

File Browser PRO

Hearing is understanding



API

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Chapter 2

Hierarchical Index

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Crosstales.UI.UIHint	166
Crosstales.UI.UIResize	168
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Crosstales.UI.Util.AudioSourceController	19
Crosstales.UI.Util.FPSDisplay	133
Crosstales.UI.Util.ScrollRectHandler	154
Crosstales.UI.WindowManager	171
Crosstales.Common.EditorTask.NYCheck	144
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Chapter 3

Class Index

3.1 Class List

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Crosstales.UI.Util.AudioFilterController	
Controller for audio filters	17
Crosstales.UI.Util.AudioSourceController	
Controller for AudioSources	19
Crosstales.Common.Util.BackgroundController	
Enables or disable game objects on Android or iOS in the background	22
Crosstales.Common.EditorTask.BaseCompileDefines	
Base for adding and removing the given symbols to PlayerSettings compiler define symbols . . .	23
Crosstales.Common.Util.BaseConstants	
Base for collected constants of very general utility for the asset	24
Crosstales.Common.EditorUtil.BaseEditorHelper	
Base for various Editor helper functions	34
HutongGames.PlayMaker.Actions.BaseFBAction	
Base class for BWF-actions in PlayMaker	39
Crosstales.Common.Util.BaseHelper	
Base for various helper functions	40
Crosstales.Common.EditorTask.BaseSetupResources	
Base for copying all resources to 'Editor Default Resources'	58
Crosstales.FB.EditorUtil.BuildPostprocessor	
BuildPostprocessor for macOS	58
Crosstales.FB.EditorTask.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols	59
Crosstales.FB.Util.Config	
Configuration for the asset	59
Crosstales.FB.EditorIntegration.ConfigBase	
Base class for editor windows	61
Crosstales.FB.EditorIntegration.ConfigPreferences	
Unity "Preferences" extension	62
Crosstales.FB.EditorIntegration.ConfigWindow	
Editor window extension	62
Crosstales.FB.Util.Constants	
Collected constants of very general utility for the asset	63
Crosstales.Common.Util.CTPlayerPrefs	
Wrapper for the PlayerPrefs	67

Crosstales.Common.Util.CTProcess	
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events)	72
Crosstales.Common.Util.CTProcessStartInfo	
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties)	76
Crosstales.Common.Util.CTWebClient	
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Crosstales.FB.EditorUtil.EditorConfig	
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Crosstales.FB.EditorUtil.EditorConstants	
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Editor helper class	84
Crosstales.FB.Demo.Examples	
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Crosstales.ExtensionMethods	
Various extension methods	86
Crosstales.Common.Util.FFTAnalyzer	
FFT analyzer for an audio channel	99
Crosstales.FB.FileBrowser	
Native file browser various actions like open file, open folder and save file	100
Crosstales.FB.Wrapper.FileBrowserBase	
Base class for all file browsers	113
Crosstales.FB.Wrapper.FileBrowserEditor	
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Crosstales.FB.Wrapper.FileBrowserGeneric	
File browser implementation for generic devices (currently NOT IMPLEMENTED)	120
Crosstales.FB.Wrapper.FileBrowserLinux	
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Crosstales.FB.Wrapper.FileBrowserMac	
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Crosstales.FB.Wrapper.FileBrowserWindows	
File browser implementation for Windows	127
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File browser implementation for WSA (UWP)	130
Crosstales.UI.Util.FPSDisplay	
Simple FPS-Counter	133
Crosstales.Common.Util.FreeCam	
A simple free camera to be added to a Unity game object	134
Crosstales.FB.Demo.GUIMain	
Main GUI component for all demo scenes	136
Crosstales.FB.Demo.GUIScenes	
Main GUI scene manager for all demo scenes	137
Crosstales.FB.Util.Helper	
Various helper functions	137
Crosstales.FB.Wrapper.IFileBrowser	
Interface for all file browsers	138
Crosstales.FB.EditorTask.Launch	
Show the configuration window on the first launch	144
Crosstales.Common.EditorTask.NYCheck	
Checks if a 'Happy new year'-message must be displayed	144
HutongGames.PlayMaker.Actions.OpenFile	
Open file action for PlayMaker	145
HutongGames.PlayMaker.Actions.OpenFolder	
Open folder action for PlayMaker	146

Crosstales.Common.Util.PlatformController	
Enables or disable game objects for a given platform	146
Crosstales.Common.Util.RandomColor	
Random color changer	148
Crosstales.Common.Util.RandomRotator	
Random rotation changer	150
Crosstales.Common.Util.RandomScaler	
Random scale changer	152
HutongGames.PlayMaker.Actions.SaveFile	
Save file action for PlayMaker	153
Crosstales.UI.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms	154
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	
Serializable Dictionary-class for XML	155
Crosstales.Common.Util.SerializeDeSerialize	
Serialize and deserialize objects to/from binary files	156
Crosstales.Common.EditorTask.SetupResources	
Copies all resources to 'Editor Default Resources'	158
Crosstales.FB.EditorTask.SetupResources	
Copies all resources to 'Editor Default Resources'	158
Crosstales.UI.Social	
Crosstales social media links	159
Crosstales.Common.Util.SpectrumVisualizer	
Simple spectrum visualizer	159
Crosstales.UI.StaticManager	
Static Button Manager	161
Crosstales.Common.Util.SurviveSceneSwitch	
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene	162
Crosstales.Common.Util.TakeScreenshot	
Take screen shots inside an application	163
Crosstales.UI.UIDrag	
Allow to Drag the Windows around	165
Crosstales.UI.UIFocus	
Change the Focus on from a Window	165
Crosstales.UI.UIHint	
Controls a UI group (hint)	166
Crosstales.UI.UIResize	
Resize a UI element	168
Crosstales.UI.UIWindowManager	
Change the state of all Window panels	169
Crosstales.FB.EditorTask.UpdateCheck	
Checks for updates of the asset	170
Crosstales.UI.WindowManager	
Manager for a Window	171
Crosstales.Common.Util.XmlHelper	
Helper-class for XML	172

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.ProcessStartInfo"-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.

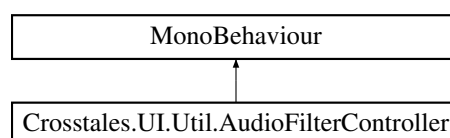
The documentation for this class was generated from the following file:

- [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:



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).

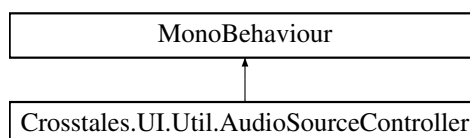
The documentation for this class was generated from the following file:

- 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:



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)

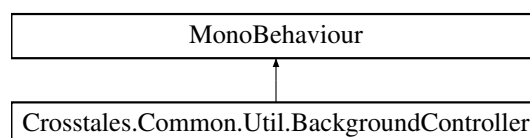
The documentation for this class was generated from the following file:

- 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:



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.

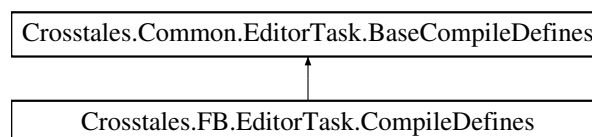
The documentation for this class was generated from the following file:

- 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:



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

<i>symbols</i>	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

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

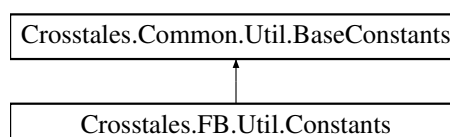
The documentation for this class was generated from the following file:

- 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=1011INGT"
URL of the crosstales assets in UAS.
- const string [ASSET_SOCIAL_DISCORD](#) = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string [ASSET_SOCIAL_FACEBOOK](#) = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string [ASSET_SOCIAL_TWITTER](#) = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string [ASSET_SOCIAL_YOUTUBE](#) = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string [ASSET_SOCIAL_LINKEDIN](#) = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string [ASSET_3P_PLAYMAKER](#) = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
URL of the 3rd party asset "PlayMaker".
- const string [ASSET_BWF](#) = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the "Badword Filter" asset.
- const string [ASSET_DJ](#) = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
URL of the "DJ" asset.
- const string [ASSET_FB](#) = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
URL of the "File Browser" asset.
- const string [ASSET_OC](#) = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
URL of the "Online Check" asset.
- const string [ASSET_RADIO](#) = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the "Radio" asset.
- const string [ASSET_RTV](#) = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the "RT-Voice" asset.
- const string [ASSET_TB](#) = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
URL of the "Turbo Backup" asset.
- const string [ASSET_TPB](#) = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
URL of the "Turbo Builder" asset.
- const string [ASSET_TPS](#) = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
URL of the "Turbo Switch" asset.
- const string [ASSET_TR](#) = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
URL of the "True Random" asset.
- const int [FACTOR_KB](#) = 1024
Factor for kilo bytes.
- const int [FACTOR_MB](#) = [FACTOR_KB](#) * 1024
Factor for mega bytes.
- const int [FACTOR_GB](#) = [FACTOR_MB](#) * 1024
Factor for giga bytes.
- const float [FLOAT_32768](#) = 32768f
Float value of 32768.
- const float [FLOAT_TOLERANCE](#) = 0.0001f
Float tolerance.
- const string [FORMAT_TWO_DECIMAL_PLACES](#) = "0.00"

- ToString for two decimal places.*
 - const string `FORMAT_NO_DECIMAL_PLACES` = "0"
- ToString for no decimal places.*
 - const string `FORMAT_PERCENT` = "0%"
- ToString for percent.*
 - const bool `DEFAULT_DEBUG` = false
 - const string `PATH_DELIMITER_WINDOWS` = @"\"
- Path delimiter for Windows.*
 - const string `PATH_DELIMITER_UNIX` = "/"
- Path delimiter for Unix.*
 - static 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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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.

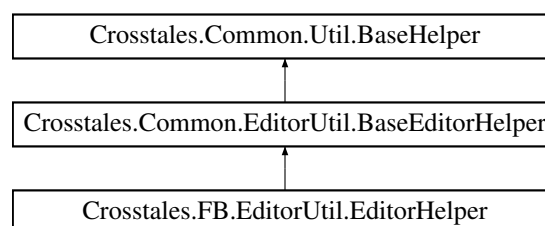
The documentation for this class was generated from the following file:

- 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:



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.FindAssetsByType< 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

<i>build</i>	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

<i>build</i>	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

<i>name</i>	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

<i>className</i>	Full qualified name of the class
<i>methodName</i>	Public static method of the class to execute
<i>parameters</i>	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

<i>target</i>	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

<i>options</i>	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

<i>executeMethod</i>	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

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

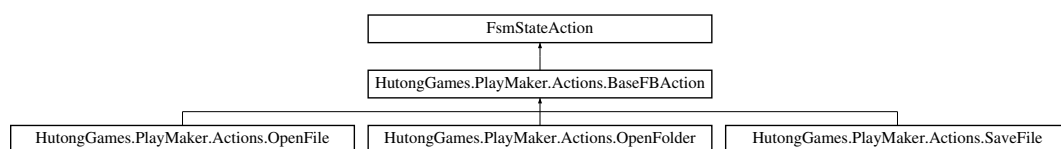
The documentation for this class was generated from the following file:

- 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:



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.

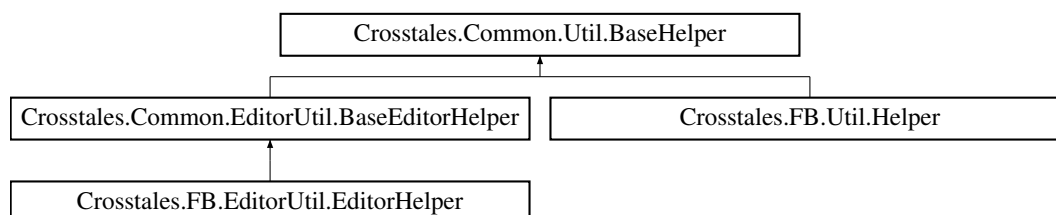
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstailes/FileBrowser/3rd party/↔
PlayMaker/Scripts/BaseFBAction.cs

5.9 Crosstailes.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstailes.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

<i>url</i>	URL to clean
<i>removeProtocol</i>	Remove the protocol, e.g. http:// (default: true, optional).
<i>removeWWW</i>	Remove www (default: true, optional).
<i>removeSlash</i>	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

<i>text</i>	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

<i>text</i>	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

<i>text</i>	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

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

Returns

Generated string

5.9.2.6 FileCopy()

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

Copy or move a file.

Parameters

<i>inputFile</i>	Input file path
<i>outputFile</i>	Output file path
<i>move</i>	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

<i>path</i>	Path to find the directories
<i>isRecursive</i>	Recursive search (default: false, optional)

Returns

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

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

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	Extensions for the file search, e.g. "png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

5.9.2.11 getIP()

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

Returns the IP of a given host name.

Parameters

<i>host</i>	Host name
-------------	-----------

Returns

IP of a given host name.

5.9.2.12 hasActiveClip()

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

Determines if an AudioSource has an active clip.

Parameters

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

Returns

True if the AudioSource has an active clip.

5.9.2.13 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

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

Returns

True if the current platform is supported.

5.9.2.14 isValidURL()

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

Checks if the URL is valid.

Parameters

<i>url</i>	URL to check
------------	--------------

Returns

True if the URL is valid.

5.9.2.15 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

<i>file</i>	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

<i>file</i>	File path
-------------	-----------

5.9.2.18 SplitStringToLines()

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

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

Parameters

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

<i>path</i>	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

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	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

<i>path</i>	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".

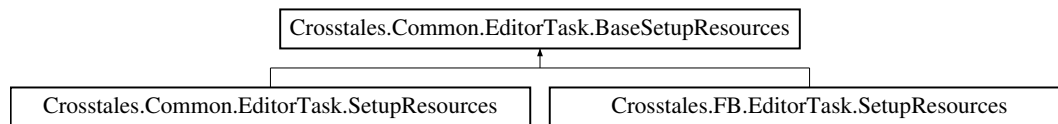
The documentation for this class was generated from the following file:

- 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:



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/↔ 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.

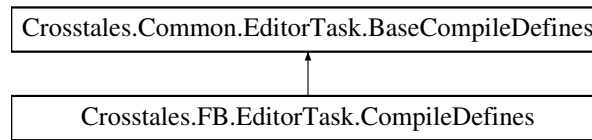
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/↔ 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:



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 [isLoading](#) = 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.

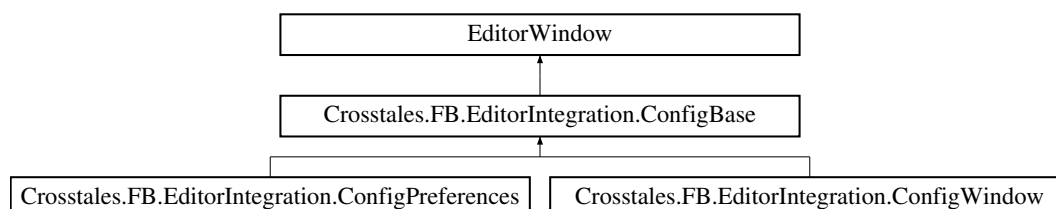
The documentation for this class was generated from the following file:

- 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.

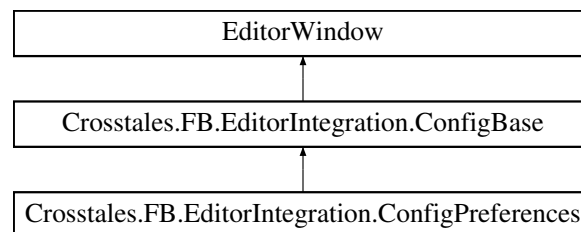
The documentation for this class was generated from the following file:

- 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:



Additional Inherited Members

5.15.1 Detailed Description

Unity "Preferences" extension.

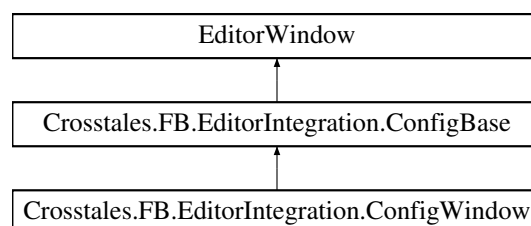
The documentation for this class was generated from the following file:

- 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:



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.

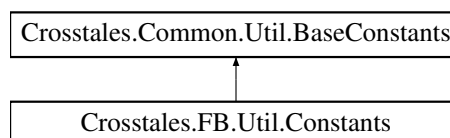
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Editor/↵
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:



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=1011INGT"
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/FileBrowserPro" [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

<i>key</i>	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

<i>key</i>	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

<i>key</i>	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

<i>key</i>	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

<i>key</i>	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

<i>key</i>	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

<i>key</i>	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

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

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

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

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

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

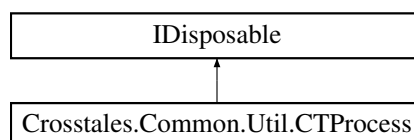
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/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:



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.ProcessStartInfo"-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.

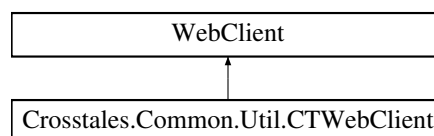
The documentation for this class was generated from the following file:

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

5.21 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

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

Protected Member Functions

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

Properties

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

5.21.1 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 `isLoading` = 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.

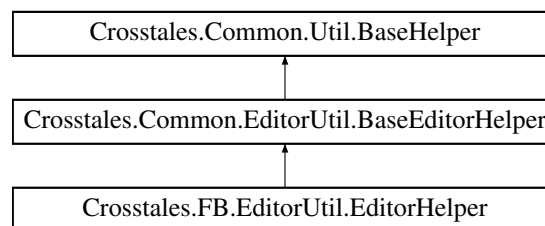
The documentation for this class was generated from the following file:

- 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:



Properties

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

Additional Inherited Members

5.24.1 Detailed Description

Editor helper class.

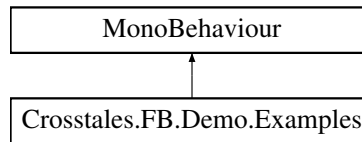
The documentation for this class was generated from the following file:

- 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:



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

<i>source</i>	IDictionary-instance.
<i>collection</i>	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

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	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

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	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

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	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

<i>parent</i>	Parent of the current children.
<i>name</i>	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

<i>array</i>	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

<i>list</i>	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

<i>list</i>	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

<i>list</i>	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

<i>list</i>	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

<i>array</i>	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

<i>array</i>	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

<i>array</i>	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

<i>dict</i>	IDictionary-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	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

<i>list</i>	IList-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	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

<i>array</i>	Array-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	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

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	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

<i>str</i>	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

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

Returns

True if the renderer is visible by the given camera.

5.27.2.20 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

<i>str</i>	String-instance.
<i>oldString</i>	String to replace.
<i>newString</i>	New replacement string.
<i>comp</i>	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

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

Returns

Reversed string.

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

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

Extension method for IList. Shuffles a List.

Parameters

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	Seed for the PRNG (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

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	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

<i>list</i>	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

<i>array</i>	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

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

Returns

Converted string in title case.

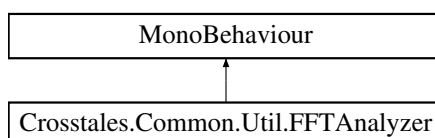
The documentation for this class was generated from the following file:

- 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:

**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/FFTAnalyzer.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

<i>path</i>	Path to find the directories
<i>isRecursive</i>	Recursive search (default: false, optional)

Returns

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

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

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search
<i>extensions</i>	List of extension filters for the search (optional)

Returns

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

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

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	Extensions for the file search, e.g. "png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

5.29.2.4 OpenFiles() [1/3]

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

Open native file browser for multiple files.

Parameters

<i>extension</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	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

<i>cb</i>	Callback for the async operation.
<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	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

<i>cb</i>	Callback for the async operation.
<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	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

<i>cb</i>	Callback for the async operation.
<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	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

<i>title</i>	Dialog title
<i>directory</i>	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

<i>cb</i>	Callback for the async operation.
<i>multiselect</i>	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

<i>cb</i>	Callback for the async operation.
<i>title</i>	Dialog title
<i>directory</i>	Root directory (default: current, optional)
<i>multiselect</i>	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

<i>extension</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	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

<i>title</i>	Dialog title
<i>directory</i>	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

<i>defaultName</i>	Default file name (optional)
<i>extension</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	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

<i>cb</i>	Callback for the async operation.
<i>defaultName</i>	Default file name (optional)
<i>extension</i>	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

<i>cb</i>	Callback for the async operation.
<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	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

<i>cb</i>	Callback for the async operation.
<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	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.

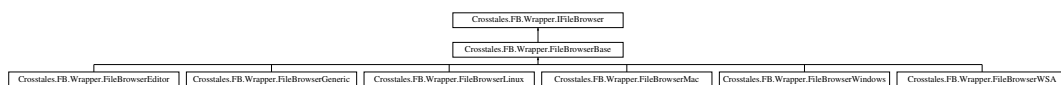
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/FileBrowser.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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	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.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

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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	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.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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection
<i>cb</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	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

<i>title</i>	Dialog title
<i>directory</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	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.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

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

Returns

Returns chosen file. Empty string when cancelled

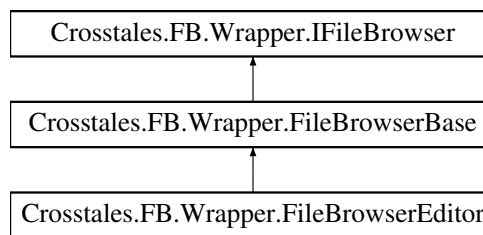
Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

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:



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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	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](#).

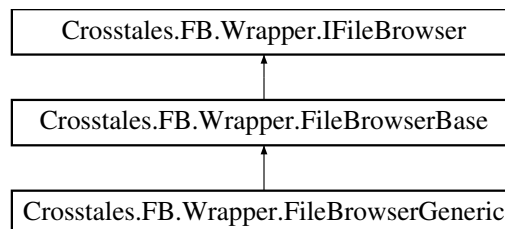
The documentation for this class was generated from the following file:

- 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:



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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	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](#).

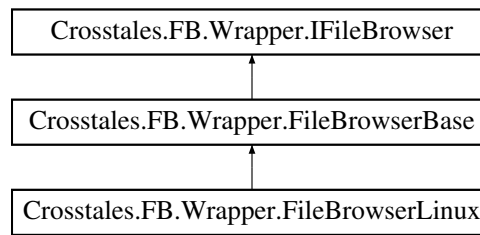
The documentation for this class was generated from the following file:

- 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:



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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	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](#).

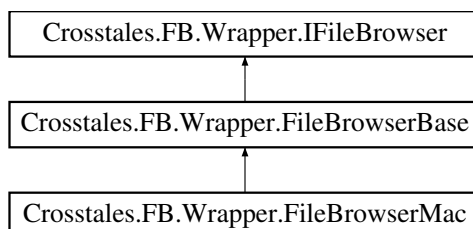
The documentation for this class was generated from the following file:

- 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:



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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	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](#).

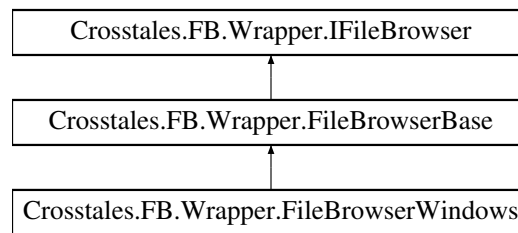
The documentation for this class was generated from the following file:

- 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:



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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	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](#).

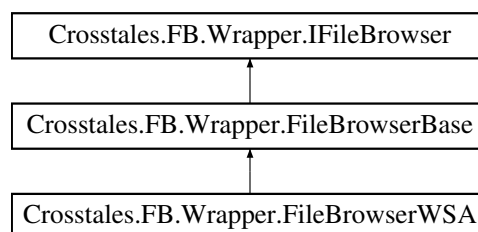
The documentation for this class was generated from the following file:

- 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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	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](#).

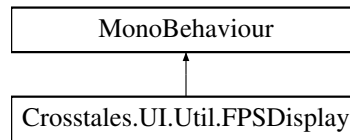
The documentation for this class was generated from the following file:

- 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:



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.

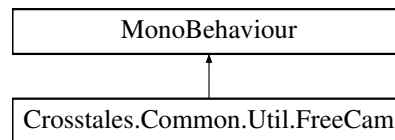
The documentation for this class was generated from the following file:

- `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:



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.

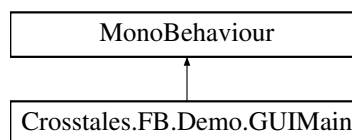
The documentation for this class was generated from the following file:

- 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:



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.

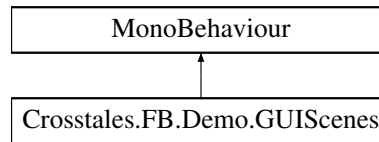
The documentation for this class was generated from the following file:

- 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:



Public Member Functions

- void **LoadPreviousScene** ()
- void **LoadNextScene** ()

Public Attributes

- string **PreviousScene**
- string **NextScene**

5.40.1 Detailed Description

Main GUI scene manager for all demo scenes.

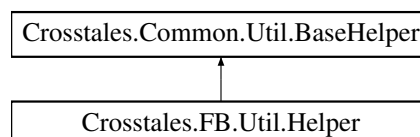
The documentation for this class was generated from the following file:

- 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:



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.

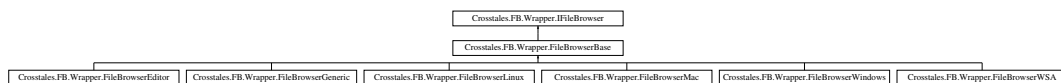
The documentation for this class was generated from the following file:

- 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:



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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	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.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

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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	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.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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection
<i>cb</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	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

<i>title</i>	Dialog title
<i>directory</i>	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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	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.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

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>cb</i>	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 Crosstailes.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/crosstailes/FileBrowser/Scripts/↵
Wrapper/IFileBrowser.cs

5.43 Crosstailes.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/crosstailes/FileBrowser/Editor/↵
Task/Launch.cs

5.44 Crosstailes.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.

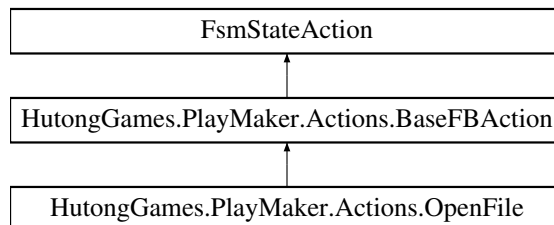
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstailes/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:



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.

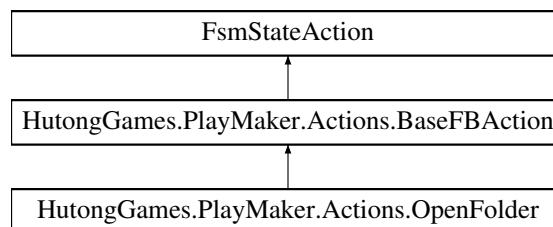
The documentation for this class was generated from the following file:

- 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:



Public Member Functions

- override void **OnEnter** ()

Additional Inherited Members

5.46.1 Detailed Description

Open folder action for [PlayMaker](#).

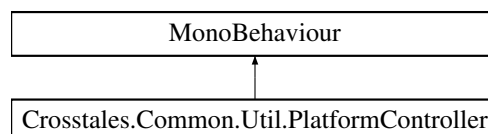
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstailes/FileBrowser/3rd party/↔ PlayMaker/Scripts/OpenFolder.cs

5.47 Crosstailes.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstailes.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).

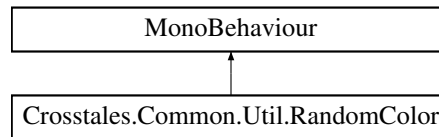
The documentation for this class was generated from the following file:

- 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:



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).

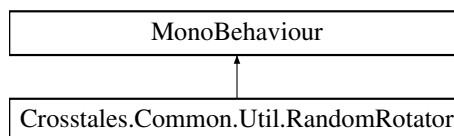
The documentation for this class was generated from the following file:

- 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:



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).

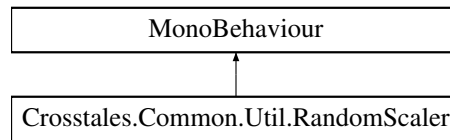
The documentation for this class was generated from the following file:

- 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:



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).

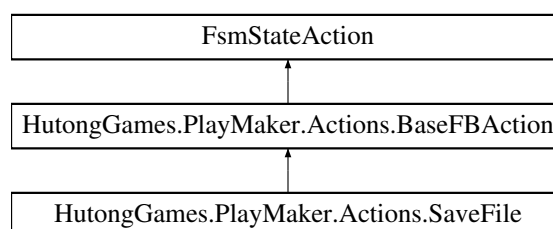
The documentation for this class was generated from the following file:

- 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.

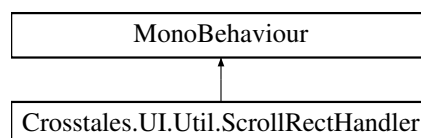
The documentation for this class was generated from the following file:

- 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:



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.

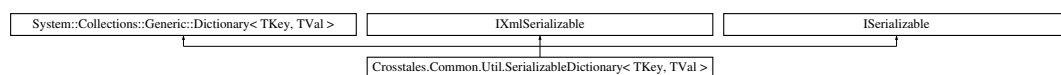
The documentation for this class was generated from the following file:

- 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

<i>data</i>	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

<i>filename</i>	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

<i>obj</i>	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

<i>obj</i>	Object to serialize.
<i>filename</i>	Binary-file for the object

Returns

Byte-array of the object

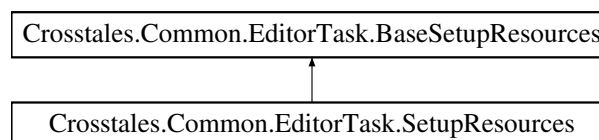
The documentation for this class was generated from the following file:

- 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:



Additional Inherited Members

5.55.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

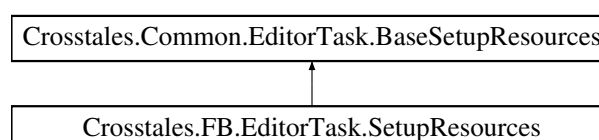
The documentation for this class was generated from the following file:

- 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:



Additional Inherited Members

5.56.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

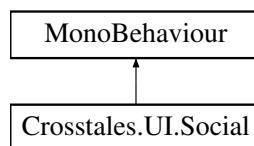
The documentation for this class was generated from the following file:

- 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:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.57.1 Detailed Description

[Crosstales](#) social media links.

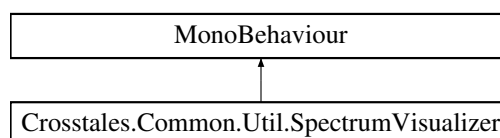
The documentation for this class was generated from the following file:

- 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:



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.

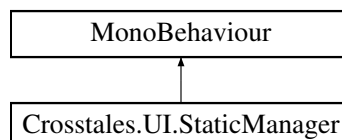
The documentation for this class was generated from the following file:

- 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:



Public Member Functions

- void **OpenAssetstore** ()

5.59.1 Detailed Description

Static Button Manager.

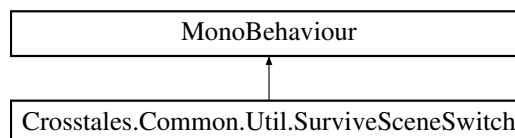
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/StaticButtonManager.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:



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.

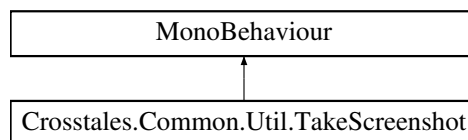
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Tool/SurviveSceneSwitch.cs

5.61 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for 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).

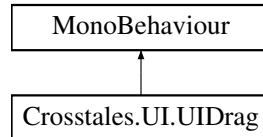
The documentation for this class was generated from the following file:

- 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:



Public Member Functions

- void **Start** ()
- void **OnDrag** ()

5.62.1 Detailed Description

Allow to Drag the Windows around.

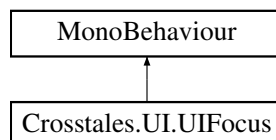
The documentation for this class was generated from the following file:

- 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:



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](#).

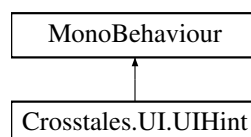
The documentation for this class was generated from the following file:

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

5.64 Crosstales.UI.UIHint Class Reference

Controls a [UI](#) group (hint).

Inheritance diagram for 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.

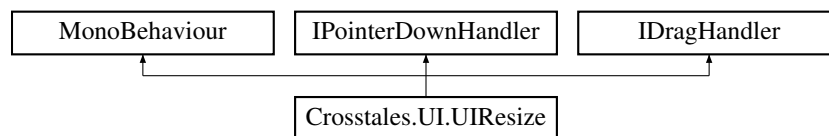
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/UI/Scripts/UIHint.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.

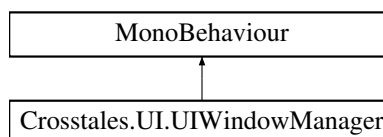
The documentation for this class was generated from the following file:

- 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:



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

<i>active</i>	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.

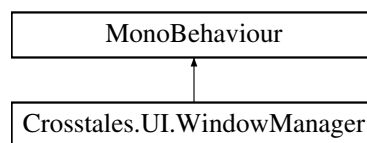
The documentation for this class was generated from the following file:

- 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:



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/WindowManager.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

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	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

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	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

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	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

<i>obj</i>	Object to serialize.
<i>filename</i>	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

<i>obj</i>	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=10111NGT>

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>

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