

True Random PRO

Leave everything to chance



API

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Contents

1	Namespace Index	1
1.1	Packages	1
2	Hierarchical Index	3
2.1	Class Hierarchy	3
3	Class Index	7
3.1	Class List	7
4	Namespace Documentation	11
4.1	Crosstales Namespace Reference	11
4.2	Crosstales.Common Namespace Reference	11
4.3	Crosstales.Common.EditorTask Namespace Reference	11
4.4	Crosstales.Common.EditorUtil Namespace Reference	11
4.5	Crosstales.Common.Model Namespace Reference	12
4.6	Crosstales.Common.Model.Enum Namespace Reference	12
4.6.1	Enumeration Type Documentation	12
4.6.1.1	Platform	12
4.7	Crosstales.Common.Util Namespace Reference	12
4.8	Crosstales.DJ Namespace Reference	13
4.9	Crosstales.DJ.Demo Namespace Reference	13
4.10	Crosstales.DJ.Demo.Util Namespace Reference	13
4.11	Crosstales.TrueRandom Namespace Reference	13
4.12	Crosstales.TrueRandom.Demo Namespace Reference	13
4.13	Crosstales.TrueRandom.EditorExtension Namespace Reference	14

4.14	Crosstales.TrueRandom.EditorIntegration Namespace Reference	14
4.15	Crosstales.TrueRandom.EditorTask Namespace Reference	14
4.15.1	Enumeration Type Documentation	15
4.15.1.1	UpdateStatus	15
4.16	Crosstales.TrueRandom.EditorUtil Namespace Reference	15
4.17	Crosstales.TrueRandom.Module Namespace Reference	15
4.18	Crosstales.TrueRandom.PlayMaker Namespace Reference	16
4.19	Crosstales.TrueRandom.Util Namespace Reference	16
4.20	Crosstales.UI Namespace Reference	17
4.21	Crosstales.UI.Util Namespace Reference	17
4.22	HutongGames Namespace Reference	18
4.23	HutongGames.PlayMaker Namespace Reference	18
4.24	HutongGames.PlayMaker.Actions Namespace Reference	18
5	Class Documentation	19
5.1	Crosstales.UI.Util.AudioFilterController Class Reference	19
5.1.1	Detailed Description	20
5.1.2	Member Data Documentation	20
5.1.2.1	FindAllAudioFiltersOnStart	20
5.2	Crosstales.UI.Util.AudioSourceController Class Reference	20
5.2.1	Detailed Description	21
5.2.2	Member Data Documentation	21
5.2.2.1	AudioSources	21
5.2.2.2	FindAllAudioSourcesOnStart	21
5.2.2.3	Loop	22
5.2.2.4	Mute	22
5.2.2.5	Pitch	22
5.2.2.6	ResetAudioSourcesOnStart	22
5.2.2.7	StereoPan	22
5.2.2.8	Volume	22
5.3	Crosstales.TrueRandom.EditorTask.AutoInitalize Class Reference	22

5.3.1	Detailed Description	22
5.4	Crosstales.Common.Util.BackgroundController Class Reference	23
5.4.1	Detailed Description	23
5.4.2	Member Data Documentation	23
5.4.2.1	Objects	23
5.5	Crosstales.Common.EditorTask.BaseCompileDefines Class Reference	23
5.5.1	Detailed Description	24
5.6	Crosstales.Common.Util.BaseConstants Class Reference	24
5.6.1	Detailed Description	25
5.6.2	Member Data Documentation	25
5.6.2.1	ASSET_3P_PLAYMAKER	25
5.6.2.2	ASSET_AUTHOR	25
5.6.2.3	ASSET_AUTHOR_URL	26
5.6.2.4	ASSET_CT_URL	26
5.6.2.5	ASSET_SOCIAL_FACEBOOK	26
5.6.2.6	ASSET_SOCIAL_LINKEDIN	26
5.6.2.7	ASSET_SOCIAL_TWITTER	26
5.6.2.8	ASSET_SOCIAL_XING	26
5.6.2.9	ASSET_SOCIAL_YOUTUBE	26
5.6.2.10	DEV_DEBUG	26
5.6.2.11	FACTOR_GB	26
5.6.2.12	FACTOR_KB	26
5.6.2.13	FACTOR_MB	27
5.6.2.14	FLOAT_32768	27
5.6.2.15	FORMAT_NO_DECIMAL_PLACES	27
5.6.2.16	FORMAT_PERCENT	27
5.6.2.17	FORMAT_TWO_DECIMAL_PLACES	27
5.6.2.18	PATH_DELIMITER_UNIX	27
5.6.2.19	PATH_DELIMITER_WINDOWS	27
5.7	Crosstales.Common.EditorUtil.BaseGAApi Class Reference	27

5.7.1	Detailed Description	28
5.7.2	Member Function Documentation	28
5.7.2.1	Event(string name, string version, string category, string action, string label="","", int value=0)	28
5.8	Crosstales.Common.Util.BaseHelper Class Reference	28
5.8.1	Detailed Description	30
5.8.2	Member Function Documentation	30
5.8.2.1	ClearLineEndings(string text)	30
5.8.2.2	ClearSpaces(string text)	30
5.8.2.3	ClearTags(string text)	31
5.8.2.4	FormatBytesToHRF(long bytes)	31
5.8.2.5	FormatSecondsToHourMinSec(double seconds)	31
5.8.2.6	HSVToRGB(float h, float s, float v, float a=1f)	31
5.8.2.7	IsValidURL(string url)	32
5.8.2.8	RemoteCertificateValidationCallback(System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)	32
5.8.2.9	SplitStringToLines(string text, bool ignoreCommentedLines=true, int skipHeaderLines=0, int skipFooterLines=0)	32
5.8.2.10	ValidateFile(string path)	32
5.8.2.11	ValidatePath(string path, bool addEndDelimiter=true)	33
5.8.2.12	ValidURLFromFilePath(string path)	33
5.8.3	Property Documentation	33
5.8.3.1	CurrentPlatform	33
5.8.3.2	isAndroidPlatform	33
5.8.3.3	isAppleBasedPlatform	34
5.8.3.4	isEditor	34
5.8.3.5	isEditorMode	34
5.8.3.6	isInternetAvailable	34
5.8.3.7	isIOSPlatform	34
5.8.3.8	isLinuxPlatform	34
5.8.3.9	isMacOSPlatform	35

5.8.3.10	isStandalonePlatform	35
5.8.3.11	isWebGLPlatform	35
5.8.3.12	isWebPlatform	35
5.8.3.13	isWebPlayerPlatform	35
5.8.3.14	isWindowsBasedPlatform	35
5.8.3.15	isWindowsPlatform	36
5.8.3.16	isWSAPlatform	36
5.9	Crosstales.TrueRandom.Module.BaseModule Class Reference	36
5.9.1	Property Documentation	37
5.9.1.1	OnErrorInfo	37
5.10	Crosstales.Common.EditorTask.BaseSetupResources Class Reference	37
5.10.1	Detailed Description	37
5.11	HutongGames.PlayMaker.Actions.BaseTRAction Class Reference	38
5.11.1	Detailed Description	38
5.12	Crosstales.TrueRandom.PlayMaker.BaseTREditor Class Reference	38
5.12.1	Detailed Description	38
5.13	Crosstales.TrueRandom.EditorTask.CompileDefines Class Reference	39
5.13.1	Detailed Description	39
5.14	Crosstales.TrueRandom.Util.Config Class Reference	39
5.14.1	Detailed Description	40
5.14.2	Member Function Documentation	40
5.14.2.1	Load()	40
5.14.2.2	Reset()	40
5.14.2.3	Save()	40
5.14.3	Member Data Documentation	40
5.14.3.1	DEBUG	40
5.14.3.2	isLoadingd	40
5.14.3.3	SHOW_QUOTA	40
5.15	Crosstales.TrueRandom.EditorIntegration.ConfigBase Class Reference	41
5.15.1	Detailed Description	41

5.16	Crosstales.TrueRandom.EditorTask.ConfigLoader Class Reference	41
5.16.1	Detailed Description	41
5.17	Crosstales.TrueRandom.EditorIntegration.ConfigPreferences Class Reference	42
5.17.1	Detailed Description	42
5.18	Crosstales.TrueRandom.EditorIntegration.ConfigWindow Class Reference	42
5.18.1	Detailed Description	43
5.19	Crosstales.TrueRandom.Util.Constants Class Reference	43
5.19.1	Detailed Description	44
5.19.2	Member Data Documentation	44
5.19.2.1	ASSET_API_URL	44
5.19.2.2	ASSET_BUILD	44
5.19.2.3	ASSET_CHANGED	44
5.19.2.4	ASSET_CONTACT	45
5.19.2.5	ASSET_CREATED	45
5.19.2.6	ASSET_FORUM_URL	45
5.19.2.7	ASSET_MANUAL_URL	45
5.19.2.8	ASSET_NAME	45
5.19.2.9	ASSET_PRO_URL	45
5.19.2.10	ASSET_UPDATE_CHECK_URL	45
5.19.2.11	ASSET_VERSION	45
5.19.2.12	ASSET_VIDEO_PROMO	45
5.19.2.13	ASSET_VIDEO_TUTORIAL	46
5.19.2.14	ASSET_WEB_URL	46
5.19.2.15	isPro	46
5.19.2.16	TRUERANDOM_SCENE_OBJECT_NAME	46
5.20	Crosstales.Common.Util.CTPlayerPrefs Class Reference	46
5.20.1	Detailed Description	47
5.20.2	Member Function Documentation	47
5.20.2.1	DeleteAll()	47
5.20.2.2	DeleteKey(string key)	47

5.20.2.3	GetBool(string key)	47
5.20.2.4	GetFloat(string key)	47
5.20.2.5	GetInt(string key)	48
5.20.2.6	GetString(string key)	48
5.20.2.7	HasKey(string key)	48
5.20.2.8	Save()	48
5.20.2.9	SetBool(string key, bool value)	48
5.20.2.10	SetFloat(string key, float value)	49
5.20.2.11	SetInt(string key, int value)	49
5.20.2.12	SetString(string key, string value)	49
5.21	Crosstales.Common.Util.CTWebClient Class Reference	49
5.21.1	Detailed Description	50
5.21.2	Property Documentation	50
5.21.2.1	ConnectionLimit	50
5.21.2.2	Timeout	50
5.22	Crosstales.TrueRandom.Demo.DiceRoll Class Reference	51
5.22.1	Detailed Description	51
5.23	Crosstales.TrueRandom.EditorUtil.EditorConfig Class Reference	51
5.23.1	Detailed Description	52
5.23.2	Member Function Documentation	52
5.23.2.1	Load()	52
5.23.2.2	Reset()	52
5.23.2.3	Save()	52
5.23.3	Member Data Documentation	52
5.23.3.1	HIERARCHY_ICON	52
5.23.3.2	isLoading	53
5.23.3.3	PREFAB_AUTOLOAD	53
5.23.3.4	REMINDER_CHECK	53
5.23.3.5	TELEMETRY	53
5.23.3.6	UPDATE_CHECK	53

5.23.4	Property Documentation	53
5.23.4.1	ASSET_PATH	53
5.23.4.2	PREFAB_PATH	53
5.24	Crosstales.TrueRandom.EditorUtil.EditorConstants Class Reference	54
5.24.1	Detailed Description	54
5.24.2	Member Data Documentation	54
5.24.2.1	PREFAB_SUBPATH	54
5.24.3	Property Documentation	55
5.24.3.1	ASSET_UID	55
5.24.3.2	ASSET_URL	55
5.25	Crosstales.TrueRandom.EditorUtil.EditorHelper Class Reference	55
5.25.1	Detailed Description	56
5.25.2	Member Function Documentation	56
5.25.2.1	InstantiatePrefab(string prefabName)	56
5.25.2.2	SeparatorUI(int space=12)	56
5.25.2.3	TRUnavailable()	57
5.25.3	Member Data Documentation	57
5.25.3.1	GO_ID	57
5.25.3.2	MENU_ID	57
5.25.4	Property Documentation	57
5.25.4.1	isTrueRandomInScene	57
5.26	Crosstales.TrueRandom.ExtensionMethods Class Reference	57
5.26.1	Detailed Description	58
5.26.2	Member Function Documentation	58
5.26.2.1	ToColorRGB(this Vector3 rgb, float alpha=1f)	58
5.26.2.2	ToColorRGBA(this Vector4 rgba)	58
5.26.2.3	ToQuaternion(this Vector3 eulerAngle)	58
5.27	Crosstales.ExtensionMethods Class Reference	59
5.27.1	Detailed Description	59
5.27.2	Member Function Documentation	59

5.27.2.1	CTAddRange< T, S >(this System.Collections.Generic.Dictionary< T, S > source, System.Collections.Generic.Dictionary< T, S > collection)	59
5.27.2.2	CTContains(this string str, string toCheck, System.StringComparison comp=↔ System.StringComparison.OrdinalIgnoreCase)	60
5.27.2.3	CTContainsAll(this string str, string searchTerms, char splitChar= ' ')	60
5.27.2.4	CTContainsAny(this string str, string searchTerms, char splitChar= ' ')	60
5.27.2.5	CTDump< T >(this T[] array)	61
5.27.2.6	CTDump< T >(this System.Collections.Generic.List< T > list)	61
5.27.2.7	CTEquals(this string str, string toCheck, System.StringComparison comp=↔ System.StringComparison.OrdinalIgnoreCase)	61
5.27.2.8	CTReplace(this string str, string oldString, string newString, System.String↔ Comparison comp=System.StringComparison.OrdinalIgnoreCase)	62
5.27.2.9	CTShuffle< T >(this T[] array)	62
5.27.2.10	CTShuffle< T >(this System.Collections.Generic.IList< T > list)	62
5.27.2.11	CTToString< T >(this T[] array)	62
5.27.2.12	CTToString< T >(this System.Collections.Generic.List< T > list)	63
5.27.2.13	CTToTitleCase(this string str)	63
5.28	Crosstales.DJ.Demo.Util.FFTAnalyzer Class Reference	63
5.28.1	Detailed Description	64
5.29	Crosstales.UI.Util.FPSDisplay Class Reference	64
5.29.1	Detailed Description	64
5.30	Crosstales.TrueRandom.EditorUtil.GAApi Class Reference	65
5.30.1	Detailed Description	65
5.30.2	Member Function Documentation	65
5.30.2.1	Event(string category, string action, string label="","", int value=0)	65
5.31	HutongGames.PlayMaker.Actions.GenerateFloat Class Reference	65
5.31.1	Detailed Description	66
5.31.2	Member Data Documentation	66
5.31.2.1	Max	66
5.31.2.2	Min	66
5.31.2.3	Number	66
5.31.2.4	Result	67

5.31.2.5	SingleResult	67
5.32	Crosstales.TrueRandom.Demo.GenerateFloat Class Reference	67
5.32.1	Detailed Description	67
5.33	Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor Class Reference	68
5.33.1	Detailed Description	68
5.34	HutongGames.PlayMaker.Actions.GenerateInteger Class Reference	68
5.34.1	Detailed Description	69
5.34.2	Member Data Documentation	69
5.34.2.1	Max	69
5.34.2.2	Min	69
5.34.2.3	Number	69
5.34.2.4	Result	69
5.34.2.5	SingleResult	69
5.35	Crosstales.TrueRandom.Demo.GenerateInteger Class Reference	70
5.35.1	Detailed Description	70
5.36	Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor Class Reference	70
5.36.1	Detailed Description	71
5.37	HutongGames.PlayMaker.Actions.GenerateSequence Class Reference	71
5.37.1	Detailed Description	71
5.37.2	Member Data Documentation	72
5.37.2.1	Max	72
5.37.2.2	Min	72
5.37.2.3	Number	72
5.37.2.4	Result	72
5.37.2.5	SingleResult	72
5.38	Crosstales.TrueRandom.Demo.GenerateSequence Class Reference	72
5.38.1	Detailed Description	73
5.39	Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor Class Reference	73
5.39.1	Detailed Description	73
5.40	HutongGames.PlayMaker.Actions.GenerateString Class Reference	74

5.40.1 Detailed Description	74
5.40.2 Member Data Documentation	74
5.40.2.1 Digits	74
5.40.2.2 Length	75
5.40.2.3 Lower	75
5.40.2.4 Number	75
5.40.2.5 Result	75
5.40.2.6 SingleResult	75
5.40.2.7 Unique	75
5.40.2.8 Upper	75
5.41 Crosstales.TrueRandom.PlayMaker.GenerateStringEditor Class Reference	75
5.41.1 Detailed Description	76
5.42 Crosstales.TrueRandom.Demo.GenerateStrings Class Reference	76
5.42.1 Detailed Description	76
5.43 HutongGames.PlayMaker.Actions.GenerateVector2 Class Reference	77
5.43.1 Detailed Description	77
5.43.2 Member Data Documentation	77
5.43.2.1 Max	77
5.43.2.2 Min	77
5.43.2.3 Number	78
5.43.2.4 Result	78
5.43.2.5 SingleResult	78
5.44 Crosstales.TrueRandom.Demo.GenerateVector2 Class Reference	78
5.44.1 Detailed Description	79
5.45 Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor Class Reference	79
5.45.1 Detailed Description	79
5.46 HutongGames.PlayMaker.Actions.GenerateVector3 Class Reference	79
5.46.1 Detailed Description	80
5.46.2 Member Data Documentation	80
5.46.2.1 Max	80

5.46.2.2	Min	80
5.46.2.3	Number	80
5.46.2.4	Result	80
5.46.2.5	SingleResult	80
5.47	Crosstales.TrueRandom.Demo.GenerateVector3 Class Reference	81
5.47.1	Detailed Description	81
5.48	Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor Class Reference	81
5.48.1	Detailed Description	82
5.49	Crosstales.TrueRandom.Demo.GenerateVector4 Class Reference	82
5.49.1	Detailed Description	83
5.50	Crosstales.TrueRandom.Demo.GUIMain Class Reference	83
5.50.1	Detailed Description	83
5.51	Crosstales.TrueRandom.Demo.GUIScenes Class Reference	84
5.51.1	Detailed Description	84
5.52	Crosstales.TrueRandom.Util.Helper Class Reference	84
5.52.1	Detailed Description	85
5.52.2	Property Documentation	85
5.52.2.1	isSupportedPlatform	85
5.53	Crosstales.TrueRandom.EditorTask.Launch Class Reference	85
5.53.1	Detailed Description	85
5.54	Crosstales.TrueRandom.Demo.Magic8Ball Class Reference	85
5.54.1	Detailed Description	86
5.55	Crosstales.TrueRandom.Module.ModuleFloat Class Reference	86
5.55.1	Detailed Description	87
5.55.2	Member Function Documentation	87
5.55.2.1	Generate(float min, float max, int number=1, bool prng=false, bool silent=false, string id="")	87
5.55.2.2	GeneratePRNG(float min, float max, int number=1)	87
5.55.3	Property Documentation	88
5.55.3.1	OnGenerateFinished	88
5.55.3.2	OnGenerateStart	88

5.55.3.3 Result	88
5.56 Crosstales.TrueRandom.Module.ModuleInteger Class Reference	88
5.56.1 Detailed Description	89
5.56.2 Member Function Documentation	89
5.56.2.1 Generate(int min, int max, int number=1, bool prng=false, bool silent=false, string id="")	89
5.56.2.2 GeneratePRNG(int min, int max, int number=1)	89
5.56.3 Property Documentation	90
5.56.3.1 OnGenerateFinished	90
5.56.3.2 OnGenerateStart	90
5.56.3.3 Result	90
5.57 Crosstales.TrueRandom.Module.ModuleQuota Class Reference	90
5.57.1 Detailed Description	91
5.57.2 Member Function Documentation	91
5.57.2.1 GetQuota()	91
5.57.3 Property Documentation	91
5.57.3.1 OnUpdateQuota	91
5.57.3.2 Quota	91
5.58 Crosstales.TrueRandom.Module.ModuleSequence Class Reference	91
5.58.1 Detailed Description	92
5.58.2 Member Function Documentation	92
5.58.2.1 Generate(int min, int max, int number=0, bool prng=false, bool silent=false, string id="")	92
5.58.2.2 GeneratePRNG(int min, int max, int number=0)	93
5.58.3 Property Documentation	93
5.58.3.1 OnGenerateFinished	93
5.58.3.2 OnGenerateStart	93
5.58.3.3 Result	93
5.59 Crosstales.TrueRandom.Module.ModuleString Class Reference	93
5.59.1 Detailed Description	94
5.59.2 Member Function Documentation	94

5.59.2.1	Generate(int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, bool prng=false, bool silent=false, string id="")	94
5.59.2.2	GeneratePRNG(int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false)	95
5.59.3	Property Documentation	95
5.59.3.1	OnGenerateFinished	95
5.59.3.2	OnGenerateStart	95
5.59.3.3	Result	95
5.60	Crosstales.TrueRandom.Module.ModuleVector2 Class Reference	96
5.60.1	Detailed Description	96
5.60.2	Member Function Documentation	96
5.60.2.1	Generate(Vector2 min, Vector2 max, int number=1, bool prng=false, bool silent=false, string id="")	96
5.60.2.2	GeneratePRNG(Vector2 min, Vector2 max, int number=1)	97
5.60.3	Property Documentation	97
5.60.3.1	OnGenerateFinished	97
5.60.3.2	OnGenerateStart	97
5.60.3.3	Result	97
5.61	Crosstales.TrueRandom.Module.ModuleVector3 Class Reference	98
5.61.1	Detailed Description	98
5.61.2	Member Function Documentation	98
5.61.2.1	Generate(Vector3 min, Vector3 max, int number=1, bool prng=false, bool silent=false, string id="")	98
5.61.2.2	GeneratePRNG(Vector3 min, Vector3 max, int number=1)	99
5.61.3	Property Documentation	99
5.61.3.1	OnGenerateFinished	99
5.61.3.2	OnGenerateStart	99
5.61.3.3	Result	99
5.62	Crosstales.TrueRandom.Module.ModuleVector4 Class Reference	100
5.62.1	Detailed Description	100
5.62.2	Member Function Documentation	100
5.62.2.1	Generate(Vector4 min, Vector4 max, int number=1, bool prng=false, bool silent=false, string id="")	100

5.62.2.2	GeneratePRNG(Vector4 min, Vector4 max, int number=1)	101
5.62.3	Property Documentation	101
5.62.3.1	OnGenerateFinished	101
5.62.3.2	OnGenerateStart	101
5.62.3.3	Result	101
5.63	Crosstales.Common.EditorTask.NYCheck Class Reference	102
5.63.1	Detailed Description	102
5.64	Crosstales.Common.EditorTask.OCCheck Class Reference	102
5.64.1	Detailed Description	102
5.65	Crosstales.Common.Util.PlatformController Class Reference	102
5.65.1	Detailed Description	103
5.65.2	Member Data Documentation	103
5.65.2.1	Objects	103
5.65.2.2	Platforms	103
5.66	Crosstales.Common.Util.RandomColor Class Reference	103
5.66.1	Detailed Description	104
5.67	Crosstales.Common.Util.RandomRotator Class Reference	104
5.67.1	Detailed Description	105
5.68	Crosstales.Common.Util.RandomScaler Class Reference	105
5.68.1	Detailed Description	105
5.69	Crosstales.TrueRandom.EditorTask.ReminderCheck Class Reference	105
5.69.1	Detailed Description	106
5.70	Crosstales.UI.Util.ScrollRectHandler Class Reference	106
5.70.1	Detailed Description	106
5.71	Crosstales.Common.Util.SerializeDeSerialize< T > Class Template Reference	106
5.71.1	Detailed Description	107
5.72	Crosstales.TrueRandom.EditorTask.SetupResources Class Reference	107
5.72.1	Detailed Description	107
5.73	Crosstales.UI.Social Class Reference	107
5.73.1	Detailed Description	108

5.74	Crosstales.DJ.Demo.Util.SpectrumVisualizer Class Reference	108
5.74.1	Detailed Description	108
5.75	Crosstales.UI.StaticManager Class Reference	109
5.75.1	Detailed Description	109
5.76	Crosstales.UI.Util.TakeScreenshot Class Reference	109
5.76.1	Detailed Description	110
5.77	Crosstales.TrueRandom.EditorTask.Telemetry Class Reference	110
5.77.1	Detailed Description	110
5.78	Crosstales.TrueRandom.TRManager Class Reference	110
5.78.1	Detailed Description	113
5.78.2	Member Function Documentation	113
5.78.2.1	CalculateFloat(int number=1)	113
5.78.2.2	CalculateInteger(int max, int number=1)	114
5.78.2.3	CalculateSequence(int min, int max)	114
5.78.2.4	CalculateString(int length, int number=1)	114
5.78.2.5	CalculateVector2(int number=1)	114
5.78.2.6	CalculateVector3(int number=1)	115
5.78.2.7	CalculateVector4(int number=1)	115
5.78.2.8	GenerateFloat(float min, float max, int number=1, string id="")	115
5.78.2.9	GenerateFloatPRNG(float min, float max, int number=1)	116
5.78.2.10	GenerateInteger(int min, int max, int number=1, string id="")	116
5.78.2.11	GenerateIntegerPRNG(int min, int max, int number=1)	116
5.78.2.12	GenerateSequence(int min, int max, int number=0, string id="")	116
5.78.2.13	GenerateSequencePRNG(int min, int max, int number=0)	117
5.78.2.14	GenerateString(int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, string id="")	117
5.78.2.15	GenerateStringPRNG(int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false)	117
5.78.2.16	GenerateVector2(Vector2 min, Vector2 max, int number=1, string id="")	118
5.78.2.17	GenerateVector2PRNG(Vector2 min, Vector2 max, int number=1)	118
5.78.2.18	GenerateVector3(Vector3 min, Vector3 max, int number=1, string id="")	118

5.78.2.19	GenerateVector3PRNG(Vector3 min, Vector3 max, int number=1)	119
5.78.2.20	GenerateVector4(Vector4 min, Vector4 max, int number=1, string id="")	119
5.78.2.21	GenerateVector4PRNG(Vector4 min, Vector4 max, int number=1)	119
5.78.2.22	GetQuota()	120
5.78.3	Member Data Documentation	120
5.78.3.1	DontDestroy	120
5.78.3.2	PRNG	120
5.78.4	Property Documentation	120
5.78.4.1	CurrentFloats	120
5.78.4.2	CurrentIntegers	120
5.78.4.3	CurrentQuota	120
5.78.4.4	CurrentSequence	121
5.78.4.5	CurrentStrings	121
5.78.4.6	CurrentVector2	121
5.78.4.7	CurrentVector3	121
5.78.4.8	CurrentVector4	121
5.78.4.9	isGenerating	122
5.78.4.10	isPRNG	122
5.78.4.11	OnErrorInfo	122
5.78.4.12	OnGenerateFloatFinished	122
5.78.4.13	OnGenerateFloatStart	122
5.78.4.14	OnGenerateIntegerFinished	122
5.78.4.15	OnGenerateIntegerStart	122
5.78.4.16	OnGenerateSequenceFinished	122
5.78.4.17	OnGenerateSequenceStart	123
5.78.4.18	OnGenerateStringFinished	123
5.78.4.19	OnGenerateStringStart	123
5.78.4.20	OnGenerateVector2Finished	123
5.78.4.21	OnGenerateVector2Start	123
5.78.4.22	OnGenerateVector3Finished	123

5.78.4.23 OnGenerateVector3Start	123
5.78.4.24 OnGenerateVector4Finished	123
5.78.4.25 OnGenerateVector4Start	123
5.78.4.26 OnUpdateQuota	124
5.79 Crosstales.TrueRandom.EditorExtension.TRManagerEditor Class Reference	124
5.79.1 Detailed Description	124
5.80 Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject Class Reference	124
5.80.1 Detailed Description	125
5.81 Crosstales.TrueRandom.EditorIntegration.TrueRandomMenu Class Reference	125
5.81.1 Detailed Description	125
5.82 Crosstales.UI.UIDrag Class Reference	125
5.82.1 Detailed Description	125
5.83 Crosstales.UI.UIFocus Class Reference	126
5.83.1 Detailed Description	126
5.84 Crosstales.UI.UIHint Class Reference	126
5.84.1 Detailed Description	127
5.84.2 Member Data Documentation	127
5.84.2.1 Delay	127
5.84.2.2 Disable	127
5.84.2.3 FadeAtStart	127
5.84.2.4 FadeTime	127
5.84.2.5 Group	128
5.85 Crosstales.UI.UIResize Class Reference	128
5.85.1 Detailed Description	128
5.85.2 Member Data Documentation	128
5.85.2.1 MaxSize	128
5.85.2.2 MinSize	129
5.86 Crosstales.UI.UIWindowManager Class Reference	129
5.86.1 Detailed Description	129
5.86.2 Member Data Documentation	129
5.86.2.1 Windows	129
5.87 Crosstales.TrueRandom.EditorTask.UpdateCheck Class Reference	130
5.87.1 Detailed Description	130
5.88 Crosstales.UI.WindowManager Class Reference	130
5.88.1 Detailed Description	131
5.88.2 Member Data Documentation	131
5.88.2.1 Dependencies	131
5.88.2.2 Speed	131

6	More information	133
6.1	Homepage	133
6.2	AssetStore	133
6.3	Forum	133
6.4	Documentation	133
6.5	Demos	133
6.5.1	WebGL	133
6.5.2	Android	133
6.6	Videos	134
6.6.1	Promotion	134
6.6.2	Tutorial	134
	Index	135

Chapter 1

Namespace Index

1.1 Packages

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

Crosstales	11
Crosstales.Common	11
Crosstales.Common.EditorTask	11
Crosstales.Common.EditorUtil	11
Crosstales.Common.Model	12
Crosstales.Common.Model.Enum	12
Crosstales.Common.Util	12
Crosstales.DJ	13
Crosstales.DJ.Demo	13
Crosstales.DJ.Demo.Util	13
Crosstales.TrueRandom	13
Crosstales.TrueRandom.Demo	13
Crosstales.TrueRandom.EditorExtension	14
Crosstales.TrueRandom.EditorIntegration	14
Crosstales.TrueRandom.EditorTask	14
Crosstales.TrueRandom.EditorUtil	15
Crosstales.TrueRandom.Module	15
Crosstales.TrueRandom.PlayMaker	16
Crosstales.TrueRandom.Util	16
Crosstales.UI	17
Crosstales.UI.Util	17
HutongGames	18
HutongGames.PlayMaker	18
HutongGames.PlayMaker.Actions	18

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Crosstales.TrueRandom.EditorTask.AutoInitalize	22
Crosstales.Common.EditorTask.BaseCompileDefines	23
Crosstales.TrueRandom.EditorTask.CompileDefines	39
Crosstales.Common.Util.BaseConstants	24
Crosstales.TrueRandom.Util.Constants	43
Crosstales.Common.EditorUtil.BaseGAApi	27
Crosstales.TrueRandom.EditorUtil.GAApi	65
Crosstales.Common.Util.BaseHelper	28
Crosstales.TrueRandom.Util.Helper	84
Crosstales.TrueRandom.Module.BaseModule	36
Crosstales.TrueRandom.Module.ModuleFloat	86
Crosstales.TrueRandom.Module.ModuleInteger	88
Crosstales.TrueRandom.Module.ModuleQuota	90
Crosstales.TrueRandom.Module.ModuleSequence	91
Crosstales.TrueRandom.Module.ModuleString	93
Crosstales.TrueRandom.Module.ModuleVector2	96
Crosstales.TrueRandom.Module.ModuleVector3	98
Crosstales.TrueRandom.Module.ModuleVector4	100
Crosstales.Common.EditorTask.BaseSetupResources	37
Crosstales.TrueRandom.EditorTask.SetupResources	107
Crosstales.TrueRandom.Util.Config	39
Crosstales.TrueRandom.EditorTask.ConfigLoader	41
Crosstales.Common.Util.CTPlayerPrefs	46
CustomActionEditor	
Crosstales.TrueRandom.PlayMaker.BaseTREditor	38
Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor	68
Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor	70
Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor	73
Crosstales.TrueRandom.PlayMaker.GenerateStringEditor	75
Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor	79
Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor	81
Editor	
Crosstales.TrueRandom.EditorExtension.TRManagerEditor	124

Crosstales.TrueRandom.EditorUtil.EditorConfig	51
Crosstales.TrueRandom.EditorUtil.EditorConstants	54
Crosstales.TrueRandom.EditorUtil.EditorHelper	55
EditorWindow	
Crosstales.TrueRandom.EditorIntegration.ConfigBase	41
Crosstales.TrueRandom.EditorIntegration.ConfigPreferences	42
Crosstales.TrueRandom.EditorIntegration.ConfigWindow	42
Crosstales.TrueRandom.ExtensionMethods	57
Crosstales.ExtensionMethods	59
FsmStateAction	
HutongGames.PlayMaker.Actions.BaseTRAction	38
HutongGames.PlayMaker.Actions.GenerateFloat	65
HutongGames.PlayMaker.Actions.GenerateInteger	68
HutongGames.PlayMaker.Actions.GenerateSequence	71
HutongGames.PlayMaker.Actions.GenerateString	74
HutongGames.PlayMaker.Actions.GenerateVector2	77
HutongGames.PlayMaker.Actions.GenerateVector3	79
IDragHandler	
Crosstales.UI.UIResize	128
IPointerDownHandler	
Crosstales.UI.UIResize	128
Crosstales.TrueRandom.EditorTask.Launch	85
MonoBehaviour	
Crosstales.Common.Util.BackgroundController	23
Crosstales.Common.Util.PlatformController	102
Crosstales.Common.Util.RandomColor	103
Crosstales.Common.Util.RandomRotator	104
Crosstales.Common.Util.RandomScaler	105
Crosstales.DJ.Demo.Util.FFTAnalyzer	63
Crosstales.DJ.Demo.Util.SpectrumVisualizer	108
Crosstales.TrueRandom.Demo.DiceRoll	51
Crosstales.TrueRandom.Demo.GenerateFloat	67
Crosstales.TrueRandom.Demo.GenerateInteger	70
Crosstales.TrueRandom.Demo.GenerateSequence	72
Crosstales.TrueRandom.Demo.GenerateStrings	76
Crosstales.TrueRandom.Demo.GenerateVector2	78
Crosstales.TrueRandom.Demo.GenerateVector3	81
Crosstales.TrueRandom.Demo.GenerateVector4	82
Crosstales.TrueRandom.Demo.GUIMain	83
Crosstales.TrueRandom.Demo.GUIScenes	84
Crosstales.TrueRandom.Demo.Magic8Ball	85
Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject	124
Crosstales.TrueRandom.TRManager	110
Crosstales.UI.Social	107
Crosstales.UI.StaticManager	109
Crosstales.UI.UIDrag	125
Crosstales.UI.UIFocus	126
Crosstales.UI.UIHint	126
Crosstales.UI.UIResize	128
Crosstales.UI.UIWindowManager	129
Crosstales.UI.Util.AudioFilterController	19
Crosstales.UI.Util.AudioSourceController	20
Crosstales.UI.Util.FPSDisplay	64
Crosstales.UI.Util.ScrollRectHandler	106
Crosstales.UI.Util.TakeScreenshot	109
Crosstales.UI.WindowManager	130
Crosstales.Common.EditorTask.NYCheck	102
Crosstales.Common.EditorTask.OCCheck	102

Crosstales.TrueRandom.EditorTask.ReminderCheck	105
Crosstales.Common.Util.SerializeDeSerialize< T >	106
Crosstales.TrueRandom.EditorTask.Telemetry	110
Crosstales.TrueRandom.EditorIntegration.TrueRandomMenu	125
Crosstales.TrueRandom.EditorTask.UpdateCheck	130
WebClient	
Crosstales.Common.Util.CTWebClient	49

Chapter 3

Class Index

3.1 Class List

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

Crosstales.UI.Util.AudioFilterController	
Controller for audio filters.	19
Crosstales.UI.Util.AudioSourceController	
Controller for AudioSources.	20
Crosstales.TrueRandom.EditorTask.AutoInitalize	
Automatically adds the neccessary TrueRandom-prefabs to the current scene.	22
Crosstales.Common.Util.BackgroundController	
Enables or disable game objects on Android or iOS in the background.	23
Crosstales.Common.EditorTask.BaseCompileDefines	
Base for adding the given define symbols to PlayerSettings define symbols.	23
Crosstales.Common.Util.BaseConstants	
Base for collected constants of very general utility for the asset.	24
Crosstales.Common.EditorUtil.BaseGAApi	
Base GA-wrapper API.	27
Crosstales.Common.Util.BaseHelper	
Base for various helper functions.	28
Crosstales.TrueRandom.Module.BaseModule	
	36
Crosstales.Common.EditorTask.BaseSetupResources	
Base for copying all resources to 'Editor Default Resources'.	37
HutongGames.PlayMaker.Actions.BaseTRAction	
Base class for TrueRandom-actions in PlayMaker	38
Crosstales.TrueRandom.PlayMaker.BaseTREditor	
Base-class for custom editors.	38
Crosstales.TrueRandom.EditorTask.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols.	39
Crosstales.TrueRandom.Util.Config	
Configuration for the asset.	39
Crosstales.TrueRandom.EditorIntegration.ConfigBase	
Base class for editor windows.	41
Crosstales.TrueRandom.EditorTask.ConfigLoader	
Loads the configuration at startup.	41
Crosstales.TrueRandom.EditorIntegration.ConfigPreferences	
Unity "Preferences" extension.	42
Crosstales.TrueRandom.EditorIntegration.ConfigWindow	
Editor window extension.	42

Crosstales.TrueRandom.Util.Constants	
Collected constants of very general utility for the asset.	43
Crosstales.Common.Util.CTPlayerPrefs	
Wrapper for the PlayerPrefs.	46
Crosstales.Common.Util.CTWebClient	
Specialized WebClient.	49
Crosstales.TrueRandom.Demo.DiceRoll	
Simulates n random dices with the values 1-6.	51
Crosstales.TrueRandom.EditorUtil.EditorConfig	
Editor Configuration for the asset.	51
Crosstales.TrueRandom.EditorUtil.EditorConstants	
Collected editor constants of very general utility for the asset.	54
Crosstales.TrueRandom.EditorUtil.EditorHelper	
Editor helper class.	55
Crosstales.TrueRandom.ExtensionMethods	
Various extension methods.	57
Crosstales.ExtensionMethods	
Various extension methods.	59
Crosstales.DJ.Demo.Util.FFTAnalyzer	
FFT analyzer for an audio channel.	63
Crosstales.UI.Util.FPSDisplay	
Simple FPS-Counter.	64
Crosstales.TrueRandom.EditorUtil.GAApi	
GA-wrapper API.	65
HutongGames.PlayMaker.Actions.GenerateFloat	
Generate-action for floats in PlayMaker	65
Crosstales.TrueRandom.Demo.GenerateFloat	
Generate random floats.	67
Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor	
Custom editor for the GenerateFloat-action.	68
HutongGames.PlayMaker.Actions.GenerateInteger	
Generate-action for integers in PlayMaker	68
Crosstales.TrueRandom.Demo.GenerateInteger	
Generate random integers.	70
Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor	
Custom editor for the GenerateInteger-action.	70
HutongGames.PlayMaker.Actions.GenerateSequence	
Generate-action for sequences in PlayMaker	71
Crosstales.TrueRandom.Demo.GenerateSequence	
Generate a random sequence.	72
Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor	
Custom editor for the GenerateSequence-action.	73
HutongGames.PlayMaker.Actions.GenerateString	
Generate-action for strings in PlayMaker	74
Crosstales.TrueRandom.PlayMaker.GenerateStringEditor	
Custom editor for the GenerateString-action.	75
Crosstales.TrueRandom.Demo.GenerateStrings	
Generate random strings.	76
HutongGames.PlayMaker.Actions.GenerateVector2	
Generate-action for Vector2 in PlayMaker	77
Crosstales.TrueRandom.Demo.GenerateVector2	
Generate random Vector2.	78
Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor	
Custom editor for the GenerateVector2-action.	79
HutongGames.PlayMaker.Actions.GenerateVector3	
Generate-action for Vector3 in PlayMaker	79
Crosstales.TrueRandom.Demo.GenerateVector3	
Generate random Vector3.	81

Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor	
Custom editor for the GenerateVector3-action.	81
Crosstales.TrueRandom.Demo.GenerateVector4	
Generate random Vector3.	82
Crosstales.TrueRandom.Demo.GUIMain	
Main GUI component for all demo scenes.	83
Crosstales.TrueRandom.Demo.GUIScenes	
Main GUI scene manager for all demo scenes.	84
Crosstales.TrueRandom.Util.Helper	
Various helper functions.	84
Crosstales.TrueRandom.EditorTask.Launch	
Show the configuration window on the first launch.	85
Crosstales.TrueRandom.Demo.Magic8Ball	
Magic 8-Ball simulator.	85
Crosstales.TrueRandom.Module.ModuleFloat	
This module will generate true random floats in configurable intervals.	86
Crosstales.TrueRandom.Module.ModuleInteger	
This module will generate true random integers in configurable intervals.	88
Crosstales.TrueRandom.Module.ModuleQuota	
This module gets the remaining quota on www.random.org.	90
Crosstales.TrueRandom.Module.ModuleSequence	
This module will randomize a given interval of integers, i.e. arrange them in random order.	91
Crosstales.TrueRandom.Module.ModuleString	
This module will generate true random strings of various length and character compositions.	93
Crosstales.TrueRandom.Module.ModuleVector2	
This generator will generate true random Vector2 in configurable intervals.	96
Crosstales.TrueRandom.Module.ModuleVector3	
This generator will generate true random Vector3 in configurable intervals.	98
Crosstales.TrueRandom.Module.ModuleVector4	
This generator will generate true random Vector4 in configurable intervals.	100
Crosstales.Common.EditorTask.NYCheck	
Checks if a 'Happy new year'-message must be displayed.	102
Crosstales.Common.EditorTask.OCCheck	
Checks if 'Online Check' is installed.	102
Crosstales.Common.Util.PlatformController	
Enables or disable game objects for a given platform.	102
Crosstales.Common.Util.RandomColor	
Random color changer.	103
Crosstales.Common.Util.RandomRotator	
Random rotation changer.	104
Crosstales.Common.Util.RandomScaler	
Random scale changer.	105
Crosstales.TrueRandom.EditorTask.ReminderCheck	
Reminds the customer to create an UAS review.	105
Crosstales.UI.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms.	106
Crosstales.Common.Util.SerializeDeSerialize< T >	
Serialize and deserialize objects to/from binary files.	106
Crosstales.TrueRandom.EditorTask.SetupResources	
Copies all resources to 'Editor Default Resources'.	107
Crosstales.UI.Social	
Crosstales social media links.	107
Crosstales.DJ.Demo.Util.SpectrumVisualizer	
Simple spectrum visualizer.	108
Crosstales.UI.StaticManager	
Static Button Manager.	109
Crosstales.UI.Util.TakeScreenshot	
Take a screen shot of the application.	109

Crosstales.TrueRandom.EditorTask.Telemetry	
Gather some telemetry data for the asset.	110
Crosstales.TrueRandom.TRManager	
The TRManager is the manager for all modules.	110
Crosstales.TrueRandom.EditorExtension.TRManagerEditor	
Custom editor for the ' TRManager '-class.	124
Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject	
Editor component for the "Hierarchy"-menu.	124
Crosstales.TrueRandom.EditorIntegration.TrueRandomMenu	
Editor component for the "Tools"-menu.	125
Crosstales.UI.UIDrag	
Allow to Drag the Windows arround.	125
Crosstales.UI.UIFocus	
Change the Focus on from a Window.	126
Crosstales.UI.UIHint	
Controls a UI group (hint).	126
Crosstales.UI.UIResize	
Resize a UI element.	128
Crosstales.UI.UIWindowManager	
Change the state of all Window panels.	129
Crosstales.TrueRandom.EditorTask.UpdateCheck	
Checks for updates of the asset.	130
Crosstales.UI.WindowManager	
Manager for a Window.	130

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

Classes

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

4.2 Crosstales.Common Namespace Reference

Namespaces

4.3 Crosstales.Common.EditorTask Namespace Reference

Classes

- class [BaseCompileDefines](#)
Base for adding the given define symbols to PlayerSettings define symbols.
- class [BaseSetupResources](#)
Base for copying all resources to 'Editor Default Resources'.
- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.
- class [OCCheck](#)
Checks if 'Online Check' is installed.

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseGAApi](#)
Base GA-wrapper API.

4.5 Crosstales.Common.Model Namespace Reference

Namespaces

4.6 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum [Platform](#) {
Windows, OSX, Linux, IOS,
Android, WSA, Web, Unsupported,
MaryTTS }

All available platforms.

4.6.1 Enumeration Type Documentation

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

All available platforms.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class [BackgroundController](#)
Enables or disable game objects on Android or iOS in the background.
- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTWebClient](#)
Specialized WebClient.
- class [PlatformController](#)
Enables or disable game objects for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [SerializeDeSerialize](#)
Serialize and deserialize objects to/from binary files.

4.8 Crosstales.DJ Namespace Reference

Namespaces

4.9 Crosstales.DJ.Demo Namespace Reference

Namespaces

4.10 Crosstales.DJ.Demo.Util Namespace Reference

Classes

- class [FFTAnalyzer](#)
FFT analyzer for an audio channel.
- class [SpectrumVisualizer](#)
Simple spectrum visualizer.

4.11 Crosstales.TrueRandom Namespace Reference

Namespaces

Classes

- class [ExtensionMethods](#)
Various extension methods.
- class [TRManager](#)
The [TRManager](#) is the manager for all modules.

4.12 Crosstales.TrueRandom.Demo Namespace Reference

Classes

- class [DiceRoll](#)
Simulates n random dices with the values 1-6.
- class [GenerateFloat](#)
Generate random floats.
- class [GenerateInteger](#)
Generate random integers.
- class [GenerateSequence](#)
Generate a random sequence.
- class [GenerateStrings](#)
Generate random strings.
- class [GenerateVector2](#)

- Generate random Vector2.*
- class [GenerateVector3](#)
Generate random Vector3.
- class [GenerateVector4](#)
Generate random Vector3.
- class [GUIMain](#)
Main GUI component for all demo scenes.
- class [GUIScenes](#)
Main GUI scene manager for all demo scenes.
- class [Magic8Ball](#)
Magic 8-Ball simulator.

4.13 Crosstales.TrueRandom.EditorExtension Namespace Reference

Classes

- class [TRManagerEditor](#)
Custom editor for the 'TRManager'-class.

4.14 Crosstales.TrueRandom.EditorIntegration Namespace Reference

Classes

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

4.15 Crosstales.TrueRandom.EditorTask Namespace Reference

Classes

- class [AutoInitialize](#)
Automatically adds the necessary TrueRandom-prefabs to the current scene.
- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [ConfigLoader](#)
Loads the configuration at startup.
- class [Launch](#)
Show the configuration window on the first launch.

- class [ReminderCheck](#)
Reminds the customer to create an UAS review.
- class [SetupResources](#)
Copies all resources to 'Editor Default Resources'.
- class [Telemetry](#)
Gather some telemetry data for the asset.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_PRO,
UPDATE_VERSION, DEPRECATED }
All possible update stati.

4.15.1 Enumeration Type Documentation

4.15.1.1 enum `Crosstales.TrueRandom.EditorTask.UpdateStatus` [strong]

All possible update stati.

4.16 Crosstales.TrueRandom.EditorUtil Namespace Reference

Classes

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

4.17 Crosstales.TrueRandom.Module Namespace Reference

Classes

- class [BaseModule](#)
- class [ModuleFloat](#)
This module will generate true random floats in configurable intervals.
- class [ModuleInteger](#)
This module will generate true random integers in configurable intervals.
- class [ModuleQuota](#)

This module gets the remaining quota on www.random.org.

- class [ModuleSequence](#)

This module will randomize a given interval of integers, i.e. arrange them in random order.

- class [ModuleString](#)

This module will generate true random strings of various length and character compositions.

- class [ModuleVector2](#)

This generator will generate true random Vector2 in configurable intervals.

- class [ModuleVector3](#)

This generator will generate true random Vector3 in configurable intervals.

- class [ModuleVector4](#)

This generator will generate true random Vector4 in configurable intervals.

4.18 Crosstales.TrueRandom.PlayMaker Namespace Reference

Classes

- class [BaseTREditor](#)

Base-class for custom editors.

- class [GenerateFloatEditor](#)

Custom editor for the GenerateFloat-action.

- class [GenerateIntegerEditor](#)

Custom editor for the GenerateInteger-action.

- class [GenerateSequenceEditor](#)

Custom editor for the GenerateSequence-action.

- class [GenerateStringEditor](#)

Custom editor for the GenerateString-action.

- class [GenerateVector2Editor](#)

Custom editor for the GenerateVector2-action.

- class [GenerateVector3Editor](#)

Custom editor for the GenerateVector3-action.

4.19 Crosstales.TrueRandom.Util Namespace Reference

Classes

- class [Config](#)

Configuration for the asset.

- class [Constants](#)

Collected constants of very general utility for the asset.

- class [Helper](#)

Various helper functions.

4.20 Crosstales.UI Namespace Reference

Namespaces

Classes

- class [Social](#)
Crosstales social media links.
- class [StaticManager](#)
Static Button Manager.
- class [UIDrag](#)
Allow to Drag the Windows around.
- class [UIFocus](#)
Change the Focus on from a Window.
- class [UIHint](#)
Controls a [UI](#) group (hint).
- class [UIResize](#)
Resize a [UI](#) element.
- class [UIWindowManager](#)
Change the state of all Window panels.
- class [WindowManager](#)
Manager for a Window.

4.21 Crosstales.UI.Util Namespace Reference

Classes

- class [AudioFilterController](#)
Controller for audio filters.
- class [AudioSourceController](#)
Controller for AudioSources.
- class [FPSDisplay](#)
Simple FPS-Counter.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.
- class [TakeScreenshot](#)
Take a screen shot of the application.

4.22 HutongGames Namespace Reference

Namespaces

4.23 HutongGames.PlayMaker Namespace Reference

Namespaces

4.24 HutongGames.PlayMaker.Actions Namespace Reference

Classes

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

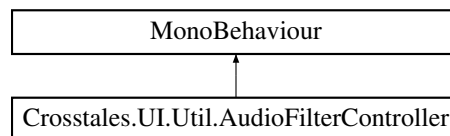
Chapter 5

Class Documentation

5.1 Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **FindAllAudioFilters** ()
- void **ResetAudioFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

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

5.1.1 Detailed Description

Controller for audio filters.

5.1.2 Member Data Documentation

5.1.2.1 bool Crosstailes.UI.Util.AudioFilterController.FindAllAudioFiltersOnStart = true

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

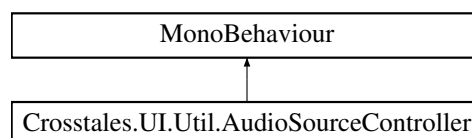
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/Util/AudioFilterController.cs

5.2 Crosstailes.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstailes.UI.Util.AudioSourceController:



Public Member Functions

- void **Update** ()
- void **FindAllAudioSources** ()
- void **ResetAudioFilters** ()
- void **MuteEnabled** (bool enabled)
- void **LoopEnabled** (bool enabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

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

5.2.1 Detailed Description

Controller for AudioSources.

5.2.2 Member Data Documentation

5.2.2.1 [AudioSource \[\]](#) Crosstales.UI.Util.AudioSourceController.AudioSources

Active controlled AudioSources.

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

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

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

Loop on/off (default: false).

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

Mute on/off (default: false).

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

Pitch of the audio (default: 1).

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

Resets all active AudioSources (default: true).

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

Stereo pan of the audio (default: 0).

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

Volume of the audio (default: 1)

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioSourceController.cs

5.3 Crosstales.TrueRandom.EditorTask.AutoInitalize Class Reference

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

5.3.1 Detailed Description

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

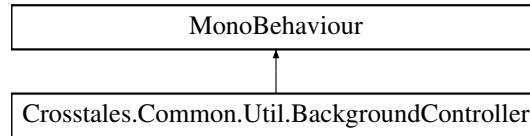
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/AutoInitalize.cs

5.4 Crosstales.Common.Util.BackgroundController Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BackgroundController:



Public Member Functions

- void **Start** ()

Public Attributes

- `GameObject[]` [Objects](#)
Selected objects for the controller.

5.4.1 Detailed Description

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

5.4.2 Member Data Documentation

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

Selected objects for the controller.

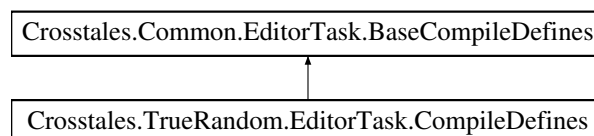
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BackgroundController.cs`

5.5 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Protected Member Functions

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

5.5.1 Detailed Description

Base for adding the given define symbols to PlayerSettings define symbols.

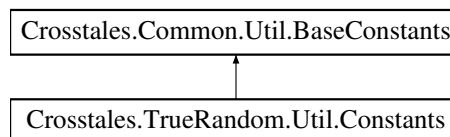
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/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:



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://goo.gl/qwtXyb"
URL of the crosstales assets in UAS.
- 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_SOCIAL_XING** = "https://www.xing.com/companies/crosstales"
URL of the crosstales XING-profile.
- const string **ASSET_3P_PLAYMAKER** = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011INGT"
URL of the 3rd party asset "PlayMaker".
- 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 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 Public Attributes

- static bool **DEV_DEBUG** = false
Development debug logging for the asset.
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ", "
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- static string **TEXT_TOSTRING_START** = "{ "
- static string **PREFIX_HTTP** = "http://"
- static string **PREFIX_HTTPS** = "https://"

Properties

- static string **PREFIX_FILE** [get]

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 const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011INGT"

URL of the 3rd party asset "PlayMaker".

5.6.2.2 const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC"

Author of the asset.

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

URL of the asset author.

5.6.2.4 `const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://goo.gl/qwtXyb"`

URL of the crosstales assets in UAS.

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

URL of the crosstales Facebook-profile.

5.6.2.6 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN =
"https://www.linkedin.com/company/crosstales"`

URL of the crosstales LinkedIn-profile.

5.6.2.7 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"`

URL of the crosstales Twitter-profile.

5.6.2.8 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_XING = "https://www.xing.
com/companies/crosstales"`

URL of the crosstales XING-profile.

5.6.2.9 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE =
"https://www.youtube.com/c/Crosstales"`

URL of the crosstales Youtube-profile.

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

Development debug logging for the asset.

5.6.2.11 `const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024`

Factor for giga bytes.

5.6.2.12 `const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024`

Factor for kilo bytes.

5.6.2.13 `const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024`

Factor for mega bytes.

5.6.2.14 `const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f`

Float value of 32768.

5.6.2.15 `const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0"`

ToString for no decimal places.

5.6.2.16 `const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%"`

ToString for percent.

5.6.2.17 `const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00"`

ToString for two decimal places.

5.6.2.18 `const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/"`

Path delimiter for Unix.

5.6.2.19 `const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\"`

Path delimiter for Windows.

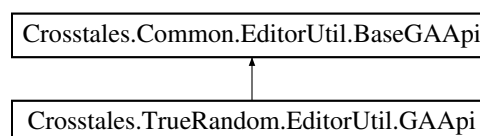
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs`

5.7 Crosstales.Common.EditorUtil.BaseGAApi Class Reference

Base GA-wrapper API.

Inheritance diagram for `Crosstales.Common.EditorUtil.BaseGAApi`:



Static Public Member Functions

- static void [Event](#) (string name, string version, string category, string action, string label="", int value=0)
Tracks an event from the asset.

5.7.1 Detailed Description

Base GA-wrapper API.

5.7.2 Member Function Documentation

5.7.2.1 static void Crosstales.Common.EditorUtil.BaseGAApi.Event (string *name*, string *version*, string *category*, string *action*, string *label* = " ", int *value* = 0) [static]

Tracks an event from the asset.

Parameters

<i>category</i>	Specifies the event category.
<i>action</i>	Specifies the event action.
<i>label</i>	Specifies the event label.
<i>value</i>	Specifies the event value.

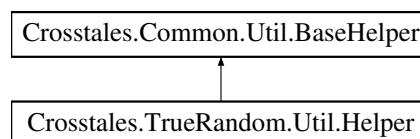
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Editor/Util/BaseGAApi.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 [RemoteCertificateValidationCallback](#) (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.

- static string [ValidatePath](#) (string path, bool addEndDelimiter=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path)
Validates a given file.
- static string [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.

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

- static string [ClearTags](#) (string text)
Cleans a given text from tags.
- static string [ClearSpaces](#) (string text)
Cleans a given text from multiple spaces.
- static string [ClearLineEndings](#) (string text)
Cleans a given text from line endings.
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommented↵
Lines=true, int skipHeaderLines=0, int skipFooterLines=0)
Split the given text to lines and return it as list.
- static string [FormatBytesToHRF](#) (long bytes)
Format byte-value to Human-Readable-Form.
- static string [FormatSecondsToHourMinSec](#) (double seconds)
Format seconds to Human-Readable-Form.
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)
Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>
- static bool [IsValidURL](#) (string url)
Checks if the URL is valid.

Properties

- static bool [isInternetAvailable](#) [get]
Checks if an Internet connection is available.
- static bool [isWindowsPlatform](#) [get]
Checks if the current platform is Windows.
- static bool [isMacOSPlatform](#) [get]
Checks if the current platform is OSX.
- static bool [isLinuxPlatform](#) [get]
Checks if the current platform is Linux.
- static bool [isStandalonePlatform](#) [get]
Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool [isAndroidPlatform](#) [get]
Checks if the current platform is Android.
- static bool [isIOSPlatform](#) [get]

- Checks if the current platform is iOS.*
 - static bool `isWSAPlatform` [get]
- Checks if the current platform is WSA.*
 - static bool `isWebGLPlatform` [get]
- Checks if the current platform is WebGL.*
 - static bool `isWebPlayerPlatform` [get]
- Checks if the current platform is WebPlayer.*
 - static bool `isWebPlatform` [get]
- Checks if the current platform is Web (WebPlayer or WebGL).*
 - static bool `isWindowsBasedPlatform` [get]
- Checks if the current platform is Windows-based (Windows standalone or WSA).*
 - static bool `isAppleBasedPlatform` [get]
- Checks if the current platform is Apple-based (macOS standalone or iOS).*
 - static bool `isEditor` [get]
- Checks if we are inside the Editor.*
 - static bool `isEditorMode` [get]
- Checks if we are in Editor mode.*
 - static `Model.Enum.Platform CurrentPlatform` [get]
- Returns the current platform.*

5.8.1 Detailed Description

Base for various helper functions.

5.8.2 Member Function Documentation

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

Cleans a given text from line endings.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without line endings.

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

Cleans a given text from multiple spaces.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without multiple spaces.

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

Cleans a given text from tags.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without tags.

5.8.2.4 `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.

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

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

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

Parameters

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

Returns

True if the current platform is supported.

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

Checks if the URL is valid.

Parameters

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

Returns

True if the URL is valid.

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

HTTPS-certification callback.

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

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

Parameters

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

Returns

Splitted lines as array

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

Validates a given file.

Parameters

<i>path</i>	File to validate
-------------	------------------

Returns

Valid file path

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

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

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

Validates a given file.

Parameters

<i>path</i>	File to validate
-------------	------------------

Returns

Valid file path

5.8.3 Property Documentation

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

Returns the current platform.

Returns

The current platform.

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

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

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

Returns

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

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.8.3.7 bool Crosstales.Common.Util.BaseHelper.isiOSPlatform [static], [get]

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

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

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

Returns

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

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

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

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

Returns

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

5.8.3.13 bool Crosstales.Common.Util.BaseHelper.isWebPlayerPlatform [static], [get]

Checks if the current platform is WebPlayer.

Returns

True if the current platform is WebPlayer.

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

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

Returns

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

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

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

Checks if the current platform is WSA.

Returns

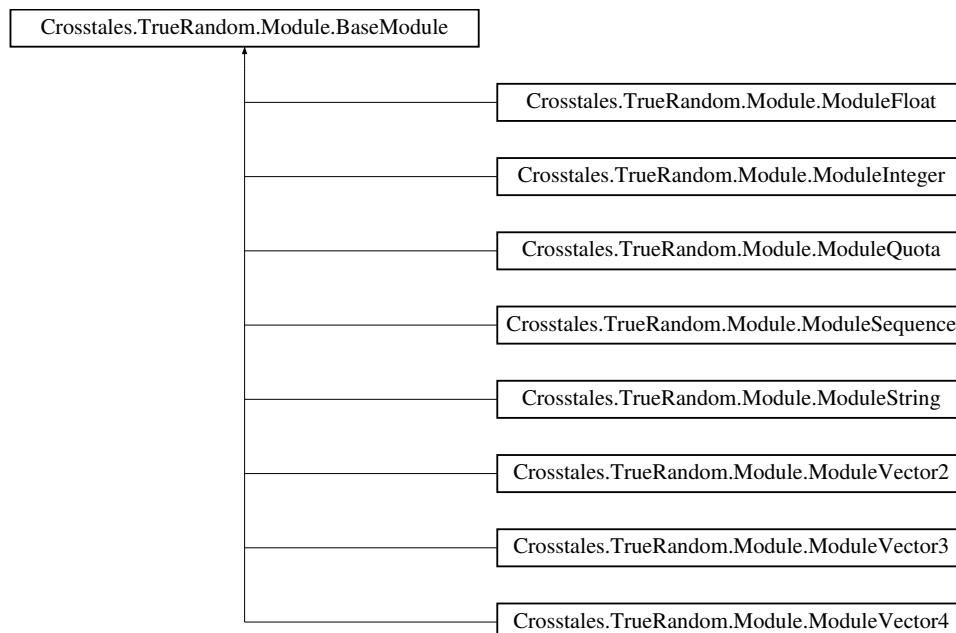
True if the current platform is WSA.

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

5.9 Crosstales.TrueRandom.Module.BaseModule Class Reference

Inheritance diagram for Crosstales.TrueRandom.Module.BaseModule:



Public Member Functions

- delegate void **ErrorInfo** (string error)

Static Protected Member Functions

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

Properties

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

5.9.1 Property Documentation

5.9.1.1 ErrorInfo Crosstales.TrueRandom.Module.BaseModule.OnErrorInfo [static],[add],[remove]

Event to get a message when an error occurred.

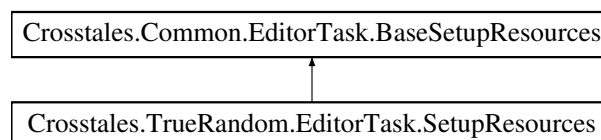
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/BaseModule.cs

5.10 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

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

5.10.1 Detailed Description

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

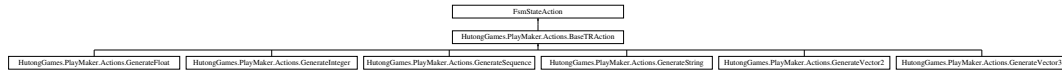
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/BaseSetupResources.cs

5.11 HutongGames.PlayMaker.Actions.BaseTRAction Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseTRAction:



Public Attributes

- FsmEvent **sendEvent**

5.11.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/TrueRandom/3rd party/PlayMaker/Scripts/BaseTRAction.cs

5.12 Crosstailes.TrueRandom.PlayMaker.BaseTREditor Class Reference

Base-class for custom editors.

Inheritance diagram for Crosstailes.TrueRandom.PlayMaker.BaseTREditor:



Public Member Functions

- override bool **OnGUI** ()

5.12.1 Detailed Description

Base-class for custom editors.

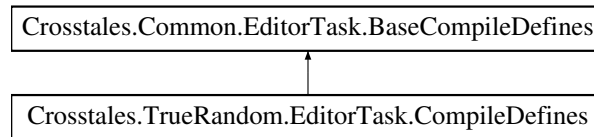
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/TrueRandom/3rd party/PlayMaker/Editor/BaseTREditor.cs

5.13 Crosstales.TrueRandom.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.TrueRandom.EditorTask.CompileDefines:



Additional Inherited Members

5.13.1 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/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/CompileDefines.cs`

5.14 Crosstales.TrueRandom.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool [SHOW_QUOTA](#) = Constants.DEFAULT_SHOW_QUOTA
Don't destroy the objects during scene switches.
- static bool [isLoading](#) = false
Is the configuration loaded?

5.14.1 Detailed Description

Configuration for the asset.

5.14.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.14.3 Member Data Documentation

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

Enable or disable debug logging for the asset.

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

Is the configuration loaded?

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

Don't destroy the objects during scene switches.

Shows the quota inside the editor components.

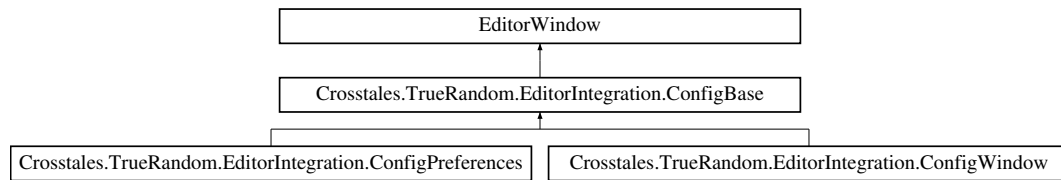
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Util/Config.cs`

5.15 Crosstales.TrueRandom.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.TrueRandom.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.15.1 Detailed Description

Base class for editor windows.

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

- D:/slauberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Integration/ConfigBase.cs

5.16 Crosstales.TrueRandom.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.

5.16.1 Detailed Description

Loads the configuration at startup.

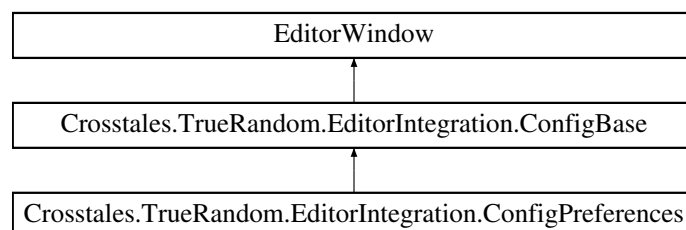
The documentation for this class was generated from the following file:

- D:/slauberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/ConfigLoader.cs

5.17 Crosstales.TrueRandom.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.TrueRandom.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.17.1 Detailed Description

Unity "Preferences" extension.

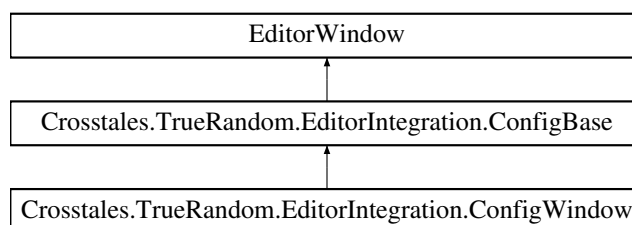
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Integration/ConfigPreferences.cs](#)

5.18 Crosstales.TrueRandom.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TrueRandom.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

5.18.1 Detailed Description

Editor window extension.

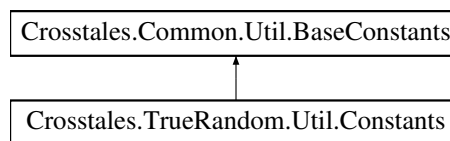
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Integration/ConfigWindow.cs

5.19 Crosstales.TrueRandom.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.TrueRandom.Util.Constants:



Public Attributes

- const string **ASSET_NAME** = "TR PRO"
Name of the asset.
- const string **ASSET_VERSION** = "1.5.2"
Version of the asset.
- const int **ASSET_BUILD** = 180326
Build number of the asset.
- const string **ASSET_PRO_URL** = "https://www.assetstore.unity3d.com/#!/content/61617?aid=1011ING&T&pubref=" + ASSET_NAME
URL of the PRO asset in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/truerandom_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "truerandom@crosstales.com"
Contact to the owner of the asset.
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/truerandom/TrueRandom-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "https://goo.gl/u5YaXk"

- URL of the asset API.*

 - const string **ASSET_FORUM_URL** = "https://goo.gl/N9OJ1K"

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

URL of the asset in crosstales.
 - const string **ASSET_VIDEO_PROMO** = "https://youtu.be/BsKR3V1EZOU?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"

URL of the promotion video of the asset (Youtube).
 - const string **ASSET_VIDEO_TUTORIAL** = "TBD"

URL of the tutorial video of the asset (Youtube).
 - const string **KEY_PREFIX** = "TRUERANDOM_CFG_"
 - const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
 - const string **KEY_SHOW_QUOTA** = KEY_PREFIX + "SHOW_QUOTA"
 - const bool **DEFAULT_SHOW_QUOTA** = false
 - const string **GENERATOR_URL** = "https://www.random.org/"
 - const string **TRUERANDOM_SCENE_OBJECT_NAME** = "TrueRandom"
- TR prefab scene name.*

Static Public Attributes

- static readonly bool **isPro** = true
- Is PRO-version?*
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2016, 12, 5)
- Create date of the asset (YYYY, MM, DD).*
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2018, 3, 26)
- Change date of the asset (YYYY, MM, DD).*

Additional Inherited Members

5.19.1 Detailed Description

Collected constants of very general utility for the asset.

5.19.2 Member Data Documentation

5.19.2.1 const string Crosstales.TrueRandom.Util.Constants.ASSET_API_URL = "https://goo.gl/u5YaXk"

URL of the asset API.

5.19.2.2 const int Crosstales.TrueRandom.Util.Constants.ASSET_BUILD = 180326

Build number of the asset.

5.19.2.3 readonly System.DateTime Crosstales.TrueRandom.Util.Constants.ASSET_CHANGED = new System.DateTime(2018, 3, 26) [static]

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

5.19.2.4 `const string Crosstales.TrueRandom.Util.Constants.ASSET_CONTACT = "truerandom@crosstales.com"`

Contact to the owner of the asset.

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

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

5.19.2.6 `const string Crosstales.TrueRandom.Util.Constants.ASSET_FORUM_URL = "https://goo.gl/N9OJ1K"`

URL of the asset forum.

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

URL of the asset manual.

5.19.2.8 `const string Crosstales.TrueRandom.Util.Constants.ASSET_NAME = "TR PRO"`

Name of the asset.

5.19.2.9 `const string Crosstales.TrueRandom.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/61617?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the PRO asset in UAS.

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

URL for update-checks of the asset

5.19.2.11 `const string Crosstales.TrueRandom.Util.Constants.ASSET_VERSION = "1.5.2"`

Version of the asset.

5.19.2.12 `const string Crosstales.TrueRandom.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/BsKR3V1EZOU?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

5.19.2.13 `const string Crosstales.TrueRandom.Util.Constants.ASSET_VIDEO_TUTORIAL = "TBD"`

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

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

URL of the asset in crosstales.

5.19.2.15 `readonly bool Crosstales.TrueRandom.Util.Constants.isPro = true [static]`

Is PRO-version?

5.19.2.16 `const string Crosstales.TrueRandom.Util.Constants.TRUERANDOM_SCENE_OBJECT_NAME = "TrueRandom"`

TR prefab scene name.

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Util/Constants.cs

5.20 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 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.

5.20.1 Detailed Description

Wrapper for the PlayerPrefs.

5.20.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

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

5.20.2.3 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.

5.20.2.4 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.

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

Allows to get an int from a key.

Parameters

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

Returns

Value for the key.

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

Allows to get a string from a key.

Parameters

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

Returns

Value for the key.

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

Exists the key?

Parameters

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

Returns

Value for the key.

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

Saves all modifications.

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

Allows to set a bool for a key.

Parameters

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

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

Allows to set a float for a key.

Parameters

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

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

Allows to set an int for a key.

Parameters

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

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

Allows to set a string for a key.

Parameters

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

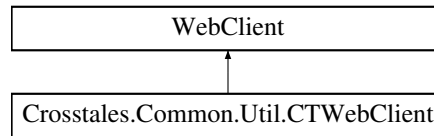
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayerPrefs.cs`

5.21 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

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

Protected Member Functions

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

Properties

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

5.21.1 Detailed Description

Specialized WebClient.

5.21.2 Property Documentation

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

Connection limit for all WebClients

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

Timeout in milliseconds

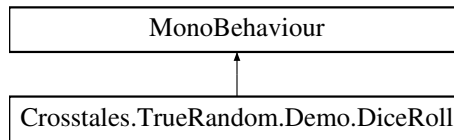
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

5.22 Crosstales.TrueRandom.Demo.DiceRoll Class Reference

Simulates n random dices with the values 1-6.

Inheritance diagram for Crosstales.TrueRandom.Demo.DiceRoll:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **SimulateRoll** ()

Public Attributes

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

5.22.1 Detailed Description

Simulates n random dices with the values 1-6.

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/DiceRoll.cs

5.23 Crosstales.TrueRandom.EditorUtil.EditorConfig Class Reference

Editor Configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

- static bool `UPDATE_CHECK` = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool `REMINDER_CHECK` = EditorConstants.DEFAULT_REMINDER_CHECK
Enable or disable reminder-checks for the asset.
- static bool `TELEMETRY` = EditorConstants.DEFAULT_TELEMETRY
Enable or disable anonymous telemetry data.
- 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 `isLoading` = false
Shows the quota inside the editor components.

Properties

- static string `ASSET_PATH` [get]
Returns the path to the asset inside the Unity project.
- static string `PREFAB_PATH` [get]
Returns the path of the prefabs.

5.23.1 Detailed Description

Editor Configuration for the asset.

5.23.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.23.3 Member Data Documentation

5.23.3.1 bool Crosstales.TrueRandom.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON [static]

Enable or disable the icon in the hierarchy.

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

Shows the quota inside the editor components.

Is the configuration loaded?

5.23.3.3 `bool Crosstales.TrueRandom.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_A↵
UTOLOAD [static]`

Automatically load and add the prefabs to the scene.

5.23.3.4 `bool Crosstales.TrueRandom.EditorUtil.EditorConfig.REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_↵
CHECK [static]`

Enable or disable reminder-checks for the asset.

5.23.3.5 `bool Crosstales.TrueRandom.EditorUtil.EditorConfig.TELEMTRY = EditorConstants.DEFAULT_TELEMTRY
[static]`

Enable or disable anonymous telemetry data.

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

Enable or disable update-checks for the asset.

5.23.4 Property Documentation

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

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

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

Returns the path of the prefabs.

Returns

The path of the prefabs.

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

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/↵
TrueRandom/Editor/Util/EditorConfig.cs`

5.24 Crosstales.TrueRandom.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_REMINDER_CHECK** = Util.Constants.KEY_PREFIX + "REMINDER_CHECK"
- const string **KEY_TELEMETRY** = Util.Constants.KEY_PREFIX + "TELEMETRY"
- 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 **KEY_REMINDER_DATE** = Util.Constants.KEY_PREFIX + "REMINDER_DATE"
- const string **KEY_REMINDER_COUNT** = Util.Constants.KEY_PREFIX + "REMINDER_COUNT"
- const string **KEY_LAUNCH** = Util.Constants.KEY_PREFIX + "LAUNCH"
- const string **KEY_TELEMETRY_DATE** = Util.Constants.KEY_PREFIX + "TELEMETRY_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/TrueRandom/"
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_REMINDER_CHECK** = true
- const bool **DEFAULT_TELEMETRY** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = true

Static Public Attributes

- static string **PREFAB_SUBPATH** = "Prefabs/"
Sub-path to the prefabs.

Properties

- static string **ASSET_URL** [get]
Returns the URL of the asset in UAS.
- static System.Guid **ASSET_UID** [get]
Returns the UID of the asset.

5.24.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.24.2 Member Data Documentation

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

Sub-path to the prefabs.

5.24.3 Property Documentation

5.24.3.1 System.Guid Crosstales.TrueRandom.EditorUtil.EditorConstants.ASSET_UID [static], [get]

Returns the UID of the asset.

Returns

The UID of the asset.

5.24.3.2 string Crosstales.TrueRandom.EditorUtil.EditorConstants.ASSET_URL [static], [get]

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Util/EditorConstants.cs

5.25 Crosstales.TrueRandom.EditorUtil.EditorHelper Class Reference

Editor helper class.

Static Public Member Functions

- static void [TRUnavailable](#) ()
Shows a "True Random unavailable"-UI.
- static void [SeparatorUI](#) (int space=12)
Shows a separator-UI.
- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.

Public Attributes

- const int [GO_ID](#) = 20
Start index inside the "GameObject"-menu.
- const int [MENU_ID](#) = 12018
Start index inside the "Tools"-menu.

Properties

- static Texture2D **Logo_Asset** [get]
 - static Texture2D **Logo_Asset_Small** [get]
 - static Texture2D **Logo_CT** [get]
 - static Texture2D **Logo_Unity** [get]
 - static Texture2D **Icon_Save** [get]
 - static Texture2D **Icon_Reset** [get]
 - static Texture2D **Icon_Plus** [get]
 - static Texture2D **Icon_Minus** [get]
 - static Texture2D **Icon_Generate** [get]
 - static Texture2D **Icon_Manual** [get]
 - static Texture2D **Icon_API** [get]
 - static Texture2D **Icon_Forum** [get]
 - static Texture2D **Icon_Product** [get]
 - static Texture2D **Icon_Check** [get]
 - static Texture2D **Social_Facebook** [get]
 - static Texture2D **Social_Twitter** [get]
 - static Texture2D **Social_Youtube** [get]
 - static Texture2D **Social_Linkedin** [get]
 - static Texture2D **Social_Xing** [get]
 - static Texture2D **Video_Promo** [get]
 - static Texture2D **Video_Tutorial** [get]
 - static Texture2D **Icon_Videos** [get]
 - static Texture2D **Store_PlayMaker** [get]
 - static Texture2D **Icon_3p_Assets** [get]
 - static bool **isTrueRandomInScene** [get]
- Checks if the "TrueRandom"-prefab is in the scene.*

5.25.1 Detailed Description

Editor helper class.

5.25.2 Member Function Documentation

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

Instantiates a prefab.

Parameters

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

5.25.2.2 static void Crosstales.TrueRandom.EditorUtil.EditorHelper.SeparatorUI (int *space* = 12) [static]

Shows a separator-UI.

Parameters

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

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

Shows a "True Random unavailable"-UI.

5.25.3 Member Data Documentation

5.25.3.1 `const int Crosstales.TrueRandom.EditorUtil.EditorHelper.GO_ID = 20`

Start index inside the "GameObject"-menu.

5.25.3.2 `const int Crosstales.TrueRandom.EditorUtil.EditorHelper.MENU_ID = 12018`

Start index inside the "Tools"-menu.

5.25.4 Property Documentation

5.25.4.1 `bool Crosstales.TrueRandom.EditorUtil.EditorHelper.isTrueRandomInScene [static], [get]`

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

Returns

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

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Util/EditorHelper.cs

5.26 Crosstales.TrueRandom.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static Quaternion [ToQuaternion](#) (this Vector3 eulerAngle)
Extension method for Vector3. Convert it to a Quaternion.
- static Color [ToColorRGB](#) (this Vector3 rgb, float alpha=1f)
Extension method for Vector3. Convert it to a Color.
- static Color [ToColorRGBA](#) (this Vector4 rgba)
Extension method for Vector4. Convert it to a Color.

5.26.1 Detailed Description

Various extension methods.

5.26.2 Member Function Documentation

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

Extension method for Vector3. Convert it to a Color.

Parameters

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

Returns

Color from RGB.

5.26.2.2 `static Color Crosstales.TrueRandom.ExtensionMethods.ToColorRGBA (this Vector4 rgba)` [static]

Extension method for Vector4. Convert it to a Color.

Parameters

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

Returns

Color from RGBA.

5.26.2.3 `static Quaternion Crosstales.TrueRandom.ExtensionMethods.ToQuaternion (this Vector3 eulerAngle)` [static]

Extension method for Vector3. Convert it to a Quaternion.

Parameters

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

Returns

Quaternion from euler angles.

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/ExtensionMethods.cs ↩

5.27 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [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 void [CTShuffle< T >](#) (this T[] array)
Extension method for Arrays. Shuffles an Array.
- static string [CTDump< T >](#) (this T[] array)
Extension method for Arrays. Dumps an array to a string.
- static string[] [CTToString< T >](#) (this T[] array)
Extension method for Arrays. Generates a string array with all entries (via ToString).
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for Lists. Shuffles a List.
- static string [CTDump< T >](#) (this System.Collections.Generic.List< T > list)
Extension method for Lists. Dumps a list to a string.
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.List< T > list)
Extension method for Lists. Generates a string list with all entries (via ToString).
- static void [CTAddRange< T, S >](#) (this System.Collections.Generic.Dictionary< T, S > source, System.Collections.Generic.Dictionary< T, S > collection)
Extension method for dictionaries. Adds a dictionary to an existing one.

5.27.1 Detailed Description

Various extension methods.

5.27.2 Member Function Documentation

- 5.27.2.1 static void Crosstales.ExtensionMethods.CTAddRange< T, S > (this System.Collections.Generic.Dictionary< T, S > source, System.Collections.Generic.Dictionary< T, S > collection) [static]

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

Parameters

<i>source</i>	Dictionary-instance.
<i>collection</i>	Dictionary to add.

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.27.2.5 static string Crosstales.ExtensionMethods.CTDump< T > (this T[] array) [static]

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

Parameters

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

Returns

String with lines for all array entries.

5.27.2.6 static string Crosstales.ExtensionMethods.CTDump< T > (this System.Collections.Generic.List< T > list) [static]

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

Parameters

<i>list</i>	List-instance to dump.
-------------	------------------------

Returns

String with lines for all list entries.

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

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

Extension method for strings. Case insensitive 'Replace'.

Parameters

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

Returns

Replaced string.

5.27.2.9 `static void Crosstales.ExtensionMethods.CTShuffle< T > (this T[] array)` [static]

Extension method for Arrays. Shuffles an Array.

Parameters

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

5.27.2.10 `static void Crosstales.ExtensionMethods.CTShuffle< T > (this System.Collections.Generic.IList< T > list)`
[static]

Extension method for Lists. Shuffles a List.

Parameters

<i>list</i>	List-instance to shuffle.
-------------	---------------------------

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

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

Parameters

<i>array</i>	Array-instance to ToString.
--------------	-----------------------------

Returns

String array with all entries (via ToString).

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

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

Parameters

<i>list</i>	List-instance to ToString.
-------------	----------------------------

Returns

String list with all entries (via ToString).

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

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

Parameters

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

Returns

Converted string in title case.

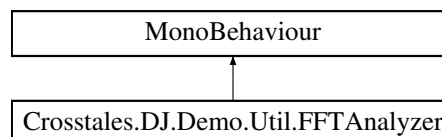
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/ExtensionMethods.cs

5.28 Crosstales.DJ.Demo.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.DJ.Demo.Util.FFTAnalyzer:



Public Member Functions

- void **Update** ()

Public Attributes

- float[] **Samples** = new float[256]
- int **Channel** = 0
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.28.1 Detailed Description

FFT analyzer for an audio channel.

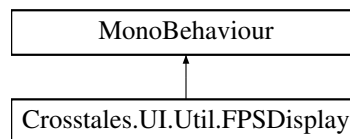
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/FFTAnalyzer.cs

5.29 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Member Functions

- void **Update** ()

Public Attributes

- Text **FPS**

5.29.1 Detailed Description

Simple FPS-Counter.

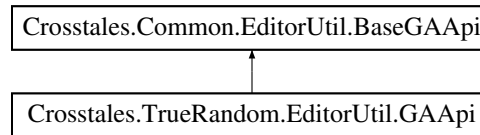
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/FPSDisplay.cs

5.30 Crosstales.TrueRandom.EditorUtil.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstales.TrueRandom.EditorUtil.GAApi:



Static Public Member Functions

- static void [Event](#) (string category, string action, string label="", int value=0)
Tracks an event from the asset.

5.30.1 Detailed Description

GA-wrapper API.

5.30.2 Member Function Documentation

5.30.2.1 static void Crosstales.TrueRandom.EditorUtil.GAApi.Event (string category, string action, string label = " ", int value = 0) [static]

Tracks an event from the asset.

Parameters

<i>category</i>	Specifies the event category.
<i>action</i>	Specifies the event action.
<i>label</i>	Specifies the event label.
<i>value</i>	Specifies the event value.

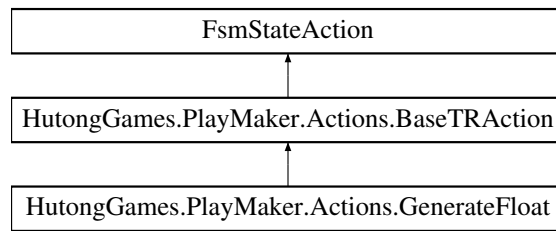
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Util/GAApi.cs

5.31 HutongGames.PlayMaker.Actions.GenerateFloat Class Reference

Generate-action for floats in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateFloat:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmFloat [Min](#)
Smallest possible number.
- FsmFloat [Max](#)
Biggest possible number.
- FsmInt [Number](#) = 1
How many numbers you want to generate (default: 1).
- FsmFloat[] [Result](#)
Generated random floats (output array).
- FsmFloat [SingleResult](#)
Generated random float (output).

5.31.1 Detailed Description

Generate-action for floats in [PlayMaker](#).

5.31.2 Member Data Documentation

5.31.2.1 FsmFloat HutongGames.PlayMaker.Actions.GenerateFloat.Max

Biggest possible number.

5.31.2.2 FsmFloat HutongGames.PlayMaker.Actions.GenerateFloat.Min

Smallest possible number.

5.31.2.3 FsmInt HutongGames.PlayMaker.Actions.GenerateFloat.Number = 1

How many numbers you want to generate (default: 1).

5.31.2.4 FsmFloat [] HutongGames.PlayMaker.Actions.GenerateFloat.Result

Generated random floats (output array).

5.31.2.5 FsmFloat HutongGames.PlayMaker.Actions.GenerateFloat.SingleResult

Generated random float (output).

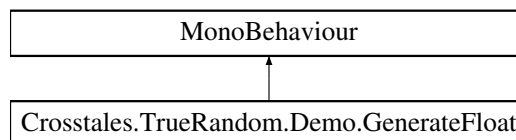
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateFloat.cs

5.32 Crosstales.TrueRandom.Demo.GenerateFloat Class Reference

Generate random floats.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateFloat:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateFloatNumbers** ()

Public Attributes

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

5.32.1 Detailed Description

Generate random floats.

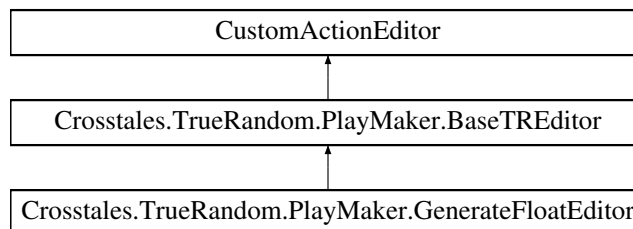
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateFloat.cs

5.33 Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor Class Reference

Custom editor for the GenerateFloat-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor:



Additional Inherited Members

5.33.1 Detailed Description

Custom editor for the GenerateFloat-action.

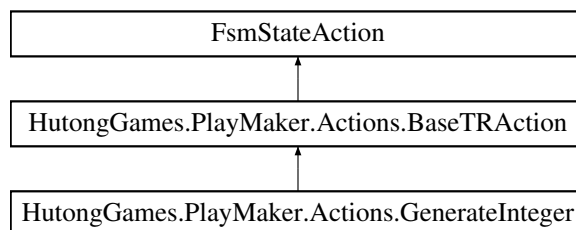
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateFloatEditor.cs

5.34 HutongGames.PlayMaker.Actions.GenerateInteger Class Reference

Generate-action for integers in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateInteger:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmInt [Min](#)
Smallest possible number.
- FsmInt [Max](#)
Biggest possible number.
- FsmInt [Number](#) = 1
How many numbers you want to generate (default: 1).
- FsmInt[] [Result](#)
Generated random integers (output array).
- FsmInt [SingleResult](#)
Generated random integer (output).

5.34.1 Detailed Description

Generate-action for integers in [PlayMaker](#).

5.34.2 Member Data Documentation

5.34.2.1 FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.Max

Biggest possible number.

5.34.2.2 FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.Min

Smallest possible number.

5.34.2.3 FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.Number = 1

How many numbers you want to generate (default: 1).

5.34.2.4 FsmInt [] HutongGames.PlayMaker.Actions.GenerateInteger.Result

Generated random integers (output array).

5.34.2.5 FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.SingleResult

Generated random integer (output).

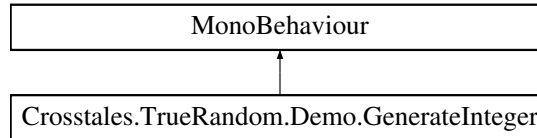
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/TrueRandom/3rd party/PlayMaker/Scripts/GenerateInteger.cs

5.35 Crosstales.TrueRandom.Demo.GenerateInteger Class Reference

Generate random integers.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateInteger:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateInt** ()

Public Attributes

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

5.35.1 Detailed Description

Generate random integers.

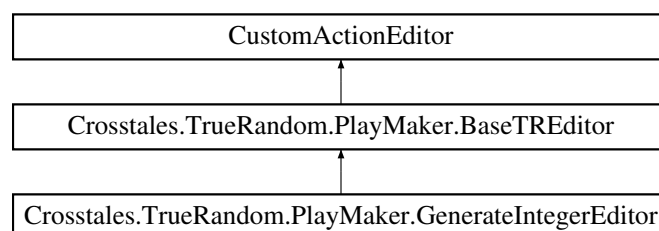
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateInteger.cs

5.36 Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor Class Reference

Custom editor for the GenerateInteger-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor:



Additional Inherited Members

5.36.1 Detailed Description

Custom editor for the GenerateInteger-action.

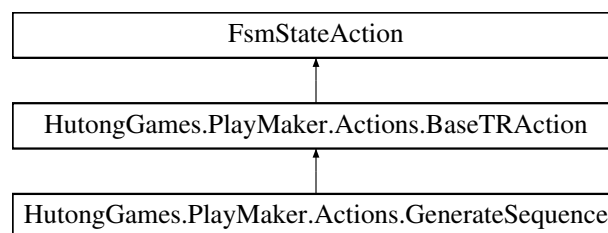
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/TrueRandom/3rd party/PlayMaker/Editor/GenerateIntegerEditor.cs

5.37 HutongGames.PlayMaker.Actions.GenerateSequence Class Reference

Generate-action for sequences in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateSequence:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmInt [Min](#)
Smallest possible number.
- FsmInt [Max](#)
Biggest possible number.
- FsmInt [Number](#) = 0
How many numbers you have in the result (max range: max - min).
- FsmInt[] [Result](#)
Generated random sequence (output array).
- FsmInt [SingleResult](#)
Last element of a generated random sequence (output).

5.37.1 Detailed Description

Generate-action for sequences in [PlayMaker](#).

5.37.2 Member Data Documentation

5.37.2.1 FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.Max

Biggest possible number.

5.37.2.2 FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.Min

Smallest possible number.

5.37.2.3 FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.Number = 0

How many numbers you have in the result (max range: max - min).

5.37.2.4 FsmInt [] HutongGames.PlayMaker.Actions.GenerateSequence.Result

Generated random sequence (output array).

5.37.2.5 FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.SingleResult

Last element of a generated random sequence (output).

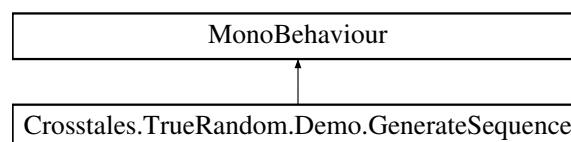
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateSequence.cs

5.38 Crosstales.TrueRandom.Demo.GenerateSequence Class Reference

Generate a random sequence.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateSequence:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateSeq** ()
- void **onError** (string e)

Public Attributes

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

5.38.1 Detailed Description

Generate a random sequence.

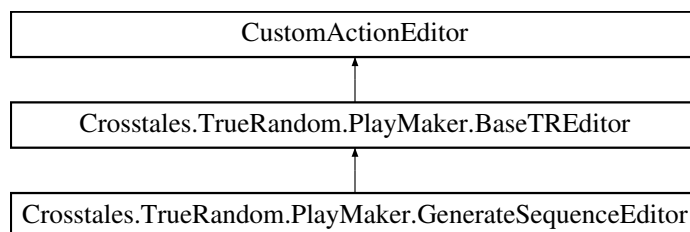
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateSequence.cs

5.39 Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor Class Reference

Custom editor for the GenerateSequence-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor:



Additional Inherited Members

5.39.1 Detailed Description

Custom editor for the GenerateSequence-action.

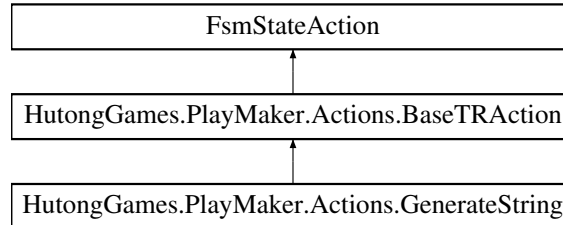
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateSequenceEditor.cs

5.40 HutongGames.PlayMaker.Actions.GenerateString Class Reference

Generate-action for strings in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateString:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmInt [Length](#)
How long the strings should be.
- FsmInt [Number](#) = 1
How many numbers you want to generate (default: 1).
- FsmBool [Digits](#) = true
Allow digits (0-9) (default: true).
- FsmBool [Upper](#) = true
Allow uppercase (A-Z) letters (default: true).
- FsmBool [Lower](#) = true
Allow lowercase (a-z) letters (default: true).
- FsmBool [Unique](#) = false
String should be unique (default: false).
- FsmString[] [Result](#)
Generated random strings (output array).
- FsmString [SingleResult](#)
Generated random string (output).

5.40.1 Detailed Description

Generate-action for strings in [PlayMaker](#).

5.40.2 Member Data Documentation

5.40.2.1 FsmBool HutongGames.PlayMaker.Actions.GenerateString.Digits = true

Allow digits (0-9) (default: true).

5.40.2.2 FsmInt HutongGames.PlayMaker.Actions.GenerateString.Length

How long the strings should be.

5.40.2.3 FsmBool HutongGames.PlayMaker.Actions.GenerateString.Lower = true

Allow lowercase (a-z) letters (default: true).

5.40.2.4 FsmInt HutongGames.PlayMaker.Actions.GenerateString.Number = 1

How many numbers you want to generate (default: 1).

5.40.2.5 FsmString [] HutongGames.PlayMaker.Actions.GenerateString.Result

Generated random strings (output array).

5.40.2.6 FsmString HutongGames.PlayMaker.Actions.GenerateString.SingleResult

Generated random string (output).

5.40.2.7 FsmBool HutongGames.PlayMaker.Actions.GenerateString.Unique = false

String should be unique (default: false).

5.40.2.8 FsmBool HutongGames.PlayMaker.Actions.GenerateString.Upper = true

Allow uppercase (A-Z) letters (default: true).

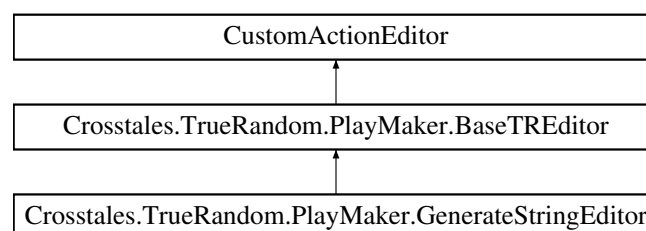
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateString.cs

5.41 Crosstales.TrueRandom.PlayMaker.GenerateStringEditor Class Reference

Custom editor for the GenerateString-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateStringEditor:



Additional Inherited Members

5.41.1 Detailed Description

Custom editor for the GenerateString-action.

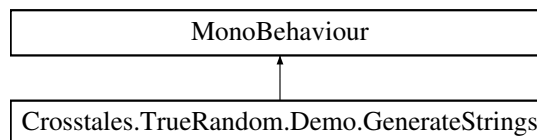
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateStringEditor.cs

5.42 Crosstales.TrueRandom.Demo.GenerateStrings Class Reference

Generate random strings.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateStrings:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateString** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **Length**
- Toggle **Digits**
- Toggle **UppercaseLetters**
- Toggle **LowecaseLetters**
- Toggle **Unique**
- Text **Error**
- Text **Quota**

5.42.1 Detailed Description

Generate random strings.

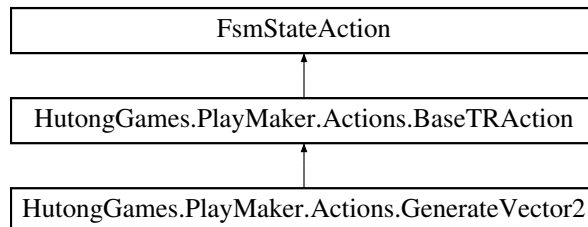
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateStrings.cs

5.43 HutongGames.PlayMaker.Actions.GenerateVector2 Class Reference

Generate-action for Vector2 in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateVector2:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmVector2 [Min](#)
Smallest possible Vector2.
- FsmVector2 [Max](#)
Biggest possible Vector2.
- FsmInt [Number](#) = 1
How many Vector2 you want to generate (default: 1).
- FsmVector2[] [Result](#)
Generated random Vector2 (output array).
- FsmVector2 [SingleResult](#)
Generated random Vector2 (output).

5.43.1 Detailed Description

Generate-action for Vector2 in [PlayMaker](#).

5.43.2 Member Data Documentation

5.43.2.1 FsmVector2 HutongGames.PlayMaker.Actions.GenerateVector2.Max

Biggest possible Vector2.

5.43.2.2 FsmVector2 HutongGames.PlayMaker.Actions.GenerateVector2.Min

Smallest possible Vector2.

5.43.2.3 FsmInt HutongGames.PlayMaker.Actions.GenerateVector2.Number = 1

How many Vector2 you want to generate (default: 1).

5.43.2.4 FsmVector2 [] HutongGames.PlayMaker.Actions.GenerateVector2.Result

Generated random Vector2 (output array).

5.43.2.5 FsmVector2 HutongGames.PlayMaker.Actions.GenerateVector2.SingleResult

Generated random Vector2 (output).

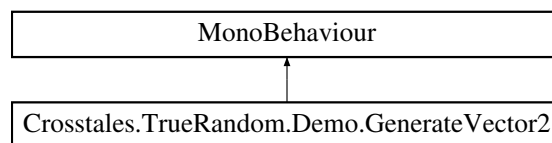
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateVector2.cs

5.44 Crosstales.TrueRandom.Demo.GenerateVector2 Class Reference

Generate random Vector2.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector2:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateVector2Numbers** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MaxX**
- InputField **MaxY**
- Text **Error**
- Text **Quota**

5.44.1 Detailed Description

Generate random Vector2.

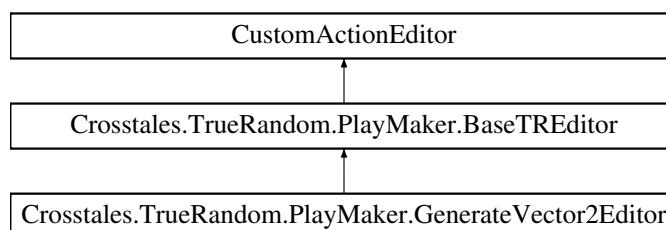
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateVector2.cs

5.45 Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor Class Reference

Custom editor for the GenerateVector2-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor:



Additional Inherited Members

5.45.1 Detailed Description

Custom editor for the GenerateVector2-action.

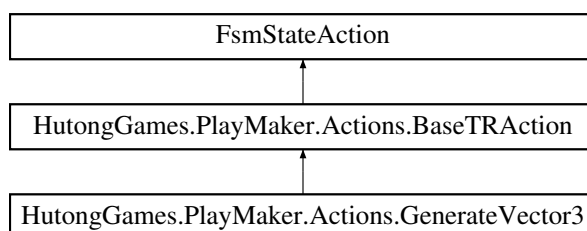
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateVector2Editor.cs

5.46 HutongGames.PlayMaker.Actions.GenerateVector3 Class Reference

Generate-action for Vector3 in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateVector3:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmVector3 [Min](#)
Smallest possible Vector3.
- FsmVector3 [Max](#)
Biggest possible Vector3.
- FsmInt [Number](#) = 1
How many Vector3 you want to generate (default: 1).
- FsmVector3[] [Result](#)
Generated random Vector3 (output array).
- FsmVector3 [SingleResult](#)
Generated random Vector3 (output).

5.46.1 Detailed Description

Generate-action for Vector3 in [PlayMaker](#).

5.46.2 Member Data Documentation

5.46.2.1 FsmVector3 HutongGames.PlayMaker.Actions.GenerateVector3.Max

Biggest possible Vector3.

5.46.2.2 FsmVector3 HutongGames.PlayMaker.Actions.GenerateVector3.Min

Smallest possible Vector3.

5.46.2.3 FsmInt HutongGames.PlayMaker.Actions.GenerateVector3.Number = 1

How many Vector3 you want to generate (default: 1).

5.46.2.4 FsmVector3 [] HutongGames.PlayMaker.Actions.GenerateVector3.Result

Generated random Vector3 (output array).

5.46.2.5 FsmVector3 HutongGames.PlayMaker.Actions.GenerateVector3.SingleResult

Generated random Vector3 (output).

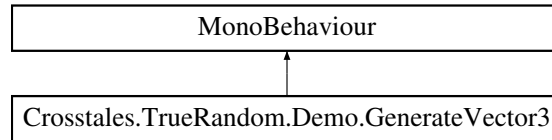
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/TrueRandom/3rd party/PlayMaker/Scripts/GenerateVector3.cs

5.47 Crosstales.TrueRandom.Demo.GenerateVector3 Class Reference

Generate random Vector3.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector3:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateVector3Numbers** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MinZ**
- InputField **MaxX**
- InputField **MaxY**
- InputField **MaxZ**
- Text **Error**
- Text **Quota**

5.47.1 Detailed Description

Generate random Vector3.

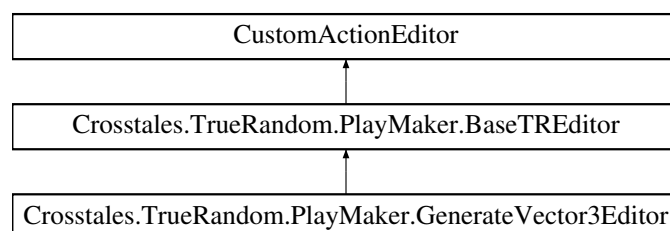
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateVector3.cs

5.48 Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor Class Reference

Custom editor for the GenerateVector3-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor:



Additional Inherited Members

5.48.1 Detailed Description

Custom editor for the GenerateVector3-action.

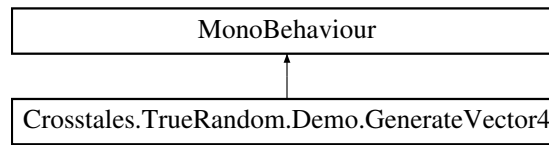
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateVector3Editor.cs

5.49 Crosstales.TrueRandom.Demo.GenerateVector4 Class Reference

Generate random Vector3.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector4:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateVector4Numbers** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MinZ**
- InputField **MinW**
- InputField **MaxX**
- InputField **MaxY**
- InputField **MaxZ**
- InputField **MaxW**
- Text **Error**
- Text **Quota**

5.49.1 Detailed Description

Generate random Vector3.

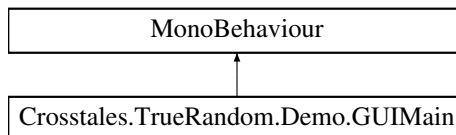
The documentation for this class was generated from the following file:

- `D:/slauberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GenerateVector4.cs`

5.50 Crosstales.TrueRandom.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.TrueRandom.Demo.GUIMain:



Public Member Functions

- void **Start** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**

5.50.1 Detailed Description

Main GUI component for all demo scenes.

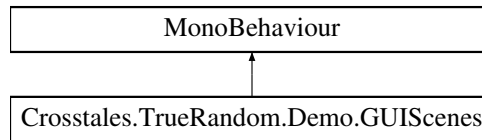
The documentation for this class was generated from the following file:

- `D:/slauberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GUIMain.cs`

5.51 Crosstales.TrueRandom.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.TrueRandom.Demo.GUIScenes:



Public Member Functions

- void **LoadPrevoiusScene** ()
- void **LoadNextScene** ()

Public Attributes

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

5.51.1 Detailed Description

Main GUI scene manager for all demo scenes.

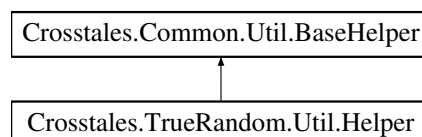
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/GUIScenes.cs

5.52 Crosstales.TrueRandom.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.TrueRandom.Util.Helper:



Properties

- static bool **isSupportedPlatform** [get]
Checks if the current platform is supported.

Additional Inherited Members

5.52.1 Detailed Description

Various helper functions.

5.52.2 Property Documentation

5.52.2.1 `bool Crosstales.TrueRandom.Util.Helper.isSupportedPlatform` `[static], [get]`

Checks if the current platform is supported.

Returns

True if the current platform is supported.

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

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Util/Helper.cs`

5.53 Crosstales.TrueRandom.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

5.53.1 Detailed Description

Show the configuration window on the first launch.

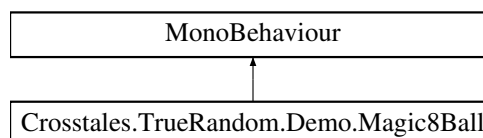
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/Launch.cs`

5.54 Crosstales.TrueRandom.Demo.Magic8Ball Class Reference

Magic 8-Ball simulator.

Inheritance diagram for `Crosstales.TrueRandom.Demo.Magic8Ball`:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **Ask** ()

Public Attributes

- Text **Answer**

5.54.1 Detailed Description

Magic 8-Ball simulator.

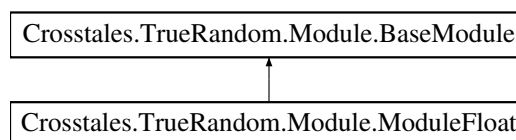
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Demo/Scripts/Magic8Ball.cs

5.55 Crosstales.TrueRandom.Module.ModuleFloat Class Reference

This module will generate true random floats in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleFloat:



Public Member Functions

- delegate void **GenerateStart** ()
- delegate void **GenerateFinished** (System.Collections.Generic.List< float > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (float min, float max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random floats.
- static System.Collections.Generic.List< float > **GeneratePRNG** (float min, float max, int number=1)
Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart [OnGenerateStart](#)
Event to get a message when generating floats has started.
- static GenerateFinished [OnGenerateFinished](#)
Event to get a message with the generated floats when finished.
- static System.Collections.Generic.List< float > [Result](#) [get]
Returns the list of floats from the last generation.

Additional Inherited Members

5.55.1 Detailed Description

This module will generate true random floats in configurable intervals.

5.55.2 Member Function Documentation

5.55.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleFloat.Generate (float *min*, float *max*, int *number* = 1, bool *prng* = false, bool *silent* = false, string *id* = " ") [static]

Generates random floats.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.55.2.2 static System.Collections.Generic.List<float> Crosstales.TrueRandom.Module.ModuleFloat.GeneratePRNG (float *min*, float *max*, int *number* = 1) [static]

Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)

Returns

List with the generated floats.

5.55.3 Property Documentation

5.55.3.1 GenerateFinished Crosstales.TrueRandom.Module.ModuleFloat.OnGenerateFinished [static], [add], [remove]

Event to get a message with the generated floats when finished.

5.55.3.2 GenerateStart Crosstales.TrueRandom.Module.ModuleFloat.OnGenerateStart [static], [add], [remove]

Event to get a message when generating floats has started.

5.55.3.3 System.Collections.Generic.List<float> Crosstales.TrueRandom.Module.ModuleFloat.Result [static], [get]

Returns the list of floats from the last generation.

Returns

List of floats from the last generation.

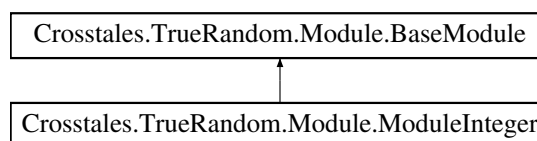
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleFloat.cs

5.56 Crosstales.TrueRandom.Module.ModuleInteger Class Reference

This module will generate true random integers in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleInteger:



Public Member Functions

- delegate void **GenerateStart** ()
- delegate void **GenerateFinished** (System.Collections.Generic.List< int > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (int min, int max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random integers.
- static System.Collections.Generic.List< int > **GeneratePRNG** (int min, int max, int number=1)
Generates random integers with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart [OnGenerateStart](#)
Event to get a message when generating integers has started.
- static GenerateFinished [OnGenerateFinished](#)
Event to get a message with the generated integers when finished.
- static System.Collections.Generic.List<int> [Result](#) [get]
Returns the list of integers from the last generation.

Additional Inherited Members

5.56.1 Detailed Description

This module will generate true random integers in configurable intervals.

5.56.2 Member Function Documentation

5.56.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleInteger.Generate (int *min*, int *max*, int *number* = 1, bool *prng* = false, bool *silent* = false, string *id* = " ") [static]

Generates random integers.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.56.2.2 static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleInteger.GeneratePRNG (int *min*, int *max*, int *number* = 1) [static]

Generates random integers with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)

Returns

List with the generated integers.

5.56.3 Property Documentation

5.56.3.1 GenerateFinished Crosstales.TrueRandom.Module.ModuleInteger.OnGenerateFinished [static], [add], [remove]

Event to get a message with the generated integers when finished.

5.56.3.2 GenerateStart Crosstales.TrueRandom.Module.ModuleInteger.OnGenerateStart [static], [add], [remove]

Event to get a message when generating integers has started.

5.56.3.3 System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleInteger.Result [static], [get]

Returns the list of integers from the last generation.

Returns

List of integers from the last generation.

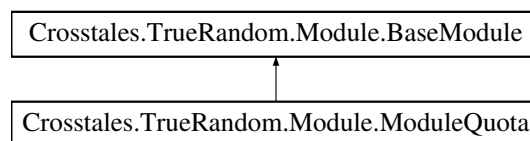
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleInteger.cs

5.57 Crosstales.TrueRandom.Module.ModuleQuota Class Reference

This module gets the remaining quota on www.random.org.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleQuota:



Public Member Functions

- delegate void **UpdateQuota** (int quota)

Static Public Member Functions

- static System.Collections.IEnumerator **GetQuota** ()
Gets the remaining quota in bits from the server.

Properties

- static int [Quota](#) [get]
Returns the remaining quota in bits from the last check.
- static UpdateQuota [OnUpdateQuota](#)
Event to get a message with the current quota.

Additional Inherited Members

5.57.1 Detailed Description

This module gets the remaining quota on www.random.org.

5.57.2 Member Function Documentation

5.57.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleQuota.GetQuota () [static]

Gets the remaining quota in bits from the server.

5.57.3 Property Documentation

5.57.3.1 UpdateQuota Crosstales.TrueRandom.Module.ModuleQuota.OnUpdateQuota [static], [add], [remove]

Event to get a message with the current quota.

5.57.3.2 int Crosstales.TrueRandom.Module.ModuleQuota.Quota [static], [get]

Returns the remaining quota in bits from the last check.

Returns

Remaining quota in bits from the last check.

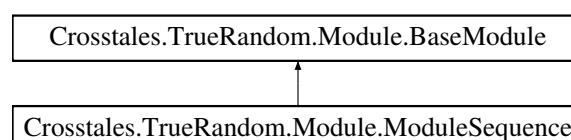
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleQuota.cs

5.58 Crosstales.TrueRandom.Module.ModuleSequence Class Reference

This module will randomize a given interval of integers, i.e. arrange them in random order.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleSequence:



Public Member Functions

- delegate void **GenerateStart** ()
- delegate void **GenerateFinished** (System.Collections.Generic.List< int > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (int min, int max, int number=0, bool prng=false, bool silent=false, string id="")
Generates random sequence.
- static System.Collections.Generic.List< int > **GeneratePRNG** (int min, int max, int number=0)
Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart **OnGenerateStart**
Event to get a message when generating sequence has started.
- static GenerateFinished **OnGenerateFinished**
Event to get a message with the generated sequence when finished.
- static System.Collections.Generic.List< int > **Result** [get]
Returns the sequence from the last generation.

Additional Inherited Members

5.58.1 Detailed Description

This module will randomize a given interval of integers, i.e. arrange them in random order.

5.58.2 Member Function Documentation

5.58.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleSequence.Generate (int min, int max, int number = 0, bool prng = false, bool silent = false, string id = " ") [static]

Generates random sequence.

Parameters

<i>min</i>	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	End of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.58.2.2 `static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleSequence.GeneratePRNG (int min, int max, int number = 0) [static]`

Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Start of the interval
<i>max</i>	End of the interval
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)

Returns

List with the generated sequence.

5.58.3 Property Documentation

5.58.3.1 `GenerateFinished Crosstales.TrueRandom.Module.ModuleSequence.OnGenerateFinished [static], [add], [remove]`

Event to get a message with the generated sequence when finished.

5.58.3.2 `GenerateStart Crosstales.TrueRandom.Module.ModuleSequence.OnGenerateStart [static], [add], [remove]`

Event to get a message when generating sequence has started.

5.58.3.3 `System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleSequence.Result [static], [get]`

Returns the sequence from the last generation.

Returns

Sequence from the last generation.

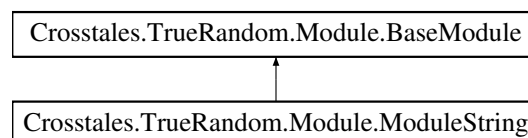
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleSequence.cs

5.59 Crosstales.TrueRandom.Module.ModuleString Class Reference

This module will generate true random strings of various length and character compositions.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleString:



Public Member Functions

- delegate void **GenerateStart** ()
- delegate void **GenerateFinished** (System.Collections.Generic.List< string > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, bool prng=false, bool silent=false, string id="")
Generates random strings.
- static System.Collections.Generic.List< string > **GeneratePRNG** (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false)
Generates random strings with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart **OnGenerateStart**
Event to get a message when generating strings has started.
- static GenerateFinished **OnGenerateFinished**
Event to get a message with the generated strings when finished.
- static System.Collections.Generic.List< string > **Result** [get]
Returns the list of strings from the last generation.

Additional Inherited Members

5.59.1 Detailed Description

This module will generate true random strings of various length and character compositions.

5.59.2 Member Function Documentation

5.59.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleString.Generate (int length, int number = 1, bool digits = true, bool upper = true, bool lower = true, bool unique = false, bool prng = false, bool silent = false, string id = " ") [static]

Generates random strings.

Parameters

<i>length</i>	How long the strings should be (range: 1 - 20)
<i>number</i>	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase letters (default: true, optional)
<i>lower</i>	Allow lowercase letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.59.2.2 `static System.Collections.Generic.List<string> Crosstales.TrueRandom.Module.ModuleString.GeneratePRNG (int length, int number = 1, bool digits = true, bool upper = true, bool lower = true, bool unique = false) [static]`

Generates random strings with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>length</i>	How long the strings should be
<i>number</i>	How many strings you want to generate (default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase (A-Z) letters (default: true, optional)
<i>lower</i>	Allow lowercase (a-z) letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)

Returns

List with the generated strings.

5.59.3 Property Documentation

5.59.3.1 `GenerateFinished Crosstales.TrueRandom.Module.ModuleString.OnGenerateFinished [static], [add], [remove]`

Event to get a message with the generated strings when finished.

5.59.3.2 `GenerateStart Crosstales.TrueRandom.Module.ModuleString.OnGenerateStart [static], [add], [remove]`

Event to get a message when generating strings has started.

5.59.3.3 `System.Collections.Generic.List<string> Crosstales.TrueRandom.Module.ModuleString.Result [static], [get]`

Returns the list of strings from the last generation.

Returns

List of strings from the last generation.

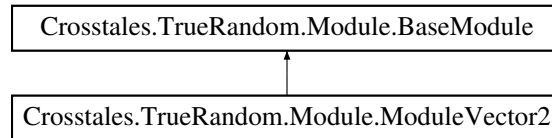
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleString.cs`

5.60 Crosstales.TrueRandom.Module.ModuleVector2 Class Reference

This generator will generate true random Vector2 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector2:



Public Member Functions

- delegate void **GenerateStart** ()
- delegate void **GenerateFinished** (System.Collections.Generic.List< Vector2 > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (Vector2 min, Vector2 max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random Vector2.
- static System.Collections.Generic.List< Vector2 > **GeneratePRNG** (Vector2 min, Vector2 max, int number=1)
Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart **OnGenerateStart**
Event to get a message when generating Vector2 has started.
- static GenerateFinished **OnGenerateFinished**
Event to get a message with the generated Vector2 when finished.
- static System.Collections.Generic.List< Vector2 > **Result** [get]
Returns the list of Vector2 from the last generation.

Additional Inherited Members

5.60.1 Detailed Description

This generator will generate true random Vector2 in configurable intervals.

5.60.2 Member Function Documentation

- 5.60.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector2.Generate (Vector2 min, Vector2 max, int number = 1, bool prng = false, bool silent = false, string id = " ") [static]

Generates random Vector2.

Parameters

<i>min</i>	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.60.2.2 `static System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.Module.ModuleVector2.GeneratePRNG (Vector2 min, Vector2 max, int number = 1) [static]`

Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector2
<i>max</i>	Biggest possible Vector2
<i>number</i>	How many Vector2 you want to generate (default: 1, optional)

Returns

List with the generated Vector2.

5.60.3 Property Documentation

5.60.3.1 `GenerateFinished Crosstales.TrueRandom.Module.ModuleVector2.OnGenerateFinished [static], [add], [remove]`

Event to get a message with the generated Vector2 when finished.

5.60.3.2 `GenerateStart Crosstales.TrueRandom.Module.ModuleVector2.OnGenerateStart [static], [add], [remove]`

Event to get a message when generating Vector2 has started.

5.60.3.3 `System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.Module.ModuleVector2.Result [static], [get]`

Returns the list of Vector2 from the last generation.

Returns

List of Vector2 from the last generation.

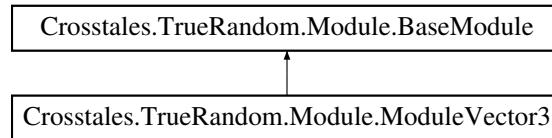
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleVector2.cs

5.61 Crosstales.TrueRandom.Module.ModuleVector3 Class Reference

This generator will generate true random Vector3 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector3:



Public Member Functions

- delegate void **GenerateStart** ()
- delegate void **GenerateFinished** (System.Collections.Generic.List< Vector3 > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (Vector3 min, Vector3 max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random Vector3.
- static System.Collections.Generic.List< Vector3 > **GeneratePRNG** (Vector3 min, Vector3 max, int number=1)
Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart **OnGenerateStart**
Event to get a message when generating Vector3 has started.
- static GenerateFinished **OnGenerateFinished**
Event to get a message with the generated Vector3 when finished.
- static System.Collections.Generic.List< Vector3 > **Result** [get]
Returns the list of Vector3 from the last generation.

Additional Inherited Members

5.61.1 Detailed Description

This generator will generate true random Vector3 in configurable intervals.

5.61.2 Member Function Documentation

- 5.61.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector3.Generate (Vector3 min, Vector3 max, int number = 1, bool prng = false, bool silent = false, string id = " ") [static]

Generates random Vector3.

Parameters

<i>min</i>	Smallest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.61.2.2 `static System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.Module.ModuleVector3.GeneratePRNG (Vector3 min, Vector3 max, int number = 1) [static]`

Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector3
<i>max</i>	Biggest possible Vector3
<i>number</i>	How many Vector3 you want to generate (default: 1, optional)

Returns

List with the generated Vector3.

5.61.3 Property Documentation

5.61.3.1 `GenerateFinished Crosstales.TrueRandom.Module.ModuleVector3.OnGenerateFinished [static], [add], [remove]`

Event to get a message with the generated Vector3 when finished.

5.61.3.2 `GenerateStart Crosstales.TrueRandom.Module.ModuleVector3.OnGenerateStart [static], [add], [remove]`

Event to get a message when generating Vector3 has started.

5.61.3.3 `System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.Module.ModuleVector3.Result [static], [get]`

Returns the list of Vector3 from the last generation.

Returns

List of Vector3 from the last generation.

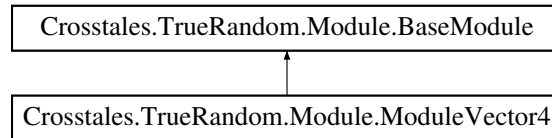
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleVector3.cs

5.62 Crosstales.TrueRandom.Module.ModuleVector4 Class Reference

This generator will generate true random Vector4 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector4:



Public Member Functions

- delegate void **GenerateStart** ()
- delegate void **GenerateFinished** (System.Collections.Generic.List< Vector4 > result, string id)

Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (Vector4 min, Vector4 max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random Vector4.
- static System.Collections.Generic.List< Vector4 > **GeneratePRNG** (Vector4 min, Vector4 max, int number=1)
Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Properties

- static GenerateStart **OnGenerateStart**
Event to get a message when generating Vector4 has started.
- static GenerateFinished **OnGenerateFinished**
Event to get a message with the generated Vector4 when finished.
- static System.Collections.Generic.List< Vector4 > **Result** [get]
Returns the list of Vector4 from the last generation.

Additional Inherited Members

5.62.1 Detailed Description

This generator will generate true random Vector4 in configurable intervals.

5.62.2 Member Function Documentation

- 5.62.2.1 static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector4.Generate (Vector4 min, Vector4 max, int number = 1, bool prng = false, bool silent = false, string id = " ") [static]

Generates random Vector4.

Parameters

<i>min</i>	Smallest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.62.2.2 static System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.Module.ModuleVector4.GeneratePRNG (Vector4 min, Vector4 max, int number = 1) [static]

Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector4
<i>max</i>	Biggest possible Vector4
<i>number</i>	How many Vector4 you want to generate (default: 1, optional)

Returns

List with the generated Vector4.

5.62.3 Property Documentation

5.62.3.1 GenerateFinished Crosstales.TrueRandom.Module.ModuleVector4.OnGenerateFinished [static], [add], [remove]

Event to get a message with the generated Vector4 when finished.

5.62.3.2 GenerateStart Crosstales.TrueRandom.Module.ModuleVector4.OnGenerateStart [static], [add], [remove]

Event to get a message when generating Vector4 has started.

5.62.3.3 System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.Module.ModuleVector4.Result [static], [get]

Returns the list of Vector4 from the last generation.

Returns

List of Vector4 from the last generation.

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleVector4.cs

5.63 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.63.1 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/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/NYCheck.cs

5.64 Crosstales.Common.EditorTask.OCCheck Class Reference

Checks if 'Online Check' is installed.

5.64.1 Detailed Description

Checks if 'Online Check' is installed.

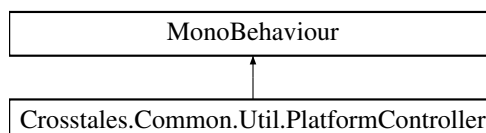
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/OCCheck.cs

5.65 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Member Functions

- virtual void **Start** ()

Public Attributes

- System.Collections.Generic.List< [Model.Enum.Platform](#) > [Platforms](#)
Selected platforms for the controller.
- bool **Active** = true
- GameObject[] [Objects](#)
Selected objects for the controller.

Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

Protected Attributes

- [Model.Enum.Platform](#) **currentPlatform**

5.65.1 Detailed Description

Enables or disable game objects for a given platform.

5.65.2 Member Data Documentation

5.65.2.1 [GameObject \[\]](#) [Crosstales.Common.Util.PlatformController.Objects](#)

Selected objects for the controller.

5.65.2.2 [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).

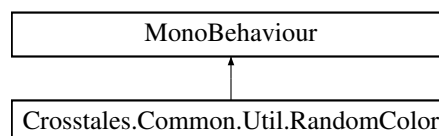
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/PlatformController.cs

5.66 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for [Crosstales.Common.Util.RandomColor](#):



Public Member Functions

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

Public Attributes

- Vector2 **ChangeInterval** = new Vector2(5, 15)
- float **Saturation** = 1f
- float **Value** = 1f
- float **Opacity** = 1f
- bool **ChangeMaterial** = false
- Material **Material**
- Vector2 **ColorRange** = new Vector2(0f, 360f)
- bool **GrayScale** = false

5.66.1 Detailed Description

Random color changer.

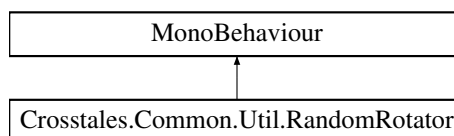
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomColor.cs

5.67 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Member Functions

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

Public Attributes

- Vector3 **Speed** = new Vector3(15, 15, 15)
- Vector2 **ChangeInterval** = new Vector2(10, 20)

5.67.1 Detailed Description

Random rotation changer.

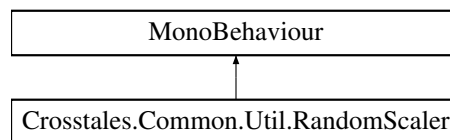
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

5.68 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Member Functions

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

Public Attributes

- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)
- bool **Uniform** = true
- Vector2 **ChangeInterval** = new Vector2(5, 15)

5.68.1 Detailed Description

Random scale changer.

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomScaler.cs

5.69 Crosstales.TrueRandom.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.69.1 Detailed Description

Reminds the customer to create an UAS review.

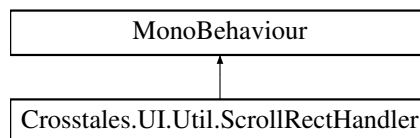
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/ReminderCheck.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 Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**

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/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/ScrollRectHandler.cs`

5.71 Crosstales.Common.Util.SerializeDeSerialize< T > Class Template Reference

Serialize and deserialize objects to/from binary files.

Public Member Functions

- void **ToFile** (T o, string path)
- System.IO.MemoryStream **ToMemory** (T o)
- byte[] **ToByteArray** (T o)
- T **FromFile** (string path)
- T **FromMemory** (byte[] data)

5.71.1 Detailed Description

Serialize and deserialize objects to/from binary files.

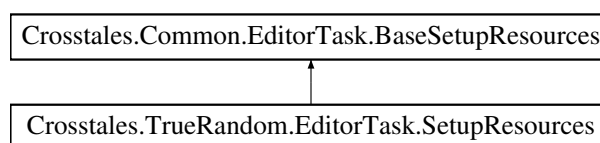
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializeDeSerialize.cs

5.72 Crosstales.TrueRandom.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.TrueRandom.EditorTask.SetupResources:



Additional Inherited Members

5.72.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

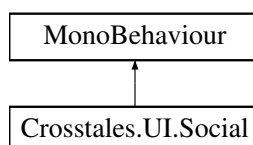
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/SetupResources.cs

5.73 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 **Xing** ()
- void **Youtube** ()

5.73.1 Detailed Description

[Crosstales](#) social media links.

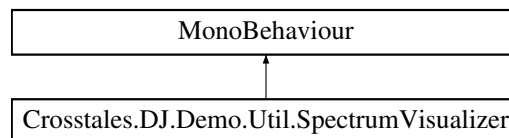
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Social.cs

5.74 Crosstales.DJ.Demo.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.DJ.Demo.Util.SpectrumVisualizer:



Public Member Functions

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

Public Attributes

- [FFTAnalyzer](#) **Analyzer**
- GameObject **VisualPrefab**
- float **Width** = 0.075f
- float **Gain** = 70f
- bool **LeftToRight** = true
- float **Opacity** = 1f

5.74.1 Detailed Description

Simple spectrum visualizer.

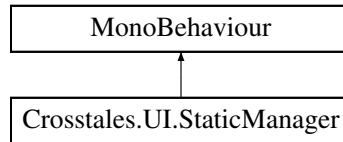
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SpectrumVisualizer.cs

5.75 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **Quit** ()
- void **OpenCrosstales** ()
- void **OpenAssetstore** ()

5.75.1 Detailed Description

Static Button Manager.

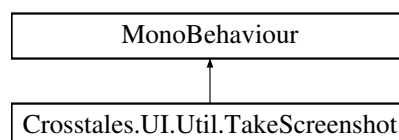
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/StaticManager.cs`

5.76 Crosstales.UI.Util.TakeScreenshot Class Reference

Take a screen shot of the application.

Inheritance diagram for Crosstales.UI.Util.TakeScreenshot:



Public Member Functions

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

Public Attributes

- string **Prefix** = "CT_Screenshot"
- int **Scale** = 1
- KeyCode **KeyCode** = KeyCode.F8

5.76.1 Detailed Description

Take a screen shot of the application.

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/TakeScreenshot.cs

5.77 Crosstales.TrueRandom.EditorTask.Telemetry Class Reference

Gather some telemetry data for the asset.

5.77.1 Detailed Description

Gather some telemetry data for the asset.

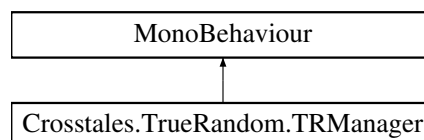
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/Telemetry.cs

5.78 Crosstales.TrueRandom.TRManager Class Reference

The [TRManager](#) is the manager for all modules.

Inheritance diagram for Crosstales.TrueRandom.TRManager:



Public Member Functions

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

Static Public Member Functions

- static int **CalculateFloat** (int number=1)
Calculates needed bits (from the quota) for generating random floats.
- static int **CalculateInteger** (int max, int number=1)
Calculates needed bits (from the quota) for generating random integers.
- static int **CalculateSequence** (int min, int max)
Calculates needed bits (from the quota) for generating a random sequence.
- static int **CalculateString** (int length, int number=1)
Calculates needed bits (from the quota) for generating random strings.
- static int **CalculateVector2** (int number=1)
Calculates needed bits (from the quota) for generating random Vector2.
- static int **CalculateVector3** (int number=1)
Calculates needed bits (from the quota) for generating random Vector3.
- static int **CalculateVector4** (int number=1)
Calculates needed bits (from the quota) for generating random Vector4.
- static void **GenerateInteger** (int min, int max, int number=1, string id="")
Generates random integers.
- static void **GenerateFloat** (float min, float max, int number=1, string id="")
Generates random floats.
- static void **GenerateSequence** (int min, int max, int number=0, string id="")
Generates random sequence.
- static void **GenerateString** (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, string id="")
Generates random strings.
- static void **GenerateVector2** (Vector2 min, Vector2 max, int number=1, string id="")
Generates random Vector2.
- static void **GenerateVector3** (Vector3 min, Vector3 max, int number=1, string id="")
Generates random Vector3.

- static void [GenerateVector4](#) (Vector4 min, Vector4 max, int number=1, string id="")
Generates random Vector4.
- static void [GetQuota](#) ()
Gets the remaining quota in bits from the server.
- static System.Collections.Generic.List< int > [GenerateIntegerPRNG](#) (int min, int max, int number=1)
Generates random integers with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< float > [GenerateFloatPRNG](#) (float min, float max, int number=1)
Generates random floats with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< int > [GenerateSequencePRNG](#) (int min, int max, int number=0)
Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< string > [GenerateStringPRNG](#) (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false)
Generates random strings with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector2 > [GenerateVector2PRNG](#) (Vector2 min, Vector2 max, int number=1)
Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector3 > [GenerateVector3PRNG](#) (Vector3 min, Vector3 max, int number=1)
Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector4 > [GenerateVector4PRNG](#) (Vector4 min, Vector4 max, int number=1)
Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Public Attributes

- bool [PRNG](#) = false
Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode (default: false).
- bool [DontDestroy](#) = true
Don't destroy gameobject during scene switches (default: true).

Properties

- static GenerateIntegerStart [OnGenerateIntegerStart](#)
Event to get a message when generating integers has started.
- static GenerateIntegerFinished [OnGenerateIntegerFinished](#)
Event to get a message with the generated integers when finished.
- static GenerateFloatStart [OnGenerateFloatStart](#)
Event to get a message when generating floats has started.
- static GenerateFloatFinished [OnGenerateFloatFinished](#)
Event to get a message with the generated floats when finished.
- static GenerateSequenceStart [OnGenerateSequenceStart](#)
Event to get a message when generating sequence has started.
- static GenerateSequenceFinished [OnGenerateSequenceFinished](#)
Event to get a message with the generated sequence when finished.
- static GenerateStringStart [OnGenerateStringStart](#)
Event to get a message when generating strings has started.
- static GenerateStringFinished [OnGenerateStringFinished](#)
Event to get a message with the generated strings when finished.
- static GenerateVector2Start [OnGenerateVector2Start](#)
Event to get a message when generating Vector2 has started.

- static GenerateVector2Finished [OnGenerateVector2Finished](#)
Event to get a message with the generated Vector2 when finished.
- static GenerateVector3Start [OnGenerateVector3Start](#)
Event to get a message when generating Vector3 has started.
- static GenerateVector3Finished [OnGenerateVector3Finished](#)
Event to get a message with the generated Vector3 when finished.
- static GenerateVector4Start [OnGenerateVector4Start](#)
Event to get a message when generating Vector4 has started.
- static GenerateVector4Finished [OnGenerateVector4Finished](#)
Event to get a message with the generated Vector4 when finished.
- static ErrorInfo [OnErrorInfo](#)
Event to get a message when an error occurred.
- static UpdateQuota [OnUpdateQuota](#)
Event to get a message with the current quota.
- static bool [isPRNG](#) [get, set]
Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode.
- static int [CurrentQuota](#) [get]
Returns the remaining quota in bits from the last check.
- static System.Collections.Generic.List< int > [CurrentIntegers](#) [get]
Returns the list of integers from the last generation.
- static System.Collections.Generic.List< float > [CurrentFloats](#) [get]
Returns the list of floats from the last generation.
- static System.Collections.Generic.List< int > [CurrentSequence](#) [get]
Returns the sequence from the last generation.
- static System.Collections.Generic.List< string > [CurrentStrings](#) [get]
Returns the list of strings from the last generation.
- static System.Collections.Generic.List< Vector2 > [CurrentVector2](#) [get]
Returns the list of Vector2 from the last generation.
- static System.Collections.Generic.List< Vector3 > [CurrentVector3](#) [get]
Returns the list of Vector3 from the last generation.
- static System.Collections.Generic.List< Vector4 > [CurrentVector4](#) [get]
Returns the list of Vector4 from the last generation.
- static bool [isGenerating](#) [get]
Checks if True Random is generating numbers on this system.

5.78.1 Detailed Description

The [TRManager](#) is the manager for all modules.

5.78.2 Member Function Documentation

5.78.2.1 static int Crosstales.TrueRandom.TRManager.CalculateFloat (int *number* = 1) [static]

Calculates needed bits (from the quota) for generating random floats.

Parameters

<i>number</i>	How many numbers (default: 1, optional)
---------------	---

Returns

Needed bits for genarting the floats.

5.78.2.2 `static int Crosstales.TrueRandom.TRManager.CalculateInteger (int max, int number = 1) [static]`

Calculates needed bits (from the quota) for generating random integers.

Parameters

<i>max</i>	Biggest allowed number
<i>number</i>	How many numbers (default: 1, optional)

Returns

Needed bits for genarting the integers.

5.78.2.3 `static int Crosstales.TrueRandom.TRManager.CalculateSequence (int min, int max) [static]`

Calculates needed bits (from the quota) for generating a random sequence.

Parameters

<i>min</i>	Start of the interval
<i>max</i>	End of the interval

Returns

Needed bits for genarting the sequence.

5.78.2.4 `static int Crosstales.TrueRandom.TRManager.CalculateString (int length, int number = 1) [static]`

Calculates needed bits (from the quota) for generating random strings.

Parameters

<i>length</i>	Length of the strings
<i>number</i>	How many strings (default: 1, optional)

Returns

Needed bits for genarting the strings.

5.78.2.5 `static int Crosstales.TrueRandom.TRManager.CalculateVector2 (int number = 1) [static]`

Calculates needed bits (from the quota) for generating random Vector2.

Parameters

<i>number</i>	How many Vector2 (default: 1, optional)
---------------	---

Returns

Needed bits for genarting the Vector2.

5.78.2.6 static int Crosstales.TrueRandom.TRManager.CalculateVector3 (int *number* = 1) [static]

Calculates needed bits (from the quota) for generating random Vector3.

Parameters

<i>number</i>	How many Vector3 (default: 1, optional)
---------------	---

Returns

Needed bits for genarting the Vector3.

5.78.2.7 static int Crosstales.TrueRandom.TRManager.CalculateVector4 (int *number* = 1) [static]

Calculates needed bits (from the quota) for generating random Vector4.

Parameters

<i>number</i>	How many Vector4 (default: 1, optional)
---------------	---

Returns

Needed bits for genarting the Vector4.

5.78.2.8 static void Crosstales.TrueRandom.TRManager.GenerateFloat (float *min*, float *max*, int *number* = 1, string *id* = " ") [static]

Generates random floats.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	id to identifiy the generated result (optional)

5.78.2.9 `static System.Collections.Generic.List<float> Crosstales.TrueRandom.TRManager.GenerateFloatPRNG (float min, float max, int number = 1) [static]`

Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)

Returns

List with the generated floats.

5.78.2.10 `static void Crosstales.TrueRandom.TRManager.GenerateInteger (int min, int max, int number = 1, string id = " ") [static]`

Generates random integers.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	id to identify the generated result (optional)

5.78.2.11 `static System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.GenerateIntegerPRNG (int min, int max, int number = 1) [static]`

Generates random integers with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)

Returns

List with the generated integers.

5.78.2.12 `static void Crosstales.TrueRandom.TRManager.GenerateSequence (int min, int max, int number = 0, string id = " ") [static]`

Generates random sequence.

Parameters

<i>min</i>	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	End of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>id</i>	id to identify the generated result (optional)

5.78.2.13 `static System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.GenerateSequencePRNG (int min, int max, int number = 0) [static]`

Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Start of the interval
<i>max</i>	End of the interval
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)

Returns

List with the generated sequence.

5.78.2.14 `static void Crosstales.TrueRandom.TRManager.GenerateString (int length, int number = 1, bool digits = true, bool upper = true, bool lower = true, bool unique = false, string id = " ") [static]`

Generates random strings.

Parameters

<i>length</i>	How long the strings should be (range: 1 - 20)
<i>number</i>	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase (A-Z) letters (default: true, optional)
<i>lower</i>	Allow lowercase (a-z) letters (default: true, optional)
<i>unique</i>	String should be unique in the result (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.78.2.15 `static System.Collections.Generic.List<string> Crosstales.TrueRandom.TRManager.GenerateStringPRNG (int length, int number = 1, bool digits = true, bool upper = true, bool lower = true, bool unique = false) [static]`

Generates random strings with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>length</i>	How long the strings should be
---------------	--------------------------------

Parameters

<i>number</i>	How many strings you want to generate (default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase (A-Z) letters (default: true, optional)
<i>lower</i>	Allow lowercase (a-z) letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)

Returns

List with the generated strings.

5.78.2.16 `static void Crosstales.TrueRandom.TRManager.GenerateVector2 (Vector2 min, Vector2 max, int number = 1, string id = " ") [static]`

Generates random Vector2.

Parameters

<i>min</i>	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector2 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	id to identify the generated result (optional)

5.78.2.17 `static System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.TRManager.GenerateVector2PRNG (Vector2 min, Vector2 max, int number = 1) [static]`

Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector2
<i>max</i>	Biggest possible Vector2
<i>number</i>	How many Vector2 you want to generate (default: 1, optional)

Returns

List with the generated Vector2.

5.78.2.18 `static void Crosstales.TrueRandom.TRManager.GenerateVector3 (Vector3 min, Vector3 max, int number = 1, string id = " ") [static]`

Generates random Vector3.

Parameters

<i>min</i>	Smallest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector3 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	id to identify the generated result (optional)

5.78.2.19 `static System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.TRManager.GenerateVector3PRNG (Vector3 min, Vector3 max, int number = 1) [static]`

Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector3
<i>max</i>	Biggest possible Vector3
<i>number</i>	How many Vector3 you want to generate (default: 1, optional)

Returns

List with the generated Vector3.

5.78.2.20 `static void Crosstales.TrueRandom.TRManager.GenerateVector4 (Vector4 min, Vector4 max, int number = 1, string id = " ") [static]`

Generates random Vector4.

Parameters

<i>min</i>	Smallest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector4 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	id to identify the generated result (optional)

5.78.2.21 `static System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.TRManager.GenerateVector4PRNG (Vector4 min, Vector4 max, int number = 1) [static]`

Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector4
<i>max</i>	Biggest possible Vector4
<i>number</i>	How many Vector4 you want to generate (default: 1, optional)

Returns

List with the generated Vector4.

5.78.2.22 `static void Crosstales.TrueRandom.TRManager.GetQuota () [static]`

Gets the remaining quota in bits from the server.

5.78.3 Member Data Documentation

5.78.3.1 `bool Crosstales.TrueRandom.TRManager.DontDestroy = true`

Don't destroy gameobject during scene switches (default: true).

5.78.3.2 `bool Crosstales.TrueRandom.TRManager.PRNG = false`

Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode (default: false).

5.78.4 Property Documentation

5.78.4.1 `System.Collections.Generic.List<float> Crosstales.TrueRandom.TRManager.CurrentFloats [static], [get]`

Returns the list of floats from the last generation.

Returns

List of floats from the last generation.

5.78.4.2 `System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.CurrentIntegers [static], [get]`

Returns the list of integers from the last generation.

Returns

List of integers from the last generation.

5.78.4.3 `int Crosstales.TrueRandom.TRManager.CurrentQuota [static], [get]`

Returns the remaining quota in bits from the last check.

Returns

Remaining quota in bits from the last check.

5.78.4.4 `System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.CurrentSequence` `[static]`,
`[get]`

Returns the sequence from the last generation.

Returns

Sequence from the last generation.

5.78.4.5 `System.Collections.Generic.List<string> Crosstales.TrueRandom.TRManager.CurrentStrings` `[static]`,
`[get]`

Returns the list of strings from the last generation.

Returns

List of strings from the last generation.

5.78.4.6 `System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.TRManager.CurrentVector2` `[static]`,
`[get]`

Returns the list of Vector2 from the last generation.

Returns

List of Vector2 from the last generation.

5.78.4.7 `System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.TRManager.CurrentVector3` `[static]`,
`[get]`

Returns the list of Vector3 from the last generation.

Returns

List of Vector3 from the last generation.

5.78.4.8 `System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.TRManager.CurrentVector4` `[static]`,
`[get]`

Returns the list of Vector4 from the last generation.

Returns

List of Vector4 from the last generation.

5.78.4.9 bool Crosstales.TrueRandom.TRManager.isGenerating [static], [get]

Checks if True Random is generating numbers on this system.

Returns

True if True Random is generating numbers on this system.

5.78.4.10 bool Crosstales.TrueRandom.TRManager.isPRNG [static], [get], [set]

Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode.

5.78.4.11 ErrorInfo Crosstales.TrueRandom.TRManager.OnErrorInfo [static], [add], [remove]

Event to get a message when an error occurred.

5.78.4.12 GenerateFloatFinished Crosstales.TrueRandom.TRManager.OnGenerateFloatFinished [static], [add], [remove]

Event to get a message with the generated floats when finished.

5.78.4.13 GenerateFloatStart Crosstales.TrueRandom.TRManager.OnGenerateFloatStart [static], [add], [remove]

Event to get a message when generating floats has started.

5.78.4.14 GenerateIntegerFinished Crosstales.TrueRandom.TRManager.OnGenerateIntegerFinished [static], [add], [remove]

Event to get a message with the generated integers when finished.

5.78.4.15 GenerateIntegerStart Crosstales.TrueRandom.TRManager.OnGenerateIntegerStart [static], [add], [remove]

Event to get a message when generating integers has started.

5.78.4.16 GenerateSequenceFinished Crosstales.TrueRandom.TRManager.OnGenerateSequenceFinished [static], [add], [remove]

Event to get a message with the generated sequence when finished.

5.78.4.17 GenerateSequenceStart Crosstales.TrueRandom.TRManager.OnGenerateSequenceStart [static], [add], [remove]

Event to get a message when generating sequence has started.

5.78.4.18 GenerateStringFinished Crosstales.TrueRandom.TRManager.OnGenerateStringFinished [static], [add], [remove]

Event to get a message with the generated strings when finished.

5.78.4.19 GenerateStringStart Crosstales.TrueRandom.TRManager.OnGenerateStringStart [static], [add], [remove]

Event to get a message when generating strings has started.

5.78.4.20 GenerateVector2Finished Crosstales.TrueRandom.TRManager.OnGenerateVector2Finished [static], [add], [remove]

Event to get a message with the generated Vector2 when finished.

5.78.4.21 GenerateVector2Start Crosstales.TrueRandom.TRManager.OnGenerateVector2Start [static], [add], [remove]

Event to get a message when generating Vector2 has started.

5.78.4.22 GenerateVector3Finished Crosstales.TrueRandom.TRManager.OnGenerateVector3Finished [static], [add], [remove]

Event to get a message with the generated Vector3 when finished.

5.78.4.23 GenerateVector3Start Crosstales.TrueRandom.TRManager.OnGenerateVector3Start [static], [add], [remove]

Event to get a message when generating Vector3 has started.

5.78.4.24 GenerateVector4Finished Crosstales.TrueRandom.TRManager.OnGenerateVector4Finished [static], [add], [remove]

Event to get a message with the generated Vector4 when finished.

5.78.4.25 GenerateVector4Start Crosstales.TrueRandom.TRManager.OnGenerateVector4Start [static], [add], [remove]

Event to get a message when generating Vector4 has started.

5.78.4.26 UpdateQuota Crosstales.TrueRandom.TRManager.OnUpdateQuota [static],[add],[remove]

Event to get a message with the current quota.

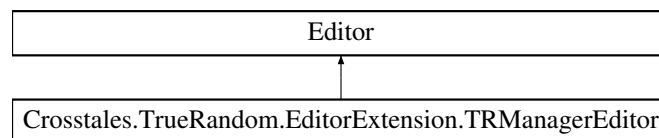
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Scripts/TRManager.cs

5.79 Crosstales.TrueRandom.EditorExtension.TRManagerEditor Class Reference

Custom editor for the 'TRManager'-class.

Inheritance diagram for Crosstales.TrueRandom.EditorExtension.TRManagerEditor:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.79.1 Detailed Description

Custom editor for the 'TRManager'-class.

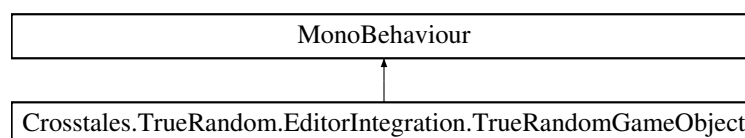
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Extension/TRManagerEditor.cs

5.80 Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject Class Reference

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject:



5.80.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/TrueRandom/Editor/Integration/TrueRandomGameObject.cs

5.81 Crosstailes.TrueRandom.EditorIntegration.TrueRandomMenu Class Reference

Editor component for the "Tools"-menu.

5.81.1 Detailed Description

Editor component for the "Tools"-menu.

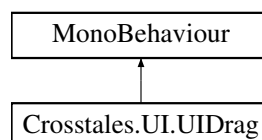
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/TrueRandom/Editor/Integration/TrueRandomMenu.cs

5.82 Crosstailes.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstailes.UI.UIDrag:



Public Member Functions

- void **BeginDrag** ()
- void **OnDrag** ()

5.82.1 Detailed Description

Allow to Drag the Windows around.

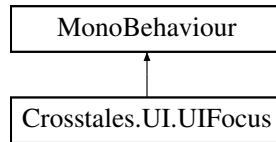
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/UIDrag.cs

5.83 Crosstailes.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstailes.UI.UIFocus:



Public Member Functions

- void **Start** ()
- void **OnPanelEnter** ()

Public Attributes

- string **CanvasName** = "Canvas"

5.83.1 Detailed Description

Change the Focus on from a Window.

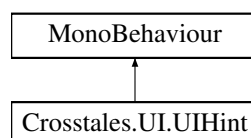
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/UIFocus.cs

5.84 Crosstailes.UI.UIHint Class Reference

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

Inheritance diagram for Crosstailes.UI.UIHint:



Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()
- IEnumerator **LerpAlphaDown** (float startAlphaValue, float endAlphaValue, float time, float delay, CanvasGroup gameObjectToFade)
- IEnumerator **LerpAlphaUp** (float startAlphaValue, float endAlphaValue, float time, float delay, CanvasGroup gameObjectToFade)

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).

5.84.1 Detailed Description

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

5.84.2 Member Data Documentation

5.84.2.1 float Crosstailes.UI.UIHint.Delay = 2f

Delay in seconds before fading (default: 2).

5.84.2.2 bool Crosstailes.UI.UIHint.Disable = true

Disable [UI](#) element after the fade (default: true).

5.84.2.3 bool Crosstailes.UI.UIHint.FadeAtStart = true

Fade at Start (default: true).

5.84.2.4 float Crosstailes.UI.UIHint.FadeTime = 2f

Fade time in seconds (default: 2).

5.84.2.5 CanvasGroup Crosstales.UI.UHint.Group

Group to fade.

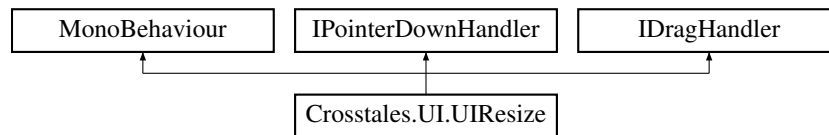
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UHint.cs

5.85 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **Awake** ()
- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)
Minimum size of the [UI](#) element.
- Vector2 **MaxSize** = new Vector2(800, 600)
Maximum size of the [UI](#) element.

5.85.1 Detailed Description

Resize a [UI](#) element.

5.85.2 Member Data Documentation

5.85.2.1 Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)

Maximum size of the [UI](#) element.

5.85.2.2 Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)

Minimum size of the [UI](#) element.

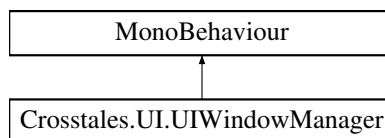
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIResize.cs

5.86 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void **Start** ()
- void **ChangeState** (GameObject x)

Public Attributes

- GameObject[] [Windows](#)
All Windows of the scene.

5.86.1 Detailed Description

Change the state of all Window panels.

5.86.2 Member Data Documentation

5.86.2.1 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/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIWindowManager.cs

5.87 Crosstales.TrueRandom.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.87.1 Detailed Description

Checks for updates of the asset.

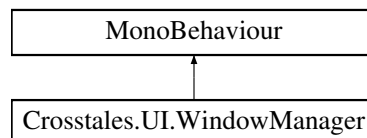
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstales/TrueRandom/Editor/Task/UpdateCheck.cs

5.88 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **SwitchPanel** ()
- void **OpenPanel** ()
- void **ClosePanel** ()

Public Attributes

- float [Speed](#) = 3f
Window movement speed (default: 3).
- GameObject[] [Dependencies](#)
Dependent GameObjects (active == open).

5.88.1 Detailed Description

Manager for a Window.

5.88.2 Member Data Documentation

5.88.2.1 `GameObject [] Crosstailes.UI.WindowManager.Dependencies`

Dependent GameObjects (active == open).

5.88.2.2 `float Crosstailes.UI.WindowManager.Speed = 3f`

Window movement speed (default: 3).

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

- `D:/slaubenberger/git/assets/TrueRandom/3rd party/TrueRandom_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/WindowManager.cs`

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/truerandom/>

6.2 AssetStore

<https://goo.gl/qwtXyb>

6.3 Forum

<https://goo.gl/N9OJ1K>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/truerandom/TrueRandom-doc.pdf>

6.5 Demos

6.5.1 WebGL

<https://goo.gl/1RYXe7>

6.5.2 Android

<https://www.crosstales.com/media/truerandom/TrueRandom.apk>

6.6 Videos

<https://www.youtube.com/c/Crosstales>

6.6.1 Promotion

<https://youtu.be/BsKR3V1EZOU?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

6.6.2 Tutorial

<https://youtu.be/LHn8vRyGwu0?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

Index

- ASSET_3P_PLAYMAKER
 - Crosstales::Common::Util::BaseConstants, [25](#)
- ASSET_API_URL
 - Crosstales::TrueRandom::Util::Constants, [44](#)
- ASSET_AUTHOR_URL
 - Crosstales::Common::Util::BaseConstants, [25](#)
- ASSET_AUTHOR
 - Crosstales::Common::Util::BaseConstants, [25](#)
- ASSET_BUILD
 - Crosstales::TrueRandom::Util::Constants, [44](#)
- ASSET_CHANGED
 - Crosstales::TrueRandom::Util::Constants, [44](#)
- ASSET_CONTACT
 - Crosstales::TrueRandom::Util::Constants, [44](#)
- ASSET_CREATED
 - Crosstales::TrueRandom::Util::Constants, [45](#)
- ASSET_CT_URL
 - Crosstales::Common::Util::BaseConstants, [26](#)
- ASSET_FORUM_URL
 - Crosstales::TrueRandom::Util::Constants, [45](#)
- ASSET_MANUAL_URL
 - Crosstales::TrueRandom::Util::Constants, [45](#)
- ASSET_NAME
 - Crosstales::TrueRandom::Util::Constants, [45](#)
- ASSET_PATH
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, [53](#)
- ASSET_PRO_URL
 - Crosstales::TrueRandom::Util::Constants, [45](#)
- ASSET_SOCIAL_FACEBOOK
 - Crosstales::Common::Util::BaseConstants, [26](#)
- ASSET_SOCIAL_LINKEDIN
 - Crosstales::Common::Util::BaseConstants, [26](#)
- ASSET_SOCIAL_TWITTER
 - Crosstales::Common::Util::BaseConstants, [26](#)
- ASSET_SOCIAL_XING
 - Crosstales::Common::Util::BaseConstants, [26](#)
- ASSET_SOCIAL_YOUTUBE
 - Crosstales::Common::Util::BaseConstants, [26](#)
- ASSET_UID
 - Crosstales::TrueRandom::EditorUtil::Editor↵ Constants, [55](#)
- ASSET_UPDATE_CHECK_URL
 - Crosstales::TrueRandom::Util::Constants, [45](#)
- ASSET_URL
 - Crosstales::TrueRandom::EditorUtil::Editor↵ Constants, [55](#)
- ASSET_VERSION
 - Crosstales::TrueRandom::Util::Constants, [45](#)
- ASSET_VIDEO_PROMO
 - Crosstales::TrueRandom::Util::Constants, [45](#)
- ASSET_VIDEO_TUTORIAL
 - Crosstales::TrueRandom::Util::Constants, [45](#)
- ASSET_WEB_URL
 - Crosstales::TrueRandom::Util::Constants, [46](#)
- AudioSources
 - Crosstales::UI::Util::AudioSourceController, [21](#)
- CTAddRange< T, S >
 - Crosstales::ExtensionMethods, [59](#)
- CTContains
 - Crosstales::ExtensionMethods, [60](#)
- CTContainsAll
 - Crosstales::ExtensionMethods, [60](#)
- CTContainsAny
 - Crosstales::ExtensionMethods, [60](#)
- CTDump< T >
 - Crosstales::ExtensionMethods, [61](#)
- CTEquals
 - Crosstales::ExtensionMethods, [61](#)
- CTReplace
 - Crosstales::ExtensionMethods, [61](#)
- CTShuffle< T >
 - Crosstales::ExtensionMethods, [62](#)
- CTToString< T >
 - Crosstales::ExtensionMethods, [62](#)
- CTToTitleCase
 - Crosstales::ExtensionMethods, [63](#)
- CalculateFloat
 - Crosstales::TrueRandom::TRManager, [113](#)
- CalculateInteger
 - Crosstales::TrueRandom::TRManager, [114](#)
- CalculateSequence
 - Crosstales::TrueRandom::TRManager, [114](#)
- CalculateString
 - Crosstales::TrueRandom::TRManager, [114](#)
- CalculateVector2
 - Crosstales::TrueRandom::TRManager, [114](#)
- CalculateVector3
 - Crosstales::TrueRandom::TRManager, [115](#)
- CalculateVector4
 - Crosstales::TrueRandom::TRManager, [115](#)
- ClearLineEndings
 - Crosstales::Common::Util::BaseHelper, [30](#)
- ClearSpaces
 - Crosstales::Common::Util::BaseHelper, [30](#)
- ClearTags
 - Crosstales::Common::Util::BaseHelper, [31](#)
- ConnectionLimit

- Crosstales::Common::Util::CTWebClient, 50
- Crosstales, 11
- Crosstales.Common, 11
- Crosstales.Common.EditorTask, 11
- Crosstales.Common.EditorTask.BaseCompileDefines, 23
- Crosstales.Common.EditorTask.BaseSetupResources, 37
- Crosstales.Common.EditorTask.NYCheck, 102
- Crosstales.Common.EditorTask.OCCheck, 102
- Crosstales.Common.EditorUtil, 11
- Crosstales.Common.EditorUtil.BaseGAApi, 27
- Crosstales.Common.Model, 12
- Crosstales.Common.Model.Enum, 12
- Crosstales.Common.Util, 12
- Crosstales.Common.Util.BackgroundController, 23
- Crosstales.Common.Util.BaseConstants, 24
- Crosstales.Common.Util.BaseHelper, 28
- Crosstales.Common.Util.CTPlayerPrefs, 46
- Crosstales.Common.Util.CTWebClient, 49
- Crosstales.Common.Util.PlatformController, 102
- Crosstales.Common.Util.RandomColor, 103
- Crosstales.Common.Util.RandomRotator, 104
- Crosstales.Common.Util.RandomScaler, 105
- Crosstales.Common.Util.SerializeDeSerialize< T >, 106
- Crosstales.DJ.Demo, 13
- Crosstales.DJ.Demo.Util, 13
- Crosstales.DJ.Demo.Util.FFTAnalyzer, 63
- Crosstales.DJ.Demo.Util.SpectrumVisualizer, 108
- Crosstales.DJ, 13
- Crosstales.ExtensionMethods, 59
- Crosstales.TrueRandom, 13
- Crosstales.TrueRandom.Demo, 13
- Crosstales.TrueRandom.Demo.DiceRoll, 51
- Crosstales.TrueRandom.Demo.GUIMain, 83
- Crosstales.TrueRandom.Demo.GUIScenes, 84
- Crosstales.TrueRandom.Demo.GenerateFloat, 67
- Crosstales.TrueRandom.Demo.GenerateInteger, 70
- Crosstales.TrueRandom.Demo.GenerateSequence, 72
- Crosstales.TrueRandom.Demo.GenerateStrings, 76
- Crosstales.TrueRandom.Demo.GenerateVector2, 78
- Crosstales.TrueRandom.Demo.GenerateVector3, 81
- Crosstales.TrueRandom.Demo.GenerateVector4, 82
- Crosstales.TrueRandom.Demo.Magic8Ball, 85
- Crosstales.TrueRandom.EditorExtension, 14
- Crosstales.TrueRandom.EditorExtension.TRManager↔ Editor, 124
- Crosstales.TrueRandom.EditorIntegration, 14
- Crosstales.TrueRandom.EditorIntegration.ConfigBase, 41
- Crosstales.TrueRandom.EditorIntegration.Config↔ Preferences, 42
- Crosstales.TrueRandom.EditorIntegration.Config↔ Window, 42
- Crosstales.TrueRandom.EditorIntegration.True↔ RandomGameObject, 124
- Crosstales.TrueRandom.EditorIntegration.True↔ RandomMenu, 125
- Crosstales.TrueRandom.EditorTask, 14
- Crosstales.TrueRandom.EditorTask.AutoInitialize, 22
- Crosstales.TrueRandom.EditorTask.CompileDefines, 39
- Crosstales.TrueRandom.EditorTask.ConfigLoader, 41
- Crosstales.TrueRandom.EditorTask.Launch, 85
- Crosstales.TrueRandom.EditorTask.ReminderCheck, 105
- Crosstales.TrueRandom.EditorTask.SetupResources, 107
- Crosstales.TrueRandom.EditorTask.Telemetry, 110
- Crosstales.TrueRandom.EditorTask.UpdateCheck, 130
- Crosstales.TrueRandom.EditorUtil, 15
- Crosstales.TrueRandom.EditorUtil.EditorConfig, 51
- Crosstales.TrueRandom.EditorUtil.EditorConstants, 54
- Crosstales.TrueRandom.EditorUtil.EditorHelper, 55
- Crosstales.TrueRandom.EditorUtil.GAApi, 65
- Crosstales.TrueRandom.ExtensionMethods, 57
- Crosstales.TrueRandom.Module, 15
- Crosstales.TrueRandom.Module.BaseModule, 36
- Crosstales.TrueRandom.Module.ModuleFloat, 86
- Crosstales.TrueRandom.Module.ModuleInteger, 88
- Crosstales.TrueRandom.Module.ModuleQuota, 90
- Crosstales.TrueRandom.Module.ModuleSequence, 91
- Crosstales.TrueRandom.Module.ModuleString, 93
- Crosstales.TrueRandom.Module.ModuleVector2, 96
- Crosstales.TrueRandom.Module.ModuleVector3, 98
- Crosstales.TrueRandom.Module.ModuleVector4, 100
- Crosstales.TrueRandom.PlayMaker, 16
- Crosstales.TrueRandom.PlayMaker.BaseTREditor, 38
- Crosstales.TrueRandom.PlayMaker.GenerateFloat↔ Editor, 68
- Crosstales.TrueRandom.PlayMaker.GenerateInteger↔ Editor, 70
- Crosstales.TrueRandom.PlayMaker.GenerateSequence↔ Editor, 73
- Crosstales.TrueRandom.PlayMaker.GenerateString↔ Editor, 75
- Crosstales.TrueRandom.PlayMaker.GenerateVector2↔ Editor, 79
- Crosstales.TrueRandom.PlayMaker.GenerateVector3↔ Editor, 81
- Crosstales.TrueRandom.TRManager, 110
- Crosstales.TrueRandom.Util, 16
- Crosstales.TrueRandom.Util.Config, 39
- Crosstales.TrueRandom.Util.Constants, 43
- Crosstales.TrueRandom.Util.Helper, 84
- Crosstales.UI.Social, 107
- Crosstales.UI.StaticManager, 109
- Crosstales.UI.UIDrag, 125
- Crosstales.UI.UIFocus, 126
- Crosstales.UI.UIHint, 126
- Crosstales.UI.UIResize, 128
- Crosstales.UI.UIWindowManager, 129
- Crosstales.UI.Util, 17
- Crosstales.UI.Util.AudioFilterController, 19
- Crosstales.UI.Util.AudioSourceController, 20

- Crosstales.UI.Util.FPSDisplay, [64](#)
- Crosstales.UI.Util.ScrollRectHandler, [106](#)
- Crosstales.UI.Util.TakeScreenshot, [109](#)
- Crosstales.UI.WindowManager, [130](#)
- Crosstales.UI, [17](#)
- Crosstales::Common::EditorUtil::BaseGAApi
 - Event, [28](#)
- Crosstales::Common::Model::Enum
 - Platform, [12](#)
- Crosstales::Common::Util::BackgroundController
 - Objects, [23](#)
- Crosstales::Common::Util::BaseConstants
 - ASSET_3P_PLAYMAKER, [25](#)
 - ASSET_AUTHOR_URL, [25](#)
 - ASSET_AUTHOR, [25](#)
 - ASSET_CT_URL, [26](#)
 - ASSET_SOCIAL_FACEBOOK, [26](#)
 - ASSET_SOCIAL_LINKEDIN, [26](#)
 - ASSET_SOCIAL_TWITTER, [26](#)
 - ASSET_SOCIAL_XING, [26](#)
 - ASSET_SOCIAL_YOUTUBE, [26](#)
 - DEV_DEBUG, [26](#)
 - FACTOR_GB, [26](#)
 - FACTOR_KB, [26](#)
 - FACTOR_MB, [26](#)
 - FLOAT_32768, [27](#)
 - FORMAT_NO_DECIMAL_PLACES, [27](#)
 - FORMAT_PERCENT, [27](#)
 - FORMAT_TWO_DECIMAL_PLACES, [27](#)
 - PATH_DELIMITER_UNIX, [27](#)
 - PATH_DELIMITER_WINDOWS, [27](#)
- Crosstales::Common::Util::BaseHelper
 - ClearLineEndings, [30](#)
 - ClearSpaces, [30](#)
 - ClearTags, [31](#)
 - CurrentPlatform, [33](#)
 - FormatBytesToHRF, [31](#)
 - FormatSecondsToHourMinSec, [31](#)
 - HSVToRGB, [31](#)
 - isAndroidPlatform, [33](#)
 - isAppleBasedPlatform, [33](#)
 - isEditor, [34](#)
 - isEditorMode, [34](#)
 - isIOSPlatform, [34](#)
 - isInternetAvailable, [34](#)
 - isLinuxPlatform, [34](#)
 - isMacOSPlatform, [34](#)
 - isStandalonePlatform, [35](#)
 - isValidURL, [32](#)
 - isWSAPlatform, [36](#)
 - isWebGLPlatform, [35](#)
 - isWebPlatform, [35](#)
 - isWebPlayerPlatform, [35](#)
 - isWindowsBasedPlatform, [35](#)
 - isWindowsPlatform, [35](#)
 - RemoteCertificateValidationCallback, [32](#)
 - SplitStringToLines, [32](#)
 - ValidURLFromFilePath, [33](#)
 - ValidateFile, [32](#)
 - ValidatePath, [33](#)
- Crosstales::Common::Util::CTPlayerPrefs
 - DeleteAll, [47](#)
 - DeleteKey, [47](#)
 - GetBool, [47](#)
 - GetFloat, [47](#)
 - GetInt, [47](#)
 - GetString, [48](#)
 - HasKey, [48](#)
 - Save, [48](#)
 - SetBool, [48](#)
 - SetFloat, [49](#)
 - SetInt, [49](#)
 - SetString, [49](#)
- Crosstales::Common::Util::CTWebClient
 - ConnectionLimit, [50](#)
 - Timeout, [50](#)
- Crosstales::Common::Util::PlatformController
 - Objects, [103](#)
 - Platforms, [103](#)
- Crosstales::ExtensionMethods
 - CTAddRange< T, S >, [59](#)
 - CTContains, [60](#)
 - CTContainsAll, [60](#)
 - CTContainsAny, [60](#)
 - CTDump< T >, [61](#)
 - CTEquals, [61](#)
 - CTReplace, [61](#)
 - CTShuffle< T >, [62](#)
 - CTToString< T >, [62](#)
 - CTToTitleCase, [63](#)
- Crosstales::TrueRandom::EditorTask
 - UpdateStatus, [15](#)
- Crosstales::TrueRandom::EditorUtil::EditorConfig
 - ASSET_PATH, [53](#)
 - HIERARCHY_ICON, [52](#)
 - isLoading, [52](#)
 - Load, [52](#)
 - PREFAB_AUTOLOAD, [53](#)
 - PREFAB_PATH, [53](#)
 - REMINDER_CHECK, [53](#)
 - Reset, [52](#)
 - Save, [52](#)
 - TELEMETRY, [53](#)
 - UPDATE_CHECK, [53](#)
- Crosstales::TrueRandom::EditorUtil::EditorConstants
 - ASSET_UID, [55](#)
 - ASSET_URL, [55](#)
 - PREFAB_SUBPATH, [54](#)
- Crosstales::TrueRandom::EditorUtil::EditorHelper
 - GO_ID, [57](#)
 - InstantiatePrefab, [56](#)
 - isTrueRandomInScene, [57](#)
 - MENU_ID, [57](#)
 - SeparatorUI, [56](#)
 - TRUnavailable, [57](#)
- Crosstales::TrueRandom::EditorUtil::GAApi

- Event, [65](#)
- Crosstales::TrueRandom::ExtensionMethods
 - ToColorRGBA, [58](#)
 - ToColorRGB, [58](#)
 - ToQuaternion, [58](#)
- Crosstales::TrueRandom::Module::BaseModule
 - OnErrorInfo, [37](#)
- Crosstales::TrueRandom::Module::ModuleFloat
 - Generate, [87](#)
 - GeneratePRNG, [87](#)
 - OnGenerateFinished, [88](#)
 - OnGenerateStart, [88](#)
 - Result, [88](#)
- Crosstales::TrueRandom::Module::ModuleInteger
 - Generate, [89](#)
 - GeneratePRNG, [89](#)
 - OnGenerateFinished, [90](#)
 - OnGenerateStart, [90](#)
 - Result, [90](#)
- Crosstales::TrueRandom::Module::ModuleQuota
 - GetQuota, [91](#)
 - OnUpdateQuota, [91](#)
 - Quota, [91](#)
- Crosstales::TrueRandom::Module::ModuleSequence
 - Generate, [92](#)
 - GeneratePRNG, [92](#)
 - OnGenerateFinished, [93](#)
 - OnGenerateStart, [93](#)
 - Result, [93](#)
- Crosstales::TrueRandom::Module::ModuleString
 - Generate, [94](#)
 - GeneratePRNG, [95](#)
 - OnGenerateFinished, [95](#)
 - OnGenerateStart, [95](#)
 - Result, [95](#)
- Crosstales::TrueRandom::Module::ModuleVector2
 - Generate, [96](#)
 - GeneratePRNG, [97](#)
 - OnGenerateFinished, [97](#)
 - OnGenerateStart, [97](#)
 - Result, [97](#)
- Crosstales::TrueRandom::Module::ModuleVector3
 - Generate, [98](#)
 - GeneratePRNG, [99](#)
 - OnGenerateFinished, [99](#)
 - OnGenerateStart, [99](#)
 - Result, [99](#)
- Crosstales::TrueRandom::Module::ModuleVector4
 - Generate, [100](#)
 - GeneratePRNG, [101](#)
 - OnGenerateFinished, [101](#)
 - OnGenerateStart, [101](#)
 - Result, [101](#)
- Crosstales::TrueRandom::TRManager
 - CalculateFloat, [113](#)
 - CalculateInteger, [114](#)
 - CalculateSequence, [114](#)
 - CalculateString, [114](#)
 - CalculateVector2, [114](#)
 - CalculateVector3, [115](#)
 - CalculateVector4, [115](#)
 - CurrentFloats, [120](#)
 - CurrentIntegers, [120](#)
 - CurrentQuota, [120](#)
 - CurrentSequence, [120](#)
 - CurrentStrings, [121](#)
 - CurrentVector2, [121](#)
 - CurrentVector3, [121](#)
 - CurrentVector4, [121](#)
 - DontDestroy, [120](#)
 - GenerateFloat, [115](#)
 - GenerateFloatPRNG, [115](#)
 - GenerateInteger, [116](#)
 - GenerateIntegerPRNG, [116](#)
 - GenerateSequence, [116](#)
 - GenerateSequencePRNG, [117](#)
 - GenerateString, [117](#)
 - GenerateStringPRNG, [117](#)
 - GenerateVector2, [118](#)
 - GenerateVector2PRNG, [118](#)
 - GenerateVector3, [118](#)
 - GenerateVector3PRNG, [119](#)
 - GenerateVector4, [119](#)
 - GenerateVector4PRNG, [119](#)
 - GetQuota, [120](#)
 - isGenerating, [121](#)
 - isPRNG, [122](#)
 - OnErrorInfo, [122](#)
 - OnGenerateFloatFinished, [122](#)
 - OnGenerateFloatStart, [122](#)
 - OnGenerateIntegerFinished, [122](#)
 - OnGenerateIntegerStart, [122](#)
 - OnGenerateSequenceFinished, [122](#)
 - OnGenerateSequenceStart, [122](#)
 - OnGenerateStringFinished, [123](#)
 - OnGenerateStringStart, [123](#)
 - OnGenerateVector2Finished, [123](#)
 - OnGenerateVector2Start, [123](#)
 - OnGenerateVector3Finished, [123](#)
 - OnGenerateVector3Start, [123](#)
 - OnGenerateVector4Finished, [123](#)
 - OnGenerateVector4Start, [123](#)
 - OnUpdateQuota, [123](#)
 - PRNG, [120](#)
- Crosstales::TrueRandom::Util::Config
 - DEBUG, [40](#)
 - isLoaded, [40](#)
 - Load, [40](#)
 - Reset, [40](#)
 - SHOW_QUOTA, [40](#)
 - Save, [40](#)
- Crosstales::TrueRandom::Util::Constants
 - ASSET_API_URL, [44](#)
 - ASSET_BUILD, [44](#)
 - ASSET_CHANGED, [44](#)
 - ASSET_CONTACT, [44](#)

- ASSET_CREATED, [45](#)
- ASSET_FORUM_URL, [45](#)
- ASSET_MANUAL_URL, [45](#)
- ASSET_NAME, [45](#)
- ASSET_PRO_URL, [45](#)
- ASSET_UPDATE_CHECK_URL, [45](#)
- ASSET_VERSION, [45](#)
- ASSET_VIDEO_PROMO, [45](#)
- ASSET_VIDEO_TUTORIAL, [45](#)
- ASSET_WEB_URL, [46](#)
- isPro, [46](#)
- TRUERANDOM_SCENE_OBJECT_NAME, [46](#)
- Crosstales::TrueRandom::Util::Helper
 - isSupportedPlatform, [85](#)
- Crosstales::UI::UIHint
 - Delay, [127](#)
 - Disable, [127](#)
 - FadeAtStart, [127](#)
 - FadeTime, [127](#)
 - Group, [127](#)
- Crosstales::UI::UIResize
 - MaxSize, [128](#)
 - MinSize, [128](#)
- Crosstales::UI::UIWindowManager
 - Windows, [129](#)
- Crosstales::UI::Util::AudioFilterController
 - FindAllAudioFiltersOnStart, [20](#)
- Crosstales::UI::Util::AudioSourceController
 - AudioSources, [21](#)
 - FindAllAudioSourcesOnStart, [21](#)
 - Loop, [21](#)
 - Mute, [22](#)
 - Pitch, [22](#)
 - ResetAudioSourcesOnStart, [22](#)
 - StereoPan, [22](#)
 - Volume, [22](#)
- Crosstales::UI::WindowManager
 - Dependencies, [131](#)
 - Speed, [131](#)
- CurrentFloats
 - Crosstales::TrueRandom::TRManager, [120](#)
- CurrentIntegers
 - Crosstales::TrueRandom::TRManager, [120](#)
- CurrentPlatform
 - Crosstales::Common::Util::BaseHelper, [33](#)
- CurrentQuota
 - Crosstales::TrueRandom::TRManager, [120](#)
- CurrentSequence
 - Crosstales::TrueRandom::TRManager, [120](#)
- CurrentStrings
 - Crosstales::TrueRandom::TRManager, [121](#)
- CurrentVector2
 - Crosstales::TrueRandom::TRManager, [121](#)
- CurrentVector3
 - Crosstales::TrueRandom::TRManager, [121](#)
- CurrentVector4
 - Crosstales::TrueRandom::TRManager, [121](#)
- DEBUG
 - Crosstales::TrueRandom::Util::Config, [40](#)
- DEV_DEBUG
 - Crosstales::Common::Util::BaseConstants, [26](#)
- Delay
 - Crosstales::UI::UIHint, [127](#)
- DeleteAll
 - Crosstales::Common::Util::CTPlayerPrefs, [47](#)
- DeleteKey
 - Crosstales::Common::Util::CTPlayerPrefs, [47](#)
- Dependencies
 - Crosstales::UI::WindowManager, [131](#)
- Digits
 - HutongGames::PlayMaker::Actions::Generate↔String, [74](#)
- Disable
 - Crosstales::UI::UIHint, [127](#)
- DontDestroy
 - Crosstales::TrueRandom::TRManager, [120](#)
- Event
 - Crosstales::Common::EditorUtil::BaseGAApi, [28](#)
 - Crosstales::TrueRandom::EditorUtil::GAApi, [65](#)
- FACTOR_GB
 - Crosstales::Common::Util::BaseConstants, [26](#)
- FACTOR_KB
 - Crosstales::Common::Util::BaseConstants, [26](#)
- FACTOR_MB
 - Crosstales::Common::Util::BaseConstants, [26](#)
- FLOAT_32768
 - Crosstales::Common::Util::BaseConstants, [27](#)
- FORMAT_NO_DECIMAL_PLACES
 - Crosstales::Common::Util::BaseConstants, [27](#)
- FORMAT_PERCENT
 - Crosstales::Common::Util::BaseConstants, [27](#)
- FORMAT_TWO_DECIMAL_PLACES
 - Crosstales::Common::Util::BaseConstants, [27](#)
- FadeAtStart
 - Crosstales::UI::UIHint, [127](#)
- FadeTime
 - Crosstales::UI::UIHint, [127](#)
- FindAllAudioFiltersOnStart
 - Crosstales::UI::Util::AudioFilterController, [20](#)
- FindAllAudioSourcesOnStart
 - Crosstales::UI::Util::AudioSourceController, [21](#)
- FormatBytesToHRF
 - Crosstales::Common::Util::BaseHelper, [31](#)
- FormatSecondsToHourMinSec
 - Crosstales::Common::Util::BaseHelper, [31](#)
- GO_ID
 - Crosstales::TrueRandom::EditorUtil::EditorHelper, [57](#)
- Generate
 - Crosstales::TrueRandom::Module::ModuleFloat, [87](#)
 - Crosstales::TrueRandom::Module::ModuleInteger, [89](#)

- Crosstales::TrueRandom::Module::Module↔
Sequence, [92](#)
- Crosstales::TrueRandom::Module::ModuleString,
[94](#)
- Crosstales::TrueRandom::Module::ModuleVector2,
[96](#)
- Crosstales::TrueRandom::Module::ModuleVector3,
[98](#)
- Crosstales::TrueRandom::Module::ModuleVector4,
[100](#)
- GenerateFloat
Crosstales::TrueRandom::TRManager, [115](#)
- GenerateFloatPRNG
Crosstales::TrueRandom::TRManager, [115](#)
- GenerateInteger
Crosstales::TrueRandom::TRManager, [116](#)
- GenerateIntegerPRNG
Crosstales::TrueRandom::TRManager, [116](#)
- GeneratePRNG
Crosstales::TrueRandom::Module::ModuleFloat,
[87](#)
- Crosstales::TrueRandom::Module::ModuleInteger,
[89](#)
- Crosstales::TrueRandom::Module::Module↔
Sequence, [92](#)
- Crosstales::TrueRandom::Module::ModuleString,
[95](#)
- Crosstales::TrueRandom::Module::ModuleVector2,
[97](#)
- Crosstales::TrueRandom::Module::ModuleVector3,
[99](#)
- Crosstales::TrueRandom::Module::ModuleVector4,
[101](#)
- GenerateSequence
Crosstales::TrueRandom::TRManager, [116](#)
- GenerateSequencePRNG
Crosstales::TrueRandom::TRManager, [117](#)
- GenerateString
Crosstales::TrueRandom::TRManager, [117](#)
- GenerateStringPRNG
Crosstales::TrueRandom::TRManager, [117](#)
- GenerateVector2
Crosstales::TrueRandom::TRManager, [118](#)
- GenerateVector2PRNG
Crosstales::TrueRandom::TRManager, [118](#)
- GenerateVector3
Crosstales::TrueRandom::TRManager, [118](#)
- GenerateVector3PRNG
Crosstales::TrueRandom::TRManager, [119](#)
- GenerateVector4
Crosstales::TrueRandom::TRManager, [119](#)
- GenerateVector4PRNG
Crosstales::TrueRandom::TRManager, [119](#)
- GetBool
Crosstales::Common::Util::CTPlayerPrefs, [47](#)
- GetFloat
Crosstales::Common::Util::CTPlayerPrefs, [47](#)
- GetInt
- Crosstales::Common::Util::CTPlayerPrefs, [47](#)
- GetQuota
Crosstales::TrueRandom::Module::ModuleQuota,
[91](#)
- Crosstales::TrueRandom::TRManager, [120](#)
- GetString
Crosstales::Common::Util::CTPlayerPrefs, [48](#)
- Group
Crosstales::UI::UIHint, [127](#)
- HIERARCHY_ICON
Crosstales::TrueRandom::EditorUtil::EditorConfig,
[52](#)
- HSVToRGB
Crosstales::Common::Util::BaseHelper, [31](#)
- HasKey
Crosstales::Common::Util::CTPlayerPrefs, [48](#)
- HutongGames, [18](#)
- HutongGames.PlayMaker, [18](#)
- HutongGames.PlayMaker.Actions, [18](#)
- HutongGames.PlayMaker.Actions.BaseTRAction, [38](#)
- HutongGames.PlayMaker.Actions.GenerateFloat, [65](#)
- HutongGames.PlayMaker.Actions.GenerateInteger, [68](#)
- HutongGames.PlayMaker.Actions.GenerateSequence,
[71](#)
- HutongGames.PlayMaker.Actions.GenerateString, [74](#)
- HutongGames.PlayMaker.Actions.GenerateVector2, [77](#)
- HutongGames.PlayMaker.Actions.GenerateVector3, [79](#)
- HutongGames::PlayMaker::Actions::GenerateFloat
Max, [66](#)
Min, [66](#)
Number, [66](#)
Result, [66](#)
SingleResult, [67](#)
- HutongGames::PlayMaker::Actions::GenerateInteger
Max, [69](#)
Min, [69](#)
Number, [69](#)
Result, [69](#)
SingleResult, [69](#)
- HutongGames::PlayMaker::Actions::GenerateSequence
Max, [72](#)
Min, [72](#)
Number, [72](#)
Result, [72](#)
SingleResult, [72](#)
- HutongGames::PlayMaker::Actions::GenerateString
Digits, [74](#)
Length, [74](#)
Lower, [75](#)
Number, [75](#)
Result, [75](#)
SingleResult, [75](#)
Unique, [75](#)
Upper, [75](#)
- HutongGames::PlayMaker::Actions::GenerateVector2
Max, [77](#)
Min, [77](#)
Number, [77](#)

- Result, [78](#)
- SingleResult, [78](#)
- HutongGames::PlayMaker::Actions::GenerateVector3
 - Max, [80](#)
 - Min, [80](#)
 - Number, [80](#)
 - Result, [80](#)
 - SingleResult, [80](#)
- InstantiatePrefab
 - Crosstales::TrueRandom::EditorUtil::EditorHelper, [56](#)
- isAndroidPlatform
 - Crosstales::Common::Util::BaseHelper, [33](#)
- isAppleBasedPlatform
 - Crosstales::Common::Util::BaseHelper, [33](#)
- isEditor
 - Crosstales::Common::Util::BaseHelper, [34](#)
- isEditorMode
 - Crosstales::Common::Util::BaseHelper, [34](#)
- isGenerating
 - Crosstales::TrueRandom::TRManager, [121](#)
- isIOSPlatform
 - Crosstales::Common::Util::BaseHelper, [34](#)
- isInternetAvailable
 - Crosstales::Common::Util::BaseHelper, [34](#)
- isLinuxPlatform
 - Crosstales::Common::Util::BaseHelper, [34](#)
- isLoaded
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, [52](#)
 - Crosstales::TrueRandom::Util::Config, [40](#)
- isMacOSPlatform
 - Crosstales::Common::Util::BaseHelper, [34](#)
- isPRNG
 - Crosstales::TrueRandom::TRManager, [122](#)
- isPro
 - Crosstales::TrueRandom::Util::Constants, [46](#)
- isStandalonePlatform
 - Crosstales::Common::Util::BaseHelper, [35](#)
- isSupportedPlatform
 - Crosstales::TrueRandom::Util::Helper, [85](#)
- isTrueRandomInScene
 - Crosstales::TrueRandom::EditorUtil::EditorHelper, [57](#)
- isValidURL
 - Crosstales::Common::Util::BaseHelper, [32](#)
- isWSAPlatform
 - Crosstales::Common::Util::BaseHelper, [36](#)
- isWebGLPlatform
 - Crosstales::Common::Util::BaseHelper, [35](#)
- isWebPlatform
 - Crosstales::Common::Util::BaseHelper, [35](#)
- isWebPlayerPlatform
 - Crosstales::Common::Util::BaseHelper, [35](#)
- isWindowsBasedPlatform
 - Crosstales::Common::Util::BaseHelper, [35](#)
- isWindowsPlatform
 - Crosstales::Common::Util::BaseHelper, [35](#)
- Length
 - HutongGames::PlayMaker::Actions::Generate↵String, [74](#)
- Load
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, [52](#)
 - Crosstales::TrueRandom::Util::Config, [40](#)
- Loop
 - Crosstales::UI::Util::AudioSourceController, [21](#)
- Lower
 - HutongGames::PlayMaker::Actions::Generate↵String, [75](#)
- MENU_ID
 - Crosstales::TrueRandom::EditorUtil::EditorHelper, [57](#)
- Max
 - HutongGames::PlayMaker::Actions::Generate↵Float, [66](#)
 - HutongGames::PlayMaker::Actions::Generate↵Integer, [69](#)
 - HutongGames::PlayMaker::Actions::Generate↵Sequence, [72](#)
 - HutongGames::PlayMaker::Actions::Generate↵Vector2, [77](#)
 - HutongGames::PlayMaker::Actions::Generate↵Vector3, [80](#)
- MaxSize
 - Crosstales::UI::UIResize, [128](#)
- Min
 - HutongGames::PlayMaker::Actions::Generate↵Float, [66](#)
 - HutongGames::PlayMaker::Actions::Generate↵Integer, [69](#)
 - HutongGames::PlayMaker::Actions::Generate↵Sequence, [72](#)
 - HutongGames::PlayMaker::Actions::Generate↵Vector2, [77](#)
 - HutongGames::PlayMaker::Actions::Generate↵Vector3, [80](#)
- MinSize
 - Crosstales::UI::UIResize, [128](#)
- Mute
 - Crosstales::UI::Util::AudioSourceController, [22](#)
- Number
 - HutongGames::PlayMaker::Actions::Generate↵Float, [66](#)
 - HutongGames::PlayMaker::Actions::Generate↵Integer, [69](#)
 - HutongGames::PlayMaker::Actions::Generate↵Sequence, [72](#)
 - HutongGames::PlayMaker::Actions::Generate↵String, [75](#)
 - HutongGames::PlayMaker::Actions::Generate↵Vector2, [77](#)
 - HutongGames::PlayMaker::Actions::Generate↵Vector3, [80](#)

Objects

Crosstales::Common::Util::BackgroundController,
23

Crosstales::Common::Util::PlatformController, 103

OnErrorInfo

Crosstales::TrueRandom::Module::BaseModule,
37

Crosstales::TrueRandom::TRManager, 122

OnGenerateFinished

Crosstales::TrueRandom::Module::ModuleFloat,
88

Crosstales::TrueRandom::Module::ModuleInteger,
90

Crosstales::TrueRandom::Module::Module↔
Sequence, 93

Crosstales::TrueRandom::Module::ModuleString,
95

Crosstales::TrueRandom::Module::ModuleVector2,
97

Crosstales::TrueRandom::Module::ModuleVector3,
99

Crosstales::TrueRandom::Module::ModuleVector4,
101

OnGenerateFloatFinished

Crosstales::TrueRandom::TRManager, 122

OnGenerateFloatStart

Crosstales::TrueRandom::TRManager, 122

OnGenerateIntegerFinished

Crosstales::TrueRandom::TRManager, 122

OnGenerateIntegerStart

Crosstales::TrueRandom::TRManager, 122

OnGenerateSequenceFinished

Crosstales::TrueRandom::TRManager, 122

OnGenerateSequenceStart

Crosstales::TrueRandom::TRManager, 122

OnGenerateStart

Crosstales::TrueRandom::Module::ModuleFloat,
88

Crosstales::TrueRandom::Module::ModuleInteger,
90

Crosstales::TrueRandom::Module::Module↔
Sequence, 93

Crosstales::TrueRandom::Module::ModuleString,
95

Crosstales::TrueRandom::Module::ModuleVector2,
97

Crosstales::TrueRandom::Module::ModuleVector3,
99

Crosstales::TrueRandom::Module::ModuleVector4,
101

OnGenerateStringFinished

Crosstales::TrueRandom::TRManager, 123

OnGenerateStringStart

Crosstales::TrueRandom::TRManager, 123

OnGenerateVector2Finished

Crosstales::TrueRandom::TRManager, 123

OnGenerateVector2Start

Crosstales::TrueRandom::TRManager, 123

OnGenerateVector3Finished

Crosstales::TrueRandom::TRManager, 123

OnGenerateVector3Start

Crosstales::TrueRandom::TRManager, 123

OnGenerateVector4Finished

Crosstales::TrueRandom::TRManager, 123

OnGenerateVector4Start

Crosstales::TrueRandom::TRManager, 123

OnUpdateQuota

Crosstales::TrueRandom::Module::ModuleQuota,
91

Crosstales::TrueRandom::TRManager, 123

PATH_DELIMITER_UNIX

Crosstales::Common::Util::BaseConstants, 27

PATH_DELIMITER_WINDOWS

Crosstales::Common::Util::BaseConstants, 27

PREFAB_AUTOLOAD

Crosstales::TrueRandom::EditorUtil::EditorConfig,
53

PREFAB_PATH

Crosstales::TrueRandom::EditorUtil::EditorConfig,
53

PREFAB_SUBPATH

Crosstales::TrueRandom::EditorUtil::Editor↔
Constants, 54

PRNG

Crosstales::TrueRandom::TRManager, 120

Pitch

Crosstales::UI::Util::AudioSourceController, 22

Platform

Crosstales::Common::Model::Enum, 12

Platforms

Crosstales::Common::Util::PlatformController, 103

Quota

Crosstales::TrueRandom::Module::ModuleQuota,
91

REMINDER_CHECK

Crosstales::TrueRandom::EditorUtil::EditorConfig,
53

RemoteCertificateValidationCallback

Crosstales::Common::Util::BaseHelper, 32

Reset

Crosstales::TrueRandom::EditorUtil::EditorConfig,
52

Crosstales::TrueRandom::Util::Config, 40

ResetAudioSourcesOnStart

Crosstales::UI::Util::AudioSourceController, 22

Result

Crosstales::TrueRandom::Module::ModuleFloat,
88

Crosstales::TrueRandom::Module::ModuleInteger,
90

Crosstales::TrueRandom::Module::Module↔
Sequence, 93

Crosstales::TrueRandom::Module::ModuleString,
95

- Crosstales::TrueRandom::Module::ModuleVector2, [97](#)
- Crosstales::TrueRandom::Module::ModuleVector3, [99](#)
- Crosstales::TrueRandom::Module::ModuleVector4, [101](#)
- HutongGames::PlayMaker::Actions::Generate↵
Float, [66](#)
- HutongGames::PlayMaker::Actions::Generate↵
Integer, [69](#)
- HutongGames::PlayMaker::Actions::Generate↵
Sequence, [72](#)
- HutongGames::PlayMaker::Actions::Generate↵
String, [75](#)
- HutongGames::PlayMaker::Actions::Generate↵
Vector2, [78](#)
- HutongGames::PlayMaker::Actions::Generate↵
Vector3, [80](#)
- SHOW_QUOTA
 - Crosstales::TrueRandom::Util::Config, [40](#)
- Save
 - Crosstales::Common::Util::CTPlayerPrefs, [48](#)
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, [52](#)
 - Crosstales::TrueRandom::Util::Config, [40](#)
- SeparatorUI
 - Crosstales::TrueRandom::EditorUtil::EditorHelper, [56](#)
- SetBool
 - Crosstales::Common::Util::CTPlayerPrefs, [48](#)
- SetFloat
 - Crosstales::Common::Util::CTPlayerPrefs, [49](#)
- SetInt
 - Crosstales::Common::Util::CTPlayerPrefs, [49](#)
- SetString
 - Crosstales::Common::Util::CTPlayerPrefs, [49](#)
- SingleResult
 - HutongGames::PlayMaker::Actions::Generate↵
Float, [67](#)
 - HutongGames::PlayMaker::Actions::Generate↵
Integer, [69](#)
 - HutongGames::PlayMaker::Actions::Generate↵
Sequence, [72](#)
 - HutongGames::PlayMaker::Actions::Generate↵
String, [75](#)
 - HutongGames::PlayMaker::Actions::Generate↵
Vector2, [78](#)
 - HutongGames::PlayMaker::Actions::Generate↵
Vector3, [80](#)
- Speed
 - Crosstales::UI::WindowManager, [131](#)
- SplitStringToLines
 - Crosstales::Common::Util::BaseHelper, [32](#)
- StereoPan
 - Crosstales::UI::Util::AudioSourceController, [22](#)
- TELEMETRY
 - Crosstales::TrueRandom::EditorUtil::EditorConfig, [53](#)
 - TRUERANDOM_SCENE_OBJECT_NAME
Crosstales::TrueRandom::Util::Constants, [46](#)
 - TRUnavailable
Crosstales::TrueRandom::EditorUtil::EditorHelper, [57](#)
 - Timeout
Crosstales::Common::Util::CTWebClient, [50](#)
 - ToColorRGBA
Crosstales::TrueRandom::ExtensionMethods, [58](#)
 - ToColorRGB
Crosstales::TrueRandom::ExtensionMethods, [58](#)
 - ToQuaternion
Crosstales::TrueRandom::ExtensionMethods, [58](#)
 - UPDATE_CHECK
Crosstales::TrueRandom::EditorUtil::EditorConfig, [53](#)
 - Unique
HutongGames::PlayMaker::Actions::Generate↵
String, [75](#)
 - UpdateStatus
Crosstales::TrueRandom::EditorTask, [15](#)
 - Upper
HutongGames::PlayMaker::Actions::Generate↵
String, [75](#)
 - ValidURLFromFilePath
Crosstales::Common::Util::BaseHelper, [33](#)
 - ValidateFile
Crosstales::Common::Util::BaseHelper, [32](#)
 - ValidatePath
Crosstales::Common::Util::BaseHelper, [33](#)
 - Volume
Crosstales::UI::Util::AudioSourceController, [22](#)
 - Windows
Crosstales::UI::UIWindowManager, [129](#)