# Turbo Backup PRO

*Safe from harm*

API

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: Base for adding the given define symbols to PlayerSettings define symbols. . . . 13

Crosstales.Common.Util.BaseConstants
: Base for collected constants of very general utility for the asset. . . . 13

Crosstales.Common.EditorUtil.BaseEditorHelper
: Base for various Editor helper functions. . . . 20

Crosstales.Common.EditorUtil.BaseGAApi
: Base GA-wrapper API. . . . 24

Crosstales.Common.Util.BaseHelper
: Base for various helper functions. . . . 25

Crosstales.Common.EditorTask.BaseSetupResources
: Base for copying all resources to 'Editor Default Resources'. . . . 34

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

Crosstales.TB.Util.Config
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Crosstales.TB.EditorIntegration.ConfigBase
: Base class for editor windows. . . . 40

Crosstales.TB.EditorIntegration.ConfigPreferences
: Unity "Preferences" extension. . . . 40

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: Editor window extension. . . . 41

Crosstales.TB.Util.Constants
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Crosstales.TB.Util.CTLogger
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# Chapter 4

# Namespace Documentation

## 4.1 Crosstales Namespace Reference

### Namespaces

### Classes

- class ExtensionMethods

  *Various extension methods.*

## 4.2 Crosstales.Common Namespace Reference

### Namespaces

## 4.3 Crosstales.Common.EditorTask Namespace Reference

### Classes

- class BaseCompileDefines

  *Base for adding the given define symbols to PlayerSettings define symbols.*
- class BaseSetupResources

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

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

  *Copies all resources to 'Editor Default Resources'.*

## 4.4 Crosstales.Common.EditorUtil Namespace Reference

### Classes

- class BaseEditorHelper

  *Base for various Editor helper functions.*
- 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 SerializableDictionary

  *Serializable Dictionary-class for XML.*
- class XmlHelper

  *Helper-class for XML.*

## 4.8 Crosstales.TB Namespace Reference

### Namespaces

### Classes

- class BAR

  *Backup and restore methods.*

## 4.9 Crosstales.TB.EditorIntegration Namespace Reference

### Classes

- class ConfigBase

  *Base class for editor windows.*
- class ConfigPreferences

  *Unity "Preferences" extension.*
- class ConfigWindow

  *Editor window extension.*

## 4.10 Crosstales.TB.EditorTask Namespace Reference

### Classes

- class CompileDefines

  *Adds the given define symbols to PlayerSettings define symbols.*

## 4.11 Crosstales.TB.Task Namespace Reference

### Classes

- class Launch

  *Show the configuration window on the first launch.*
- class ReminderCheck

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

  *Copies all resources to 'Editor Default Resources'.*
- class 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.TB.Task.UpdateStatus [strong]

All possible update stati.

## 4.12 Crosstales.TB.Util Namespace Reference

### Classes

- class Config

  *Configuration for the asset.*
- class Constants

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

  *Logger for the asset.*
- class GAApi

  *GA-wrapper API.*
- class Helper

  *Various helper functions.*

# Chapter 5

# Class Documentation

## 5.1 Crosstales.TB.BAR Class Reference

Backup and restore methods.

### Static Public Member Functions

- static void BackupCLI ()

  *Backup the current project via CLI.*
- static void RestoreCLI ()

  *Restore the current project via CLI.*
- static void Backup (string executeMethod="", bool batchmode=false, bool quit=true, bool noGraphics=false, bool copyAssets=true, bool copyLibrary=false, bool copySettings=true, bool copyPackages=true)

  *Backup the current project.*
- static void Restore (string executeMethod="", bool batchmode=false, bool quit=true, bool noGraphics=false, bool restoreAssets=true, bool restoreLibrary=false, bool restoreSettings=true, bool restorePackages=true)

  *Restore the current project.*
- static void SayHello ()

  *Test the backup/restore with an execute method.*

### 5.1.1 Detailed Description

Backup and restore methods.

### 5.1.2 Member Function Documentation

#### 5.1.2.1 static void Crosstales.TB.BAR.Backup ( string *executeMethod* = "", bool *batchmode* = `false`, bool *quit* = `true`, bool *noGraphics* = `false`, bool *copyAssets* = `true`, bool *copyLibrary* = `false`, bool *copySettings* = `true`, bool *copyPackages* = `true` ) `[static]`

Backup the current project.

**Parameters**

| | |
|---|---|
| *executeMethod* | Execute method after backup (optional) |
| *batchmode* | Start Unity in batch-mode (default: false, optional) |
| *quit* | Quit Unity in batch-mode (default: true, optional) |
| *noGraphics* | Disable graphic devices in batch-mode (default: false, optional) |
| *copyAssets* | Copy the 'Assets'-folder (default: true, optional) |
| *copyLibrary* | Copy the 'Library'-folder (default: false, optional) |
| *copySettings* | Copy the 'ProjectSettings"-folder (default: true, optional)</param> <param name="copyPackages">Copy the 'Packages"-folder (default: true, optional) |

#### 5.1.2.2 static void Crosstales.TB.BAR.BackupCLI ( ) [static]

Backup the current project via CLI.

#### 5.1.2.3 static void Crosstales.TB.BAR.Restore ( string *executeMethod* = "", bool *batchmode* = false, bool *quit* = true, bool *noGraphics* = false, bool *restoreAssets* = true, bool *restoreLibrary* = false, bool *restoreSettings* = true, bool *restorePackages* = true ) [static]

Restore the current project.

**Parameters**

| | |
|---|---|
| *executeMethod* | Execute method after restore (optional) |
| *batchmode* | Start Unity in batch-mode (default: false, optional) |
| *quit* | Quit Unity in batch-mode (default: true, optional) |
| *noGraphics* | Disable graphic devices in batch-mode (default: false, optional) |
| *restoreAssets* | Restore the 'Assets'-folder (default: true, optional) |
| *restoreLibrary* | Restore the 'Library'-folder (default: false, optional) |
| *restoreSettings* | Restore the 'ProjectSettings"-folder (default: true, optional)</param> <param name="restorePackages">Restore the 'Packages"-folder (default: true, optional) |

#### 5.1.2.4 static void Crosstales.TB.BAR.RestoreCLI ( ) [static]

Restore the current project via CLI.

#### 5.1.2.5 static void Crosstales.TB.BAR.SayHello ( ) [static]

Test the backup/restore with an execute method.

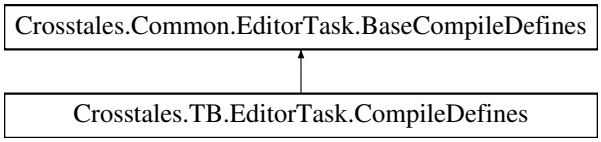
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ TurboBackup/Editor/BAR.cs

## 5.2 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)

### 5.2.1 Detailed Description

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

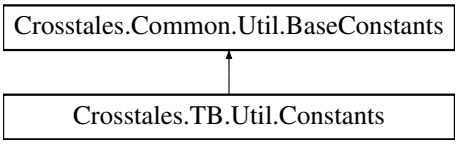
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ Common/Editor/Task/BaseCompileDefines.cs

## 5.3 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 string ASSET_BWF = "https://www.assetstore.unity3d.com/#!/content/26255?aid=1011lNGT"

  *URL of the "Badword Filter" asset.*
- const string ASSET_DJ = "https://www.assetstore.unity3d.com/#!/content/41993?aid=1011lNGT"

  *URL of the "DJ" asset.*
- const string ASSET_FB = "https://www.assetstore.unity3d.com/#!/content/98713?aid=1011lNGT"

  *URL of the "File Browser" asset.*
- const string ASSET_OC = "https://www.assetstore.unity3d.com/#!/content/74688?aid=1011lNGT"

  *URL of the "Online Check" asset.*
- const string ASSET_RADIO = "https://www.assetstore.unity3d.com/#!/content/32034?aid=1011lNGT"

  *URL of the "Radio" asset.*
- const string ASSET_RTV = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011lNGT"

  *URL of the "RT-Voice" asset.*
- const string ASSET_TB = "https://www.assetstore.unity3d.com/#!/content/98711?aid=1011lNGT"

  *URL of the "Turbo Backup" asset.*
- const string ASSET_TPB = "https://www.assetstore.unity3d.com/#!/content/98714?aid=1011lNGT"

  *URL of the "Turbo Builder" asset.*
- const string ASSET_TPS = "https://www.assetstore.unity3d.com/#!/content/60040?aid=1011lNGT"

  *URL of the "Turbo Switch" asset.*
- const string ASSET_TR = "https://www.assetstore.unity3d.com/#!/content/61617?aid=1011lNGT"

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

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

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

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

  *Float value of 32768.*

- const 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_START** = " {"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = "', "
- static string **TEXT_TOSTRING_DELIMITER_END** = "'"
- static string **PREFIX_HTTP** = "http://"
- static string **PREFIX_HTTPS** = "https://"
- static int PROCESS_KILL_TIME = 5000

  *Kill processes after 5000 milliseconds.*
- static bool SHOW_BWF_BANNER = true

  *Show the BWF banner.*
- static bool SHOW_DJ_BANNER = true

  *Show the DJ banner.*
- static bool SHOW_FB_BANNER = true

  *Show the FB banner.*
- static bool SHOW_OC_BANNER = true

  *Show the OC banner.*
- static bool SHOW_RADIO_BANNER = true

  *Show the Radio banner.*
- static bool SHOW_RTV_BANNER = true

  *Show the RTV banner.*
- static bool SHOW_TB_BANNER = true

  *Show the TB banner.*
- static bool SHOW_TPB_BANNER = true

  *Show the TPB banner.*
- static bool SHOW_TPS_BANNER = true

  *Show the TPS banner.*
- static bool SHOW_TR_BANNER = true

  *Show the TR banner.*

## Properties

- static string PREFIX_FILE `[get]`

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

  *Application path.*

### 5.3.1 Detailed Description

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

### 5.3.2 Member Data Documentation

#### 5.3.2.1 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".

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

Author of the asset.

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

URL of the asset author.

#### 5.3.2.4 const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://www.assetstore.unity3d.com/#!/content/26255?aid=1011lNGT"

URL of the "Badword Filter" asset.

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

URL of the crosstales assets in UAS.

#### 5.3.2.6 const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://www.assetstore.unity3d.com/#!/content/41993?aid=1011lNGT"

URL of the "DJ" asset.

#### 5.3.2.7 const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://www.assetstore.unity3d.com/#!/content/98713?aid=1011lNGT"

URL of the "File Browser" asset.

#### 5.3.2.8 const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://www.assetstore.unity3d.com/#!/content/74688?aid=1011lNGT"

URL of the "Online Check" asset.

#### 5.3.2.9 const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://www.assetstore.unity3d.com/#!/content/32034?aid=1011INGT"

URL of the "Radio" asset.

#### 5.3.2.10 const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT"

URL of the "RT-Voice" asset.

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

URL of the crosstales Discord-channel.

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

URL of the crosstales Facebook-profile.

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

URL of the crosstales LinkedIn-profile.

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

URL of the crosstales Twitter-profile.

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

URL of the crosstales XING-profile.

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

URL of the crosstales Youtube-profile.

#### 5.3.2.17 const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://www.assetstore.unity3d.com/#!/content/98711?aid=1011INGT"

URL of the "Turbo Backup" asset.

#### 5.3.2.18 const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://www.assetstore.unity3d.com/#!/content/98714?aid=1011lNGT"

URL of the "Turbo Builder" asset.

#### 5.3.2.19 const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://www.assetstore.unity3d.com/#!/content/60040?aid=1011lNGT"

URL of the "Turbo Switch" asset.

#### 5.3.2.20 const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://www.assetstore.unity3d.com/#!/content/61617?aid=1011lNGT"

URL of the "True Random" asset.

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

Development debug logging for the asset.

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

Factor for giga bytes.

#### 5.3.2.23 const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024

Factor for kilo bytes.

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

Factor for mega bytes.

#### 5.3.2.25 const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f

Float value of 32768.

#### 5.3.2.26 const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0"

ToString for no decimal places.

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

ToString for percent.

#### 5.3.2.28 const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00"

ToString for two decimal places.

#### 5.3.2.29 const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/"

Path delimiter for Unix.

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

Path delimiter for Windows.

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

Kill processes after 5000 milliseconds.

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

Show the BWF banner.

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

Show the DJ banner.

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

Show the FB banner.

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

Show the OC banner.

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

Show the Radio banner.

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

Show the RTV banner.

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

Show the TB banner.

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

Show the TPB banner.

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

Show the TPS banner.

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

Show the TR banner.

### 5.3.3 Property Documentation

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

Application path.

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

URL prefix for files.

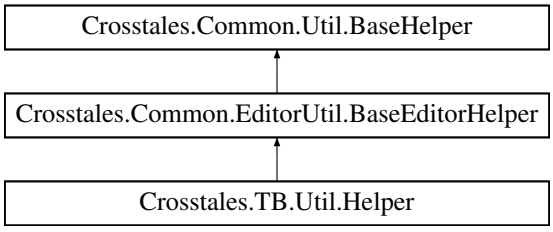
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ Common/Scripts/Util/BaseConstants.cs

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

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



## Static Public Member Functions

- static void RestartUnity (string executeMethod="")

  *Restart Unity.*
- static void SeparatorUI (int space=12)

  *Shows a separator-UI.*
- static void ReadOnlyTextField (string label, string text)

  *Generates a read-only text field with a label.*
- static void RefreshAssetDatabase ()

  *Refreshes the asset database.*
- static void **InvokeMethod** (string className, string methodName, params object[] parameters)
- static bool isValidBuildTarget (BuildTarget target)

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

  *Returns an argument for a name from the command line.*
- static BuildTarget getBuildTargetForBuildName (string build)

  *Returns the BuildTarget for a build name, like 'win64'.*
- static string getBuildNameFromBuildTarget (BuildTarget build)

  *Returns the build name for a BuildTarget.*

## Properties

- static Texture2D **Logo_Asset_BWF** `[get]`
- static Texture2D **Logo_Asset_DJ** `[get]`
- static Texture2D **Logo_Asset_FB** `[get]`
- static Texture2D **Logo_Asset_OC** `[get]`
- static Texture2D **Logo_Asset_Radio** `[get]`
- static Texture2D **Logo_Asset_RTV** `[get]`
- static Texture2D **Logo_Asset_TB** `[get]`
- static Texture2D **Logo_Asset_TPB** `[get]`
- static Texture2D **Logo_Asset_TPS** `[get]`
- static Texture2D **Logo_Asset_TR** `[get]`
- static Texture2D **Logo_CT** `[get]`
- static Texture2D **Logo_Unity** `[get]`
- static Texture2D **Icon_Save** `[get]`
- static Texture2D **Icon_Reset** `[get]`
- static Texture2D **Icon_Refresh** `[get]`
- static Texture2D **Icon_Delete** `[get]`
- static Texture2D **Icon_Folder** `[get]`
- static Texture2D **Icon_Plus** `[get]`
- static Texture2D **Icon_Minus** `[get]`
- static Texture2D **Icon_Manual** `[get]`
- static Texture2D **Icon_API** `[get]`
- static Texture2D **Icon_Forum** `[get]`
- static Texture2D **Icon_Product** `[get]`
- static Texture2D **Icon_Check** `[get]`
- static Texture2D **Social_Discord** `[get]`
- static Texture2D **Social_Facebook** `[get]`
- static Texture2D **Social_Twitter** `[get]`
- static Texture2D **Social_Youtube** `[get]`
- static Texture2D **Social_Linkedin** `[get]`
- static Texture2D **Social_Xing** `[get]`
- static Texture2D **Video_Promo** `[get]`
- static Texture2D **Video_Tutorial** `[get]`
- static Texture2D **Icon_Videos** `[get]`
- static Texture2D **Icon_3p_Assets** `[get]`
- static Texture2D **Asset_PlayMaker** `[get]`

## Additional Inherited Members

### 5.4.1 Detailed Description

Base for various Editor helper functions.

### 5.4.2 Member Function Documentation

#### 5.4.2.1 static string Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildNameFromBuildTarget ( BuildTarget *build* ) [static]

Returns the build name for a BuildTarget.

**Parameters**

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

**Returns**

The build name for a BuildTarget.

#### 5.4.2.2 static BuildTarget Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildTargetForBuildName ( string *build* ) [static]

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

**Parameters**

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

**Returns**

The BuildTarget for a build name.

#### 5.4.2.3 static string Crosstales.Common.EditorUtil.BaseEditorHelper.getCLIArgument ( string *name* ) [static]

Returns an argument for a name from the command line.

**Parameters**

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

**Returns**

True if the BuildTarget is installed in Unity.

#### 5.4.2.4 static bool Crosstales.Common.EditorUtil.BaseEditorHelper.isValidBuildTarget ( BuildTarget *target* ) [static]

Returns the true if the BuildTarget is installed in Unity.

**Parameters**

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

**Returns**

True if the BuildTarget is installed in Unity.

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

Generates a read-only text field with a label.

#### 5.4.2.6 static void Crosstales.Common.EditorUtil.BaseEditorHelper.RefreshAssetDatabase ( ) [static]

Refreshes the asset database.

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

Restart Unity.

**Parameters**

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

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

Shows a separator-UI.

**Parameters**

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

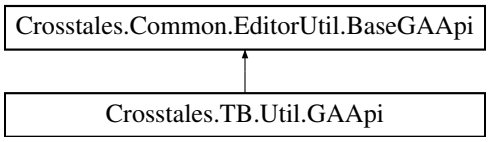
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ Common/Editor/Util/BaseEditorHelper.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. |

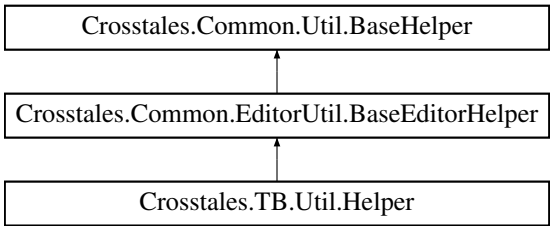
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/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 ignoreCommentedLines=true, int skipHeaderLines=0, int skipFooterLines=0)

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

- static string FormatBytesToHRF (long bytes)

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

- static string FormatSecondsToHourMinSec (double seconds)

  *Format seconds to Human-Readable-Form.*

- static Color HSVToRGB (float h, float s, float v, float a=1f)

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

- static bool isValidURL (string url)

  *Checks if the URL is valid.*

- static void 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.

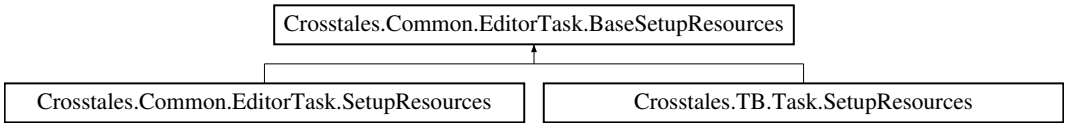
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.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'.

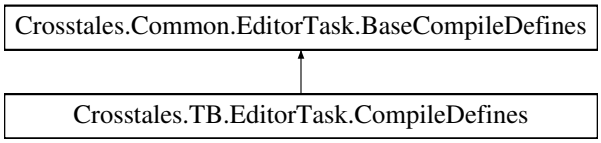
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/BaseSetupResources.cs

## 5.8 Crosstales.TB.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.TB.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/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/TurboBackup/Editor/Task/CompileDefines.cs

## 5.9 Crosstales.TB.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 CUSTOM_PATH_BACKUP = Constants.DEFAULT_CUSTOM_PATH_BACKUP
  *Enable or disable custom location for the backup.*
- static int VCS = Constants.DEFAULT_VCS
  *Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial).*
- static bool BATCHMODE = Constants.DEFAULT_BATCHMODE
  *Enable or disable batch mode for CLI operations.*
- static bool QUIT = Constants.DEFAULT_QUIT
  *Enable or disable quit Unity Editor for CLI operations.*
- static bool NO_GRAPHICS = Constants.DEFAULT_NO_GRAPHICS
  *Enable or disable graphics device in Unity Editor for CLI operations.*
- static string EXECUTE_METHOD_PRE_BACKUP = string.Empty
  *Execute static method <ClassName.MethodName> in Unity before a backup.*
- static string EXECUTE_METHOD_BACKUP = string.Empty
  *Execute static method <ClassName.MethodName> in Unity after a backup.*
- static string EXECUTE_METHOD_PRE_RESTORE = string.Empty
  *Execute static method <ClassName.MethodName> in Unity before a restore.*
- static string EXECUTE_METHOD_RESTORE = string.Empty
  *Execute static method <ClassName.MethodName> in Unity after a restore.*
- static bool DELETE_LOCKFILE = Constants.DEFAULT_DELETE_LOCKFILE
  *Enable or disable deleting the 'UnityLockfile'.*
- static bool COPY_ASSETS = Constants.DEFAULT_COPY_ASSETS

*Enable or disable copying the 'Assets'-folder.*

- static bool COPY_LIBRARY = Constants.DEFAULT_COPY_LIBRARY

  *Enable or disable copying the 'Library'-folder.*
- static bool COPY_SETTINGS = Constants.DEFAULT_COPY_SETTINGS

  *Enable or disable copying the 'ProjectSettings'-folder.*
- static bool COPY_PACKAGES = Constants.DEFAULT_COPY_PACKAGES

  *Enable or disable copying the 'Packages'-folder.*
- static bool CONFIRM_BACKUP = Constants.DEFAULT_CONFIRM_BACKUP

  *Enable or disable the backup confirmation dialog.*
- static bool CONFIRM_RESTORE = Constants.DEFAULT_CONFIRM_RESTORE

  *Enable or disable the restore confirmation dialog.*
- static bool CONFIRM_WARNING = Constants.DEFAULT_CONFIRM_WARNING

  *Enable or disable the restore warning confirmation dialog.*
- static bool DEBUG = Constants.DEFAULT_DEBUG

  *Enable or disable debug logging for the asset.*
- static bool UPDATE_CHECK = Constants.DEFAULT_UPDATE_CHECK

  *Enable or disable update-checks for the asset.*
- static bool REMINDER_CHECK = Constants.DEFAULT_REMINDER_CHECK

  *Enable or disable reminder-checks for the asset.*
- static bool TRACER = Constants.DEFAULT_TRACER

  *Enable or disable anonymous tracing data.*
- static string BACKUP_DATE = "never"

  *Backup date.*
- static int BACKUP_COUNT = 0

  *Backup counter.*
- static string RESTORE_DATE = "never"

  *Restore date.*
- static int RESTORE_COUNT = 0

  *Restore counter.*
- static bool isLoaded = false

  *Is the configuration loaded?*

## Properties

- static string **PATH_BACKUP** `[get, set]`
- static string ASSET_PATH `[get]`

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

### 5.9.1 Detailed Description

Configuration for the asset.

### 5.9.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

### 5.9.3 Member Data Documentation

#### 5.9.3.1 int Crosstales.TB.Util.Config.BACKUP_COUNT = 0 [static]

Backup counter.

#### 5.9.3.2 string Crosstales.TB.Util.Config.BACKUP_DATE = "never" [static]

Backup date.

#### 5.9.3.3 bool Crosstales.TB.Util.Config.BATCHMODE = Constants.DEFAULT_BATCHMODE [static]

Enable or disable batch mode for CLI operations.

#### 5.9.3.4 bool Crosstales.TB.Util.Config.CONFIRM_BACKUP = Constants.DEFAULT_CONFIRM_BACKUP [static]

Enable or disable the backup confirmation dialog.

#### 5.9.3.5 bool Crosstales.TB.Util.Config.CONFIRM_RESTORE = Constants.DEFAULT_CONFIRM_RESTORE [static]

Enable or disable the restore confirmation dialog.

#### 5.9.3.6 bool Crosstales.TB.Util.Config.CONFIRM_WARNING = Constants.DEFAULT_CONFIRM_WARNING [static]

Enable or disable the restore warning confirmation dialog.

#### 5.9.3.7 bool Crosstales.TB.Util.Config.COPY_ASSETS = Constants.DEFAULT_COPY_ASSETS [static]

Enable or disable copying the 'Assets'-folder.

#### 5.9.3.8 bool Crosstales.TB.Util.Config.COPY_LIBRARY = Constants.DEFAULT_COPY_LIBRARY [static]

Enable or disable copying the 'Library'-folder.

#### 5.9.3.9 bool Crosstales.TB.Util.Config.COPY_PACKAGES = Constants.DEFAULT_COPY_PACKAGES [static]

Enable or disable copying the 'Packages'-folder.

#### 5.9.3.10 bool Crosstales.TB.Util.Config.COPY_SETTINGS = Constants.DEFAULT_COPY_SETTINGS [static]

Enable or disable copying the 'ProjectSettings'-folder.

#### 5.9.3.11 bool Crosstales.TB.Util.Config.CUSTOM_PATH_BACKUP = Constants.DEFAULT_CUSTOM_PATH_BACKUP [static]

Enable or disable custom location for the backup.

#### 5.9.3.12 bool Crosstales.TB.Util.Config.DEBUG = Constants.DEFAULT_DEBUG [static]

Enable or disable debug logging for the asset.

#### 5.9.3.13 bool Crosstales.TB.Util.Config.DELETE_LOCKFILE = Constants.DEFAULT_DELETE_LOCKFILE [static]

Enable or disable deleting the 'UnityLockfile'.

#### 5.9.3.14 string Crosstales.TB.Util.Config.EXECUTE_METHOD_BACKUP = string.Empty [static]

Execute static method <ClassName.MethodName> in Unity after a backup.

#### 5.9.3.15 string Crosstales.TB.Util.Config.EXECUTE_METHOD_PRE_BACKUP = string.Empty [static]

Execute static method <ClassName.MethodName> in Unity before a backup.

#### 5.9.3.16 string Crosstales.TB.Util.Config.EXECUTE_METHOD_PRE_RESTORE = string.Empty [static]

Execute static method <ClassName.MethodName> in Unity before a restore.

#### 5.9.3.17 string Crosstales.TB.Util.Config.EXECUTE_METHOD_RESTORE = string.Empty [static]

Execute static method <ClassName.MethodName> in Unity after a restore.

#### 5.9.3.18 bool Crosstales.TB.Util.Config.isLoaded = false [static]

Is the configuration loaded?

#### 5.9.3.19 bool Crosstales.TB.Util.Config.NO_GRAPHICS = Constants.DEFAULT_NO_GRAPHICS [static]

Enable or disable graphics device in Unity Editor for CLI operations.

#### 5.9.3.20 bool Crosstales.TB.Util.Config.QUIT = Constants.DEFAULT_QUIT [static]

Enable or disable quit Unity Editor for CLI operations.

#### 5.9.3.21 bool Crosstales.TB.Util.Config.REMINDER_CHECK = Constants.DEFAULT_REMINDER_CHECK [static]

Enable or disable reminder-checks for the asset.

#### 5.9.3.22 int Crosstales.TB.Util.Config.RESTORE_COUNT = 0 [static]

Restore counter.

#### 5.9.3.23 string Crosstales.TB.Util.Config.RESTORE_DATE = "never" [static]

Restore date.

#### 5.9.3.24 bool Crosstales.TB.Util.Config.TRACER = Constants.DEFAULT_TRACER [static]

Enable or disable anonymous tracing data.

#### 5.9.3.25 bool Crosstales.TB.Util.Config.UPDATE_CHECK = Constants.DEFAULT_UPDATE_CHECK [static]

Enable or disable update-checks for the asset.

#### 5.9.3.26 int Crosstales.TB.Util.Config.VCS = Constants.DEFAULT_VCS [static]

Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial).

### 5.9.4 Property Documentation

#### 5.9.4.1 string Crosstales.TB.Util.Config.ASSET_PATH [static], [get]

Returns the path to the asset inside the Unity project.

**Returns**

The path to the asset inside the Unity project.

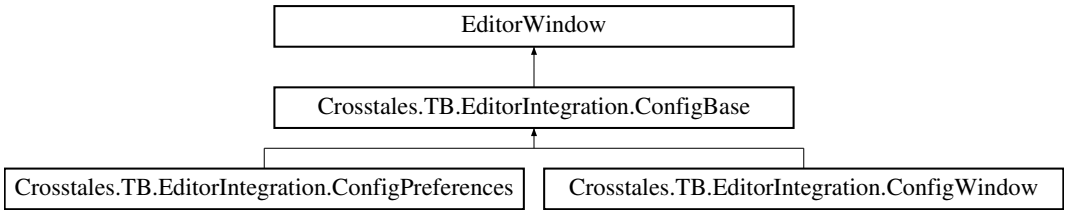
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ TurboBackup/Editor/Util/Config.cs

## 5.10 Crosstales.TB.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.TB.EditorIntegration.ConfigBase:




### Protected Member Functions

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

### Static Protected Member Functions

- static void **save** ()

#### 5.10.1 Detailed Description

Base class for editor windows.

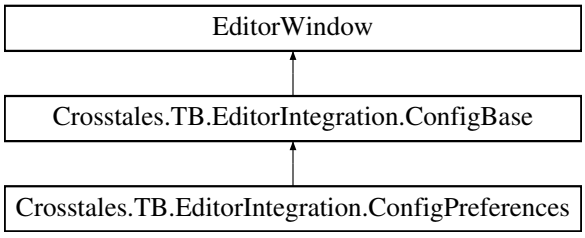
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ TurboBackup/Editor/Integration/ConfigBase.cs

## 5.11 Crosstales.TB.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.TB.EditorIntegration.ConfigPreferences:



### Additional Inherited Members

#### 5.11.1 Detailed Description

Unity "Preferences" extension.

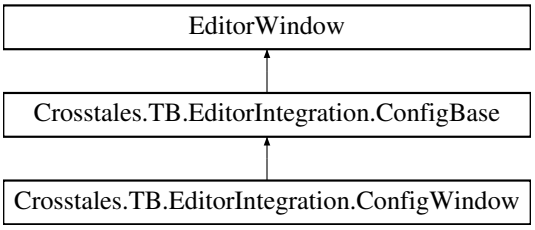
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ TurboBackup/Editor/Integration/ConfigPreferences.cs

## 5.12 Crosstales.TB.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TB.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

#### 5.12.1 Detailed Description

Editor window extension.

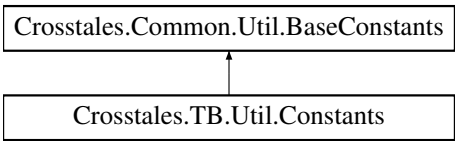
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ TurboBackup/Editor/Integration/ConfigWindow.cs

## 5.13 Crosstales.TB.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.TB.Util.Constants:




### Public Attributes

- const string ASSET_NAME = "Turbo Backup PRO"

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

  *Short name of the asset.*
- const string ASSET_VERSION = "2019.2.0b3"

  *Version of the asset.*
- const int ASSET_BUILD = 20190308

  *Build number of the asset.*
- const string ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/98711?aid=1011lNGT&pubref=" + ASSET_NAME

  *URL of the PRO asset in UAS.*
- const string ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/98711?aid=1011lNGT&pubref=" + ASSET_NAME

  *URL of the 2019 asset in UAS.*
- const string ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/tb_versions.txt"

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

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

  *URL of the asset manual.*
- const string ASSET_API_URL = "http://www.crosstales.com/en/assets/TurboBackup/api/"

  *URL of the asset API.*
- const string ASSET_FORUM_URL = "https://goo.gl/6YRDwC"

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

  *URL of the asset in crosstales.*
- const string ASSET_VIDEO_PROMO = "https://youtu.be/rb1cqypznEg?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"

  *URL of the promotion video of the asset (Youtube).*
- const string ASSET_VIDEO_TUTORIAL = "https://youtu.be/8EJ2H5220R4?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"

  *URL of the tutorial video of the asset (Youtube).*
- const string **KEY_CUSTOM_PATH_CACHE** = KEY_PREFIX + "CUSTOM_PATH_CACHE"
- const string **KEY_PATH_CACHE** = KEY_PREFIX + "PATH_CACHE"
- const string **KEY_VCS** = KEY_PREFIX + "VCS"
- const string **KEY_BATCHMODE** = KEY_PREFIX + "BATCHMODE"

- const string **KEY_QUIT** = KEY_PREFIX + "QUIT"
- const string **KEY_NO_GRAPHICS** = KEY_PREFIX + "NO_GRAPHICS"
- const string **KEY_EXECUTE_METHOD_PRE_BACKUP** = KEY_PREFIX + "EXECUTE_METHOD_PRE_↩ BACKUP"
- const string **KEY_EXECUTE_METHOD_BACKUP** = KEY_PREFIX + "EXECUTE_METHOD_BACKUP"
- const string **KEY_EXECUTE_METHOD_PRE_RESTORE** = KEY_PREFIX + "EXECUTE_METHOD_PRE↩ _RESTORE"
- const string **KEY_EXECUTE_METHOD_RESTORE** = KEY_PREFIX + "EXECUTE_METHOD_RESTORE"
- const string **KEY_DELETE_LOCKFILE** = KEY_PREFIX + "DELETE_LOCKFILE"
- const string **KEY_COPY_ASSETS** = KEY_PREFIX + "COPY_ASSETS"
- const string **KEY_COPY_LIBRARY** = KEY_PREFIX + "COPY_LIBRARY"
- const string **KEY_COPY_SETTINGS** = KEY_PREFIX + "COPY_SETTINGS"
- const string **KEY_COPY_PACKAGES** = KEY_PREFIX + "COPY_PACKAGES"
- const string **KEY_CONFIRM_BACKUP** = KEY_PREFIX + "CONFIRM_BACKUP"
- const string **KEY_CONFIRM_RESTORE** = KEY_PREFIX + "CONFIRM_RESTORE"
- const string **KEY_CONFIRM_WARNING** = KEY_PREFIX + "CONFIRM_WARNING"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_UPDATE_CHECK** = KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_UPDATE_OPEN_UAS** = KEY_PREFIX + "UPDATE_OPEN_UAS"
- const string **KEY_REMINDER_CHECK** = KEY_PREFIX + "REMINDER_CHECK"
- const string **KEY_TRACER** = KEY_PREFIX + "TRACER"
- const string **KEY_BACKUP_DATE** = KEY_PREFIX + "BACKUP_DATE"
- const string **KEY_BACKUP_COUNT** = KEY_PREFIX + "BACKUP_COUNT"
- const string **KEY_RESTORE_DATE** = KEY_PREFIX + "RESTORE_DATE"
- const string **KEY_RESTORE_COUNT** = KEY_PREFIX + "RESTORE_COUNT"
- const string **KEY_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_REMINDER_DATE** = KEY_PREFIX + "REMINDER_DATE"
- const string **KEY_REMINDER_COUNT** = KEY_PREFIX + "REMINDER_COUNT"
- const string **KEY_LAUNCH** = KEY_PREFIX + "LAUNCH"
- const string **KEY_TRACER_DATE** = KEY_PREFIX + "TRACER_DATE"
- const string **BACKUP_DIRNAME** = "TB_backup"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/TurboBackup/"
- const bool **DEFAULT_CUSTOM_PATH_BACKUP** = false
- const int **DEFAULT_VCS** = 1
- const bool **DEFAULT_BATCHMODE** = false
- const bool **DEFAULT_QUIT** = true
- const bool **DEFAULT_NO_GRAPHICS** = false
- const bool **DEFAULT_DELETE_LOCKFILE** = false
- const bool **DEFAULT_COPY_ASSETS** = true
- const bool **DEFAULT_COPY_LIBRARY** = false
- const bool **DEFAULT_COPY_SETTINGS** = true
- const bool **DEFAULT_COPY_PACKAGES** = true
- const bool **DEFAULT_CONFIRM_BACKUP** = true
- const bool **DEFAULT_CONFIRM_RESTORE** = true
- const bool **DEFAULT_CONFIRM_WARNING** = true
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_REMINDER_CHECK** = true
- const bool **DEFAULT_TRACER** = true
- const string **TEXT_NO_BACKUP** = "no backup"

### Static Public Attributes

- static readonly System.DateTime ASSET_CREATED = new System.DateTime(2018, 3, 4)

  *Create date of the asset (YYYY, MM, DD).*
- static readonly System.DateTime ASSET_CHANGED = new System.DateTime(2019, 3, 8)

  *Change date of the asset (YYYY, MM, DD).*
- static readonly string **DEFAULT_PATH_CACHE** = Helper.ValidatePath(APPLICATION_PATH + BACKUP↩ _DIRNAME)

### 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.*

## 5.13.1 Detailed Description

Collected constants of very general utility for the asset.

## 5.13.2 Member Data Documentation

### 5.13.2.1 const string Crosstales.TB.Util.Constants.ASSET_2019_URL = "https://www.assetstore.unity3d.↩ com/#!/content/98711?aid=1011INGT&pubref=" + ASSET_NAME

URL of the 2019 asset in UAS.

### 5.13.2.2 const string Crosstales.TB.Util.Constants.ASSET_API_URL = "http://www.crosstales.com/en/assets/TurboBackup/api/"

URL of the asset API.

### 5.13.2.3 const int Crosstales.TB.Util.Constants.ASSET_BUILD = 20190308

Build number of the asset.

### 5.13.2.4 readonly System.DateTime Crosstales.TB.Util.Constants.ASSET_CHANGED = new System.DateTime(2019, 3, 8) `[static]`

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

### 5.13.2.5 const string Crosstales.TB.Util.Constants.ASSET_CONTACT = "tb@crosstales.com"

Contact to the owner of the asset.

#### 5.13.2.6 readonly System.DateTime Crosstales.TB.Util.Constants.ASSET_CREATED = new System.DateTime(2018, 3, 4) [static]

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

#### 5.13.2.7 const string Crosstales.TB.Util.Constants.ASSET_FORUM_URL = "https://goo.gl/6YRDwC"

URL of the asset forum.

#### 5.13.2.8 const string Crosstales.TB.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/TurboBackup/TurboBackup-doc.pdf"

URL of the asset manual.

#### 5.13.2.9 const string Crosstales.TB.Util.Constants.ASSET_NAME = "Turbo Backup PRO"

Name of the asset.

#### 5.13.2.10 const string Crosstales.TB.Util.Constants.ASSET_NAME_SHORT = "TB PRO"

Short name of the asset.

#### 5.13.2.11 const string Crosstales.TB.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/98711?aid=1011INGT&pubref=" + ASSET_NAME

URL of the PRO asset in UAS.

#### 5.13.2.12 const string Crosstales.TB.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/tb_versions.txt"

URL for update-checks of the asset

#### 5.13.2.13 const string Crosstales.TB.Util.Constants.ASSET_VERSION = "2019.2.0b3"

Version of the asset.

#### 5.13.2.14 const string Crosstales.TB.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/rb1cqypznEg?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"

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

#### 5.13.2.15 const string Crosstales.TB.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/8EJ2H5220R4?list=PLgtonIOr6Tb41XTMeeZ836tjHIKgOO84S"

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

#### 5.13.2.16 const string Crosstales.TB.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/TurboBackup/"

URL of the asset in crosstales.

### 5.13.3 Property Documentation

#### 5.13.3.1 string Crosstales.TB.Util.Constants.ASSET_ID [static],[get]

Returns the ID of the asset in UAS.

**Returns**

The ID of the asset in UAS.

#### 5.13.3.2 System.Guid Crosstales.TB.Util.Constants.ASSET_UID [static],[get]

Returns the UID of the asset.

**Returns**

The UID of the asset.

#### 5.13.3.3 string Crosstales.TB.Util.Constants.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/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/TurboBackup/Editor/Util/Constants.cs

## 5.14 Crosstales.TB.Util.CTLogger Class Reference

Logger for the asset.

### Static Public Member Functions

- static void **Log** (string log)
- static void **BeforeBackup** ()
- static void **AfterBackup** ()
- static void **BeforeRestore** ()
- static void **AfterRestore** ()

### 5.14.1 Detailed Description

Logger for the asset.

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

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ TurboBackup/Editor/Util/CTLogger.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 System.DateTime GetDate (string key)

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

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

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

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

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

  *Allows to set a DateTime for a key.*

### 5.15.1 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 System.DateTime Crosstales.Common.Util.CTPlayerPrefs.GetDate ( string *key* ) [static]

Allows to get a DateTime from a key.

**Parameters**

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

**Returns**

Value for the key.

#### 5.15.2.5 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.

#### 5.15.2.6 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.

#### 5.15.2.7 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.

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

Exists the key?

**Parameters**

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

**Returns**

Value for the key.

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

Saves all modifications.

#### 5.15.2.10 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. |

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

Allows to set a DateTime for a key.

**Parameters**

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

#### 5.15.2.12 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. |

#### 5.15.2.13 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. |

#### 5.15.2.14 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. |

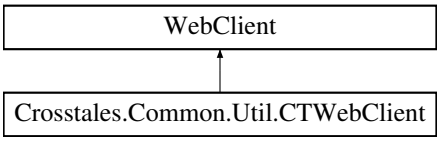
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayerPrefs.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/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

## 5.17 Crosstales.ExtensionMethods Class Reference

Various extension methods.

### Static Public Member Functions

- static string CTToTitleCase (this string str)

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

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

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

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

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

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

  *Extension method for strings. Contains all given strings.*
- static void CTShuffle< T > (this T[ ] array, int seed=0)

  *Extension method for Arrays. Shuffles an Array.*
- static string CTDump< T > (this T[ ] array, string prefix="", string postfix="")

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

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

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

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

- static string CTDump (this Vector4[ ] array)

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

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

  *Extension method for IList. Shuffles a List.*
- static string CTDump< T > (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="")

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

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

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

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

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

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

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

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

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

### 5.17.1 Detailed Description

Various extension methods.

### 5.17.2 Member Function Documentation

#### 5.17.2.1 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. |

#### 5.17.2.2 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.

#### 5.17.2.3 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.

#### 5.17.2.4 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.

#### 5.17.2.5 static string Crosstales.ExtensionMethods.CTDump ( this Quaternion[ ] *array* ) [static]

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

**Parameters**

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

**Returns**

String with lines for all array entries.

#### 5.17.2.6 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.

#### 5.17.2.7 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.

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

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

**Parameters**

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

**Returns**

String with lines for all array entries.

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

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

**Parameters**

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

**Returns**

String with lines for all list entries.

#### 5.17.2.10 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.

#### 5.17.2.11 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.

#### 5.17.2.12 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.

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

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

**Parameters**

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

**Returns**

String with lines for all dictionary entries.

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

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

**Parameters**

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

**Returns**

String with lines for all array entries.

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

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

**Parameters**

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

**Returns**

String with lines for all list entries.

#### 5.17.2.16 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.

#### 5.17.2.17 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.

#### 5.17.2.18 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.

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

Extension method for strings. Reverses a string.

**Parameters**

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

**Returns**

Reversed string.

#### 5.17.2.20 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) |

#### 5.17.2.21 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) |

#### 5.17.2.22 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).

#### 5.17.2.23 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).

#### 5.17.2.24 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.

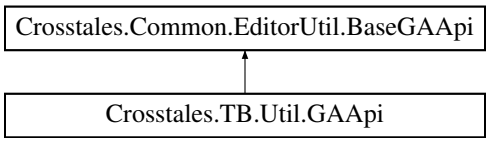
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/Common/Scripts/ExtensionMethods.cs

## 5.18 Crosstales.TB.Util.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstales.TB.Util.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

#### 5.18.1 Detailed Description

GA-wrapper API.

#### 5.18.2 Member Function Documentation

##### 5.18.2.1 static void Crosstales.TB.Util.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. |

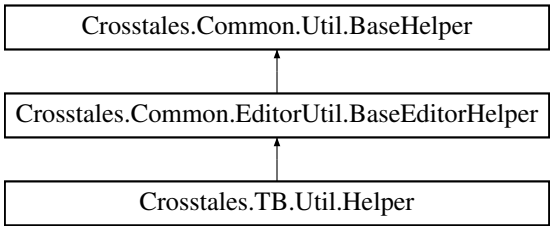
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/TurboBackup/Editor/Util/GAApi.cs

## 5.19 Crosstales.TB.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.TB.Util.Helper:



### Static Public Member Functions

- static void Backup ()

  *Backup the project.*
- static void Restore ()

  *Restore the project.*
- static void DeleteBackup ()

  *Delete the backup for all platforms.*

### Static Public Attributes

- static bool **isDeleting** = false

### Properties

- static Texture2D **Action_Backup** `[get]`
- static Texture2D **Action_Restore** `[get]`
- static Texture2D **Logo_Asset** `[get]`
- static Texture2D **Logo_Asset_Small** `[get]`
- static bool isBackupEnabled `[get]`

  *Checks if the backup for the project is enabled.*
- static bool hasBackup `[get]`

  *Checks if a backup for the project exists.*
- static string BackupInfo `[get]`

  *Scans the backup usage information.*

### Additional Inherited Members

## 5.19.1 Detailed Description

Various helper functions.

## 5.19.2 Member Function Documentation

#### 5.19.2.1 static void Crosstales.TB.Util.Helper.Backup ( ) [static]

Backup the project.

#### 5.19.2.2 static void Crosstales.TB.Util.Helper.DeleteBackup ( ) [static]

Delete the backup for all platforms.

#### 5.19.2.3 static void Crosstales.TB.Util.Helper.Restore ( ) [static]

Restore the project.

### 5.19.3 Property Documentation

#### 5.19.3.1 string Crosstales.TB.Util.Helper.BackupInfo [static],[get]

Scans the backup usage information.

**Returns**

Backup usage information.

#### 5.19.3.2 bool Crosstales.TB.Util.Helper.hasBackup [static],[get]

Checks if a backup for the project exists.

**Returns**

True if a backup for the project exists

#### 5.19.3.3 bool Crosstales.TB.Util.Helper.isBackupEnabled [static],[get]

Checks if the backup for the project is enabled.

**Returns**

True if a backup is enabled

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

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ TurboBackup/Editor/Util/Helper.cs

## 5.20 Crosstales.TB.Task.Launch Class Reference

Show the configuration window on the first launch.

### 5.20.1 Detailed Description

Show the configuration window on the first launch.

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

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ TurboBackup/Editor/Task/Launch.cs

## 5.21 Crosstales.Common.EditorTask.NYCheck Class Reference

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

### 5.21.1 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/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ Common/Editor/Task/NYCheck.cs

## 5.22 Crosstales.TB.Task.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

### 5.22.1 Detailed Description

Reminds the customer to create an UAS review.

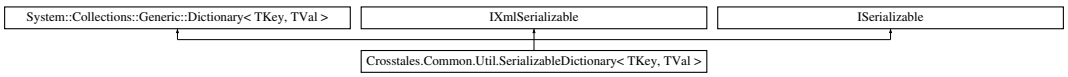
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ TurboBackup/Editor/Task/ReminderCheck.cs

## 5.23 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]`

#### 5.23.1 Detailed Description

Serializable Dictionary-class for XML.

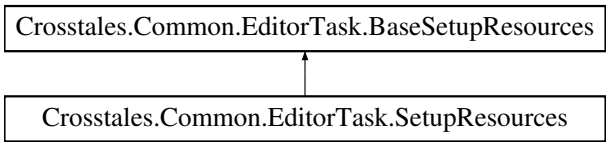
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ Common/Scripts/Util/SerializableDictionary.cs

## 5.24 Crosstales.Common.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:




### Additional Inherited Members

#### 5.24.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

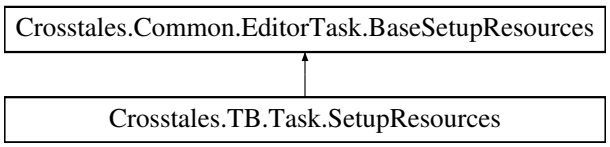
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ Common/Editor/Task/SetupResources.cs

## 5.25 Crosstales.TB.Task.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.TB.Task.SetupResources:




### Additional Inherited Members

### 5.25.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

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

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ TurboBackup/Editor/Task/SetupResources.cs

## 5.26 Crosstales.TB.Task.Tracer Class Reference

Gather some tracing data for the asset.

### 5.26.1 Detailed Description

Gather some tracing data for the asset.

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

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ TurboBackup/Editor/Task/Tracer.cs

## 5.27 Crosstales.TB.Task.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."

### 5.27.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/↩ TurboBackup/Editor/Task/UpdateCheck.cs

## 5.28 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.*

### 5.28.1 Detailed Description

Helper-class for XML.

### 5.28.2 Member Function Documentation

#### 5.28.2.1 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

#### 5.28.2.2 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

#### 5.28.2.3 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

#### 5.28.2.4 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. |

#### 5.28.2.5 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/TurboBackup/3rd party/TurboBackup_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/XmlHelper.cs

# Chapter 6

# More information

## 6.1 Homepage

https://www.crosstales.com/en/portfolio/TurboBackup/

## 6.2 AssetStore

https://goo.gl/qwtXyb

## 6.3 Forum

https://goo.gl/6YRDwC

## 6.4 Documentation

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

## 6.5 Discord

https://discord.gg/ZbZ2sh4

## 6.6 Videos

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

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