# File Browser PRO

*Hearing is understanding*

API

Date: 15.04.2020
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# Chapter 1

# Namespace Index

## 1.1 Packages

Here are the packages with brief descriptions (if available):

# Chapter 2

# Hierarchical Index

## 2.1   Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

# Chapter 3

# Class Index

## 3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

# 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 BaseSetupResources

    *Base for copying all resources to 'Editor Default Resources'.*
- class NYCheck

    *Checks if a 'Happy new year'-message must be displayed.*
- class SetupResources

    *Copies 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**, **OSX**, **Linux**, **IOS**,
  **Android**, **WSA**, **Web**, **Unsupported**,
  **MaryTTS** }

  *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 BackgroundController

  *Enables or disable game objects on Android or iOS in the background.*
- class BaseConstants

  *Base for collected constants of very general utility for the asset.*
- class BaseHelper

  *Base for various helper functions.*
- class CTPlayerPrefs

  *Wrapper for the PlayerPrefs.*

- class CTProcess

    *Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).*

- class CTProcessStartInfo

    *Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStart↩ Info"-class with the most important properties).*

- class CTWebClient

    *Specialized WebClient.*

- class FFTAnalyzer

    *FFT analyzer for an audio channel.*

- class FreeCam

    *A simple free camera to be added to a Unity game object.*

- class **NativeMethods**

    *Native methods (bridge to Windows).*

- class PlatformController

    *Enables or disable game objects for a given platform.*

- class RandomColor

    *Random color changer.*

- class RandomRotator

    *Random rotation changer.*

- class RandomScaler

    *Random scale changer.*

- class SerializableDictionary

    *Serializable Dictionary-class for XML.*

- class SerializeDeSerialize

    *Serialize and deserialize objects to/from binary files.*

- class SpectrumVisualizer

    *Simple spectrum visualizer.*

- class SurviveSceneSwitch

    *Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.*

- class TakeScreenshot

    *Take screen shots inside an application.*

- class XmlHelper

    *Helper-class for XML.*

## 4.8   Crosstales.FB Namespace Reference

## Classes

- struct ExtensionFilter

    *Filter for extensions.*

- class FileBrowser

    *Native file browser various actions like open file, open folder and save file.*

## 4.9    Crosstales.FB.Demo Namespace Reference

### Classes

- class Examples

    *Examples for all methods.*
- class GUIMain

    *Main GUI component for all demo scenes.*
- class GUIScenes

    *Main GUI scene manager for all demo scenes.*

## 4.10    Crosstales.FB.EditorIntegration Namespace Reference

### Classes

- class ConfigBase

    *Base class for editor windows.*
- class ConfigPreferences

    *Unity "Preferences" extension.*
- class ConfigWindow

    *Editor window extension.*

## 4.11    Crosstales.FB.EditorTask Namespace Reference

### Classes

- class AAAConfigLoader

    *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

    *Copies all resources to 'Editor Default Resources'.*
- class UpdateCheck

    *Checks for updates of the asset.*

### Enumerations

- enum UpdateStatus {
  **NOT_CHECKED**, **NO_UPDATE**, **UPDATE**, **UPDATE_PRO**,
  **UPDATE_VERSION**, **DEPRECATED** }

    *All possible update stati.*

### 4.11.1 Enumeration Type Documentation

#### 4.11.1.1 UpdateStatus

```
enum Crosstales.FB.EditorTask.UpdateStatus  [strong]
```

All possible update stati.

## 4.12 Crosstales.FB.EditorUtil Namespace Reference

### Classes

- class BuildPostprocessor

    *BuildPostprocessor for macOS.*

- class EditorConfig

    *Editor configuration for the asset.*

- class EditorConstants

    *Collected editor constants of very general utility for the asset.*

- class EditorHelper

    *Editor helper class.*

## 4.13 Crosstales.FB.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.*

## 4.14   Crosstales.FB.Wrapper Namespace Reference

### Classes

- • class FileBrowserBase

  *Base class for all file browsers.*
- • class FileBrowserEditor
- • class FileBrowserGeneric

  *File browser implementation for generic devices (currently NOT IMPLEMENTED).*
- • class FileBrowserLinux

  *File browser implementation for Linux (GTK).*
- • class FileBrowserMac

  *File browser implementation for macOS.*
- • class FileBrowserWindows

  *File browser implementation for Windows.*
- • class FileBrowserWSA

  *File browser implementation for WSA (UWP).*
- • interface IFileBrowser

  *Interface for all file browsers.*
- • class **NativeMethods**

## 4.15   Crosstales.FB.Wrapper.Linux Namespace Reference

### Classes

- • class **NativeMethods**

  *Native methods (bridge to Linux).*

## 4.16   Crosstales.FB.Wrapper.Mac Namespace Reference

### Classes

- • class **NativeMethods**

  *Native methods (bridge to macOS).*

## 4.17   Crosstales.UI Namespace Reference

### Classes

- • 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

    *Controls a UI group (hint).*

- class UIResize

    *Resize a UI element.*

- class UIWindowManager

    *Change the state of all Window panels.*

- class WindowManager

    *Manager for a Window.*

## 4.18   Crosstales.UI.Util Namespace Reference

### Classes

- class AudioFilterController

    *Controller for audio filters.*

- class AudioSourceController

    *Controller for AudioSources.*

- class FPSDisplay

    *Simple FPS-Counter.*

- class ScrollRectHandler

    *Changes the sensitivity of ScrollRects under various platforms.*

## 4.19   HutongGames Namespace Reference

## 4.20   HutongGames.PlayMaker Namespace Reference

## 4.21   HutongGames.PlayMaker.Actions Namespace Reference

### Classes

- class BaseFBAction

    *Base class for BWF-actions in PlayMaker.*

- class OpenFile

    *Open file action for PlayMaker.*

- class OpenFolder

    *Open folder action for PlayMaker.*

- class SaveFile

    *Save file action for PlayMaker.*

# Chapter 5

# Class Documentation

## 5.1 Crosstales.FB.EditorTask.AAAConfigLoader 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:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/↩
  Task/AAAConfigLoader.cs

## 5.2 Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:

```
┌─────────────────────────────────────────────┐
│                MonoBehaviour                  │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│   Crosstales.UI.Util.AudioFilterController    │
└─────────────────────────────────────────────┘
```
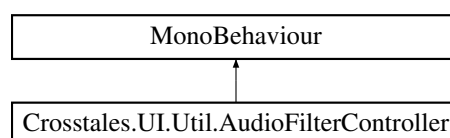
## Public Member Functions

- void **Start** ()
- void **Update** ()
- void FindAllAudioFilters ()

    *Finds all audio filters in the scene.*
- void ResetAudioFilters ()

    *Resets all audio filters.*
- void **ReverbFilterDropdownChanged** (System.Int32 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** = false
- bool **EchoFilter** = false
- bool **DistortionFilter** = false
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter** = false
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter** = false
- 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.Util.AudioFilterController.FindAllAudioFilters ( )
```

Finds all audio filters in the scene.

**5.2.2.2   ResetAudioFilters()**

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

Resets all audio filters.

## 5.2.3   Member Data Documentation

**5.2.3.1   FindAllAudioFiltersOnStart**

```
bool Crosstales.UI.Util.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:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/←Util/AudioFilterController.cs

# 5.3   Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:

```
┌─────────────────────────────────────────────┐
│               MonoBehaviour                  │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│  Crosstales.UI.Util.AudioSourceController    │
└─────────────────────────────────────────────┘
```
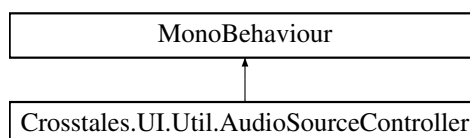
## Public Member Functions

- void **Update** ()
- 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 = false

    *Mute on/off (default: false).*
- bool Loop = false

    *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 = 0f

    *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.Util.AudioSourceController.FindAllAudioSources ( )
```

Finds all audio sources in the scene.

### 5.3.2.2 ResetAllAudioSources()

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

Resets all audio sources.

## 5.3.3 Member Data Documentation

### 5.3.3.1 AudioSources

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

Active controlled AudioSources.

### 5.3.3.2 FindAllAudioSourcesOnStart

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

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

### 5.3.3.3 Loop

```
bool Crosstales.UI.Util.AudioSourceController.Loop = false
```

Loop on/off (default: false).

### 5.3.3.4 Mute

```
bool Crosstales.UI.Util.AudioSourceController.Mute = false
```

Mute on/off (default: false).

### 5.3.3.5 Pitch

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

Pitch of the audio (default: 1).

**5.3.3.6   ResetAudioSourcesOnStart**

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

Resets all active AudioSources (default: true).

**5.3.3.7   StereoPan**

`float Crosstales.UI.Util.AudioSourceController.StereoPan = 0f`

Stereo pan of the audio (default: 0).

**5.3.3.8   Volume**

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

Volume of the audio (default: 1)

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/↩
  Util/AudioSourceController.cs

# 5.4   Crosstales.Common.Util.BackgroundController Class Reference

Enables or disable game objects on Android or iOS in the background.

Inheritance diagram for Crosstales.Common.Util.BackgroundController:

```
┌─────────────────────────────────────────────────┐
│                 MonoBehaviour                    │
└─────────────────────────────────────────────────┘
                         ▲
                         │
┌─────────────────────────────────────────────────┐
│   Crosstales.Common.Util.BackgroundController    │
└─────────────────────────────────────────────────┘
```
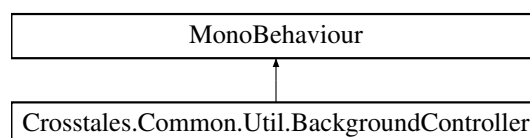
## Public Member Functions

- void **Start** ()
- void **FixedUpdate** ()

## Public Attributes

- GameObject[ ] Objects
    - *Selected objects to disable in the background for the controller.*

### 5.4.1 Detailed Description

Enables or disable game objects on Android or iOS in the background.

### 5.4.2 Member Data Documentation

#### 5.4.2.1 Objects

```
GameObject [] Crosstales.Common.Util.BackgroundController.Objects
```

Selected objects to disable in the background for the controller.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/←
  Util/BackgroundController.cs

## 5.5 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:

```
┌─────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseCompileDefines  │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│     Crosstales.FB.EditorTask.CompileDefines      │
└─────────────────────────────────────────────────┘
```
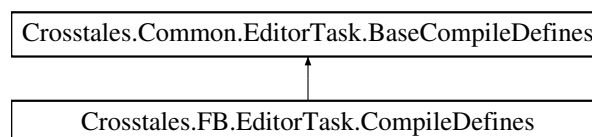
### Static Public Member Functions

- 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)
- static void **setCompileDefines** (string[ ] symbols)

### 5.5.1   Detailed Description

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

### 5.5.2   Member Function Documentation

#### 5.5.2.1   AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.

**Parameters**

| | |
|---|---|
| *symbols* | Symbols to add to the compiler defines |

#### 5.5.2.2   RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

**Parameters**

| | |
|---|---|
| *symbols* | Symbols to remove from the compiler defines |

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Editor/↩
  Task/BaseCompileDefines.cs

## 5.6   Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:
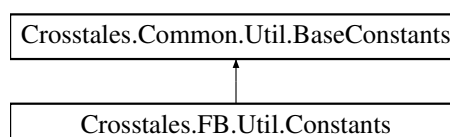
## Static Public Attributes

- const string 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=1011lNGT"

  *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=1011lNGT"

  *URL of the 3rd party asset "PlayMaker".*

- const string ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011lNGT"

  *URL of the "Badword Filter" asset.*

- const string ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011lNGT"

  *URL of the "DJ" asset.*

- const string ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=1011lNGT"

  *URL of the "File Browser" asset.*

- const string ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011lNGT"

  *URL of the "Online Check" asset.*

- const string ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011lNGT"

  *URL of the "Radio" asset.*

- const string ASSET_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=1011lNGT"

  *URL of the "RT-Voice" asset.*

- const string ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=1011lNGT"

  *URL of the "Turbo Backup" asset.*

- const string ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=1011lNGT"

  *URL of the "Turbo Builder" asset.*

- const string ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=1011lNGT"

  *URL of the "Turbo Switch" asset.*

- const string ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=1011lNGT"

  *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 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** = "'"
- static string **PREFIX_HTTP** = "http://"
- static 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.*

## Properties

- static string PREFIX_FILE  `[get]`

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

    *Application path.*

### 5.6.1    Detailed Description

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

### 5.6.2    Member Data Documentation

#### 5.6.2.1    ASSET_3P_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.↩
unity.com/packages/slug/368?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "PlayMaker".

#### 5.6.2.2    ASSET_AUTHOR

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

Author of the asset.

#### 5.6.2.3    ASSET_AUTHOR_URL

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

URL of the asset author.

#### 5.6.2.4    ASSET_BWF

```
const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.↩
com/packages/slug/26255?aid=1011lNGT"  [static]
```

URL of the "Badword Filter" asset.

**5.6.2.5 ASSET_CT_URL**

```
const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.↵
com/lists/crosstales-42213?aid=1011lNGT" [static]
```

URL of the crosstales assets in UAS.

**5.6.2.6 ASSET_DJ**

```
const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.↵
com/packages/slug/41993?aid=1011lNGT" [static]
```

URL of the "DJ" asset.

**5.6.2.7 ASSET_FB**

```
const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.↵
com/packages/slug/98713?aid=1011lNGT" [static]
```

URL of the "File Browser" asset.

**5.6.2.8 ASSET_OC**

```
const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.↵
com/packages/slug/74688?aid=1011lNGT" [static]
```

URL of the "Online Check" asset.

**5.6.2.9 ASSET_RADIO**

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↵
com/packages/slug/32034?aid=1011lNGT" [static]
```

URL of the "Radio" asset.

**5.6.2.10 ASSET_RTV**

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↵
com/packages/slug/41068?aid=1011lNGT" [static]
```

URL of the "RT-Voice" asset.

### 5.6.2.11  ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

### 5.6.2.12  ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

### 5.6.2.13  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.

### 5.6.2.14  ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

### 5.6.2.15  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.

### 5.6.2.16  ASSET_TB

const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↩
com/packages/slug/98711?aid=1011lNGT"  [static]

URL of the "Turbo Backup" asset.

### 5.6.2.17 ASSET_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.←
com/packages/slug/98714?aid=1011lNGT" [static]
```

URL of the "Turbo Builder" asset.

### 5.6.2.18 ASSET_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.←
com/packages/slug/60040?aid=1011lNGT" [static]
```

URL of the "Turbo Switch" asset.

### 5.6.2.19 ASSET_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.←
com/packages/slug/61617?aid=1011lNGT" [static]
```

URL of the "True Random" asset.

### 5.6.2.20 CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

### 5.6.2.21 DEV_DEBUG

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

Development debug logging for the asset.

### 5.6.2.22 FACTOR_GB

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

Factor for giga bytes.

**5.6.2.23  FACTOR_KB**

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

Factor for kilo bytes.

**5.6.2.24  FACTOR_MB**

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

Factor for mega bytes.

**5.6.2.25  FLOAT_32768**

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

Float value of 32768.

**5.6.2.26  FLOAT_TOLERANCE**

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

Float tolerance.

**5.6.2.27  FORMAT_NO_DECIMAL_PLACES**

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

ToString for no decimal places.

**5.6.2.28  FORMAT_PERCENT**

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

ToString for percent.

**5.6.2.29   FORMAT_TWO_DECIMAL_PLACES**

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

ToString for two decimal places.

**5.6.2.30   PATH_DELIMITER_UNIX**

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

Path delimiter for Unix.

**5.6.2.31   PATH_DELIMITER_WINDOWS**

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

Path delimiter for Windows.

**5.6.2.32   PROCESS_KILL_TIME**

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

Kill processes after 5000 milliseconds.

**5.6.2.33   SHOW_BWF_BANNER**

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

Show the BWF banner.

**5.6.2.34   SHOW_DJ_BANNER**

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

Show the DJ banner.

**5.6.2.35  SHOW_FB_BANNER**

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

Show the FB banner.

**5.6.2.36  SHOW_OC_BANNER**

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

Show the OC banner.

**5.6.2.37  SHOW_RADIO_BANNER**

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

Show the Radio banner.

**5.6.2.38  SHOW_RTV_BANNER**

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

Show the RTV banner.

**5.6.2.39  SHOW_TB_BANNER**

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

Show the TB banner.

**5.6.2.40  SHOW_TPB_BANNER**

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

Show the TPB banner.

**5.6.2.41  SHOW_TPS_BANNER**

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

Show the TPS banner.

**5.6.2.42  SHOW_TR_BANNER**

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

Show the TR banner.

### 5.6.3  Property Documentation

**5.6.3.1  APPLICATION_PATH**

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

Application path.

**5.6.3.2  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:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/←
  Util/BaseConstants.cs

## 5.7  Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:

```
┌─────────────────────────────────────────────┐
│      Crosstales.Common.Util.BaseHelper       │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│ Crosstales.Common.EditorUtil.BaseEditorHelper │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│     Crosstales.FB.EditorUtil.EditorHelper     │
└─────────────────────────────────────────────┘
```
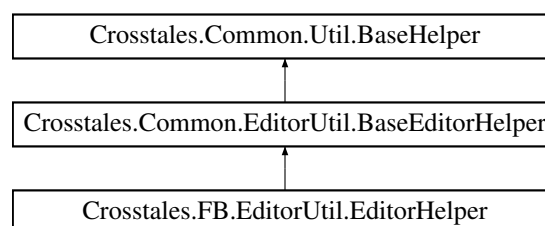
## Static Public Member Functions

- 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 void InvokeMethod (string className, string methodName, params object[] parameters)

  *Invokes a public static method on a full qualified class.*
- static bool isValidBuildTarget (BuildTarget target)

  *Returns the true if the BuildTarget is installed in Unity.*
- static string getCLIArgument (string name)

  *Returns an argument for a name from the command line.*
- 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.*

## Properties

- static Texture2D **Logo_Asset_BWF**  [get]
- static Texture2D **Logo_Asset_DJ**  [get]
- static Texture2D **Logo_Asset_FB**  [get]
- static Texture2D **Logo_Asset_OC**  [get]
- static Texture2D **Logo_Asset_Radio**  [get]
- static Texture2D **Logo_Asset_RTV**  [get]
- static Texture2D **Logo_Asset_TB**  [get]
- static Texture2D **Logo_Asset_TPB**  [get]
- static Texture2D **Logo_Asset_TPS**  [get]
- static Texture2D **Logo_Asset_TR**  [get]
- static Texture2D **Logo_CT**  [get]
- static Texture2D **Logo_Unity**  [get]
- static Texture2D **Icon_Save**  [get]
- static Texture2D **Icon_Reset**  [get]
- static Texture2D **Icon_Refresh**  [get]
- static Texture2D **Icon_Delete**  [get]
- static Texture2D **Icon_Folder**  [get]
- static Texture2D **Icon_Plus**  [get]
- static Texture2D **Icon_Minus**  [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 **Social_Discord**  [get]
- static Texture2D **Social_Facebook**  [get]
- static Texture2D **Social_Twitter**  [get]

- static Texture2D **Social_Youtube** [get]
- static Texture2D **Social_Linkedin** [get]
- static Texture2D **Video_Promo** [get]
- static Texture2D **Video_Tutorial** [get]
- static Texture2D **Icon_Videos** [get]
- static Texture2D **Icon_3p_Assets** [get]
- static Texture2D **Asset_PlayMaker** [get]

## Additional Inherited Members

### 5.7.1   Detailed Description

Base for various Editor helper functions.

### 5.7.2   Member Function Documentation

#### 5.7.2.1   FindAssetsByType< **T** >()

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

Returns assets for a certain type.

**Returns**

List of assets for a certain type.

**Type Constraints**

**T** : **Object**

#### 5.7.2.2   getBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

**Parameters**

| | |
|---|---|
| *build* | BuildTarget for a build name |

**Returns**

The build name for a BuildTarget.

### 5.7.2.3 getBuildTargetForBuildName()

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

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

**Parameters**

| | |
|---|---|
| *build* | Build name, like 'win64' |

**Returns**

The BuildTarget for a build name.

### 5.7.2.4 getCLIArgument()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getCLIArgument (
            string name )  [static]
```

Returns an argument for a name from the command line.

**Parameters**

| | |
|---|---|
| *name* | Name for the argument |

**Returns**

True if the BuildTarget is installed in Unity.

### 5.7.2.5 InvokeMethod()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InvokeMethod (
            string className,
            string methodName,
            params object[] parameters )  [static]
```

Invokes a public static method on a full qualified class.

**Parameters**

| className | Full qualified name of the class |
|---|---|
| methodName | Public static method of the class to execute |
| parameters | Parameters for the method (optional) |

### 5.7.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

**Parameters**

| target | BuildTarget to test |
|---|---|

**Returns**

True if the BuildTarget is installed in Unity.

### 5.7.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

### 5.7.2.8 RefreshAssetDatabase()

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

Refreshes the asset database.

**Parameters**

| options | Asset import options (default: ImportAssetOptions.Default, optional). |
|---|---|

### 5.7.2.9 RestartUnity()

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

Restart Unity.

**Parameters**

| executeMethod | Executed method after the restart (optional) |
|---|---|

### 5.7.2.10 SeparatorUI()

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

Shows a separator-UI.

**Parameters**

| space | Space in pixels between the component and the separator line (default: 12, optional). |
|---|---|

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Editor/↩
Util/BaseEditorHelper.cs

## 5.8 HutongGames.PlayMaker.Actions.BaseFBAction Class Reference

Base class for BWF-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseFBAction:

```
┌─────────────────────────────────────────────┐
│              FsmStateAction                   │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│ HutongGames.PlayMaker.Actions.BaseFBAction   │
└─────────────────────────────────────────────┘
                      ▲
┌──────────────────────┬──────────────────────┬──────────────────────┐
│ HutongGames.PlayMaker │ HutongGames.PlayMaker │ HutongGames.PlayMaker │
│ .Actions.OpenFile     │ .Actions.OpenFolder   │ .Actions.SaveFile     │
└──────────────────────┴──────────────────────┴──────────────────────┘
```
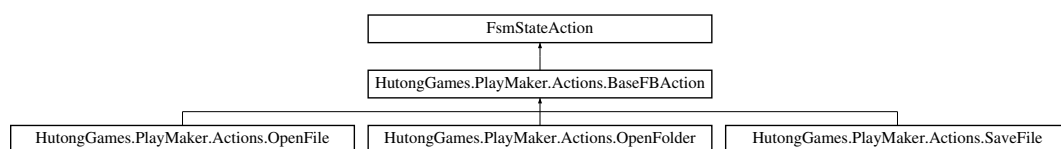
### Public Attributes

- FsmEvent **sendEvent**
- FsmString StartPath

    *Start path for the selection.*
- FsmString ResultPath

    *Result path of the selection (output).*

### 5.8.1   Detailed Description

Base class for BWF-actions in PlayMaker.

### 5.8.2   Member Data Documentation

#### 5.8.2.1   ResultPath

`FsmString HutongGames.PlayMaker.Actions.BaseFBAction.ResultPath`

Result path of the selection (output).

#### 5.8.2.2   StartPath

`FsmString HutongGames.PlayMaker.Actions.BaseFBAction.StartPath`

Start path for the selection.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/$\hookleftarrow$
  PlayMaker/Scripts/BaseFBAction.cs

## 5.9   Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:
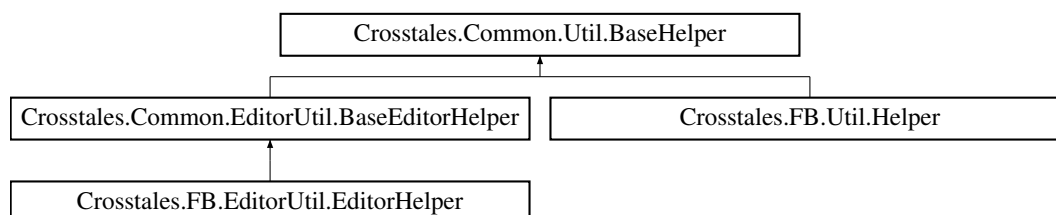
## Static Public Member Functions

- static string CreateString (string replaceChars, int stringLength)

  *Creates a string of characters with a given length.*

- static bool hasActiveClip (AudioSource source)

  *Determines if an AudioSource has an active clip.*

- 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 string ValidatePath (string path, bool addEndDelimiter=true)

  *Validates a given path and add missing slash.*

- static string ValidateFile (string path)

  *Validates a given file.*

- 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 ValidURLFromFilePath (string path)

  *Validates a given file.*

- static string CleanUrl (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)

  *Cleans a given URL.*

- static string ClearTags (string text)

  *Cleans a given text from tags.*

- static string ClearSpaces (string text)

  *Cleans a given text from multiple spaces.*

- static string ClearLineEndings (string text)

  *Cleans a given text from line endings.*

- 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)

  *Format byte-value to Human-Readable-Form.*

- static string FormatSecondsToHourMinSec (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 bool isValidURL (string url)

  *Checks if the URL is valid.*

- static void FileCopy (string inputFile, string outputFile, bool move=false)

  *Copy or move a file.*

- static void ShowFileLocation (string file)

  *Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms*

- static void OpenFile (string file)

  *Opens a file with the OS default application. NOTE: only works for standalone platforms*

- static string getIP (string host)

  *Returns the IP of a given host name.*

## Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture**

## Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex**
- static readonly System.Random **rnd** = new System.Random()
- const string **file_prefix** = "file://"

## Properties

- static bool isInternetAvailable  [get]

  *Checks if an Internet connection is available.*
- 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 isStandalonePlatform  [get]

  *Checks if the current platform is standalone (Windows, macOS or 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 isWebPlatform  [get]

  *Checks if the current platform is Web (WebPlayer or WebGL).*
- static bool isWindowsBasedPlatform  [get]

  *Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).*
- static bool isWSABasedPlatform  [get]

  *Checks if the current platform is WSA-based (WSA or XboxOne).*
- static bool isAppleBasedPlatform  [get]

  *Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).*
- static bool isIOSBasedPlatform  [get]

  *Checks if the current platform is iOS-based (iOS or tvOS).*
- static bool isEditor  [get]

  *Checks if we are inside the Editor.*
- 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.*
- static bool isEditorMode   `[get]`

  *Checks if we are in Editor mode.*
- static bool isIL2CPP   `[get]`

  *Checks if the current build target uses IL2CPP.*
- static Model.Enum.Platform? CurrentPlatform   `[get]`

  *Returns the current platform.*
- static string StreamingAssetsPath   `[get]`

  *Returns the path to the the "Streaming Assets".*

## 5.9.1   Detailed Description

Base for various helper functions.

## 5.9.2   Member Function Documentation

### 5.9.2.1   CleanUrl()

```
static string Crosstales.Common.Util.BaseHelper.CleanUrl (
          string url,
          bool removeProtocol = true,
          bool removeWWW = true,
          bool removeSlash = true )  [static]
```

Cleans a given URL.

**Parameters**

| url | URL to clean |
|---|---|
| removeProtocol | Remove the protocol, e.g.   http:// (default: true, optional). |
| removeWWW | Remove www (default: true, optional). |
| removeSlash | Remove slash at the end (default: true, optional) |

**Returns**

  Clean URL

### 5.9.2.2   ClearLineEndings()

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

Cleans a given text from line endings.

**Parameters**

| | |
|---|---|
| *text* | Text to clean. |

**Returns**

Clean text without line endings.

### 5.9.2.3  ClearSpaces()

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

Cleans a given text from multiple spaces.

**Parameters**

| | |
|---|---|
| *text* | Text to clean. |

**Returns**

Clean text without multiple spaces.

### 5.9.2.4  ClearTags()

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

Cleans a given text from tags.

**Parameters**

| | |
|---|---|
| *text* | Text to clean. |

**Returns**

Clean text without tags.

### 5.9.2.5  CreateString()

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

Creates a string of characters with a given length.

**Parameters**

| *replaceChars* | Characters to generate the string (if more than one character is used, the generated string will be a randomized result of all characters) |
|---|---|
| *stringLength* | Length of the generated string |

**Returns**

    Generated string

### 5.9.2.6   FileCopy()

```
static void Crosstales.Common.Util.BaseHelper.FileCopy (
            string inputFile,
            string outputFile,
            bool move = false )  [static]
```

Copy or move a file.

**Parameters**

| *inputFile* | Input file path |
|---|---|
| *outputFile* | Output file path |
| *move* | Move file instead of copy (default: false, optional) |

### 5.9.2.7   FormatBytesToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (
            long bytes )  [static]
```

Format byte-value to Human-Readable-Form.

**Returns**

    Formatted byte-value in Human-Readable-Form.

### 5.9.2.8   FormatSecondsToHourMinSec()

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

Format seconds to Human-Readable-Form.

**Returns**

    Formatted seconds in Human-Readable-Form.

**5.9.2.9   GetDirectories()**

```
static string [] Crosstales.Common.Util.BaseHelper.GetDirectories (
            string path,
            bool isRecursive = false )  [static]
```

Find directories inside.

**Parameters**

| | |
|---|---|
| *path* | Path to find the directories |
| *isRecursive* | Recursive search (default: false, optional) |

**Returns**

Returns array of the found directories inside the path. Zero length array when an error occured.

**5.9.2.10   GetFiles()**

```
static string [] Crosstales.Common.Util.BaseHelper.GetFiles (
            string path,
            bool isRecursive = false,
            params string[] extensions )  [static]
```

Find files inside a path.

**Parameters**

| | |
|---|---|
| *path* | Path to find the files |
| *isRecursive* | Recursive search (default: false, optional) |
| *extensions* | 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 occured.

**5.9.2.11   getIP()**

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

Returns the IP of a given host name.

**Parameters**

| | |
|---|---|
| *host* | Host name |

**Returns**

IP of a given host name.

### 5.9.2.12   hasActiveClip()

```
static bool Crosstales.Common.Util.BaseHelper.hasActiveClip (
            AudioSource source )  [static]
```

Determines if an AudioSource has an active clip.

**Parameters**

| | |
|---|---|
| *source* | AudioSource to check. |

**Returns**

True if the AudioSource has an active clip.

### 5.9.2.13   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**

| | |
|---|---|
| *h* | Hue |
| *s* | Saturation |
| *v* | Value |
| *a* | Alpha (optional) |

**Returns**

True if the current platform is supported.

**5.9.2.14   isValidURL()**

```
static bool Crosstales.Common.Util.BaseHelper.isValidURL (
            string url )  [static]
```

Checks if the URL is valid.

**Parameters**

| url | URL to check |
|-----|--------------|

**Returns**

     True if the URL is valid.

**5.9.2.15   OpenFile()**

```
static void Crosstales.Common.Util.BaseHelper.OpenFile (
            string file )  [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

**Parameters**

| file | File path |
|------|-----------|

**5.9.2.16   RemoteCertificateValidationCallback()**

```
static bool Crosstales.Common.Util.BaseHelper.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.

**5.9.2.17   ShowFileLocation()**

```
static void Crosstales.Common.Util.BaseHelper.ShowFileLocation (
            string file )  [static]
```

Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms

**Parameters**

| *file* | File path |
|---|---|

### 5.9.2.18 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**

| *text* | Complete text fragment |
|---|---|
| *ignoreCommentedLines* | Ignore commente lines (default: true, optional) |
| *skipHeaderLines* | Number of skipped header lines (default: 0, optional) |
| *skipFooterLines* | Number of skipped footer lines (default: 0, optional) |

**Returns**

Splitted lines as array

### 5.9.2.19 ValidateFile()

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

Validates a given file.

**Parameters**

| *path* | File to validate |
|---|---|

**Returns**

Valid file path

**5.9.2.20 ValidatePath()**

```
static string Crosstales.Common.Util.BaseHelper.ValidatePath (
            string path,
            bool addEndDelimiter = true )  [static]
```

Validates a given path and add missing slash.

**Parameters**

| path | Path to validate |
|---|---|
| addEndDelimiter | Add delimiter at the end of the path (optional, default: true) |

**Returns**

    Valid path

**5.9.2.21 ValidURLFromFilePath()**

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

Validates a given file.

**Parameters**

| path | File to validate |
|---|---|

**Returns**

    Valid file path

## 5.9.3 Member Data Documentation

**5.9.3.1 BaseCulture**

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

**Initial value:**
```
=
        new System.Globalization.CultureInfo("en-US")
```

### 5.9.3.2 cleanSpacesRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanSpaces↩
Regex [static], [protected]

**Initial value:**
=
        new System.Text.RegularExpressions.Regex(@"\s+")

### 5.9.3.3 cleanTagsRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanTagsRegex
[static], [protected]

**Initial value:**
=
        new System.Text.RegularExpressions.Regex(@"<.*?>")

### 5.9.3.4 lineEndingsRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.lineEndings↩
Regex [static], [protected]

**Initial value:**
=
        new System.Text.RegularExpressions.Regex(@"\r\n|\r|\n")

## 5.9.4 Property Documentation

### 5.9.4.1 CurrentPlatform

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

Returns the current platform.

**Returns**

   The current platform.

### 5.9.4.2   isAndroidPlatform

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

Checks if the current platform is Android.

**Returns**

> True if the current platform is Android.

### 5.9.4.3   isAppleBasedPlatform

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

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).

### 5.9.4.4   isEditor

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

Checks if we are inside the Editor.

**Returns**

> True if we are inside the Editor.

### 5.9.4.5   isEditorMode

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

Checks if we are in Editor mode.

**Returns**

> True if in Editor mode.

**5.9.4.6  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.

**5.9.4.7  isInternetAvailable**

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

Checks if an Internet connection is available.

**Returns**

True if an Internet connection is available.

**5.9.4.8  isIOSBasedPlatform**

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

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

**Returns**

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

**5.9.4.9  isIOSPlatform**

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

Checks if the current platform is iOS.

**Returns**

True if the current platform is iOS.

**5.9.4.10 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.

**5.9.4.11 isLinuxPlatform**

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

Checks if the current platform is Linux.

**Returns**

True if the current platform is Linux.

**5.9.4.12 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.

**5.9.4.13 isMacOSPlatform**

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

Checks if the current platform is OSX.

**Returns**

True if the current platform is OSX.

**5.9.4.14 isPS4Platform**

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

Checks if the current platform is PS4.

**Returns**

True if the current platform is PS4.

**5.9.4.15 isStandalonePlatform**

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

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

**Returns**

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

**5.9.4.16 isTvOSPlatform**

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

Checks if the current platform is tvOS.

**Returns**

True if the current platform is tvOS.

**5.9.4.17 isWebGLPlatform**

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

Checks if the current platform is WebGL.

**Returns**

True if the current platform is WebGL.

**5.9.4.18 isWebPlatform**

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

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

**Returns**

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

**5.9.4.19 isWindowsBasedPlatform**

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

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).

**5.9.4.20 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.

**5.9.4.21 isWindowsPlatform**

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

Checks if the current platform is Windows.

**Returns**

True if the current platform is Windows.

**5.9.4.22 isWSABasedPlatform**

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

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

**Returns**

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

**5.9.4.23 isWSAPlatform**

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

Checks if the current platform is WSA.

**Returns**

True if the current platform is WSA.

**5.9.4.24 isXboxOnePlatform**

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

Checks if the current platform is XboxOne.

**Returns**

True if the current platform is XboxOne.

**5.9.4.25 StreamingAssetsPath**

`string Crosstales.Common.Util.BaseHelper.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:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/←
  Util/BaseHelper.cs

## 5.10  Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base for copying all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:

```
┌─────────────────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.BaseSetupResources         │
└─────────────────────────────────────────────────────────┘
                            ▲
        ┌───────────────────┴───────────────────┐
┌───────────────────────────────────┐  ┌───────────────────────────────────┐
│ Crosstales.Common.EditorTask.      │  │ Crosstales.FB.EditorTask.          │
│ SetupResources                     │  │ SetupResources                     │
└───────────────────────────────────┘  └───────────────────────────────────┘
```
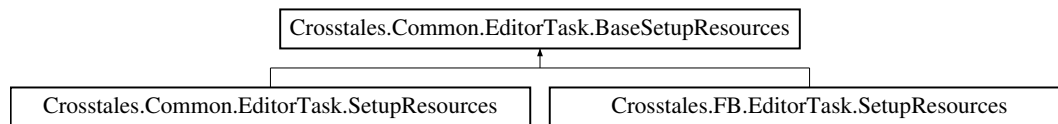
### Static Protected Member Functions

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

### 5.10.1  Detailed Description

Base for copying all resources to 'Editor Default Resources'.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Editor/$\hookleftarrow$
  Task/BaseSetupResources.cs

## 5.11  Crosstales.FB.EditorUtil.BuildPostprocessor Class Reference

BuildPostprocessor for macOS.

### Static Public Member Functions

- static void **OnPostprocessBuild** (BuildTarget target, string pathToBuiltProject)

### 5.11.1  Detailed Description

BuildPostprocessor for macOS.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/$\hookleftarrow$
  Util/BuildPostprocessor.cs

## 5.12    Crosstales.FB.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.FB.EditorTask.CompileDefines:

```
┌────────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.BaseCompileDefines │
└────────────────────────────────────────────────┘
                        ▲
┌────────────────────────────────────────────────┐
│    Crosstales.FB.EditorTask.CompileDefines       │
└────────────────────────────────────────────────┘
```

**Additional Inherited Members**

### 5.12.1    Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/↩
Task/CompileDefines.cs

## 5.13    Crosstales.FB.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 string ASSET_PATH = "/Plugins/crosstales/FileBrowser/"

    *Path to the asset inside the Unity project.*
- static bool DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG

    *Enable or disable debug logging for the asset.*
- static bool NATIVE_WINDOWS = Constants.DEFAULT_NATIVE_WINDOWS

    *Enable or disable native file browser inside the Unity Editor.*
- static bool isLoaded = false

    *Is the configuration loaded?*

### 5.13.1   Detailed Description

Configuration for the asset.

### 5.13.2   Member Function Documentation

#### 5.13.2.1   Load()

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

Loads the all changeable variables.

#### 5.13.2.2   Reset()

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

Resets all changeable variables to their default value.

#### 5.13.2.3   Save()

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

Saves the all changeable variables.

### 5.13.3   Member Data Documentation

#### 5.13.3.1   ASSET_PATH

```
string Crosstales.FB.Util.Config.ASSET_PATH = "/Plugins/crosstales/FileBrowser/"  [static]
```

Path to the asset inside the Unity project.

### 5.13.3.2  DEBUG

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

Enable or disable debug logging for the asset.

### 5.13.3.3  isLoaded

`bool Crosstales.FB.Util.Config.isLoaded = false  [static]`

Is the configuration loaded?

### 5.13.3.4  NATIVE_WINDOWS

`bool Crosstales.FB.Util.Config.NATIVE_WINDOWS = Constants.DEFAULT_NATIVE_WINDOWS  [static]`

Enable or disable native file browser inside the Unity Editor.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↩
Util/Config.cs

## 5.14  Crosstales.FB.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigBase:
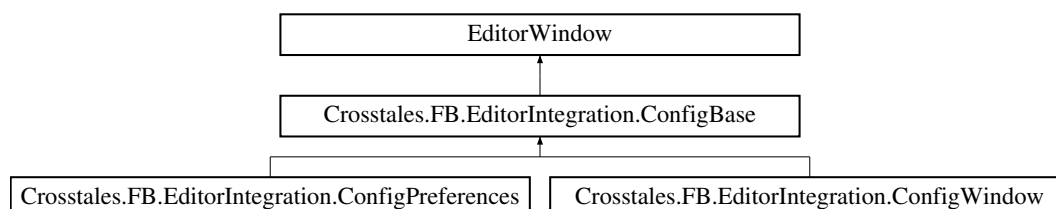


### Protected Member Functions

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

**Static Protected Member Functions**

- static void **save** ()

### 5.14.1 Detailed Description

Base class for editor windows.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/←↪
  Integration/ConfigBase.cs

## 5.15 Crosstales.FB.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigPreferences:

```
                    ┌─────────────────────────────────────┐
                    │             EditorWindow             │
                    └─────────────────────────────────────┘
                                      ▲
                    ┌─────────────────────────────────────┐
                    │  Crosstales.FB.EditorIntegration.ConfigBase  │
                    └─────────────────────────────────────┘
                                      ▲
                    ┌─────────────────────────────────────────────┐
                    │  Crosstales.FB.EditorIntegration.ConfigPreferences  │
                    └─────────────────────────────────────────────┘
```
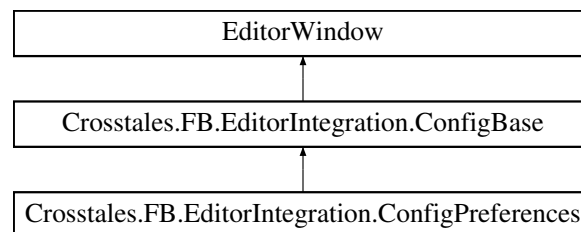
**Additional Inherited Members**

### 5.15.1 Detailed Description

Unity "Preferences" extension.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/←↪
  Integration/ConfigPreferences.cs

## 5.16 Crosstales.FB.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigWindow:

```
                    ┌─────────────────────────────────────┐
                    │             EditorWindow             │
                    └─────────────────────────────────────┘
                                      ▲
                    ┌─────────────────────────────────────┐
                    │  Crosstales.FB.EditorIntegration.ConfigBase  │
                    └─────────────────────────────────────┘
                                      ▲
                    ┌─────────────────────────────────────────────┐
                    │  Crosstales.FB.EditorIntegration.ConfigWindow  │
                    └─────────────────────────────────────────────┘
```
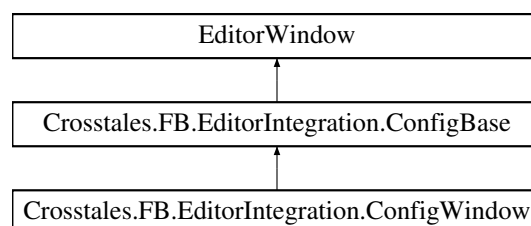
## Public Member Functions

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

## Static Public Member Functions

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

## Additional Inherited Members

### 5.16.1   Detailed Description

Editor window extension.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/$\hookleftarrow$
  Integration/ConfigWindow.cs

## 5.17   Crosstales.FB.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.FB.Util.Constants:

Crosstales.Common.Util.BaseConstants

Crosstales.FB.Util.Constants
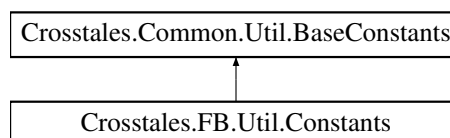
## Static Public Attributes

- const string ASSET_NAME = "File Browser PRO"

  *Name of the asset.*
- const string ASSET_NAME_SHORT = "FB PRO"

  *Short name of the asset.*
- const string ASSET_VERSION = "2020.2.2"

  *Version of the asset.*
- const int ASSET_BUILD = 20200415

  *Build number of the asset.*
- static readonly System.DateTime ASSET_CREATED = new System.DateTime(2017, 8, 1)

  *Create date of the asset (YYYY, MM, DD).*
- static readonly System.DateTime ASSET_CHANGED = new System.DateTime(2020, 4, 15)

  *Change date of the asset (YYYY, MM, DD).*
- const string ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/98713?aid=1011lNGT"

  *URL of the PRO asset in UAS.*
- const string ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/fb_versions.txt"

  *URL for update-checks of the asset*
- const string ASSET_CONTACT = "fb@crosstales.com"

  *Contact to the owner of the asset.*
- const string ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/FileBrowser/FileBrowser-doc.pdf"

  *URL of the asset manual.*
- const string ASSET_API_URL = "https://www.crosstales.com/media/data/assets/FileBrowser/api/"

  *URL of the asset API.*
- const string ASSET_FORUM_URL = "https://forum.unity.com/threads/file-browser-native-file-browser-for-standalone.510403/"

  *URL of the asset forum.*
- const string ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/FileBrowser/"

  *URL of the asset in crosstales.*
- const string **KEY_PREFIX** = "FILEBROWSER_CFG_"
- const string **KEY_ASSET_PATH** = KEY_PREFIX + "ASSET_PATH"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_NATIVE_WINDOWS** = KEY_PREFIX + "NATIVE_WINDOWS"
- const bool **DEFAULT_NATIVE_WINDOWS** = true
- static string **TEXT_OPEN_FILE** = "Open file"
- static string **TEXT_OPEN_FILES** = "Open files"
- static string **TEXT_OPEN_FOLDER** = "Open folder"
- static string **TEXT_OPEN_FOLDERS** = "Open folders"
- static string **TEXT_SAVE_FILE** = "Save file"
- static string **TEXT_ALL_FILES** = "All files"
- static string **TEXT_SAVE_FILE_NAME** = "MySaveFile"

## Additional Inherited Members

### 5.17.1   Detailed Description

Collected constants of very general utility for the asset.

### 5.17.2 Member Data Documentation

#### 5.17.2.1 ASSET_API_URL

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

URL of the asset API.

#### 5.17.2.2 ASSET_BUILD

```
const int Crosstales.FB.Util.Constants.ASSET_BUILD = 20200415  [static]
```

Build number of the asset.

#### 5.17.2.3 ASSET_CHANGED

```
readonly System.DateTime Crosstales.FB.Util.Constants.ASSET_CHANGED = new System.DateTime(2020,
4, 15)  [static]
```

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

#### 5.17.2.4 ASSET_CONTACT

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

Contact to the owner of the asset.

#### 5.17.2.5 ASSET_CREATED

```
readonly System.DateTime Crosstales.FB.Util.Constants.ASSET_CREATED = new System.DateTime(2017,
8, 1)  [static]
```

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

### 5.17.2.6 ASSET_FORUM_URL

```
const string Crosstales.FB.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/file-browser-nati
510403/" [static]
```

URL of the asset forum.

### 5.17.2.7 ASSET_MANUAL_URL

```
const string Crosstales.FB.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/Fil
pdf" [static]
```

URL of the asset manual.

### 5.17.2.8 ASSET_NAME

```
const string Crosstales.FB.Util.Constants.ASSET_NAME = "File Browser PRO" [static]
```

Name of the asset.

### 5.17.2.9 ASSET_NAME_SHORT

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

Short name of the asset.

### 5.17.2.10 ASSET_PRO_URL

```
const string Crosstales.FB.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/98713?ai
NGT" [static]
```

URL of the PRO asset in UAS.

### 5.17.2.11 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

**5.17.2.12 ASSET_VERSION**

`const string Crosstales.FB.Util.Constants.ASSET_VERSION = "2020.2.2" [static]`

Version of the asset.

**5.17.2.13 ASSET_WEB_URL**

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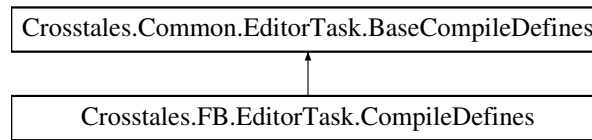`[static]`

URL of the asset in crosstales.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/←
  Util/Constants.cs

# 5.18 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 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.*

### 5.18.1    Detailed Description

Wrapper for the PlayerPrefs.

### 5.18.2    Member Function Documentation

#### 5.18.2.1    DeleteAll()

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

Deletes all keys.

#### 5.18.2.2    DeleteKey()

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

Delete the key.

**Parameters**

| | |
|---|---|
| *key* | Key to delete in the PlayerPrefs. |

#### 5.18.2.3    GetBool()

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

Allows to get a bool from a key.

**Parameters**

| | |
|---|---|
| *key* | Key for the PlayerPrefs. |

**Returns**

   Value for the key.

### 5.18.2.4   GetDate()

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

Allows to get a DateTime from a key.

**Parameters**

| key | Key for the PlayerPrefs. |
|-----|--------------------------|

**Returns**

Value for the key.

### 5.18.2.5   GetFloat()

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

Allows to get a float from a key.

**Parameters**

| key | Key for the PlayerPrefs. |
|-----|--------------------------|

**Returns**

Value for the key.

### 5.18.2.6   GetInt()

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

Allows to get an int from a key.

**Parameters**

| key | Key for the PlayerPrefs. |
|-----|--------------------------|

**Returns**

Value for the key.

### 5.18.2.7 GetString()

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

Allows to get a string from a key.

**Parameters**

| *key* | Key for the PlayerPrefs. |
|-------|--------------------------|

**Returns**

Value for the key.

### 5.18.2.8 HasKey()

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

Exists the key?

**Parameters**

| *key* | Key for the PlayerPrefs. |
|-------|--------------------------|

**Returns**

Value for the key.

### 5.18.2.9 Save()

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

Saves all modifications.

### 5.18.2.10 SetBool()

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

Allows to set a bool for a key.

**Parameters**

| key | Key for the PlayerPrefs. |
|-----|--------------------------|
| value | Value for the PlayerPrefs. |

### 5.18.2.11   SetDate()

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

Allows to set a DateTime for a key.

**Parameters**

| key | Key for the PlayerPrefs. |
|-----|--------------------------|
| value | Value for the PlayerPrefs. |

### 5.18.2.12   SetFloat()

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

Allows to set a float for a key.

**Parameters**

| key | Key for the PlayerPrefs. |
|-----|--------------------------|
| value | Value for the PlayerPrefs. |

### 5.18.2.13   SetInt()

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

Allows to set an int for a key.

**Parameters**

| key | Key for the PlayerPrefs. |
|-----|--------------------------|
| value | Value for the PlayerPrefs. |

### 5.18.2.14 SetString()

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

Allows to set a string for a key.

**Parameters**

| | |
|---|---|
| *key* | Key for the PlayerPrefs. |
| *value* | Value for the PlayerPrefs. |

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/←↪ Util/CTPlayerPrefs.cs

## 5.19 Crosstales.Common.Util.CTProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTProcess:

```
┌─────────────────────────────────────┐
│             IDisposable              │
└─────────────────────────────────────┘
                   ▲
                   │
┌─────────────────────────────────────┐
│ Crosstales.Common.Util.CTProcess     │
└─────────────────────────────────────┘
```
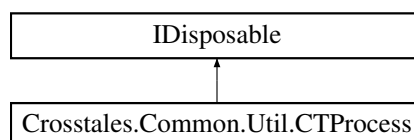
**Public Member Functions**

- void Start ()

  *Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.*
- void Start (CTProcessStartInfo info)

  *Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..*
- void Kill ()

  *Immediately stops the associated process.*
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()
- void Start ()

*Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.*

- void Start (CTProcessStartInfo info)

    *Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..*

- void Kill ()

    *Immediately stops the associated process.*

- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

## Properties

- IntPtr Handle `[get]`

    *Gets the native handle of the associated process.*

- int Id `[get]`

    *Gets the unique identifier for the associated process.*

- CTProcessStartInfo StartInfo `[get, set]`

    *Gets or sets the properties to pass to the Start() method of the Process.*

- bool HasExited `[get]`

    *Gets a value indicating whether the associated process has been terminated.*

- uint ExitCode `[get]`

    *Gets the value that the associated process specified when it terminated.*

- DateTime StartTime `[get]`

    *Gets the time that the associated process was started.*

- DateTime ExitTime `[get]`

    *Gets the time that the associated process exited.*

- System.IO.StreamReader StandardOutput `[get]`

    *Gets a stream used to read the textual output of the application.*

- System.IO.StreamReader StandardError `[get]`

    *Gets a stream used to read the error output of the application.*

- bool isBusy `[get]`

    *Gets a value indicating whether the associated process has been busy.*

- EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

### 5.19.1 Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

### 5.19.2 Member Function Documentation

**5.19.2.1   Kill()** **[1/2]**

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

**5.19.2.2   Kill()** **[2/2]**

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

**5.19.2.3   Start()** **[1/4]**

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

**5.19.2.4   Start()** **[2/4]**

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

**5.19.2.5   Start()** **[3/4]**

```
void Crosstales.Common.Util.CTProcess.Start (
            CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

**5.19.2.6   Start()** **[4/4]**

```
void Crosstales.Common.Util.CTProcess.Start (
            CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

### 5.19.3   Property Documentation

#### 5.19.3.1   ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode  [get]
```

Gets the value that the associated process specified when it terminated.

#### 5.19.3.2   ExitTime

```
DateTime Crosstales.Common.Util.CTProcess.ExitTime  [get]
```

Gets the time that the associated process exited.

#### 5.19.3.3   Handle

```
IntPtr Crosstales.Common.Util.CTProcess.Handle  [get]
```

Gets the native handle of the associated process.

#### 5.19.3.4   HasExited

```
bool Crosstales.Common.Util.CTProcess.HasExited  [get]
```

Gets a value indicating whether the associated process has been terminated.

#### 5.19.3.5   Id

```
int Crosstales.Common.Util.CTProcess.Id  [get]
```

Gets the unique identifier for the associated process.

**5.19.3.6    isBusy**

```
bool Crosstales.Common.Util.CTProcess.isBusy  [get]
```

Gets a value indicating whether the associated process has been busy.

**5.19.3.7    StandardError**

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError  [get]
```

Gets a stream used to read the error output of the application.

**5.19.3.8    StandardOutput**

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput  [get]
```

Gets a stream used to read the textual output of the application.

**5.19.3.9    StartInfo**

CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo  [get], [set]

Gets or sets the properties to pass to the Start() method of the Process.

**5.19.3.10    StartTime**

```
DateTime Crosstales.Common.Util.CTProcess.StartTime  [get]
```

Gets the time that the associated process was started.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/←
  Util/CTProcess.cs

## 5.20    Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process←
StartInfo"-class with the most important properties).

## Properties

- bool UseThread `[get, set]`

  *Gets or sets the application to be threaded.*
- bool UseCmdExecute `[get, set]`

  *Gets or sets the application to be started in cmd (command prompt).*
- string FileName `[get, set]`

  *Gets or sets the application or document to start.*
- string Arguments `[get, set]`

  *Gets or sets the set of command-line arguments to use when starting the application.*
- bool CreateNoWindow `[get, set]`

  *Gets or sets a value indicating whether to start the process in a new window.*
- string WorkingDirectory `[get, set]`

  *Gets or sets the working directory for the process to be started.*
- bool RedirectStandardOutput `[get, set]`

  *Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.*
- bool RedirectStandardError `[get, set]`

  *Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.*
- System.Text.Encoding StandardOutputEncoding `[get, set]`

  *Gets or sets the preferred encoding for standard output (UTF8 per default).*
- System.Text.Encoding StandardErrorEncoding `[get, set]`

  *Gets or sets the preferred encoding for error output (UTF8 per default).*
- bool UseShellExecute `[get, set]`

  *Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).*

### 5.20.1  Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↩
StartInfo"-class with the most important properties).

### 5.20.2  Property Documentation

#### 5.20.2.1  Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments  [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

#### 5.20.2.2  CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow  [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

### 5.20.2.3 FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName [get], [set]
```

Gets or sets the application or document to start.

### 5.20.2.4 RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

### 5.20.2.5 RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

### 5.20.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get], [set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

### 5.20.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get], [set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

### 5.20.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

**5.20.2.9  UseShellExecute**

`bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute  [get], [set]`

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

**5.20.2.10  UseThread**

`bool Crosstales.Common.Util.CTProcessStartInfo.UseThread  [get], [set]`

Gets or sets the application to be threaded.

**5.20.2.11  WorkingDirectory**

`string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory  [get], [set]`

Gets or sets the working directory for the process to be started.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/$\leftarrow$
  Util/CTProcess.cs

## 5.21   Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:

```
┌─────────────────────────────────────────┐
│                WebClient                  │
└─────────────────────────────────────────┘
                     ▲
                     │
┌─────────────────────────────────────────┐
│ Crosstales.Common.Util.CTWebClient        │
└─────────────────────────────────────────┘
```
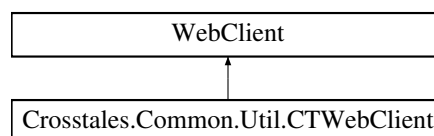
### Public Member Functions

- **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*

### 5.21.1   Detailed Description

Specialized WebClient.

### 5.21.2   Property Documentation

#### 5.21.2.1   ConnectionLimit

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

Connection limit for all WebClients

#### 5.21.2.2   Timeout

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

Timeout in milliseconds

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↩
  Util/CTWebClient.cs

## 5.22   Crosstales.FB.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 isLoaded = false

  *Is the configuration loaded?*

**Properties**

- static string ASSET_PATH `[get]`

  *Returns the path to the asset inside the Unity project.*

### 5.22.1   Detailed Description

Editor configuration for the asset.

### 5.22.2   Member Function Documentation

#### 5.22.2.1   Load()

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

Loads the all changeable variables.

#### 5.22.2.2   Reset()

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

Resets all changeable variables to their default value.

#### 5.22.2.3   Save()

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

Saves the all changeable variables.

### 5.22.3   Member Data Documentation

**5.22.3.1 isLoaded**

```
bool Crosstales.FB.EditorUtil.EditorConfig.isLoaded = false  [static]
```

Is the configuration loaded?

**5.22.3.2 UPDATE_CHECK**

```
bool Crosstales.FB.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK
[static]
```

Enable or disable update-checks for the asset.

### 5.22.4 Property Documentation

**5.22.4.1 ASSET_PATH**

```
string Crosstales.FB.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:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/←
  Util/EditorConfig.cs

## 5.23 Crosstales.FB.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

### Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_LAUNCH** = Util.Constants.KEY_PREFIX + "LAUNCH"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/FileBrowser/"
- const bool **DEFAULT_UPDATE_CHECK** = false

## Properties

- static string ASSET_URL  `[get]`

    *Returns the URL of the asset in UAS.*
- static string ASSET_ID  `[get]`

    *Returns the ID of the asset in UAS.*
- static System.Guid ASSET_UID  `[get]`

    *Returns the UID of the asset.*

## 5.23.1   Detailed Description

Collected editor constants of very general utility for the asset.

## 5.23.2   Property Documentation

### 5.23.2.1   ASSET_ID

`string Crosstales.FB.EditorUtil.EditorConstants.ASSET_ID  [static], [get]`

Returns the ID of the asset in UAS.

**Returns**

    The ID of the asset in UAS.

### 5.23.2.2   ASSET_UID

`System.Guid Crosstales.FB.EditorUtil.EditorConstants.ASSET_UID  [static], [get]`

Returns the UID of the asset.

**Returns**

    The UID of the asset.

**5.23.2.3 ASSET_URL**

string Crosstales.FB.EditorUtil.EditorConstants.ASSET_URL [static], [get]

Returns the URL of the asset in UAS.

**Returns**

The URL of the asset in UAS.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/↩
  Util/EditorConstants.cs

# 5.24 Crosstales.FB.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.FB.EditorUtil.EditorHelper:

```
┌─────────────────────────────────────────────────┐
│      Crosstales.Common.Util.BaseHelper           │
└─────────────────────────────────────────────────┘
                         ▲
                         │
┌─────────────────────────────────────────────────┐
│  Crosstales.Common.EditorUtil.BaseEditorHelper   │
└─────────────────────────────────────────────────┘
                         ▲
                         │
┌─────────────────────────────────────────────────┐
│    Crosstales.FB.EditorUtil.EditorHelper         │
└─────────────────────────────────────────────────┘
```

## Properties

- static Texture2D **Logo_Asset** [get]
- static Texture2D **Logo_Asset_Small** [get]

## Additional Inherited Members

## 5.24.1 Detailed Description

Editor helper class.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/↩
  Util/EditorHelper.cs

## 5.25 Crosstales.FB.Demo.Examples Class Reference

Examples for all methods.

Inheritance diagram for Crosstales.FB.Demo.Examples:

```
┌─────────────────────────┐
│     MonoBehaviour       │
└─────────────────────────┘
             ▲
             │
┌─────────────────────────┐
│ Crosstales.FB.Demo.Examples │
└─────────────────────────┘
```

### Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OpenSingleFile** ()
- void **OpenFiles** ()
- void **OpenSingleFolder** ()
- void **OpenFolders** ()
- void **SaveFile** ()
- void **OpenFilesAsync** ()
- void **OpenFoldersAsync** ()
- void **SaveFileAsync** ()

### Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- Button **OpenFilesBtn**
- Button **OpenFoldersBtn**
- Text **Error**

### 5.25.1 Detailed Description

Examples for all methods.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demo/←
  Scripts/Examples.cs

## 5.26 Crosstales.FB.ExtensionFilter Struct Reference

Filter for extensions.

## Public Member Functions

- **ExtensionFilter** (string filterName, params string[ ] filterExtensions)
- override string **ToString** ()

## Public Attributes

- string **Name**
- string[ ] **Extensions**

### 5.26.1    Detailed Description
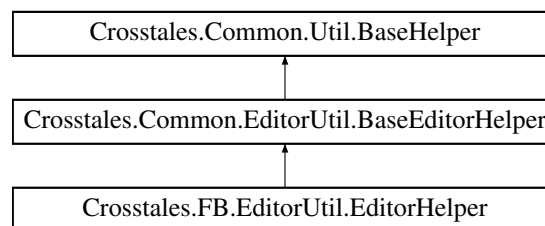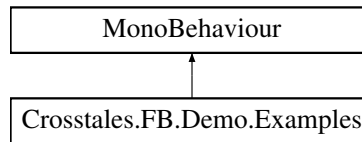
Filter for extensions.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/File↩
Browser.cs

## 5.27    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. Case insensitive 'Replace'.*
- static bool CTEquals (this string str, string toCheck, System.StringComparison comp=System.String↩Comparison.OrdinalIgnoreCase)

  *Extension method for strings. Case insensitive 'Equals'.*
- static bool CTContains (this string str, string toCheck, System.StringComparison comp=System.String↩Comparison.OrdinalIgnoreCase)

  *Extension method for strings. 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 bool CTisNumeric (this string str)

  *Extension method for strings. Checks if the string is numeric.*
- 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="")

*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[ ] CTToString< T > (this T[ ] array)

*Extension method for Arrays. Generates a string array with all entries (via ToString).*
- 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="")

*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="")

*Extension method for IDictionary. Dumps a dictionary to a string.*
- static void CTAddRange< K, V > (this System.Collections.Generic.IDictionary< K, V > source, System.↩ Collections.Generic.IDictionary< K, V > collection)

*Extension method for IDictionary. Adds a dictionary to an existing one.*
- static bool CTIsVisibleFrom (this Renderer renderer, Camera camera)

*Extension method for Renderer. Determines if the renderer is visible from a certain camera.*
- static Transform CTDeepSearch (Transform parent, string name)

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

## 5.27.1   Detailed Description

Various extension methods.

## 5.27.2   Member Function Documentation

### 5.27.2.1   CTAddRange< K, V >()

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

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

**Parameters**

| *source* | IDictionary-instance. |
|---|---|
| *collection* | Dictionary to add. |

### 5.27.2.2 CTContains()

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

Extension method for strings. Case insensitive 'Contains'.

**Parameters**

| *str* | String-instance. |
|---|---|
| *toCheck* | String to check. |
| *comp* | StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional) |

**Returns**

True if the string contains the given string.

### 5.27.2.3 CTContainsAll()

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

Extension method for strings. Contains all given strings.

**Parameters**

| *str* | String-instance. |
|---|---|
| *searchTerms* | Search terms separated by the given split-character. |
| *splitChar* | Split-character (default: ' ', optional) |

**Returns**

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

#### 5.27.2.4  CTContainsAny()

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

Extension method for strings. Contains any given string.

**Parameters**

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

**Returns**

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

#### 5.27.2.5  CTDeepSearch()

```
static Transform Crosstales.ExtensionMethods.CTDeepSearch (
          Transform parent,
          string name )  [static]
```

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

**Parameters**

| parent | Parent of the current children. |
|---|---|
| name | Name of the transform. |

**Returns**

True if the renderer is visible by the given camera.

#### 5.27.2.6  CTDump() [1/8]

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

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

**Parameters**

| | |
|---|---|
| *array* | Quaternion-Array-instance to dump. |

**Returns**

String with lines for all array entries.

### 5.27.2.7 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**

| | |
|---|---|
| *list* | Quaternion-IList-instance to dump. |

**Returns**

String with lines for all list entries.

### 5.27.2.8 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**

| | |
|---|---|
| *list* | Vector2-IList-instance to dump. |

**Returns**

String with lines for all list entries.

### 5.27.2.9 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**

| | |
|---|---|
| *list* | Vector3-IList-instance to dump. |

**Returns**

String with lines for all list entries.

### 5.27.2.10 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**

| | |
|---|---|
| *list* | Vector4-IList-instance to dump. |

**Returns**

String with lines for all list entries.

### 5.27.2.11 CTDump() [6/8]

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

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

**Parameters**

| | |
|---|---|
| *array* | Vector2-Array-instance to dump. |

**Returns**

String with lines for all array entries.

### 5.27.2.12 CTDump() [7/8]

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

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

**Parameters**

| | |
|---|---|
| *array* | Vector3-Array-instance to dump. |

**Returns**

String with lines for all array entries.

### 5.27.2.13   CTDump() [8/8]

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

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

**Parameters**

| | |
|---|---|
| *array* | Vector4-Array-instance to dump. |

**Returns**

String with lines for all array entries.

### 5.27.2.14   CTDump< K, V >()

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

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

**Parameters**

| | |
|---|---|
| *dict* | IDictionary-instance to dump. |
| *prefix* | Prefix for every element (default: empty, optional). |
| *postfix* | Postfix for every element (default: empty, optional). |

**Returns**

String with lines for all dictionary entries.

### 5.27.2.15 CTDump< T >() [1/2]

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

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

**Parameters**

| list | IList-instance to dump. |
|---|---|
| prefix | Prefix for every element (default: empty, optional). |
| postfix | Postfix for every element (default: empty, optional). |

**Returns**

String with lines for all list entries.

### 5.27.2.16 CTDump< T >() [2/2]

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

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

**Parameters**

| array | Array-instance to dump. |
|---|---|
| prefix | Prefix for every element (default: empty, optional). |
| postfix | Postfix for every element (default: empty, optional). |

**Returns**

String with lines for all array entries.

### 5.27.2.17 CTEquals()

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

Extension method for strings. Case insensitive 'Equals'.

**Parameters**

| | |
|---|---|
| *str* | String-instance. |
| *toCheck* | String to check. |
| *comp* | StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional) |

**Returns**

True if the string contains the given string.

### 5.27.2.18   CTisNumeric()

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

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

**Parameters**

| | |
|---|---|
| *str* | String-instance. |

**Returns**

True if the string is numeric.

### 5.27.2.19   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**

| | |
|---|---|
| *renderer* | Renderer to test the visibility. |
| *camera* | Camera for the test. |

**Returns**

True if the renderer is visible by the given camera.

### 5.27.2.20 CTReplace()

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

Extension method for strings. Case insensitive 'Replace'.

**Parameters**

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

**Returns**

    Replaced string.

### 5.27.2.21 CTReverse()

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

Extension method for strings. Reverses a string.

**Parameters**

| str | String-instance. |
|-----|------------------|

**Returns**

    Reversed string.

### 5.27.2.22 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**

| | |
|---|---|
| *list* | IList-instance to shuffle. |
| *seed* | Seed for the PRNG (default: 0 (=standard), optional) |

### 5.27.2.23   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**

| | |
|---|---|
| *array* | Array-instance to shuffle. |
| *seed* | Seed for the PRNG (default: 0 (=standard), optional) |

### 5.27.2.24   CTToString< T >() [1/2]

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > (
            this System.Collections.Generic.IList< T > list )  [static]
```

Extension method for IList. Generates a string list with all entries (via ToString).

**Parameters**

| | |
|---|---|
| *list* | IList-instance to ToString. |

**Returns**

String list with all entries (via ToString).

### 5.27.2.25   CTToString< T >() [2/2]

```
static string [] Crosstales.ExtensionMethods.CTToString< T > (
            this T[] array )  [static]
```

Extension method for Arrays. Generates a string array with all entries (via ToString).

**Parameters**

| | |
|---|---|
| *array* | Array-instance to ToString. |

**Returns**

String array with all entries (via ToString).

### 5.27.2.26   CTToTitleCase()

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

Extension method for strings. Converts a string to title case (first letter uppercase).

**Parameters**

| | |
|---|---|
| *str* | String-instance. |

**Returns**

Converted string in title case.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/Extension↩
  Methods.cs

## 5.28   **Crosstales.Common.Util.FFTAnalyzer Class Reference**

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Util.FFTAnalyzer:

```
┌─────────────────────────────────────┐
│            MonoBehaviour             │
└─────────────────────────────────────┘
                   ▲
                   │
┌─────────────────────────────────────┐
│  Crosstales.Common.Util.FFTAnalyzer  │
└─────────────────────────────────────┘
```
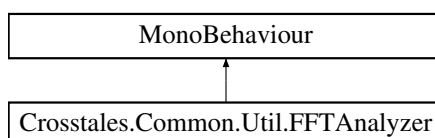
**Public Member Functions**

- void **Update** ()

## Public Attributes

- float[ ] Samples = new float[256]

  *Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).*
- int Channel = 0

  *summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).*
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

### 5.28.1    Detailed Description

FFT analyzer for an audio channel.

### 5.28.2    Member Data Documentation

#### 5.28.2.1    Channel

```
int Crosstales.Common.Util.FFTAnalyzer.Channel = 0
```

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

#### 5.28.2.2    Samples

```
float [] Crosstales.Common.Util.FFTAnalyzer.Samples = new float[256]
```

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary>Analyzed channel (0 = right, 1 = left, default: 0).

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/Util/F↩
  FTAnalyzer.cs

## 5.29    Crosstales.FB.FileBrowser Class Reference

Native file browser various actions like open file, open folder and save file.

## Static Public Member Functions

- static string OpenSingleFile (string extension="∗")

  *Open native file browser for a single file.*

- static string OpenSingleFile (string title, string directory, params string[ ] extensions)

  *Open native file browser for a single file.*

- static string OpenSingleFile (string title, string directory, params ExtensionFilter[ ] extensions)

  *Open native file browser for a single file.*

- static string[ ] OpenFiles (string extension="∗")

  *Open native file browser for multiple files.*

- static string[ ] OpenFiles (string title, string directory, params string[ ] extensions)

  *Open native file browser for multiple files.*

- static string[ ] OpenFiles (string title, string directory, params ExtensionFilter[ ] extensions)

  *Open native file browser for multiple files.*

- static string OpenSingleFolder ()

  *Open native folder browser for a single folder.*

- static string OpenSingleFolder (string title, string directory="")

  *Open native folder browser for a single folder. NOTE: Title is not supported under Windows and UWP (WSA)!*

- static string[ ] OpenFolders ()

  *Open native folder browser for multiple folders. NOTE: Title and multiple folder selection are not supported under Windows and UWP (WSA)!*

- static string[ ] OpenFolders (string title, string directory="")

  *Open native folder browser for multiple folders. NOTE: Title and multiple folder selection are not supported under Windows and UWP (WSA)!*

- static string SaveFile (string defaultName="", string extension="∗")

  *Open native save file browser*

- static string SaveFile (string title, string directory, string defaultName, params string[ ] extensions)

  *Open native save file browser*

- static string SaveFile (string title, string directory, string defaultName, params ExtensionFilter[ ] extensions)

  *Open native save file browser*

- static void OpenFilesAsync (System.Action< string[ ]> cb, bool multiselect=true, params string[ ] extensions)

  *Open native file browser for multiple files.*

- static void OpenFilesAsync (System.Action< string[ ]> cb, string title, string directory, bool multiselect=true, params string[ ] extensions)

  *Open native file browser for multiple files.*

- static void OpenFilesAsync (System.Action< string[ ]> cb, string title, string directory, bool multiselect=true, params ExtensionFilter[ ] extensions)

  *Open native file browser for multiple files (async).*

- static void OpenFoldersAsync (System.Action< string[ ]> cb, bool multiselect=true)

  *Open native folder browser for multiple folders (async).*

- static void OpenFoldersAsync (System.Action< string[ ]> cb, string title, string directory="", bool multiselect=true)

  *Open native folder browser for multiple folders (async).*

- static void SaveFileAsync (System.Action< string > cb, string defaultName="", string extension="∗")

  *Open native save file browser*

- static void SaveFileAsync (System.Action< string > cb, string title, string directory, string defaultName, params string[ ] extensions)

  *Open native save file browser*

- static void SaveFileAsync (System.Action< string > cb, string title, string directory, string defaultName, params ExtensionFilter[ ] extensions)

  *Open native save file browser (async).*

- static string[ ] GetFiles (string path, bool isRecursive=false, params string[ ] extensions)

*Find files inside a path.*

- static string[ ] GetFiles (string path, bool isRecursive, params ExtensionFilter[ ] extensions)

    *Find files inside a path.*

- static string[ ] GetDirectories (string path, bool isRecursive=false)

    *Find directories inside.*

## Properties

- static bool canOpenMultipleFiles  `[get]`

    *Indicates if this wrapper can open multiple files.*

- static bool canOpenMultipleFolders  `[get]`

    *Indicates if this wrapper can open multiple folders.*

- static bool isPlatformSupported  `[get]`

    *Indicates if this wrapper is supporting the current platform.*

### 5.29.1   Detailed Description

Native file browser various actions like open file, open folder and save file.

### 5.29.2   Member Function Documentation

#### 5.29.2.1   GetDirectories()

```
static string [] Crosstales.FB.FileBrowser.GetDirectories (
            string path,
            bool isRecursive = false )  [static]
```

Find directories inside.

**Parameters**

| path | Path to find the directories |
|---|---|
| isRecursive | Recursive search (default: false, optional) |

**Returns**

Returns array of the found directories inside the path. Zero length array when an error occured.

#### 5.29.2.2   GetFiles() [1/2]

```
static string [] Crosstales.FB.FileBrowser.GetFiles (
            string path,
```

```
            bool isRecursive,
            params ExtensionFilter[] extensions ) [static]
```

Find files inside a path.

**Parameters**

| | |
|---|---|
| *path* | Path to find the files |
| *isRecursive* | Recursive search |
| *extensions* | List of extension filters for the search (optional) |

**Returns**

    Returns array of the found files inside the path. Zero length array when an error occured.

### 5.29.2.3 GetFiles() [2/2]

```
static string [] Crosstales.FB.FileBrowser.GetFiles (
            string path,
            bool isRecursive = false,
            params string[] extensions ) [static]
```

Find files inside a path.

**Parameters**

| | |
|---|---|
| *path* | Path to find the files |
| *isRecursive* | Recursive search (default: false, optional) |
| *extensions* | 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 occured.

### 5.29.2.4 OpenFiles() [1/3]

```
static string [] Crosstales.FB.FileBrowser.OpenFiles (
            string extension = "*" ) [static]
```

Open native file browser for multiple files.

**Parameters**

| | |
|---|---|
| *extension* | Allowed extension, e.g. "png" (optional) |

**Returns**

    Returns a string of the chosen file. Empty string when cancelled

### 5.29.2.5  OpenFiles() [2/3]

```
static string [] Crosstales.FB.FileBrowser.OpenFiles (
            string title,
            string directory,
            params ExtensionFilter[] extensions )  [static]
```

Open native file browser for multiple files.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *extensions* | List of extension filters (optional) |

**Returns**

    Returns array of chosen files. Zero length array when cancelled

### 5.29.2.6  OpenFiles() [3/3]

```
static string [] Crosstales.FB.FileBrowser.OpenFiles (
            string title,
            string directory,
            params string[] extensions )  [static]
```

Open native file browser for multiple files.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *extensions* | Allowed extensions, e.g. "png" (optional) |

**Returns**

    Returns array of chosen files. Zero length array when cancelled

### 5.29.2.7   OpenFilesAsync() [1/3]

```
static void Crosstales.FB.FileBrowser.OpenFilesAsync (
            System.Action< string[]> cb,
            bool multiselect = true,
            params string[] extensions )  [static]
```

Open native file browser for multiple files.

**Parameters**

| cb | Callback for the async operation. |
|---|---|
| *multiselect* | Allow multiple file selection (default: true, optional) |
| *extensions* | Allowed extensions, e.g. "png" (optional) |

**Returns**

     Returns array of chosen files. Zero length array when cancelled

### 5.29.2.8   OpenFilesAsync() [2/3]

```
static void Crosstales.FB.FileBrowser.OpenFilesAsync (
            System.Action< string[]> cb,
            string title,
            string directory,
            bool multiselect = true,
            params ExtensionFilter[] extensions )  [static]
```

Open native file browser for multiple files (async).

**Parameters**

| cb | Callback for the async operation. |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *multiselect* | Allow multiple file selection (default: true, optional) |
| *extensions* | List of extension filters (optional) |

**Returns**

     Returns array of chosen files. Zero length array when cancelled

### 5.29.2.9   OpenFilesAsync() [3/3]

```
static void Crosstales.FB.FileBrowser.OpenFilesAsync (
            System.Action< string[]> cb,
```

```
              string title,
              string directory,
              bool multiselect = true,
              params string[] extensions )  [static]
```

Open native file browser for multiple files.

**Parameters**

| | |
|---|---|
| *cb* | Callback for the async operation. |
| *title* | Dialog title |
| *directory* | Root directory |
| *multiselect* | Allow multiple file selection (default: true, optional) |
| *extensions* | Allowed extensions, e.g. "png" (optional) |

**Returns**

Returns array of chosen files. Zero length array when cancelled

### 5.29.2.10   OpenFolders() [1/2]

```
static string [] Crosstales.FB.FileBrowser.OpenFolders ( )  [static]
```

Open native folder browser for multiple folders. NOTE: Title and multiple folder selection are not supported under Windows and UWP (WSA)!

**Returns**

Returns array of chosen folders. Zero length array when cancelled

### 5.29.2.11   OpenFolders() [2/2]

```
static string [] Crosstales.FB.FileBrowser.OpenFolders (
              string title,
              string directory = "" )  [static]
```

Open native folder browser for multiple folders. NOTE: Title and multiple folder selection are not supported under Windows and UWP (WSA)!

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory (default: current, optional) |

**Returns**

Returns array of chosen folders. Zero length array when cancelled

### 5.29.2.12 OpenFoldersAsync() [1/2]

```
static void Crosstales.FB.FileBrowser.OpenFoldersAsync (
            System.Action< string[]> cb,
            bool multiselect = true )  [static]
```

Open native folder browser for multiple folders (async).

**Parameters**

| cb | Callback for the async operation. |
|---|---|
| multiselect | Allow multiple folder selection (default: true, optional) |

**Returns**

Returns array of chosen folders. Zero length array when cancelled

### 5.29.2.13 OpenFoldersAsync() [2/2]

```
static void Crosstales.FB.FileBrowser.OpenFoldersAsync (
            System.Action< string[]> cb,
            string title,
            string directory = "",
            bool multiselect = true )  [static]
```

Open native folder browser for multiple folders (async).

**Parameters**

| cb | Callback for the async operation. |
|---|---|
| title | Dialog title |
| directory | Root directory (default: current, optional) |
| multiselect | Allow multiple folder selection (default: true, optional) |

**Returns**

Returns array of chosen folders. Zero length array when cancelled

### 5.29.2.14 OpenSingleFile() [1/3]

```
static string Crosstales.FB.FileBrowser.OpenSingleFile (
             string extension = "*" )  [static]
```

Open native file browser for a single file.

**Parameters**

| | |
|---|---|
| *extension* | Allowed extension, e.g. "png" (optional) |

**Returns**

      Returns a string of the chosen file. Empty string when cancelled

### 5.29.2.15 OpenSingleFile() [2/3]

```
static string Crosstales.FB.FileBrowser.OpenSingleFile (
             string title,
             string directory,
             params ExtensionFilter[] extensions )  [static]
```

Open native file browser for a single file.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *extensions* | List of extension filters (optional) |

**Returns**

      Returns a string of the chosen file. Empty string when cancelled

### 5.29.2.16 OpenSingleFile() [3/3]

```
static string Crosstales.FB.FileBrowser.OpenSingleFile (
             string title,
             string directory,
             params string[] extensions )  [static]
```

Open native file browser for a single file.

**Parameters**

| title | Dialog title |
|---|---|
| *directory* | Root directory |
| *extensions* | Allowed extensions, e.g. "png" (optional) |

**Returns**

Returns a string of the chosen file. Empty string when cancelled

### 5.29.2.17   OpenSingleFolder() [1/2]

```
static string Crosstales.FB.FileBrowser.OpenSingleFolder ( )  [static]
```

Open native folder browser for a single folder.

**Returns**

Returns a string of the chosen folder. Empty string when cancelled

### 5.29.2.18   OpenSingleFolder() [2/2]

```
static string Crosstales.FB.FileBrowser.OpenSingleFolder (
            string title,
            string directory = "" )  [static]
```

Open native folder browser for a single folder. NOTE: Title is not supported under Windows and UWP (WSA)!

**Parameters**

| title | Dialog title |
|---|---|
| *directory* | Root directory (default: current, optional) |

**Returns**

Returns a string of the chosen folder. Empty string when cancelled

### 5.29.2.19   SaveFile() [1/3]

```
static string Crosstales.FB.FileBrowser.SaveFile (
            string defaultName = "",
            string extension = "*" )  [static]
```

Open native save file browser

**Parameters**

| *defaultName* | Default file name (optional) |
|---|---|
| *extension* | File extensions, e.g. "png" (optional) |

**Returns**

Returns chosen file. Empty string when cancelled

### 5.29.2.20 SaveFile() [2/3]

```
static string Crosstales.FB.FileBrowser.SaveFile (
            string title,
            string directory,
            string defaultName,
            params ExtensionFilter[] extensions )  [static]
```

Open native save file browser

**Parameters**

| *title* | Dialog title |
|---|---|
| *directory* | Root directory |
| *defaultName* | Default file name |
| *extensions* | List of extension filters (optional) |

**Returns**

Returns chosen file. Empty string when cancelled

### 5.29.2.21 SaveFile() [3/3]

```
static string Crosstales.FB.FileBrowser.SaveFile (
            string title,
            string directory,
            string defaultName,
            params string[] extensions )  [static]
```

Open native save file browser

**Parameters**

| *title* | Dialog title |
|---|---|
| *directory* | Root directory |
| *defaultName* | Default file name |
| *extensions* | File extensions, e.g. "png" (optional) |

**Returns**

Returns chosen file. Empty string when cancelled

### 5.29.2.22 SaveFileAsync() [1/3]

```
static void Crosstales.FB.FileBrowser.SaveFileAsync (
            System.Action< string > cb,
            string defaultName = "",
            string extension = "*" )  [static]
```

Open native save file browser

**Parameters**

| cb | Callback for the async operation. |
|---|---|
| defaultName | Default file name (optional) |
| extension | File extension, e.g. "png" (optional) |

**Returns**

Returns chosen file. Empty string when cancelled

### 5.29.2.23 SaveFileAsync() [2/3]

```
static void Crosstales.FB.FileBrowser.SaveFileAsync (
            System.Action< string > cb,
            string title,
            string directory,
            string defaultName,
            params ExtensionFilter[] extensions )  [static]
```

Open native save file browser (async).

**Parameters**

| cb | Callback for the async operation. |
|---|---|
| title | Dialog title |
| directory | Root directory |
| defaultName | Default file name |
| extensions | List of extension filters (optional) |

**Returns**

Returns chosen file. Empty string when cancelled

**5.29.2.24   SaveFileAsync()** **[3/3]**

```
static void Crosstales.FB.FileBrowser.SaveFileAsync (
            System.Action< string > cb,
            string title,
            string directory,
            string defaultName,
            params string[] extensions )  [static]
```

Open native save file browser

**Parameters**

| cb | Callback for the async operation. |
|----|-----------------------------------|
| title | Dialog title |
| directory | Root directory |
| defaultName | Default file name |
| extensions | File extensions, e.g. "png" (optional) |

**Returns**

> Returns chosen file. Empty string when cancelled

### 5.29.3   Property Documentation

**5.29.3.1   canOpenMultipleFiles**

```
bool Crosstales.FB.FileBrowser.canOpenMultipleFiles  [static], [get]
```

Indicates if this wrapper can open multiple files.

**Returns**

> [Wrapper](#) can open multiple files.

**5.29.3.2   canOpenMultipleFolders**

```
bool Crosstales.FB.FileBrowser.canOpenMultipleFolders  [static], [get]
```

Indicates if this wrapper can open multiple folders.

**Returns**

> [Wrapper](#) can open multiple folders.

### 5.29.3.3 isPlatformSupported

```
bool Crosstales.FB.FileBrowser.isPlatformSupported [static], [get]
```

Indicates if this wrapper is supporting the current platform.

**Returns**

> True if this wrapper supports current platform.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/File←
  Browser.cs

## 5.30 Crosstales.FB.Wrapper.FileBrowserBase Class Reference

Base class for all file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserBase:
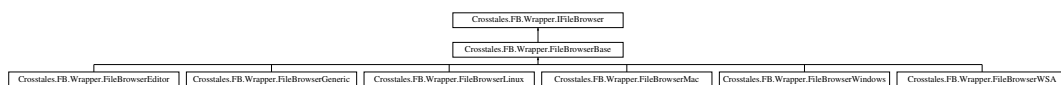


## Public Member Functions

- string OpenSingleFile (string title, string directory, ExtensionFilter[ ] extensions)

  *Open native file browser for a single file.*
- abstract string[ ] OpenFiles (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect)

  *Open native file browser for multiple files.*
- string OpenSingleFolder (string title, string directory)

  *Open native folder browser for a single folder.*
- abstract string[ ] OpenFolders (string title, string directory, bool multiselect)

  *Open native folder browser for multiple folders.*
- abstract string SaveFile (string title, string directory, string defaultName, ExtensionFilter[ ] extensions)

  *Open native save file browser.*
- abstract void OpenFilesAsync (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect, System.Action< string[ ]> cb)

  *Open native file browser for multiple files (async).*
- abstract void OpenFoldersAsync (string title, string directory, bool multiselect, System.Action< string[ ]> cb)

  *Open native folder browser for multiple folders (async).*
- abstract void SaveFileAsync (string title, string directory, string defaultName, ExtensionFilter[ ] extensions, System.Action< string > cb)

  *Open native save file browser (async).*

## Properties

- abstract bool **canOpenMultipleFiles**  `[get]`
- abstract bool **canOpenMultipleFolders**  `[get]`
- abstract bool **isPlatformSupported**  `[get]`

## 5.30.1   Detailed Description

Base class for all file browsers.

## 5.30.2   Member Function Documentation

### 5.30.2.1   OpenFiles()

```
abstract string [] Crosstales.FB.Wrapper.FileBrowserBase.OpenFiles (
          string title,
          string directory,
          ExtensionFilter[] extensions,
          bool multiselect )  [pure virtual]
```

Open native file browser for multiple files.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *extensions* | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |
| *multiselect* | Allow multiple file selection |

**Returns**

Returns array of chosen files. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

Implemented in Crosstales.FB.Wrapper.FileBrowserWSA, Crosstales.FB.Wrapper.FileBrowserWindows, Crosstales.FB.Wrapper.FileE
Crosstales.FB.Wrapper.FileBrowserMac, Crosstales.FB.Wrapper.FileBrowserEditor, and Crosstales.FB.Wrapper.FileBrowserGeneric

### 5.30.2.2   OpenFilesAsync()

```
abstract void Crosstales.FB.Wrapper.FileBrowserBase.OpenFilesAsync (
          string title,
          string directory,
          ExtensionFilter[] extensions,
          bool multiselect,
          System.Action< string[]> cb )  [pure virtual]
```

Open native file browser for multiple files (async).

**Parameters**

| *title* | Dialog title |
|---|---|
| *directory* | Root directory |
| *extensions* | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |
| *multiselect* | Allow multiple file selection |
| *cb* | Callback for the async operation. |

**Returns**

Returns array of chosen files. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

### 5.30.2.3   OpenFolders()

```
abstract string [] Crosstales.FB.Wrapper.FileBrowserBase.OpenFolders (
            string title,
            string directory,
            bool multiselect )  [pure virtual]
```

Open native folder browser for multiple folders.

**Parameters**

| *title* | Dialog title |
|---|---|
| *directory* | Root directory |
| *multiselect* | Allow multiple folder selection |

**Returns**

Returns array of chosen folders. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

Implemented in Crosstales.FB.Wrapper.FileBrowserWindows, Crosstales.FB.Wrapper.FileBrowserWSA, Crosstales.FB.Wrapper.FileB
Crosstales.FB.Wrapper.FileBrowserMac, Crosstales.FB.Wrapper.FileBrowserEditor, and Crosstales.FB.Wrapper.FileBrowserGeneric

### 5.30.2.4   OpenFoldersAsync()

```
abstract void Crosstales.FB.Wrapper.FileBrowserBase.OpenFoldersAsync (
            string title,
            string directory,
            bool multiselect,
            System.Action< string[]> cb )  [pure virtual]
```

Open native folder browser for multiple folders (async).

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *multiselect* | Allow multiple folder selection |
| *cb* | Callback for the async operation. |

**Returns**

Returns array of chosen folders. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

### 5.30.2.5  OpenSingleFile()

```
string Crosstales.FB.Wrapper.FileBrowserBase.OpenSingleFile (
            string title,
            string directory,
            ExtensionFilter[] extensions )
```

Open native file browser for a single file.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *extensions* | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |

**Returns**

Returns a string of the chosen file. Empty string when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

### 5.30.2.6  OpenSingleFolder()

```
string Crosstales.FB.Wrapper.FileBrowserBase.OpenSingleFolder (
            string title,
            string directory )
```

Open native folder browser for a single folder.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |

**Returns**

Returns a string of the chosen folder. Empty string when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

### 5.30.2.7  SaveFile()

```
abstract string Crosstales.FB.Wrapper.FileBrowserBase.SaveFile (
            string title,
            string directory,
            string defaultName,
            ExtensionFilter[] extensions )  [pure virtual]
```

Open native save file browser.

**Parameters**

| title | Dialog title |
|---|---|
| directory | Root directory |
| defaultName | Default file name |
| extensions | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |

**Returns**

Returns chosen file. Empty string when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

Implemented in Crosstales.FB.Wrapper.FileBrowserWindows, Crosstales.FB.Wrapper.FileBrowserWSA, Crosstales.FB.Wrapper.FileB
Crosstales.FB.Wrapper.FileBrowserMac, Crosstales.FB.Wrapper.FileBrowserEditor, and Crosstales.FB.Wrapper.FileBrowserGeneric

### 5.30.2.8  SaveFileAsync()

```
abstract void Crosstales.FB.Wrapper.FileBrowserBase.SaveFileAsync (
            string title,
            string directory,
            string defaultName,
            ExtensionFilter[] extensions,
            System.Action< string > cb )  [pure virtual]
```

Open native save file browser (async).

**Parameters**

| title | Dialog title |
|---|---|
| directory | Root directory |
| defaultName | Default file name |
| extensions | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |
| cb | Callback for the async operation. |

**Returns**

Returns chosen file. Empty string when cancelled

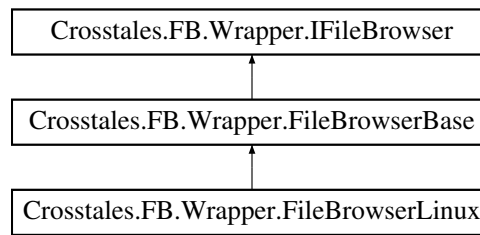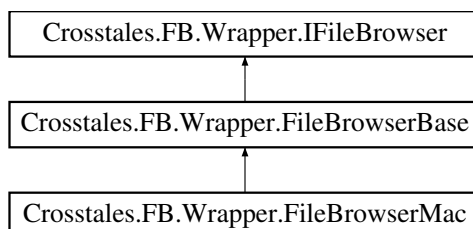Implements Crosstales.FB.Wrapper.IFileBrowser.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↩
  Wrapper/FileBrowserBase.cs

# 5.31   Crosstales.FB.Wrapper.FileBrowserEditor Class Reference

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserEditor:

```
┌──────────────────────────────────────────┐
│  Crosstales.FB.Wrapper.IFileBrowser       │
└──────────────────────────────────────────┘
                     ▲
                     │
┌──────────────────────────────────────────┐
│  Crosstales.FB.Wrapper.FileBrowserBase    │
└──────────────────────────────────────────┘
                     ▲
                     │
┌──────────────────────────────────────────┐
│  Crosstales.FB.Wrapper.FileBrowserEditor  │
└──────────────────────────────────────────┘
```

## Public Member Functions

- override string[ ] OpenFiles (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect)
    *Open native file browser for multiple files.*
- override string[ ] OpenFolders (string title, string directory, bool multiselect)
    *Open native folder browser for multiple folders.*
- override string SaveFile (string title, string directory, string defaultName, ExtensionFilter[ ] extensions)
    *Open native save file browser.*
- override void **OpenFilesAsync** (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect, Action< string[ ]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[ ]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, ExtensionFilter[ ] extensions, Action< string > cb)

## Properties

- override bool **canOpenMultipleFiles**  [get]
- override bool **canOpenMultipleFolders**  [get]
- override bool **isPlatformSupported**  [get]

### 5.31.1   Member Function Documentation

#### 5.31.1.1   OpenFiles()

```
override string [] Crosstales.FB.Wrapper.FileBrowserEditor.OpenFiles (
          string title,
          string directory,
          ExtensionFilter[] extensions,
          bool multiselect )  [virtual]
```

Open native file browser for multiple files.

---

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *extensions* | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |
| *multiselect* | Allow multiple file selection |

**Returns**

Returns array of chosen files. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

### 5.31.1.2  OpenFolders()

```
override string [] Crosstales.FB.Wrapper.FileBrowserEditor.OpenFolders (
          string title,
          string directory,
          bool multiselect )  [virtual]
```

Open native folder browser for multiple folders.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *multiselect* | Allow multiple folder selection |

**Returns**

Returns array of chosen folders. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

### 5.31.1.3  SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserEditor.SaveFile (
          string title,
          string directory,
          string defaultName,
          ExtensionFilter[] extensions )  [virtual]
```

Open native save file browser.

**Parameters**

| *title* | Dialog title |
|---|---|
| *directory* | Root directory |
| *defaultName* | Default file name |
| *extensions* | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |

**Returns**

Returns chosen file. Empty string when cancelled

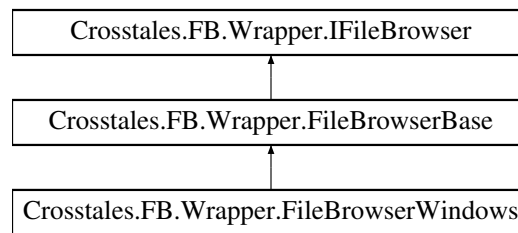Implements Crosstales.FB.Wrapper.FileBrowserBase.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/←
  Wrapper/FileBrowserEditor.cs

## 5.32   Crosstales.FB.Wrapper.FileBrowserGeneric Class Reference

File browser implementation for generic devices (currently NOT IMPLEMENTED).

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserGeneric:

```
┌─────────────────────────────────────────────┐
│   Crosstales.FB.Wrapper.IFileBrowser          │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│   Crosstales.FB.Wrapper.FileBrowserBase       │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│   Crosstales.FB.Wrapper.FileBrowserGeneric    │
└─────────────────────────────────────────────┘
```

**Public Member Functions**

- override string[ ] OpenFiles (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect)

    *Open native file browser for multiple files.*
- override string[ ] OpenFolders (string title, string directory, bool multiselect)

    *Open native folder browser for multiple folders.*
- override string SaveFile (string title, string directory, string defaultName, ExtensionFilter[ ] extensions)

    *Open native save file browser.*
- override void **OpenFilesAsync** (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect, Action< string[ ]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[ ]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, ExtensionFilter[ ] extensions, Action< string > cb)

## Properties

- override bool **canOpenMultipleFiles**  [get]
- override bool **canOpenMultipleFolders**  [get]
- override bool **isPlatformSupported**  [get]

## 5.32.1  Detailed Description

File browser implementation for generic devices (currently NOT IMPLEMENTED).

## 5.32.2  Member Function Documentation

### 5.32.2.1  OpenFiles()

```
override string [] Crosstales.FB.Wrapper.FileBrowserGeneric.OpenFiles (
          string title,
          string directory,
          ExtensionFilter[] extensions,
          bool multiselect )  [virtual]
```

Open native file browser for multiple files.

**Parameters**

| title | Dialog title |
|---|---|
| directory | Root directory |
| extensions | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |
| multiselect | Allow multiple file selection |

**Returns**

Returns array of chosen files. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

### 5.32.2.2  OpenFolders()

```
override string [] Crosstales.FB.Wrapper.FileBrowserGeneric.OpenFolders (
          string title,
          string directory,
          bool multiselect )  [virtual]
```

Open native folder browser for multiple folders.

**Parameters**

| title | Dialog title |
|---|---|
| directory | Root directory |
| multiselect | Allow multiple folder selection |

**Returns**

Returns array of chosen folders. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

### 5.32.2.3  SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserGeneric.SaveFile (
          string title,
          string directory,
          string defaultName,
          ExtensionFilter[] extensions )  [virtual]
```

Open native save file browser.

**Parameters**

| title | Dialog title |
|---|---|
| directory | Root directory |
| defaultName | Default file name |
| extensions | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |

**Returns**

Returns chosen file. Empty string when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.
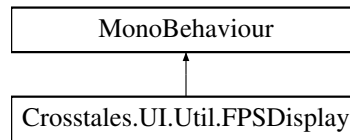
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/←
  Wrapper/FileBrowserGeneric.cs

## 5.33  Crosstales.FB.Wrapper.FileBrowserLinux Class Reference

File browser implementation for Linux (GTK).

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserLinux:

```
┌─────────────────────────────────────────┐
│   Crosstales.FB.Wrapper.IFileBrowser     │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│  Crosstales.FB.Wrapper.FileBrowserBase   │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│  Crosstales.FB.Wrapper.FileBrowserLinux  │
└─────────────────────────────────────────┘
```

## Public Member Functions

- override string[ ] OpenFiles (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect)

    *Open native file browser for multiple files.*

- override string[ ] OpenFolders (string title, string directory, bool multiselect)

    *Open native folder browser for multiple folders.*

- override string SaveFile (string title, string directory, string defaultName, ExtensionFilter[ ] extensions)

    *Open native save file browser.*

- override void **OpenFilesAsync** (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect, Action< string[ ]> cb)

- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[ ]> cb)

- override void **SaveFileAsync** (string title, string directory, string defaultName, ExtensionFilter[ ] extensions, Action< string > cb)

## Properties

- override bool **canOpenMultipleFiles**  [get]
- override bool **canOpenMultipleFolders**  [get]
- override bool **isPlatformSupported**  [get]

### 5.33.1   Detailed Description

File browser implementation for Linux (GTK).

### 5.33.2   Member Function Documentation

#### 5.33.2.1   OpenFiles()

```
override string [] Crosstales.FB.Wrapper.FileBrowserLinux.OpenFiles (
            string title,
            string directory,
            ExtensionFilter[] extensions,
            bool multiselect )   [virtual]
```

Open native file browser for multiple files.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *extensions* | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |
| *multiselect* | Allow multiple file selection |

**Returns**

Returns array of chosen files. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

### 5.33.2.2   OpenFolders()

```
override string [] Crosstales.FB.Wrapper.FileBrowserLinux.OpenFolders (
            string title,
            string directory,
            bool multiselect )  [virtual]
```

Open native folder browser for multiple folders.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *multiselect* | Allow multiple folder selection |

**Returns**

Returns array of chosen folders. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

### 5.33.2.3   SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserLinux.SaveFile (
            string title,
            string directory,
            string defaultName,
            ExtensionFilter[] extensions )  [virtual]
```

Open native save file browser.

**Parameters**

| *title* | Dialog title |
|---|---|
| *directory* | Root directory |
| *defaultName* | Default file name |
| *extensions* | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |

**Returns**

Returns chosen file. Empty string when cancelled

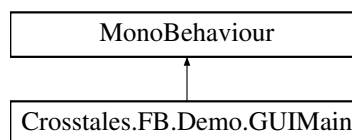Implements Crosstales.FB.Wrapper.FileBrowserBase.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/←
  Wrapper/FileBrowserLinux.cs

## 5.34   Crosstales.FB.Wrapper.FileBrowserMac Class Reference

File browser implementation for macOS.

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserMac:

```
┌─────────────────────────────────────────┐
│   Crosstales.FB.Wrapper.IFileBrowser     │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│  Crosstales.FB.Wrapper.FileBrowserBase   │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│  Crosstales.FB.Wrapper.FileBrowserMac    │
└─────────────────────────────────────────┘
```

**Public Member Functions**

- override string[ ] OpenFiles (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect)
    *Open native file browser for multiple files.*
- override string[ ] OpenFolders (string title, string directory, bool multiselect)
    *Open native folder browser for multiple folders.*
- override string SaveFile (string title, string directory, string defaultName, ExtensionFilter[ ] extensions)
    *Open native save file browser.*
-  override void **OpenFilesAsync** (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect, Action< string[ ]> cb)
-  override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[ ]> cb)
-  override void **SaveFileAsync** (string title, string directory, string defaultName, ExtensionFilter[ ] extensions, Action< string > cb)

## Properties

- override bool **canOpenMultipleFiles** `[get]`
- override bool **canOpenMultipleFolders** `[get]`
- override bool **isPlatformSupported** `[get]`

### 5.34.1 Detailed Description

File browser implementation for macOS.

### 5.34.2 Member Function Documentation

#### 5.34.2.1 OpenFiles()

```
override string [] Crosstales.FB.Wrapper.FileBrowserMac.OpenFiles (
          string title,
          string directory,
          ExtensionFilter[] extensions,
          bool multiselect )  [virtual]
```

Open native file browser for multiple files.

**Parameters**

| title | Dialog title |
|---|---|
| directory | Root directory |
| extensions | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |
| multiselect | Allow multiple file selection |

**Returns**

Returns array of chosen files. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

#### 5.34.2.2 OpenFolders()

```
override string [] Crosstales.FB.Wrapper.FileBrowserMac.OpenFolders (
          string title,
          string directory,
          bool multiselect )  [virtual]
```

Open native folder browser for multiple folders.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *multiselect* | Allow multiple folder selection |

**Returns**

Returns array of chosen folders. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

### 5.34.2.3  SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserMac.SaveFile (
            string title,
            string directory,
            string defaultName,
            ExtensionFilter[] extensions )  [virtual]
```

Open native save file browser.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *defaultName* | Default file name |
| *extensions* | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |

**Returns**

Returns chosen file. Empty string when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/←
  Wrapper/FileBrowserMac.cs

## 5.35   Crosstales.FB.Wrapper.FileBrowserWindows Class Reference

File browser implementation for Windows.

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserWindows:

```
Crosstales.FB.Wrapper.IFileBrowser

Crosstales.FB.Wrapper.FileBrowserBase

Crosstales.FB.Wrapper.FileBrowserWindows
```

## Public Member Functions

- override string[ ] OpenFiles (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect)

  *Open native file browser for multiple files.*
- override string[ ] OpenFolders (string title, string directory, bool multiselect)

  *Open native folder browser for multiple folders.*
- override string SaveFile (string title, string directory, string defaultName, ExtensionFilter[ ] extensions)

  *Open native save file browser.*
- override void **OpenFilesAsync** (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect, Action< string[ ]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[ ]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, ExtensionFilter[ ] extensions, Action< string > cb)

## Properties

- override bool **canOpenMultipleFiles**  [get]
- override bool **canOpenMultipleFolders**  [get]
- override bool **isPlatformSupported**  [get]

### 5.35.1  Detailed Description

File browser implementation for Windows.

### 5.35.2  Member Function Documentation

#### 5.35.2.1  OpenFiles()

```
override string [ ] Crosstales.FB.Wrapper.FileBrowserWindows.OpenFiles (
          string title,
          string directory,
          ExtensionFilter[] extensions,
          bool multiselect )  [virtual]
```

Open native file browser for multiple files.

**Parameters**

| title | Dialog title |
|---|---|
| directory | Root directory |
| extensions | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |
| multiselect | Allow multiple file selection |

**Returns**

Returns array of chosen files. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

### 5.35.2.2  OpenFolders()

```
override string [] Crosstales.FB.Wrapper.FileBrowserWindows.OpenFolders (
            string title,
            string directory,
            bool multiselect )  [virtual]
```

Open native folder browser for multiple folders.

**Parameters**

| title | Dialog title |
|---|---|
| directory | Root directory |
| multiselect | Allow multiple folder selection |

**Returns**

Returns array of chosen folders. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

### 5.35.2.3  SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserWindows.SaveFile (
            string title,
            string directory,
            string defaultName,
            ExtensionFilter[] extensions )  [virtual]
```

Open native save file browser.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *defaultName* | Default file name |
| *extensions* | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |

**Returns**

Returns chosen file. Empty string when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/←
  Wrapper/FileBrowserWindows.cs

# 5.36 Crosstales.FB.Wrapper.FileBrowserWSA Class Reference

File browser implementation for WSA (UWP).

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserWSA:
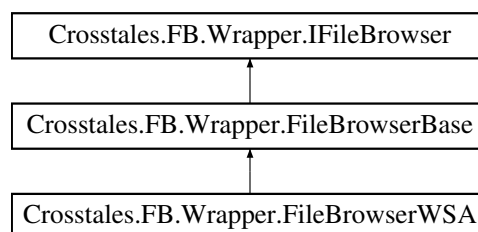


## Public Member Functions

- FileBrowserWSA ()

  *Constructor for a WSA file browser.*
- override string[ ] OpenFiles (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect)

  *Open native file browser for multiple files.*
- override string[ ] OpenFolders (string title, string directory, bool multiselect)

  *Open native folder browser for multiple folders.*
- override string SaveFile (string title, string directory, string defaultName, ExtensionFilter[ ] extensions)

  *Open native save file browser.*
- override void **OpenFilesAsync** (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect, Action< string[ ]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[ ]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, ExtensionFilter[ ] extensions, Action< string > cb)

## Properties

- override bool **canOpenMultipleFiles** `[get]`
- override bool **canOpenMultipleFolders** `[get]`
- override bool **isPlatformSupported** `[get]`

### 5.36.1  Detailed Description

File browser implementation for WSA (UWP).

### 5.36.2  Constructor & Destructor Documentation

#### 5.36.2.1  FileBrowserWSA()

```
Crosstales.FB.Wrapper.FileBrowserWSA.FileBrowserWSA ( )
```

Constructor for a WSA file browser.

### 5.36.3  Member Function Documentation

#### 5.36.3.1  OpenFiles()

```
override string [] Crosstales.FB.Wrapper.FileBrowserWSA.OpenFiles (
            string title,
            string directory,
            ExtensionFilter[] extensions,
            bool multiselect )  [virtual]
```

Open native file browser for multiple files.

**Parameters**

| title | Dialog title |
|---|---|
| directory | Root directory |
| extensions | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |
| multiselect | Allow multiple file selection |

**Returns**

　　Returns array of chosen files. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

**5.36.3.2  OpenFolders()**

```
override string [] Crosstales.FB.Wrapper.FileBrowserWSA.OpenFolders (
            string title,
            string directory,
            bool multiselect )  [virtual]
```

Open native folder browser for multiple folders.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *multiselect* | Allow multiple folder selection |

**Returns**

     Returns array of chosen folders. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

**5.36.3.3  SaveFile()**

```
override string Crosstales.FB.Wrapper.FileBrowserWSA.SaveFile (
            string title,
            string directory,
            string defaultName,
            ExtensionFilter[] extensions )  [virtual]
```

Open native save file browser.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *defaultName* | Default file name |
| *extensions* | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |

**Returns**

     Returns chosen file. Empty string when cancelled

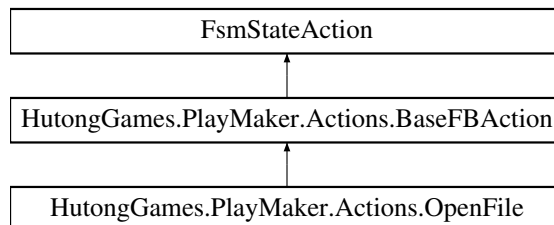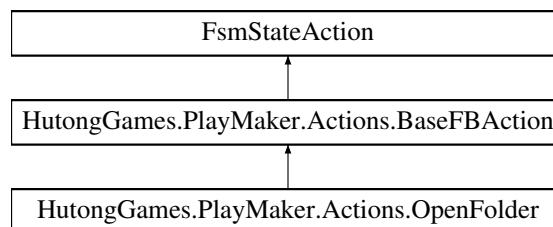Implements Crosstales.FB.Wrapper.FileBrowserBase.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/←
  Wrapper/FileBrowserWSA.cs

## 5.37   Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:

```
┌─────────────────────────────────┐
│         MonoBehaviour           │
└─────────────────────────────────┘
                ▲
┌─────────────────────────────────┐
│  Crosstales.UI.Util.FPSDisplay  │
└─────────────────────────────────┘
```

### Public Member Functions

- void **Update** ()

### Public Attributes

- Text FPS

  *Text component to display the FPS.*

### 5.37.1   Detailed Description

Simple FPS-Counter.

### 5.37.2   Member Data Documentation

#### 5.37.2.1   FPS

```
Text Crosstales.UI.Util.FPSDisplay.FPS
```
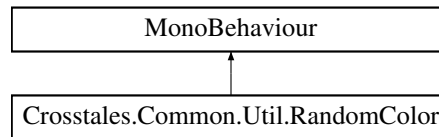
Text component to display the FPS.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/↩
  Util/FPSDisplay.cs

# 5.38   Crosstales.Common.Util.FreeCam Class Reference

A simple free camera to be added to a Unity game object.

Inheritance diagram for Crosstales.Common.Util.FreeCam:

```
┌─────────────────────────────────────┐
│          MonoBehaviour               │
└─────────────────────────────────────┘
                 ▲
                 │
┌─────────────────────────────────────┐
│  Crosstales.Common.Util.FreeCam      │
└─────────────────────────────────────┘
```
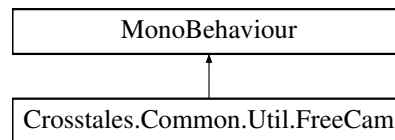
## Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDisable** ()
- void StartLooking ()

    *Enable free looking.*
- void StopLooking ()

    *Disable free looking.*

## Public Attributes

- float MovementSpeed = 10f

    *Normal speed of camera movement.*
- float FastMovementSpeed = 100f

    *Speed of camera movement when shift is held down.*
- float FreeLookSensitivity = 3f

    *Sensitivity for free look.*
- float ZoomSensitivity = 10f

    *Amount to zoom the camera when using the mouse wheel.*
- float FastZoomSensitivity = 50f

    *Amount to zoom the camera when using the mouse wheel (fast mode).*

## 5.38.1   Detailed Description

A simple free camera to be added to a Unity game object.

Keys: wasd / arrows - movement q/e - up/down (local space) r/f - up/down (world space) pageup/pagedown - up/down (world space) hold shift - enable fast movement mode right mouse - enable free look mouse - free look / rotation

## 5.38.2   Member Function Documentation

**5.38.2.1 StartLooking()**

```
void Crosstales.Common.Util.FreeCam.StartLooking ( )
```

Enable free looking.

**5.38.2.2 StopLooking()**

```
void Crosstales.Common.Util.FreeCam.StopLooking ( )
```

Disable free looking.

### 5.38.3 Member Data Documentation

**5.38.3.1 FastMovementSpeed**

```
float Crosstales.Common.Util.FreeCam.FastMovementSpeed = 100f
```

Speed of camera movement when shift is held down.

**5.38.3.2 FastZoomSensitivity**

```
float Crosstales.Common.Util.FreeCam.FastZoomSensitivity = 50f
```

Amount to zoom the camera when using the mouse wheel (fast mode).

**5.38.3.3 FreeLookSensitivity**

```
float Crosstales.Common.Util.FreeCam.FreeLookSensitivity = 3f
```

Sensitivity for free look.

**5.38.3.4 MovementSpeed**

```
float Crosstales.Common.Util.FreeCam.MovementSpeed = 10f
```

Normal speed of camera movement.

#### 5.38.3.5 ZoomSensitivity

`float Crosstales.Common.Util.FreeCam.ZoomSensitivity = 10f`

Amount to zoom the camera when using the mouse wheel.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↩
  Util/FreeCam.cs

## 5.39 Crosstales.FB.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.FB.Demo.GUIMain:

```
┌─────────────────────────────┐
│       MonoBehaviour         │
└─────────────────────────────┘
               ▲
┌─────────────────────────────┐
│ Crosstales.FB.Demo.GUIMain  │
└─────────────────────────────┘
```

### Public Member Functions

- void **Start** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()

### Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**

### 5.39.1 Detailed Description
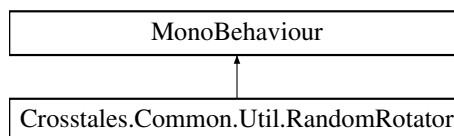
Main GUI component for all demo scenes.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demo/↩
  Scripts/GUIMain.cs

# 5.40   Crosstales.FB.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.FB.Demo.GUIScenes:

```
┌─────────────────────────────────────┐
│           MonoBehaviour             │
└─────────────────────────────────────┘
                   ▲
                   │
┌─────────────────────────────────────┐
│    Crosstales.FB.Demo.GUIScenes     │
└─────────────────────────────────────┘
```
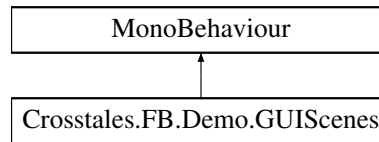
## Public Member Functions

- void **LoadPrevoiusScene** ()
- void **LoadNextScene** ()

## Public Attributes

- string **PreviousScene**
- string **NextScene**

## 5.40.1   Detailed Description

Main GUI scene manager for all demo scenes.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demo/↩
Scripts/GUIScenes.cs

# 5.41   Crosstales.FB.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.FB.Util.Helper:

```
┌─────────────────────────────────────┐
│   Crosstales.Common.Util.BaseHelper │
└─────────────────────────────────────┘
                   ▲
                   │
┌─────────────────────────────────────┐
│      Crosstales.FB.Util.Helper      │
└─────────────────────────────────────┘
```
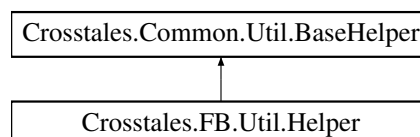
## Properties

- static bool isSupportedPlatform  [get]

    *Checks if the current platform is supported.*

## Additional Inherited Members

### 5.41.1 Detailed Description

Various helper functions.

### 5.41.2 Property Documentation

#### 5.41.2.1 isSupportedPlatform

```
bool Crosstales.FB.Util.Helper.isSupportedPlatform  [static], [get]
```

Checks if the current platform is supported.

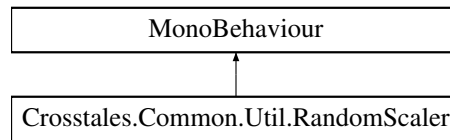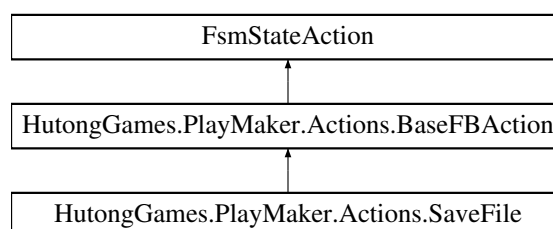**Returns**

True if the current platform is supported.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↩
  Util/Helper.cs

## 5.42 Crosstales.FB.Wrapper.IFileBrowser Interface Reference

Interface for all file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.IFileBrowser:

| Crosstales.FB.Wrapper.IFileBrowser |
| --- |
| Crosstales.FB.Wrapper.FileBrowserBase |

| Crosstales.FB.Wrapper.FileBrowserEditor | Crosstales.FB.Wrapper.FileBrowserGeneric | Crosstales.FB.Wrapper.FileBrowserLinux | Crosstales.FB.Wrapper.FileBrowserMac | Crosstales.FB.Wrapper.FileBrowserWindows | Crosstales.FB.Wrapper.FileBrowserWSA |
| --- | --- | --- | --- | --- | --- |
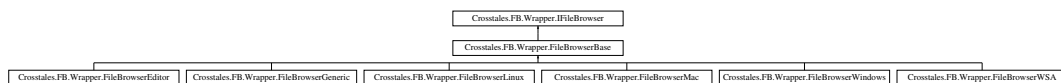
## Public Member Functions

- string OpenSingleFile (string title, string directory, ExtensionFilter[ ] extensions)

  *Open native file browser for a single file.*
- string[ ] OpenFiles (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect)

  *Open native file browser for multiple files.*
- string OpenSingleFolder (string title, string directory)

  *Open native folder browser for a single folder.*
- string[ ] OpenFolders (string title, string directory, bool multiselect)

  *Open native folder browser for multiple folders.*
- string SaveFile (string title, string directory, string defaultName, ExtensionFilter[ ] extensions)

  *Open native save file browser.*
- void OpenFilesAsync (string title, string directory, ExtensionFilter[ ] extensions, bool multiselect, System.↩
  Action< string[ ]> cb)

  *Open native file browser for multiple files (async).*
- void OpenFoldersAsync (string title, string directory, bool multiselect, System.Action< string[ ]> cb)

  *Open native folder browser for multiple folders (async).*
- void SaveFileAsync (string title, string directory, string defaultName, ExtensionFilter[ ] extensions, System.↩
  Action< string > cb)

  *Open native save file browser (async).*

### Properties

- bool canOpenMultipleFiles `[get]`

    *Indicates if this wrapper can open multiple files.*
- bool canOpenMultipleFolders `[get]`

    *Indicates if this wrapper can open multiple folders.*
- bool isPlatformSupported `[get]`

    *Indicates if this wrapper is supporting the current platform.*

### 5.42.1 Detailed Description

Interface for all file browsers.

### 5.42.2 Member Function Documentation

#### 5.42.2.1 OpenFiles()

```
string [] Crosstales.FB.Wrapper.IFileBrowser.OpenFiles (
            string title,
            string directory,
            ExtensionFilter[] extensions,
            bool multiselect )
```

Open native file browser for multiple files.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *extensions* | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |
| *multiselect* | Allow multiple file selection |

**Returns**

Returns array of chosen files. Zero length array when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserWSA, Crosstales.FB.Wrapper.FileBrowserWindows, Crosstales.FB.Wrapper.FileB Crosstales.FB.Wrapper.FileBrowserMac, Crosstales.FB.Wrapper.FileBrowserEditor, Crosstales.FB.Wrapper.FileBrowserGeneric, and Crosstales.FB.Wrapper.FileBrowserBase.

#### 5.42.2.2 OpenFilesAsync()

```
void Crosstales.FB.Wrapper.IFileBrowser.OpenFilesAsync (
            string title,
```

```
            string directory,
            ExtensionFilter[] extensions,
            bool multiselect,
            System.Action< string[]> cb )
```

Open native file browser for multiple files (async).

**Parameters**

| title | Dialog title |
|---|---|
| directory | Root directory |
| extensions | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |
| multiselect | Allow multiple file selection |
| cb | Callback for the async operation. |

**Returns**

Returns array of chosen files. Zero length array when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserBase.

### 5.42.2.3 OpenFolders()

```
string [] Crosstales.FB.Wrapper.IFileBrowser.OpenFolders (
            string title,
            string directory,
            bool multiselect )
```

Open native folder browser for multiple folders.

**Parameters**

| title | Dialog title |
|---|---|
| directory | Root directory |
| multiselect | Allow multiple folder selection |

**Returns**

Returns array of chosen folders. Zero length array when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserWindows, Crosstales.FB.Wrapper.FileBrowserWSA, Crosstales.FB.Wrapper.FileB
Crosstales.FB.Wrapper.FileBrowserMac, Crosstales.FB.Wrapper.FileBrowserEditor, Crosstales.FB.Wrapper.FileBrowserGeneric,
and Crosstales.FB.Wrapper.FileBrowserBase.

**5.42.2.4   OpenFoldersAsync()**

```
void Crosstales.FB.Wrapper.IFileBrowser.OpenFoldersAsync (
            string title,
            string directory,
            bool multiselect,
            System.Action< string[]> cb )
```

Open native folder browser for multiple folders (async).

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *multiselect* | Allow multiple folder selection |
| *cb* | Callback for the async operation. |

**Returns**

> Returns array of chosen folders. Zero length array when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserBase.

**5.42.2.5   OpenSingleFile()**

```
string Crosstales.FB.Wrapper.IFileBrowser.OpenSingleFile (
            string title,
            string directory,
            ExtensionFilter[] extensions )
```

Open native file browser for a single file.

**Parameters**

| | |
|---|---|
| *title* | Dialog title |
| *directory* | Root directory |
| *extensions* | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |

**Returns**

> Returns a string of the chosen file. Empty string when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserBase.

**5.42.2.6 OpenSingleFolder()**

```
string Crosstales.FB.Wrapper.IFileBrowser.OpenSingleFolder (
            string title,
            string directory )
```

Open native folder browser for a single folder.

**Parameters**

| *title* | Dialog title |
|---|---|
| *directory* | Root directory |

**Returns**

Returns a string of the chosen folder. Empty string when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserBase.

**5.42.2.7 SaveFile()**

```
string Crosstales.FB.Wrapper.IFileBrowser.SaveFile (
            string title,
            string directory,
            string defaultName,
            ExtensionFilter[] extensions )
```

Open native save file browser.

**Parameters**

| *title* | Dialog title |
|---|---|
| *directory* | Root directory |
| *defaultName* | Default file name |
| *extensions* | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |

**Returns**

Returns chosen file. Empty string when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserWindows, Crosstales.FB.Wrapper.FileBrowserWSA, Crosstales.FB.Wrapper.FileB
Crosstales.FB.Wrapper.FileBrowserMac, Crosstales.FB.Wrapper.FileBrowserEditor, Crosstales.FB.Wrapper.FileBrowserGeneric,
and Crosstales.FB.Wrapper.FileBrowserBase.

**5.42.2.8 SaveFileAsync()**

```
void Crosstales.FB.Wrapper.IFileBrowser.SaveFileAsync (
          string title,
          string directory,
          string defaultName,
          ExtensionFilter[] extensions,
          System.Action< string > cb )
```

Open native save file browser (async).

**Parameters**

| title | Dialog title |
|---|---|
| directory | Root directory |
| defaultName | Default file name |
| extensions | List of extension filters. Filter Example: new ExtensionFilter("Image Files", "jpg", "png") |
| cb | Callback for the async operation. |

**Returns**

Returns chosen file. Empty string when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserBase.

## 5.42.3 Property Documentation

**5.42.3.1 canOpenMultipleFiles**

```
bool Crosstales.FB.Wrapper.IFileBrowser.canOpenMultipleFiles  [get]
```

Indicates if this wrapper can open multiple files.

**Returns**

Wrapper can open multiple files.

**5.42.3.2 canOpenMultipleFolders**

```
bool Crosstales.FB.Wrapper.IFileBrowser.canOpenMultipleFolders  [get]
```

Indicates if this wrapper can open multiple folders.

**Returns**

Wrapper can open multiple folders.

### 5.42.3.3 isPlatformSupported

`bool Crosstales.FB.Wrapper.IFileBrowser.isPlatformSupported [get]`

Indicates if this wrapper is supporting the current platform.

**Returns**

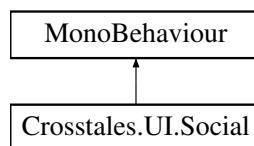True if this wrapper supports current platform.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↩
Wrapper/IFileBrowser.cs

## 5.43 Crosstales.FB.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

### 5.43.1 Detailed Description

Show the configuration window on the first launch.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/↩
Task/Launch.cs

## 5.44 Crosstales.Common.EditorTask.NYCheck Class Reference

Checks if a 'Happy new year'-message must be displayed.

### 5.44.1 Detailed Description

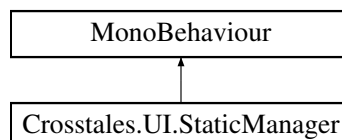Checks if a 'Happy new year'-message must be displayed.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Editor/↩
Task/NYCheck.cs

# 5.45   HutongGames.PlayMaker.Actions.OpenFile Class Reference

Open file action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.OpenFile:

```
                    ┌─────────────────────────────────────────────┐
                    │              FsmStateAction                  │
                    └─────────────────────────────────────────────┘
                                        ▲
                    ┌─────────────────────────────────────────────┐
                    │  HutongGames.PlayMaker.Actions.BaseFBAction  │
                    └─────────────────────────────────────────────┘
                                        ▲
                    ┌─────────────────────────────────────────────┐
                    │   HutongGames.PlayMaker.Actions.OpenFile     │
                    └─────────────────────────────────────────────┘
```

## Public Member Functions

- override void **OnEnter** ()

## Public Attributes

- FsmString Extension = "txt"

  *Extension of the file.*

### 5.45.1   Detailed Description

Open file action for PlayMaker.

### 5.45.2   Member Data Documentation

#### 5.45.2.1   Extension

```
FsmString HutongGames.PlayMaker.Actions.OpenFile.Extension = "txt"
```

Extension of the file.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd  party/←
  PlayMaker/Scripts/OpenFile.cs

## 5.46    HutongGames.PlayMaker.Actions.OpenFolder Class Reference

Open folder action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.OpenFolder:

```
┌─────────────────────────────────────────────────────┐
│                   FsmStateAction                     │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│      HutongGames.PlayMaker.Actions.BaseFBAction      │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│      HutongGames.PlayMaker.Actions.OpenFolder        │
└─────────────────────────────────────────────────────┘
```

### Public Member Functions

- override void **OnEnter** ()

### Additional Inherited Members

### 5.46.1    Detailed Description
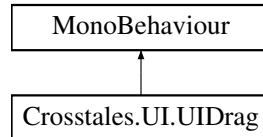
Open folder action for PlayMaker.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd  party/↩
  PlayMaker/Scripts/OpenFolder.cs

## 5.47    Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:

```
┌─────────────────────────────────────────────────────┐
│                   MonoBehaviour                      │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│       Crosstales.Common.Util.PlatformController      │
└─────────────────────────────────────────────────────┘
```
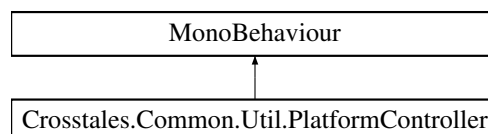
### Public Member Functions

- virtual void **Start** ()

## Public Attributes

- System.Collections.Generic.List< Model.Enum.Platform > Platforms

    *Selected platforms for the controller.*
- bool Active = true

    *summary>Selected objects for the controller.*
- GameObject[ ] **Objects**

## Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

## Protected Attributes

- Model.Enum.Platform **currentPlatform**

### 5.47.1 Detailed Description

Enables or disable game objects for a given platform.

### 5.47.2 Member Data Documentation

#### 5.47.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

#### 5.47.2.2 Platforms

```
System.Collections.Generic.List<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).
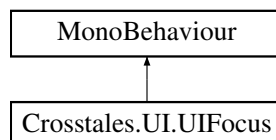
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/←
  Util/PlatformController.cs

## 5.48 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                   │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│  Crosstales.Common.Util.RandomColor          │
└─────────────────────────────────────────────┘
```

### Public Member Functions

- void **Start** ()
- void **Update** ()

### 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 = false

    *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** = false

### 5.48.1 Detailed Description

Random color changer.

### 5.48.2 Member Data Documentation

### 5.48.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

### 5.48.2.2 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).

### 5.48.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale = false
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

### 5.48.2.4 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).

### 5.48.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

### 5.48.2.6 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).

**5.48.2.7  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).

**5.48.2.8  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).
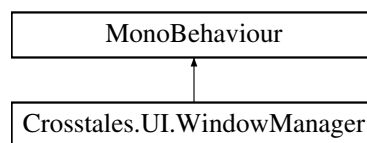
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/←
  Util/RandomColor.cs

# 5.49   Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:

```
┌─────────────────────────────────────────┐
│              MonoBehaviour                │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│  Crosstales.Common.Util.RandomRotator     │
└─────────────────────────────────────────┘
```

## Public Member Functions

- void **Start** ()
- void **Update** ()

## 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** = false

### 5.49.1   Detailed Description

Random rotation changer.

### 5.49.2   Member Data Documentation

#### 5.49.2.1   ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

#### 5.49.2.2   SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

#### 5.49.2.3   SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

#### 5.49.2.4   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:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/←
  Util/RandomRotator.cs

# 5.50 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:

```
┌─────────────────────────────────────────┐
│            MonoBehaviour                 │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│  Crosstales.Common.Util.RandomScaler     │
└─────────────────────────────────────────┘
```

## Public Member Functions

- void **Start** ()
- void **Update** ()

## 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** = false

## 5.50.1 Detailed Description

Random scale changer.

## 5.50.2 Member Data Documentation

### 5.50.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

### 5.50.2.2 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).

### 5.50.2.3 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).

### 5.50.2.4 Uniform

`bool Crosstales.Common.Util.RandomScaler.Uniform = true`

summary>Set the object to a random scale at Start (default: false).

### 5.50.2.5 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:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/←
  Util/RandomScaler.cs

## 5.51 HutongGames.PlayMaker.Actions.SaveFile Class Reference

Save file action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SaveFile:

## Public Member Functions

- override void **OnEnter** ()

## Public Attributes

- FsmString FileName = "MySaveFile"
    *Name of the file.*
- FsmString Extension = "txt"
    *Extension of the file.*

### 5.51.1  Detailed Description

Save file action for PlayMaker.

### 5.51.2  Member Data Documentation

#### 5.51.2.1  Extension

```
FsmString HutongGames.PlayMaker.Actions.SaveFile.Extension = "txt"
```

Extension of the file.

#### 5.51.2.2  FileName

```
FsmString HutongGames.PlayMaker.Actions.SaveFile.FileName = "MySaveFile"
```

Name of the file.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/←↪
    PlayMaker/Scripts/SaveFile.cs

## 5.52  Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:

```
┌─────────────────────────────────────┐
│           MonoBehaviour             │
└─────────────────────────────────────┘
                  ▲
                  │
┌─────────────────────────────────────┐
│ Crosstales.UI.Util.ScrollRectHandler │
└─────────────────────────────────────┘
```
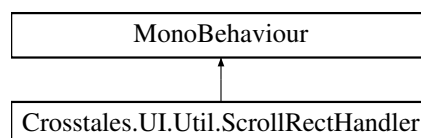
## Public Member Functions

- void **Start** ()

## Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

### 5.52.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/↩
Util/ScrollRectHandler.cs

## 5.53 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:
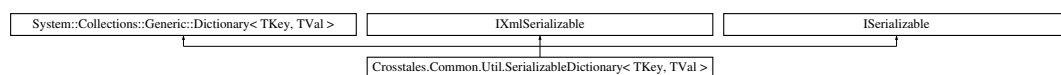


## Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.↩
Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

## Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.↩
StreamingContext context)

### 5.53.1    Detailed Description

Serializable Dictionary-class for XML.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/←
  Util/SerializableDictionary.cs

# 5.54    Crosstales.Common.Util.SerializeDeSerialize Class Reference

Serialize and deserialize objects to/from binary files.

## Static Public Member Functions

- static void SerializeToFile< T > (T obj, string filename)
  *Serialize an object to a byte-array.*
- static byte[ ] SerializeToByteArray< T > (T obj)
  *Serialize an object to a byte-array.*
- static T DeserializeFromFile< T > (string filename)
  *Deserialize a binary-file to an object.*
- static T DeserializeFromByteArray< T > (byte[ ] data)
  *Deserialize a byte-array to an object.*

### 5.54.1    Detailed Description

Serialize and deserialize objects to/from binary files.

### 5.54.2    Member Function Documentation

#### 5.54.2.1    DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > (
            byte[] data )  [static]
```

Deserialize a byte-array to an object.

**Parameters**

| | |
|---|---|
| *data* | Byte-array of the object |

**Returns**

Object

### 5.54.2.2 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > (
            string filename )  [static]
```

Deserialize a binary-file to an object.

**Parameters**

| | |
|---|---|
| *filename* | Binary-file of the object |

**Returns**

Object

### 5.54.2.3 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< T > (
            T obj )  [static]
```

Serialize an object to a byte-array.

**Parameters**

| | |
|---|---|
| *obj* | Object to serialize. |

**Returns**

Byte-array of the object

### 5.54.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.SerializeDeSerialize.SerializeToFile< T > (
            T obj,
            string filename )  [static]
```

Serialize an object to a byte-array.

**Parameters**

| *obj* | Object to serialize. |
|---|---|
| *filename* | Binary-file for the object |

**Returns**

   Byte-array of the object

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

  • D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/←
    Util/SerializeDeSerialize.cs

## 5.55   Crosstales.Common.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:

```
┌─────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseSetupResources  │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.SetupResources      │
└─────────────────────────────────────────────────┘
```
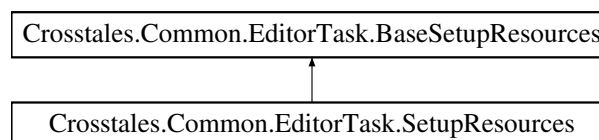
**Additional Inherited Members**

### 5.55.1   Detailed Description

Copies all resources to 'Editor Default Resources'.

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

  • D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Editor/←
    Task/SetupResources.cs

## 5.56   Crosstales.FB.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.FB.EditorTask.SetupResources:

```
┌─────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseSetupResources  │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│ Crosstales.FB.EditorTask.SetupResources          │
└─────────────────────────────────────────────────┘
```
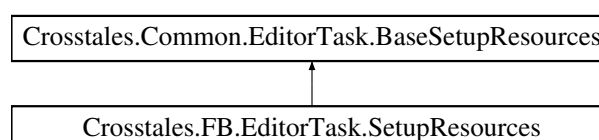
**Additional Inherited Members**

### 5.56.1  Detailed Description

Copies all resources to 'Editor Default Resources'.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/↩ Task/SetupResources.cs

## 5.57  Crosstales.UI.Social Class Reference

Crosstales social media links.

Inheritance diagram for Crosstales.UI.Social:

```
┌─────────────────────┐
│   MonoBehaviour     │
└─────────────────────┘
           ▲
           │
┌─────────────────────┐
│ Crosstales.UI.Social│
└─────────────────────┘
```

**Public Member Functions**

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

### 5.57.1  Detailed Description

Crosstales social media links.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/Social.↩ cs

## 5.58  Crosstales.Common.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Util.SpectrumVisualizer:

```
┌───────────────────────────────────────────┐
│              MonoBehaviour                 │
└───────────────────────────────────────────┘
                      ▲
                      │
┌───────────────────────────────────────────┐
│ Crosstales.Common.Util.SpectrumVisualizer  │
└───────────────────────────────────────────┘
```
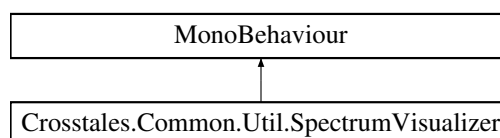
## Public Member Functions

- void **Start** ()
- void **Update** ()

## Public Attributes

- FFTAnalyzer Analyzer

    *FFT-analyzer with the spectrum data.*
- GameObject VisualPrefab

    *summary> Width per prefab.*
- float Width = 0.075f

    *summary> Gain-power for the frequency.*
- float Gain = 70f

    *summary> Frequency band from left-to-right (default: true).*
- bool LeftToRight = true

    *summary> Opacity of the material of the prefab (default: 1).*
- float **Opacity** = 1f

### 5.58.1   Detailed Description

Simple spectrum visualizer.

### 5.58.2   Member Data Documentation

#### 5.58.2.1   Analyzer

`FFTAnalyzer Crosstales.Common.Util.SpectrumVisualizer.Analyzer`

FFT-analyzer with the spectrum data.

summary> Prefab for the frequency representation.

#### 5.58.2.2   Gain

`float Crosstales.Common.Util.SpectrumVisualizer.Gain = 70f`

summary> Frequency band from left-to-right (default: true).

### 5.58.2.3 LeftToRight

```
bool Crosstales.Common.Util.SpectrumVisualizer.LeftToRight = true
```

summary>Opacity of the material of the prefab (default: 1).

### 5.58.2.4 VisualPrefab

```
GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab
```

summary>Width per prefab.

### 5.58.2.5 Width

```
float Crosstales.Common.Util.SpectrumVisualizer.Width = 0.075f
```

summary>Gain-power for the frequency.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/←
  Util/SpectrumVisualizer.cs

## 5.59 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:

```
┌─────────────────────────────┐
│       MonoBehaviour         │
└─────────────────────────────┘
              ▲
┌─────────────────────────────┐
│ Crosstales.UI.StaticManager │
└─────────────────────────────┘
```

### Public Member Functions

- void **OpenAssetstore** ()

### 5.59.1   Detailed Description

Static Button Manager.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/Static↩
Manager.cs

## 5.60   Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                   │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│  Crosstales.Common.Util.SurviveSceneSwitch   │
└─────────────────────────────────────────────┘
```
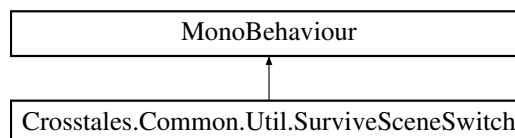
### Public Member Functions

- void **OnEnable** ()
- void **Start** ()
- void **Update** ()

### Public Attributes

- GameObject[ ] Survivors

  *Objects which have to survive a scene switch.*
- bool DontDestroy = true

  *Don't destroy gameobject during scene switches (default: true).*

### 5.60.1   Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

### 5.60.2   Member Data Documentation

#### 5.60.2.1   DontDestroy

```
bool Crosstales.Common.Util.SurviveSceneSwitch.DontDestroy = true
```

Don't destroy gameobject during scene switches (default: true).

#### 5.60.2.2   Survivors

```
GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors
```

Objects which have to survive a scene switch.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/$\hookleftarrow$
  Tool/SurviveSceneSwitch.cs

## 5.61   Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:

```
┌─────────────────────────────────────────────┐
│               MonoBehaviour                  │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│  Crosstales.Common.Util.TakeScreenshot       │
└─────────────────────────────────────────────┘
```
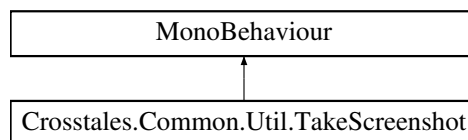
### Public Member Functions

- void **Start** ()
- void **Update** ()
- 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

### 5.61.1 Detailed Description

Take screen shots inside an application.

### 5.61.2 Member Function Documentation

#### 5.61.2.1 Capture()

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

Capture the screen.

### 5.61.3 Member Data Documentation

#### 5.61.3.1 KeyCode

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

summary>Show file location (default: true).

#### 5.61.3.2 Prefix

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

Prefix for the generate file names.

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

#### 5.61.3.3 Scale

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

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

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/←
  Tool/TakeScreenshot.cs

## 5.62    Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:

```
┌─────────────────────────┐
│     MonoBehaviour       │
└─────────────────────────┘
            ▲
┌─────────────────────────┐
│   Crosstales.UI.UIDrag  │
└─────────────────────────┘
```

### Public Member Functions

- void **Start** ()
- void **OnDrag** ()

### 5.62.1    Detailed Description

Allow to Drag the Windows around.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/UI↩
  Drag.cs

## 5.63    Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:

```
┌─────────────────────────┐
│     MonoBehaviour       │
└─────────────────────────┘
            ▲
┌─────────────────────────┐
│  Crosstales.UI.UIFocus  │
└─────────────────────────┘
```

### Public Member Functions

- void **Start** ()
- void OnPanelEnter ()

  *Panel entered.*

### Public Attributes

- string ManagerName = "Canvas"

  *Name of the gameobject containing the UIWindowManager.*

### 5.63.1 Detailed Description

Change the Focus on from a Window.

### 5.63.2 Member Function Documentation

#### 5.63.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

### 5.63.3 Member Data Documentation

#### 5.63.3.1 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:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/UI↩
  Focus.cs

## 5.64 Crosstales.UI.UIHint Class Reference

Controls a UI group (hint).

Inheritance diagram for Crosstales.UI.UIHint:

```
┌─────────────────────────┐
│     MonoBehaviour       │
└─────────────────────────┘
             ▲
             │
┌─────────────────────────┐
│  Crosstales.UI.UIHint   │
└─────────────────────────┘
```
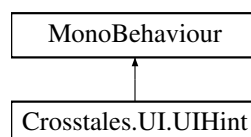
### Public Member Functions

- void **Start** ()
- 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).*

### 5.64.1   Detailed Description

Controls a UI group (hint).

### 5.64.2   Member Data Documentation

#### 5.64.2.1   Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

#### 5.64.2.2   Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable UI element after the fade (default: true).

#### 5.64.2.3   FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

**5.64.2.4 FadeTime**

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

**5.64.2.5 Group**

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/UI↩
  Hint.cs

# 5.65 Crosstales.UI.UIResize Class Reference

Resize a UI element.

Inheritance diagram for Crosstales.UI.UIResize:
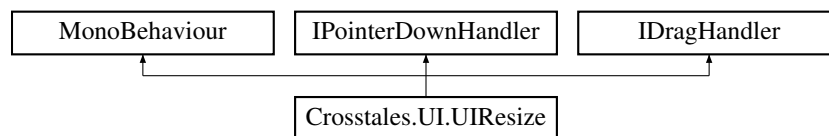


## Public Member Functions

- void **Awake** ()
- 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.*

## 5.65.1 Detailed Description

Resize a UI element.

### 5.65.2 Member Data Documentation

#### 5.65.2.1 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the UI element.

#### 5.65.2.2 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the UI element.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/UI↩
  Resize.cs

## 5.66 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:

```
┌─────────────────────────────────────┐
│            MonoBehaviour             │
└─────────────────────────────────────┘
                   ▲
┌─────────────────────────────────────┐
│  Crosstales.UI.UIWindowManager       │
└─────────────────────────────────────┘
```
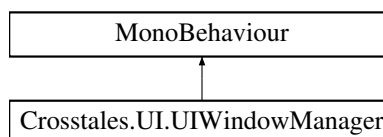
### Public Member Functions

- void **Start** ()
- void ChangeState (GameObject active)

  *Change the state of all windows.*

### Public Attributes

- GameObject[ ] Windows

  *All Windows of the scene.*

### 5.66.1   Detailed Description

Change the state of all Window panels.

### 5.66.2   Member Function Documentation

#### 5.66.2.1   ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
           GameObject active )
```

Change the state of all windows.

**Parameters**

| active | Active window. |
|--------|----------------|

### 5.66.3   Member Data Documentation

#### 5.66.3.1   Windows

```
GameObject [] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/UI←
WindowManager.cs

## 5.67   Crosstales.FB.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

**Static Public Member Functions**

- static void **UpdateCheckForEditor** (out string result, out UpdateStatus st)

**Static Public Attributes**

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

### 5.67.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/←↩
Task/UpdateCheck.cs

## 5.68 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:

```
┌─────────────────────────────────┐
│         MonoBehaviour           │
└─────────────────────────────────┘
                ▲
                │
┌─────────────────────────────────┐
│  Crosstales.UI.WindowManager    │
└─────────────────────────────────┘
```

**Public Member Functions**

- void **Start** ()
- void **Update** ()
- void **ClosePanel** ()

**Public Attributes**

- float Speed = 3f

    *Window movement speed (default: 3).*
- GameObject[ ] Dependencies

    *Dependent GameObjects (active == open).*

### 5.68.1 Detailed Description

Manager for a Window.

### 5.68.2 Member Data Documentation

**5.68.2.1 Dependencies**

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

**5.68.2.2 Speed**

```
float Crosstales.UI.WindowManager.Speed = 3f
```

Window movement speed (default: 3).

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/Window↩
  Manager.cs

# 5.69 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 an XML-file.*
- static T DeserializeFromFile< T > (string filename, bool skipBOM=false)
    *Deserialize a XML-file to an object.*
- static string SerializeToString< T > (T obj)
    *Serialize an object to an XML-string.*
- static T DeserializeFromString< T > (string xmlAsString, bool skipBOM=true)
    *Deserialize a XML-string to an object.*
- static T DeserializeFromResource< T > (string resourceName, bool skipBOM=true)
    *Deserialize a Unity XML resource (TextAsset) to an object.*

## 5.69.1 Detailed Description

Helper-class for XML.

## 5.69.2 Member Function Documentation

### 5.69.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (
            string filename,
            bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

---

**Parameters**

| *filename* | XML-file of the object |
|---|---|
| *skipBOM* | Skip BOM (optional, default: false) |

**Returns**

Object

### 5.69.2.2   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**

| *resourceName* | Name of the resource |
|---|---|
| *skipBOM* | Skip BOM (optional, default: true) |

**Returns**

Object

### 5.69.2.3   DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (
           string xmlAsString,
           bool skipBOM = true )  [static]
```

Deserialize a XML-string to an object.

**Parameters**

| *xmlAsString* | XML of the object |
|---|---|
| *skipBOM* | Skip BOM (optional, default: true) |

**Returns**

Object

**5.69.2.4  SerializeToFile**< **T** >**()**

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (
          T obj,
          string filename )  [static]
```

Serialize an object to an XML-file.

**Parameters**

| | |
|---|---|
| *obj* | Object to serialize. |
| *filename* | File name of the XML. |

**5.69.2.5  SerializeToString**< **T** >**()**

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (
          T obj )  [static]
```

Serialize an object to an XML-string.

**Parameters**

| | |
|---|---|
| *obj* | Object to serialize. |

**Returns**

Object as XML-stringValid path

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↩
  Util/XmlHelper.cs

# Chapter 6

# More information

## 6.1 Homepage

https://www.crosstales.com/

## 6.2 AssetStore

https://assetstore.unity.com/lists/crosstales-42213?aid=1011lNGT

## 6.3 Forum

https://forum.unity.com/threads/file-browser-native-file-browser-for-windows-and-macos.510403/

## 6.4 Documentation

https://www.crosstales.com/media/data/assets/FileBrowser/FileBrowser-doc.pdf

## 6.5 Discord

https://discord.gg/ZbZ2sh4

## 6.6 Demos

### 6.6.1 Windows

https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_win.zip

### 6.6.2   macOS

https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_
mac.zip

## 6.7   Videos

https://www.youtube.com/c/Crosstales

# Index

Crosstales.Common.Util.BaseHelper, 49
ValidURLFromFilePath
Crosstales.Common.Util.BaseHelper, 50
ValueRange
Crosstales.Common.Util.RandomColor, 150
VisualPrefab
Crosstales.Common.Util.SpectrumVisualizer, 161
Volume
Crosstales.UI.Util.AudioSourceController, 22

Width
Crosstales.Common.Util.SpectrumVisualizer, 161
Windows
Crosstales.UI.UIWindowManager, 170
WorkingDirectory
Crosstales.Common.Util.CTProcessStartInfo, 79

ZoomSensitivity
Crosstales.Common.Util.FreeCam, 135