Online Check PRO

Stay connected

API

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Chapter 4

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

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

  Moves all resources to 'Editor Default Resources'.

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class BaseEditorHelper

  Base for various Editor helper functions.

4.5 Crosstales.Common.Model Namespace Reference

4.6 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum Platform {
  Windows, **OSX**, **Linux**, **IOS**,
  Android, **WSA**, **Web**, **Unsupported** }

  All available platforms.
- enum SampleRate {
  _8000Hz = 8000, **_11025Hz** = 11025, **_22050Hz** = 22050, **_44100Hz** = 44100,
  _48000Hz = 48000 }

  Typical audio sample rates.

4.6.1 Enumeration Type Documentation

4.6.1.1 Platform

```
enum Crosstales.Common.Model.Enum.Platform  [strong]
```

All available platforms.

4.6.1.2 SampleRate

```
enum Crosstales.Common.Model.Enum.SampleRate  [strong]
```

Typical audio sample rates.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class BaseConstants

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

  Base for various helper functions.
- class CTHelper

  Helper to reset the necessary settings.
- class CTHelperEditor
- class CTPlayerPrefs

  Wrapper for the PlayerPrefs.

- class CTScreenshot

  Take screen shots inside an application.
- class CTWebClient

  Specialized WebClient.
- class MemoryCacheStream

  Memory cache stream.
- class PlatformController

  Enables or disable game objects and scripts for a given platform.
- class RandomColor

  Random color changer.
- class RandomRotator

  Random rotation changer.
- class RandomScaler

  Random scale changer.
- class Singleton

  Base-class for all singletons.
- class SingletonHelper

  Helper-class for singletons.
- class XmlHelper

  Helper-class for XML.

4.8 Crosstales.OnlineCheck Namespace Reference

Classes

- class OnlineCheck

  Checks the Internet availabilty.
- class StatusChangeEvent

4.9 Crosstales.OnlineCheck.Data Namespace Reference

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- class CustomCheck

  Data definition of a custom check.

4.10 Crosstales.OnlineCheck.Demo Namespace Reference

Classes

- class EventTester

  Simple test script for all UnityEvent-callbacks.
- class GUIMain

  Main GUI component for all demo scenes.
- class GUINetworkInfo

  GUI component for NetworkInfo.

- class GUIPing

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- class GUIScenes

  Main GUI scene manager for all demo scenes.
- class GUISpeed

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- class GUISpeedNET

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- class ZInstaller

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4.11 Crosstales.OnlineCheck.Demo.Util Namespace Reference

Classes

- class ManageEndlessMode

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4.12 Crosstales.OnlineCheck.EditorExtension Namespace Reference

Classes

- class OnlineCheckEditor

  Custom editor for the 'OnlineCheck'-class.
- class PingCheckEditor

  Custom editor for the 'PingCheck'-class.
- class ProxyEditor

  Custom editor for the 'Proxy'-class.
- class SpeedTestEditor

  Custom editor for the 'SpeedTest'-class.
- class SpeedTestNETEditor

  Custom editor for the 'SpeedTestNET'-class.

4.13 Crosstales.OnlineCheck.EditorIntegration Namespace Reference

Classes

- class ConfigBase

  Base class for editor windows.
- class ConfigPreferences

  Unity "Preferences" extension.
- class ConfigWindow

  Editor window extension.
- class OnlineCheckGameObject

  Editor component for the "Hierarchy"-menu.
- class OnlineCheckMenu

Editor component for the "Tools"-menu.

- class PingCheckGameObject

  Editor component for the "Hierarchy"-menu.
- class PingCheckMenu

  Editor component for the "Tools"-menu.
- class ProxyameObject

  Editor component for the "Hierarchy"-menu.
- class ProxyMenu

  Editor component for the "Tools"-menu.
- class SpeedTestGameObject

  Editor component for the "Hierarchy"-menu.
- class SpeedTestMenu

  Editor component for the "Tools"-menu.
- class SpeedTestNETGameObject

  Editor component for the "Hierarchy"-menu.
- class SpeedTestNETMenu

  Editor component for the "Tools"-menu.

4.14 Crosstales.OnlineCheck.EditorTask Namespace Reference

Classes

- class AAAConfigLoader

  Loads the configuration at startup.
- class AutoInitialize

  Automatically adds the necessary TrueRandom-prefabs to the current scene.
- class CompileDefines

  Adds the given define symbols to PlayerSettings define symbols.
- class Launch

  Show the configuration window on the first launch.
- class SetAndroid

  Sets the required build parameters for Android.
- class SetupResources

  Moves all needed resources to 'Editor Default Resources'.
- class UpdateCheck

  Checks for updates of the asset.

Enumerations

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

  All possible update stati.

4.14.1 Enumeration Type Documentation

4.14.1.1 UpdateStatus

enum Crosstales.OnlineCheck.EditorTask.UpdateStatus [strong]

All possible update stati.

4.15 Crosstales.OnlineCheck.EditorUtil Namespace Reference

Classes

- class EditorConfig

  Editor configuration for the asset.
- class EditorConstants

  Collected editor constants of very general utility for the asset.
- class EditorHelper

  Editor helper class.

4.16 Crosstales.OnlineCheck.Model Namespace Reference

Classes

- class NetworkInterface

  Model for a network interface.

4.17 Crosstales.OnlineCheck.Model.Enum Namespace Reference

Enumerations

- enum TestSize { **SMALL**, **MEDIUM**, **LARGE** }

  The file sizes for SpeedTest.

4.17.1 Enumeration Type Documentation

4.17.1.1 TestSize

enum Crosstales.OnlineCheck.Model.Enum.TestSize [strong]

The file sizes for SpeedTest.

4.18 Crosstales.OnlineCheck.PlayMaker Namespace Reference

Classes

- class CheckEditor

  Custom editor for the Check-action.

4.19 Crosstales.OnlineCheck.Tool Namespace Reference

Classes

- class PingCheck

  Checks the Ping to an Internet address.
- class PingCompleteEvent
- class Proxy

  Handles HTTP/HTTPS Internet connections via proxy server.
- class SpeedTest

  Test the download speed of the Internet connection.
- class SpeedTestCompleteEvent

4.20 Crosstales.OnlineCheck.Tool.SpeedTestNET Namespace Reference

Classes

- interface ISpeedTestClient

  Interface for the SpeedTestClient.
- class SetupProject

  Setup the project to use SpeedTestNET.
- class SpeedTestClient

  Implementation of a SpeedTestClient.
- class **SpeedTestHttpClient**

  Specialized HttpClient.
- class SpeedTestNET

  Test the down- and upload speed of the Internet connection.
- class SpeedTestNETCompleteEvent

4.21 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model Namespace Reference

Classes

- class Client

  Model for a client.
- class Coordinate

  Model for a geo coordinate.
- class Download

  Model for a download.
- class Server

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- class ServerConfig

  Model for a server configuration.
- class ServersList

  Model for a server-list.
- class Settings

  Model for settings.
- class Times

  Model for times.
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  Model for an upload.

4.22 Crosstales.OnlineCheck.Util Namespace Reference

Classes

- class Config

  Configuration for the asset.
- class Constants

  Collected constants of very general utility for the asset.
- class Context

  Context for the asset.
- class CTWebClientNotCached

  Specialized WebClient.
- class Helper

  Various helper functions.
- class NetworkInfo

  Provides extra information about the network environment.
- class SetupProject

  Setup the project to use OnlineCheck.

4.23 Crosstales.UI Namespace Reference

Classes

- class CompileDefines

  Adds the given define symbols to PlayerSettings define symbols.
- class Social

  Crosstales social media links.
- class StaticManager

  Static Button Manager.
- class UIDrag

  Allow to Drag the Windows around.
- class UIFocus

  Change the Focus on from a Window.
- class UIHint

  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.

4.24 Crosstales.UI.Audio Namespace Reference

Classes

- class AudioFilterController

  Controller for audio filters.
- class AudioSourceController

  Controller for AudioSources.

4.25 Crosstales.UI.Util Namespace Reference

Classes

- class FPSDisplay

  Simple FPS-Counter.
- class ScrollRectHandler

  Changes the sensitivity of ScrollRects under various platforms.

4.26 HutongGames Namespace Reference

4.27 HutongGames.PlayMaker Namespace Reference

4.28 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class BaseOCAction

  Base class for OnlineCheck-actions in PlayMaker.
- class Check

  Check-action for Internet availability in PlayMaker.

4.29 System Namespace Reference

4.30 System.Web Namespace Reference

Classes

- class HttpUtility

4.31 System.Web.Util Namespace Reference

Classes

- class HttpEncoder

Chapter 5

Class Documentation

5.1 Crosstales.OnlineCheck.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

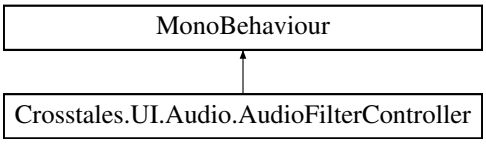
The documentation for this class was generated from the following file:

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

5.2 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



Public Member Functions

- void FindAllAudioFilters ()

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

  Resets all audio filters.
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

- bool FindAllAudioFiltersOnStart = true

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

5.2.1 Detailed Description

Controller for audio filters.

5.2.2 Member Function Documentation

5.2.2.1 FindAllAudioFilters()

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

Finds all audio filters in the scene.

5.2.2.2 ResetAudioFilters()

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

Resets all audio filters.

5.2.3 Member Data Documentation

5.2.3.1 FindAllAudioFiltersOnStart

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

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

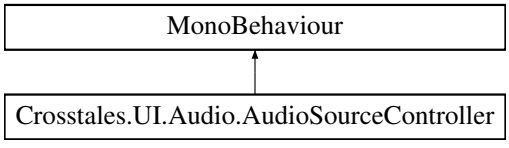
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/Audio/AudioFilterController.cs

5.3 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



Public Member Functions

- void FindAllAudioSources ()

  Finds all audio sources in the scene.
- void ResetAllAudioSources ()

  Resets all audio sources.
- void **MuteEnabled** (bool isEnabled)
- void **LoopEnabled** (bool isEnabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

- bool FindAllAudioSourcesOnStart = true

  Searches for all AudioSource in the whole scene (default: true).
- AudioSource[ ] AudioSources

  Active controlled AudioSources.
- bool ResetAudioSourcesOnStart = true

  Resets all active AudioSources (default: true).
- bool Mute

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

  Loop on/off (default: false).
- float Volume = 1f

  Volume of the audio (default: 1)
- float Pitch = 1f

  Pitch of the audio (default: 1).
- float StereoPan

  Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.3.1 Detailed Description

Controller for AudioSources.

5.3.2 Member Function Documentation

5.3.2.1 FindAllAudioSources()

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

Finds all audio sources in the scene.

5.3.2.2 ResetAllAudioSources()

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

Resets all audio sources.

5.3.3 Member Data Documentation

5.3.3.1 AudioSources

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

Active controlled AudioSources.

5.3.3.2 FindAllAudioSourcesOnStart

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

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

5.3.3.3 Loop

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

Loop on/off (default: false).

5.3.3.4 Mute

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

Mute on/off (default: false).

5.3.3.5 Pitch

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

Pitch of the audio (default: 1).

5.3.3.6 ResetAudioSourcesOnStart

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

Resets all active AudioSources (default: true).

5.3.3.7 StereoPan

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

Stereo pan of the audio (default: 0).

5.3.3.8 Volume

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

Volume of the audio (default: 1)

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/Audio/AudioSourceController.cs

5.4 Crosstales.OnlineCheck.EditorTask.AutoInitialize Class Reference

Automatically adds the necessary TrueRandom-prefabs to the current scene.

5.4.1 Detailed Description

Automatically adds the necessary TrueRandom-prefabs to the current scene.

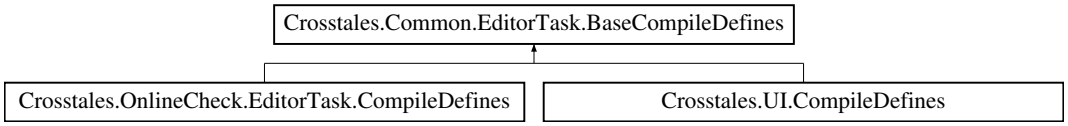
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Editor/↩ Task/AutoInitialize.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)

5.5.1 Detailed Description

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

5.5.2 Member Function Documentation

5.5.2.1 AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.

Parameters

symbols	Symbols to add to the compiler defines

5.5.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

Parameters

symbols	Symbols to remove from the compiler defines

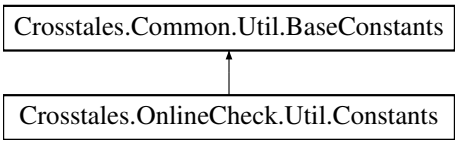
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/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_3P_VOLUMETRIC_AUDIO = "https://assetstore.unity.com/packages/slug/17125?aid=1011l↩NGT"

  URL of the 3rd party asset "Volumetric Audio".
- const string ASSET_3P_ROCKTOMATE = "https://assetstore.unity.com/packages/slug/156311?aid=1011l↩NGT"

  URL of the 3rd party asset "RockTomate".
- const string ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011lNGT"

  URL of the "Badword Filter" asset.
- const string ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011lNGT"

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

  URL of the "File Browser" asset.
- const string ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011lNGT"

  URL of the "Online Check" asset.
- const string ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011lNGT"

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

  URL of the "RT-Voice" asset.
- const string ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=1011lNGT"

  URL of the "Turbo Backup" asset.
- const string ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=1011lNGT"

  URL of the "Turbo Builder" asset.
- const string ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=1011lNGT"

  URL of the "Turbo Switch" asset.
- const string ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=1011lNGT"

  URL of the "True Random" asset.
- const int FACTOR_KB = 1024

  Factor for kilo bytes.
- const int FACTOR_MB = FACTOR_KB * 1024

  Factor for mega bytes.
- const int FACTOR_GB = FACTOR_MB * 1024

  Factor for giga bytes.
- const float FLOAT_32768 = 32768f

  Float value of 32768.
- const float FLOAT_TOLERANCE = 0.0001f

  Float tolerance.
- const string FORMAT_TWO_DECIMAL_PLACES = "0.00"

  ToString for two decimal places.
- const string FORMAT_NO_DECIMAL_PLACES = "0"

  ToString for no decimal places.
- const string FORMAT_PERCENT = "0%"

  ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string PATH_DELIMITER_WINDOWS = @"\"

  Path delimiter for Windows.
- const string PATH_DELIMITER_UNIX = "/"

  Path delimiter for Unix.
- static readonly System.Text.RegularExpressions.Regex **REGEX_LINEENDINGS** = new System.Text.↩RegularExpressions.Regex(@"\r\n|\r|\n")
- 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.
- static string APPLICATION_PATH => BaseHelper.ValidatePath(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))

  Application path.

Properties

- static string PREFIX_FILE `[get]`

  URL prefix for files.

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 APPLICATION_PATH

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

Application path.

5.6.2.2 ASSET_3P_PLAYMAKER

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

URL of the 3rd party asset "PlayMaker".

5.6.2.3 ASSET_3P_ROCKTOMATE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_ROCKTOMATE = "https://assetstore.↩
unity.com/packages/slug/156311?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "RockTomate".

5.6.2.4 ASSET_3P_VOLUMETRIC_AUDIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.↩
unity.com/packages/slug/17125?aid=1011lNGT"  [static]
```

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

5.6.2.5 ASSET_AUTHOR

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

Author of the asset.

5.6.2.6 ASSET_AUTHOR_URL

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

URL of the asset author.

5.6.2.7 ASSET_BWF

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

URL of the "Badword Filter" asset.

5.6.2.8 ASSET_CT_URL

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

URL of the crosstales assets in UAS.

5.6.2.9 ASSET_DJ

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

URL of the "DJ" asset.

5.6.2.10 ASSET_FB

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

URL of the "File Browser" asset.

5.6.2.11 ASSET_OC

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

URL of the "Online Check" asset.

5.6.2.12 ASSET_RADIO

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

URL of the "Radio" asset.

5.6.2.13 ASSET_RTV

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

URL of the "RT-Voice" asset.

5.6.2.14 ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

5.6.2.15 ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

5.6.2.16 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.

5.6.2.17 ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

5.6.2.18 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.

5.6.2.19 ASSET_TB

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

URL of the "Turbo Backup" asset.

5.6.2.20 ASSET_TPB

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

URL of the "Turbo Builder" asset.

5.6.2.21 ASSET_TPS

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

URL of the "Turbo Switch" asset.

5.6.2.22 ASSET_TR

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

URL of the "True Random" asset.

5.6.2.23 CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

5.6.2.24 DEV_DEBUG

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

Development debug logging for the asset.

5.6.2.25 FACTOR_GB

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

Factor for giga bytes.

5.6.2.26 FACTOR_KB

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

Factor for kilo bytes.

5.6.2.27 FACTOR_MB

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

Factor for mega bytes.

5.6.2.28 FLOAT_32768

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

Float value of 32768.

5.6.2.29 FLOAT_TOLERANCE

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

Float tolerance.

5.6.2.30 FORMAT_NO_DECIMAL_PLACES

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

ToString for no decimal places.

5.6.2.31 FORMAT_PERCENT

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

ToString for percent.

5.6.2.32 FORMAT_TWO_DECIMAL_PLACES

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

ToString for two decimal places.

5.6.2.33 PATH_DELIMITER_UNIX

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

Path delimiter for Unix.

5.6.2.34 PATH_DELIMITER_WINDOWS

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

Path delimiter for Windows.

5.6.2.35 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

5.6.2.36 SHOW_BWF_BANNER

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

Show the BWF banner.

5.6.2.37 SHOW_DJ_BANNER

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

Show the DJ banner.

5.6.2.38 SHOW_FB_BANNER

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

Show the FB banner.

5.6.2.39 SHOW_OC_BANNER

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

Show the OC banner.

5.6.2.40 SHOW_RADIO_BANNER

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

Show the Radio banner.

5.6.2.41 SHOW_RTV_BANNER

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

Show the RTV banner.

5.6.2.42 SHOW_TB_BANNER

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

Show the TB banner.

5.6.2.43 SHOW_TPB_BANNER

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

Show the TPB banner.

5.6.2.44 SHOW_TPS_BANNER

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

Show the TPS banner.

5.6.2.45 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 PREFIX_FILE

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

URL prefix for files.

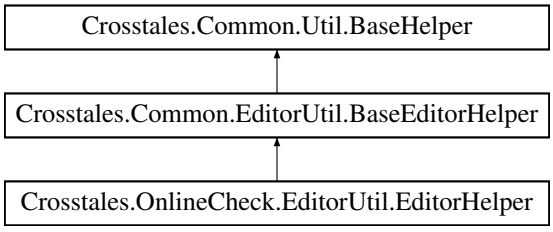
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/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.

Static Public Attributes

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

- static Texture2D **Social_Youtube** => loadImage(ref social_Youtube, "social_Youtube.png")
- static Texture2D **Social_Linkedin** => loadImage(ref social_Linkedin, "social_Linkedin.png")
- static Texture2D **Video_Promo** => loadImage(ref video_promo, "video_promo.png")
- static Texture2D **Video_Tutorial** => loadImage(ref video_tutorial, "video_tutorial.png")
- static Texture2D **Icon_Videos** => loadImage(ref icon_videos, "icon_videos.png")
- static Texture2D **Icon_3p_Assets** => loadImage(ref icon_3p_assets, "icon_3p_assets.png")
- static Texture2D **Asset_PlayMaker** => loadImage(ref asset_PlayMaker, "asset_PlayMaker.png")
- static Texture2D **Asset_VolumetricAudio** => loadImage(ref asset_VolumetricAudio, "asset_Volumetric↩ Audio.png")
- static Texture2D **Asset_RockTomate** => loadImage(ref asset_rocktomate, "asset_rocktomate.png")

Additional Inherited Members

5.7.1 Detailed Description

Base for various Editor helper functions.

5.7.2 Member Function Documentation

5.7.2.1 FindAssetsByType< T >()

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

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T* : *Object

5.7.2.2 getBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

Parameters

build	BuildTarget for a build name

Returns

The build name for a BuildTarget.

5.7.2.3 getBuildTargetForBuildName()

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

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

Parameters

build	Build name, like 'win64'

Returns

The BuildTarget for a build name.

5.7.2.4 getCLIArgument()

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

Returns an argument for a name from the command line.

Parameters

name	Name for the argument

Returns

True if the BuildTarget is installed in Unity.

5.7.2.5 InvokeMethod()

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

Invokes a public static method on a full qualified class.

Parameters

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

5.7.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

Parameters

target	BuildTarget to test

Returns

True if the BuildTarget is installed in Unity.

5.7.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.7.2.8 RefreshAssetDatabase()

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

Refreshes the asset database.

Parameters

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

5.7.2.9 RestartUnity()

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

Restart Unity.

Parameters

executeMethod	Executed method after the restart (optional)

5.7.2.10 SeparatorUI()

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

Shows a separator-UI.

Parameters

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

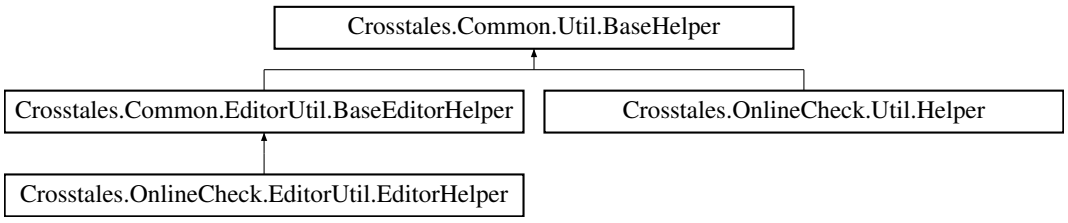
The documentation for this class was generated from the following file:

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

5.8 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static bool OpenURL (string url)

  Opens the given URL with the file explorer or browser.
- 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 (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[ ] GetDrives ()

  Find all logical drives.
- 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 ignoreCommentedLines=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 CopyPath (string sourcePath, string destPath, bool move=false)

  Copy or move a directory.
- static void CopyFile (string sourceFile, string destFile, bool move=false)

  Copy or move a file.
- static void ShowPath (string path)

  Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms
- static void ShowFile (string file)

  Shows the location of a file (or path) in OS file explorer. NOTE: only works on 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 string GenerateLoremIpsum (int length, int minSentences=1, int maxSentences=int.MaxValue, int min↩ Words=1, int maxWords=15)

  Generates a "Lorem Ipsum" based on various parameters.
- static string LanguageToISO639 (SystemLanguage language)

  Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.
- static SystemLanguage ISO639ToLanguage (string isoCode)

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

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")
- static bool **ApplicationIsPlaying** = Application.isPlaying
- static bool isStandalonePlatform => isWindowsPlatform || isMacOSPlatform || isLinuxPlatform

  Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool isWebPlatform => isWebGLPlatform

  Checks if the current platform is Web (WebPlayer or WebGL).
- static bool isWindowsBasedPlatform => isWindowsPlatform || isWSAPlatform || isXboxOnePlatform

  Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).
- static bool isWSABasedPlatform => isWSAPlatform || isXboxOnePlatform

  Checks if the current platform is WSA-based (WSA or XboxOne).
- static bool isAppleBasedPlatform => isMacOSPlatform || isIOSPlatform || isTvOSPlatform

  Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).
- static bool isIOSBasedPlatform => isIOSPlatform || isTvOSPlatform

  Checks if the current platform is iOS-based (iOS or tvOS).
- static bool isMobilePlatform => isAndroidPlatform || isIOSBasedPlatform

  Checks if the current platform is mobile (Android and iOS).
- static bool isEditor => isWindowsEditor || isMacOSEditor || isLinuxEditor

  Checks if we are inside the Editor.
- static bool isEditorMode => isEditor && !ApplicationIsPlaying

  Checks if we are in Editor mode.

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.Regular↩ Expressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.Regular↩ Expressions.Regex(@"<.*?>")
- 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 isAndroidPlatform [get]
  Checks if the current platform is Android.
- static bool isIOSPlatform [get]
  Checks if the current platform is iOS.
- static bool isTvOSPlatform [get]
  Checks if the current platform is tvOS.
- static bool isWSAPlatform [get]
  Checks if the current platform is WSA.
- static bool isXboxOnePlatform [get]
  Checks if the current platform is XboxOne.
- static bool isPS4Platform [get]
  Checks if the current platform is PS4.
- static bool isWebGLPlatform [get]
  Checks if the current platform is WebGL.
- static bool isWindowsEditor [get]
  Checks if we are inside the Windows Editor.
- static bool isMacOSEditor [get]
  Checks if we are inside the macOS Editor.
- static bool isLinuxEditor [get]
  Checks if we are inside the Linux Editor.
- 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".

5.8.1 Detailed Description

Base for various helper functions.

5.8.2 Member Function Documentation

5.8.2.1 CleanUrl()

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

Cleans a given URL.

Parameters

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

Returns

Clean URL

5.8.2.2 ClearLineEndings()

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

Cleans a given text from line endings.

Parameters

text	Text to clean.

Returns

Clean text without line endings.

5.8.2.3 ClearSpaces()

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

Cleans a given text from multiple spaces.

Parameters

text	Text to clean.

Returns

Clean text without multiple spaces.

5.8.2.4 ClearTags()

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

Cleans a given text from tags.

Parameters

text	Text to clean.

Returns

Clean text without tags.

5.8.2.5 CopyFile()

```
static void Crosstales.Common.Util.BaseHelper.CopyFile (
            string sourceFile,
            string destFile,
            bool move = false )  [static]
```

Copy or move a file.

Parameters

sourceFile	Source file path
destFile	Destination file path
move	Move file instead of copy (default: false, optional)

5.8.2.6 CopyPath()

```
static void Crosstales.Common.Util.BaseHelper.CopyPath (
            string sourcePath,
            string destPath,
            bool move = false )  [static]
```

Copy or move a directory.

Parameters

sourcePath	Source directory path
destPath	Destination directory path
move	Move directory instead of copy (default: false, optional)

5.8.2.7 CreateString()

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

5.8.2.8 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.

5.8.2.9 FormatSecondsToHourMinSec()

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.8.2.10 GenerateLoremIpsum()

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

Generates a "Lorem Ipsum" based on various parameters.

Parameters

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

Returns

"Lorem Ipsum" based on the given parameters.

5.8.2.11 GetDirectories()

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

Find directories inside.

Parameters

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

Returns

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

5.8.2.12 GetDrives()

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

Find all logical drives.

Returns

Returns array of the found drives. Zero length array when an error occured.

5.8.2.13 GetFiles()

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

Find files inside a path.

Parameters

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

Returns

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

5.8.2.14 getIP()

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

Returns the IP of a given host name.

Parameters

host	Host name

Returns

IP of a given host name.

5.8.2.15 hasActiveClip()

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

Determines if an AudioSource has an active clip.

Parameters

source	AudioSource to check.

Returns

True if the AudioSource has an active clip.

5.8.2.16 HSVToRGB()

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

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

Parameters

h	Hue
s	Saturation
v	Value
a	Alpha (optional)

Returns

True if the current platform is supported.

5.8.2.17 ISO639ToLanguage()

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

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

Parameters

isoCode	ISO639-1 code to convert.

Returns

"SystemLanguage for the given ISO639-1 code.

5.8.2.18 isValidURL()

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

Checks if the URL is valid.

Parameters

url	URL to check

Returns

True if the URL is valid.

5.8.2.19 LanguageToISO639()

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

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

Parameters

language	SystemLanguage to convert.

Returns

"ISO639-1 code for the given SystemLanguage.

5.8.2.20 OpenFile()

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

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

Parameters

file	File path

5.8.2.21 OpenURL()

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

Opens the given URL with the file explorer or browser.

Parameters

url	URL to open

Returns

True uf the URL was valid.

5.8.2.22 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.BaseHelper.RemoteCertificateValidationCallback (
            object sender,
            System.Security.Cryptography.X509Certificates.X509Certificate certificate,
            System.Security.Cryptography.X509Certificates.X509Chain chain,
            System.Net.Security.SslPolicyErrors sslPolicyErrors )  [static]
```

HTTPS-certification callback.

5.8.2.23 ShowFile()

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

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

5.8.2.24 ShowPath()

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

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

5.8.2.25 SplitStringToLines()

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

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

Parameters

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

Returns

Splitted lines as array

5.8.2.26 ValidateFile()

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

Validates a given file.

Parameters

path	File to validate

Returns

Valid file path

5.8.2.27 ValidatePath()

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

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

5.8.2.28 ValidURLFromFilePath()

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

Validates a given file.

Parameters

path	File to validate

Returns

Valid file path

5.8.3 Member Data Documentation

5.8.3.1 isAppleBasedPlatform

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

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

Returns

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

5.8.3.2 isEditor

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.8.3.3 isEditorMode

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.8.3.4 isIOSBasedPlatform

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

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

Returns

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

5.8.3.5 isMobilePlatform

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

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

Returns

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

5.8.3.6 isStandalonePlatform

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

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

Returns

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

5.8.3.7 isWebPlatform

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

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

Returns

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

5.8.3.8 isWindowsBasedPlatform

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

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

Returns

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

5.8.3.9 isWSABasedPlatform

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

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

Returns

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

5.8.4 Property Documentation

5.8.4.1 CurrentPlatform

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

Returns the current platform.

Returns

The current platform.

5.8.4.2 isAndroidPlatform

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.8.4.3 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.

5.8.4.4 isInternetAvailable

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.8.4.5 isIOSPlatform

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.8.4.6 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.

5.8.4.7 isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.8.4.8 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.

5.8.4.9 isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.8.4.10 isPS4Platform

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

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.8.4.11 isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.8.4.12 isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.8.4.13 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.

5.8.4.14 isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.8.4.15 isWSAPlatform

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.8.4.16 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

5.8.4.17 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".

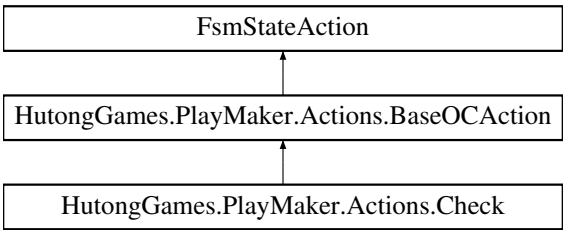
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/BaseHelper.cs

5.9 HutongGames.PlayMaker.Actions.BaseOCAction Class Reference

Base class for OnlineCheck-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseOCAction:



Public Attributes

- FsmEvent **sendEvent**

5.9.1 Detailed Description

Base class for OnlineCheck-actions in PlayMaker.

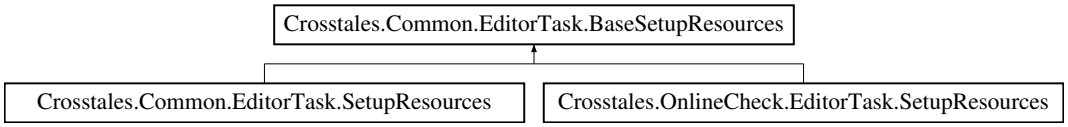
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/3rd party/PlayMaker/Scripts/BaseOCAction.cs

5.10 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

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

5.10.1 Detailed Description

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

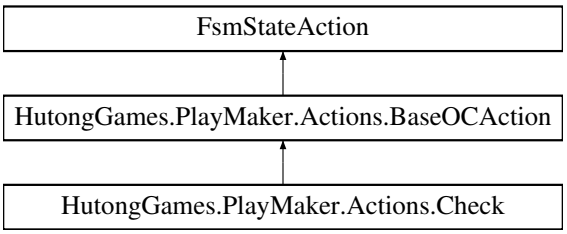
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Editor/↩ Task/BaseSetupResources.cs

5.11 HutongGames.PlayMaker.Actions.Check Class Reference

Check-action for Internet availability in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Check:



Public Member Functions

- override void **Awake** ()
- override void **OnEnter** ()

Public Attributes

- FsmInt IntervalMin = 4

  Minimum delay between checks in seconds (default: 4, range: 3 - 120).
- FsmInt IntervalMax = 10

  Maximum delay between checks in seconds (default: 10, range: 4 - 120).
- FsmInt Timeout = 2

  Timeout for every check in seconds (default: 2, range: 1 - 20).
- FsmBool isInternetAvailable

  Checks if an Internet connection is available (output variable).

5.11.1 Detailed Description

Check-action for Internet availability in PlayMaker.

5.11.2 Member Data Documentation

5.11.2.1 IntervalMax

```
FsmInt HutongGames.PlayMaker.Actions.Check.IntervalMax = 10
```

Maximum delay between checks in seconds (default: 10, range: 4 - 120).

5.11.2.2 IntervalMin

```
FsmInt HutongGames.PlayMaker.Actions.Check.IntervalMin = 4
```

Minimum delay between checks in seconds (default: 4, range: 3 - 120).

5.11.2.3 isInternetAvailable

```
FsmBool HutongGames.PlayMaker.Actions.Check.isInternetAvailable
```

Checks if an Internet connection is available (output variable).

5.11.2.4 Timeout

```
FsmInt HutongGames.PlayMaker.Actions.Check.Timeout = 2
```

Timeout for every check in seconds (default: 2, range: 1 - 20).

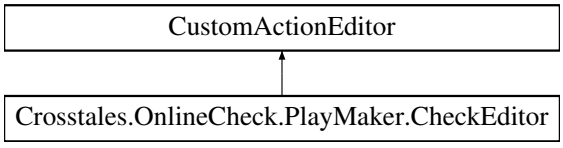
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/3rd party/PlayMaker/Scripts/Check.cs

5.12 Crosstales.OnlineCheck.PlayMaker.CheckEditor Class Reference

Custom editor for the Check-action.

Inheritance diagram for Crosstales.OnlineCheck.PlayMaker.CheckEditor:



Public Member Functions

- override bool **OnGUI** ()

5.12.1 Detailed Description

Custom editor for the Check-action.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/3rd party/PlayMaker/Editor/CheckEditor.cs

5.13 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Client Class Reference

Model for a client.

Public Attributes

- Coordinate **GeoCoordinate** => geoCoordinate.Value

Properties

- string **Ip** `[get, set]`
- double **Latitude** `[get, set]`
- double **Longitude** `[get, set]`
- string **Isp** `[get, set]`
- double **IspRating** `[get, set]`
- double **Rating** `[get, set]`
- int **IspAvarageDownloadSpeed** `[get, set]`
- int **IspAvarageUploadSpeed** `[get, set]`

5.13.1 Detailed Description

Model for a client.

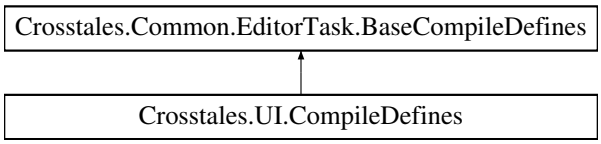
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/Client.cs

5.14 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



Additional Inherited Members

5.14.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

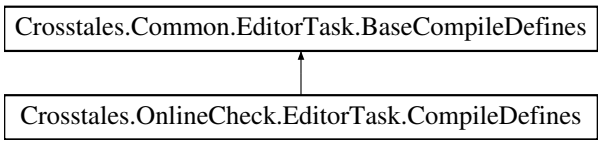
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Editor/CompileDefines.cs

5.15 Crosstales.OnlineCheck.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.OnlineCheck.EditorTask.CompileDefines:



Additional Inherited Members

5.15.1 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/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Editor/↩ Task/CompileDefines.cs

5.16 Crosstales.OnlineCheck.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void Reset ()

  Resets all changeable variables to their default value.
- static void Load ()

  Loads the all changeable variables.
- static void Save ()

  Saves the all changeable variables.

Static Public Attributes

- static bool DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG

  Enable or disable debug logging for the asset.
- static bool isLoaded

  Is the configuration loaded?

5.16.1 Detailed Description

Configuration for the asset.

5.16.2 Member Function Documentation

5.16.2.1 Load()

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

Loads the all changeable variables.

5.16.2.2 Reset()

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

Resets all changeable variables to their default value.

5.16.2.3 Save()

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

Saves the all changeable variables.

5.16.3 Member Data Documentation

5.16.3.1 DEBUG

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

Enable or disable debug logging for the asset.

5.16.3.2 isLoaded

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

Is the configuration loaded?

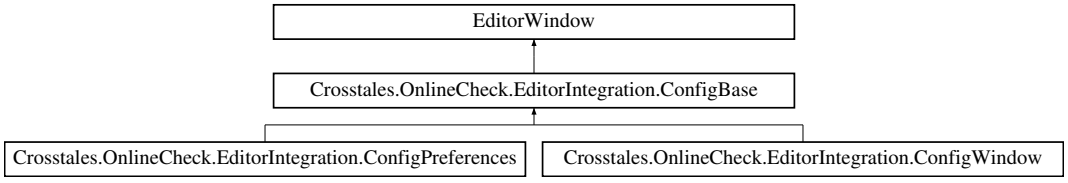
The documentation for this class was generated from the following file:

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

5.17 Crosstales.OnlineCheck.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.17.1 Detailed Description

Base class for editor windows.

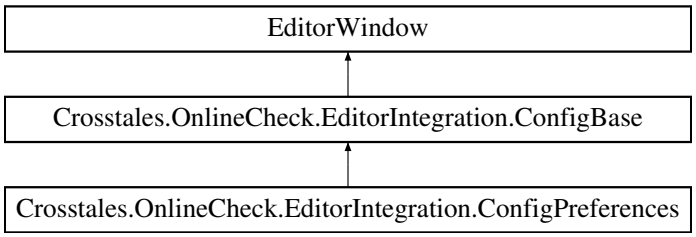
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Editor/↩ Integration/ConfigBase.cs

5.18 Crosstales.OnlineCheck.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.18.1 Detailed Description

Unity "Preferences" extension.

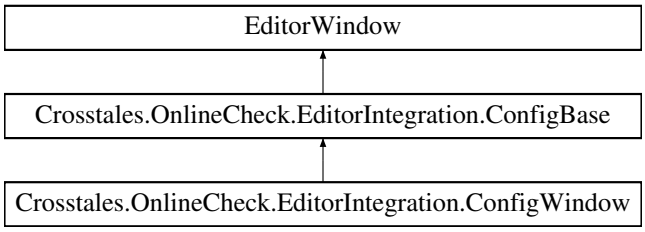
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Editor/↩ Integration/ConfigPreferences.cs

5.19 Crosstales.OnlineCheck.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.ConfigWindow:



Public Member Functions

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

Static Public Member Functions

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

Additional Inherited Members

5.19.1 Detailed Description

Editor window extension.

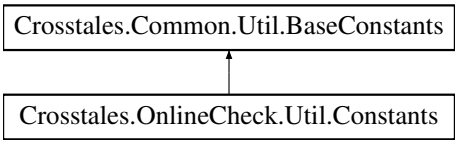
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Editor/↩ Integration/ConfigWindow.cs

5.20 Crosstales.OnlineCheck.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.OnlineCheck.Util.Constants:



Static Public Attributes

- const string ASSET_NAME = "Online Check PRO"

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

  Short name of the asset.
- const string ASSET_VERSION = "2021.2.0"

  Version of the asset.
- const int ASSET_BUILD = 20210414

  Build number of the asset.
- static readonly System.DateTime ASSET_CREATED = new System.DateTime(2017, 5, 4)

  Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime ASSET_CHANGED = new System.DateTime(2021, 4, 14)

  Change date of the asset (YYYY, MM, DD).
- const string ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/74688?aid=1011lNGT"

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

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

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

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

  URL of the asset API.
- const string ASSET_FORUM_URL = "https://forum.unity.com/threads/online-check-pro-verify-internet-reachability.472558/"

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

  URL of the asset in crosstales.
- const string ASSET_VIDEO_PROMO = "https://youtu.be/pPvKE-eyxV4?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"

  URL of the promotion video of the asset (Youtube).
- const string ASSET_VIDEO_TUTORIAL = "https://youtu.be/bNdafUNcs68?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"

  URL of the tutorial video of the asset (Youtube).
- const string **KEY_PREFIX** = "ONLINECHECK_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string ONLINECHECK_SCENE_OBJECT_NAME = "OnlineCheck"

  OnlineCheck prefab scene name.
- const string PROXY_SCENE_OBJECT_NAME = "Proxy"

  Proxy prefab scene name.
- const string PINGCHECK_SCENE_OBJECT_NAME = "PingCheck"

  PingCheck prefab scene name.
- const string SPEEDTEST_SCENE_OBJECT_NAME = "SpeedTest"

  SpeedTest prefab scene name.
- const string SPEEDTESTNET_SCENE_OBJECT_NAME = "SpeedTestNET"

  SpeedTestNET prefab scene name.
- const string **TAB** = "\t\t"

Additional Inherited Members

5.20.1 Detailed Description

Collected constants of very general utility for the asset.

5.20.2 Member Data Documentation

5.20.2.1 ASSET_API_URL

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

URL of the asset API.

5.20.2.2 ASSET_BUILD

```
const int Crosstales.OnlineCheck.Util.Constants.ASSET_BUILD = 20210414  [static]
```

Build number of the asset.

5.20.2.3 ASSET_CHANGED

```
readonly System.DateTime Crosstales.OnlineCheck.Util.Constants.ASSET_CHANGED = new System.↩
DateTime(2021, 4, 14)  [static]
```

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

5.20.2.4 ASSET_CONTACT

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_CONTACT = "onlinecheck@crosstales.↩
com"  [static]
```

Contact to the owner of the asset.

5.20.2.5 ASSET_CREATED

```
readonly System.DateTime Crosstales.OnlineCheck.Util.Constants.ASSET_CREATED = new System.↩
DateTime(2017, 5, 4)  [static]
```

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

5.20.2.6 ASSET_FORUM_URL

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.↩
com/threads/online-check-pro-verify-internet-reachability.472558/"  [static]
```

URL of the asset forum.

5.20.2.7 ASSET_MANUAL_URL

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

URL of the asset manual.

5.20.2.8 ASSET_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_NAME = "Online Check PRO"  [static]
```

Name of the asset.

5.20.2.9 ASSET_NAME_SHORT

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

Short name of the asset.

5.20.2.10 ASSET_PRO_URL

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_PRO_URL = "https://assetstore.↩
unity.com/packages/slug/74688?aid=1011lNGT"  [static]
```

URL of the PRO asset in UAS.

5.20.2.11 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

5.20.2.12 ASSET_VERSION

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_VERSION = "2021.2.0"  [static]
```

Version of the asset.

5.20.2.13 ASSET_VIDEO_PROMO

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/pPv↩
KE-eyxV4?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

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

5.20.2.14 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.↩
be/bNdafUNcs68?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

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

5.20.2.15 ASSET_WEB_URL

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

URL of the asset in crosstales.

5.20.2.16 ONLINECHECK_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.ONLINECHECK_SCENE_OBJECT_NAME = "Online↩
Check"  [static]
```

OnlineCheck prefab scene name.

5.20.2.17 PINGCHECK_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.PINGCHECK_SCENE_OBJECT_NAME = "PingCheck"
[static]
```

PingCheck prefab scene name.

5.20.2.18 PROXY_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.PROXY_SCENE_OBJECT_NAME = "Proxy"  [static]
```

Proxy prefab scene name.

5.20.2.19 SPEEDTEST_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.SPEEDTEST_SCENE_OBJECT_NAME = "SpeedTest"
[static]
```

SpeedTest prefab scene name.

5.20.2.20 SPEEDTESTNET_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.SPEEDTESTNET_SCENE_OBJECT_NAME = "Speed↩
TestNET"  [static]
```

SpeedTestNET prefab scene name.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Util/Constants.cs

5.21 Crosstales.OnlineCheck.Util.Context Class Reference

Context for the asset.

Static Public Attributes

- static int NumberOfChecks = 0

  The current total number of checks.
- static float Runtime = 0f

  Time since start of the scene.
- static float Uptime = 0f

  The current total of Internet availability uptime.
- static float ChecksPerMinute => NumberOfChecks / (Runtime / 60f)

  Calculates checks per minute.
- static float Downtime => Runtime - Uptime

  Calculates Internet unavailability.

5.21.1 Detailed Description

Context for the asset.

5.21.2 Member Data Documentation

5.21.2.1 ChecksPerMinute

```
float Crosstales.OnlineCheck.Util.Context.ChecksPerMinute => NumberOfChecks / (Runtime / 60f)
[static]
```

Calculates checks per minute.

Returns

Returns checks done within 60 seconds

5.21.2.2 Downtime

```
float Crosstales.OnlineCheck.Util.Context.Downtime => Runtime - Uptime  [static]
```

Calculates Internet unavailability.

Returns

Returns downtime in seconds.

5.21.2.3 NumberOfChecks

```
int Crosstales.OnlineCheck.Util.Context.NumberOfChecks = 0  [static]
```

The current total number of checks.

5.21.2.4 Runtime

```
float Crosstales.OnlineCheck.Util.Context.Runtime = 0f  [static]
```

Time since start of the scene.

5.21.2.5 Uptime

```
float Crosstales.OnlineCheck.Util.Context.Uptime = 0f  [static]
```

The current total of Internet availability uptime.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Util/Context.cs

5.22 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Coordinate Class Reference

Model for a geo coordinate.

Public Member Functions

- **Coordinate** (double latitude, double longitude)
- double **GetDistanceTo** (Coordinate other)

Properties

- double **Latitude** `[get]`
- double **Longitude** `[get]`

5.22.1 Detailed Description

Model for a geo coordinate.

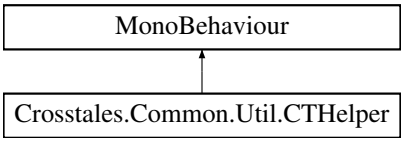
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/Coordinate.cs

5.23 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:



5.23.1 Detailed Description

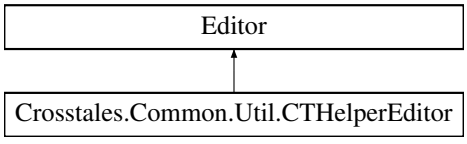
Helper to reset the necessary settings.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/CTHelper.cs

5.24 Crosstales.Common.Util.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.CTHelperEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/CTHelper.cs

5.25 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool HasKey (string key)

  Exists the key?
- static void DeleteAll ()

  Deletes all keys.
- static void DeleteKey (string key)

  Delete the key.
- static void Save ()

  Saves all modifications.
- static string GetString (string key)

  Allows to get a string from a key.
- static float GetFloat (string key)

  Allows to get a float from a key.
- static int GetInt (string key)

  Allows to get an int from a key.
- static bool GetBool (string key)

  Allows to get a bool from a key.
- static System.DateTime GetDate (string key)

  Allows to get a DateTime from a key.
- static Vector2 GetVector2 (string key)

  Allows to get a Vector2 from a key.
- static Vector3 GetVector3 (string key)

  Allows to get a Vector3 from a key.
- static Vector4 GetVector4 (string key)

  Allows to get a Vector4 from a key.
- static Quaternion GetQuaternion (string key)

  Allows to get a Quaternion from a key.
- static Color GetColor (string key)

  Allows to get a Color from a key.
- static SystemLanguage GetLanguage (string key)

  Allows to get a SystemLanguage from a key.
- static void SetString (string key, string value)

  Allows to set a string for a key.
- static void SetFloat (string key, float value)

  Allows to set a float for a key.
- static void SetInt (string key, int value)

  Allows to set an int for a key.
- static void SetBool (string key, bool value)

  Allows to set a bool for a key.
- static void SetDate (string key, System.DateTime value)

  Allows to set a DateTime for a key.
- static void SetVector2 (string key, Vector2 value)

  Allows to set a Vector2 for a key.
- static void SetVector3 (string key, Vector3 value)

Allows to set a Vector3 for a key.

- static void SetVector4 (string key, Vector4 value)

  Allows to set a Vector4 for a key.
- static void SetQuaternion (string key, Quaternion value)

  Allows to set a Quaternion for a key.
- static void SetColor (string key, Color value)

  Allows to set a Color for a key.
- static void SetLanguage (string key, SystemLanguage language)

  Allows to set a SystemLanguage for a key.

5.25.1 Detailed Description

Wrapper for the PlayerPrefs.

5.25.2 Member Function Documentation

5.25.2.1 DeleteAll()

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

Deletes all keys.

5.25.2.2 DeleteKey()

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

Delete the key.

Parameters

key	Key to delete in the PlayerPrefs.

5.25.2.3 GetBool()

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

Allows to get a bool from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.4 GetColor()

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

Allows to get a Color from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.5 GetDate()

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

Allows to get a DateTime from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.6 GetFloat()

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

Allows to get a float from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.7 GetInt()

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

Allows to get an int from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.8 GetLanguage()

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

Allows to get a SystemLanguage from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.9 GetQuaternion()

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

Allows to get a Quaternion from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.10 GetString()

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

Allows to get a string from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.11 GetVector2()

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

Allows to get a Vector2 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.12 GetVector3()

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

Allows to get a Vector3 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.13 GetVector4()

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

Allows to get a Vector4 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.14 HasKey()

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

Exists the key?

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.15 Save()

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

Saves all modifications.

5.25.2.16 SetBool()

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

Allows to set a bool for a key.

Parameters

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

5.25.2.17 SetColor()

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

Allows to set a Color for a key.

Parameters

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

5.25.2.18 SetDate()

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

Allows to set a DateTime for a key.

Parameters

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

5.25.2.19 SetFloat()

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

Allows to set a float for a key.

Parameters

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

5.25.2.20 SetInt()

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

Allows to set an int for a key.

Parameters

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

5.25.2.21 SetLanguage()

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

Allows to set a SystemLanguage for a key.

Parameters

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

5.25.2.22 SetQuaternion()

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

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

Allows to set a Quaternion for a key.

Parameters

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

5.25.2.23 SetString()

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

Allows to set a string for a key.

Parameters

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

5.25.2.24 SetVector2()

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

Allows to set a Vector2 for a key.

Parameters

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

5.25.2.25 SetVector3()

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

Allows to set a Vector3 for a key.

Parameters

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

5.25.2.26 SetVector4()

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

Allows to set a Vector4 for a key.

Parameters

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

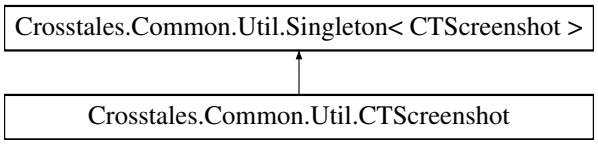
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/CTPlayerPrefs.cs

5.26 Crosstales.Common.Util.CTScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.CTScreenshot:



Public Member Functions

- void Capture ()

  Capture the screen.
- void **Start** ()

Public Attributes

- string Prefix = "CT_Screenshot"

  Prefix for the generate file names.
- int Scale = 1

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

  summary>Show file location (default: true).
- bool **ShowFileLocation** = true

Additional Inherited Members

5.26.1 Detailed Description

Take screen shots inside an application.

5.26.2 Member Function Documentation

5.26.2.1 Capture()

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

Capture the screen.

5.26.3 Member Data Documentation

5.26.3.1 KeyCode

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

summary>Show file location (default: true).

5.26.3.2 Prefix

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

Prefix for the generate file names.

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

5.26.3.3 Scale

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

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

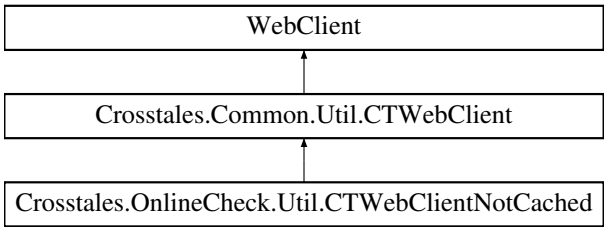
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/CT↩ Screenshot/Scripts/CTScreenshot.cs

5.27 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

5.27.1 Detailed Description

Specialized WebClient.

5.27.2 Property Documentation

5.27.2.1 ConnectionLimit

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

Connection limit for all WebClients

5.27.2.2 Timeout

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

Timeout in milliseconds

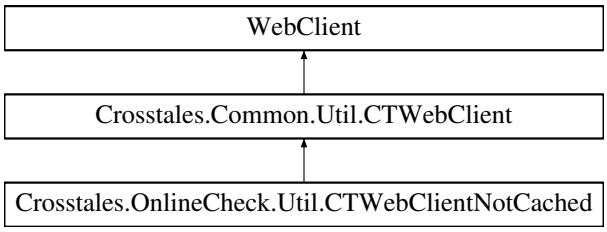
The documentation for this class was generated from the following file:

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

5.28 Crosstales.OnlineCheck.Util.CTWebClientNotCached Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.OnlineCheck.Util.CTWebClientNotCached:



Public Member Functions

- **CTWebClientNotCached** (int timeout, int connectionLimit=20)

Protected Member Functions

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

Additional Inherited Members

5.28.1 Detailed Description

Specialized WebClient.

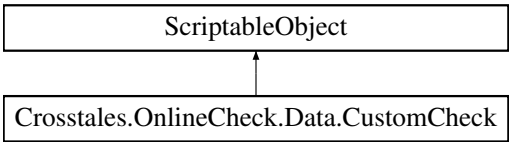
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Scripts/Util/CTWebClientNotCached.cs

5.29 Crosstales.OnlineCheck.Data.CustomCheck Class Reference

Data definition of a custom check.

Inheritance diagram for Crosstales.OnlineCheck.Data.CustomCheck:



Public Member Functions

- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Public Attributes

- string URL = string.Empty

  Custom URL to perform the Internet availability tests e.g. `https://mydomain.com/connect.txt`. The host should be https-based and provide an 'Access-Control-Allow-Origin' header.
- string ExpectedData = "success"

  Expected data from the custom URL (as string).
- bool DataMustBeEquals

  Compares the custom data with 'equals' to the expected data (default: false, false uses 'contains' as match).
- bool UseOnlyCustom

  Use only the custom url for Internet availability tests and ignores all built-in checks (default: false).
- bool ShowErrors

  Displays all connection errors (default: false).
- int HeaderSize

  Size of the request header (default: 0).

5.29.1 Detailed Description

Data definition of a custom check.

5.29.2 Member Data Documentation

5.29.2.1 DataMustBeEquals

```
bool Crosstales.OnlineCheck.Data.CustomCheck.DataMustBeEquals
```

Compares the custom data with 'equals' to the expected data (default: false, false uses 'contains' as match).

5.29.2.2 ExpectedData

```
string Crosstales.OnlineCheck.Data.CustomCheck.ExpectedData = "success"
```

Expected data from the custom URL (as string).

5.29.2.3 HeaderSize

```
int Crosstales.OnlineCheck.Data.CustomCheck.HeaderSize
```

Size of the request header (default: 0).

5.29.2.4 ShowErrors

```
bool Crosstales.OnlineCheck.Data.CustomCheck.ShowErrors
```

Displays all connection errors (default: false).

5.29.2.5 URL

```
string Crosstales.OnlineCheck.Data.CustomCheck.URL = string.Empty
```

Custom URL to perform the Internet availability tests e.g. https://mydomain.com/connect.txt. The host should be https-based and provide an 'Access-Control-Allow-Origin' header.

5.29.2.6 UseOnlyCustom

```
bool Crosstales.OnlineCheck.Data.CustomCheck.UseOnlyCustom
```

Use only the custom url for Internet availability tests and ignores all built-in checks (default: false).

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Data/CustomCheck.cs

5.30 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Download Class Reference

Model for a download.

Properties

- int **TestLength** `[get, set]`
- string **InitialTest** `[get, set]`
- string **MinTestSize** `[get, set]`
- int **ThreadsPerUrl** `[get, set]`

5.30.1 Detailed Description

Model for a download.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/Download.cs

5.31 Crosstales.OnlineCheck.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

- static void Reset ()

  Resets all changeable variables to their default value.
- static void Load ()

  Loads the all changeable variables.
- static void Save ()

  Saves the all changeable variables.

Static Public Attributes

- static bool UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK

  Enable or disable update-checks for the asset.
- static bool COMPILE_DEFINES = EditorConstants.DEFAULT_COMPILE_DEFINES

  Enable or disable adding compile define "CT_OC" for the asset.
- static bool PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD

  Automatically load and add the prefabs to the scene.
- static bool HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON

  Enable or disable the icon in the hierarchy.
- static bool isLoaded

  Is the configuration loaded?
- static string PREFAB_PATH => ASSET_PATH + EditorConstants.PREFAB_SUBPATH

  Returns the path of the prefabs.

Properties

- static string ASSET_PATH `[get]`

  Returns the path to the asset inside the Unity project.

5.31.1 Detailed Description

Editor configuration for the asset.

5.31.2 Member Function Documentation

5.31.2.1 Load()

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

Loads the all changeable variables.

5.31.2.2 Reset()

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

Resets all changeable variables to their default value.

5.31.2.3 Save()

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

Saves the all changeable variables.

5.31.3 Member Data Documentation

5.31.3.1 COMPILE_DEFINES

```
bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.COMPILE_DEFINES = EditorConstants.DEFAUL↩
T_COMPILE_DEFINES  [static]
```

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

5.31.3.2 HIERARCHY_ICON

```
bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT↩
_HIERARCHY_ICON  [static]
```

Enable or disable the icon in the hierarchy.

5.31.3.3 isLoaded

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

Is the configuration loaded?

5.31.3.4 PREFAB_AUTOLOAD

```
bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAUL↩
T_PREFAB_AUTOLOAD  [static]
```

Automatically load and add the prefabs to the scene.

5.31.3.5 PREFAB_PATH

```
string Crosstales.OnlineCheck.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + EditorConstants.PREFAB_SUBP
[static]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

5.31.3.6 UPDATE_CHECK

```
bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_U↩
PDATE_CHECK  [static]
```

Enable or disable update-checks for the asset.

5.31.4 Property Documentation

5.31.4.1 ASSET_PATH

```
string Crosstales.OnlineCheck.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/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Editor/↩ Util/EditorConfig.cs

5.32 Crosstales.OnlineCheck.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_COMPILE_DEFINES** = Util.Constants.KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_PREFAB_AUTOLOAD** = Util.Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Util.Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/OnlineCheck/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string PREFAB_SUBPATH = "Resources/Prefabs/"

  Sub-path to the prefabs.
- static string ASSET_URL => Util.Constants.ASSET_PRO_URL

  Returns the URL of the asset in UAS.
- static string ASSET_ID => "74688"

  Returns the ID of the asset in UAS.
- static System.Guid ASSET_UID => new System.Guid("8d9c788b-065f-410e-ba67-f44e997d1a9c")

  Returns the UID of the asset.

5.32.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.32.2 Member Data Documentation

5.32.2.1 ASSET_ID

```
string Crosstales.OnlineCheck.EditorUtil.EditorConstants.ASSET_ID => "74688"  [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.32.2.2 ASSET_UID

```
System.Guid Crosstales.OnlineCheck.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("8d9c788b-065f-410
[static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.32.2.3 ASSET_URL

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

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.32.2.4 PREFAB_SUBPATH

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

Sub-path to the prefabs.

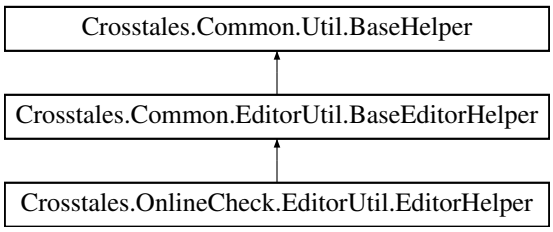
The documentation for this class was generated from the following file:

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

5.33 Crosstales.OnlineCheck.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.OnlineCheck.EditorUtil.EditorHelper:



Static Public Member Functions

- static void OCUnavailable ()

  Shows an "Online Check unavailable"-UI.
- static void InstantiatePrefab (string prefabName)

  Instantiates a prefab.

Static Public Attributes

- const int GO_ID = 29

  Start index inside the "GameObject"-menu.
- const int MENU_ID = 11415

  Start index inside the "Tools"-menu.
- static Texture2D **Logo_Asset** => loadImage(ref logo_asset, "logo_asset_pro.png")
- static Texture2D **Logo_Asset_Small** => loadImage(ref logo_asset_small, "logo_asset_small_pro.png")
- static bool isOnlineCheckInScene => GameObject.FindObjectOfType(typeof(OnlineCheck)) != null

  Checks if the 'OnlineCheck'-prefab is in the scene.
- static bool isProxyInScene => GameObject.FindObjectOfType(typeof(Tool.Proxy)) != null

  Checks if the 'Proxy'-prefab is in the scene.
- static bool isPingInScene => GameObject.FindObjectOfType(typeof(Tool.PingCheck)) != null

  Checks if the 'PingCheck'-prefab is in the scene.
- static bool isSpeedTestInScene => GameObject.FindObjectOfType(typeof(Tool.SpeedTest)) != null

  Checks if the 'SpeedTest'-prefab is in the scene.
- static bool isSpeedTestNETInScene => GameObject.Find(Util.Constants.SPEEDTESTNET_SCENE_OBJECT_NAME) != null

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

Additional Inherited Members

5.33.1 Detailed Description

Editor helper class.

5.33.2 Member Function Documentation

5.33.2.1 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

prefabName	Name of the prefab.

5.33.2.2 OCUnavailable()

```
static void Crosstales.OnlineCheck.EditorUtil.EditorHelper.OCUnavailable ( )  [static]
```

Shows an "Online Check unavailable"-UI.

5.33.3 Member Data Documentation

5.33.3.1 GO_ID

```
const int Crosstales.OnlineCheck.EditorUtil.EditorHelper.GO_ID = 29  [static]
```

Start index inside the "GameObject"-menu.

5.33.3.2 isOnlineCheckInScene

```
bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isOnlineCheckInScene => GameObject.Find↩
ObjectOfType(typeof(OnlineCheck)) != null  [static]
```

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

Returns

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

5.33.3.3 isPingInScene

```
bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isPingInScene => GameObject.FindObjectOf↩
Type(typeof(Tool.PingCheck)) != null  [static]
```

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

Returns

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

5.33.3.4 isProxyInScene

```
bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isProxyInScene => GameObject.FindObject↩
OfType(typeof(Tool.Proxy)) != null  [static]
```

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

Returns

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

5.33.3.5 isSpeedTestInScene

```
bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isSpeedTestInScene => GameObject.Find↩
ObjectOfType(typeof(Tool.SpeedTest)) != null  [static]
```

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

Returns

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

5.33.3.6 isSpeedTestNETInScene

```
bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isSpeedTestNETInScene => GameObject.↩
Find(Util.Constants.SPEEDTESTNET_SCENE_OBJECT_NAME) != null  [static]
```

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

Returns

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

5.33.3.7 MENU_ID

```
const int Crosstales.OnlineCheck.EditorUtil.EditorHelper.MENU_ID = 11415  [static]
```

Start index inside the "Tools"-menu.

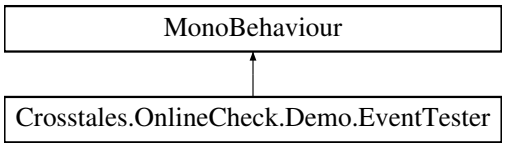
The documentation for this class was generated from the following file:

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

5.34 Crosstales.OnlineCheck.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.OnlineCheck.Demo.EventTester:



Public Member Functions

- void **OnStatusChange** (bool isConnected)
- void **OnPingComplete** (float time)
- void **OnSpeedTestComplete** (double duration, double speed)
- void **OnSpeedTestNETComplete** (double duration, double speed, double uploadspeed)

5.34.1 Detailed Description

Simple test script for all UnityEvent-callbacks.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Demos/Scripts/EventTester.cs

5.35 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 bool CTisInteger (this string str)

  Extension method for strings. Checks if the string is integer.
- static bool CTisEmail (this string str)

  Extension method for strings. Checks if the string is an email address.
- static bool CTisWebsite (this string str)

  Extension method for strings. Checks if the string is a website address.
- static bool CTisCreditcard (this string str)

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

- static bool CTisIPv4 (this string str)

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

- static bool CTisAlphanumeric (this string str)

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

- static bool CThasLineEndings (this string str)

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

- static bool CThasInvalidChars (this string str)

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

- static bool CTStartsWith (this string str, string toCheck, System.StringComparison comp=System.String↩ Comparison.OrdinalIgnoreCase)

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

- static bool CTEndsWith (this string str, string toCheck, System.StringComparison comp=System.String↩ Comparison.OrdinalIgnoreCase)

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

- static int CTLastIndexOf (this string str, string toCheck, System.StringComparison comp=System.String↩ Comparison.OrdinalIgnoreCase)

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

- static int CTIndexOf (this string str, string toCheck, System.StringComparison comp=System.String↩ Comparison.OrdinalIgnoreCase)

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

- static int CTIndexOf (this string str, string toCheck, int startIndex, System.StringComparison comp=System.↩ StringComparison.OrdinalIgnoreCase)

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

- static string CTToBase64 (this string str)

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

- static string CTFromBase64 (this string str)

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

- static string CTToHex (this string str, bool addPrefix=false)

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

- static string CTHexToString (this string hexString)

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

- static Color CTHexToColor (this string hexString)

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

- 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 float[ ] CTToFloatArray (this byte[ ] array, int count=0)

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

- static byte[ ] CTToByteArray (this float[ ] array, int count=0)

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

- static 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 > dict, System.↩ Collections.Generic.IDictionary< K, V > collection)

  Extension method for IDictionary. Adds a dictionary to an existing one.
- static byte[ ] CTReadFully (this System.IO.Stream input)

  Extension method for Stream. Reads the full content of a Stream.
- static string CTToHex (this Color input)

  Extension method for Color. Converts the value of a color to a Hex-string.
- static Vector3 CTVector3 (this Color color)

  Extension method for Color. Convert it to a Vector3.
- static Vector4 CTVector4 (this Color color)

  Extension method for Color. Convert it to a Vector4.
- static Vector2 CTMultiply (this Vector2 a, Vector2 b)

  Allows you to multiply two Vector2s together, something Unity sorely lacks by default.
- static Vector3 CTMultiply (this Vector3 a, Vector3 b)

  Allows you to multiply two Vector3s together, something Unity sorely lacks by default.
- static Vector3 CTFlatten (this Vector3 a)

  Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.
- static Quaternion CTQuaternion (this Vector3 eulerAngle)

  Extension method for Vector3. Convert it to a Quaternion.
- static Color CTColorRGB (this Vector3 rgb, float alpha=1f)

  Extension method for Vector3. Convert it to a Color.
- static Vector4 CTMultiply (this Vector4 a, Vector4 b)

  Allows you to multiply two Vector4s together, something Unity sorely lacks by default.
- static Quaternion CTQuaternion (this Vector4 angle)

  Extension method for Vector4. Convert it to a Quaternion.
- static Color CTColorRGBA (this Vector4 rgba)

  Extension method for Vector4. Convert it to a Color.
- static Vector3 CTVector3 (this Quaternion angle)

  Extension method for Quaternion. Convert it to a Vector3.
- static Vector4 CTVector4 (this Quaternion angle)

  Extension method for Quaternion. Convert it to a Vector4.
- static Vector3 CTCorrectLossyScale (this Canvas canvas)

Extension method for Canvas. Convert current resolution scale.

- static void CTGetLocalCorners (this RectTransform rt, Vector3[ ] fourCornersArray, Canvas canvas, float inset)

  Extension method for RectTransform. Sets the corners of a RectTransform.
- static void CTGetScreenCorners (this RectTransform rt, Vector3[ ] fourCornersArray, Canvas canvas, float inset)

  Extension method for RectTransform. Sets the world corners of a RectTransform.
- static GameObject CTFind (this MonoBehaviour parent, string name)

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

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

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

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

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

  Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.
- static bool CTIsVisibleFrom (this Renderer renderer, Camera camera)

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

5.35.1 Detailed Description

Various extension methods.

5.35.2 Member Function Documentation

5.35.2.1 CTAddRange< K, V >()

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

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

Parameters

dict	IDictionary-instance.
collection	Dictionary to add.

5.35.2.2 CTColorRGB()

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

Extension method for Vector3. Convert it to a Color.

Parameters

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

Returns

Color from RGB.

5.35.2.3 CTColorRGBA()

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

Extension method for Vector4. Convert it to a Color.

Parameters

rgba	Vector4-instance to convert (RGBA = xyzw).

Returns

Color from RGBA.

5.35.2.4 CTContains()

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

5.35.2.5 CTContainsAll()

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

5.35.2.6 CTContainsAny()

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.35.2.7 CTCorrectLossyScale()

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

Extension method for Canvas. Convert current resolution scale.

Parameters

canvas	Canvas to convert.

Returns

Vector3 with the correct scale.

5.35.2.8 CTDump() [1/8]

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

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

Parameters

array	Quaternion-array-instance to dump.

Returns

String with lines for all array entries.

5.35.2.9 CTDump() [2/8]

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

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

Parameters

list	Quaternion-IList-instance to dump.

Returns

String with lines for all list entries.

5.35.2.10 CTDump() [3/8]

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

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

Parameters

list	Vector2-IList-instance to dump.

Returns

String with lines for all list entries.

5.35.2.11 CTDump() [4/8]

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

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

Parameters

list	Vector3-IList-instance to dump.

Returns

String with lines for all list entries.

5.35.2.12 CTDump() [5/8]

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

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

Parameters

list	Vector4-IList-instance to dump.

Returns

String with lines for all list entries.

5.35.2.13 CTDump() [6/8]

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

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

Parameters

array	Vector2-array-instance to dump.

Returns

String with lines for all array entries.

5.35.2.14 CTDump() [7/8]

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

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

Parameters

array	Vector3-array-instance to dump.

Returns

String with lines for all array entries.

5.35.2.15 CTDump() [8/8]

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

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

Parameters

array	Vector4-array-instance to dump.

Returns

String with lines for all array entries.

5.35.2.16 CTDump< K, V >()

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

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

Parameters

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

Returns

String with lines for all dictionary entries.

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

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

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

Parameters

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

Returns

String with lines for all list entries.

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

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

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

Parameters

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

Returns

String with lines for all array entries.

5.35.2.19 CTEndsWith()

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

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

Parameters

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

Returns

True if the string is integer.

5.35.2.20 CTEquals()

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

5.35.2.21 CTFind() [1/3]

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

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

Parameters

parent	Parent of the current children.
name	Name of the GameObject.

Returns

GameObject with the given name or null.

5.35.2.22 CTFind() [2/3]

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

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

Parameters

parent	Parent of the current children.
name	Name of the GameObject.

Returns

GameObject with the given name or null.

5.35.2.23 CTFind() [3/3]

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

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

Parameters

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

Returns

Transform with the given name or null.

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

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

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

Parameters

parent	Parent of the current children.
name	Name of the GameObject.

Returns

Component with the given type or null.

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

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

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

Parameters

parent	Parent of the current children.
name	Name of the GameObject.

Returns

Component with the given type or null.

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

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

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

Parameters

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

Returns

Component with the given type or null.

5.35.2.27 CTFlatten()

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

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

5.35.2.28 CTFromBase64()

```
static string Crosstales.ExtensionMethods.CTFromBase64 (
            this string str )  [static]
```

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

Parameters

str	Input Base64-string.

Returns

Base64-string value as converted string.

5.35.2.29 CTGetLocalCorners()

```
static void Crosstales.ExtensionMethods.CTGetLocalCorners (
            this RectTransform rt,
            Vector3[] fourCornersArray,
            Canvas canvas,
            float inset )  [static]
```

Extension method for RectTransform. Sets the corners of a RectTransform.

Parameters

rt	RectTransform-instance.
fourCornersArray	Corners for the RectTransform.
canvas	Relevant canvas.
inset	Inset from the corners.

5.35.2.30 CTGetScreenCorners()

```
static void Crosstales.ExtensionMethods.CTGetScreenCorners (
            this RectTransform rt,
            Vector3[] fourCornersArray,
            Canvas canvas,
            float inset )  [static]
```

Extension method for RectTransform. Sets the world corners of a RectTransform.

Parameters

rt	RectTransform-instance.
fourCornersArray	Corners for the RectTransform.
canvas	Relevant canvas.
inset	Inset from the corners.

5.35.2.31 CThasInvalidChars()

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

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

Parameters

str	String-instance.

Returns

True if the string has invalid characters.

5.35.2.32 CThasLineEndings()

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

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

Parameters

str	String-instance.

Returns

True if the string has line endings.

5.35.2.33 CTHexToColor()

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

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

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as Color.

5.35.2.34 CTHexToString()

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

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

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as converted string.

5.35.2.35 CTIndexOf() [1/2]

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

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

Parameters

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

Returns

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

5.35.2.36 CTIndexOf() [2/2]

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

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

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

Parameters

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

Returns

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

5.35.2.37 CTisAlphanumeric()

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

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

Parameters

str	String-instance.

Returns

True if the string is alphanumeric.

5.35.2.38 CTisCreditcard()

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

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

Parameters

str	String-instance.

Returns

True if the string is a creditcard.

5.35.2.39 CTisEmail()

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

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

Parameters

str	String-instance.

Returns

True if the string is an email address.

5.35.2.40 CTisInteger()

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

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

Parameters

str	String-instance.

Returns

True if the string is integer.

5.35.2.41 CTisIPv4()

```
static bool Crosstales.ExtensionMethods.CTisIPv4 (
            this string str )  [static]
```

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

Parameters

str	String-instance.

Returns

True if the string is an IPv4 address.

5.35.2.42 CTisNumeric()

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

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

Parameters

str	String-instance.

Returns

True if the string is numeric.

5.35.2.43 CTIsVisibleFrom()

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

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

Parameters

renderer	Renderer to test the visibility.
camera	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.35.2.44 CTisWebsite()

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

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

Parameters

str	String-instance.

Returns

True if the string is a website address.

5.35.2.45 CTLastIndexOf()

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

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

Parameters

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

Returns

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

5.35.2.46 CTMultiply() [1/3]

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

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

Parameters

right	Second vector

Returns

The x∗x, y∗y result.

5.35.2.47 CTMultiply() [2/3]

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

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

Parameters

right	Second vector

Returns

The x∗x, y∗y, z∗z result.

5.35.2.48 CTMultiply() [3/3]

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

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

Parameters

right	Second vector

Returns

The x∗x, y∗y, z∗z, w∗w result.

5.35.2.49 CTQuaternion() [1/2]

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

Extension method for Vector3. Convert it to a Quaternion.

Parameters

eulerAngle	Vector3-instance to convert.

Returns

Quaternion from euler angles.

5.35.2.50 CTQuaternion() [2/2]

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

Extension method for Vector4. Convert it to a Quaternion.

Parameters

angle	Vector4-instance to convert.

Returns

Quaternion from Vector4.

5.35.2.51 CTReadFully()

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

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

Parameters

input	Stream-instance to read.

Returns

Byte-array of the Stream content.

5.35.2.52 CTReplace()

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

Extension method for strings. Case insensitive 'Replace'.

Parameters

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

Returns

Replaced string.

5.35.2.53 CTReverse()

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

Extension method for strings. Reverses a string.

Parameters

str	String-instance.

Returns

Reversed string.

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

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

Extension method for IList. Shuffles a List.

Parameters

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

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

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
```

```
            this T[] array,
            int seed = 0 )  [static]
```

Extension method for arrays. Shuffles an array.

Parameters

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

5.35.2.56 CTStartsWith()

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

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

Parameters

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

Returns

True if the string is integer.

5.35.2.57 CTToBase64()

```
static string Crosstales.ExtensionMethods.CTToBase64 (
            this string str )  [static]
```

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

Parameters

str	Input string.

Returns

String value as converted Base64-string.

5.35.2.58 CTToByteArray()

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

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

Parameters

array	Array-instance to convert.
count	Number of floats to convert (optional).

Returns

Converted byte-array.

5.35.2.59 CTToFloatArray()

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

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

Parameters

array	Array-instance to convert.
count	Number of bytes to convert (optional).

Returns

Converted float-array.

5.35.2.60 CTToHex() [1/2]

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

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

Parameters

input	Color to convert.

Returns

Color value as Hex.

5.35.2.61 CTToHex() [2/2]

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

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

Parameters

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

Returns

String value as converted Hex-string.

5.35.2.62 CTToString< T >() [1/2]

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

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

Parameters

list	IList-instance to ToString.

Returns

String list with all entries (via ToString).

5.35.2.63 CTToString< T >() [2/2]

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

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

Parameters

array	Array-instance to ToString.

Returns

String array with all entries (via ToString).

5.35.2.64 CTToTitleCase()

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

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

Parameters

str	String-instance.

Returns

Converted string in title case.

5.35.2.65 CTVector3() [1/2]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (
            this Color color )  [static]
```

Extension method for Color. Convert it to a Vector3.

Parameters

color	Color-instance to convert.

Returns

Vector3 from color.

5.35.2.66 CTVector3() [2/2]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (
            this Quaternion angle )  [static]
```

Extension method for Quaternion. Convert it to a Vector3.

Parameters

angle	Quaternion-instance to convert.

Returns

Vector3 from Quaternion.

5.35.2.67 CTVector4() [1/2]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (
            this Color color )  [static]
```

Extension method for Color. Convert it to a Vector4.

Parameters

color	Color-instance to convert.

Returns

Vector3 from color.

5.35.2.68 CTVector4() [2/2]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (
            this Quaternion angle )  [static]
```

Extension method for Quaternion. Convert it to a Vector4.

Parameters

angle	Quaternion-instance to convert.

Returns

Vector4 from Quaternion.

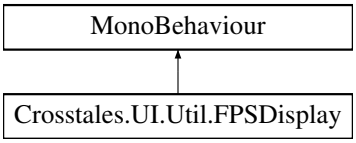
The documentation for this class was generated from the following file:

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

5.36 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Attributes

- Text FPS

  Text component to display the FPS.
- int FrameUpdate = 5

  Update every set frame (default: 5).
- KeyCode **Key** = KeyCode.None

5.36.1 Detailed Description

Simple FPS-Counter.

5.36.2 Member Data Documentation

5.36.2.1 FPS

```
Text Crosstales.UI.Util.FPSDisplay.FPS
```

Text component to display the FPS.

5.36.2.2 FrameUpdate

```
int Crosstales.UI.Util.FPSDisplay.FrameUpdate = 5
```

Update every set frame (default: 5).

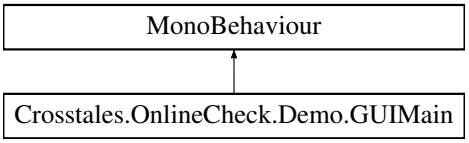
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/Util/FPSDisplay.cs

5.37 Crosstales.OnlineCheck.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUIMain:



Public Member Functions

- void **Check** ()
- void **ChangeIntervalMin** ()
- void **ChangeIntervalMax** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**
- Image **Status**
- Slider **MinimumSlider**
- Slider **MaximumSlider**
- Text **MinValue**
- Text **MaxValue**
- Text **Available**
- Text **Reachability**
- Text **LastCheck**
- Text **Total**
- Text **PerMinute**
- Text **Data**
- Text **Runtime**
- Text **Uptime**
- Text **Downtime**

5.37.1 Detailed Description

Main GUI component for all demo scenes.

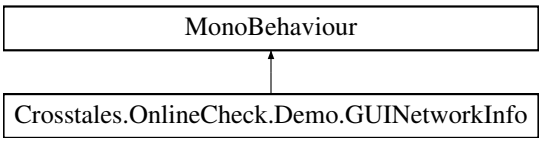
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Demos/Scripts/GUIMain.cs

5.38 Crosstales.OnlineCheck.Demo.GUINetworkInfo Class Reference

GUI component for NetworkInfo.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUINetworkInfo:



Public Member Functions

- void **Refresh** ()

Public Attributes

- Text **Result**

5.38.1 Detailed Description

GUI component for NetworkInfo.

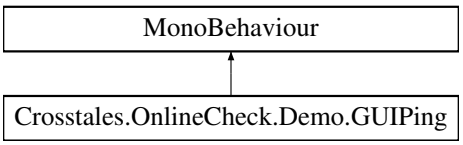
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Demos/Scripts/GUINetworkInfo.cs

5.39 Crosstales.OnlineCheck.Demo.GUIPing Class Reference

GUI component for PingCheck.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUIPing:



Public Member Functions

- void **Ping** ()

Public Attributes

- string **Host** = "google.com"
- InputField **Hostname**
- Text **Result**
- Button **CheckButton**

5.39.1 Detailed Description

GUI component for PingCheck.

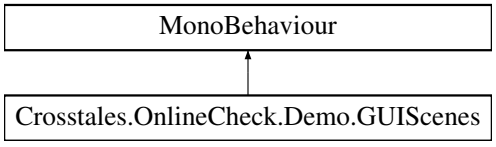
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Demos/Scripts/GUIPing.cs

5.40 Crosstales.OnlineCheck.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUIScenes:



Public Member Functions

- void LoadPreviousScene ()

  Load previous scene.
- void LoadNextScene ()

  Load next scene.
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void Quit ()

  Quit the application.

Public Attributes

- string PreviousScene

  Name of the previous scene.
- string NextScene

  Name of the next scene.

5.40.1 Detailed Description

Main GUI scene manager for all demo scenes.

5.40.2 Member Function Documentation

5.40.2.1 LoadNextScene()

```
void Crosstales.OnlineCheck.Demo.GUIScenes.LoadNextScene ( )
```

Load next scene.

5.40.2.2 LoadPreviousScene()

```
void Crosstales.OnlineCheck.Demo.GUIScenes.LoadPreviousScene ( )
```

Load previous scene.

5.40.2.3 Quit()

```
void Crosstales.OnlineCheck.Demo.GUIScenes.Quit ( )
```

Quit the application.

5.40.3 Member Data Documentation

5.40.3.1 NextScene

```
string Crosstales.OnlineCheck.Demo.GUIScenes.NextScene
```

Name of the next scene.

5.40.3.2 PreviousScene

```
string Crosstales.OnlineCheck.Demo.GUIScenes.PreviousScene
```

Name of the previous scene.

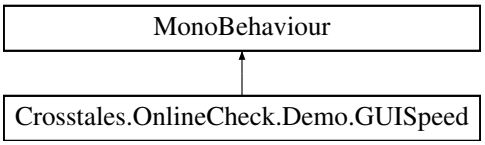
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Demos/Scripts/GUIScenes.cs

5.41 Crosstales.OnlineCheck.Demo.GUISpeed Class Reference

GUI component for SpeedTest.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUISpeed:



Public Member Functions

- void **Test** ()
- void **SetSize** (int value)

Public Attributes

- Text **Result**
- Button **CheckButton**

5.41.1 Detailed Description

GUI component for SpeedTest.

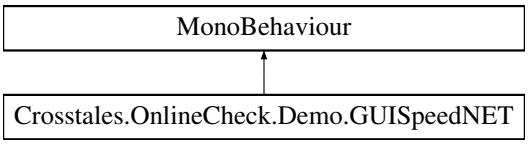
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Demos/Scripts/GUISpeed.cs

5.42 Crosstales.OnlineCheck.Demo.GUISpeedNET Class Reference

GUI component for SpeedTestNET.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUISpeedNET:



Public Member Functions

- void **Test** ()

Public Attributes

- Text **Result**
- Button **CheckButton**

5.42.1 Detailed Description

GUI component for SpeedTestNET.

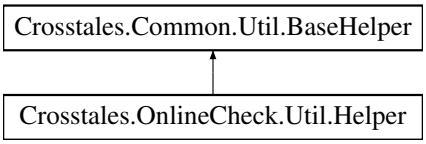
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Demo/Scripts/GUISpeedNET.cs

5.43 Crosstales.OnlineCheck.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.OnlineCheck.Util.Helper:



Static Public Member Functions

- static void CreateCustomCheck ()

  Creates a custom check asset.

Additional Inherited Members

5.43.1 Detailed Description

Various helper functions.

5.43.2 Member Function Documentation

5.43.2.1 CreateCustomCheck()

```
static void Crosstales.OnlineCheck.Util.Helper.CreateCustomCheck ( )  [static]
```

Creates a custom check asset.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Util/Helper.cs

5.44 System.Web.Util.HttpEncoder Class Reference

Static Public Attributes

- static HttpEncoder **Default** => defaultEncoder.Value

Properties

- static HttpEncoder???? **Current** `[get, set]`

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Mono/HttpEncoder.cs

5.45 System.Web.HttpUtility Class Reference

Static Public Member Functions

- static void **HtmlAttributeEncode** (string s, TextWriter output)
- static string **HtmlAttributeEncode** (string s)
- static string **UrlDecode** (string str)
- static string **UrlDecode** (string str, Encoding e)
- static string **UrlDecode** (byte[ ] bytes, Encoding e)
- static string **UrlDecode** (byte[ ] bytes, int offset, int count, Encoding e)
- static byte[ ] **UrlDecodeToBytes** (byte[ ] bytes)
- static byte[ ] **UrlDecodeToBytes** (string str)
- static byte[ ] **UrlDecodeToBytes** (string str, Encoding e)
- static byte[ ] **UrlDecodeToBytes** (byte[ ] bytes, int offset, int count)
- static string **UrlEncode** (string str)
- static string **UrlEncode** (string str, Encoding e)
- static string **UrlEncode** (byte[ ] bytes)
- static string **UrlEncode** (byte[ ] bytes, int offset, int count)
- static byte[ ] **UrlEncodeToBytes** (string str)
- static byte[ ] **UrlEncodeToBytes** (string str, Encoding e)
- static byte[ ] **UrlEncodeToBytes** (byte[ ] bytes)
- static byte[ ] **UrlEncodeToBytes** (byte[ ] bytes, int offset, int count)
- static string **UrlEncodeUnicode** (string str)
- static byte[ ] **UrlEncodeUnicodeToBytes** (string str)
- static string HtmlDecode (string s)

  Decodes an HTML-encoded string and returns the decoded string.
- static void HtmlDecode (string s, TextWriter output)

  Decodes an HTML-encoded string and sends the resulting output to a TextWriter output stream.
- static string **HtmlEncode** (string s)
- static void HtmlEncode (string s, TextWriter output)

  HTML-encodes a string and sends the resulting output to a TextWriter output stream.
- static string **HtmlEncode** (object value)
- static string **JavaScriptStringEncode** (string value)
- static string **JavaScriptStringEncode** (string value, bool addDoubleQuotes)
- static string **UrlPathEncode** (string str)
- static NameValueCollection **ParseQueryString** (string query)
- static NameValueCollection **ParseQueryString** (string query, Encoding encoding)

5.45.1 Member Function Documentation

5.45.1.1 HtmlDecode() [1/2]

```
static string System.Web.HttpUtility.HtmlDecode (
            string s )  [static]
```

Decodes an HTML-encoded string and returns the decoded string.

Parameters

s	The HTML string to decode.

Returns

The decoded text.

5.45.1.2 HtmlDecode() [2/2]

```
static void System.Web.HttpUtility.HtmlDecode (
            string s,
            TextWriter output )  [static]
```

Decodes an HTML-encoded string and sends the resulting output to a TextWriter output stream.

Parameters

s	The HTML string to decode
output	The TextWriter output stream containing the decoded string.

5.45.1.3 HtmlEncode()

```
static void System.Web.HttpUtility.HtmlEncode (
            string s,
            TextWriter output )  [static]
```

HTML-encodes a string and sends the resulting output to a TextWriter output stream.

Parameters

s	The string to encode.
output	The TextWriter output stream containing the encoded string.

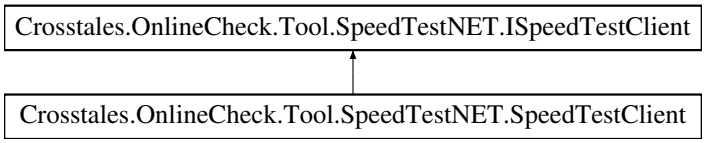
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Mono/HttpUtility.cs

5.46 Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient Interface Reference

Interface for the SpeedTestClient.

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient:



Public Member Functions

- Model.Settings GetSettings ()

  Download SpeedTest.net settings
- int TestServerLatency (Model.Server server, int retryCount=3)

  Test latency (ping) to server
- double TestDownloadSpeed (Model.Server server, int simultaneousDownloads=2, int retryCount=2)

  Test download speed to server
- double TestUploadSpeed (Model.Server server, int simultaneousUploads=2, int retryCount=2)

  Test upload speed to server

5.46.1 Detailed Description

Interface for the SpeedTestClient.

5.46.2 Member Function Documentation

5.46.2.1 GetSettings()

```
Model.Settings Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.GetSettings ( )
```

Download SpeedTest.net settings

Returns

SpeedTest.net settings

Implemented in Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.

5.46.2.2 TestDownloadSpeed()

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.TestDownloadSpeed (
            Model.Server server,
            int simultaneousDownloads = 2,
            int retryCount = 2 )
```

Test download speed to server

Returns

Download speed in Kbps

Implemented in Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.

5.46.2.3 TestServerLatency()

```
int Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.TestServerLatency (
            Model.Server server,
            int retryCount = 3 )
```

Test latency (ping) to server

Returns

Latency in milliseconds (ms)

Implemented in Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.

5.46.2.4 TestUploadSpeed()

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.TestUploadSpeed (
            Model.Server server,
            int simultaneousUploads = 2,
            int retryCount = 2 )
```

Test upload speed to server

Returns

Upload speed in Kbps

Implemented in Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.

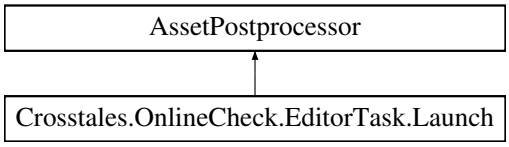
The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/ISpeedTestClient.cs

5.47 Crosstales.OnlineCheck.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.OnlineCheck.EditorTask.Launch:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[ ] importedAssets, string[ ] deletedAssets, string[ ] moved↩ Assets, string[ ] movedFromAssetPaths)

5.47.1 Detailed Description

Show the configuration window on the first launch.

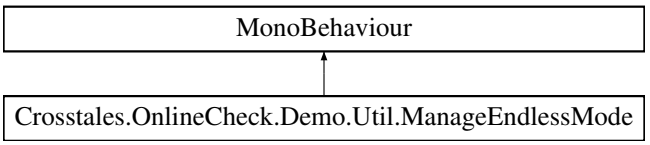
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Editor/↩ Task/Launch.cs

5.48 Crosstales.OnlineCheck.Demo.Util.ManageEndlessMode Class Reference

Enable or disable EndlessMode at startup.

Inheritance diagram for Crosstales.OnlineCheck.Demo.Util.ManageEndlessMode:



Public Member Functions

- void **Start** ()

Public Attributes

- bool **EndlessMode**

5.48.1 Detailed Description

Enable or disable EndlessMode at startup.

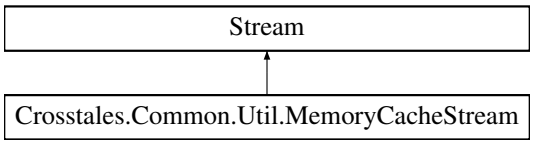
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Demos/Scripts/Util/ManageEndlessMode.cs

5.49 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



Public Member Functions

- MemoryCacheStream (int cacheSize=64 ∗BaseConstants.FACTOR_KB, int maxCacheSize=64 ∗BaseConstants.FACTOR_MB
  Constructor with a specified cache size.
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[ ] buffer, int offset, int count)
- override void **Write** (byte[ ] buffer, int offset, int count)

Public Attributes

- override bool CanRead => true
  Gets a flag flag that indicates if the stream is readable (always true).
- override bool CanSeek => true
  Gets a flag flag that indicates if the stream is seekable (always true).
- override bool CanWrite => true
  Gets a flag flag that indicates if the stream is seekable (always true).
- override long Length => length
  Gets the current stream length.

Properties

- override long Position `[get, set]`
  Gets or sets the current stream position.

5.49.1 Detailed Description

Memory cache stream.

5.49.2 Constructor & Destructor Documentation

5.49.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
            int cacheSize = 64 * BaseConstants.FACTOR_KB,
            int maxCacheSize = 64 * BaseConstants.FACTOR_MB )
```

Constructor with a specified cache size.

Parameters

cacheSize	Cache size of the stream in bytes.
maxCacheSize	Maximum cache size of the stream in bytes.

5.49.3 Member Data Documentation

5.49.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

5.49.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.49.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.49.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => length
```

Gets the current stream length.

5.49.4 Property Documentation

5.49.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position  [get], [set]
```

Gets or sets the current stream position.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/MemoryCacheStream.cs

5.50 Crosstales.OnlineCheck.Util.NetworkInfo Class Reference

Provides extra information about the network environment.

Static Public Member Functions

- static void Refresh ()

  Refresh the network information.
- static System.Collections.Generic.List< Model.NetworkInterface > getNetworkInterfaces (bool active↩ Only=true)

  Returns a list of all available network interfaces.

Static Public Attributes

- static string LastPublicIP => publicIpCache ?? (publicIpCache = PublicIP)

  Returns the last public IP.
- static bool isPlatformSupported => !Util.Helper.isWebPlatform && !Util.Helper.isWSABasedPlatform

  Indicates if NetworkInfo is supporting the current platform.

Properties

- static string PublicIP [get]

  Returns the public IP of the Internet connection.
- static System.Collections.Generic.List< Model.NetworkInterface > LastNetworkInterfaces [get]

  Returns the last list of network interfaces.

5.50.1 Detailed Description

Provides extra information about the network environment.

5.50.2 Member Function Documentation

5.50.2.1 getNetworkInterfaces()

```
static System.Collections.Generic.List<Model.NetworkInterface> Crosstales.OnlineCheck.Util.↩
NetworkInfo.getNetworkInterfaces (
            bool activeOnly = true )  [static]
```

Returns a list of all available network interfaces.

Parameters

activeOnly	Search only for active network interfaces (optional)

Returns

List of network interfaces.

5.50.2.2 Refresh()

```
static void Crosstales.OnlineCheck.Util.NetworkInfo.Refresh ( )  [static]
```

Refresh the network information.

5.50.3 Member Data Documentation

5.50.3.1 isPlatformSupported

```
bool Crosstales.OnlineCheck.Util.NetworkInfo.isPlatformSupported => !Util.Helper.isWebPlatform
&& !Util.Helper.isWSABasedPlatform  [static]
```

Indicates if NetworkInfo is supporting the current platform.

Returns

True if NetworkInfo supports current platform.

5.50.3.2 LastPublicIP

```
string Crosstales.OnlineCheck.Util.NetworkInfo.LastPublicIP => publicIpCache ??  (publicIp↩
Cache = PublicIP)  [static]
```

Returns the last public IP.

Returns

Last public IP.

5.50.4 Property Documentation

5.50.4.1 LastNetworkInterfaces

```
System.Collections.Generic.List<Model.NetworkInterface> Crosstales.OnlineCheck.Util.Network↩
Info.LastNetworkInterfaces  [static], [get]
```

Returns the last list of network interfaces.

Returns

Last list of network interfaces.

5.50.4.2 PublicIP

```
string Crosstales.OnlineCheck.Util.NetworkInfo.PublicIP  [static], [get]
```

Returns the public IP of the Internet connection.

Returns

Public IP of the Internet connection.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Util/NetworkInfo.cs

5.51 Crosstales.OnlineCheck.Model.NetworkInterface Class Reference

Model for a network interface.

Public Member Functions

- **NetworkInterface** (string id, string name, System.Net.NetworkInformation.NetworkInterfaceType type, System.Net.IPAddress address, System.Net.IPAddress mask, string macAddress, System.Net.IPAddress gateway, long speed, System.Net.NetworkInformation.OperationalStatus status)
- override string **ToString** ()

Public Attributes

- readonly string Id

  Id of the network interface.
- readonly string Name

  Name of the network interface.
- readonly System.Net.NetworkInformation.NetworkInterfaceType Type

  Type of the network interface.
- readonly System.Net.IPAddress Address

  Address of the network interface.
- readonly System.Net.IPAddress Mask

  Mask of the network interface.
- readonly string MacAddress

  MAC address of the network interface.
- readonly System.Net.IPAddress Gateway

  Gateway of the network interface.
- readonly long Speed

  Speed of the network interface in bits-per-second (bps).
- readonly System.Net.NetworkInformation.OperationalStatus Status

  Status of the network interface.

5.51.1 Detailed Description

Model for a network interface.

5.51.2 Member Data Documentation

5.51.2.1 Address

```
readonly System.Net.IPAddress Crosstales.OnlineCheck.Model.NetworkInterface.Address
```

Address of the network interface.

5.51.2.2 Gateway

```
readonly System.Net.IPAddress Crosstales.OnlineCheck.Model.NetworkInterface.Gateway
```

Gateway of the network interface.

5.51.2.3 Id

```
readonly string Crosstales.OnlineCheck.Model.NetworkInterface.Id
```

Id of the network interface.

5.51.2.4 MacAddress

```
readonly string Crosstales.OnlineCheck.Model.NetworkInterface.MacAddress
```

MAC address of the network interface.

5.51.2.5 Mask

```
readonly System.Net.IPAddress Crosstales.OnlineCheck.Model.NetworkInterface.Mask
```

Mask of the network interface.

5.51.2.6 Name

```
readonly string Crosstales.OnlineCheck.Model.NetworkInterface.Name
```

Name of the network interface.

5.51.2.7 Speed

```
readonly long Crosstales.OnlineCheck.Model.NetworkInterface.Speed
```

Speed of the network interface in bits-per-second (bps).

5.51.2.8 Status

```
readonly System.Net.NetworkInformation.OperationalStatus Crosstales.OnlineCheck.Model.Network↩
Interface.Status
```

Status of the network interface.

5.51.2.9 Type

```
readonly System.Net.NetworkInformation.NetworkInterfaceType Crosstales.OnlineCheck.Model.↩
NetworkInterface.Type
```

Type of the network interface.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Model/NetworkInterface.cs

5.52 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.52.1 Detailed Description

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

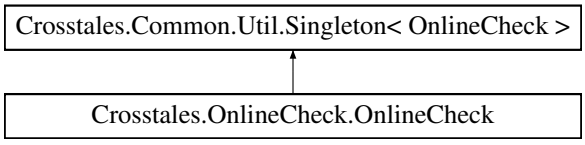
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Editor/↩ Task/NYCheck.cs

5.53 Crosstales.OnlineCheck.OnlineCheck Class Reference

Checks the Internet availabilty.

Inheritance diagram for Crosstales.OnlineCheck.OnlineCheck:



Public Member Functions

- delegate void OnlineStatusChange (bool isConnected)

  Callback to determine whether the online status has changed or not.
- delegate void NetworkReachabilityChange (NetworkReachability networkReachability)

  Callback to determine whether the network reachability has changed or not.
- delegate void OnlineCheckComplete (bool isConnected, NetworkReachability networkReachability)

  Callback to determine whether the checks have completed or not.
- void Refresh ()

  Checks for Internet availability.
- IEnumerator RefreshYield ()

  Checks for Internet availability as an IEnumerator.

Static Public Member Functions

- static void ResetObject ()

  Resets this object.

Public Attributes

- StatusChangeEvent **OnStatusChange**
- NetworkReachability NetworkReachability => networkReachability

  Returns the network reachability.
- bool isBusy => isRunning

  Returns true if OnlineCheck is busy.

Protected Member Functions

- override void **Awake** ()
- override void **OnApplicationQuit** ()

Properties

- bool EndlessMode `[get, set]`

  Continuously check for Internet availability within given intervals.
- int? IntervalMin `[get, set]`

  Minimum delay between checks in seconds (range: 3 - 59).
- int? IntervalMax `[get, set]`

  Maximum delay between checks in seconds (range: 4 - 60).
- int? Timeout `[get, set]`

  Timeout for every check in seconds (range: 1 - 10).
- bool ForceWWW `[get, set]`

  Force UnityWebRequest instead of WebClient.
- Data.CustomCheck CustomCheck `[get, set]`

  Use a custom configuration for the checks.
- bool Google204 `[get, set]`

  Enable or disable the 'Google 204' check (279 Bytes).
- bool GoogleBlank `[get, set]`

Enable or disable the 'Google Blank' check (831 Bytes).

- bool Microsoft `[get, set]`

  Enable or disable the 'Microsoft' check (184 Bytes).
- bool Apple `[get, set]`

  Enable or disable the 'Apple' check (??? Bytes).
- bool Ubuntu `[get, set]`

  Enable or disable the 'Ubuntu' check (1001 Bytes).
- bool RunOnStart `[get, set]`

  Start at runtime.
- float Delay `[get, set]`

  Delay in seconds until the OnlineCheck starts checking.
- bool isInternetAvailable `[get]`

  Returns true if an Internet connection is available.
- string NetworkReachabilityShort `[get]`

  Returns the network reachability in shorter form.
- System.DateTime LastCheck `[get]`

  Returns the time of the last availability check.
- long DataDownloaded `[get]`

  Returns the total download size in bytes for the current session.

Events

- OnlineStatusChange OnOnlineStatusChange

  An event triggered whenever the Internet connection status changes.
- NetworkReachabilityChange OnNetworkReachabilityChange

  An event triggered whenever the network reachability changes.
- OnlineCheckComplete OnOnlineCheckComplete

  An event triggered whenever the Internet connection check is completed.

Additional Inherited Members

5.53.1 Detailed Description

Checks the Internet availabilty.

5.53.2 Member Function Documentation

5.53.2.1 NetworkReachabilityChange()

```
delegate void Crosstales.OnlineCheck.OnlineCheck.NetworkReachabilityChange (
            NetworkReachability networkReachability )
```

Callback to determine whether the network reachability has changed or not.

5.53.2.2 OnlineCheckComplete()

```
delegate void Crosstales.OnlineCheck.OnlineCheck.OnlineCheckComplete (
            bool isConnected,
            NetworkReachability networkReachability )
```

Callback to determine whether the checks have completed or not.

5.53.2.3 OnlineStatusChange()

```
delegate void Crosstales.OnlineCheck.OnlineCheck.OnlineStatusChange (
            bool isConnected )
```

Callback to determine whether the online status has changed or not.

5.53.2.4 Refresh()

```
void Crosstales.OnlineCheck.OnlineCheck.Refresh ( )
```

Checks for Internet availability.

5.53.2.5 RefreshYield()

```
IEnumerator Crosstales.OnlineCheck.OnlineCheck.RefreshYield ( )
```

Checks for Internet availability as an IEnumerator.

5.53.2.6 ResetObject()

```
static void Crosstales.OnlineCheck.OnlineCheck.ResetObject ( )  [static]
```

Resets this object.

5.53.3 Member Data Documentation

5.53.3.1 isBusy

```
bool Crosstales.OnlineCheck.OnlineCheck.isBusy => isRunning
```

Returns true if OnlineCheck is busy.

Returns

True if if OnlineCheck is busy.

5.53.3.2 NetworkReachability

```
NetworkReachability Crosstales.OnlineCheck.OnlineCheck.NetworkReachability => networkReachability
```

Returns the network reachability.

Returns

The Internet reachability.

5.53.4 Property Documentation

5.53.4.1 Apple

```
bool Crosstales.OnlineCheck.OnlineCheck.Apple  [get], [set]
```

Enable or disable the 'Apple' check (??? Bytes).

5.53.4.2 CustomCheck

```
Data.CustomCheck Crosstales.OnlineCheck.OnlineCheck.CustomCheck  [get], [set]
```

Use a custom configuration for the checks.

5.53.4.3 DataDownloaded

```
long Crosstales.OnlineCheck.OnlineCheck.DataDownloaded  [get]
```

Returns the total download size in bytes for the current session.

Returns

Download size in bytes.

5.53.4.4 Delay

```
float Crosstales.OnlineCheck.OnlineCheck.Delay  [get], [set]
```

Delay in seconds until the OnlineCheck starts checking.

5.53.4.5 EndlessMode

```
bool Crosstales.OnlineCheck.OnlineCheck.EndlessMode  [get], [set]
```

Continuously check for Internet availability within given intervals.

5.53.4.6 ForceWWW

```
bool Crosstales.OnlineCheck.OnlineCheck.ForceWWW  [get], [set]
```

Force UnityWebRequest instead of WebClient.

5.53.4.7 Google204

```
bool Crosstales.OnlineCheck.OnlineCheck.Google204  [get], [set]
```

Enable or disable the 'Google 204' check (279 Bytes).

5.53.4.8 GoogleBlank

```
bool Crosstales.OnlineCheck.OnlineCheck.GoogleBlank  [get], [set]
```

Enable or disable the 'Google Blank' check (831 Bytes).

5.53.4.9 IntervalMax

```
int?  Crosstales.OnlineCheck.OnlineCheck.IntervalMax  [get], [set]
```

Maximum delay between checks in seconds (range: 4 - 60).

5.53.4.10 IntervalMin

```
int?  Crosstales.OnlineCheck.OnlineCheck.IntervalMin  [get], [set]
```

Minimum delay between checks in seconds (range: 3 - 59).

5.53.4.11 isInternetAvailable

```
bool Crosstales.OnlineCheck.OnlineCheck.isInternetAvailable  [get]
```

Returns true if an Internet connection is available.

Returns

True if an Internet connection is available.

5.53.4.12 LastCheck

```
System.DateTime Crosstales.OnlineCheck.OnlineCheck.LastCheck  [get]
```

Returns the time of the last availability check.

Returns

Time of the last availability check.

5.53.4.13 Microsoft

```
bool Crosstales.OnlineCheck.OnlineCheck.Microsoft  [get], [set]
```

Enable or disable the 'Microsoft' check (184 Bytes).

5.53.4.14 NetworkReachabilityShort

```
string Crosstales.OnlineCheck.OnlineCheck.NetworkReachabilityShort  [get]
```

Returns the network reachability in shorter form.

Returns

The Internet reachability in shorter form.

5.53.4.15 RunOnStart

```
bool Crosstales.OnlineCheck.OnlineCheck.RunOnStart  [get], [set]
```

Start at runtime.

5.53.4.16 Timeout

```
int?  Crosstales.OnlineCheck.OnlineCheck.Timeout  [get], [set]
```

Timeout for every check in seconds (range: 1 - 10).

5.53.4.17 Ubuntu

```
bool Crosstales.OnlineCheck.OnlineCheck.Ubuntu  [get], [set]
```

Enable or disable the 'Ubuntu' check (1001 Bytes).

5.53.5 Event Documentation

5.53.5.1 OnNetworkReachabilityChange

```
NetworkReachabilityChange Crosstales.OnlineCheck.OnlineCheck.OnNetworkReachabilityChange
```

An event triggered whenever the network reachability changes.

5.53.5.2 OnOnlineCheckComplete

```
OnlineCheckComplete Crosstales.OnlineCheck.OnlineCheck.OnOnlineCheckComplete
```

An event triggered whenever the Internet connection check is completed.

5.53.5.3 OnOnlineStatusChange

```
OnlineStatusChange Crosstales.OnlineCheck.OnlineCheck.OnOnlineStatusChange
```

An event triggered whenever the Internet connection status changes.

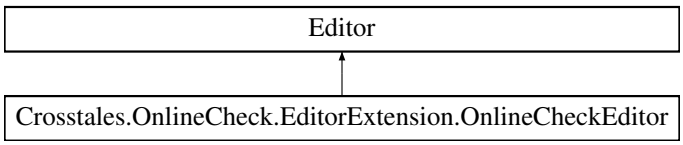
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Scripts/OnlineCheck.cs

5.54 Crosstales.OnlineCheck.EditorExtension.OnlineCheckEditor Class Reference

Custom editor for the 'OnlineCheck'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.OnlineCheckEditor:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.54.1 Detailed Description

Custom editor for the 'OnlineCheck'-class.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Editor/Extension/OnlineCheckEditor.cs

5.55 Crosstales.OnlineCheck.EditorIntegration.OnlineCheckGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.55.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Editor/↩ Integration/OnlineCheckGameObject.cs

5.56 Crosstales.OnlineCheck.EditorIntegration.OnlineCheckMenu Class Reference

Editor component for the "Tools"-menu.

Static Public Member Functions

- static void **CreateCustomCheck** ()

5.56.1 Detailed Description

Editor component for the "Tools"-menu.

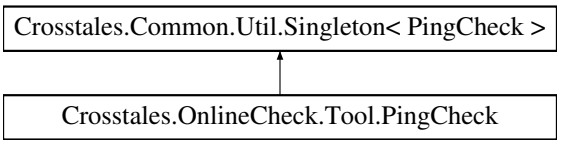
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Editor/↩ Integration/OnlineCheckMenu.cs

5.57 Crosstales.OnlineCheck.Tool.PingCheck Class Reference

Checks the Ping to an Internet address.

Inheritance diagram for Crosstales.OnlineCheck.Tool.PingCheck:



Public Member Functions

- delegate void PingCompleted (string host, string ip, float time)

  Callback to determine whether the Ping-call has completed.
- void Ping ()

  Checks the ping with the 'HostName'-variable.
- void Ping (string hostname)

  Checks the ping with the given host name.

Public Attributes

- PingCompleteEvent **OnPingComplete**
- float LastPingTime => LastPingTimeMilliseconds / 1000f

  Returns the last ping time in seconds.
- bool isPlatformSupported => !Util.Helper.isWebPlatform

  Indicates if PingCheck is supporting the current platform.

Protected Member Functions

- override void **Awake** ()

Properties

- string HostName `[get, set]`

  Hostname or IP for the Ping.
- float Timeout `[get, set]`

  Timeout for the Ping in seconds (default: 3, range: 1 - 10).
- bool RunOnStart `[get, set]`

  Start at runtime.
- string LastHost `[get]`

  Returns the last host.
- string LastIP `[get]`

  Returns the last IP.
- int LastPingTimeMilliseconds `[get]`

  Returns the last ping time in milliseconds.
- bool isBusy `[get]`

  Returns true if SpeedTest is busy.

Events

- PingCompleted OnPingCompleted

  An event triggered whenever the Ping-call has completed.

Additional Inherited Members

5.57.1 Detailed Description

Checks the Ping to an Internet address.

5.57.2 Member Function Documentation

5.57.2.1 Ping() [1/2]

```
void Crosstales.OnlineCheck.Tool.PingCheck.Ping ( )
```

Checks the ping with the 'HostName'-variable.

5.57.2.2 Ping() [2/2]

```
void Crosstales.OnlineCheck.Tool.PingCheck.Ping (
            string hostname )
```

Checks the ping with the given host name.

Parameters

hostname	Host name or IP for the ping

5.57.2.3 PingCompleted()

```
delegate void Crosstales.OnlineCheck.Tool.PingCheck.PingCompleted (
            string host,
            string ip,
            float time )
```

Callback to determine whether the Ping-call has completed.

5.57.3 Member Data Documentation

5.57.3.1 isPlatformSupported

```
bool Crosstales.OnlineCheck.Tool.PingCheck.isPlatformSupported => !Util.Helper.isWebPlatform
```

Indicates if PingCheck is supporting the current platform.

Returns

True if PingCheck supports current platform.

5.57.3.2 LastPingTime

```
float Crosstales.OnlineCheck.Tool.PingCheck.LastPingTime => LastPingTimeMilliseconds / 1000f
```

Returns the last ping time in seconds.

Returns

Last ping time in seconds.

5.57.4 Property Documentation

5.57.4.1 HostName

```
string Crosstales.OnlineCheck.Tool.PingCheck.HostName  [get], [set]
```

Hostname or IP for the Ping.

5.57.4.2 isBusy

```
bool Crosstales.OnlineCheck.Tool.PingCheck.isBusy  [get]
```

Returns true if SpeedTest is busy.

Returns

True if if SpeedTest is busy.

5.57.4.3 LastHost

```
string Crosstales.OnlineCheck.Tool.PingCheck.LastHost  [get]
```

Returns the last host.

Returns

Last host.

5.57.4.4 LastIP

```
string Crosstales.OnlineCheck.Tool.PingCheck.LastIP [get]
```

Returns the last IP.

Returns

Last IP.

5.57.4.5 LastPingTimeMilliseconds

```
int Crosstales.OnlineCheck.Tool.PingCheck.LastPingTimeMilliseconds [get]
```

Returns the last ping time in milliseconds.

Returns

Last ping time in milliseconds.

5.57.4.6 RunOnStart

```
bool Crosstales.OnlineCheck.Tool.PingCheck.RunOnStart [get], [set]
```

Start at runtime.

5.57.4.7 Timeout

```
float Crosstales.OnlineCheck.Tool.PingCheck.Timeout [get], [set]
```

Timeout for the Ping in seconds (default: 3, range: 1 - 10).

5.57.5 Event Documentation

5.57.5.1 OnPingCompleted

```
PingCompleted Crosstales.OnlineCheck.Tool.PingCheck.OnPingCompleted
```

An event triggered whenever the Ping-call has completed.

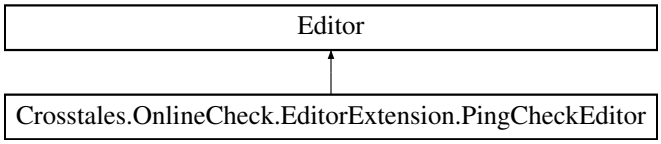
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ PingCheck/Scripts/PingCheck.cs

5.58 Crosstales.OnlineCheck.EditorExtension.PingCheckEditor Class Reference

Custom editor for the 'PingCheck'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.PingCheckEditor:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.58.1 Detailed Description

Custom editor for the 'PingCheck'-class.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ PingCheck/Editor/PingCheckEditor.cs

5.59 Crosstales.OnlineCheck.EditorIntegration.PingCheckGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.59.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ PingCheck/Editor/PingCheckGameObject.cs

5.60 Crosstales.OnlineCheck.EditorIntegration.PingCheckMenu Class Reference

Editor component for the "Tools"-menu.

5.60.1 Detailed Description

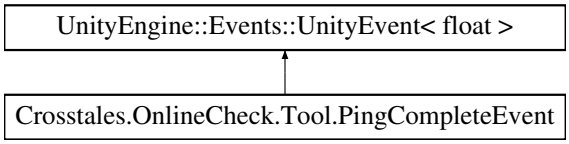
Editor component for the "Tools"-menu.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ PingCheck/Editor/PingCheckMenu.cs

5.61 Crosstales.OnlineCheck.Tool.PingCompleteEvent Class Reference

Inheritance diagram for Crosstales.OnlineCheck.Tool.PingCompleteEvent:



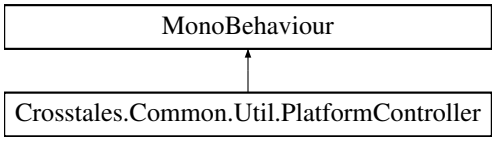
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ PingCheck/Scripts/PingCheck.cs

5.62 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects and scripts for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Attributes

- System.Collections.Generic.List< Model.Enum.Platform > Platforms

  Selected platforms for the controller.
- bool Active = true

  summary>Selected objects for the controller.
- GameObject[ ] Objects

  summary>Selected scripts for the controller.
- MonoBehaviour[ ] **Scripts**

Protected Member Functions

- virtual void **Awake** ()
- void **selectPlatform** ()
- void **activateGameObjects** ()
- void **activateScripts** ()

Protected Attributes

- Model.Enum.Platform **currentPlatform**

5.62.1 Detailed Description

Enables or disable game objects and scripts for a given platform.

5.62.2 Member Data Documentation

5.62.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.62.2.2 Objects

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

summary>Selected scripts for the controller.

5.62.2.3 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).

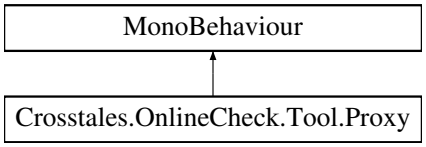
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↩ PlatformController/Scripts/PlatformController.cs

5.63 Crosstales.OnlineCheck.Tool.Proxy Class Reference

Handles HTTP/HTTPS Internet connections via proxy server.

Inheritance diagram for Crosstales.OnlineCheck.Tool.Proxy:



Public Member Functions

- void EnableHTTPProxy ()

  Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.
- void EnableHTTPSProxy ()

  Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.

Static Public Member Functions

- static void EnableHTTPProxy (string url, int port, string username="", string password="", string url↩ Protocol="")

  Enables or disables a proxy server for HTTP connections.
- static void EnableHTTPSProxy (string url, int port, string username="", string password="", string url↩ Protocol="")

  Enables or disables a proxy server for HTTPS connections.
- static void DisableHTTPProxy ()

  Disables the proxy server for HTTP connections.
- static void DisableHTTPSProxy ()

  Disables the proxy server for HTTPS connections.

Public Attributes

- string HTTPProxyURL

  URL (without protocol) or IP of the proxy server.
- int HTTPProxyPort = 8080

  Port of the proxy server.
- string HTTPProxyUsername = string.Empty

  Username for the proxy server (optional).
- string HTTPProxyPassword = string.Empty

  Password for the proxy server (optional).
- string HTTPProxyURLProtocol = string.Empty

  Protocol (e.g. ' `http://`') for the proxy server (optional).
- string HTTPSProxyURL

  URL (without protocol) or IP of the proxy server.
- int HTTPSProxyPort = 8443

  Port of the proxy server.
- string HTTPSProxyUsername = string.Empty

  Username for the proxy server (optional).
- string HTTPSProxyPassword = string.Empty

  Password for the proxy server (optional).
- string HTTPSProxyURLProtocol = string.Empty

  Protocol (e.g. ' `http://`') for the proxy server (optional).
- bool EnableOnAwake

  Enable the proxy on awake (default: false).

Properties

- static bool hasHTTPProxy `[get]`

  Is HTTP-proxy enabled?
- static bool hasHTTPSProxy `[get]`

  Is HTTPS-proxy enabled?

5.63.1 Detailed Description

Handles HTTP/HTTPS Internet connections via proxy server.

5.63.2 Member Function Documentation

5.63.2.1 DisableHTTPProxy()

```
static void Crosstales.OnlineCheck.Tool.Proxy.DisableHTTPProxy ( )  [static]
```

Disables the proxy server for HTTP connections.

5.63.2.2 DisableHTTPSProxy()

```
static void Crosstales.OnlineCheck.Tool.Proxy.DisableHTTPSProxy ( )  [static]
```

Disables the proxy server for HTTPS connections.

5.63.2.3 EnableHTTPProxy() [1/2]

```
void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPProxy ( )
```

Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.

5.63.2.4 EnableHTTPProxy() [2/2]

```
static void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPProxy (
            string url,
            int port,
            string username = "",
            string password = "",
            string urlProtocol = "" )  [static]
```

Enables or disables a proxy server for HTTP connections.

Parameters

url	URL (without protocol) or IP of the proxy server
port	Port of the proxy server
username	"Username for the proxy server (optional)</param> <param name="password">Password for the proxy server (optional)</param> <param name="urlProtocol">Protocol (e.g. 'http://') for the proxy server (optional)

5.63.2.5 EnableHTTPSProxy() [1/2]

```
void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPSProxy ( )
```

Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.

5.63.2.6 EnableHTTPSProxy() [2/2]

```
static void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPSProxy (
            string url,
            int port,
            string username = "",
            string password = "",
            string urlProtocol = "" )  [static]
```

Enables or disables a proxy server for HTTPS connections.

Parameters

url	URL (without protocol) or IP of the proxy server
port	Port of the proxy server
username	"Username for the proxy server (optional)</param> <param name="password">Password for the proxy server (optional)</param> <param name="urlProtocol">Protocol (e.g. 'http://') for the proxy server (optional)

5.63.3 Member Data Documentation

5.63.3.1 EnableOnAwake

```
bool Crosstales.OnlineCheck.Tool.Proxy.EnableOnAwake
```

Enable the proxy on awake (default: false).

5.63.3.2 HTTPProxyPassword

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyPassword = string.Empty
```

Password for the proxy server (optional).

5.63.3.3 HTTPProxyPort

```
int Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyPort = 8080
```

Port of the proxy server.

5.63.3.4 HTTPProxyURL

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyURL
```

URL (without protocol) or IP of the proxy server.

5.63.3.5 HTTPProxyURLProtocol

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyURLProtocol = string.Empty
```

Protocol (e.g. ' `http://`') for the proxy server (optional).

5.63.3.6 HTTPProxyUsername

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyUsername = string.Empty
```

Username for the proxy server (optional).

5.63.3.7 HTTPSProxyPassword

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyPassword = string.Empty
```

Password for the proxy server (optional).

5.63.3.8 HTTPSProxyPort

```
int Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyPort = 8443
```

Port of the proxy server.

5.63.3.9 HTTPSProxyURL

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyURL
```

URL (without protocol) or IP of the proxy server.

5.63.3.10 HTTPSProxyURLProtocol

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyURLProtocol = string.Empty
```

Protocol (e.g. ' http://') for the proxy server (optional).

5.63.3.11 HTTPSProxyUsername

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyUsername = string.Empty
```

Username for the proxy server (optional).

5.63.4 Property Documentation

5.63.4.1 hasHTTPProxy

```
bool Crosstales.OnlineCheck.Tool.Proxy.hasHTTPProxy  [static], [get]
```

Is HTTP-proxy enabled?

Returns

True if the HTTP-proxy is enabled.

5.63.4.2 hasHTTPSProxy

```
bool Crosstales.OnlineCheck.Tool.Proxy.hasHTTPSProxy  [static], [get]
```

Is HTTPS-proxy enabled?

Returns

True if the HTTPS-proxy is enabled.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ Proxy/Scripts/Proxy.cs

5.64 Crosstales.OnlineCheck.EditorIntegration.ProxyameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.64.1 Detailed Description

Editor component for the "Hierarchy"-menu.

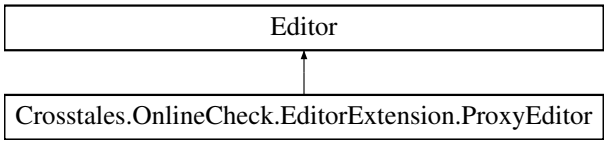
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ Proxy/Editor/ProxyGameObject.cs

5.65 Crosstales.OnlineCheck.EditorExtension.ProxyEditor Class Reference

Custom editor for the 'Proxy'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.ProxyEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.65.1 Detailed Description

Custom editor for the 'Proxy'-class.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ Proxy/Editor/ProxyEditor.cs

5.66 Crosstales.OnlineCheck.EditorIntegration.ProxyMenu Class Reference

Editor component for the "Tools"-menu.

5.66.1 Detailed Description

Editor component for the "Tools"-menu.

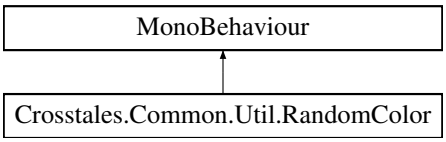
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ Proxy/Editor/ProxyMenu.cs

5.67 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Attributes

- bool UseInterval = true

  Use intervals to change the color (default: true).
- Vector2 ChangeInterval = new Vector2(5, 10)

  summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 HueRange = new Vector2(0f, 1f)

  summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 SaturationRange = new Vector2(1f, 1f)

  summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 ValueRange = new Vector2(1f, 1f)

  summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 AlphaRange = new Vector2(1f, 1f)

  summary>Use gray scale colors (default: false).
- bool GrayScale

  summary>Modify the color of a material instead of the Renderer (default: not set, optional).
- Material Material

  summary>Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart**

5.67.1 Detailed Description

Random color changer.

5.67.2 Member Data Documentation

5.67.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

5.67.2.2 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).

5.67.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.67.2.4 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).

5.67.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.67.2.6 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).

5.67.2.7 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).

5.67.2.8 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).

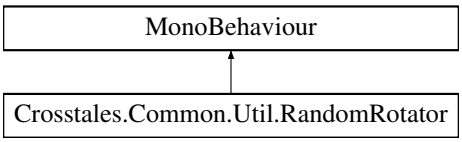
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↩ Random/Scripts/RandomColor.cs

5.68 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Attributes

- bool UseInterval = true

  Use intervals to change the rotation (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

  summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 SpeedMin = new Vector3(5, 5, 5)

  summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 SpeedMax = new Vector3(15, 15, 15)

  summary>Set the object to a random rotation at Start (default: false).
- bool RandomRotationAtStart

  summary>Random change interval per axis (default: true).
- bool **RandomChangeIntervalPerAxis** = true

5.68.1 Detailed Description

Random rotation changer.

5.68.2 Member Data Documentation

5.68.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.68.2.2 RandomRotationAtStart

```
bool Crosstales.Common.Util.RandomRotator.RandomRotationAtStart
```

summary>Random change interval per axis (default: true).

5.68.2.3 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.68.2.4 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.68.2.5 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).

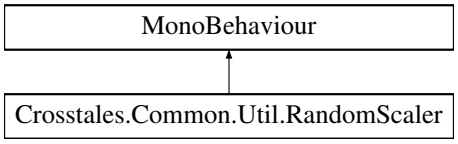
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↩ Random/Scripts/RandomRotator.cs

5.69 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Attributes

- bool UseInterval = true

  Use intervals to change the scale (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

  summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)

  summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMax = new Vector3(3, 3, 3)

  summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool Uniform = true

  summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart**

5.69.1 Detailed Description

Random scale changer.

5.69.2 Member Data Documentation

5.69.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

5.69.2.2 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).

5.69.2.3 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).

5.69.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.69.2.5 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).

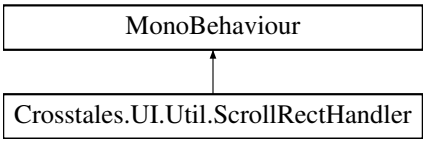
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↩ Random/Scripts/RandomScaler.cs

5.70 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.70.1 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/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/Util/ScrollRectHandler.cs

5.71 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Server Class Reference

Model for a server.

Public Member Functions

- override string **ToString** ()

Public Attributes

- Coordinate **GeoCoordinate** => geoCoordinate.Value

Properties

- int **Id** `[get, set]`
- string **Name** `[get, set]`
- string **Country** `[get, set]`
- string **Sponsor** `[get, set]`
- string **Host** `[get, set]`
- string **Url** `[get, set]`
- double **Latitude** `[get, set]`
- double **Longitude** `[get, set]`
- double **Distance** `[get, set]`
- int **Latency** `[get, set]`

5.71.1 Detailed Description

Model for a server.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/Server.cs

5.72 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.ServerConfig Class Reference

Model for a server configuration.

Properties

- string **IgnoreIds** `[get, set]`

5.72.1 Detailed Description

Model for a server configuration.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/ServerConfig.cs

5.73 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.ServersList Class Reference

Model for a server-list.

Public Member Functions

- void **CalculateDistances** (Coordinate clientCoordinate)

Properties

- List< Server > **Servers** `[get, set]`

5.73.1 Detailed Description

Model for a server-list.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/ServersList.cs

5.74 Crosstales.OnlineCheck.EditorTask.SetAndroid Class Reference

Sets the required build parameters for Android.

5.74.1 Detailed Description

Sets the required build parameters for Android.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Editor/↩ Task/SetAndroid.cs

5.75 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Settings Class Reference

Model for settings.

Properties

- Client **Client** `[get, set]`
- Times **Times** `[get, set]`
- Download **Download** `[get, set]`
- Upload **Upload** `[get, set]`
- ServerConfig **ServerConfig** `[get, set]`
- List< Server > **Servers** `[get, set]`

5.75.1 Detailed Description

Model for settings.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/Settings.cs

5.76 Crosstales.OnlineCheck.Tool.SpeedTestNET.SetupProject Class Reference

Setup the project to use SpeedTestNET.

5.76.1 Detailed Description

Setup the project to use SpeedTestNET.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/SetupProject.cs

5.77 Crosstales.OnlineCheck.Util.SetupProject Class Reference

Setup the project to use OnlineCheck.

5.77.1 Detailed Description

Setup the project to use OnlineCheck.

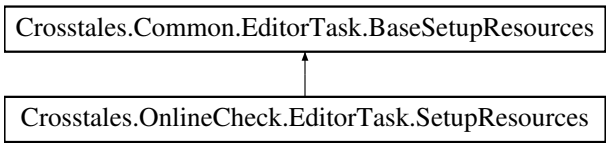
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Util/SetupProject.cs

5.78 Crosstales.OnlineCheck.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.OnlineCheck.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.78.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

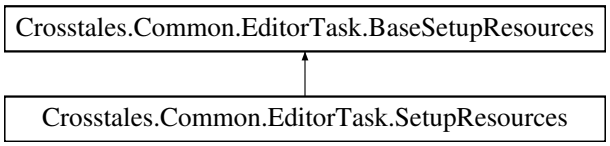
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Editor/↩ Task/SetupResources.cs

5.79 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.79.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

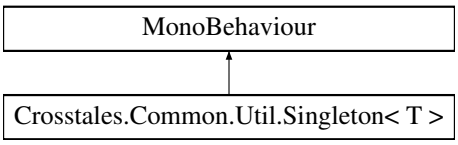
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Editor/↩ Task/SetupResources.cs

5.80 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:



Static Public Member Functions

- static void CreateInstance (bool searchExistingGameObject=true, bool deleteExistingInstance=false)

  Creates an instance of this object.
- static void DeleteInstance ()

  Deletes the instance of this object.

Static Public Attributes

- static string PrefabPath

  Fully qualified prefab path.
- static string GameObjectName = typeof(T).Name

  Name of the gameobject in the scene.

Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnDestroy** ()
- virtual void **OnApplicationQuit** ()

Static Protected Attributes

- static T **instance**

Properties

- static T Instance `[get, protected set]`

  Returns the singleton instance of this class.
- bool DontDestroy `[get, set]`

  Don't destroy gameobject during scene switches.

5.80.1 Detailed Description

Base-class for all singletons.

Type Constraints

T **:** ***Singleton*****<*****T*****>**

5.80.2 Member Function Documentation

5.80.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (
            bool searchExistingGameObject = true,
            bool deleteExistingInstance = false )  [static]
```

Creates an instance of this object.

Parameters

searchExistingGameObject	Search for existing GameObjects of this object (default: true, optional)
deleteExistingInstance	Delete existing instance of this object (default: false, optional)

5.80.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( )  [static]
```

Deletes the instance of this object.

5.80.3 Member Data Documentation

5.80.3.1 GameObjectName

```
string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name  [static]
```

Name of the gameobject in the scene.

5.80.3.2 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath  [static]
```

Fully qualified prefab path.

5.80.4 Property Documentation

5.80.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy  [get], [set]
```

Don't destroy gameobject during scene switches.

5.80.4.2 Instance

```
T Crosstales.Common.Util.Singleton< T >.Instance [static], [get], [protected set]
```

Returns the singleton instance of this class.

Returns

Singleton instance of this class.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/Singleton.cs

5.81 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

Properties

- static bool **isQuitting** `[get, set]`

5.81.1 Detailed Description

Helper-class for singletons.

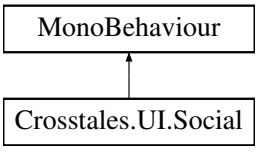
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/Singleton.cs

5.82 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** ()

5.82.1 Detailed Description

Crosstales social media links.

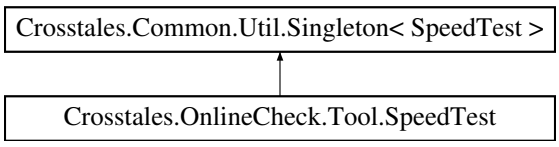
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/Social.cs

5.83 Crosstales.OnlineCheck.Tool.SpeedTest Class Reference

Test the download speed of the Internet connection.

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTest:



Public Member Functions

- delegate void TestCompleted (string url, long dataSize, double duration, double speed)

  Callback to determine whether the speed test has completed.
- void Test ()

  Checks the Internet download speed with the 'DataSize'-variable.
- void Test (Model.Enum.TestSize size)

  Checks the Internet download speed with a given data size.
- void Test (string url)

  Checks the Internet download speed with a given url.

Public Attributes

- SpeedTestCompleteEvent **OnSpeedTestComplete**
- double LastDataSizeMB => (double)LastDataSize / 8 / 1024 / 1024

  Returns the last data size in mega bytes (MB).
- double LastSpeedMBps => LastSpeed / 8 / 1024 / 1024

  Returns the last test speed in mega bytes-per-second (MBps).
- bool isPlatformSupported => !Util.Helper.isWebPlatform && !Util.Helper.isWSABasedPlatform

  Indicates if SpeedTest is supporting the current platform.

Protected Member Functions

- override void **OnApplicationQuit** ()

Properties

- Model.Enum.TestSize DataSize `[get, set]`
  Data size for the speed test.
- string SmallUrl `[get, set]`
  URL for the small data speed test.
- string MediumUrl `[get, set]`
  URL for the medium data speed test.
- string LargeUrl `[get, set]`
  URL for the large data speed test.
- bool RunOnStart `[get, set]`
  Start at runtime.
- string LastURL `[get]`
  Returns the last URL.
- long LastDataSize `[get]`
  Returns the last data size in bits.
- double LastDuration `[get]`
  Returns the last test duration size seconds.
- double LastSpeed `[get]`
  Returns the last test speed in bits-per-second (bps).
- bool isBusy `[get]`
  Returns true if SpeedTest is busy.

Events

- TestCompleted OnTestCompleted
  An event triggered whenever the speed test has completed.

Additional Inherited Members

5.83.1 Detailed Description

Test the download speed of the Internet connection.

5.83.2 Member Function Documentation

5.83.2.1 Test() `[1/3]`

```
void Crosstales.OnlineCheck.Tool.SpeedTest.Test ( )
```

Checks the Internet download speed with the 'DataSize'-variable.

5.83.2.2 Test() `[2/3]`

```
void Crosstales.OnlineCheck.Tool.SpeedTest.Test (
            Model.Enum.TestSize size )
```

Checks the Internet download speed with a given data size.

Parameters

size	Data size for the test

5.83.2.3 Test() [3/3]

```
void Crosstales.OnlineCheck.Tool.SpeedTest.Test (
            string url )
```

Checks the Internet download speed with a given url.

Parameters

url	URL for the test

5.83.2.4 TestCompleted()

```
delegate void Crosstales.OnlineCheck.Tool.SpeedTest.TestCompleted (
            string url,
            long dataSize,
            double duration,
            double speed )
```

Callback to determine whether the speed test has completed.

5.83.3 Member Data Documentation

5.83.3.1 isPlatformSupported

```
bool Crosstales.OnlineCheck.Tool.SpeedTest.isPlatformSupported => !Util.Helper.isWebPlatform
&& !Util.Helper.isWSABasedPlatform
```

Indicates if SpeedTest is supporting the current platform.

Returns

True if SpeedTest supports current platform.

5.83.3.2 LastDataSizeMB

```
double Crosstales.OnlineCheck.Tool.SpeedTest.LastDataSizeMB => (double)LastDataSize / 8 / 1024
/ 1024
```

Returns the last data size in mega bytes (MB).

Returns

Last data size in mega bytes (MB).

5.83.3.3 LastSpeedMBps

```
double Crosstales.OnlineCheck.Tool.SpeedTest.LastSpeedMBps => LastSpeed / 8 / 1024 / 1024
```

Returns the last test speed in mega bytes-per-second (MBps).

Returns

Last test speed in mega bytes-per-second (MBps).

5.83.4 Property Documentation

5.83.4.1 DataSize

```
Model.Enum.TestSize Crosstales.OnlineCheck.Tool.SpeedTest.DataSize  [get], [set]
```

Data size for the speed test.

5.83.4.2 isBusy

```
bool Crosstales.OnlineCheck.Tool.SpeedTest.isBusy  [get]
```

Returns true if SpeedTest is busy.

Returns

True if if SpeedTest is busy.

5.83.4.3 LargeUrl

```
string Crosstales.OnlineCheck.Tool.SpeedTest.LargeUrl  [get], [set]
```

URL for the large data speed test.

5.83.4.4 LastDataSize

```
long Crosstales.OnlineCheck.Tool.SpeedTest.LastDataSize  [get]
```

Returns the last data size in bits.

Returns

Last data size in bits.

5.83.4.5 LastDuration

```
double Crosstales.OnlineCheck.Tool.SpeedTest.LastDuration  [get]
```

Returns the last test duration size seconds.

Returns

Last test duration size seconds.

5.83.4.6 LastSpeed

```
double Crosstales.OnlineCheck.Tool.SpeedTest.LastSpeed  [get]
```

Returns the last test speed in bits-per-second (bps).

Returns

Last test speed in bits-per-second (bps).

5.83.4.7 LastURL

```
string Crosstales.OnlineCheck.Tool.SpeedTest.LastURL [get]
```

Returns the last URL.

Returns

Last URL.

5.83.4.8 MediumUrl

```
string Crosstales.OnlineCheck.Tool.SpeedTest.MediumUrl [get], [set]
```

URL for the medium data speed test.

5.83.4.9 RunOnStart

```
bool Crosstales.OnlineCheck.Tool.SpeedTest.RunOnStart [get], [set]
```

Start at runtime.

5.83.4.10 SmallUrl

```
string Crosstales.OnlineCheck.Tool.SpeedTest.SmallUrl [get], [set]
```

URL for the small data speed test.

5.83.5 Event Documentation

5.83.5.1 OnTestCompleted

```
TestCompleted Crosstales.OnlineCheck.Tool.SpeedTest.OnTestCompleted
```

An event triggered whenever the speed test has completed.

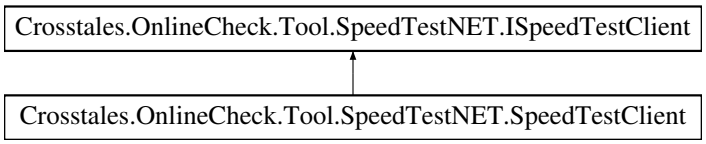
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTest/Scripts/SpeedTest.cs

5.84 Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient Class Reference

Implementation of a SpeedTestClient.

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient:



Public Member Functions

- Model.Settings GetSettings ()
- int TestServerLatency (Model.Server server, int retryCount=3)

  Test latency (ping) to server
- double TestDownloadSpeed (Model.Server server, int simultaneousDownloads=2, int retryCount=2)

  Test download speed to server
- double TestUploadSpeed (Model.Server server, int simultaneousUploads=2, int retryCount=2)

  Test upload speed to server

5.84.1 Detailed Description

Implementation of a SpeedTestClient.

5.84.2 Member Function Documentation

5.84.2.1 GetSettings()

```
Model.Settings Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.GetSettings ( )
```

Download SpeedTest.net settings

Exceptions

InvalidOperationException	

Implements Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.

5.84.2.2 TestDownloadSpeed()

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.TestDownloadSpeed (
            Model.Server server,
            int simultaneousDownloads = 2,
            int retryCount = 2 )
```

Test download speed to server

Returns

Download speed in Kbps

Implements Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.

5.84.2.3 TestUploadSpeed()

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.TestUploadSpeed (
            Model.Server server,
            int simultaneousUploads = 2,
            int retryCount = 2 )
```

Test upload speed to server

Returns

Upload speed in Kbps

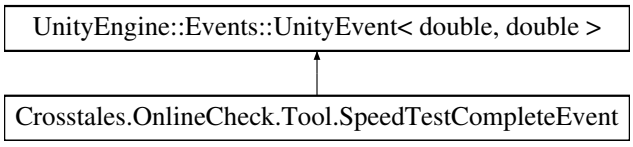
Implements Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/SpeedTestClient.cs

5.85 Crosstales.OnlineCheck.Tool.SpeedTestCompleteEvent Class Reference

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTestCompleteEvent:



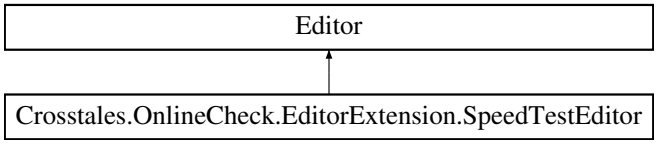
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTest/Scripts/SpeedTest.cs

5.86 Crosstales.OnlineCheck.EditorExtension.SpeedTestEditor Class Reference

Custom editor for the 'SpeedTest'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.SpeedTestEditor:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.86.1 Detailed Description

Custom editor for the 'SpeedTest'-class.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTest/Editor/SpeedTestEditor.cs

5.87 Crosstales.OnlineCheck.EditorIntegration.SpeedTestGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.87.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTest/Editor/SpeedTestGameObject.cs

5.88 Crosstales.OnlineCheck.EditorIntegration.SpeedTestMenu Class Reference

Editor component for the "Tools"-menu.

5.88.1 Detailed Description

Editor component for the "Tools"-menu.

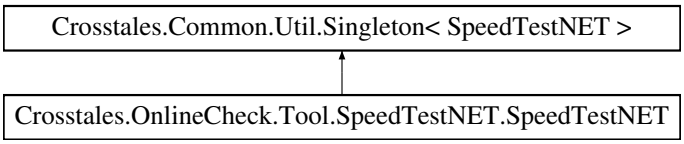
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTest/Editor/SpeedTestMenu.cs

5.89 Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET Class Reference

Test the down- and upload speed of the Internet connection.

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET:



Public Member Functions

- delegate void TestCompleted (Model.Server server, double duration, double downloadspeed, double uploadspeed)

  Callback to determine whether the speed test has completed.
- void Test ()

  Checks the Internet down- and upload speed.
- void **Start** ()

Public Attributes

- SpeedTestNETCompleteEvent **OnSpeedTestComplete**
- double LastDownloadSpeedMBps => LastDownloadSpeed / 8 / 1024 / 1024

  Returns the last download speed in mega bytes-per-second (MBps).
- double LastUploadSpeedMBps => LastUploadSpeed / 8 / 1024 / 1024

  Returns the last upload speed in mega bytes-per-second (MBps).
- bool isPlatformSupported => !Util.Helper.isWebPlatform && !Util.Helper.isWSABasedPlatform

  Indicates if SpeedTestNET is supporting the current platform.

Protected Member Functions

- override void **OnApplicationQuit** ()

Properties

- bool TestDownload `[get, set]`
  Test the download speed.
- bool TestUpload `[get, set]`
  Test the upload speed.
- bool RunOnStart `[get, set]`
  Start at runtime.
- Model.Server LastServer `[get]`
  Returns the last used server.
- double LastDuration `[get]`
  Returns the last test duration size seconds.
- double LastDownloadSpeed `[get]`
  Returns the last download speed in bits-per-second (bps).
- double LastUploadSpeed `[get]`
  Returns the last upload speed in bits-per-second (bps).
- bool isBusy `[get]`
  Returns true if SpeedTest is busy.

Events

- TestCompleted OnTestCompleted
  An event triggered whenever the speed test has completed.

Additional Inherited Members

5.89.1 Detailed Description

Test the down- and upload speed of the Internet connection.

5.89.2 Member Function Documentation

5.89.2.1 Test()

```
void Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.Test ( )
```

Checks the Internet down- and upload speed.

5.89.2.2 TestCompleted()

```
delegate void Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.TestCompleted (
            Model.Server server,
            double duration,
            double downloadspeed,
            double uploadspeed )
```

Callback to determine whether the speed test has completed.

5.89.3 Member Data Documentation

5.89.3.1 isPlatformSupported

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.isPlatformSupported => !Util.Helper.isWebPlatform
&& !Util.Helper.isWSABasedPlatform
```

Indicates if SpeedTestNET is supporting the current platform.

Returns

True if SpeedTestNET supports current platform.

5.89.3.2 LastDownloadSpeedMBps

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastDownloadSpeedMBps => LastDownloadSpeed
/ 8 / 1024 / 1024
```

Returns the last download speed in mega bytes-per-second (MBps).

Returns

Last test download in mega bytes-per-second (MBps).

5.89.3.3 LastUploadSpeedMBps

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastUploadSpeedMBps => LastUploadSpeed
/ 8 / 1024 / 1024
```

Returns the last upload speed in mega bytes-per-second (MBps).

Returns

Last test upload in mega bytes-per-second (MBps).

5.89.4 Property Documentation

5.89.4.1 isBusy

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.isBusy [get]
```

Returns true if SpeedTest is busy.

Returns

True if if SpeedTest is busy.

5.89.4.2 LastDownloadSpeed

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastDownloadSpeed [get]
```

Returns the last download speed in bits-per-second (bps).

Returns

Last download speed in bits-per-second (bps).

5.89.4.3 LastDuration

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastDuration [get]
```

Returns the last test duration size seconds.

Returns

Last test duration size seconds.

5.89.4.4 LastServer

```
Model.Server Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastServer [get]
```

Returns the last used server.

Returns

Last used server.

5.89.4.5 LastUploadSpeed

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastUploadSpeed [get]
```

Returns the last upload speed in bits-per-second (bps).

Returns

Last upload speed in bits-per-second (bps).

5.89.4.6 RunOnStart

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.RunOnStart [get], [set]
```

Start at runtime.

5.89.4.7 TestDownload

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.TestDownload [get], [set]
```

Test the download speed.

5.89.4.8 TestUpload

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.TestUpload [get], [set]
```

Test the upload speed.

5.89.5 Event Documentation

5.89.5.1 OnTestCompleted

```
TestCompleted Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.OnTestCompleted
```

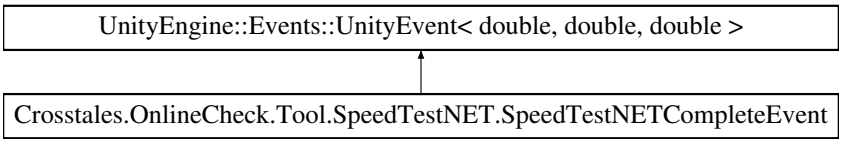
An event triggered whenever the speed test has completed.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/SpeedTestNET.cs

5.90 Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNETCompleteEvent Class Reference

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNETCompleteEvent:



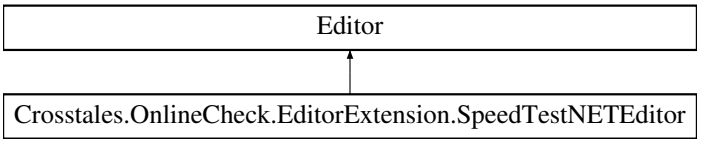
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTestNET/Scripts/SpeedTestNET.cs

5.91 Crosstales.OnlineCheck.EditorExtension.SpeedTestNETEditor Class Reference

Custom editor for the 'SpeedTestNET'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.SpeedTestNETEditor:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.91.1 Detailed Description

Custom editor for the 'SpeedTestNET'-class.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTestNET/Editor/SpeedTestNETEditor.cs

5.92 Crosstales.OnlineCheck.EditorIntegration.SpeedTestNETGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.92.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTestNET/Editor/SpeedTestNETGameObject.cs

5.93 Crosstales.OnlineCheck.EditorIntegration.SpeedTestNETMenu Class Reference

Editor component for the "Tools"-menu.

5.93.1 Detailed Description

Editor component for the "Tools"-menu.

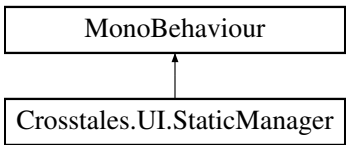
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTestNET/Editor/SpeedTestNETMenu.cs

5.94 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.94.1 Detailed Description

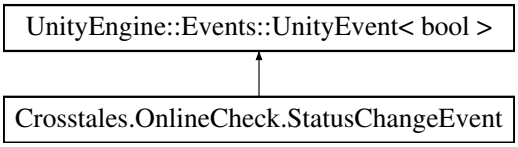
Static Button Manager.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/StaticManager.cs

5.95 Crosstales.OnlineCheck.StatusChangeEvent Class Reference

Inheritance diagram for Crosstales.OnlineCheck.StatusChangeEvent:



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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/OnlineCheck.cs

5.96 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Times Class Reference

Model for times.

Properties

- int **Download1** `[get, set]`
- int **Download2** `[get, set]`
- int **Download3** `[get, set]`
- int **Upload1** `[get, set]`
- int **Upload2** `[get, set]`
- int **Upload3** `[get, set]`

5.96.1 Detailed Description

Model for times.

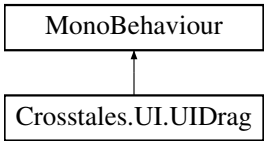
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/Times.cs

5.97 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void **OnDrag** ()

5.97.1 Detailed Description

Allow to Drag the Windows around.

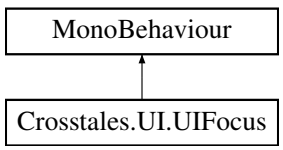
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/UIDrag.cs

5.98 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void OnPanelEnter ()

  Panel entered.

Public Attributes

- string ManagerName = "Canvas"

  Name of the gameobject containing the UIWindowManager.

5.98.1 Detailed Description

Change the Focus on from a Window.

5.98.2 Member Function Documentation

5.98.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.98.3 Member Data Documentation

5.98.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the UIWindowManager.

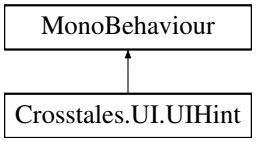
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/UIFocus.cs

5.99 Crosstales.UI.UIHint Class Reference

Controls a UI group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup Group

  Group to fade.
- float Delay = 2f

  Delay in seconds before fading (default: 2).
- float FadeTime = 2f

  Fade time in seconds (default: 2).
- bool Disable = true

  Disable UI element after the fade (default: true).
- bool FadeAtStart = true

  Fade at Start (default: true).

5.99.1 Detailed Description

Controls a UI group (hint).

5.99.2 Member Data Documentation

5.99.2.1 Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

5.99.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable UI element after the fade (default: true).

5.99.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.99.2.4 FadeTime

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

5.99.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

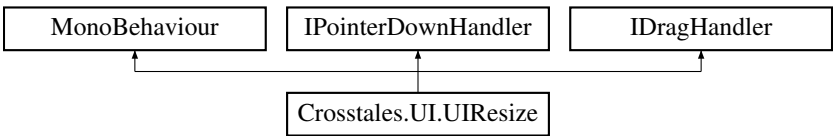
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/UIHint.cs

5.100 Crosstales.UI.UIResize Class Reference

Resize a UI element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 MinSize = new Vector2(300, 160)

  Minimum size of the UI element.
- Vector2 MaxSize = new Vector2(800, 600)

  Maximum size of the UI element.
- bool IgnoreMaxSize = false

  Ignore maximum size of the UI element (default: false).
- float SpeedFactor = 2

  Resize speed (default: 2).

5.100.1 Detailed Description

Resize a UI element.

5.100.2 Member Data Documentation

5.100.2.1 IgnoreMaxSize

```
bool Crosstales.UI.UIResize.IgnoreMaxSize = false
```

Ignore maximum size of the UI element (default: false).

5.100.2.2 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the UI element.

5.100.2.3 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the UI element.

5.100.2.4 SpeedFactor

```
float Crosstales.UI.UIResize.SpeedFactor = 2
```

Resize speed (default: 2).

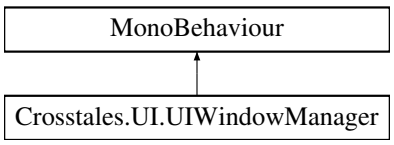
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/UIResize.cs

5.101 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void ChangeState (GameObject active)

  Change the state of all windows.

Public Attributes

- GameObject[ ] Windows

  All Windows of the scene.

5.101.1 Detailed Description

Change the state of all Window panels.

5.101.2 Member Function Documentation

5.101.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
            GameObject active )
```

Change the state of all windows.

Parameters

active	Active window.

5.101.3 Member Data Documentation

5.101.3.1 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/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/UIWindowManager.cs

5.102 Crosstales.OnlineCheck.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."

5.102.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Editor/↩ Task/UpdateCheck.cs

5.103 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Upload Class Reference

Model for an upload.

Properties

- int **TestLength** `[get, set]`
- int **Ratio** `[get, set]`
- int **InitialTest** `[get, set]`
- string **MinTestSize** `[get, set]`
- int **Threads** `[get, set]`
- string **MaxChunkSize** `[get, set]`
- string **MaxChunkCount** `[get, set]`
- int **ThreadsPerUrl** `[get, set]`

5.103.1 Detailed Description

Model for an upload.

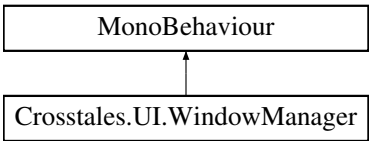
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/Upload.cs

5.104 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **ClosePanel** ()

Public Attributes

- float Speed = 3f

  Window movement speed (default: 3).
- GameObject[ ] Dependencies

  Dependent GameObjects (active == open).
- bool ClosedAtStart = true

  Close the window at Start (default: true).

5.104.1 Detailed Description

Manager for a Window.

5.104.2 Member Data Documentation

5.104.2.1 ClosedAtStart

```
bool Crosstales.UI.WindowManager.ClosedAtStart = true
```

Close the window at Start (default: true).

5.104.2.2 Dependencies

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

5.104.2.3 Speed

```
float Crosstales.UI.WindowManager.Speed = 3f
```

Window movement speed (default: 3).

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/WindowManager.cs

5.105 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.

5.105.1 Detailed Description

Helper-class for XML.

5.105.2 Member Function Documentation

5.105.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (
            string filename,
            bool skipBOM = false )  [static]
```

Deserialize a XML-file to an object.

Parameters

filename	XML-file of the object
skipBOM	Skip BOM (optional, default: false)

Returns

Object

5.105.2.2 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (
            string resourceName,
            bool skipBOM = true )  [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

resourceName	Name of the resource
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.105.2.3 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (
            string xmlAsString,
            bool skipBOM = true )  [static]
```

Deserialize a XML-string to an object.

Parameters

xmlAsString	XML of the object
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.105.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (
            T obj,
            string filename ) [static]
```

Serialize an object to an XML-file.

Parameters

obj	Object to serialize.
filename	File name of the XML.

5.105.2.5 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (
            T obj ) [static]
```

Serialize an object to an XML-string.

Parameters

obj	Object to serialize.

Returns

Object as XML-stringValid path

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/XmlHelper.cs

5.106 Crosstales.OnlineCheck.Demo.ZInstaller Class Reference

Installs the 'UI'-package from Common.

5.106.1 Detailed Description

Installs the 'UI'-package from Common.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Demos/Editor/ZInstaller.cs

Chapter 6

More information

6.1 Homepage

https://www.crosstales.com/en/portfolio/OnlineCheck/

6.2 AssetStore

https://assetstore.unity.com/lists/crosstales-42213?aid=1011lNGT

6.3 Forum

https://goo.gl/9XH5Ke

6.4 Documentation

https://www.crosstales.com/media/data/assets/OnlineCheck/OnlineCheck-doc.pdf

6.5 Discord

https://discord.gg/ZbZ2sh4

6.6 Demos

6.6.1 WebGL

https://www.crosstales.com/media/data/assets/OnlineCheck/webgl/

6.6.2 Windows

https://drive.google.com/file/d/1J_a0Jn2UeYR9Vg2Pa_gNVv676xxXDooW/view?usp=sharing

6.6.3 macOS

https://drive.google.com/file/d/1JYQ8QhmG7yTTtiX1K9LzYrUxtVkSjuAy/view?usp=sharing

6.6.4 Linux

https://drive.google.com/file/d/1JcYflIjaNdxxQkZl-iy1eDbT2Z5BaWY0/view?usp=sharing

6.6.5 Android

https://drive.google.com/file/d/1JiY96hHyvyNF4COwZu5erIhuAlGWsJtH/view?usp=sharing

6.7 Videos

https://www.youtube.com/c/Crosstales

6.7.1 Promotion

https://youtu.be/pPvKE-eyxV4?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

6.7.2 Tutorial

https://youtu.be/bNdafUNcs68?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

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