

# Turbo Platform Switch

1.5.0

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# Chapter 1

## API

This is the API for the **Turbo Platform Switch** asset.

### More information:

- [Homepage](#)
- [AssetStore](#)
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## Chapter 2

# Namespace Index

### 2.1 Packages

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## Chapter 3

# Hierarchical Index

### 3.1 Class Hierarchy

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## Chapter 4

# Class Index

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## Chapter 5

# Namespace Documentation

### 5.1 Crosstales Namespace Reference

#### Namespaces

### 5.2 Crosstales.TPS Namespace Reference

#### Classes

- class [Config](#)  
*Configuration for the asset.*
- class [ConfigBase](#)  
*Base class for editor windows.*
- class [ConfigLoader](#)  
*Loads the configuration of the asset.*
- class [ConfigPreferences](#)  
*Unity "Preferences" extension.*
- class [ConfigWindow](#)  
*Editor window extension.*
- class [Constants](#)  
*Collected constants of very general utility for the asset.*
- class [CTPlayerPrefs](#)  
*Wrapper for the PlayerPrefs.*
- class [CTWebClient](#)  
*Wrapper for a WebClient.*
- class [Helper](#)  
*Various helper functions.*
- class [SetupResources](#)  
*Copies all resources to 'Editor Default Resources'.*
- class [UpdateCheck](#)  
*Checks for updates of the asset.*



## Chapter 6

# Class Documentation

### 6.1 Crosstales.TPS.Config Class Reference

Configuration for the asset.

#### Static Public Member Functions

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

#### Static Public Attributes

- static string [ASSET\\_PATH](#) = "/crosstales/TPS/"  
*Path to the asset inside the Unity project.*
- static bool [CUSTOM\\_PATH\\_CACHE](#) = Constants.DEFAULT\_CUSTOM\_PATH\_CACHE  
*Enable or disable custom location for the cache.*
- static int [VCS](#) = Constants.DEFAULT\_VCS  
*Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial).*
- static string [EXECUTE\\_METHOD](#) = string.Empty  
*Execute static method <ClassName.MethodName> in Unity after a switch.*
- static bool [COPY\\_SETTINGS](#) = Constants.DEFAULT\_COPY\_SETTINGS  
*Enable or disable copying the 'ProjectSettings'-folder.*
- static bool [CONFIRM\\_SWITCH](#) = Constants.DEFAULT\_CONFIRM\_SWITCH  
*Enable or disable the switch confirmation dialog.*
- static bool [DEBUG](#) = Constants.DEFAULT\_DEBUG  
*Enable or disable debug logging for the asset.*
- static bool [UPDATE\\_CHECK](#) = Constants.DEFAULT\_UPDATE\_CHECK  
*Enable or disable update-checks for the asset.*
- static bool [UPDATE\\_OPEN\\_UAS](#) = Constants.DEFAULT\_UPDATE\_OPEN\_UAS  
*Open the UAS-site when an update is found.*

- static bool [PLATFORM\\_WINDOWS](#) = Constants.DEFAULT\_PLATFORM\_WINDOWS  
*Enable or disable the Windows platform.*
- static bool [PLATFORM\\_MAC](#) = Constants.DEFAULT\_PLATFORM\_MAC  
*Enable or disable the macOS platform.*
- static bool [PLATFORM\\_LINUX](#) = Constants.DEFAULT\_PLATFORM\_LINUX  
*Enable or disable the Linux platform.*
- static bool [PLATFORM\\_ANDROID](#) = Constants.DEFAULT\_PLATFORM\_ANDROID  
*Enable or disable the Android platform.*
- static bool [PLATFORM\\_IOS](#) = Constants.DEFAULT\_PLATFORM\_IOS  
*Enable or disable the iOS platform.*
- static bool [PLATFORM\\_WSA](#) = Constants.DEFAULT\_PLATFORM\_WSA  
*Enable or disable the WSA platform.*
- static bool [PLATFORM\\_WEBPLAYER](#) = Constants.DEFAULT\_PLATFORM\_WEBPLAYER  
*Enable or disable the WebPlayer platform.*
- static bool [PLATFORM\\_WEBGL](#) = Constants.DEFAULT\_PLATFORM\_WEBGL  
*Enable or disable the WebGL platform.*
- static bool [PLATFORM\\_TVOS](#) = Constants.DEFAULT\_PLATFORM\_TVOS  
*Enable or disable the tvOS platform.*
- static bool [PLATFORM\\_TIZEN](#) = Constants.DEFAULT\_PLATFORM\_TIZEN  
*Enable or disable the Tizen platform.*
- static bool [PLATFORM\\_SAMSUNGTV](#) = Constants.DEFAULT\_PLATFORM\_SAMSUNGTV  
*Enable or disable the SamsungTV platform.*
- static bool [PLATFORM\\_PS3](#) = Constants.DEFAULT\_PLATFORM\_PS3  
*Enable or disable the PS3 platform.*
- static bool [PLATFORM\\_PS4](#) = Constants.DEFAULT\_PLATFORM\_PS4  
*Enable or disable the PS4 platform.*
- static bool [PLATFORM\\_PSP2](#) = Constants.DEFAULT\_PLATFORM\_PSP2  
*Enable or disable the PSP2 (Vita) platform.*
- static bool [PLATFORM\\_XBOX360](#) = Constants.DEFAULT\_PLATFORM\_XBOX360  
*Enable or disable the Xbox360 platform.*
- static bool [PLATFORM\\_XBOXONE](#) = Constants.DEFAULT\_PLATFORM\_XBOXONE  
*Enable or disable the XboxOne platform.*
- static bool [PLATFORM\\_WIIU](#) = Constants.DEFAULT\_PLATFORM\_WIIU  
*Enable or disable the WiiU platform.*
- static bool [PLATFORM\\_3DS](#) = Constants.DEFAULT\_PLATFORM\_3DS  
*Enable or disable the 3DS platform.*
- static bool [PLATFORM\\_SWITCH](#) = Constants.DEFAULT\_PLATFORM\_SWITCH  
*Enable or disable the Nintendo Switch platform.*
- static int [ARCH\\_WINDOWS](#) = Constants.DEFAULT\_ARCH\_WINDOWS  
*Architecture of the Windows platform.*
- static int [ARCH\\_MAC](#) = Constants.DEFAULT\_ARCH\_MAC  
*Architecture of the macOS platform.*
- static int [ARCH\\_LINUX](#) = Constants.DEFAULT\_ARCH\_LINUX  
*Architecture of the Linux platform.*
- static int [TEX\\_ANDROID](#) = Constants.DEFAULT\_TEX\_ANDROID  
*Texture format of the Android platform.*
- static bool [SHOW\\_DELETE](#) = false  
*Shows or hides the delete button for the cache.*
- static bool [SHOW\\_COLUMN\\_PLATFORM](#) = Constants.DEFAULT\_SHOW\_COLUMN\_PLATFORM  
*Shows or hides the column for the platform.*

- static bool [SHOW\\_COLUMN\\_PLATFORM\\_LOGO](#) = Constants.DEFAULT\_SHOW\_COLUMN\_PLATFORM\_LOGO  
*Shows or hides the column for the platform.*
- static bool [SHOW\\_COLUMN\\_ARCHITECTURE](#) = Constants.DEFAULT\_SHOW\_COLUMN\_ARCHITECTURE  
*Shows or hides the column for the architecture.*
- static bool [SHOW\\_COLUMN\\_TEXTURE](#) = Constants.DEFAULT\_SHOW\_COLUMN\_TEXTURE  
*Shows or hides the column for the texture format.*
- static bool [SHOW\\_COLUMN\\_CACHE](#) = Constants.DEFAULT\_SHOW\_COLUMN\_CACHE  
*Shows or hides the column for the cache.*

## Properties

- static string **PATH\_CACHE** [get, set]

### 6.1.1 Detailed Description

Configuration for the asset.

### 6.1.2 Member Function Documentation

#### 6.1.2.1 static void Crosstales.TPS.Config.Load ( ) [static]

Loads the all changable variables.

#### 6.1.2.2 static void Crosstales.TPS.Config.Reset ( ) [static]

Resets all changable variables to their default value.

#### 6.1.2.3 static void Crosstales.TPS.Config.Save ( ) [static]

Saves the all changable variables.

### 6.1.3 Member Data Documentation

#### 6.1.3.1 int Crosstales.TPS.Config.ARCH\_LINUX = Constants.DEFAULT\_ARCH\_LINUX [static]

Architecture of the Linux platform.

#### 6.1.3.2 int Crosstales.TPS.Config.ARCH\_MAC = Constants.DEFAULT\_ARCH\_MAC [static]

Architecture of the macOS platform.

**6.1.3.3** `int Crosstales.TPS.Config.ARCH_WINDOWS = Constants.DEFAULT_ARCH_WINDOWS` `[static]`

Architecture of the Windows platform.

**6.1.3.4** `string Crosstales.TPS.Config.ASSET_PATH = "/crosstales/TPS/"` `[static]`

Path to the asset inside the Unity project.

**6.1.3.5** `bool Crosstales.TPS.Config.CONFIRM_SWITCH = Constants.DEFAULT_CONFIRM_SWITCH` `[static]`

Enable or disable the switch confirmation dialog.

**6.1.3.6** `bool Crosstales.TPS.Config.COPY_SETTINGS = Constants.DEFAULT_COPY_SETTINGS` `[static]`

Enable or disable copying the 'ProjectSettings'-folder.

**6.1.3.7** `bool Crosstales.TPS.Config.CUSTOM_PATH_CACHE = Constants.DEFAULT_CUSTOM_PATH_CACHE` `[static]`

Enable or disable custom location for the cache.

**6.1.3.8** `bool Crosstales.TPS.Config.DEBUG = Constants.DEFAULT_DEBUG` `[static]`

Enable or disable debug logging for the asset.

**6.1.3.9** `string Crosstales.TPS.Config.EXECUTE_METHOD = string.Empty` `[static]`

Execute static method <ClassName.MethodName> in Unity after a switch.

**6.1.3.10** `bool Crosstales.TPS.Config.PLATFORM_3DS = Constants.DEFAULT_PLATFORM_3DS` `[static]`

Enable or disable the 3DS platform.

**6.1.3.11** `bool Crosstales.TPS.Config.PLATFORM_ANDROID = Constants.DEFAULT_PLATFORM_ANDROID` `[static]`

Enable or disable the Android platform.

**6.1.3.12** `bool Crosstales.TPS.Config.PLATFORM_IOS = Constants.DEFAULT_PLATFORM_IOS` `[static]`

Enable or disable the iOS platform.

6.1.3.13 `bool Crosstales.TPS.Config.PLATFORM_LINUX = Constants.DEFAULT_PLATFORM_LINUX` `[static]`

Enable or disable the Linux platform.

6.1.3.14 `bool Crosstales.TPS.Config.PLATFORM_MAC = Constants.DEFAULT_PLATFORM_MAC` `[static]`

Enable or disable the macOS platform.

6.1.3.15 `bool Crosstales.TPS.Config.PLATFORM_PS3 = Constants.DEFAULT_PLATFORM_PS3` `[static]`

Enable or disable the PS3 platform.

6.1.3.16 `bool Crosstales.TPS.Config.PLATFORM_PS4 = Constants.DEFAULT_PLATFORM_PS4` `[static]`

Enable or disable the PS4 platform.

6.1.3.17 `bool Crosstales.TPS.Config.PLATFORM_PSP2 = Constants.DEFAULT_PLATFORM_PSP2` `[static]`

Enable or disable the PSP2 (Vita) platform.

6.1.3.18 `bool Crosstales.TPS.Config.PLATFORM_SAMUNGTV = Constants.DEFAULT_PLATFORM_SAMUNGTV`  
`[static]`

Enable or disable the SamsungTV platform.

6.1.3.19 `bool Crosstales.TPS.Config.PLATFORM_SWITCH = Constants.DEFAULT_PLATFORM_SWITCH` `[static]`

Enable or disable the Nintendo Switch platform.

6.1.3.20 `bool Crosstales.TPS.Config.PLATFORM_TIZEN = Constants.DEFAULT_PLATFORM_TIZEN` `[static]`

Enable or disable the Tizen platform.

6.1.3.21 `bool Crosstales.TPS.Config.PLATFORM_TVOS = Constants.DEFAULT_PLATFORM_TVOS` `[static]`

Enable or disable the tvOS platform.

6.1.3.22 `bool Crosstales.TPS.Config.PLATFORM_WEBGL = Constants.DEFAULT_PLATFORM_WEBGL` `[static]`

Enable or disable the WebGL platform.

**6.1.3.23** `bool Crosstales.TPS.Config.PLATFORM_WEBPLAYER = Constants.DEFAULT_PLATFORM_WEBPLAYER`  
[static]

Enable or disable the WebPlayer platform.

**6.1.3.24** `bool Crosstales.TPS.Config.PLATFORM_WIIU = Constants.DEFAULT_PLATFORM_WIIU` [static]

Enable or disable the WiiU platform.

**6.1.3.25** `bool Crosstales.TPS.Config.PLATFORM_WINDOWS = Constants.DEFAULT_PLATFORM_WINDOWS` [static]

Enable or disable the Windows platform.

**6.1.3.26** `bool Crosstales.TPS.Config.PLATFORM_WSA = Constants.DEFAULT_PLATFORM_WSA` [static]

Enable or disable the WSA platform.

**6.1.3.27** `bool Crosstales.TPS.Config.PLATFORM_XBOX360 = Constants.DEFAULT_PLATFORM_XBOX360` [static]

Enable or disable the Xbox360 platform.

**6.1.3.28** `bool Crosstales.TPS.Config.PLATFORM_XBOXONE = Constants.DEFAULT_PLATFORM_XBOXONE` [static]

Enable or disable the XboxOne platform.

**6.1.3.29** `bool Crosstales.TPS.Config.SHOW_COLUMN_ARCHITECTURE = Constants.DEFAULT_SHOW_COLUMN_ARCHITECTURE` [static]

Shows or hides the column for the architecture.

**6.1.3.30** `bool Crosstales.TPS.Config.SHOW_COLUMN_CACHE = Constants.DEFAULT_SHOW_COLUMN_CACHE`  
[static]

Shows or hides the column for the cache.

**6.1.3.31** `bool Crosstales.TPS.Config.SHOW_COLUMN_PLATFORM = Constants.DEFAULT_SHOW_COLUMN_PLATFORM`  
[static]

Shows or hides the column for the platform.



6.1.3.32 `bool Crosstales.TPS.Config.SHOW_COLUMN_PLATFORM_LOGO = Constants.DEFAULT_SHOW_COLUMN_PLATFORM_LOGO` `[static]`

Shows or hides the column for the platform.

6.1.3.33 `bool Crosstales.TPS.Config.SHOW_COLUMN_TEXTURE = Constants.DEFAULT_SHOW_COLUMN_TEXTURE` `[static]`

Shows or hides the column for the texture format.

6.1.3.34 `bool Crosstales.TPS.Config.SHOW_DELETE = false` `[static]`

Shows or hides the delete button for the cache.

6.1.3.35 `int Crosstales.TPS.Config.TEX_ANDROID = Constants.DEFAULT_TEX_ANDROID` `[static]`

Texture format of the Android platform.

6.1.3.36 `bool Crosstales.TPS.Config.UPDATE_CHECK = Constants.DEFAULT_UPDATE_CHECK` `[static]`

Enable or disable update-checks for the asset.

6.1.3.37 `bool Crosstales.TPS.Config.UPDATE_OPEN_UAS = Constants.DEFAULT_UPDATE_OPEN_UAS` `[static]`

Open the UAS-site when an update is found.

6.1.3.38 `int Crosstales.TPS.Config.VCS = Constants.DEFAULT_VCS` `[static]`

Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial).

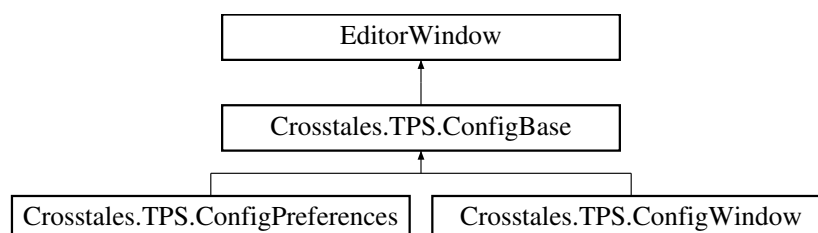
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch/Assets/crosstales/TPS/Plugins/Editor/Config.cs`

## 6.2 Crosstales.TPS.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for `Crosstales.TPS.ConfigBase`:



### Static Protected Member Functions

- static void **showSwitch** ()
- static void **showConfiguration** ()
- static void **showHelp** ()
- static void **showAbout** ()
- static void **save** ()

### Static Protected Attributes

- static string **updateText** = UpdateCheck.TEXT\_NOT\_CHECKED

#### 6.2.1 Detailed Description

Base class for editor windows.

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

- D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch/Assets/crosstaes/TPS/Plugins/Editor/ConfigBase.cs

## 6.3 Crosstaes.TPS.ConfigLoader Class Reference

Loads the configuration of the asset.

#### 6.3.1 Detailed Description

Loads the configuration of the asset.

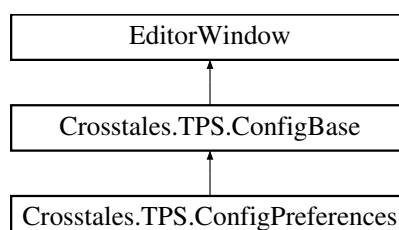
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch/Assets/crosstaes/TPS/Plugins/Editor/ConfigLoader.↔  
cs

## 6.4 Crosstaes.TPS.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstaes.TPS.ConfigPreferences:



## Additional Inherited Members

### 6.4.1 Detailed Description

Unity "Preferences" extension.

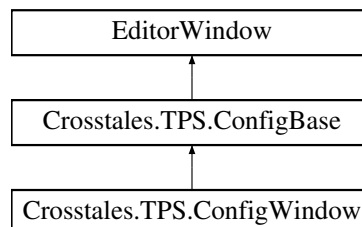
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch/Assets/crosstales/TPS/Plugins/Editor/ConfigPreferences.↔  
cs

## 6.5 Crosstales.TPS.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TPS.ConfigWindow:



## Public Member Functions

- void **OnEnable** ()
- void **OnDestroy** ()
- void **OnLostFocus** ()
- void **OnGUI** ()
- void **OnInspectorUpdate** ()

## Static Public Member Functions

- static void **ShowWindow** ()

## Additional Inherited Members

### 6.5.1 Detailed Description

Editor window extension.

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

- D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch/Assets/crosstales/TPS/Plugins/Editor/ConfigWindow.↔  
cs

## 6.6 Crosstales.TPS.Constants Class Reference

Collected constants of very general utility for the asset.

### Public Attributes

- const string **ASSET\_NAME** = "Turbo Platform Switch"  
*Name of the asset.*
- const string **ASSET\_VERSION** = "1.5.0"  
*Version of the asset.*
- const int **ASSET\_BUILD** = 150  
*Build number of the asset.*
- 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://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011INGT&pubref=" + ASSET\_NAME  
*URL of the crosstales assets in UAS.*
- const string **ASSET\_ID** = "60040"  
*ID of the asset in the UAS.*
- const string **ASSET\_URL** = "https://www.assetstore.unity3d.com/#!/content/60040?aid=1011INGT&pubref=" + ASSET\_NAME  
*URL of the asset in the UAS.*
- const string **ASSET\_UPDATE\_CHECK\_URL** = "https://www.crosstales.com/media/assets/tps\_versions.txt"  
*URL for update-checks of the asset*
- const string **ASSET\_CONTACT** = "tps@crosstales.com"  
*Contact to the owner of the asset.*
- const string **ASSET\_MANUAL\_URL** = "https://www.crosstales.com/media/data/assets/tps/TPS-doc.pdf"  
*URL of the asset manual.*
- const string **ASSET\_API\_URL** = "https://goo.gl/NDTja0"  
*URL of the asset API.*
- const string **ASSET\_FORUM\_URL** = "https://goo.gl/d7SjL2"  
*URL of the asset forum.*
- const string **ASSET\_WEB\_URL** = "https://www.crosstales.com/en/portfolio/tps/"  
*URL of the asset in crosstales.*
- const string **KEY\_CUSTOM\_PATH\_CACHE** = KEY\_PREFIX + "CUSTOM\_PATH\_CACHE"
- const string **KEY\_PATH\_CACHE** = KEY\_PREFIX + "PATH\_CACHE"
- const string **KEY\_VCS** = KEY\_PREFIX + "VCS"
- const string **KEY\_EXECUTE\_METHOD** = KEY\_PREFIX + "EXECUTE\_METHOD"
- const string **KEY\_COPY\_SETTINGS** = KEY\_PREFIX + "COPY\_SETTINGS"
- const string **KEY\_CONFIRM\_SWITCH** = KEY\_PREFIX + "CONFIRM\_SWITCH"
- const string **KEY\_DEBUG** = KEY\_PREFIX + "DEBUG"
- const string **KEY\_UPDATE\_CHECK** = KEY\_PREFIX + "UPDATE\_CHECK"
- const string **KEY\_UPDATE\_OPEN\_UAS** = KEY\_PREFIX + "UPDATE\_OPEN\_UAS"
- const string **KEY\_UPDATE\_DATE** = KEY\_PREFIX + "UPDATE\_DATE"
- const string **KEY\_PLATFORM\_WINDOWS** = KEY\_PREFIX + "PLATFORM\_WINDOWS"
- const string **KEY\_PLATFORM\_MAC** = KEY\_PREFIX + "PLATFORM\_MAC"
- const string **KEY\_PLATFORM\_LINUX** = KEY\_PREFIX + "PLATFORM\_LINUX"
- const string **KEY\_PLATFORM\_ANDROID** = KEY\_PREFIX + "PLATFORM\_ANDROID"
- const string **KEY\_PLATFORM\_IOS** = KEY\_PREFIX + "PLATFORM\_IOS"

- const string **KEY\_PLATFORM\_WSA** = KEY\_PREFIX + "PLATFORM\_WSA"
- const string **KEY\_PLATFORM\_WEBPLAYER** = KEY\_PREFIX + "PLATFORM\_WEBPLAYER"
- const string **KEY\_PLATFORM\_WEBGL** = KEY\_PREFIX + "PLATFORM\_WEBGL"
- const string **KEY\_PLATFORM\_TVOS** = KEY\_PREFIX + "PLATFORM\_TVOS"
- const string **KEY\_PLATFORM\_TIZEN** = KEY\_PREFIX + "PLATFORM\_TIZEN"
- const string **KEY\_PLATFORM\_SAMUNGTV** = KEY\_PREFIX + "PLATFORM\_SAMUNGTV"
- const string **KEY\_PLATFORM\_PS3** = KEY\_PREFIX + "PLATFORM\_PS3"
- const string **KEY\_PLATFORM\_PS4** = KEY\_PREFIX + "PLATFORM\_PS4"
- const string **KEY\_PLATFORM\_PSP2** = KEY\_PREFIX + "PLATFORM\_PSP2"
- const string **KEY\_PLATFORM\_XBOX360** = KEY\_PREFIX + "PLATFORM\_XBOX360"
- const string **KEY\_PLATFORM\_XBOXONE** = KEY\_PREFIX + "PLATFORM\_XBOXONE"
- const string **KEY\_PLATFORM\_WIIU** = KEY\_PREFIX + "PLATFORM\_WIIU"
- const string **KEY\_PLATFORM\_3DS** = KEY\_PREFIX + "PLATFORM\_3DS"
- const string **KEY\_PLATFORM\_SWITCH** = KEY\_PREFIX + "PLATFORM\_SWITCH"
- const string **KEY\_ARCH\_WINDOWS** = KEY\_PREFIX + "ARCH\_WINDOWS"
- const string **KEY\_ARCH\_MAC** = KEY\_PREFIX + "ARCH\_MAC"
- const string **KEY\_ARCH\_LINUX** = KEY\_PREFIX + "ARCH\_LINUX"
- const string **KEY\_TEX\_ANDROID** = KEY\_PREFIX + "TEX\_ANDROID"
- const string **KEY\_SHOW\_COLUMN\_PLATFORM** = KEY\_PREFIX + "SHOW\_COLUMN\_PLATFORM"
- const string **KEY\_SHOW\_COLUMN\_ARCHITECTURE** = KEY\_PREFIX + "SHOW\_COLUMN\_ARCHITECTURE"
- const string **KEY\_SHOW\_COLUMN\_TEXTURE** = KEY\_PREFIX + "SHOW\_COLUMN\_TEXTURE"
- const string **KEY\_SHOW\_COLUMN\_CACHE** = KEY\_PREFIX + "SHOW\_COLUMN\_CACHE"
- const string **CACHE\_DIRNAME** = "TPS\_cache"
- const bool **DEFAULT\_CUSTOM\_PATH\_CACHE** = false
- const int **DEFAULT\_VCS** = 1
- const bool **DEFAULT\_COPY\_SETTINGS** = true
- const bool **DEFAULT\_CONFIRM\_SWITCH** = true
- const bool **DEFAULT\_DEBUG** = false
- const bool **DEFAULT\_UPDATE\_CHECK** = true
- const bool **DEFAULT\_UPDATE\_OPEN\_UAS** = false
- const bool **DEFAULT\_PLATFORM\_WINDOWS** = true
- const bool **DEFAULT\_PLATFORM\_MAC** = true
- const bool **DEFAULT\_PLATFORM\_LINUX** = true
- const bool **DEFAULT\_PLATFORM\_ANDROID** = true
- const bool **DEFAULT\_PLATFORM\_IOS** = true
- const bool **DEFAULT\_PLATFORM\_WSA** = false
- const bool **DEFAULT\_PLATFORM\_WEBPLAYER** = false
- const bool **DEFAULT\_PLATFORM\_WEBGL** = true
- const bool **DEFAULT\_PLATFORM\_TVOS** = false
- const bool **DEFAULT\_PLATFORM\_TIZEN** = false
- const bool **DEFAULT\_PLATFORM\_SAMUNGTV** = false
- const bool **DEFAULT\_PLATFORM\_PS3** = false
- const bool **DEFAULT\_PLATFORM\_PS4** = false
- const bool **DEFAULT\_PLATFORM\_PSP2** = false
- const bool **DEFAULT\_PLATFORM\_XBOX360** = false
- const bool **DEFAULT\_PLATFORM\_XBOXONE** = false
- const bool **DEFAULT\_PLATFORM\_WIIU** = false
- const bool **DEFAULT\_PLATFORM\_3DS** = false
- const bool **DEFAULT\_PLATFORM\_SWITCH** = false
- const int **DEFAULT\_ARCH\_WINDOWS** = 0
- const int **DEFAULT\_ARCH\_MAC** = 0
- const int **DEFAULT\_ARCH\_LINUX** = 0
- const int **DEFAULT\_TEX\_ANDROID** = 0
- const bool **DEFAULT\_SHOW\_COLUMN\_PLATFORM** = true

- const bool **DEFAULT\_SHOW\_COLUMN\_PLATFORM\_LOGO** = false
- const bool **DEFAULT\_SHOW\_COLUMN\_ARCHITECTURE** = true
- const bool **DEFAULT\_SHOW\_COLUMN\_TEXTURE** = false
- const bool **DEFAULT\_SHOW\_COLUMN\_CACHE** = true

### Static Public Attributes

- static readonly System.DateTime **ASSET\_CREATED** = new System.DateTime(2016, 9, 22)  
*Create date of the asset (YYYY, MM, DD).*
- static readonly System.DateTime **ASSET\_CHANGED** = new System.DateTime(2017, 5, 5)  
*Change date of the asset (YYYY, MM, DD).*
- static readonly System.Guid **ASSET\_UID** = new System.Guid("2d03d693-219a-4fa4-a9b0-83e5a59ebe01")  
*UID of the asset.*
- static readonly string **PATH** = Helper.ValidatePath(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))  
*Application path.*
- static readonly string **DEFAULT\_PATH\_CACHE** = Helper.ValidatePath(**PATH** + CACHE\_DIRNAME)
- static int **KILL\_TIME** = 3000  
*Kill processes after 3000 milliseconds.*

## 6.6.1 Detailed Description

Collected constants of very general utility for the asset.

## 6.6.2 Member Data Documentation

**6.6.2.1** const string Crosstales.TPS.Constants.ASSET\_API\_URL = "https://goo.gl/NDTja0"

URL of the asset API.

**6.6.2.2** const string Crosstales.TPS.Constants.ASSET\_AUTHOR = "crosstales LLC"

Author of the asset.

**6.6.2.3** const string Crosstales.TPS.Constants.ASSET\_AUTHOR\_URL = "https://www.crosstales.com"

URL of the asset author.

**6.6.2.4** const int Crosstales.TPS.Constants.ASSET\_BUILD = 150

Build number of the asset.

**6.6.2.5** readonly System.DateTime Crosstales.TPS.Constants.ASSET\_CHANGED = new System.DateTime(2017, 5, 5)  
[static]

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

**6.6.2.6** const string Crosstales.TPS.Constants.ASSET\_CONTACT = "tps@crosstales.com"

Contact to the owner of the asset.

**6.6.2.7** readonly System.DateTime Crosstales.TPS.Constants.ASSET\_CREATED = new System.DateTime(2016, 9, 22)  
[static]

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

**6.6.2.8** const string Crosstales.TPS.Constants.ASSET\_CT\_URL = "https://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011INGT&pubref=" + ASSET\_NAME

URL of the crosstales assets in UAS.

**6.6.2.9** const string Crosstales.TPS.Constants.ASSET\_FORUM\_URL = "https://goo.gl/d7SjL2"

URL of the asset forum.

**6.6.2.10** const string Crosstales.TPS.Constants.ASSET\_ID = "60040"

ID of the asset in the UAS.

**6.6.2.11** const string Crosstales.TPS.Constants.ASSET\_MANUAL\_URL = "https://www.crosstales.com/media/data/assets/tps/TPS-doc.pdf"

URL of the asset manual.

**6.6.2.12** const string Crosstales.TPS.Constants.ASSET\_NAME = "Turbo Platform Switch"

Name of the asset.

**6.6.2.13** readonly System.Guid Crosstales.TPS.Constants.ASSET\_UID = new System.Guid("2d03d693-219a-4fa4-a9b0-83e5a59ebe01") [static]

UID of the asset.

6.6.2.14 `const string Crosstales.TPS.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/tps_versions.txt"`

URL for update-checks of the asset

6.6.2.15 `const string Crosstales.TPS.Constants.ASSET_URL = "https://www.assetstore.unity3d.com/#!/content/60040?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the asset in the UAS.

6.6.2.16 `const string Crosstales.TPS.Constants.ASSET_VERSION = "1.5.0"`

Version of the asset.

6.6.2.17 `const string Crosstales.TPS.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/tps/"`

URL of the asset in crosstales.

6.6.2.18 `int Crosstales.TPS.Constants.KILL_TIME = 3000` `[static]`

Kill processes after 3000 milliseconds.

6.6.2.19 `readonly string Crosstales.TPS.Constants.PATH = Helper.ValidatePath(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))` `[static]`

Application path.

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

- D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch/Assets/crosstales/TPS/Plugins/Editor/Constants.cs

## 6.7 Crosstales.TPS.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 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.*

### 6.7.1 Detailed Description

Wrapper for the PlayerPrefs.

### 6.7.2 Member Function Documentation

#### 6.7.2.1 static void Crosstales.TPS.CTPlayerPrefs.DeleteAll ( ) [static]

Deletes all keys.

#### 6.7.2.2 static void Crosstales.TPS.CTPlayerPrefs.DeleteKey ( string key ) [static]

Delete the key.

##### Parameters

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

#### 6.7.2.3 static bool Crosstales.TPS.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.

#### 6.7.2.4 static float Crosstales.TPS.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.

#### 6.7.2.5 static int Crosstales.TPS.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.

#### 6.7.2.6 static string Crosstales.TPS.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.

**6.7.2.7 static bool Crosstales.TPS.CTPlayerPrefs.HasKey ( string *key* ) [static]**

Exists the key?

**Parameters**

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

**Returns**

Value for the key.

**6.7.2.8 static void Crosstales.TPS.CTPlayerPrefs.Save ( ) [static]**

Saves all modifications.

**6.7.2.9 static void Crosstales.TPS.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.

**6.7.2.10 static void Crosstales.TPS.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.

**6.7.2.11 static void Crosstales.TPS.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.

6.7.2.12 `static void Crosstales.TPS.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.

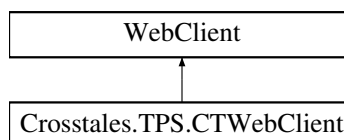
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch/Assets/crosstales/TPS/Plugins/Editor/CTPlayerPrefs.cs

## 6.8 Crosstales.TPS.CTWebClient Class Reference

Wrapper for a WebClient.

Inheritance diagram for Crosstales.TPS.CTWebClient:



### Public Member Functions

- **CTWebClient** (int timeout)

### Protected Member Functions

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

### Properties

- int **Timeout** `[get, set]`  
*Timeout in milliseconds*

### 6.8.1 Detailed Description

Wrapper for a WebClient.

### 6.8.2 Property Documentation

#### 6.8.2.1 `int Crosstales.TPS.CTWebClient.Timeout` `[get]`, `[set]`

Timeout in milliseconds

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

- `D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch/Assets/crosstales/TPS/Plugins/Editor/CTWebClient.cs`

## 6.9 Crosstales.TPS.Helper Class Reference

Various helper functions.

### Static Public Member Functions

- static bool [RemoteCertificateValidationCallback](#) (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)  
*HTTPS-certification callback.*
- static void [SwitchPlatform](#) (BuildTarget target, string build, MobileTextureSubtarget subTarget) public static void SwitchPlatform(BuildTarget target)  
*Switches the current platform to the target.*

### Properties

- static Texture2D **Logo\_Asset** `[get]`
- static Texture2D **Logo\_Asset\_Small** `[get]`
- static Texture2D **Logo\_CT** `[get]`
- static Texture2D **Logo\_Unity** `[get]`
- static Texture2D **Icon\_Reset** `[get]`
- static Texture2D **Icon\_Refresh** `[get]`
- static Texture2D **Icon\_Delete** `[get]`
- static Texture2D **Icon\_Delete\_Big** `[get]`
- static Texture2D **Icon\_Folder** `[get]`
- static Texture2D **Icon\_Manual** `[get]`
- static Texture2D **Icon\_API** `[get]`
- static Texture2D **Icon\_Forum** `[get]`
- static Texture2D **Icon\_Product** `[get]`
- static Texture2D **Icon\_Check** `[get]`
- static Texture2D **Logo\_Windows** `[get]`
- static Texture2D **Logo\_Mac** `[get]`
- static Texture2D **Logo\_Linux** `[get]`
- static Texture2D **Logo\_Ios** `[get]`

- static Texture2D **Logo\_Android** [get]
- static Texture2D **Logo\_Wsa** [get]
- static Texture2D **Logo\_Webplayer** [get]
- static Texture2D **Logo\_Webgl** [get]
- static Texture2D **Logo\_Tvos** [get]
- static Texture2D **Logo\_Tizen** [get]
- static Texture2D **Logo\_Samsungtv** [get]
- static Texture2D **Logo\_Ps3** [get]
- static Texture2D **Logo\_Ps4** [get]
- static Texture2D **Logo\_Psp** [get]
- static Texture2D **Logo\_Xbox360** [get]
- static Texture2D **Logo\_Xboxone** [get]
- static Texture2D **Logo\_Wiiu** [get]
- static Texture2D **Logo\_3ds** [get]
- static Texture2D **Logo\_Switch** [get]
- static Texture2D **Icon\_Cachefull** [get]
- static Texture2D **Icon\_Cacheempty** [get]
- static bool **isInternetAvailable** [get]  
*Checks if a Internet connection is available.*
- static bool **isWindowsPlatform** [get]  
*Checks if the current platform is Windows.*
- static bool **isEditorMode** [get]  
*Checks if we are in Editor mode.*
- static bool **hasActiveArchitecturePlatforms** [get]  
*Checks if the user has selected any architecture platforms.*
- static bool **hasActiveTexturePlatforms** [get]  
*Checks if the user has selected any texture platforms.*

### 6.9.1 Detailed Description

Various helper functions.

### 6.9.2 Member Function Documentation

- 6.9.2.1** static bool **Crosstales.TPS.Helper.RemoteCertificateValidationCallback** ( System.Object *sender*, System.Security.Cryptography.X509Certificates.X509Certificate *certificate*, System.Security.Cryptography.X509Certificates.X509Chain *chain*, System.Net.Security.SslPolicyErrors *sslPolicyErrors* ) [static]

HTTPS-certification callback.

- 6.9.2.2** static void **Crosstales.TPS.Helper.SwitchPlatform** ( BuildTarget *target*, string *build*, MobileTextureSubtarget *subTarget* ) [static]

Switches the current platform to the target.

#### Parameters

<i>target</i>	Target platform for the switch
<i>build</i>	Build type name for Unity, like 'win32'
<i>subTarget</i>	Texture format (Android)

### 6.9.3 Property Documentation

#### 6.9.3.1 `bool Crosstales.TPS.Helper.hasActiveArchitecturePlatforms` `[static], [get]`

Checks if the user has selected any architecture platforms.

##### Returns

True if the user has selected any architecture platforms.

#### 6.9.3.2 `bool Crosstales.TPS.Helper.hasActiveTexturePlatforms` `[static], [get]`

Checks if the user has selected any texture platforms.

##### Returns

True if the user has selected any texture platforms.

#### 6.9.3.3 `bool Crosstales.TPS.Helper.isEditorMode` `[static], [get]`

Checks if we are in Editor mode.

##### Returns

True if in Editor mode.

#### 6.9.3.4 `bool Crosstales.TPS.Helper.isInternetAvailable` `[static], [get]`

Checks if a Internet connection is available.

##### Returns

True if a Internet connection is available.

#### 6.9.3.5 `bool Crosstales.TPS.Helper.isWindowsPlatform` `[static], [get]`

Checks if the current platform is Windows.

##### Returns

True if the current platform is Windows.

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

- `D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch/Assets/crosstales/TPS/Plugins/Editor/Helper.cs`

## 6.10 Crosstales.TPS.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

### 6.10.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

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

- D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch/Assets/crosstales/TPS/Plugins/Editor/SetupResources.[↔](#)  
cs

## 6.11 Crosstales.TPS.UpdateCheck Class Reference

Checks for updates of the asset.

### Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result)

### Public Attributes

- const string **TEXT\_NOT\_CHECKED** = "Not checked."
- const string **TEXT\_NO\_UPDATE** = "No update available - you are using the latest version."

### 6.11.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch/Assets/crosstales/TPS/Plugins/Editor/Update[↔](#)  
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