File Browser

Native file browser for standalone

API

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Chapter 1

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Crosstales.Common 9
Crosstales.Common.EditorTask 9
Crosstales.Common.EditorUtil 9
Crosstales.Common.Model 10
Crosstales.Common.Model.Enum 10
Crosstales.Common.Util 10
Crosstales.FB 11
Crosstales.FB.Demo 11
Crosstales.FB.EditorIntegration 11
Crosstales.FB.EditorTask 11
Crosstales.FB.EditorUtil 12
Crosstales.FB.Util 12
Crosstales.FB.Wrapper 12
Crosstales.UI 13
Crosstales.UI.Util 13

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

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  Crosstales.FB.EditorTask.CompileDefines . . . 34
Crosstales.Common.Util.BaseConstants . . . 19
  Crosstales.FB.Util.Constants . . . 38
Crosstales.Common.EditorUtil.BaseGAApi . . . 23
  Crosstales.FB.EditorUtil.GAApi . . . 76
Crosstales.Common.Util.BaseHelper . . . 24
  Crosstales.FB.Util.Helper . . . 79
Crosstales.Common.EditorTask.BaseSetupResources . . . 33
  Crosstales.FB.EditorTask.SetupResources . . . 91
Crosstales.FB.Util.Config . . . 34
Crosstales.FB.EditorTask.ConfigLoader . . . 36
Crosstales.Common.Util.CTPlayerPrefs . . . 41
Dictionary
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Crosstales.FB.EditorUtil.EditorConfig . . . 46
Crosstales.FB.EditorUtil.EditorConstants . . . 48
Crosstales.FB.EditorUtil.EditorHelper . . . 50
EditorWindow
  Crosstales.FB.EditorIntegration.ConfigBase . . . 36
    Crosstales.FB.EditorIntegration.ConfigPreferences . . . 37
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  Crosstales.FB.Wrapper.FileBrowserBase . . . 69
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ISerializable
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IXmlSerializable
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MonoBehaviour
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Crosstales.Common.Util.RandomScaler . . . 88
Crosstales.Common.Util.TakeScreenshot . . . 93
Crosstales.FB.Demo.Examples . . . 51
Crosstales.FB.Demo.GUIMain . . . 77
Crosstales.FB.Demo.GUIScenes . . . 78
Crosstales.FB.FileBrowser . . . 60
Crosstales.UI.Social . . . 92
Crosstales.UI.StaticManager . . . 92
Crosstales.UI.UIDrag . . . 95
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Crosstales.UI.UIHint . . . 96
Crosstales.UI.UIResize . . . 98
Crosstales.UI.UIWindowManager . . . 99
Crosstales.UI.Util.AudioFilterController . . . 15
Crosstales.UI.Util.AudioSourceController . . . 17
Crosstales.UI.Util.FPSDisplay . . . 76
Crosstales.UI.Util.ScrollRectHandler . . . 90
Crosstales.UI.WindowManager . . . 100
Crosstales.Common.EditorTask.NYCheck . . . 84
Crosstales.FB.EditorTask.ReminderCheck . . . 90
Crosstales.Common.Util.SerializableDictionary< string, string > . . . 91
Crosstales.FB.EditorTask.Tracer . . . 94
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Crosstales.Common.Util.CTWebClient . . . 45
Crosstales.Common.Util.XmlHelper . . . 102

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Class Index

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: Controller for audio filters. . . . 15

Crosstales.UI.Util.AudioSourceController
: Controller for AudioSources. . . . 17

Crosstales.Common.EditorTask.BaseCompileDefines
: Base for adding the given define symbols to PlayerSettings define symbols. . . . 19

Crosstales.Common.Util.BaseConstants
: Base for collected constants of very general utility for the asset. . . . 19

Crosstales.Common.EditorUtil.BaseGAApi
: Base GA-wrapper API. . . . 23

Crosstales.Common.Util.BaseHelper
: Base for various helper functions. . . . 24

Crosstales.Common.EditorTask.BaseSetupResources
: Base for copying all resources to 'Editor Default Resources'. . . . 33

Crosstales.FB.EditorTask.CompileDefines
: Adds the given define symbols to PlayerSettings define symbols. . . . 34

Crosstales.FB.Util.Config
: Configuration for the asset. . . . 34

Crosstales.FB.EditorIntegration.ConfigBase
: Base class for editor windows. . . . 36

Crosstales.FB.EditorTask.ConfigLoader
: Loads the configuration at startup. . . . 36

Crosstales.FB.EditorIntegration.ConfigPreferences
: Unity "Preferences" extension. . . . 37

Crosstales.FB.EditorIntegration.ConfigWindow
: Editor window extension. . . . 37

Crosstales.FB.Util.Constants
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Crosstales.Common.Util.CTPlayerPrefs
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Crosstales.Common.Util.CTWebClient
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Crosstales.FB.EditorUtil.EditorConfig
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Crosstales.FB.FileBrowser
Native file browser various actions like open file, open folder and save file. . . . 60
Crosstales.FB.Wrapper.FileBrowserBase
Base class for all file browsers. . . . 69
Crosstales.FB.Wrapper.FileBrowserGeneric
File browser implementation for generic devices (currently NOT IMPLEMENTED). . . . 73
Crosstales.UI.Util.FPSDisplay
Simple FPS-Counter. . . . 76
Crosstales.FB.EditorUtil.GAApi
GA-wrapper API. . . . 76
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Main GUI component for all demo scenes. . . . 77
Crosstales.FB.Demo.GUIScenes
Main GUI scene manager for all demo scenes. . . . 78
Crosstales.FB.Util.Helper
Various helper functions. . . . 79
Crosstales.FB.Wrapper.IFileBrowser
Interface for all file browsers. . . . 79
Crosstales.Common.EditorTask.NYCheck
Checks if a 'Happy new year'-message must be displayed. . . . 84
Crosstales.Common.Util.PlatformController
Enables or disable game objects for a given platform. . . . 84
Crosstales.Common.Util.RandomColor
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Crosstales.Common.Util.RandomRotator
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Crosstales.Common.Util.RandomScaler
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Crosstales.FB.EditorTask.ReminderCheck
Reminds the customer to create an UAS review. . . . 90
Crosstales.UI.Util.ScrollRectHandler
Changes the sensitivity of ScrollRects under various platforms. . . . 90
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >
Serializable Dictionary-class for XML. . . . 91
Crosstales.FB.EditorTask.SetupResources
Copies all resources to 'Editor Default Resources'. . . . 91
Crosstales.UI.Social
Crosstales social media links. . . . 92
Crosstales.UI.StaticManager
Static Button Manager. . . . 92
Crosstales.Common.Util.TakeScreenshot
Take screen shots inside an application. . . . 93
Crosstales.FB.EditorTask.Tracer
Gather some tracing data for the asset. . . . 94
Crosstales.UI.UIDrag
Allow to Drag the Windows arround. . . . 95
Crosstales.UI.UIFocus
Change the Focus on from a Window. . . . 95
Crosstales.UI.UIHint
Controls a UI group (hint). . . . 96

Crosstales.UI.UIResize
Resize a UI element. . . . 98
Crosstales.UI.UIWindowManager
Change the state of all Window panels. . . . 99
Crosstales.FB.EditorTask.UpdateCheck
Checks for updates of the asset. . . . 100
Crosstales.UI.WindowManager
Manager for a Window. . . . 100
Crosstales.Common.Util.XmlHelper
Helper-class for XML. . . . 102

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.

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 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 SerializableDictionary

  Serializable Dictionary-class for XML.
- class TakeScreenshot

  Take screen shots inside an application.
- class XmlHelper

  Helper-class for XML.

4.8 Crosstales.FB Namespace Reference

Namespaces

Classes

- struct ExtensionFilter

  Filter for extensions.
- class FileBrowser

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

4.9 Crosstales.FB.Demo Namespace Reference

Classes

- class Examples

  Examples for all methods.
- class GUIMain

  Main GUI component for all demo scenes.
- class GUIScenes

  Main GUI scene manager for all demo scenes.

4.10 Crosstales.FB.EditorIntegration Namespace Reference

Classes

- class ConfigBase

  Base class for editor windows.
- class ConfigPreferences

  Unity "Preferences" extension.
- class ConfigWindow

  Editor window extension.

4.11 Crosstales.FB.EditorTask Namespace Reference

Classes

- class CompileDefines

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

  Loads the configuration at startup.
- class ReminderCheck

  Reminds the customer to create an UAS review.
- class SetupResources

  Copies all resources to 'Editor Default Resources'.
- class Tracer

  Gather some tracing 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.

4.11.1 Enumeration Type Documentation

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

All possible update stati.

4.12 Crosstales.FB.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.

4.13 Crosstales.FB.Util Namespace Reference

Classes

- class Config

  Configuration for the asset.
- class Constants

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

  Various helper functions.

4.14 Crosstales.FB.Wrapper Namespace Reference

Classes

- class FileBrowserBase

  Base class for all file browsers.
- class FileBrowserGeneric

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

  Interface for all file browsers.

4.15 Crosstales.UI Namespace Reference

Namespaces

Classes

- class Social

  Crosstales social media links.
- class StaticManager

  Static Button Manager.
- class UIDrag

  Allow to Drag the Windows arround.
- 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.

4.16 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.

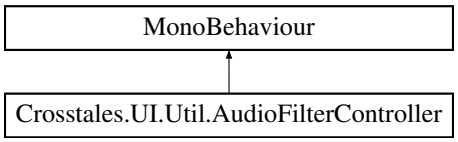
Chapter 5

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 ()

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

  Resets all audio filters.
- 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 Function Documentation

5.1.2.1 void Crosstales.UI.Util.AudioFilterController.FindAllAudioFilters ( )

Finds all audio filters in the scene.

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

Resets all audio filters.

5.1.3 Member Data Documentation

5.1.3.1 bool Crosstales.UI.Util.AudioFilterController.FindAllAudioFiltersOnStart = true

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

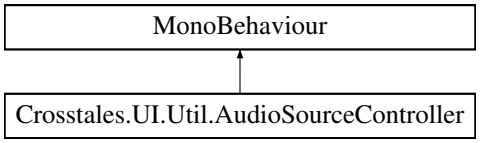
The documentation for this class was generated from the following file:

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

5.2 Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:



Public Member Functions

- void **Update** ()
- void FindAllAudioSources ()

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

  Resets all audio sources.
- void **MuteEnabled** (bool 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 Function Documentation

5.2.2.1 void Crosstales.UI.Util.AudioSourceController.FindAllAudioSources ( )

Finds all audio sources in the scene.

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

Resets all audio sources.

5.2.3 Member Data Documentation

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

Active controlled AudioSources.

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

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

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

Loop on/off (default: false).

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

Mute on/off (default: false).

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

Pitch of the audio (default: 1).

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

Resets all active AudioSources (default: true).

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

Stereo pan of the audio (default: 0).

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

Volume of the audio (default: 1)

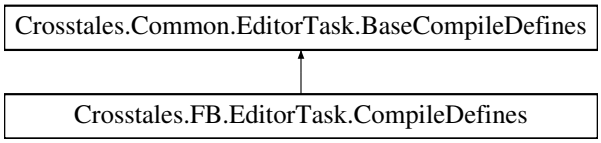
The documentation for this class was generated from the following file:

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

5.3 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)

5.3.1 Detailed Description

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

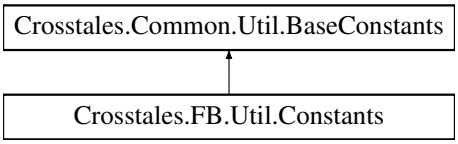
The documentation for this class was generated from the following file:

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

5.4 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_DISCORD = "https://discord.gg/ZbZ2sh4"

  URL of the crosstales Discord-channel.
- const string ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"

  URL of the crosstales Facebook-profile.
- const string ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"

  URL of the crosstales Twitter-profile.
- const string ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"

  URL of the crosstales Youtube-profile.
- const string ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"

  URL of the crosstales LinkedIn-profile.
- const string ASSET_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=1011lN↩GT"

  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://"
- static int PROCESS_KILL_TIME = 5000

  Kill processes after 5000 milliseconds.

Properties

- static string PREFIX_FILE [get]

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

  Application path.

5.4.1 Detailed Description

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

5.4.2 Member Data Documentation

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

URL of the 3rd party asset "PlayMaker".

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

Author of the asset.

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

URL of the asset author.

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

URL of the crosstales assets in UAS.

5.4.2.5 const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"

URL of the crosstales Discord-channel.

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

URL of the crosstales Facebook-profile.

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

URL of the crosstales LinkedIn-profile.

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

URL of the crosstales Twitter-profile.

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

URL of the crosstales XING-profile.

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

URL of the crosstales Youtube-profile.

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

Development debug logging for the asset.

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

Factor for giga bytes.

5.4.2.13 const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024

Factor for kilo bytes.

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

Factor for mega bytes.

5.4.2.15 const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f

Float value of 32768.

5.4.2.16 const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0"

ToString for no decimal places.

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

ToString for percent.

5.4.2.18 const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00"

ToString for two decimal places.

5.4.2.19 const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/"

Path delimiter for Unix.

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

Path delimiter for Windows.

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

Kill processes after 5000 milliseconds.

5.4.3 Property Documentation

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

Application path.

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

URL prefix for files.

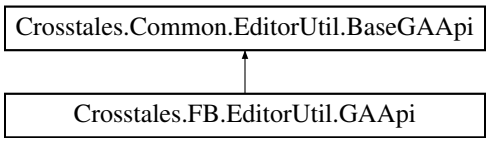
The documentation for this class was generated from the following file:

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

5.5 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.

Static Protected Attributes

- static readonly string **clientId** = SystemInfo.deviceUniqueIdentifier
- static readonly string **screenResolution** = Screen.currentResolution.ToString()
- static readonly string **userLanguage** = System.Threading.Thread.CurrentThread.CurrentCulture.Name
- static readonly string **unityVersion** = Application.unityVersion
- static readonly string **os** = SystemInfo.operatingSystem
- static readonly string **cpu** = SystemInfo.processorType
- static readonly int **cpuCores** = SystemInfo.processorCount
- static readonly int **cpuFrequency** = SystemInfo.processorFrequency
- static readonly string **productName** = Application.productName
- static readonly string **companyName** = Application.companyName
- static readonly int **memory** = SystemInfo.systemMemorySize
- static readonly string **gpu** = SystemInfo.graphicsDeviceName
- static readonly int **gpuMemory** = SystemInfo.graphicsMemorySize
- static readonly int **gpuShaderLevel** = SystemInfo.graphicsShaderLevel

5.5.1 Detailed Description

Base GA-wrapper API.

5.5.2 Member Function Documentation

5.5.2.1 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

category	Specifies the event category.
action	Specifies the event action.
label	Specifies the event label.
value	Specifies the event value.

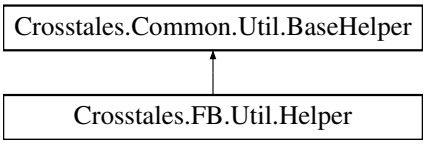
The documentation for this class was generated from the following file:

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

5.6 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string CreateString (string replaceChars, int stringLength)

  Creates a string of characters with a given length.
- static bool hasActiveClip (AudioSource source)

  Determines if an AudioSource has an active clip.
- static bool RemoteCertificateValidationCallback (System.Object sender, System.Security.Cryptography.↩ X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)

  HTTPS-certification callback.
- static string ValidatePath (string path, bool addEndDelimiter=true)

  Validates a given path and add missing slash.
- static string ValidateFile (string path)

  Validates a given file.
- static string 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.
- static void FileCopy (string inputFile, string outputFile, bool move=false)

  Copy or move a file.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")

Protected Attributes

- const string **file_prefix** = "file://"

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex** = new System.Text.RegularExpressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.RegularExpressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.RegularExpressions.Regex(@"<.*?>")
- static readonly System.Random **rnd** = new System.Random()

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 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.

5.6.1 Detailed Description

Base for various helper functions.

5.6.2 Member Function Documentation

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

Cleans a given text from line endings.

Parameters

text	Text to clean.

Returns

Clean text without line endings.

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

Cleans a given text from multiple spaces.

Parameters

text	Text to clean.

Returns

Clean text without multiple spaces.

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

Cleans a given text from tags.

Parameters

text	Text to clean.

Returns

Clean text without tags.

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

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

Copy or move a file.

Parameters

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

5.6.2.6 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.

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

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

Determines if an AudioSource has an active clip.

Parameters

source	AudioSource to check.

Returns

True if the AudioSource has an active clip.

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

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

Parameters

h	Hue
s	Saturation
v	Value
a	Alpha (optional)

Returns

True if the current platform is supported.

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

Checks if the URL is valid.

Parameters

url	URL to check

Returns

True if the URL is valid.

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

HTTPS-certification callback.

5.6.2.12 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

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

Returns

Splitted lines as array

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

Validates a given file.

Parameters

path	File to validate

Returns

Valid file path

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

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

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

Validates a given file.

Parameters

path	File to validate

Returns

Valid file path

5.6.3 Property Documentation

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

Returns the current platform.

Returns

The current platform.

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.6.3.3 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).

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.6.3.10 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).

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.6.3.12 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).

5.6.3.13 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).

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

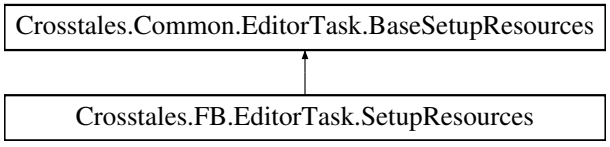
The documentation for this class was generated from the following file:

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

5.7 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)

5.7.1 Detailed Description

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

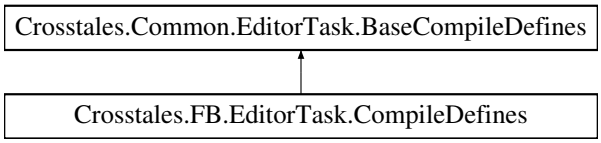
The documentation for this class was generated from the following file:

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

5.8 Crosstales.FB.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.FB.EditorTask.CompileDefines:



Additional Inherited Members

5.8.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

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

5.9 Crosstales.FB.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 isLoaded = false

  Is the configuration loaded?

5.9.1 Detailed Description

Configuration for the asset.

5.9.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.9.3 Member Data Documentation

5.9.3.1 bool Crosstales.FB.Util.Config.DEBUG = Constants.DEFAULT_DEBUG [static]

Enable or disable debug logging for the asset.

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

Is the configuration loaded?

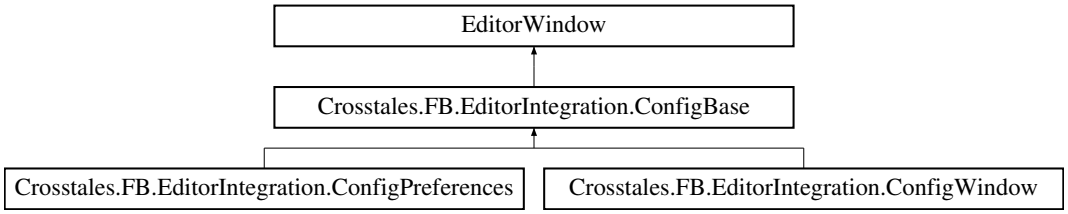
The documentation for this class was generated from the following file:

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

5.10 Crosstales.FB.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.10.1 Detailed Description

Base class for editor windows.

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

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

5.11 Crosstales.FB.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.

5.11.1 Detailed Description

Loads the configuration at startup.

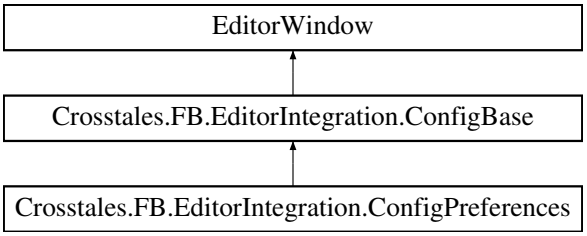
The documentation for this class was generated from the following file:

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

5.12 Crosstales.FB.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.12.1 Detailed Description

Unity "Preferences" extension.

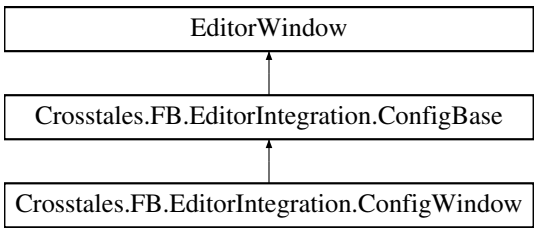
The documentation for this class was generated from the following file:

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

5.13 Crosstales.FB.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigWindow:



Public Member Functions

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

Static Public Member Functions

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

Additional Inherited Members

5.13.1 Detailed Description

Editor window extension.

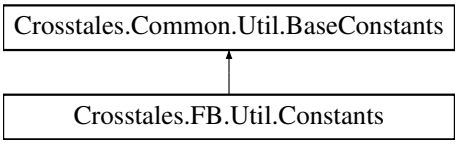
The documentation for this class was generated from the following file:

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

5.14 Crosstales.FB.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.FB.Util.Constants:



Public Attributes

- const string ASSET_NAME = "File Browser"

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

  Short name of the asset.
- const string ASSET_VERSION = "2019.2.0"

  Version of the asset.
- const int ASSET_BUILD = 20190206

  Build number of the asset.
- const string ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/98713?aid=1011lNGT&pubref=" + ASSET_NAME

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

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

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

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

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

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

  URL of the asset in crosstales.
- const string KEY_PREFIX = "FILEBROWSER_CFG_"

  URL of the promotion video of the asset (Youtube).
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"

Static Public Attributes

- static readonly bool isPro = false

  Is PRO-version?
- static readonly System.DateTime ASSET_CREATED = new System.DateTime(2017, 8, 1)

  Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime ASSET_CHANGED = new System.DateTime(2019, 2, 6)

  Change date of the asset (YYYY, MM, DD).
- static string **TEXT_OPEN_FILE** = "Open file"
- static string **TEXT_OPEN_FILES** = "Open files"
- static string **TEXT_OPEN_FOLDER** = "Open folder"
- static string **TEXT_OPEN_FOLDERS** = "Open folders"
- static string **TEXT_SAVE_FILE** = "Save file"
- static string **TEXT_ALL_FILES** = "All files"
- static string **TEXT_SAVE_FILE_NAME** = "MySaveFile"

Additional Inherited Members

5.14.1 Detailed Description

Collected constants of very general utility for the asset.

5.14.2 Member Data Documentation

5.14.2.1 const string Crosstales.FB.Util.Constants.ASSET_API_URL = "https://www.crosstales.com/media/data/assets/FileBrowser/api/"

URL of the asset API.

5.14.2.2 const int Crosstales.FB.Util.Constants.ASSET_BUILD = 20190206

Build number of the asset.

5.14.2.3 readonly System.DateTime Crosstales.FB.Util.Constants.ASSET_CHANGED = new System.DateTime(2019, 2, 6) [static]

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

5.14.2.4 const string Crosstales.FB.Util.Constants.ASSET_CONTACT = "fb@crosstales.com"

Contact to the owner of the asset.

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

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

5.14.2.6 const string Crosstales.FB.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/file-browser-native-file-browser-for-standalone.510403/"

URL of the asset forum.

5.14.2.7 const string Crosstales.FB.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/FileBrowser/FileBrowser-doc.pdf"

URL of the asset manual.

5.14.2.8 const string Crosstales.FB.Util.Constants.ASSET_NAME = "File Browser"

Name of the asset.

5.14.2.9 const string Crosstales.FB.Util.Constants.ASSET_NAME_SHORT = "FB"

Short name of the asset.

5.14.2.10 const string Crosstales.FB.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/98713?aid=1011INGT&pubref=" + ASSET_NAME

URL of the PRO asset in UAS.

5.14.2.11 const string Crosstales.FB.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/fb_versions.txt"

URL for update-checks of the asset

5.14.2.12 const string Crosstales.FB.Util.Constants.ASSET_VERSION = "2019.2.0"

Version of the asset.

5.14.2.13 const string Crosstales.FB.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/FileBrowser/"

URL of the asset in crosstales.

5.14.2.14 readonly bool Crosstales.FB.Util.Constants.isPro = false [static]

Is PRO-version?

5.14.2.15 const string Crosstales.FB.Util.Constants.KEY_PREFIX = "FILEBROWSER_CFG_"

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

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

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

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

5.15 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.

5.15.1 Detailed Description

Wrapper for the PlayerPrefs.

5.15.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

key	Key to delete in the PlayerPrefs.

5.15.2.3 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.

5.15.2.4 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.

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

Allows to get an int from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

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

Allows to get a string from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

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

Exists the key?

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

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

Saves all modifications.

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

Allows to set a bool for a key.

Parameters

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

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

Allows to set a float for a key.

Parameters

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

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

Allows to set an int for a key.

Parameters

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

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

Allows to set a string for a key.

Parameters

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

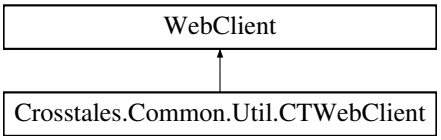
The documentation for this class was generated from the following file:

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

5.16 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

5.16.1 Detailed Description

Specialized WebClient.

5.16.2 Property Documentation

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

Connection limit for all WebClients

5.16.2.2 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/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Util/CT↩ WebClient.cs

5.17 Crosstales.FB.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 UPDATE_OPEN_UAS = EditorConstants.DEFAULT_UPDATE_OPEN_UAS

  Open the UAS-site when an update is found.
- static bool REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_CHECK

  Enable or disable reminder-checks for the asset.
- static bool CT_REMINDER_CHECK = EditorConstants.DEFAULT_CT_REMINDER_CHECK

  Enable or disable CT reminder-checks for the asset.
- static bool TRACER = EditorConstants.DEFAULT_TRACER

  Enable or disable anonymous tracing data.
- static bool isLoaded = false

  Is the configuration loaded?

Properties

- static string ASSET_PATH [get]

  Returns the path to the asset inside the Unity project.

5.17.1 Detailed Description

Editor configuration for the asset.

5.17.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.17.3 Member Data Documentation

5.17.3.1 bool Crosstales.FB.EditorUtil.EditorConfig.CT_REMINDER_CHECK = EditorConstants.DEFAULT_CT_REMINDER_CHECK [static]

Enable or disable CT reminder-checks for the asset.

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

Is the configuration loaded?

5.17.3.3 bool Crosstales.FB.EditorUtil.EditorConfig.REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_CHECK [static]

Enable or disable reminder-checks for the asset.

5.17.3.4 bool Crosstales.FB.EditorUtil.EditorConfig.TRACER = EditorConstants.DEFAULT_TRACER [static]

Enable or disable anonymous tracing data.

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

Enable or disable update-checks for the asset.

5.17.3.6 bool Crosstales.FB.EditorUtil.EditorConfig.UPDATE_OPEN_UAS = EditorConstants.DEFAULT_UPDATE_OPEN_UAS [static]

Open the UAS-site when an update is found.

5.17.4 Property Documentation

5.17.4.1 string Crosstales.FB.EditorUtil.EditorConfig.ASSET_PATH [static],[get]

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

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

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

5.18 Crosstales.FB.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_UPDATE_OPEN_UAS** = Util.Constants.KEY_PREFIX + "UPDATE_OPEN_UAS"
- const string **KEY_REMINDER_CHECK** = Util.Constants.KEY_PREFIX + "REMINDER_CHECK"
- const string **KEY_CT_REMINDER_CHECK** = Util.Constants.KEY_PREFIX + "CT_REMINDER_CHECK"
- const string **KEY_TRACER** = Util.Constants.KEY_PREFIX + "TRACER"
- 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_CT_REMINDER_DATE** = Util.Constants.KEY_PREFIX + "CT_REMINDER_DATE"
- const string **KEY_CT_REMINDER_COUNT** = Util.Constants.KEY_PREFIX + "CT_REMINDER_COUNT"
- const string **KEY_TRACER_DATE** = Util.Constants.KEY_PREFIX + "TRACER_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/FileBrowser/"
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_UPDATE_OPEN_UAS** = false
- const bool **DEFAULT_REMINDER_CHECK** = true
- const bool **DEFAULT_CT_REMINDER_CHECK** = true
- const bool **DEFAULT_TRACER** = true

Properties

- static string ASSET_URL [get]

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

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

  Returns the UID of the asset.

5.18.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.18.2 Property Documentation

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

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

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

Returns the UID of the asset.

Returns

The UID of the asset.

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

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

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

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

5.19 Crosstales.FB.EditorUtil.EditorHelper Class Reference

Editor helper class.

Static Public Member Functions

- static void SeparatorUI (int space=12)
  Shows a separator-UI.

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_Play** [get]
- static Texture2D **Icon_Stop** [get]
- static Texture2D **Icon_Pause** [get]
- static Texture2D **Icon_Next** [get]
- static Texture2D **Icon_Previous** [get]
- static Texture2D **Icon_Refresh** [get]
- static Texture2D **Icon_Delete** [get]
- static Texture2D **Icon_Edit** [get]
- static Texture2D **Icon_Show** [get]
- static Texture2D **Icon_Clear** [get]
- static Texture2D **Icon_Manual** [get]
- static Texture2D **Icon_API** [get]
- static Texture2D **Icon_Forum** [get]
- static Texture2D **Icon_Product** [get]
- static Texture2D **Icon_Check** [get]
- static Texture2D **Social_Discord** [get]
- static Texture2D **Social_Facebook** [get]
- static Texture2D **Social_Twitter** [get]
- static Texture2D **Social_Youtube** [get]
- static Texture2D **Social_Linkedin** [get]
- static Texture2D **Social_Xing** [get]
- static Texture2D **Video_Promo** [get]
- static Texture2D **Video_Tutorial** [get]
- static Texture2D **Icon_Videos** [get]
- static Texture2D **Icon_3p_Assets** [get]

5.19.1 Detailed Description

Editor helper class.

5.19.2 Member Function Documentation

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

Shows a separator-UI.

Parameters

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

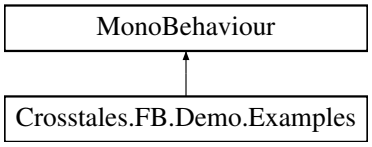
The documentation for this class was generated from the following file:

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

5.20 Crosstales.FB.Demo.Examples Class Reference

Examples for all methods.

Inheritance diagram for Crosstales.FB.Demo.Examples:



Public Member Functions

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

Public Attributes

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

5.20.1 Detailed Description

Examples for all methods.

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

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

5.21 Crosstales.FB.ExtensionFilter Struct Reference

Filter for extensions.

Public Member Functions

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

Public Attributes

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

5.21.1 Detailed Description

Filter for extensions.

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

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

5.22 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string CTToTitleCase (this string str)

  Extension method for strings. Converts a string to title case (first letter uppercase).
- static string CTReverse (this string str)

  Extension method for strings. Reverses a string.
- static string CTReplace (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

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

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

  Extension method for strings. Case insensitive 'Contains'.
- static bool CTContainsAny (this string str, string searchTerms, char splitChar= ' ')

  Extension method for strings. Contains any given string.
- static bool CTContainsAll (this string str, string searchTerms, char splitChar= ' ')

  Extension method for strings. Contains all given strings.

- static void CTShuffle< T > (this T[ ] array, int seed=0)

  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 CTDump (this Vector2[ ] array)

  Extension method for Vector2-Arrays. Dumps an array to a string.
- static string CTDump (this Vector3[ ] array)

  Extension method for Vector3-Arrays. Dumps an array to a string.
- static string CTDump (this Vector4[ ] array)

  Extension method for Vector4-Arrays. Dumps an array to a string.
- static string[ ] CTToString< T > (this T[ ] array)

  Extension method for Arrays. Generates a string array with all entries (via ToString).
- static void CTShuffle< T > (this System.Collections.Generic.IList< T > list, int seed=0)

  Extension method for IList. Shuffles a List.
- static string CTDump< T > (this System.Collections.Generic.IList< T > list)

  Extension method for IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector2 > list)

  Extension method for Vector2-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector3 > list)

  Extension method for Vector3-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector4 > list)

  Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > CTToString< T > (this System.Collections.Generic.IList< T > list)

  Extension method for IList. Generates a string list with all entries (via ToString).
- static string CTDump< K, V > (this System.Collections.Generic.IDictionary< K, V > dict)

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

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

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

5.22.1 Detailed Description

Various extension methods.

5.22.2 Member Function Documentation

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

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

Parameters

source	IDictionary-instance.
collection	Dictionary to add.

5.22.2.2 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

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

Returns

True if the string contains the given string.

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

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

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

Parameters

array	Vector2-Array-instance to dump.

Returns

String with lines for all array entries.

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

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

Parameters

array	Vector3-Array-instance to dump.

Returns

String with lines for all array entries.

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

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

Parameters

array	Vector4-Array-instance to dump.

Returns

String with lines for all array entries.

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

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

Parameters

list	Vector2-IList-instance to dump.

Returns

String with lines for all list entries.

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

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

Parameters

list	Vector3-IList-instance to dump.

Returns

String with lines for all list entries.

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

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

Parameters

list	Vector4-IList-instance to dump.

Returns

String with lines for all list entries.

5.22.2.11 static string Crosstales.ExtensionMethods.CTDump< K, V > (this System.Collections.Generic.IDictionary< K, V > *dict*) [static]

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

Parameters

dict	IDictionary-instance to dump.

Returns

String with lines for all dictionary entries.

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

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

Parameters

array	Array-instance to dump.

Returns

String with lines for all array entries.

5.22.2.13 static string Crosstales.ExtensionMethods.CTDump< T > (this System.Collections.Generic.IList< T > *list*) [static]

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

Parameters

list	IList-instance to dump.

Returns

String with lines for all list entries.

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

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

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

Parameters

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

Returns

True if the renderer is visible by the given camera.

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

Extension method for strings. Case insensitive 'Replace'.

Parameters

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

Returns

Replaced string.

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

Extension method for strings. Reverses a string.

Parameters

str	String-instance.

Returns

Reversed string.

5.22.2.18 static void Crosstales.ExtensionMethods.CTShuffle< T > (this T[ ] *array*, int *seed* = 0) [static]

Extension method for Arrays. Shuffles an Array.

Parameters

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

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

Extension method for IList. Shuffles a List.

Parameters

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

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

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

Parameters

array	Array-instance to ToString.

Returns

String array with all entries (via ToString).

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

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

Parameters

list	IList-instance to ToString.

Returns

String list with all entries (via ToString).

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

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

Parameters

str	String-instance.

Returns

Converted string in title case.

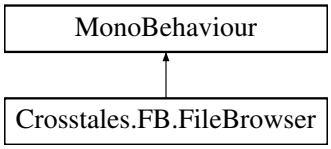
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/ExtensionMethods.cs

5.23 Crosstales.FB.FileBrowser Class Reference

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

Inheritance diagram for Crosstales.FB.FileBrowser:



Static Public Member Functions

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

  Open native file browser for a single file.
- static string OpenSingleFile (string title, string directory, params string[ ] extensions)

  Open native file browser for a single file.
- static string OpenSingleFile (string title, string directory, params ExtensionFilter[ ] extensions)

  Open native file browser for a single file.
- static string[ ] OpenFiles (string extension="*")

  Open native file browser for multiple files.
- static string[ ] OpenFiles (string title, string directory, params string[ ] extensions)

  Open native file browser for multiple files.
- static string[ ] OpenFiles (string title, string directory, params ExtensionFilter[ ] extensions)

  Open native file browser for multiple files.
- static string OpenSingleFolder ()

  Open native folder browser for a single folder.
- static string OpenSingleFolder (string title, string directory="")

  Open native folder browser for a single folder.
- static string[ ] OpenFolders ()

  Open native folder browser for multiple folders. NOTE: Multiple folder selection isn't supported under Windows!
- static string[ ] OpenFolders (string title, string directory="")

  Open native folder browser for multiple folders. NOTE: Multiple folder selection isn't supported on Windows!
- static string SaveFile (string defaultName="", string extension="*")

  Open native save file browser
- static string SaveFile (string title, string directory, string defaultName, params string[ ] extensions)

  Open native save file browser
- static string SaveFile (string title, string directory, string defaultName, params ExtensionFilter[ ] extensions)

  Open native save file browser

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

  Open native file browser for multiple files.
- static void OpenFilesAsync (System.Action< string[ ]> cb, string title, string directory, bool multiselect=true, params string[ ] extensions)

  Open native file browser for multiple files.
- static void OpenFilesAsync (System.Action< string[ ]> cb, string title, string directory, bool multiselect=true, params ExtensionFilter[ ] extensions)

  Open native file browser for multiple files (async).
- static void OpenFoldersAsync (System.Action< string[ ]> cb, bool multiselect=true)

  Open native folder browser for multiple folders (async).
- static void OpenFoldersAsync (System.Action< string[ ]> cb, string title, string directory="", bool multiselect=true)

  Open native folder browser for multiple folders (async).
- static void SaveFileAsync (System.Action< string > cb, string defaultName="", string extension="*")

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

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

  Open native save file browser (async).
- static string[ ] GetFiles (string path, bool isRecursive=false, params string[ ] extensions)

  Find files inside a path.
- static string[ ] GetFiles (string path, bool isRecursive, params ExtensionFilter[ ] extensions)

  Find files inside a path.
- static string[ ] GetDirectories (string path, bool isRecursive=false)

  Find directories inside a path without recursion.

Properties

- static bool canOpenMultipleFiles `[get]`

  Indicates if this wrapper can open multiple files.
- static bool canOpenMultipleFolders `[get]`

  Indicates if this wrapper can open multiple folders.

5.23.1 Detailed Description

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

5.23.2 Member Function Documentation

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

Find directories inside a path without recursion.

Parameters

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

Returns

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

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

Find files inside a path.

Parameters

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

Returns

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

5.23.2.3 static string [ ] Crosstales.FB.FileBrowser.GetFiles (string *path,* bool *isRecursive,* params ExtensionFilter[ ] *extensions*) [static]

Find files inside a path.

Parameters

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

Returns

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

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

Open native file browser for multiple files.

Parameters

extension	Allowed extension, e.g. "png" (optional)

Returns

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

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

Open native file browser for multiple files.

Parameters

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

Returns

Returns array of chosen files. Zero length array when cancelled

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

Open native file browser for multiple files.

Parameters

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

Returns

Returns array of chosen files. Zero length array when cancelled

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

Open native file browser for multiple files.

Parameters

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

Returns

Returns array of chosen files. Zero length array when cancelled

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

Open native file browser for multiple files.

Parameters

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

Returns

Returns array of chosen files. Zero length array when cancelled

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

Open native file browser for multiple files (async).

Parameters

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

Returns

Returns array of chosen files. Zero length array when cancelled

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

Open native folder browser for multiple folders. NOTE: Multiple folder selection isnt't supported under Windows!

Returns

Returns array of chosen folders. Zero length array when cancelled

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

Open native folder browser for multiple folders. NOTE: Multiple folder selection isnt't supported on Windows!

Parameters

title	Dialog title
directory	Root directory (default: current, optional)

Returns

Returns array of chosen folders. Zero length array when cancelled

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

Open native folder browser for multiple folders (async).

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

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

Open native folder browser for multiple folders (async).

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

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

Open native file browser for a single file.

Parameters

extension	Allowed extension, e.g. "png" (optional)

Returns

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

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

Open native file browser for a single file.

Parameters

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

Returns

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

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

Open native file browser for a single file.

Parameters

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

Returns

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

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

Open native folder browser for a single folder.

Returns

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

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

Open native folder browser for a single folder.

Parameters

title	Dialog title
directory	Root directory (default: current, optional)

Returns

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

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

Open native save file browser

Parameters

defaultName	Default file name (optional)
extensions	File extensions, e.g. "png" (optional)

Returns

Returns chosen file. Empty string when cancelled

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

Open native save file browser

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

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

Open native save file browser

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

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

Open native save file browser

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

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

Open native save file browser

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

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

Open native save file browser (async).

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

5.23.3 Property Documentation

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

Indicates if this wrapper can open multiple files.

Returns

Wrapper can open multiple files.

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

Indicates if this wrapper can open multiple folders.

Returns

Wrapper can open multiple folders.

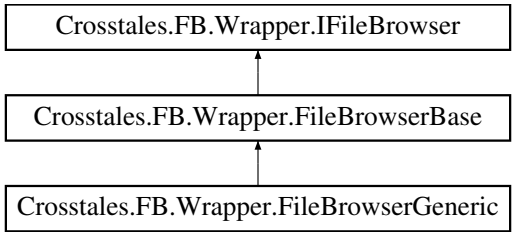
The documentation for this class was generated from the following file:

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

5.24 Crosstales.FB.Wrapper.FileBrowserBase Class Reference

Base class for all file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserBase:



Public Member Functions

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

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

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

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

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

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

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

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

  Open native save file browser (async).

Properties

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

5.24.1 Detailed Description

Base class for all file browsers.

5.24.2 Member Function Documentation

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

Open native file browser for multiple files.

Parameters

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

Returns

Returns array of chosen files. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

Implemented in Crosstales.FB.Wrapper.FileBrowserGeneric.

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

Open native file browser for multiple files (async).

Parameters

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

Returns

Returns array of chosen files. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

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

Open native folder browser for multiple folders.

Parameters

title	Dialog title
directory	Root directory
multiselect	Allow multiple folder selection

Returns

Returns array of chosen folders. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

Implemented in Crosstales.FB.Wrapper.FileBrowserGeneric.

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

Open native folder browser for multiple folders (async).

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

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

Open native file browser for a single file.

Parameters

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

Returns

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

Implements Crosstales.FB.Wrapper.IFileBrowser.

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

Open native folder browser for a single folder.

Parameters

title	Dialog title
directory	Root directory

Returns

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

Implements Crosstales.FB.Wrapper.IFileBrowser.

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

Open native save file browser.

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

Implemented in Crosstales.FB.Wrapper.FileBrowserGeneric.

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

Open native save file browser (async).

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

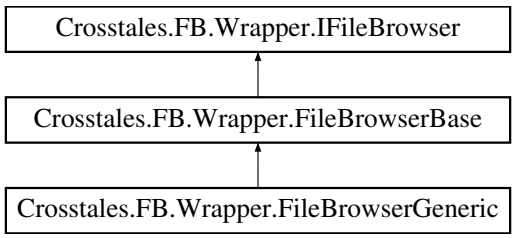
The documentation for this class was generated from the following file:

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

5.25 Crosstales.FB.Wrapper.FileBrowserGeneric Class Reference

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

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserGeneric:



Public Member Functions

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

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

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

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

Properties

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

5.25.1 Detailed Description

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

5.25.2 Member Function Documentation

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

Open native file browser for multiple files.

Parameters

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

Returns

Returns array of chosen files. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

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

Open native folder browser for multiple folders.

Parameters

title	Dialog title
directory	Root directory
multiselect	Allow multiple folder selection

Returns

Returns array of chosen folders. Zero length array when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

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

Open native save file browser.

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

Implements Crosstales.FB.Wrapper.FileBrowserBase.

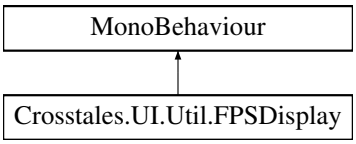
The documentation for this class was generated from the following file:

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

5.26 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Member Functions

- void **Update** ()

Public Attributes

- Text FPS

  Text component to display the FPS.

5.26.1 Detailed Description

Simple FPS-Counter.

5.26.2 Member Data Documentation

5.26.2.1 Text Crosstales.UI.Util.FPSDisplay.FPS

Text component to display the FPS.

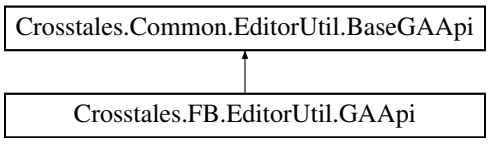
The documentation for this class was generated from the following file:

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

5.27 Crosstales.FB.EditorUtil.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstales.FB.EditorUtil.GAApi:



Static Public Member Functions

- static void Event (string category, string action, string label="", int value=0)

  Tracks an event from the asset.

Additional Inherited Members

5.27.1 Detailed Description

GA-wrapper API.

5.27.2 Member Function Documentation

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

Tracks an event from the asset.

Parameters

category	Specifies the event category.
action	Specifies the event action.
label	Specifies the event label.
value	Specifies the event value.

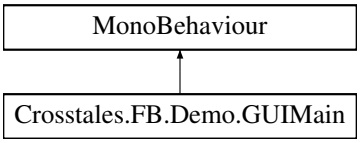
The documentation for this class was generated from the following file:

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

5.28 Crosstales.FB.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.FB.Demo.GUIMain:



Public Member Functions

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

Public Attributes

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

5.28.1 Detailed Description

Main GUI component for all demo scenes.

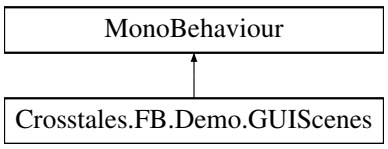
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Demo/↩ Scripts/GUIMain.cs

5.29 Crosstales.FB.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.FB.Demo.GUIScenes:



Public Member Functions

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

Public Attributes

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

5.29.1 Detailed Description

Main GUI scene manager for all demo scenes.

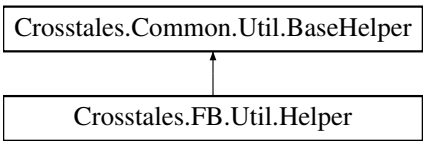
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Demo/↩ Scripts/GUIScenes.cs

5.30 Crosstales.FB.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.FB.Util.Helper:



Properties

- static bool isSupportedPlatform `[get]`

  Checks if the current platform is supported.

Additional Inherited Members

5.30.1 Detailed Description

Various helper functions.

5.30.2 Property Documentation

5.30.2.1 bool Crosstales.FB.Util.Helper.isSupportedPlatform `[static],[get]`

Checks if the current platform is supported.

Returns

True if the current platform is supported.

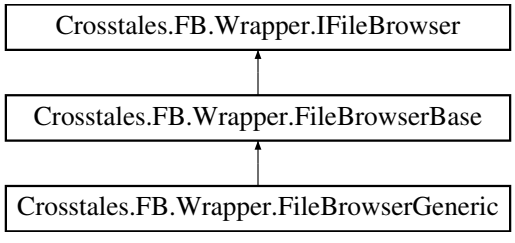
The documentation for this class was generated from the following file:

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

5.31 Crosstales.FB.Wrapper.IFileBrowser Interface Reference

Interface for all file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.IFileBrowser:



Public Member Functions

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

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

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

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

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

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

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

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

  Open native save file browser (async).

Properties

- bool canOpenMultipleFiles `[get]`

  Indicates if this wrapper can open multiple files.
- bool canOpenMultipleFolders `[get]`

  Indicates if this wrapper can open multiple folders.

5.31.1 Detailed Description

Interface for all file browsers.

5.31.2 Member Function Documentation

5.31.2.1 string [ ] Crosstales.FB.Wrapper.IFileBrowser.OpenFiles (string *title*, string *directory*, ExtensionFilter[ ] *extensions*, bool *multiselect*)

Open native file browser for multiple files.

Parameters

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

Returns

Returns array of chosen files. Zero length array when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserBase, and Crosstales.FB.Wrapper.FileBrowserGeneric.

5.31.2.2 void Crosstales.FB.Wrapper.IFileBrowser.OpenFilesAsync (string *title*, string *directory*, ExtensionFilter[ ] *extensions*, bool *multiselect*, System.Action< string[ ]> *cb*)

Open native file browser for multiple files (async).

Parameters

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

Returns

Returns array of chosen files. Zero length array when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserBase.

5.31.2.3 string [ ] Crosstales.FB.Wrapper.IFileBrowser.OpenFolders (string *title*, string *directory*, bool *multiselect*)

Open native folder browser for multiple folders.

Parameters

title	Dialog title
directory	Root directory
multiselect	Allow multiple folder selection

Returns

Returns array of chosen folders. Zero length array when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserBase, and Crosstales.FB.Wrapper.FileBrowserGeneric.

5.31.2.4 void Crosstales.FB.Wrapper.IFileBrowser.OpenFoldersAsync (string *title*, string *directory*, bool *multiselect*, System.Action< string[ ]> *cb*)

Open native folder browser for multiple folders (async).

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserBase.

5.31.2.5 string Crosstales.FB.Wrapper.IFileBrowser.OpenSingleFile (string *title*, string *directory*, ExtensionFilter[] *extensions*)

Open native file browser for a single file.

Parameters

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

Returns

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

Implemented in Crosstales.FB.Wrapper.FileBrowserBase.

5.31.2.6 string Crosstales.FB.Wrapper.IFileBrowser.OpenSingleFolder (string *title*, string *directory*)

Open native folder browser for a single folder.

Parameters

title	Dialog title
directory	Root directory

Returns

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

Implemented in Crosstales.FB.Wrapper.FileBrowserBase.

5.31.2.7 string Crosstales.FB.Wrapper.IFileBrowser.SaveFile (string *title*, string *directory*, string *defaultName*, ExtensionFilter[ ] *extensions*)

Open native save file browser.

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserBase, and Crosstales.FB.Wrapper.FileBrowserGeneric.

5.31.2.8 void Crosstales.FB.Wrapper.IFileBrowser.SaveFileAsync (string *title*, string *directory*, string *defaultName*, ExtensionFilter[ ] *extensions*, System.Action< string > *cb*)

Open native save file browser (async).

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserBase.

5.31.3 Property Documentation

5.31.3.1 bool Crosstales.FB.Wrapper.IFileBrowser.canOpenMultipleFiles [get]

Indicates if this wrapper can open multiple files.

Returns

Wrapper can open multiple files.

5.31.3.2 bool Crosstales.FB.Wrapper.IFileBrowser.canOpenMultipleFolders [get]

Indicates if this wrapper can open multiple folders.

Returns

Wrapper can open multiple folders.

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

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

5.32 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.32.1 Detailed Description

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

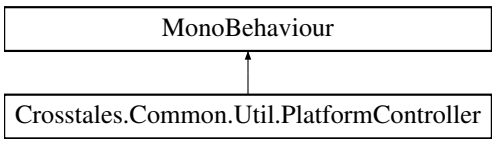
The documentation for this class was generated from the following file:

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

5.33 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**

5.33.1 Detailed Description

Enables or disable game objects for a given platform.

5.33.2 Member Data Documentation

5.33.2.1 GameObject [ ] Crosstales.Common.Util.PlatformController.Objects

Selected objects for the controller.

5.33.2.2 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).

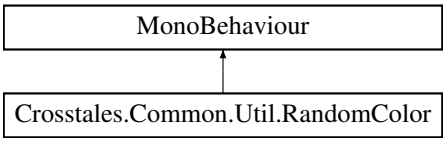
The documentation for this class was generated from the following file:

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

5.34 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Member Functions

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

Public Attributes

- bool UseInterval = true

  Use intervals to change the color (default: true).
- Vector2 ChangeInterval = new Vector2(5, 10)

  summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 HueRange = new Vector2(0f, 1f)

  summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 SaturationRange = new Vector2(1f, 1f)

  summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 ValueRange = new Vector2(1f, 1f)

  summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 AlphaRange = new Vector2(1f, 1f)

  summary>Use gray scale colors (default: false).
- bool **GrayScale** = false
- Material Material

  Modify the color of a material instead of the Renderer (default: not set, optional).
- bool **RandomColorAtStart** = false

5.34.1 Detailed Description

Random color changer.

5.34.2 Member Data Documentation

5.34.2.1 Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)

summary>Use gray scale colors (default: false).

5.34.2.2 Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.34.2.3 Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.34.2.4 Material Crosstales.Common.Util.RandomColor.Material

Modify the color of a material instead of the Renderer (default: not set, optional).

summary>Set the object to a random color at Start (default: false).

5.34.2.5 Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.34.2.6 bool Crosstales.Common.Util.RandomColor.UseInterval = true

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.34.2.7 Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

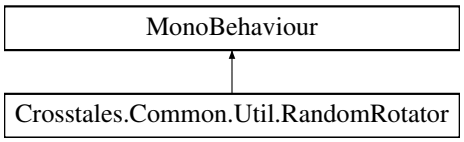
The documentation for this class was generated from the following file:

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

5.35 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Member Functions

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

Public Attributes

- bool UseInterval = true

  Use intervals to change the rotation (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

  summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 SpeedMin = new Vector3(5, 5, 5)

  summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 SpeedMax = new Vector3(15, 15, 15)

  summary>Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart** = false

5.35.1 Detailed Description

Random rotation changer.

5.35.2 Member Data Documentation

5.35.2.1 Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.35.2.2 Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)

summary>Set the object to a random rotation at Start (default: false).

5.35.2.3 Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.35.2.4 bool Crosstales.Common.Util.RandomRotator.UseInterval = true

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

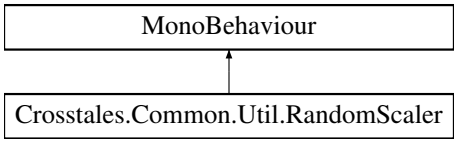
The documentation for this class was generated from the following file:

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

5.36 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Member Functions

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

Public Attributes

- bool UseInterval = true

  Use intervals to change the scale (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

  summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)

  summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMax = new Vector3(3, 3, 3)

  summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool Uniform = true

  summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart** = false

5.36.1 Detailed Description

Random scale changer.

5.36.2 Member Data Documentation

5.36.2.1 Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)

summary>Minimum scale per axis (default: 0.1 for all axis).

5.36.2.2 Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.36.2.3 Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)

summary>Maximum scale per axis (default: 0.1 for all axis).

5.36.2.4 bool Crosstales.Common.Util.RandomScaler.Uniform = true

summary>Set the object to a random scale at Start (default: false).

5.36.2.5 bool Crosstales.Common.Util.RandomScaler.UseInterval = true

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

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

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

5.37 Crosstales.FB.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.37.1 Detailed Description

Reminds the customer to create an UAS review.

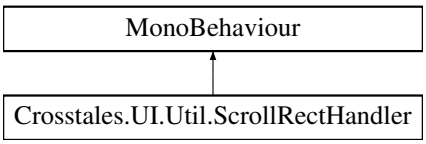
The documentation for this class was generated from the following file:

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

5.38 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**

5.38.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

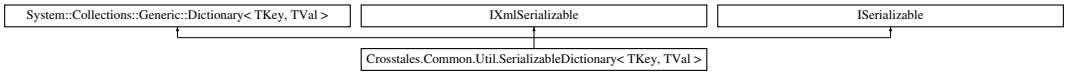
The documentation for this class was generated from the following file:

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

5.39 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:



Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.↩ Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.↩ StreamingContext context)

Properties

- System.Xml.Serialization.XmlSerializer **ValueSerializer** `[get]`

5.39.1 Detailed Description

Serializable Dictionary-class for XML.

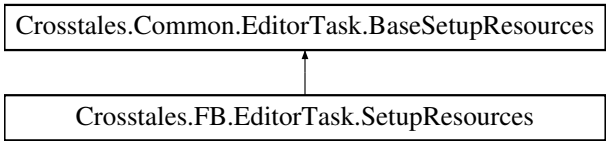
The documentation for this class was generated from the following file:

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

5.40 Crosstales.FB.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.FB.EditorTask.SetupResources:



Additional Inherited Members

5.40.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

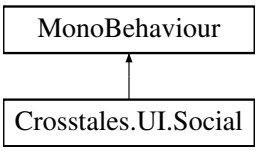
The documentation for this class was generated from the following file:

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

5.41 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** ()
- void **Discord** ()

5.41.1 Detailed Description

Crosstales social media links.

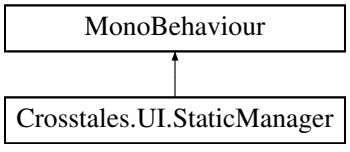
The documentation for this class was generated from the following file:

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

5.42 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void Quit ()

  Quit the application (stop playing inside the Editor).
- void OpenCrosstales ()

  summary>Open the Unity AssetStore homepage.
- void **OpenAssetstore** ()

5.42.1 Detailed Description

Static Button Manager.

5.42.2 Member Function Documentation

5.42.2.1 void Crosstales.UI.StaticManager.OpenCrosstales ( )

summary>Open the Unity AssetStore homepage.

5.42.2.2 void Crosstales.UI.StaticManager.Quit ( )

Quit the application (stop playing inside the Editor).

summary>Open the crosstales homepage.

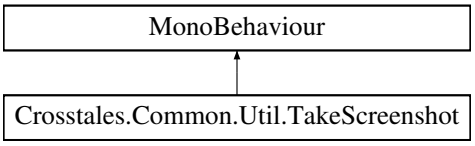
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/Static↩ Manager.cs

5.43 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:



Public Member Functions

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

  summary>Capture the screen.
- void **Capture** ()

Public Attributes

- string Prefix = "CT_Screenshot"

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

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

5.43.1 Detailed Description

Take screen shots inside an application.

5.43.2 Member Function Documentation

5.43.2.1 void Crosstales.Common.Util.TakeScreenshot.Update ( )

summary>Capture the screen.

5.43.3 Member Data Documentation

5.43.3.1 string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT_Screenshot"

Prefix for the generate file names.

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

5.43.3.2 int Crosstales.Common.Util.TakeScreenshot.Scale = 1

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

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Tool/Take↩ Screenshot.cs

5.44 Crosstales.FB.EditorTask.Tracer Class Reference

Gather some tracing data for the asset.

5.44.1 Detailed Description

Gather some tracing data for the asset.

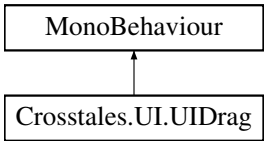
The documentation for this class was generated from the following file:

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

5.45 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows arround.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void Start ()
  summary>Drag started.
- void BeginDrag ()
  summary>While dragging.
- void **OnDrag** ()

5.45.1 Detailed Description

Allow to Drag the Windows arround.

5.45.2 Member Function Documentation

5.45.2.1 void Crosstales.UI.UIDrag.BeginDrag ( )

summary>While dragging.

5.45.2.2 void Crosstales.UI.UIDrag.Start ( )

summary>Drag started.

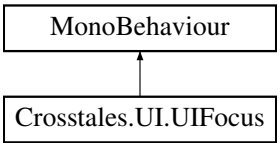
The documentation for this class was generated from the following file:

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

5.46 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void Start ()

  summary>Panel entered.
- void **OnPanelEnter** ()

Public Attributes

- string ManagerName = "Canvas"

  Name of the gameobject containing the UIWindowManager.

5.46.1 Detailed Description

Change the Focus on from a Window.

5.46.2 Member Function Documentation

5.46.2.1 void Crosstales.UI.UIFocus.Start ( )

summary>Panel entered.

5.46.3 Member Data Documentation

5.46.3.1 string Crosstales.UI.UIFocus.ManagerName = "Canvas"

Name of the gameobject containing the UIWindowManager.

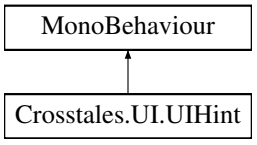
The documentation for this class was generated from the following file:

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

5.47 Crosstales.UI.UIHint Class Reference

Controls a UI group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup Group

  Group to fade.
- float Delay = 2f

  Delay in seconds before fading (default: 2).
- float FadeTime = 2f

  Fade time in seconds (default: 2).
- bool Disable = true

  Disable UI element after the fade (default: true).
- bool FadeAtStart = true

  Fade at Start (default: true).

5.47.1 Detailed Description

Controls a UI group (hint).

5.47.2 Member Data Documentation

5.47.2.1 float Crosstales.UI.UIHint.Delay = 2f

Delay in seconds before fading (default: 2).

5.47.2.2 bool Crosstales.UI.UIHint.Disable = true

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

5.47.2.3 bool Crosstales.UI.UIHint.FadeAtStart = true

Fade at Start (default: true).

5.47.2.4 float Crosstales.UI.UIHint.FadeTime = 2f

Fade time in seconds (default: 2).

5.47.2.5 CanvasGroup Crosstales.UI.UIHint.Group

Group to fade.

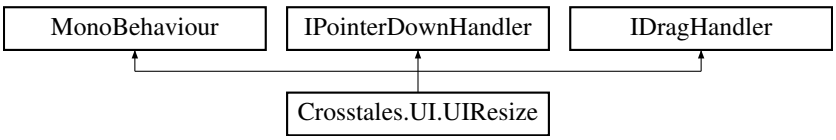
The documentation for this class was generated from the following file:

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

5.48 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.

5.48.1 Detailed Description

Resize a UI element.

5.48.2 Member Data Documentation

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

Maximum size of the UI element.

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

Minimum size of the UI element.

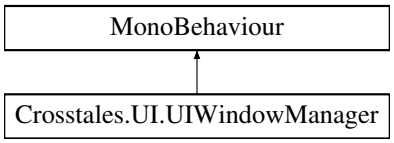
The documentation for this class was generated from the following file:

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

5.49 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

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

Public Attributes

- GameObject[ ] Windows

  All Windows of the scene.

5.49.1 Detailed Description

Change the state of all Window panels.

5.49.2 Member Function Documentation

5.49.2.1 void Crosstales.UI.UIWindowManager.Start ( )

summary>Change the state of all windows.

Parameters

active	Active window.

5.49.3 Member Data Documentation

5.49.3.1 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/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/UI↩ WindowManager.cs

5.50 Crosstales.FB.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

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

Public Attributes

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

5.50.1 Detailed Description

Checks for updates of the asset.

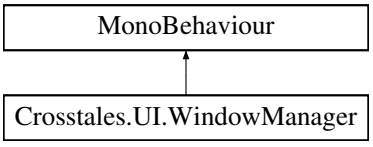
The documentation for this class was generated from the following file:

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

5.51 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

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

  summary>Switch between open and close.
- void SwitchPanel ()

  summary>Open the panel.
- void OpenPanel ()

  summary>Close the panel.
- void **ClosePanel** ()

Public Attributes

- float Speed = 3f

  Window movement speed (default: 3).
- GameObject[ ] Dependencies

  Dependent GameObjects (active == open).

5.51.1 Detailed Description

Manager for a Window.

5.51.2 Member Function Documentation

5.51.2.1 void Crosstales.UI.WindowManager.OpenPanel ( )

summary>Close the panel.

5.51.2.2 void Crosstales.UI.WindowManager.SwitchPanel ( )

summary>Open the panel.

5.51.2.3 void Crosstales.UI.WindowManager.Update ( )

summary>Switch between open and close.

5.51.3 Member Data Documentation

5.51.3.1 GameObject [ ] Crosstales.UI.WindowManager.Dependencies

Dependent GameObjects (active == open).

5.51.3.2 float Crosstales.UI.WindowManager.Speed = 3f

Window movement speed (default: 3).

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

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

5.52 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void SerializeToFile< T > (T obj, string filename)

  Serialize an object to an XML-file.
- static T DeserializeFromFile< T > (string filename, bool skipBOM=false)

  Deserialize a XML-file to an object.
- static string SerializeToString< T > (T obj)

  Serialize an object to an XML-string.
- static T DeserializeFromString< T > (string xmlAsString, bool skipBOM=true)

  Deserialize a XML-string to an object.
- static T DeserializeFromResource< T > (string resourceName, bool skipBOM=true)

  Deserialize a Unity XML resource (TextAsset) to an object.

5.52.1 Detailed Description

Helper-class for XML.

5.52.2 Member Function Documentation

5.52.2.1 static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (string *filename*, bool *skipBOM* = `false`) [static]

Deserialize a XML-file to an object.

Parameters

filename	XML-file of the object
skipBOM	Skip BOM (optional, default: false)

Returns

Object

5.52.2.2 static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (string *resourceName,* bool *skipBOM =* `true`) [static]

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

resourceName	Name of the resource
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.52.2.3 static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (string *xmlAsString,* bool *skipBOM =* `true`) [static]

Deserialize a XML-string to an object.

Parameters

xmlAsString	XML of the object
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.52.2.4 static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (T *obj,* string *filename*) [static]

Serialize an object to an XML-file.

Parameters

obj	Object to serialize.
filename	File name of the XML.

5.52.2.5 static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (T *obj*) [static]

Serialize an object to an XML-string.

Parameters

obj	Object to serialize.

Returns

Object as XML-stringValid path

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

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

Chapter 6

More information

6.1 Homepage

https://www.crosstales.com/

6.2 AssetStore

https://goo.gl/qwtXyb

6.3 Forum

https://forum.unity.com/threads/file-browser-native-file-browser-for-windows-and-macos.510403/

6.4 Documentation

https://www.crosstales.com/media/data/assets/FileBrowser/FileBrowser-doc.pdf

6.5 Discord

https://discord.gg/ZbZ2sh4

6.6 Demos

6.6.1 Windows

https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_win.zip

6.6.2 macOS

https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_mac.zip

6.7 Videos

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

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