newLine = null ) [static]
```

Extension method for strings. Replaces new lines with a replacement string pattern.

Parameters

<i>str</i>	String-instance.
<i>replacement</i>	Replacement string pattern (optional, default: "#nl#").
<i>newLine</i>	New line string (optional, default: System.Environment.NewLine).

Returns

Replaced string without new lines.

5.30.2.84 CTReplace()

```
static string Crosstales.ExtensionMethods.CTReplace (  
    this string str,  
    string oldString,  
    string newString,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Default: case insensitive 'Replace'.

Parameters

<i>str</i>	String-instance.
<i>oldString</i>	String to replace.
<i>newString</i>	New replacement string.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

Replaced string.

5.30.2.85 CTReverse()

```
static string Crosstales.ExtensionMethods.CTReverse (
    this string str ) [static]
```

Extension method for strings. Reverses a string.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Reversed string.

5.30.2.86 CTRotate180()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate180 (
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 180 degrees.

Parameters

<i>texture</i>	Texture to rotate.
----------------	--------------------

Returns

Rotated Texture.

5.30.2.87 CTRotate270()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate270 (
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 270 degrees.

Parameters

<i>texture</i>	Texture to rotate.
----------------	--------------------

Returns

Rotated Texture.

5.30.2.88 CTRotate90()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate90 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 90 degrees.

Parameters

<i>texture</i>	Texture to rotate.
----------------	--------------------

Returns

Rotated Texture.

5.30.2.89 CTSetBottom()

```
static void Crosstales.ExtensionMethods.CTSetBottom (  
    this RectTransform transform,  
    float value ) [static]
```

Extension method for RectTransform. Sets the Bottom-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Bottom-property.
<i>value</i>	Value for the Bottom-property.

5.30.2.90 CTSetLeft()

```
static void Crosstales.ExtensionMethods.CTSetLeft (  
    this RectTransform transform,  
    float value ) [static]
```

Extension method for RectTransform. Sets the Left-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Left-property.
<i>value</i>	Value for the Left-property.

5.30.2.91 CTSetLRTB()

```
static void Crosstales.ExtensionMethods.CTSetLRTB (  
    this RectTransform transform,  
    Vector4 lrtb ) [static]
```

Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Left/Right/Top/Bottom-properties.
<i>lrtb</i>	Left/Right/Top/Bottom-properties as Vector4.

5.30.2.92 CTSetRight()

```
static void Crosstales.ExtensionMethods.CTSetRight (  
    this RectTransform transform,  
    float value ) [static]
```

Extension method for RectTransform. Sets the Right-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Right-property.
<i>value</i>	Value for the Right-property.

5.30.2.93 CTSetTop()

```
static void Crosstales.ExtensionMethods.CTSetTop (  
    this RectTransform transform,  
    float value ) [static]
```

Extension method for RectTransform. Sets the Top-property of a RectTransform.

Parameters

<i>transform</i>	RectTransform to set the Top-property.
<i>value</i>	Value for the Top-property.

5.30.2.94 CTShuffle< T >() [1/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this System.Collections.Generic.IList< T > list,
    int seed = 0 ) [static]
```

Extension method for IList. Shuffles a List.

Parameters

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	Seed for the PRNG (optional, default: 0 (=standard))

5.30.2.95 CTShuffle< T >() [2/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this T[] array,
    int seed = 0 ) [static]
```

Extension method for arrays. Shuffles an array.

Parameters

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	Seed for the PRNG (optional, default: 0 (=standard))

5.30.2.96 CTStartsWith()

```
static bool Crosstales.ExtensionMethods.CTStartsWith (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Checks if the string starts with another string.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (optional, default: StringComparison.OrdinalIgnoreCase)

Returns

True if the string is integer.

5.30.2.97 CTTToBase64() [1/2]

```
static string Crosstales.ExtensionMethods.CTTToBase64 (
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Base64-string.

Parameters

<i>data</i>	Input as byte-array.
-------------	----------------------

Returns

Base64-string from the byte-array.

5.30.2.98 CTTToBase64() [2/2]

```
static string Crosstales.ExtensionMethods.CTTToBase64 (
    this string str,
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a string to a Base64-string.

Parameters

<i>str</i>	Input string.
<i>encoding</i>	Encoding of the string (optional, default: UTF8).

Returns

String value as converted Base64-string.

5.30.2.99 CTTToByteArray() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToByteArray (
    this float[] array,
    int count = 0 ) [static]
```

Extension method for float-arrays. Converts a float-array to a byte-array.

Parameters

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of floats to convert (optional).

Returns

Converted byte-array.

5.30.2.100 CToByteArray() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToByteArray (  
    this string str,  
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a string to a byte-array.

Parameters

<i>str</i>	Input string.
<i>encoding</i>	Encoding of the string (optional, default: UTF8).

Returns

Byte-array with the string.

5.30.2.101 CToEXR() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToEXR (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a EXR byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as EXR byte-array.

5.30.2.102 CToEXR() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToEXR (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a EXR byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as EXR byte-array.

5.30.2.103 CTToFloatArray()

```
static float [] Crosstales.ExtensionMethods.CTToFloatArray (  
    this byte[] array,  
    int count = 0 ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a float-array.

Parameters

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of bytes to convert (optional).

Returns

Converted float-array.

5.30.2.104 CTToHex()

```
static string Crosstales.ExtensionMethods.CTToHex (  
    this string str,  
    bool addPrefix = false ) [static]
```

Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).

Parameters

<i>str</i>	Input string.
<i>addPrefix</i>	Add "0x"-as prefix (optional, default: false).

Returns

String value as converted Hex-string.

5.30.2.105 CToHexRGB() [1/2]

```
static string Crosstales.ExtensionMethods.CToHexRGB (  
    this Color input ) [static]
```

Extension method for Color. Converts the value of a color to a RGB Hex-string.

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBB").

5.30.2.106 CToHexRGB() [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGB (  
    this Color32 input ) [static]
```

Extension method for Color32. Converts the value of a color to a RGB Hex-string.

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBB").

5.30.2.107 CToHexRGBA() [1/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color input ) [static]
```

Extension method for Color. Converts the value of a color to a RGBA Hex-string.

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBBAA").

5.30.2.108 CToHexRGBA() [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color32 input ) [static]
```

Extension method for Color32. Converts the value of a color to a RGBA Hex-string.

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBBAA").

5.30.2.109 CToJPG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToJPG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a JPG byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as JPG byte-array.

5.30.2.110 CToJPG() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToJPG (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a JPG byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as JPG byte-array.

5.30.2.111 CToPNG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToPNG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a PNG byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as PNG byte-array.

5.30.2.112 CToPNG() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToPNG (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a PNG byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as PNG byte-array.

5.30.2.113 CToSprite() [1/2]

```
static Sprite Crosstales.ExtensionMethods.CToSprite (  
    this byte[] data,  
    Texture2D supportTexture = null ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Sprite. Supported image formats: PNG and JPG.

Parameters

<i>data</i>	byte-array-instance to convert.
<i>supportTexture</i>	Support texture to prevent possible texture garbage (optional).

Returns

Converted Sprite.

5.30.2.114 CToSprite() [2/2]

```
static Sprite Crosstales.ExtensionMethods.CToSprite (  
    this Texture2D texture,  
    float pixelsPerUnit = 100f ) [static]
```

Extension method for Texture. Converts a Texture to a Sprite.

Parameters

<i>texture</i>	Texture to convert.
<i>pixelsPerUnit</i>	Pixels per unit for the Sprite (optional, default: 100).

Returns

Converted Texture as Sprite.

5.30.2.115 CToString()

```
static string Crosstales.ExtensionMethods.CToString (  
    this byte[] data,  
    System.Text.Encoding encoding = null ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a string.

Parameters

<i>data</i>	Input string as byte-array.
<i>encoding</i>	Encoding of the string (optional, default: UTF8).

Returns

Byte-array with the string.

5.30.2.116 CToString< T >()

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CToString< T > (  
    this System.Collections.Generic.IList< T > list ) [static]
```

Extension method for IList. Generates a string list with all entries (via ToString).

Parameters

<i>list</i>	IList-instance to ToString.
-------------	-----------------------------

Returns

String list with all entries (via ToString).

5.30.2.117 CToStringArray< T >()

```
static string [] Crosstales.ExtensionMethods.CToStringArray< T > (  
    this T[] array ) [static]
```

Extension method for arrays. Generates a string array with all entries (via ToString).

Parameters

<i>array</i>	Array-instance to ToString.
--------------	-----------------------------

Returns

String array with all entries (via ToString).

5.30.2.118 CToTexture()

```
static Texture2D Crosstales.ExtensionMethods.CToTexture (  
    this byte[] data,  
    Texture2D supportTexture = null ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Texture. Supported image formats: PNG and JPG.

Parameters

<i>data</i>	byte-array-instance to convert.
<i>supportTexture</i>	Support texture to prevent possible texture garbage (optional).

Returns

Converted Texture.

5.30.2.119 CToTexture2D() [1/2]

```
static Texture2D Crosstales.ExtensionMethods.CToTexture2D (  
    this Texture texture ) [static]
```

Extension method for Texture. Convert a Texture to a Texture2D

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture2D.

5.30.2.120 CToTexture2D() [2/2]

```
static Texture2D Crosstales.ExtensionMethods.CToTexture2D (  
    this WebCamTexture texture ) [static]
```

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

Parameters

<i>texture</i>	WebCamTexture to convert.
----------------	---------------------------

Returns

Converted Texture2D.

5.30.2.121 CToTGA() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToTGA (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a TGA byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as TGA byte-array.

5.30.2.122 CTTToTGA() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToTGA (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a TGA byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as TGA byte-array.

5.30.2.123 CTTToTitleCase()

```
static string Crosstales.ExtensionMethods.CTTToTitleCase (  
    this string str ) [static]
```

Extension method for strings. Converts a string to title case (first letter uppercase).

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Converted string in title case.

5.30.2.124 CTVector3() [1/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector3.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector3 from color.

5.30.2.125 CTVector3() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector3.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector3 from color.

5.30.2.126 CTVector3() [3/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector3.

Parameters

<i>angle</i>	Quaternion-instance to convert.
--------------	---------------------------------

Returns

Vector3 from Quaternion.

5.30.2.127 CTVector4() [1/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector4.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector4 from color.

5.30.2.128 CTVector4() [2/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector4.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector4 from color.

5.30.2.129 CTVector4() [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector4.

Parameters

<i>angle</i>	Quaternion-instance to convert.
--------------	---------------------------------

Returns

Vector4 from Quaternion.

5.30.2.130 GetColumn< T >()

```
static T [] Crosstales.ExtensionMethods.GetColumn< T > (  
    this T matrix[,],  
    int columnNumber ) [static]
```

Extension method for 2D-arrays. Returns the column of a 2D-array as array.

Parameters

<i>matrix</i>	Input as 2D-array.
<i>columnNumber</i>	Desired column of the 2D-array

Returns

Column of a 2D-array as array.

5.30.2.131 GetRow< T >()

```
static T [] Crosstales.ExtensionMethods.GetRow< T > (
    this T matrix[,],
    int rowNumber ) [static]
```

Extension method for 2D-arrays. Returns the row of a 2D-array as array.

Parameters

<i>matrix</i>	Input as 2D-array.
<i>columnNumber</i>	Desired row of the 2D-array

Returns

Row of a 2D-array as array.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/Extension↔
Methods.cs

5.31 Crosstales.Common.Util.FileHelper Class Reference

Various helper functions for the file system.

Static Public Member Functions

- static bool [isUnixPath](#) (string path)
Checks if the given path is from a Unix-device
- static bool [isWindowsPath](#) (string path)
Checks if the given path is from a Windows-device
- static bool [isUNCPath](#) (string path)

- Checks if the given path is UNC*

 - static bool [isURL](#) (string path)
- Checks if the given path is an URL*

 - static string [ValidatePath](#) (string path, bool addEndDelimiter=true, bool preserveFile=true, bool removeInvalidChars=true)
- Validates a given path and add missing slash.*

 - static string [ValidateFile](#) (string path, bool removeInvalidChars=true)
- Validates a given file.*

 - static bool [HasPathInvalidChars](#) (string path, bool ignoreNullOrEmpty=true)
- Checks a given path for invalid characters*

 - static bool [HasFileInvalidChars](#) (string file, bool ignoreNullOrEmpty=true)
- Checks a given file for invalid characters*

 - static string[] [GetFilesForName](#) (string path, bool isRecursive=false, params string[] filenames)
- Find files inside a path.*

 - static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)
- Find files inside a path.*

 - static string[] [GetDirectories](#) (string path, bool isRecursive=false)
- Find directories inside.*

 - static string[] [GetDrives](#) ()
- Find all logical drives.*

 - static bool [CopyDirectory](#) (string sourceDir, string destDir, bool move=false, bool moveSafe=true)
- Copy or move a directory.*

 - static bool [CopyFile](#) (string sourceFile, string destFile, bool move=false, bool moveSafe=true)
- Copy or move a file.*

 - static bool [MoveDirectory](#) (string sourceDir, string destDir)
- Move a directory.*

 - static bool [MoveFile](#) (string sourceFile, string destFile)
- Move a file.*

 - static string [RenameDirectory](#) (string path, string newName)
- Renames a directory in a path.*

 - static string [RenameFile](#) (string path, string newName)
- Renames a file in a path.*

 - static bool [DeleteFile](#) (string file)
- Delete a file.*

 - static bool [DeleteDirectory](#) (string dir)
- Delete a directory.*

 - static bool [ExistsFile](#) (string file)
- Checks if the directory exists.*

 - static bool [ExistsDirectory](#) (string path)
- Checks if the directory exists.*

 - static string [CreateDirectory](#) (string path, string folderName)
- Creates a directory in a given path.*

 - static bool [CreateDirectory](#) (string path)
- Creates a directory.*

 - static string [CreateFile](#) (string path, string fileName)
- Creates a file in a given path.*

 - static bool [CreateFile](#) (string path)
- Creates a file.*

 - static bool [isDirectory](#) (string path, bool checkForExtensions=true)
- Checks if the path is a directory.*

 - static bool [isFile](#) (string path, bool checkForExtensions=true)

- Checks if the path is a file.*
- static bool [isRoot](#) (string path)
 - Checks if the path is the root.*
- static string [GetFileName](#) (string path, bool removeInvalidChars=true)
 - Returns the file name for the path.*
- static string [GetCurrentDirectoryName](#) (string path)
 - Returns the current directory name for the path.*
- static string [GetDirectoryName](#) (string path)
 - Returns the directory name for the path.*
- static long [GetFilesize](#) (string path)
 - Returns the size of a file.*
- static string [GetExtension](#) (string path)
 - Returns the extension of a file.*
- static System.DateTime [GetLastModifiedDate](#) (string path)
 - Returns the size of a file.*
- static string [ReadAllText](#) (string sourceFile, System.Text.Encoding encoding=null)
 - Reads the text of a file.*
- static string[] [ReadAllLines](#) (string sourceFile, System.Text.Encoding encoding=null)
 - Reads all lines of text from a file.*
- static byte[] [ReadAllBytes](#) (string sourceFile)
 - Reads the bytes of a file.*
- static bool [WriteAllText](#) (string destFile, string text, System.Text.Encoding encoding=null)
 - Writes text to a file.*
- static bool [WriteAllLines](#) (string destFile, string[] lines, System.Text.Encoding encoding=null)
 - Writes all lines of text to a file.*
- static bool [WriteAllBytes](#) (string destFile, byte[] data)
 - Writes bytes to a file.*
- static bool [ShowPath](#) (string path)
 - Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms*
- static bool [ShowFile](#) (string file)
 - Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms*
- static bool [OpenFile](#) (string file)
 - Opens a file with the OS default application. NOTE: only works for standalone platforms*
- static bool [PathHasInvalidChars](#) (string path)
 - Checks a given path for invalid characters*
- static bool [FileHasInvalidChars](#) (string file)
 - Checks a given file for invalid characters*
- static bool [CopyPath](#) (string sourceDir, string destDir, bool move=false)
 - Copy or move a directory.*
- static bool [MovePath](#) (string sourceDir, string destDir)
 - Move a directory.*

Static Public Attributes

- static string [ApplicationDataPath](#) => _applicationDataPath
 - Returns the Unity application data path.*
- static string [ApplicationTempPath](#) => _applicationTempPath
 - Returns the Unity application temporary path.*
- static string [ApplicationPersistentPath](#) => _applicationPersistentPath
 - Returns the Unity application persistent path.*
- static string [TempFile](#) => System.IO.Path.GetTempFileName()
 - Returns a temporary file.*
- static string [TempPath](#) => System.IO.Path.GetTempPath()
 - Returns the temporary directory path from the device.*

Properties

- static string [StreamingAssetsPath](#) [get]
Returns the path to the the "Streaming Assets".

5.31.1 Detailed Description

Various helper functions for the file system.

5.31.2 Member Function Documentation

5.31.2.1 CopyDirectory()

```
static bool Crosstales.Common.Util.FileHelper.CopyDirectory (  
    string sourceDir,  
    string destDir,  
    bool move = false,  
    bool moveSafe = true ) [static]
```

Copy or move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path
<i>move</i>	Move directory instead of copy (optional, default: false)
<i>moveSafe</i>	Moves a directory in a safe, but slower way (optional, default: true)

Returns

True if the operation was successful

5.31.2.2 CopyFile()

```
static bool Crosstales.Common.Util.FileHelper.CopyFile (  
    string sourceFile,  
    string destFile,  
    bool move = false,  
    bool moveSafe = true ) [static]
```

Copy or move a file.

Parameters

<i>sourceFile</i>	Source file path
<i>destFile</i>	Destination file path
<i>move</i>	Move file instead of copy (optional, default: false)
<i>moveSafe</i>	Moves a file in a safe, but slower way (optional, default: true)

Returns

True if the operation was successful

5.31.2.3 CopyPath()

```
static bool Crosstales.Common.Util.FileHelper.CopyPath (
    string sourceDir,
    string destDir,
    bool move = false ) [static]
```

Copy or move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path
<i>move</i>	Move directory instead of copy (optional, default: false)

Returns

True if the operation was successful

5.31.2.4 CreateDirectory() [1/2]

```
static bool Crosstales.Common.Util.FileHelper.CreateDirectory (
    string path ) [static]
```

Creates a directory.

Parameters

<i>path</i>	Path to the directory to create
-------------	---------------------------------

Returns

True if the operation was successful

5.31.2.5 CreateDirectory() [2/2]

```
static string Crosstales.Common.Util.FileHelper.CreateDirectory (
    string path,
    string folderName ) [static]
```

Creates a directory in a given path.

Parameters

<i>path</i>	Path for the directory
<i>folderName</i>	New folder

5.31.2.6 CreateFile() [1/2]

```
static bool Crosstales.Common.Util.FileHelper.CreateFile (
    string path ) [static]
```

Creates a file.

Parameters

<i>path</i>	Path to the file to create
-------------	----------------------------

Returns

True if the operation was successful

5.31.2.7 CreateFile() [2/2]

```
static string Crosstales.Common.Util.FileHelper.CreateFile (
    string path,
    string fileName ) [static]
```

Creates a file in a given path.

Parameters

<i>path</i>	Path for the file
<i>fileName</i>	New file

5.31.2.8 DeleteDirectory()

```
static bool Crosstales.Common.Util.FileHelper.DeleteDirectory (  
    string dir ) [static]
```

Delete a directory.

Parameters

<i>dir</i>	Directory to delete
------------	---------------------

Returns

True if the operation was successful

5.31.2.9 DeleteFile()

```
static bool Crosstales.Common.Util.FileHelper.DeleteFile (  
    string file ) [static]
```

Delete a file.

Parameters

<i>file</i>	File to delete
-------------	----------------

Returns

True if the operation was successful

5.31.2.10 ExistsDirectory()

```
static bool Crosstales.Common.Util.FileHelper.ExistsDirectory (  
    string path ) [static]
```

Checks if the directory exists.

Returns

True if the directory exists

5.31.2.11 ExistsFile()

```
static bool Crosstales.Common.Util.FileHelper.ExistsFile (
    string file ) [static]
```

Checks if the directory exists.

Returns

True if the directory exists

5.31.2.12 FileHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.FileHasInvalidChars (
    string file ) [static]
```

Checks a given file for invalid characters

Parameters

<i>file</i>	File to check for invalid characters
-------------	--------------------------------------

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.31.2.13 GetCurrentDirectoryName()

```
static string Crosstales.Common.Util.FileHelper.GetCurrentDirectoryName (
    string path ) [static]
```

Returns the current directory name for the path.

Parameters

<i>path</i>	Path to the directory
-------------	-----------------------

Returns

Current directory name for the path

5.31.2.14 GetDirectories()

```
static string [] Crosstales.Common.Util.FileHelper.GetDirectories (
    string path,
    bool isRecursive = false ) [static]
```

Find directories inside.

Parameters

<i>path</i>	Path to find the directories
<i>isRecursive</i>	Recursive search (optional, default: false)

Returns

Returns array of the found directories inside the path. Zero length array when an error occurred.

5.31.2.15 GetDirectoryName()

```
static string Crosstales.Common.Util.FileHelper.GetDirectoryName (
    string path ) [static]
```

Returns the directory name for the path.

Parameters

<i>path</i>	Path to the directory
-------------	-----------------------

Returns

Directory name for the path

5.31.2.16 GetDrives()

```
static string [] Crosstales.Common.Util.FileHelper.GetDrives ( ) [static]
```

Find all logical drives.

Returns

Returns array of the found drives. Zero length array when an error occurred.

5.31.2.17 GetExtension()

```
static string Crosstales.Common.Util.FileHelper.GetExtension (
    string path ) [static]
```

Returns the extension of a file.

Parameters

<i>path</i>	Path to the file
-------------	------------------

Returns

Extension of the file

5.31.2.18 GetFileName()

```
static string Crosstales.Common.Util.FileHelper.GetFileName (
    string path,
    bool removeInvalidChars = true ) [static]
```

Returns the file name for the path.

Parameters

<i>path</i>	Path to the file
<i>removeInvalidChars</i>	Removes invalid characters in the file name (optional, default: true)

Returns

File name for the path

5.31.2.19 GetFiles()

```
static string [] Crosstales.Common.Util.FileHelper.GetFiles (
    string path,
    bool isRecursive = false,
    params string[] extensions ) [static]
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (optional, default: false)
<i>extensions</i>	Extensions for the file search, e.g. "png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

5.31.2.20 GetFilesForName()

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
    string path,
    bool isRecursive = false,
    params string[] filenames ) [static]
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (optional, default: false)
<i>filenames</i>	Array of file names for the file search, e.g. "Image.png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

5.31.2.21 GetFilesize()

```
static long Crosstales.Common.Util.FileHelper.GetFilesize (
    string path ) [static]
```

Returns the size of a file.

Parameters

<i>path</i>	Path of the file
-------------	------------------

Returns

Size for the file

5.31.2.22 GetLastModifiedDate()

```
static System.DateTime Crosstales.Common.Util.FileHelper.GetLastModifiedDate (
    string path ) [static]
```

Returns the size of a file.

Parameters

<i>path</i>	Path to the file
-------------	------------------

Returns

Size for the file

5.31.2.23 HasFileInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasFileInvalidChars (
    string file,
    bool ignoreNullOrEmpty = true ) [static]
```

Checks a given file for invalid characters

Parameters

<i>file</i>	File to check for invalid characters
<i>ignoreNullOrEmpty</i>	If set to true, return false for null or empty paths (optional, default: true)

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.31.2.24 HasPathInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasPathInvalidChars (
    string path,
    bool ignoreNullOrEmpty = true ) [static]
```

Checks a given path for invalid characters

Parameters

<i>path</i>	Path to check for invalid characters
<i>ignoreNullOrEmpty</i>	If set to true, return false for null or empty paths (optional, default: true)

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.31.2.25 isDirectory()

```
static bool Crosstales.Common.Util.FileHelper.isDirectory (
    string path,
    bool checkForExtensions = true ) [static]
```

Checks if the path is a directory.

Parameters

<i>path</i>	Path to the directory
<i>checkForExtensions</i>	Check for extensions (optional, default: true)

Returns

True if the path is a directory

5.31.2.26 isFile()

```
static bool Crosstales.Common.Util.FileHelper.isFile (
    string path,
    bool checkForExtensions = true ) [static]
```

Checks if the path is a file.

Parameters

<i>path</i>	Path to the file
<i>checkForExtensions</i>	Check for extensions (optional, default: true)

Returns

True if the path is a file

5.31.2.27 isRoot()

```
static bool Crosstales.Common.Util.FileHelper.isRoot (
    string path ) [static]
```

Checks if the path is the root.

Parameters

<i>path</i>	Possible root
-------------	---------------

Returns

True if the path is the root

5.31.2.28 isUNCPath()

```
static bool Crosstales.Common.Util.FileHelper.isUNCPath (  
    string path ) [static]
```

Checks if the given path is UNC

Parameters

<i>path</i>	Path to check
-------------	---------------

Returns

True if the given path is UNC

5.31.2.29 isUnixPath()

```
static bool Crosstales.Common.Util.FileHelper.isUnixPath (  
    string path ) [static]
```

Checks if the given path is from a Unix-device

Parameters

<i>path</i>	Path to check
-------------	---------------

Returns

True if the given path is from a Unix-device

5.31.2.30 isURL()

```
static bool Crosstales.Common.Util.FileHelper.isURL (  
    string path ) [static]
```

Checks if the given path is an URL

Parameters

<i>path</i>	Path to check
-------------	---------------

Returns

True if the given path is an URL

5.31.2.31 isWindowsPath()

```
static bool Crosstales.Common.Util.FileHelper.isWindowsPath (  
    string path ) [static]
```

Checks if the given path is from a Windows-device

Parameters

<i>path</i>	Path to check
-------------	---------------

Returns

True if the given path is from a Windows-device

5.31.2.32 MoveDirectory()

```
static bool Crosstales.Common.Util.FileHelper.MoveDirectory (  
    string sourceDir,  
    string destDir ) [static]
```

Move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path

Returns

True if the operation was successful

5.31.2.33 MoveFile()

```
static bool Crosstales.Common.Util.FileHelper.MoveFile (  
    string sourceFile,  
    string destFile ) [static]
```

Move a file.

Parameters

<i>sourceFile</i>	Source file path
<i>destFile</i>	Destination file path

Returns

True if the operation was successful

5.31.2.34 MovePath()

```
static bool Crosstales.Common.Util.FileHelper.MovePath (  
    string sourceDir,  
    string destDir ) [static]
```

Move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path

Returns

True if the operation was successful

5.31.2.35 OpenFile()

```
static bool Crosstales.Common.Util.FileHelper.OpenFile (  
    string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

Parameters

<i>file</i>	File path
-------------	-----------

Returns

True if the operation was successful

5.31.2.36 PathHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.PathHasInvalidChars (
    string path ) [static]
```

Checks a given path for invalid characters

Parameters

<i>path</i>	Path to check for invalid characters
-------------	--------------------------------------

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.31.2.37 ReadAllBytes()

```
static byte [] Crosstales.Common.Util.FileHelper.ReadAllBytes (
    string sourceFile ) [static]
```

Reads the bytes of a file.

Parameters

<i>sourceFile</i>	Source file path
-------------------	------------------

Returns

Byte-content of the file

5.31.2.38 ReadAllLines()

```
static string [] Crosstales.Common.Util.FileHelper.ReadAllLines (
    string sourceFile,
    System.Text.Encoding encoding = null ) [static]
```

Reads all lines of text from a file.

Parameters

<i>sourceFile</i>	Source file path
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

Array of text lines from the file

5.31.2.39 ReadAllText()

```
static string Crosstales.Common.Util.FileHelper.ReadAllText (
    string sourceFile,
    System.Text.Encoding encoding = null ) [static]
```

Reads the text of a file.

Parameters

<i>sourceFile</i>	Source file path
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

Text-content of the file

5.31.2.40 RenameDirectory()

```
static string Crosstales.Common.Util.FileHelper.RenameDirectory (
    string path,
    string newName ) [static]
```

Renames a directory in a path.

Parameters

<i>path</i>	Path to the directory
<i>newName</i>	New name for the directory

Returns

New path of the directory

5.31.2.41 RenameFile()

```
static string Crosstales.Common.Util.FileHelper.RenameFile (  
    string path,  
    string newName ) [static]
```

Renames a file in a path.

Parameters

<i>path</i>	Path to the file
<i>newName</i>	New name for the file

Returns

New path of the file

5.31.2.42 ShowFile()

```
static bool Crosstales.Common.Util.FileHelper.ShowFile (  
    string file ) [static]
```

Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms

Returns

True if the operation was successful

5.31.2.43 ShowPath()

```
static bool Crosstales.Common.Util.FileHelper.ShowPath (  
    string path ) [static]
```

Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms

Returns

True if the operation was successful

5.31.2.44 ValidateFile()

```
static string Crosstales.Common.Util.FileHelper.ValidateFile (  
    string path,  
    bool removeInvalidChars = true ) [static]
```

Validates a given file.

Parameters

<i>path</i>	File to validate
<i>removeInvalidChars</i>	Removes invalid characters in the file name (optional, default: true)

Returns

Valid file path

5.31.2.45 ValidatePath()

```
static string Crosstales.Common.Util.FileHelper.ValidatePath (
    string path,
    bool addEndDelimiter = true,
    bool preserveFile = true,
    bool removeInvalidChars = true ) [static]
```

Validates a given path and add missing slash.

Parameters

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	Add delimiter at the end of the path (optional, default: true)
<i>preserveFile</i>	Preserves a given file in the path (optional, default: true)
<i>removeInvalidChars</i>	Removes invalid characters in the path name (optional default: true)

Returns

Valid path

5.31.2.46 WriteAllBytes()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllBytes (
    string destFile,
    byte[] data ) [static]
```

Writes bytes to a file.

Parameters

<i>destFile</i>	Destination file path
<i>data</i>	Byte-content to write

Returns

True if the operation was successful

5.31.2.47 WriteAllLines()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllLines (
    string destFile,
    string[] lines,
    System.Text.Encoding encoding = null ) [static]
```

Writes all lines of text to a file.

Parameters

<i>destFile</i>	Destination file path
<i>lines</i>	Array of text lines to write
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

True if the operation was successful

5.31.2.48 WriteAllText()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllText (
    string destFile,
    string text,
    System.Text.Encoding encoding = null ) [static]
```

Writes text to a file.

Parameters

<i>destFile</i>	Destination file path
<i>text</i>	Text-content to write
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

True if the operation was successful

5.31.3 Member Data Documentation

5.31.3.1 ApplicationDataPath

```
string Crosstales.Common.Util.FileHelper.ApplicationDataPath => _applicationDataPath [static]
```

Returns the Unity application data path.

Returns

Unity application data path

5.31.3.2 ApplicationPersistentPath

```
string Crosstales.Common.Util.FileHelper.ApplicationPersistentPath => _applicationPersistent↔  
Path [static]
```

Returns the Unity application persistent path.

Returns

Unity application persistent path

5.31.3.3 ApplicationTempPath

```
string Crosstales.Common.Util.FileHelper.ApplicationTempPath => _applicationTempPath [static]
```

Returns the Unity application temporary path.

Returns

Unity application temporary path

5.31.3.4 TempFile

```
string Crosstales.Common.Util.FileHelper.TempFile => System.IO.Path.GetTempFileName() [static]
```

Returns a temporary file.

Returns

Temporary file

5.31.3.5 TempPath

```
string Crosstales.Common.Util.FileHelper.TempPath => System.IO.Path.GetTempPath() [static]
```

Returns the temporary directory path from the device.

Returns

Temporary directory path of the device

5.31.4 Property Documentation

5.31.4.1 StreamingAssetsPath

```
string Crosstales.Common.Util.FileHelper.StreamingAssetsPath [static], [get]
```

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

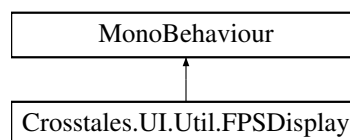
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/FileHelper.cs

5.32 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Attributes

- Text **FPS**
Text component to display the FPS.
- int **FrameUpdate** = 5
Update every set frame (default: 5).
- KeyCode **Key** = KeyCode.None

5.32.1 Detailed Description

Simple FPS-Counter.

5.32.2 Member Data Documentation

5.32.2.1 FPS

```
Text Crosstales.UI.Util.FPSDisplay.FPS
```

Text component to display the FPS.

5.32.2.2 FrameUpdate

```
int Crosstales.UI.Util.FPSDisplay.FrameUpdate = 5
```

Update every set frame (default: 5).

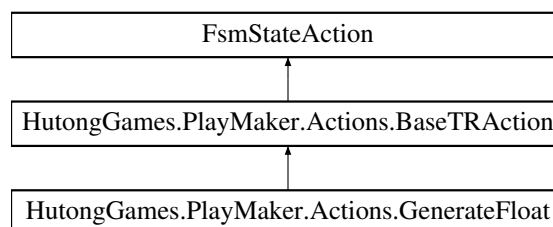
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Util/FPSDisplay.cs

5.33 HutongGames.PlayMaker.Actions.GenerateFloat Class Reference

Generate-action for floats in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateFloat:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- FsmFloat [Min](#)
Smallest possible number.
- FsmFloat [Max](#)
Biggest possible number.
- FsmInt [Number](#) = 1
How many numbers you want to generate (default: 1).
- FsmArray [Result](#)
Generated random floats (output array).

Additional Inherited Members

5.33.1 Detailed Description

Generate-action for floats in [PlayMaker](#).

5.33.2 Member Data Documentation

5.33.2.1 Max

```
FsmFloat HutongGames.PlayMaker.Actions.GenerateFloat.Max
```

Biggest possible number.

5.33.2.2 Min

```
FsmFloat HutongGames.PlayMaker.Actions.GenerateFloat.Min
```

Smallest possible number.

5.33.2.3 Number

```
FsmInt HutongGames.PlayMaker.Actions.GenerateFloat.Number = 1
```

How many numbers you want to generate (default: 1).

5.33.2.4 Result

FsmArray HutongGames.PlayMaker.Actions.GenerateFloat.Result

Generated random floats (output array).

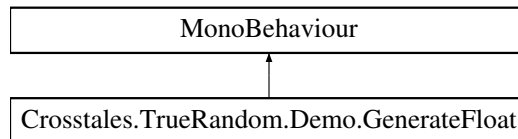
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateFloat.cs

5.34 Crosstales.TrueRandom.Demo.GenerateFloat Class Reference

Generate random floats.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateFloat:



Public Member Functions

- void **GenerateFloatNumbers** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **Min**
- InputField **Max**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.34.1 Detailed Description

Generate random floats.

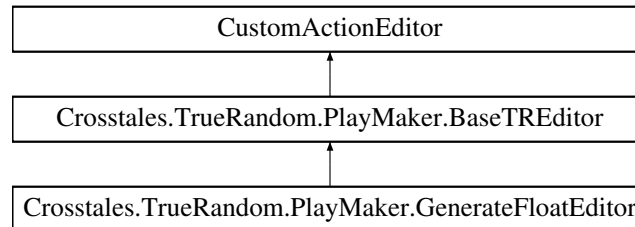
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/GenerateFloat.cs

5.35 Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor Class Reference

Custom editor for the GenerateFloat-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor:



Additional Inherited Members

5.35.1 Detailed Description

Custom editor for the GenerateFloat-action.

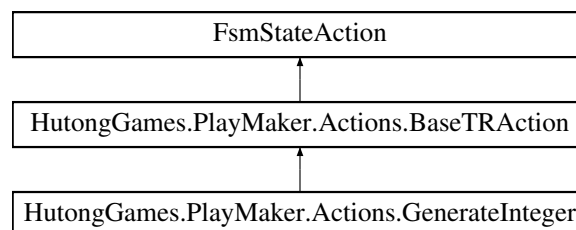
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/Editor/GenerateFloatEditor.cs

5.36 HutongGames.PlayMaker.Actions.GenerateInteger Class Reference

Generate-action for integers in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateInteger:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- FsmInt [Min](#)
Smallest possible number.
- FsmInt [Max](#)
Biggest possible number.
- FsmInt [Number](#) = 1
How many numbers you want to generate (default: 1).
- FsmArray [Result](#)
Generated random integers (output array).

Additional Inherited Members

5.36.1 Detailed Description

Generate-action for integers in [PlayMaker](#).

5.36.2 Member Data Documentation

5.36.2.1 Max

```
FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.Max
```

Biggest possible number.

5.36.2.2 Min

```
FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.Min
```

Smallest possible number.

5.36.2.3 Number

```
FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.Number = 1
```

How many numbers you want to generate (default: 1).

5.36.2.4 Result

```
FsmArray HutongGames.PlayMaker.Actions.GenerateInteger.Result
```

Generated random integers (output array).

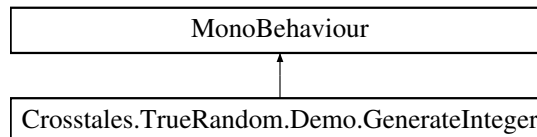
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateInteger.cs

5.37 Crosstales.TrueRandom.Demo.GenerateInteger Class Reference

Generate random integers.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateInteger:



Public Member Functions

- void **GenerateInt** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **Min**
- InputField **Max**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.37.1 Detailed Description

Generate random integers.

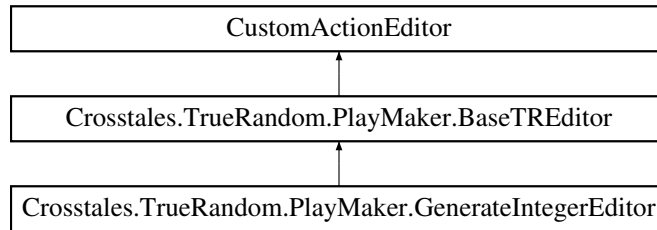
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/GenerateInteger.cs

5.38 Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor Class Reference

Custom editor for the GenerateInteger-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor:



Additional Inherited Members

5.38.1 Detailed Description

Custom editor for the GenerateInteger-action.

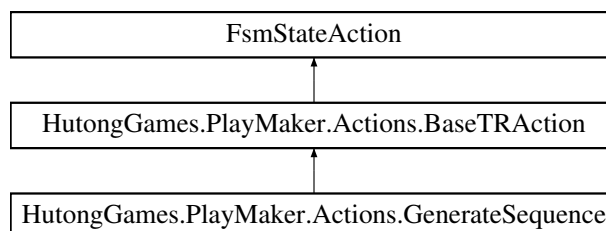
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/Editor/GenerateIntegerEditor.cs

5.39 HutongGames.PlayMaker.Actions.GenerateSequence Class Reference

Generate-action for sequences in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateSequence:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- FsmInt [Min](#)
Smallest possible number.
- FsmInt [Max](#)
Biggest possible number.
- FsmInt [Number](#) = 0
How many numbers you have in the result (max range: max - min).
- FsmArray [Result](#)
Generated random sequence (output array).

Additional Inherited Members

5.39.1 Detailed Description

Generate-action for sequences in [PlayMaker](#).

5.39.2 Member Data Documentation

5.39.2.1 Max

```
FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.Max
```

Biggest possible number.

5.39.2.2 Min

```
FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.Min
```

Smallest possible number.

5.39.2.3 Number

```
FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.Number = 0
```

How many numbers you have in the result (max range: max - min).

5.39.2.4 Result

FsmArray HutongGames.PlayMaker.Actions.GenerateSequence.Result

Generated random sequence (output array).

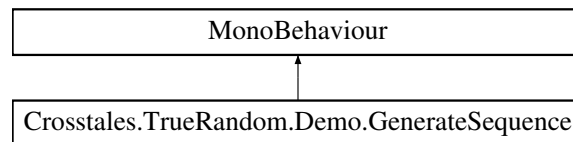
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateSequence.cs

5.40 Crosstales.TrueRandom.Demo.GenerateSequence Class Reference

Generate a random sequence.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateSequence:



Public Member Functions

- void **GenerateSeq** ()
- void **SaveFile** ()
- void **onError** (string e, string id)

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Min**
- InputField **Max**
- InputField **Number**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.40.1 Detailed Description

Generate a random sequence.

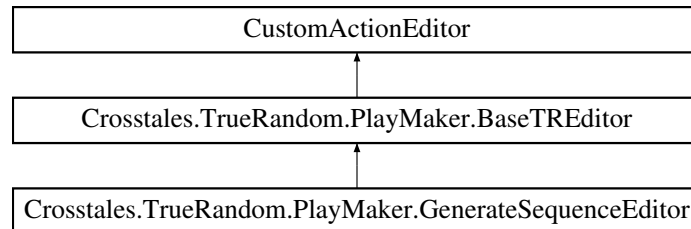
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/GenerateSequence.cs

5.41 Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor Class Reference

Custom editor for the GenerateSequence-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor:



Additional Inherited Members

5.41.1 Detailed Description

Custom editor for the GenerateSequence-action.

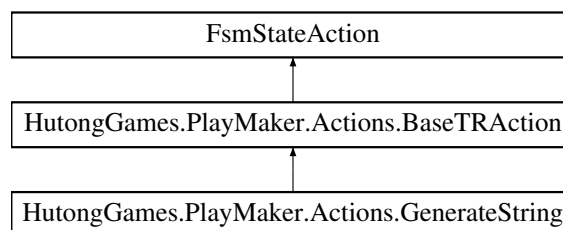
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/Editor/GenerateSequenceEditor.cs

5.42 HutongGames.PlayMaker.Actions.GenerateString Class Reference

Generate-action for strings in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateString:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- FsmInt [Length](#)
How long the strings 4 be.
- FsmInt [Number](#) = 1
How many numbers you want to generate (default: 1).
- FsmBool [Digits](#) = true
Allow digits (0-9) (default: true).
- FsmBool [Upper](#) = true
Allow uppercase (A-Z) letters (default: true).
- FsmBool [Lower](#) = true
Allow lowercase (a-z) letters (default: true).
- FsmBool [Unique](#) = false
String should be unique (default: false).
- FsmArray [Result](#)
Generated random strings (output array).

Additional Inherited Members

5.42.1 Detailed Description

Generate-action for strings in [PlayMaker](#).

5.42.2 Member Data Documentation

5.42.2.1 Digits

```
FsmBool HutongGames.PlayMaker.Actions.GenerateString.Digits = true
```

Allow digits (0-9) (default: true).

5.42.2.2 Length

```
FsmInt HutongGames.PlayMaker.Actions.GenerateString.Length
```

How long the strings 4 be.

5.42.2.3 Lower

```
FsmBool HutongGames.PlayMaker.Actions.GenerateString.Lower = true
```

Allow lowercase (a-z) letters (default: true).

5.42.2.4 Number

```
FsmInt HutongGames.PlayMaker.Actions.GenerateString.Number = 1
```

How many numbers you want to generate (default: 1).

5.42.2.5 Result

```
FsmArray HutongGames.PlayMaker.Actions.GenerateString.Result
```

Generated random strings (output array).

5.42.2.6 Unique

```
FsmBool HutongGames.PlayMaker.Actions.GenerateString.Unique = false
```

String should be unique (default: false).

5.42.2.7 Upper

```
FsmBool HutongGames.PlayMaker.Actions.GenerateString.Upper = true
```

Allow uppercase (A-Z) letters (default: true).

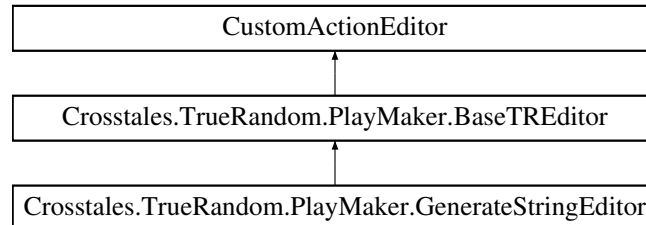
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateString.cs

5.43 Crosstales.TrueRandom.PlayMaker.GenerateStringEditor Class Reference

Custom editor for the GenerateString-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateStringEditor:



Additional Inherited Members

5.43.1 Detailed Description

Custom editor for the GenerateString-action.

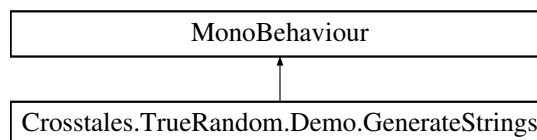
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/Editor/GenerateStringEditor.cs

5.44 Crosstales.TrueRandom.Demo.GenerateStrings Class Reference

Generate random strings.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateStrings:



Public Member Functions

- void **GenerateString** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **Length**
- Toggle **Digits**
- Toggle **UppercaseLetters**
- Toggle **LowecaseLetters**
- Toggle **Unique**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.44.1 Detailed Description

Generate random strings.

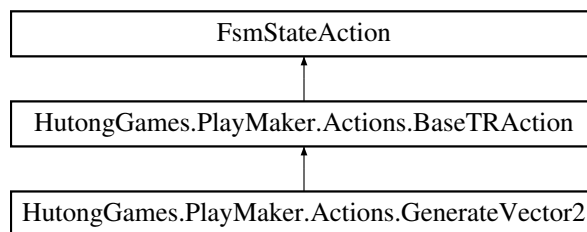
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/GenerateStrings.cs

5.45 HutongGames.PlayMaker.Actions.GenerateVector2 Class Reference

Generate-action for Vector2 in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateVector2:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- FsmVector2 **Min**
Smallest possible Vector2.
- FsmVector2 **Max**
Biggest possible Vector2.
- FsmInt **Number** = 1
How many Vector2 you want to generate (default: 1).
- FsmArray **Result**
Generated random Vector2 (output array).

Additional Inherited Members

5.45.1 Detailed Description

Generate-action for Vector2 in [PlayMaker](#).

5.45.2 Member Data Documentation

5.45.2.1 Max

```
FsmVector2 HutongGames.PlayMaker.Actions.GenerateVector2.Max
```

Biggest possible Vector2.

5.45.2.2 Min

```
FsmVector2 HutongGames.PlayMaker.Actions.GenerateVector2.Min
```

Smallest possible Vector2.

5.45.2.3 Number

```
FsmInt HutongGames.PlayMaker.Actions.GenerateVector2.Number = 1
```

How many Vector2 you want to generate (default: 1).

5.45.2.4 Result

```
FsmArray HutongGames.PlayMaker.Actions.GenerateVector2.Result
```

Generated random Vector2 (output array).

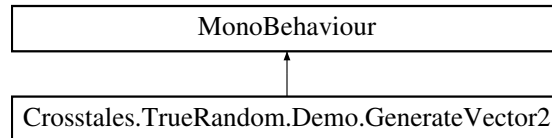
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateVector2.cs

5.46 Crosstales.TrueRandom.Demo.GenerateVector2 Class Reference

Generate random Vector2.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector2:



Public Member Functions

- void **GenerateVector2Numbers** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MaxX**
- InputField **MaxY**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.46.1 Detailed Description

Generate random Vector2.

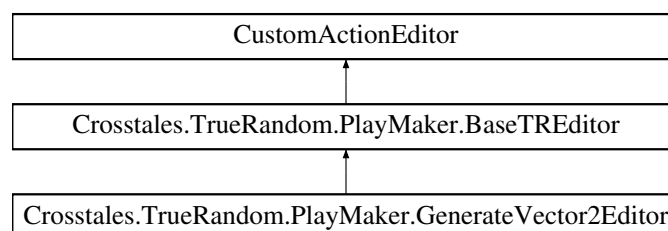
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/GenerateVector2.cs

5.47 Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor Class Reference

Custom editor for the GenerateVector2-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor:



Additional Inherited Members

5.47.1 Detailed Description

Custom editor for the GenerateVector2-action.

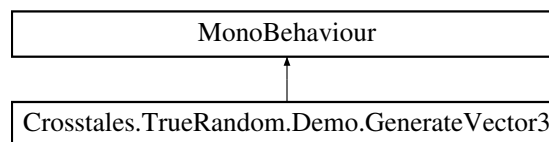
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/Editor/GenerateVector2Editor.cs

5.48 Crosstales.TrueRandom.Demo.GenerateVector3 Class Reference

Generate random Vector3.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector3:



Public Member Functions

- void **GenerateVector3Numbers** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MinZ**
- InputField **MaxX**
- InputField **MaxY**
- InputField **MaxZ**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.48.1 Detailed Description

Generate random Vector3.

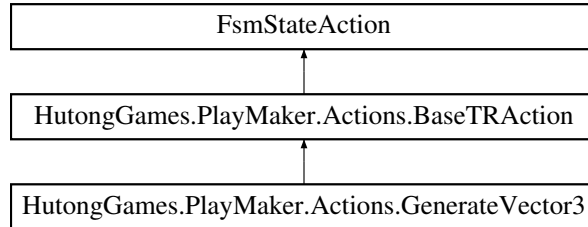
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/GenerateVector3.cs

5.49 HutongGames.PlayMaker.Actions.GenerateVector3 Class Reference

Generate-action for Vector3 in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateVector3:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- FsmVector3 **Min**
Smallest possible Vector3.
- FsmVector3 **Max**
Biggest possible Vector3.
- FsmInt **Number** = 1
How many Vector3 you want to generate (default: 1).
- FsmArray **Result**
Generated random Vector3 (output array).

Additional Inherited Members

5.49.1 Detailed Description

Generate-action for Vector3 in [PlayMaker](#).

5.49.2 Member Data Documentation

5.49.2.1 Max

FsmVector3 HutongGames.PlayMaker.Actions.GenerateVector3.Max

Biggest possible Vector3.

5.49.2.2 Min

FsmVector3 HutongGames.PlayMaker.Actions.GenerateVector3.Min

Smallest possible Vector3.

5.49.2.3 Number

FsmInt HutongGames.PlayMaker.Actions.GenerateVector3.Number = 1

How many Vector3 you want to generate (default: 1).

5.49.2.4 Result

FsmArray HutongGames.PlayMaker.Actions.GenerateVector3.Result

Generated random Vector3 (output array).

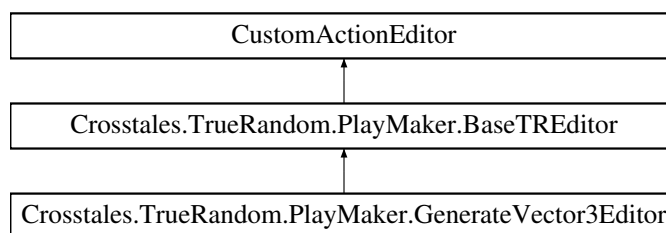
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateVector3.cs

5.50 Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor Class Reference

Custom editor for the GenerateVector3-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor:



Additional Inherited Members

5.50.1 Detailed Description

Custom editor for the GenerateVector3-action.

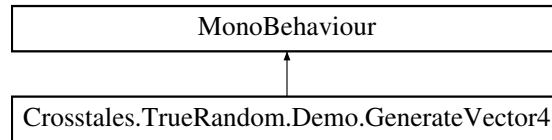
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/Editor/GenerateVector3Editor.cs

5.51 Crosstales.TrueRandom.Demo.GenerateVector4 Class Reference

Generate random Vector3.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector4:



Public Member Functions

- void **GenerateVector4Numbers** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MinZ**
- InputField **MinW**
- InputField **MaxX**
- InputField **MaxY**
- InputField **MaxZ**
- InputField **MaxW**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.51.1 Detailed Description

Generate random Vector3.

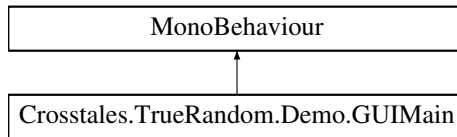
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/GenerateVector4.cs

5.52 Crosstales.TrueRandom.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.TrueRandom.Demo.GUIMain:



Public Member Functions

- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**

5.52.1 Detailed Description

Main GUI component for all demo scenes.

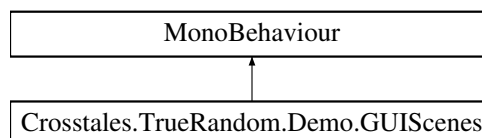
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/GUIMain.cs`

5.53 Crosstales.TrueRandom.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.TrueRandom.Demo.GUIScenes:



Public Member Functions

- void **LoadPreviousScene** ()
- void **LoadNextScene** ()

Public Attributes

- string **PreviousScene**
- string **NextScene**

5.53.1 Detailed Description

Main GUI scene manager for all demo scenes.

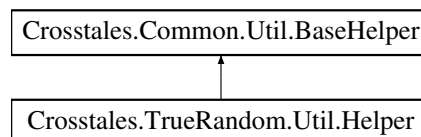
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Demos/Scripts/GUIScenes.cs

5.54 Crosstales.TrueRandom.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.TrueRandom.Util.Helper:



Static Public Attributes

- static bool **isSupportedPlatform** => true
Checks if the current platform is supported.

Additional Inherited Members

5.54.1 Detailed Description

Various helper functions.

5.54.2 Member Data Documentation

5.54.2.1 isSupportedPlatform

```
bool Crosstales.TrueRandom.Util.Helper.isSupportedPlatform => true [static]
```

Checks if the current platform is supported.

Returns

True if the current platform is supported.

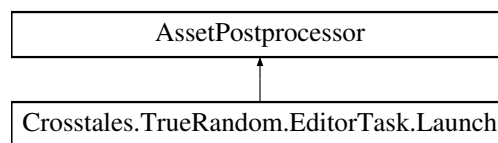
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Util/Helper.cs

5.55 Crosstales.TrueRandom.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.TrueRandom.EditorTask.Launch:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] movedAssets, string[] movedFromAssetPaths)

5.55.1 Detailed Description

Show the configuration window on the first launch.

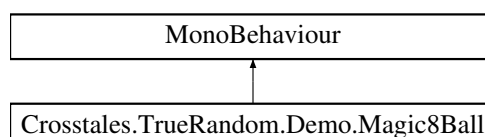
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Editor/Task/Launch.cs

5.56 Crosstales.TrueRandom.Demo.Magic8Ball Class Reference

Magic 8-Ball simulator.

Inheritance diagram for Crosstales.TrueRandom.Demo.Magic8Ball:



Public Member Functions

- void **Ask** ()

Public Attributes

- InputField **Question**
- Text **Answer**
- Text **Error**
- Text **Quota**

5.56.1 Detailed Description

Magic 8-Ball simulator.

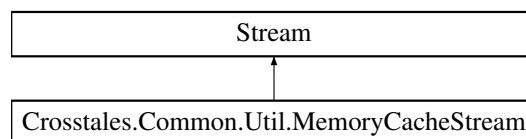
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Demos/Scripts/Magic8Ball.cs

5.57 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



Public Member Functions

- [MemoryCacheStream](#) (int cacheSize=64 *[Crosstales.Common.Util.BaseConstants.FACTOR_KB](#), int max↔
CacheSize=64 *[Crosstales.Common.Util.BaseConstants.FACTOR_MB](#))
Constructor with a specified cache size.
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[] buffer, int offset, int count)
- override void **Write** (byte[] buffer, int offset, int count)

Public Attributes

- override bool `CanRead` => true
Gets a flag flag that indicates if the stream is readable (always true).
- override bool `CanSeek` => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override bool `CanWrite` => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override long `Length` => `_length`
Gets the current stream length.

Properties

- override long `Position` [get, set]
Gets or sets the current stream position.

5.57.1 Detailed Description

Memory cache stream.

5.57.2 Constructor & Destructor Documentation

5.57.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
    int cacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_KB,
    int maxCacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_MB )
```

Constructor with a specified cache size.

Parameters

<code>cacheSize</code>	Cache size of the stream in bytes.
<code>maxCacheSize</code>	Maximum cache size of the stream in bytes.

5.57.3 Member Data Documentation

5.57.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

5.57.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.57.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.57.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => _length
```

Gets the current stream length.

5.57.4 Property Documentation

5.57.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position [get], [set]
```

Gets or sets the current stream position.

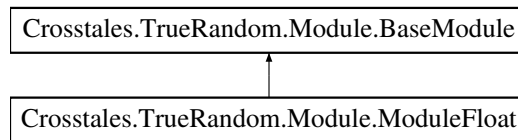
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/MemoryCacheStream.cs

5.58 Crosstales.TrueRandom.Module.ModuleFloat Class Reference

This module will generate true random floats in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleFloat:



Static Public Member Functions

- static System.Collections.IEnumerator [Generate](#) (float min, float max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random floats.
- static System.Collections.Generic.List< float > [GeneratePRNG](#) (float min, float max, int number=1, int seed=0)
Generates random floats with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< float > [GenerateInEditor](#) (float min, float max, int number=1, bool prng=false, string id="")
Generates random floats (Editor only).

Static Public Attributes

- static System.Collections.Generic.List< float > [Result](#) => new System.Collections.Generic.List<float>(result)
Returns the list of floats from the last generation.

Events

- static GenerateFloatStart [OnGenerateStart](#)
Event to get a message when generating floats has started.
- static GenerateFloatFinished [OnGenerateFinished](#)
Event to get a message with the generated floats when finished.

Additional Inherited Members

5.58.1 Detailed Description

This module will generate true random floats in configurable intervals.

5.58.2 Member Function Documentation

5.58.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleFloat.Generate (
    float min,
    float max,
    int number = 1,
    bool prng = false,
    bool silent = false,
    string id = "" ) [static]
```

Generates random floats.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.58.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<float> Crosstales.TrueRandom.Module.ModuleFloat.GenerateInEditor (
    float min,
    float max,
    int number = 1,
    bool prng = false,
    string id = "" ) [static]
```

Generates random floats (Editor only).

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated floats.

5.58.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<float> Crosstales.TrueRandom.Module.ModuleFloat.GeneratePRNG (
    float min,
    float max,
    int number = 1,
    int seed = 0 ) [static]
```

Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated floats.

5.58.3 Member Data Documentation

5.58.3.1 Result

```
System.Collections.Generic.List<float> Crosstales.TrueRandom.Module.ModuleFloat.Result => new
System.Collections.Generic.List<float>(result) [static]
```

Returns the list of floats from the last generation.

Returns

List of floats from the last generation.

5.58.4 Event Documentation

5.58.4.1 OnGenerateFinished

```
GenerateFloatFinished Crosstales.TrueRandom.Module.ModuleFloat.OnGenerateFinished [static]
```

Event to get a message with the generated floats when finished.

5.58.4.2 OnGenerateStart

`GenerateFloatStart Crosstales.TrueRandom.Module.ModuleFloat.OnGenerateStart [static]`

Event to get a message when generating floats has started.

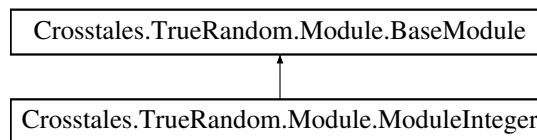
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleFloat.cs`

5.59 Crosstales.TrueRandom.Module.ModuleInteger Class Reference

This module will generate true random integers in configurable intervals.

Inheritance diagram for `Crosstales.TrueRandom.Module.ModuleInteger`:



Static Public Member Functions

- static `System.Collections.IEnumerator Generate` (int min, int max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random integers.
- static `System.Collections.Generic.List< int > GeneratePRNG` (int min, int max, int number=1, int seed=0)
Generates random integers with the C#-standard Pseudo-Random-Number-Generator.
- static `System.Collections.Generic.List< int > GenerateInEditor` (int min, int max, int number=1, bool prng=false, string id="")
Generates random integers with the C#-standard Pseudo-Random-Number-Generator (Editor only).

Static Public Attributes

- static `System.Collections.Generic.List< int > Result` => `new System.Collections.Generic.List<int>(result)`
Returns the list of integers from the last generation.

Events

- static `GenerateIntegerStart OnGenerateStart`
Event to get a message when generating integers has started.
- static `GenerateIntegerFinished OnGenerateFinished`
Event to get a message with the generated integers when finished.

Additional Inherited Members

5.59.1 Detailed Description

This module will generate true random integers in configurable intervals.

5.59.2 Member Function Documentation

5.59.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleInteger.Generate (
    int min,
    int max,
    int number = 1,
    bool prng = false,
    bool silent = false,
    string id = "" ) [static]
```

Generates random integers.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.59.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleInteger.↔
GenerateInEditor (
    int min,
    int max,
    int number = 1,
    bool prng = false,
    string id = "" ) [static]
```

Generates random integers with the C#-standard Pseudo-Random-Number-Generator (Editor only).

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
------------	--

Parameters

<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated integers.

5.59.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleInteger.GeneratePRNG (
    int min,
    int max,
    int number = 1,
    int seed = 0 ) [static]
```

Generates random integers with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated integers.

5.59.3 Member Data Documentation**5.59.3.1 Result**

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleInteger.Result => new
System.Collections.Generic.List<int>(result) [static]
```

Returns the list of integers from the last generation.

Returns

List of integers from the last generation.

5.59.4 Event Documentation

5.59.4.1 OnGenerateFinished

`GenerateIntegerFinished Crosstales.TrueRandom.Module.ModuleInteger.OnGenerateFinished [static]`

Event to get a message with the generated integers when finished.

5.59.4.2 OnGenerateStart

`GenerateIntegerStart Crosstales.TrueRandom.Module.ModuleInteger.OnGenerateStart [static]`

Event to get a message when generating integers has started.

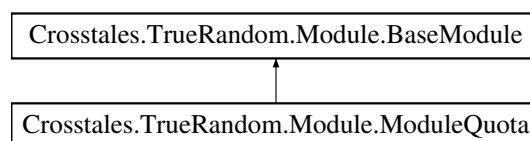
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleInteger.cs`

5.60 Crosstales.TrueRandom.Module.ModuleQuota Class Reference

This module gets the remaining quota on www.random.org.

Inheritance diagram for `Crosstales.TrueRandom.Module.ModuleQuota`:



Static Public Member Functions

- static `System.Collections.IEnumerator GetQuota ()`
Gets the remaining quota in bits from the server.
- static void `GetQuotaInEditor ()`
Gets the remaining quota in bits from the server (Editor only).

Static Public Attributes

- static int `Quota => quota`
Returns the remaining quota in bits from the last check.

Events

- static QuotaUpdate [OnUpdateQuota](#)
Event to get a message with the current quota.

Additional Inherited Members

5.60.1 Detailed Description

This module gets the remaining quota on www.random.org.

5.60.2 Member Function Documentation

5.60.2.1 GetQuota()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleQuota.GetQuota ( )  
[static]
```

Gets the remaining quota in bits from the server.

5.60.2.2 GetQuotaInEditor()

```
static void Crosstales.TrueRandom.Module.ModuleQuota.GetQuotaInEditor ( ) [static]
```

Gets the remaining quota in bits from the server (Editor only).

5.60.3 Member Data Documentation

5.60.3.1 Quota

```
int Crosstales.TrueRandom.Module.ModuleQuota.Quota => quota [static]
```

Returns the remaining quota in bits from the last check.

Returns

Remaining quota in bits from the last check.

5.60.4 Event Documentation

5.60.4.1 OnUpdateQuota

QuotaUpdate Crosstales.TrueRandom.Module.ModuleQuota.OnUpdateQuota [static]

Event to get a message with the current quota.

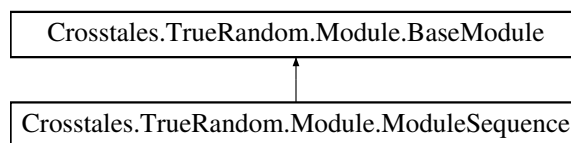
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleQuota.cs

5.61 Crosstales.TrueRandom.Module.ModuleSequence Class Reference

This module will randomize a given interval of integers, i.e. arrange them in random order.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleSequence:



Static Public Member Functions

- static System.Collections.IEnumerator [Generate](#) (int min, int max, int number=0, bool prng=false, bool silent=false, string id="")
Generates random sequence.
- static System.Collections.Generic.List< int > [GeneratePRNG](#) (int min, int max, int number=0, int seed=0)
Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< int > [GenerateInEditor](#) (int min, int max, int number=0, bool prng=false, string id="")
Generates random sequence (Editor only).

Static Public Attributes

- static System.Collections.Generic.List< int > [Result](#) => new System.Collections.Generic.List<int>(result)
Returns the sequence from the last generation.

Events

- static GenerateSequenceStart [OnGenerateStart](#)
Event to get a message when generating sequence has started.
- static GenerateSequenceFinished [OnGenerateFinished](#)
Event to get a message with the generated sequence when finished.

Additional Inherited Members

5.61.1 Detailed Description

This module will randomize a given interval of integers, i.e. arrange them in random order.

5.61.2 Member Function Documentation

5.61.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleSequence.Generate (
    int min,
    int max,
    int number = 0,
    bool prng = false,
    bool silent = false,
    string id = "" ) [static]
```

Generates random sequence.

Parameters

<i>min</i>	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	End of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.61.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleSequence.GenerateInEditor (
    int min,
    int max,
    int number = 0,
    bool prng = false,
    string id = "" ) [static]
```

Generates random sequence (Editor only).

Parameters

<i>min</i>	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
------------	---

Parameters

<i>max</i>	End of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated sequence.

5.61.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleSequence.GeneratePRNG (
    int min,
    int max,
    int number = 0,
    int seed = 0 ) [static]
```

Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Start of the interval
<i>max</i>	End of the interval
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated sequence.

5.61.3 Member Data Documentation**5.61.3.1 Result**

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleSequence.Result =>
new System.Collections.Generic.List<int>(result) [static]
```

Returns the sequence from the last generation.

Returns

Sequence from the last generation.

5.61.4 Event Documentation

5.61.4.1 OnGenerateFinished

`GenerateSequenceFinished Crosstales.TrueRandom.Module.ModuleSequence.OnGenerateFinished [static]`

Event to get a message with the generated sequence when finished.

5.61.4.2 OnGenerateStart

`GenerateSequenceStart Crosstales.TrueRandom.Module.ModuleSequence.OnGenerateStart [static]`

Event to get a message when generating sequence has started.

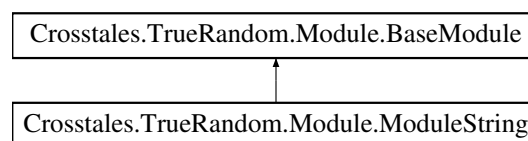
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleSequence.cs`

5.62 Crosstales.TrueRandom.Module.ModuleString Class Reference

This module will generate true random strings of various length and character compositions.

Inheritance diagram for `Crosstales.TrueRandom.Module.ModuleString`:



Static Public Member Functions

- static `System.Collections.IEnumerator Generate` (`int length`, `int number=1`, `bool digits=true`, `bool upper=true`, `bool lower=true`, `bool unique=false`, `bool prng=false`, `bool silent=false`, `string id=""`)
Generates random strings.
- static `System.Collections.Generic.List< string > GeneratePRNG` (`int length`, `int number=1`, `bool digits=true`, `bool upper=true`, `bool lower=true`, `bool unique=false`, `int seed=0`)
Generates random strings with the C#-standard Pseudo-Random-Number-Generator.
- static `System.Collections.Generic.List< string > GenerateInEditor` (`int length`, `int number=1`, `bool digits=true`, `bool upper=true`, `bool lower=true`, `bool unique=false`, `bool prng=false`, `string id=""`)
Generates random strings (Editor only).

Static Public Attributes

- static System.Collections.Generic.List< string > [Result](#) => result.GetRange(0, result.Count)
Returns the list of strings from the last generation.

Events

- static GenerateStringStart [OnGenerateStart](#)
Event to get a message when generating strings has started.
- static GenerateStringFinished [OnGenerateFinished](#)
Event to get a message with the generated strings when finished.

Additional Inherited Members

5.62.1 Detailed Description

This module will generate true random strings of various length and character compositions.

5.62.2 Member Function Documentation

5.62.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleString.Generate (
    int length,
    int number = 1,
    bool digits = true,
    bool upper = true,
    bool lower = true,
    bool unique = false,
    bool prng = false,
    bool silent = false,
    string id = "" ) [static]
```

Generates random strings.

Parameters

<i>length</i>	How long the strings should be (range: 1 - 20)
<i>number</i>	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase letters (default: true, optional)
<i>lower</i>	Allow lowercase letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.62.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<string> Crosstales.TrueRandom.Module.ModuleString.↔
GenerateInEditor (
    int length,
    int number = 1,
    bool digits = true,
    bool upper = true,
    bool lower = true,
    bool unique = false,
    bool prng = false,
    string id = "" ) [static]
```

Generates random strings (Editor only).

Parameters

<i>length</i>	How long the strings should be (range: 1 - 20)
<i>number</i>	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase letters (default: true, optional)
<i>lower</i>	Allow lowercase letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated strings.

5.62.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<string> Crosstales.TrueRandom.Module.ModuleString.↔
GeneratePRNG (
    int length,
    int number = 1,
    bool digits = true,
    bool upper = true,
    bool lower = true,
    bool unique = false,
    int seed = 0 ) [static]
```

Generates random strings with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>length</i>	How long the strings should be
---------------	--------------------------------

Parameters

<i>number</i>	How many strings you want to generate (default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase (A-Z) letters (default: true, optional)
<i>lower</i>	Allow lowercase (a-z) letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated strings.

5.62.3 Member Data Documentation

5.62.3.1 Result

```
System.Collections.Generic.List<string> Crosstales.TrueRandom.Module.ModuleString.Result =>  
result.GetRange(0, result.Count) [static]
```

Returns the list of strings from the last generation.

Returns

List of strings from the last generation.

5.62.4 Event Documentation

5.62.4.1 OnGenerateFinished

```
GenerateStringFinished Crosstales.TrueRandom.Module.ModuleString.OnGenerateFinished [static]
```

Event to get a message with the generated strings when finished.

5.62.4.2 OnGenerateStart

```
GenerateStringStart Crosstales.TrueRandom.Module.ModuleString.OnGenerateStart [static]
```

Event to get a message when generating strings has started.

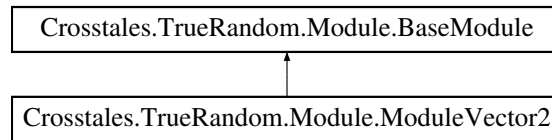
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Scripts/Module/ModuleString.cs

5.63 Crosstales.TrueRandom.Module.ModuleVector2 Class Reference

This generator will generate true random Vector2 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector2:



Static Public Member Functions

- static System.Collections.IEnumerator [Generate](#) (Vector2 min, Vector2 max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random Vector2.
- static System.Collections.Generic.List< Vector2 > [GeneratePRNG](#) (Vector2 min, Vector2 max, int number=1, int seed=0)
Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector2 > [GenerateInEditor](#) (Vector2 min, Vector2 max, int number=1, bool prng=false, string id="")
Generates random Vector2 (Editor only).

Static Public Attributes

- static System.Collections.Generic.List< Vector2 > [Result](#) => new System.Collections.Generic.List<Vector2>(result)
Returns the list of Vector2 from the last generation.

Events

- static GenerateVector2Start [OnGenerateStart](#)
Event to get a message when generating Vector2 has started.
- static GenerateVector2Finished [OnGenerateFinished](#)
Event to get a message with the generated Vector2 when finished.

Additional Inherited Members

5.63.1 Detailed Description

This generator will generate true random Vector2 in configurable intervals.

5.63.2 Member Function Documentation

5.63.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector2.Generate (
    Vector2 min,
    Vector2 max,
    int number = 1,
    bool prng = false,
    bool silent = false,
    string id = "" ) [static]
```

Generates random Vector2.

Parameters

<i>min</i>	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.63.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.Module.ModuleVector2.GenerateInEditor (
    Vector2 min,
    Vector2 max,
    int number = 1,
    bool prng = false,
    string id = "" ) [static]
```

Generates random Vector2 (Editor only).

Parameters

<i>min</i>	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector2 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated Vector2.

5.63.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.Module.ModuleVector2.GeneratePRNG (
    Vector2 min,
    Vector2 max,
    int number = 1,
    int seed = 0 ) [static]
```

Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector2
<i>max</i>	Biggest possible Vector2
<i>number</i>	How many Vector2 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector2.

5.63.3 Member Data Documentation

5.63.3.1 Result

```
System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.Module.ModuleVector2.Result =>
new System.Collections.Generic.List<Vector2>(result) [static]
```

Returns the list of Vector2 from the last generation.

Returns

List of Vector2 from the last generation.

5.63.4 Event Documentation

5.63.4.1 OnGenerateFinished

```
GenerateVector2Finished Crosstales.TrueRandom.Module.ModuleVector2.OnGenerateFinished [static]
```

Event to get a message with the generated Vector2 when finished.

5.63.4.2 OnGenerateStart

GenerateVector2Start Crosstales.TrueRandom.Module.ModuleVector2.OnGenerateStart [static]

Event to get a message when generating Vector2 has started.

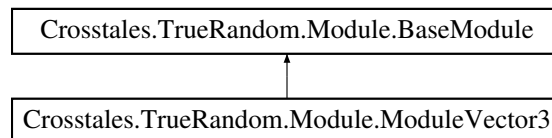
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleVector2.cs

5.64 Crosstales.TrueRandom.Module.ModuleVector3 Class Reference

This generator will generate true random Vector3 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector3:



Static Public Member Functions

- static System.Collections.IEnumerator [Generate](#) (Vector3 min, Vector3 max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random Vector3.
- static System.Collections.Generic.List< Vector3 > [GeneratePRNG](#) (Vector3 min, Vector3 max, int number=1, int seed=0)
Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector3 > [GenerateInEditor](#) (Vector3 min, Vector3 max, int number=1, bool prng=false, string id="")
Generates random Vector3 (Editor only).

Static Public Attributes

- static System.Collections.Generic.List< Vector3 > [Result](#) => new System.Collections.Generic.List<Vector3>(result)
Returns the list of Vector3 from the last generation.

Events

- static GenerateVector3Start [OnGenerateStart](#)
Event to get a message when generating Vector3 has started.
- static GenerateVector3Finished [OnGenerateFinished](#)
Event to get a message with the generated Vector3 when finished.

Additional Inherited Members

5.64.1 Detailed Description

This generator will generate true random Vector3 in configurable intervals.

5.64.2 Member Function Documentation

5.64.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector3.Generate (
    Vector3 min,
    Vector3 max,
    int number = 1,
    bool prng = false,
    bool silent = false,
    string id = "" ) [static]
```

Generates random Vector3.

Parameters

<i>min</i>	Smallest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.64.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.Module.ModuleVector3.GenerateInEditor (
    Vector3 min,
    Vector3 max,
    int number = 1,
    bool prng = false,
    string id = "" ) [static]
```

Generates random Vector3 (Editor only).

Parameters

<i>min</i>	Smallest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
------------	---

Parameters

<i>max</i>	Biggest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector3 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated Vector3.

5.64.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.Module.ModuleVector3.GeneratePRNG (
    Vector3 min,
    Vector3 max,
    int number = 1,
    int seed = 0 ) [static]
```

Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector3
<i>max</i>	Biggest possible Vector3
<i>number</i>	How many Vector3 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector3.

5.64.3 Member Data Documentation**5.64.3.1 Result**

```
System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.Module.ModuleVector3.Result =>
new System.Collections.Generic.List<Vector3>(result) [static]
```

Returns the list of Vector3 from the last generation.

Returns

List of Vector3 from the last generation.

5.64.4 Event Documentation

5.64.4.1 OnGenerateFinished

GenerateVector3Finished Crosstales.TrueRandom.Module.ModuleVector3.OnGenerateFinished [static]

Event to get a message with the generated Vector3 when finished.

5.64.4.2 OnGenerateStart

GenerateVector3Start Crosstales.TrueRandom.Module.ModuleVector3.OnGenerateStart [static]

Event to get a message when generating Vector3 has started.

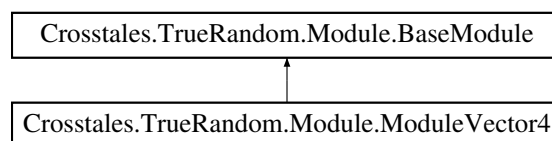
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleVector3.cs

5.65 Crosstales.TrueRandom.Module.ModuleVector4 Class Reference

This generator will generate true random Vector4 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector4:



Static Public Member Functions

- static System.Collections.IEnumerator [Generate](#) (Vector4 min, Vector4 max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random Vector4.
- static System.Collections.Generic.List< Vector4 > [GeneratePRNG](#) (Vector4 min, Vector4 max, int number=1, int seed=0)
Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector4 > [GenerateInEditor](#) (Vector4 min, Vector4 max, int number=1, bool prng=false, string id="")
Generates random Vector4 (Editor only).

Static Public Attributes

- static System.Collections.Generic.List< Vector4 > [Result](#) => new System.Collections.Generic.List<Vector4>(result)

Returns the list of Vector4 from the last generation.

Events

- static GenerateVector4Start [OnGenerateStart](#)
Event to get a message when generating Vector4 has started.
- static GenerateVector4Finished [OnGenerateFinished](#)
Event to get a message with the generated Vector4 when finished.

Additional Inherited Members

5.65.1 Detailed Description

This generator will generate true random Vector4 in configurable intervals.

5.65.2 Member Function Documentation

5.65.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector4.Generate (
    Vector4 min,
    Vector4 max,
    int number = 1,
    bool prng = false,
    bool silent = false,
    string id = "" ) [static]
```

Generates random Vector4.

Parameters

<i>min</i>	Smallest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.65.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.Module.ModuleVector4.↔
GenerateInEditor (
    Vector4 min,
    Vector4 max,
    int number = 1,
    bool prng = false,
    string id = "" ) [static]
```

Generates random Vector4 (Editor only).

Parameters

<i>min</i>	Smallest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector4 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated Vector4.

5.65.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.Module.ModuleVector4.↔
GeneratePRNG (
    Vector4 min,
    Vector4 max,
    int number = 1,
    int seed = 0 ) [static]
```

Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector4
<i>max</i>	Biggest possible Vector4
<i>number</i>	How many Vector4 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector4.

5.65.3 Member Data Documentation

5.65.3.1 Result

```
System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.Module.ModuleVector4.Result =>  
new System.Collections.Generic.List<Vector4>(result) [static]
```

Returns the list of Vector4 from the last generation.

Returns

List of Vector4 from the last generation.

5.65.4 Event Documentation

5.65.4.1 OnGenerateFinished

```
GenerateVector4Finished Crosstales.TrueRandom.Module.ModuleVector4.OnGenerateFinished [static]
```

Event to get a message with the generated Vector4 when finished.

5.65.4.2 OnGenerateStart

```
GenerateVector4Start Crosstales.TrueRandom.Module.ModuleVector4.OnGenerateStart [static]
```

Event to get a message when generating Vector4 has started.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleVector4.cs

5.66 Crosstales.Common.Util.NetworkHelper Class Reference

Base for various helper functions for networking.

Static Public Member Functions

- static bool [OpenURL](#) (string url)
Opens the given URL with the file explorer or browser.
- static bool [RemoteCertificateValidationCallback](#) (object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [GetURLFromFile](#) (string path)
Returns the URL of a given file.
- static string [ValidateURL](#) (string url, bool removeProtocol=false, bool removeWWW=true, bool removeSlash=true)
Validates a given URL.
- static bool [isURL](#) (string url)
Checks if the input is an URL.
- static bool [isIPv4](#) (string ip)
Checks if the input is an IPv4 address.
- static string [GetIP](#) (string host)
Returns the IP of a given host name.
- static string [ValidURLFromFilePath](#) (string path)
Returns the URL of a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.
- static bool [isValidURL](#) (string url)
Checks if the URL is valid.

Static Protected Attributes

- const string **FILE_PREFIX** = "file://"
- const string **CONTENT_PREFIX** = "content://"

Properties

- static bool [isInternetAvailable](#) [get]
Checks if an Internet connection is available.

5.66.1 Detailed Description

Base for various helper functions for networking.

5.66.2 Member Function Documentation

5.66.2.1 CleanUrl()

```
static string Crosstales.Common.Util.NetworkHelper.CleanUrl (  
    string url,  
    bool removeProtocol = true,  
    bool removeWWW = true,  
    bool removeSlash = true ) [static]
```

Cleans a given URL.

Parameters

<i>url</i>	URL to clean
<i>removeProtocol</i>	Remove the protocol, e.g. <code>http://</code> (optional, default: true)
<i>removeWWW</i>	Remove www (optional, default: true)
<i>removeSlash</i>	Remove slash at the end (optional, default: true)

Returns

Clean URL

5.66.2.2 GetIP()

```
static string Crosstales.Common.Util.NetworkHelper.GetIP (  
    string host ) [static]
```

Returns the IP of a given host name.

Parameters

<i>host</i>	Host name
-------------	-----------

Returns

IP of a given host name.

5.66.2.3 GetURLFromFile()

```
static string Crosstales.Common.Util.NetworkHelper.GetURLFromFile (  
    string path ) [static]
```

Returns the URL of a given file.

Parameters

<i>path</i>	File path
-------------	-----------

Returns

URL of the file path

5.66.2.4 isIPv4()

```
static bool Crosstales.Common.Util.NetworkHelper.isIPv4 (
    string ip ) [static]
```

Checks if the input is an IPv4 address.

Parameters

<i>url</i>	Input as possible IPv4
------------	------------------------

Returns

True if the given path is an IPv4 address

5.66.2.5 isURL()

```
static bool Crosstales.Common.Util.NetworkHelper.isURL (
    string url ) [static]
```

Checks if the input is an URL.

Parameters

<i>url</i>	Input as possible URL
------------	-----------------------

Returns

True if the given path is an URL

5.66.2.6 isValidURL()

```
static bool Crosstales.Common.Util.NetworkHelper.isValidURL (
    string url ) [static]
```

Checks if the URL is valid.

Parameters

<i>url</i>	URL to check
------------	--------------

Returns

True if the URL is valid.

5.66.2.7 OpenURL()

```
static bool Crosstales.Common.Util.NetworkHelper.OpenURL (
    string url ) [static]
```

Opens the given URL with the file explorer or browser.

Parameters

<i>url</i>	URL to open
------------	-------------

Returns

True if the operation was successful

5.66.2.8 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.NetworkHelper.RemoteCertificateValidationCallback (
    object sender,
    System.Security.Cryptography.X509Certificates.X509Certificate certificate,
    System.Security.Cryptography.X509Certificates.X509Chain chain,
    System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]
```

HTTPS-certification callback.

5.66.2.9 ValidateURL()

```
static string Crosstales.Common.Util.NetworkHelper.ValidateURL (
    string url,
    bool removeProtocol = false,
    bool removeWWW = true,
    bool removeSlash = true ) [static]
```

Validates a given URL.

Parameters

<i>url</i>	URL to validate
<i>removeProtocol</i>	Remove the protocol, e.g. <code>http://</code> (optional, default: false)
<i>removeWWW</i>	Remove www (optional, default: true)
<i>removeSlash</i>	Remove slash at the end (optional, default: true)

Returns

Clean URL

5.66.2.10 ValidURLFromFilePath()

```
static string Crosstales.Common.Util.NetworkHelper.ValidURLFromFilePath (  
    string path ) [static]
```

Returns the URL of a given file.

Parameters

<i>path</i>	File path
-------------	-----------

Returns

URL of the file path

5.66.3 Property Documentation**5.66.3.1 isInternetAvailable**

```
bool Crosstales.Common.Util.NetworkHelper.isInternetAvailable [static], [get]
```

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔
Util/NetworkHelper.cs

5.67 Crosstales.Common.EditorTask.NYCheck Class Reference

Checks if a 'Happy new year'-message must be displayed.

5.67.1 Detailed Description

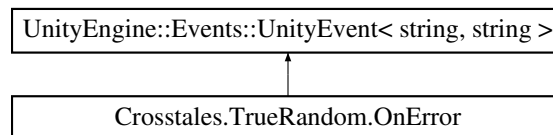
Checks if a 'Happy new year'-message must be displayed.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Editor/Task/NYCheck.cs

5.68 Crosstales.TrueRandom.OnError Class Reference

Inheritance diagram for Crosstales.TrueRandom.OnError:

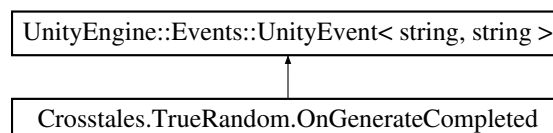


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Scripts/TRManager.cs

5.69 Crosstales.TrueRandom.OnGenerateCompleted Class Reference

Inheritance diagram for Crosstales.TrueRandom.OnGenerateCompleted:

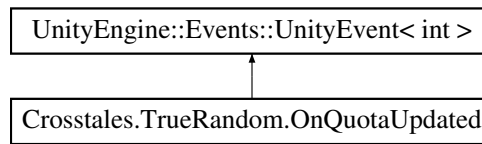


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Scripts/TRManager.cs

5.70 Crosstales.TrueRandom.OnQuotaUpdated Class Reference

Inheritance diagram for Crosstales.TrueRandom.OnQuotaUpdated:



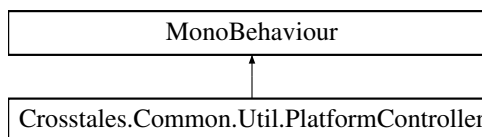
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/TRManager.cs

5.71 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects and scripts for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Attributes

- System.Collections.Generic.List< [Crosstales.Common.Model.Enum.Platform](#) > **Platforms**
Selected platforms for the controller.
- bool **Active** = true
summary> Selected objects for the controller.
- GameObject[] **Objects**
summary> Selected scripts for the controller.
- MonoBehaviour[] **Scripts**

Protected Member Functions

- virtual void **Awake** ()
- void **selectPlatform** ()
- void **activateGameObjects** ()
- void **activateScripts** ()

Protected Attributes

- [Crosstales.Common.Model.Enum.Platform](#) **_currentPlatform**

5.71.1 Detailed Description

Enables or disable game objects and scripts for a given platform.

5.71.2 Member Data Documentation

5.71.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.71.2.2 Objects

```
GameObject [] Crosstales.Common.Util.PlatformController.Objects
```

summary>Selected scripts for the controller.

5.71.2.3 Platforms

```
System.Collections.Generic.List<Crosstales.Common.Model.Enum.Platform> Crosstales.Common.Util.PlatformController.Platforms
```

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

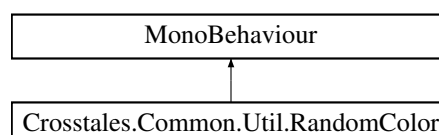
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/PlatformController/Scripts/PlatformController.cs

5.72 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Attributes

- bool `UseInterval` = true
Use intervals to change the color (default: true).
- Vector2 `ChangeInterval` = new Vector2(5, 10)
summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 `HueRange` = new Vector2(0f, 1f)
summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 `SaturationRange` = new Vector2(1f, 1f)
summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 `ValueRange` = new Vector2(1f, 1f)
summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 `AlphaRange` = new Vector2(1f, 1f)
summary>Use gray scale colors (default: false).
- bool `GrayScale`
summary>Modify the color of a material instead of the Renderer (default: not set, optional).
- Material `Material`
summary>Set the object to a random color at Start (default: false).
- bool `RandomColorAtStart`

5.72.1 Detailed Description

Random color changer.

5.72.2 Member Data Documentation

5.72.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

5.72.2.2 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.72.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.72.2.4 HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.72.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.72.2.6 SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.72.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.72.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

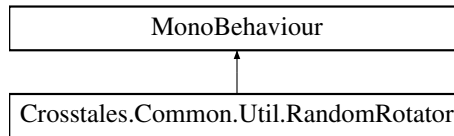
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/↔ Random/Scripts/RandomColor.cs

5.73 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Attributes

- bool [UseInterval](#) = true
Use intervals to change the rotation (default: true).
- Vector2 [ChangeInterval](#) = new Vector2(10, 20)
summary> Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 [SpeedMin](#) = new Vector3(5, 5, 5)
summary> Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 [SpeedMax](#) = new Vector3(15, 15, 15)
summary> Set the object to a random rotation at Start (default: false).
- bool [RandomRotationAtStart](#)
summary> Random change interval per axis (default: true).
- bool [RandomChangeIntervalPerAxis](#) = true
summary> Random direction per axis (default: true).
- bool [RandomDirectionPerAxis](#) = true

5.73.1 Detailed Description

Random rotation changer.

5.73.2 Member Data Documentation

5.73.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary> Minimum rotation speed per axis (default: 5 for all axis).

5.73.2.2 RandomChangeIntervalPerAxis

```
bool Crosstales.Common.Util.RandomRotator.RandomChangeIntervalPerAxis = true
```

summary>Random direction per axis (default: true).

5.73.2.3 RandomRotationAtStart

```
bool Crosstales.Common.Util.RandomRotator.RandomRotationAtStart
```

summary>Random change interval per axis (default: true).

5.73.2.4 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.73.2.5 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.73.2.6 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

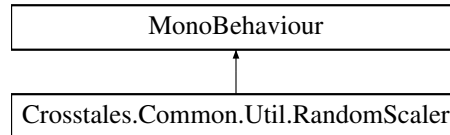
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/↔
Random/Scripts/RandomRotator.cs

5.74 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Attributes

- bool `UseInterval` = true
Use intervals to change the scale (default: true).
- Vector2 `ChangeInterval` = new Vector2(10, 20)
summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 `ScaleMin` = new Vector3(0.1f, 0.1f, 0.1f)
summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 `ScaleMax` = new Vector3(3, 3, 3)
summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool `Uniform` = true
summary>Set the object to a random scale at Start (default: false).
- bool `RandomScaleAtStart`

5.74.1 Detailed Description

Random scale changer.

5.74.2 Member Data Documentation

5.74.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

5.74.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.74.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary>Maximum scale per axis (default: 0.1 for all axis).

5.74.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.74.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

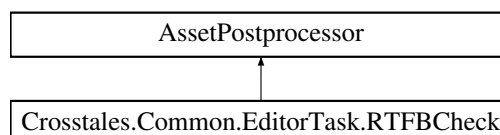
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/↔
Random/Scripts/RandomScaler.cs

5.75 Crosstales.Common.EditorTask.RTFBCheck Class Reference

Search for the "Runtime File Browser" and add or remove the compile define "CT_RTFB".

Inheritance diagram for Crosstales.Common.EditorTask.RTFBCheck:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] moved↔
Assets, string[] movedFromAssetPaths)

5.75.1 Detailed Description

Search for the "Runtime File Browser" and add or remove the compile define "CT_RTFB".

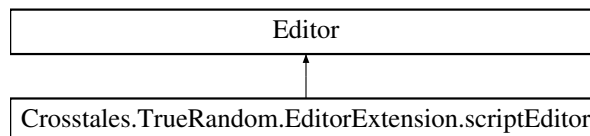
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Editor/Task/RTFBCheck.cs

5.76 Crosstales.TrueRandom.EditorExtension.scriptEditor Class Reference

Custom editor for the 'script'-class.

Inheritance diagram for Crosstales.TrueRandom.EditorExtension.scriptEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.76.1 Detailed Description

Custom editor for the 'script'-class.

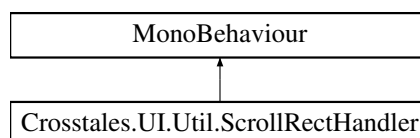
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Scripts/Editor/Extension/TRManagerEditor.cs

5.77 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.77.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/Util/ScrollRectHandler.cs

5.78 Crosstales.TrueRandom.EditorBuild.SetAndroid Class Reference

Sets the required build parameters for Android.

5.78.1 Detailed Description

Sets the required build parameters for Android.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Scripts/Editor/Builder/SetAndroid.cs

5.79 Crosstales.TrueRandom.Util.SetupProject Class Reference

Setup the project to use True Random.

5.79.1 Detailed Description

Setup the project to use True Random.

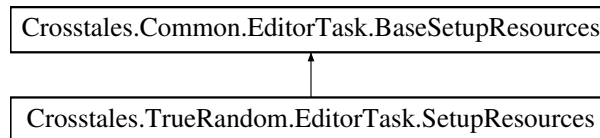
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Scripts/Util/SetupProject.cs

5.80 Crosstales.TrueRandom.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.TrueRandom.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.80.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

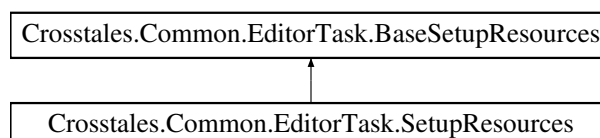
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Editor/Task/SetupResources.cs

5.81 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.81.1 Detailed Description

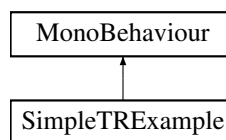
Moves all resources to 'Editor Default Resources'.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/SetupResources.cs

5.82 SimpleTRExample Class Reference

Inheritance diagram for SimpleTRExample:



Public Member Functions

- void **Generate** ()

Public Attributes

- int **Min** = 1
- int **Max** = 100
- int **Number** = 5
- Text **Result**

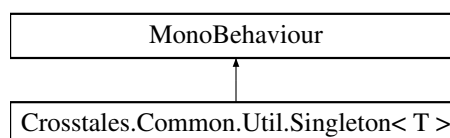
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Demos/Scripts/SimpleTRExample.cs

5.83 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:



Static Public Member Functions

- static void [CreateInstance](#) (bool searchExistingGameObject=true, bool deleteExistingInstance=false)
Creates an instance of this object.
- static void [DeleteInstance](#) ()
Deletes the instance of this object.

Static Public Attributes

- static string [PrefabPath](#)
Fully qualified prefab path.
- static string [GameObjectName](#) = typeof(T).Name
Name of the gameobject in the scene.

Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnDestroy** ()
- virtual void **OnApplicationQuit** ()

Static Protected Attributes

- static T **instance**

Properties

- static T [Instance](#) [get, protected set]
Returns the singleton instance of this class.
- bool [DontDestroy](#) [get, set]
Don't destroy gameobject during scene switches.

5.83.1 Detailed Description

Base-class for all singletons.

Type Constraints

T: [Singleton](#)<*T*>

5.83.2 Member Function Documentation

5.83.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (
    bool searchExistingGameObject = true,
    bool deleteExistingInstance = false ) [static]
```

Creates an instance of this object.

Parameters

<code>searchExistingGameObject</code>	Search for existing GameObjects of this object (default: true, optional)
<code>deleteExistingInstance</code>	Delete existing instance of this object (default: false, optional)

5.83.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( ) [static]
```

Deletes the instance of this object.

5.83.3 Member Data Documentation

5.83.3.1 GameObjectName

```
string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name [static]
```

Name of the gameobject in the scene.

5.83.3.2 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath [static]
```

Fully qualified prefab path.

5.83.4 Property Documentation

5.83.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

5.83.4.2 Instance

`T Crosstales.Common.Util.Singleton< T >.Instance [static], [get], [protected set]`

Returns the singleton instance of this class.

Returns

[Singleton](#) instance of this class.

The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/Singleton.cs`

5.84 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

Properties

- `static bool isQuitting = false [get, set]`

5.84.1 Detailed Description

Helper-class for singletons.

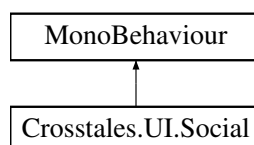
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/Singleton.cs`

5.85 Crosstales.UI.Social Class Reference

[Crosstales](#) social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.85.1 Detailed Description

[Crosstales](#) social media links.

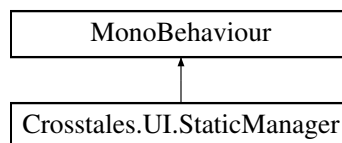
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Social.cs

5.86 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.86.1 Detailed Description

Static Button Manager.

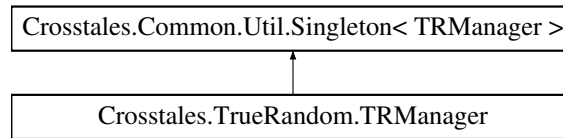
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/StaticManager.cs

5.87 Crosstales.TrueRandom.TRManager Class Reference

The [TRManager](#) is the manager for all modules.

Inheritance diagram for Crosstales.TrueRandom.TRManager:



Public Member Functions

- int [CalculateFloat](#) (int number=1)
Calculates needed bits (from the quota) for generating random floats.
- int [CalculateInteger](#) (int max, int number=1)
Calculates needed bits (from the quota) for generating random integers.
- int [CalculateSequence](#) (int min, int max)
Calculates needed bits (from the quota) for generating a random sequence.
- int [CalculateString](#) (int length, int number=1)
Calculates needed bits (from the quota) for generating random strings.
- int [CalculateVector2](#) (int number=1)
Calculates needed bits (from the quota) for generating random Vector2.
- int [CalculateVector3](#) (int number=1)
Calculates needed bits (from the quota) for generating random Vector3.
- int [CalculateVector4](#) (int number=1)
Calculates needed bits (from the quota) for generating random Vector4.
- string [GenerateInteger](#) (int min, int max, int number=1, string id="")
Generates random integers.
- string [GenerateFloat](#) (float min, float max, int number=1, string id="")
Generates random floats.
- string [GenerateSequence](#) (int min, int max, int number=0, string id="")
Generates random sequence.
- string [GenerateString](#) (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, string id="")
Generates random strings.
- string [GenerateVector2](#) (Vector2 min, Vector2 max, int number=1, string id="")
Generates random Vector2.
- string [GenerateVector3](#) (Vector3 min, Vector3 max, int number=1, string id="")
Generates random Vector3.
- string [GenerateVector4](#) (Vector4 min, Vector4 max, int number=1, string id="")
Generates random Vector4.
- void [GetQuota](#) ()
Gets the remaining quota in bits from the server.
- System.Collections.Generic.List< int > [GenerateIntegerPRNG](#) (int min, int max, int number=1, int seed=0)
Generates random integers with the C#-standard Pseudo-Random-Number-Generator.
- System.Collections.Generic.List< float > [GenerateFloatPRNG](#) (float min, float max, int number=1, int seed=0)
Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

- System.Collections.Generic.List< int > [GenerateSequencePRNG](#) (int min, int max, int number=0, int seed=0)
Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.
- System.Collections.Generic.List< string > [GenerateStringPRNG](#) (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, int seed=0)
Generates random strings with the C#-standard Pseudo-Random-Number-Generator.
- System.Collections.Generic.List< Vector2 > [GenerateVector2PRNG](#) (Vector2 min, Vector2 max, int number=1, int seed=0)
Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.
- System.Collections.Generic.List< Vector3 > [GenerateVector3PRNG](#) (Vector3 min, Vector3 max, int number=1, int seed=0)
Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.
- System.Collections.Generic.List< Vector4 > [GenerateVector4PRNG](#) (Vector4 min, Vector4 max, int number=1, int seed=0)
Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Static Public Member Functions

- static void [ResetObject](#) ()
Resets this object.

Public Attributes

- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< int > > **AllIntegerResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<int>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< float > > **AllFloatResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<float>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< int > > **AllSequenceResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<int>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > > **AllStringResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<string>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< Vector2 > > **AllVector2Results** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<Vector2>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< Vector3 > > **AllVector3Results** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<Vector3>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< Vector4 > > **AllVector4Results** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<Vector4>>()
- int [CurrentQuota](#) => ModuleQuota.Quota
Returns the remaining quota in bits from the last check.
- System.Collections.Generic.List< int > [CurrentIntegers](#) => ModuleInteger.Result
Returns the list of integers from the last generation.
- System.Collections.Generic.List< float > [CurrentFloats](#) => ModuleFloat.Result
Returns the list of floats from the last generation.
- System.Collections.Generic.List< int > [CurrentSequence](#) => ModuleSequence.Result
Returns the sequence from the last generation.

- System.Collections.Generic.List< string > [CurrentStrings](#) => ModuleString.Result
Returns the list of strings from the last generation.
- System.Collections.Generic.List< Vector2 > [CurrentVector2](#) => ModuleVector2.Result
Returns the list of Vector2 from the last generation.
- System.Collections.Generic.List< Vector3 > [CurrentVector3](#) => ModuleVector3.Result
Returns the list of Vector3 from the last generation.
- System.Collections.Generic.List< Vector4 > [CurrentVector4](#) => ModuleVector4.Result
Returns the list of Vector4 from the last generation.
- bool [isGenerating](#) => generateCount > 0
Checks if True Random is generating numbers on this system.
- [OnGenerateCompleted](#) [OnGenerateCompleted](#)
- [OnQuotaUpdated](#) [OnQuotaUpdated](#)
- [OnError](#) [OnError](#)

Static Public Attributes

- static int [Seed](#) => rnd.Next(int.MinValue, int.MaxValue)
Returns a seed for the PRNG.

Protected Member Functions

- override void [Awake](#) ()
- override void [OnDestroy](#) ()

Properties

- bool [PRNG](#) [get, set]
Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode.

Events

- GenerateIntegerStart [OnGenerateIntegerStart](#)
An event triggered whenever generating integers has started.
- GenerateIntegerFinished [OnGenerateIntegerFinished](#)
An event triggered whenever generating integers has finished.
- GenerateFloatStart [OnGenerateFloatStart](#)
An event triggered whenever generating floats has started.
- GenerateFloatFinished [OnGenerateFloatFinished](#)
An event triggered whenever generating floats has finished.
- GenerateSequenceStart [OnGenerateSequenceStart](#)
An event triggered whenever generating sequence has started.
- GenerateSequenceFinished [OnGenerateSequenceFinished](#)
An event triggered whenever generating sequence has finished.
- GenerateStringStart [OnGenerateStringStart](#)
An event triggered whenever generating strings has started.
- GenerateStringFinished [OnGenerateStringFinished](#)
An event triggered whenever generating strings has finished.
- GenerateVector2Start [OnGenerateVector2Start](#)

- An event triggered whenever generating Vector2 has started.*
- GenerateVector2Finished [OnGenerateVector2Finished](#)
An event triggered whenever generating Vector2 has finished.
- GenerateVector3Start [OnGenerateVector3Start](#)
An event triggered whenever generating Vector3 has started.
- GenerateVector3Finished [OnGenerateVector3Finished](#)
An event triggered whenever generating Vector3 has finished.
- GenerateVector4Start [OnGenerateVector4Start](#)
An event triggered whenever generating Vector4 has started.
- GenerateVector4Finished [OnGenerateVector4Finished](#)
An event triggered whenever generating Vector4 has finished.
- QuotaUpdate [OnQuotaUpdate](#)
An event triggered whenever the quota is updated.
- ErrorInfo [OnErrorInfo](#)
An event triggered whenever an error occurs.

Additional Inherited Members

5.87.1 Detailed Description

The [TRManager](#) is the manager for all modules.

5.87.2 Member Function Documentation

5.87.2.1 CalculateFloat()

```
int Crosstales.TrueRandom.TRManager.CalculateFloat (
    int number = 1 )
```

Calculates needed bits (from the quota) for generating random floats.

Parameters

<i>number</i>	How many numbers (default: 1, optional)
---------------	---

Returns

Needed bits for generating the floats.

5.87.2.2 CalculateInteger()

```
int Crosstales.TrueRandom.TRManager.CalculateInteger (
    int max,
    int number = 1 )
```

Calculates needed bits (from the quota) for generating random integers.

Parameters

<i>max</i>	Biggest allowed number
<i>number</i>	How many numbers (default: 1, optional)

Returns

Needed bits for generating the integers.

5.87.2.3 CalculateSequence()

```
int Crosstales.TrueRandom.TRManager.CalculateSequence (
    int min,
    int max )
```

Calculates needed bits (from the quota) for generating a random sequence.

Parameters

<i>min</i>	Start of the interval
<i>max</i>	End of the interval

Returns

Needed bits for generating the sequence.

5.87.2.4 CalculateString()

```
int Crosstales.TrueRandom.TRManager.CalculateString (
    int length,
    int number = 1 )
```

Calculates needed bits (from the quota) for generating random strings.

Parameters

<i>length</i>	Length of the strings
<i>number</i>	How many strings (default: 1, optional)

Returns

Needed bits for generating the strings.

5.87.2.5 CalculateVector2()

```
int Crosstales.TrueRandom.TRManager.CalculateVector2 (
    int number = 1 )
```

Calculates needed bits (from the quota) for generating random Vector2.

Parameters

<i>number</i>	How many Vector2 (default: 1, optional)
---------------	---

Returns

Needed bits for generating the Vector2.

5.87.2.6 CalculateVector3()

```
int Crosstales.TrueRandom.TRManager.CalculateVector3 (
    int number = 1 )
```

Calculates needed bits (from the quota) for generating random Vector3.

Parameters

<i>number</i>	How many Vector3 (default: 1, optional)
---------------	---

Returns

Needed bits for generating the Vector3.

5.87.2.7 CalculateVector4()

```
int Crosstales.TrueRandom.TRManager.CalculateVector4 (
    int number = 1 )
```

Calculates needed bits (from the quota) for generating random Vector4.

Parameters

<i>number</i>	How many Vector4 (default: 1, optional)
---------------	---

Returns

Needed bits for generating the Vector4.

5.87.2.8 GenerateFloat()

```
string Crosstales.TrueRandom.TRManager.GenerateFloat (
    float min,
    float max,
    int number = 1,
    string id = "" )
```

Generates random floats.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.87.2.9 GenerateFloatPRNG()

```
System.Collections.Generic.List<float> Crosstales.TrueRandom.TRManager.GenerateFloatPRNG (
    float min,
    float max,
    int number = 1,
    int seed = 0 )
```

Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated floats.

5.87.2.10 GenerateInteger()

```
string Crosstales.TrueRandom.TRManager.GenerateInteger (
    int min,
    int max,
    int number = 1,
    string id = "" )
```

Generates random integers.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.87.2.11 GenerateIntegerPRNG()

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.GenerateIntegerPRNG (
    int min,
    int max,
    int number = 1,
    int seed = 0 )
```

Generates random integers with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated integers.

5.87.2.12 GenerateSequence()

```
string Crosstales.TrueRandom.TRManager.GenerateSequence (
    int min,
```

```
int max,
int number = 0,
string id = "" )
```

Generates random sequence.

Parameters

<i>min</i>	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	End of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.87.2.13 GenerateSequencePRNG()

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.GenerateSequencePRNG (
    int min,
    int max,
    int number = 0,
    int seed = 0 )
```

Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Start of the interval
<i>max</i>	End of the interval
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated sequence.

5.87.2.14 GenerateString()

```
string Crosstales.TrueRandom.TRManager.GenerateString (
    int length,
    int number = 1,
    bool digits = true,
    bool upper = true,
```



```
bool lower = true,
bool unique = false,
string id = "" )
```

Generates random strings.

Parameters

<i>length</i>	How long the strings should be (range: 1 - 20)
<i>number</i>	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase (A-Z) letters (default: true, optional)
<i>lower</i>	Allow lowercase (a-z) letters (default: true, optional)
<i>unique</i>	String should be unique in the result (default: false, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.87.2.15 GenerateStringPRNG()

```
System.Collections.Generic.List<string> Crosstales.TrueRandom.TRManager.GenerateStringPRNG (
    int length,
    int number = 1,
    bool digits = true,
    bool upper = true,
    bool lower = true,
    bool unique = false,
    int seed = 0 )
```

Generates random strings with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>length</i>	How long the strings should be
<i>number</i>	How many strings you want to generate (default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase (A-Z) letters (default: true, optional)
<i>lower</i>	Allow lowercase (a-z) letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated strings.

5.87.2.16 GenerateVector2()

```
string Crosstales.TrueRandom.TRManager.GenerateVector2 (
    Vector2 min,
    Vector2 max,
    int number = 1,
    string id = "" )
```

Generates random Vector2.

Parameters

<i>min</i>	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector2 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.87.2.17 GenerateVector2PRNG()

```
System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.TRManager.GenerateVector2PRNG (
    Vector2 min,
    Vector2 max,
    int number = 1,
    int seed = 0 )
```

Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector2
<i>max</i>	Biggest possible Vector2
<i>number</i>	How many Vector2 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector2.

5.87.2.18 GenerateVector3()

```
string Crosstales.TrueRandom.TRManager.GenerateVector3 (
    Vector3 min,
```

```
Vector3 max,
int number = 1,
string id = "" )
```

Generates random Vector3.

Parameters

<i>min</i>	Smallest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector3 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.87.2.19 GenerateVector3PRNG()

```
System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.TRManager.GenerateVector3PRNG (
    Vector3 min,
    Vector3 max,
    int number = 1,
    int seed = 0 )
```

Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector3
<i>max</i>	Biggest possible Vector3
<i>number</i>	How many Vector3 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector3.

5.87.2.20 GenerateVector4()

```
string Crosstales.TrueRandom.TRManager.GenerateVector4 (
    Vector4 min,
    Vector4 max,
    int number = 1,
    string id = "" )
```

Generates random Vector4.

Parameters

<i>min</i>	Smallest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector4 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.87.2.21 GenerateVector4PRNG()

```
System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.TRManager.GenerateVector4PRNG (
    Vector4 min,
    Vector4 max,
    int number = 1,
    int seed = 0 )
```

Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector4
<i>max</i>	Biggest possible Vector4
<i>number</i>	How many Vector4 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector4.

5.87.2.22 GetQuota()

```
void Crosstales.TrueRandom.TRManager.GetQuota ( )
```

Gets the remaining quota in bits from the server.

5.87.2.23 ResetObject()

```
static void Crosstales.TrueRandom.TRManager.ResetObject ( ) [static]
```

Resets this object.

5.87.3 Member Data Documentation

5.87.3.1 CurrentFloats

```
System.Collections.Generic.List<float> Crosstales.TrueRandom.TRManager.CurrentFloats => Module↔  
Float.Result
```

Returns the list of floats from the last generation.

Returns

List of floats from the last generation.

5.87.3.2 CurrentIntegers

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.CurrentIntegers => Module↔  
Integer.Result
```

Returns the list of integers from the last generation.

Returns

List of integers from the last generation.

5.87.3.3 CurrentQuota

```
int Crosstales.TrueRandom.TRManager.CurrentQuota => ModuleQuota.Quota
```

Returns the remaining quota in bits from the last check.

Returns

Remaining quota in bits from the last check.

5.87.3.4 CurrentSequence

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.CurrentSequence => Module↔  
Sequence.Result
```

Returns the sequence from the last generation.

Returns

Sequence from the last generation.

5.87.3.5 CurrentStrings

```
System.Collections.Generic.List<string> Crosstales.TrueRandom.TRManager.CurrentStrings =>  
ModuleString.Result
```

Returns the list of strings from the last generation.

Returns

List of strings from the last generation.

5.87.3.6 CurrentVector2

```
System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.TRManager.CurrentVector2 =>  
ModuleVector2.Result
```

Returns the list of Vector2 from the last generation.

Returns

List of Vector2 from the last generation.

5.87.3.7 CurrentVector3

```
System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.TRManager.CurrentVector3 =>  
ModuleVector3.Result
```

Returns the list of Vector3 from the last generation.

Returns

List of Vector3 from the last generation.

5.87.3.8 CurrentVector4

```
System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.TRManager.CurrentVector4 =>  
ModuleVector4.Result
```

Returns the list of Vector4 from the last generation.

Returns

List of Vector4 from the last generation.

5.87.3.9 isGenerating

```
bool Crosstales.TrueRandom.TRManager.isGenerating => generateCount > 0
```

Checks if True Random is generating numbers on this system.

Returns

True if True Random is generating numbers on this system.

5.87.3.10 Seed

```
int Crosstales.TrueRandom.TRManager.Seed => rnd.Next(int.MinValue, int.MaxValue) [static]
```

Returns a seed for the PRNG.

Returns

Seed for the PRNG.

5.87.4 Property Documentation

5.87.4.1 PRNG

```
bool Crosstales.TrueRandom.TRManager.PRNG [get], [set]
```

Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode.

5.87.5 Event Documentation

5.87.5.1 OnErrorInfo

```
ErrorInfo Crosstales.TrueRandom.TRManager.OnErrorInfo
```

An event triggered whenever an error occurs.

5.87.5.2 OnGenerateFloatFinished

`GenerateFloatFinished Crosstales.TrueRandom.TRManager.OnGenerateFloatFinished`

An event triggered whenever generating floats has finished.

5.87.5.3 OnGenerateFloatStart

`GenerateFloatStart Crosstales.TrueRandom.TRManager.OnGenerateFloatStart`

An event triggered whenever generating floats has started.

5.87.5.4 OnGenerateIntegerFinished

`GenerateIntegerFinished Crosstales.TrueRandom.TRManager.OnGenerateIntegerFinished`

An event triggered whenever generating integers has finished.

5.87.5.5 OnGenerateIntegerStart

`GenerateIntegerStart Crosstales.TrueRandom.TRManager.OnGenerateIntegerStart`

An event triggered whenever generating integers has started.

5.87.5.6 OnGenerateSequenceFinished

`GenerateSequenceFinished Crosstales.TrueRandom.TRManager.OnGenerateSequenceFinished`

An event triggered whenever generating sequence has finished.

5.87.5.7 OnGenerateSequenceStart

`GenerateSequenceStart Crosstales.TrueRandom.TRManager.OnGenerateSequenceStart`

An event triggered whenever generating sequence has started.

5.87.5.8 OnGenerateStringFinished

`GenerateStringFinished` `Crosstales.TrueRandom.TRManager.OnGenerateStringFinished`

An event triggered whenever generating strings has finished.

5.87.5.9 OnGenerateStringStart

`GenerateStringStart` `Crosstales.TrueRandom.TRManager.OnGenerateStringStart`

An event triggered whenever generating strings has started.

5.87.5.10 OnGenerateVector2Finished

`GenerateVector2Finished` `Crosstales.TrueRandom.TRManager.OnGenerateVector2Finished`

An event triggered whenever generating Vector2 has finished.

5.87.5.11 OnGenerateVector2Start

`GenerateVector2Start` `Crosstales.TrueRandom.TRManager.OnGenerateVector2Start`

An event triggered whenever generating Vector2 has started.

5.87.5.12 OnGenerateVector3Finished

`GenerateVector3Finished` `Crosstales.TrueRandom.TRManager.OnGenerateVector3Finished`

An event triggered whenever generating Vector3 has finished.

5.87.5.13 OnGenerateVector3Start

`GenerateVector3Start` `Crosstales.TrueRandom.TRManager.OnGenerateVector3Start`

An event triggered whenever generating Vector3 has started.

5.87.5.14 OnGenerateVector4Finished

`GenerateVector4Finished Crosstales.TrueRandom.TRManager.OnGenerateVector4Finished`

An event triggered whenever generating Vector4 has finished.

5.87.5.15 OnGenerateVector4Start

`GenerateVector4Start Crosstales.TrueRandom.TRManager.OnGenerateVector4Start`

An event triggered whenever generating Vector4 has started.

5.87.5.16 OnQuotaUpdate

`QuotaUpdate Crosstales.TrueRandom.TRManager.OnQuotaUpdate`

An event triggered whenever the quota is updated.

The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/TRManager.cs`

5.88 Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.88.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Editor/Integration/TrueRandomGameObject.cs`

5.89 Crosstales.TrueRandom.EditorIntegration.TrueRandomMenu Class Reference

Editor component for the "Tools"-menu.

5.89.1 Detailed Description

Editor component for the "Tools"-menu.

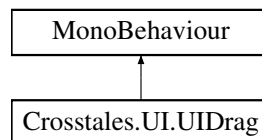
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Editor/Integration/TrueRandomMenu.cs

5.90 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void **OnDrag** ()

5.90.1 Detailed Description

Allow to Drag the Windows around.

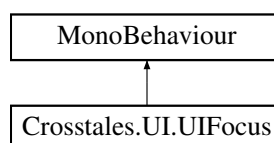
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIDrag.cs

5.91 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void [OnPanelEnter](#) ()
Panel entered.

Public Attributes

- string [ManagerName](#) = "Canvas"
Name of the gameobject containing the [UIWindowManager](#).

5.91.1 Detailed Description

Change the Focus on from a Window.

5.91.2 Member Function Documentation

5.91.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.91.3 Member Data Documentation

5.91.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the [UIWindowManager](#).

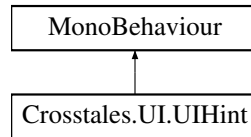
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/UIFocus.cs

5.92 Crosstales.UI.UIHint Class Reference

Controls a [UI](#) group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup **Group**
Group to fade.
- float **Delay** = 2f
Delay in seconds before fading (default: 2).
- float **FadeTime** = 2f
Fade time in seconds (default: 2).
- bool **Disable** = true
Disable UI element after the fade (default: true).
- bool **FadeAtStart** = true
Fade at Start (default: true).

5.92.1 Detailed Description

Controls a [UI](#) group (hint).

5.92.2 Member Data Documentation

5.92.2.1 Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

5.92.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable [UI](#) element after the fade (default: true).

5.92.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.92.2.4 FadeTime

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

5.92.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

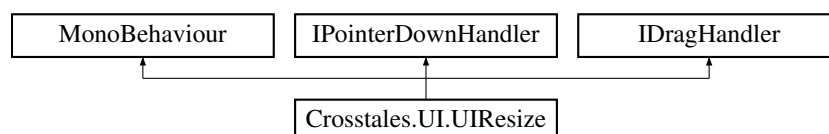
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIHint.cs

5.93 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)
Minimum size of the UI element.
- Vector2 **MaxSize** = new Vector2(800, 600)
Maximum size of the UI element.
- bool **IgnoreMaxSize** = false
Ignore maximum size of the UI element (default: false).
- float **SpeedFactor** = 2
Resize speed (default: 2).

5.93.1 Detailed Description

Resize a UI element.

5.93.2 Member Data Documentation

5.93.2.1 IgnoreMaxSize

```
bool Crosstales.UI.UIResize.IgnoreMaxSize = false
```

Ignore maximum size of the UI element (default: false).

5.93.2.2 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the UI element.

5.93.2.3 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the UI element.

5.93.2.4 SpeedFactor

```
float Crosstales.UI.UIResize.SpeedFactor = 2
```

Resize speed (default: 2).

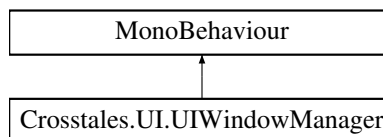
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIResize.cs

5.94 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void [ChangeState](#) (GameObject active)
Change the state of all windows.

Public Attributes

- GameObject[] [Windows](#)
All Windows of the scene.

5.94.1 Detailed Description

Change the state of all Window panels.

5.94.2 Member Function Documentation

5.94.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
    GameObject active )
```

Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.94.3 Member Data Documentation

5.94.3.1 Windows

```
GameObject [] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIWindowManager.cs

5.95 Crosstales.TrueRandom.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)
- static void **UpdateCheckWithDialog** ()

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.95.1 Detailed Description

Checks for updates of the asset.

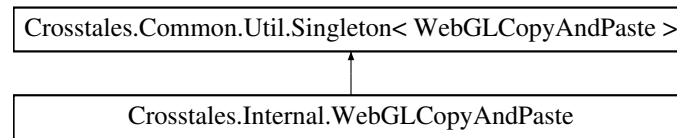
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Editor/Task/UpdateCheck.cs

5.96 Crosstales.Internal.WebGLCopyAndPaste Class Reference

Allows copy and paste in WebGL.

Inheritance diagram for Crosstales.Internal.WebGLCopyAndPaste:



Public Member Functions

- delegate void **StringCallback** (string content)

Static Public Member Functions

- static void **GetClipboard** (string key)
- static void **ReceivePaste** (string str)

Additional Inherited Members

5.96.1 Detailed Description

Allows copy and paste in WebGL.

Based on <https://github.com/greggman/unity-webgl-copy-and-paste>

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/↔
WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.97 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference

Static Public Member Functions

- static void **Init** ()
- static void **PassCopyToBrowser** (string str)

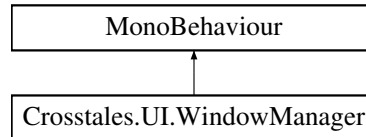
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/↔
WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.98 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **ClosePanel** ()

Public Attributes

- float **Speed** = 3f
Window movement speed (default: 3).
- GameObject[] **Dependencies**
Dependent GameObjects (active == open).
- bool **ClosedAtStart** = true
Close the window at Start (default: true).

5.98.1 Detailed Description

Manager for a Window.

5.98.2 Member Data Documentation

5.98.2.1 ClosedAtStart

```
bool Crosstales.UI.WindowManager.ClosedAtStart = true
```

Close the window at Start (default: true).

5.98.2.2 Dependencies

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

5.98.2.3 Speed

```
float Crosstales.UI.WindowManager.Speed = 3f
```

Window movement speed (default: 3).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/WindowManager.cs

5.99 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)
Serialize an object to a XML-file.
- static string [SerializeToString< T >](#) (T obj)
Serialize an object to a XML-string.
- static byte[] [SerializeToByteArray< T >](#) (T obj)
Serialize an object to a XML byte-array.
- static T [DeserializeFromFile< T >](#) (string filename, bool skipBOM=false)
Deserialize a XML-file to an object.
- static T [DeserializeFromString< T >](#) (string xmlAsString, bool skipBOM=true)
Deserialize a XML-string to an object.
- static T [DeserializeFromByteArray< T >](#) (byte[] data)
Deserialize a XML byte-array to an object.
- static T [DeserializeFromResource< T >](#) (string resourceName, bool skipBOM=true)
Deserialize a Unity XML resource (TextAsset) to an object.

5.99.1 Detailed Description

Helper-class for XML.

5.99.2 Member Function Documentation

5.99.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromByteArray< T > (  
    byte[] data ) [static]
```

Deserialize a XML byte-array to an object.

Parameters

<i>data</i>	XML of the object
-------------	-------------------

Returns

Object

5.99.2.2 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (  
    string filename,  
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.99.2.3 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  
    string resourceName,  
    bool skipBOM = true ) [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.99.2.4 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.99.2.5 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.XmlHelper.SerializeToByteArray< T > (  
    T obj ) [static]
```

Serialize an object to a XML byte-array.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as byte-array

5.99.2.6 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (  
    T obj,  
    string filename ) [static]
```

Serialize an object to a XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.99.2.7 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (  
    T obj ) [static]
```

Serialize an object to a XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-string

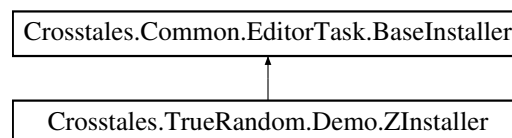
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/XmlHelper.cs

5.100 Crosstales.TrueRandom.Demo.ZInstaller Class Reference

Installs the packages from [Common](#).

Inheritance diagram for Crosstales.TrueRandom.Demo.ZInstaller:



Additional Inherited Members

5.100.1 Detailed Description

Installs the packages from [Common](#).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/Editor/ZInstaller.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/truerandom/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<https://forum.unity.com/threads/true-random-pro-real-randomness-for-unity.457277/>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/truerandom/TrueRandom-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demo

6.6.1 WebGL

<https://www.crosstales.com/media/data/assets/truerandom/webgl/>

6.7 Videos

<https://www.youtube.com/c/Crosstales>

6.7.1 Promotion

<https://youtu.be/BsKR3V1EZOU?list=PLgtonIOr6Tb41XTMeeZ836tjH1Kg0084S>

6.7.2 Tutorial

<https://youtu.be/LHn8vRyGwu0?list=PLgtonIOr6Tb41XTMeeZ836tjH1Kg0084S>

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