Changelog

3.0.0 - 2023-06-26

Added

- Input system support
- Create feedback prefab from settings menu
- Documentation, help email, and review links in settings menu

Changed

- Move asset to Packages
- Settings asset stored in `Assets/Settings` by default
- Allow settings asset to be moved
- Refactor form input handling
- Update to match AeLa current code style guides
- Move cursor visibility management to `ShowHideMouse` component

Fixed

- Deprecation warning for `UnityWebRequest.isHttpError` and `UnityWebRequest.isNetworkError` in 2020.3+
- Deprecation warning in 2021+ for `Texture.Resize`

2.2.0 - 2023-01-09

Added

- Option to use Legacy screenshot capture mode.

Fixed

- "A Native Collection has not been disposed" error.

2.1.0 - 2021-09-26

Added

- Option to resize screenshots larger than 1080p.
- [Editor] Warning about Trello's attachment filesize limits.

Changed

- Capture screenshot to memory instead of local file.
- Use attachment API to upload screenshot.

Fixed

- All attachment uploads fail if screenshot upload fails.
- Screenshots not captured in WebGL builds.
- Screenshots sometimes left behind on filesystem.
- Crash on Switch on form opened.
- [Editor] Setup buttons on Feedback Form component don't do anything.

2.0.0 - 2021-06-02

Added

- `AeLa.EasyFeedback`, `AeLa.EasyFeedback.Editor`, and `AeLa.EasyFeedback.Demo` assembly definitions
- Toast system for sending messages to the player
- Order field for label (priority) order in dropdown

- Email field on default Feedback prefab
- Button to open current feedback board in settings

Changed

- Updated namespaces for new assemblies
- Replaced submitting/submitted/error popup with toasts to improve submission UX
- Configuration moved to Project Settings
- Minor settings UI changes
- Moved docs to DocFX

Removed

- Dropped support for Unity 2019.3 and older

Fixed

- Trello authentication fails due to whitespace in token
- Form gets stuck on screen during submission

1.5.0 - 2021-02-12

Added

- Support for multiple labels on report

Fixed

- Minor bug fixes

1.4.1 - 2021-01-11

Fixed

- Form doesn't open in Editor when platform is set to Android

1.4.0 - 2020-12-08

Added

- TMP version of Feedback prefab

Fixed

- Suppress CS0618 warnings

1.3.1 - 2020-10-08

Fixed

- IOException in build during screenshot capture

1.3.0 - 2019-11-18

Changed

- Moved config menu location

Removed

- Support for Unity 2017.3 and older

Fixed

- Submission fails with vague error when summary field removed from form

- Support for Unity 2019+

1.2.0 - 2019-05-26

Changed

- Moved asset to Plugins folder

Fixed

- Slashes in board name break board dropdown menu in configuration

1.1.5 - 2018-10-12

Fixed

- Compiler errors in 2017.2+

1.1.4 - 2018-10-06

Fixed

- Invalid editor window errors
- Form doesn't open on Android

1.1.3 - 2018-05-13

Fixed

- Boards fail to load after authentication

1.1.2 - 2018-0-3-18

Changed

- Improve Trello API request timeout handling

Fixed

- Use editor web window for authentication in Unity 2017

1.1.1 - 2018-01-09

Fixed

- Deprecated Unity API calls in 2017.3

1.1.0 - 2017-11-26

Added

- Markdown formatting helper

1.0.5 - 2017-11-12

Fixed

- Use correct screenshot API for Unity 2017+

1.0.4 - 2017-09-26

Fixed

- "Get Trello API Token" button sometimes focuses Unity Cloud Services window

1.0.3 - 2017-08-06

Fixed

- Screenshots not captured on iOS

1.0.2 - 2017-07-14

Fixed

- Trello authentication sometimes fails

1.0.1 - 2017-05-15

Added

- Documentation PDF
- Demo scene

Changed

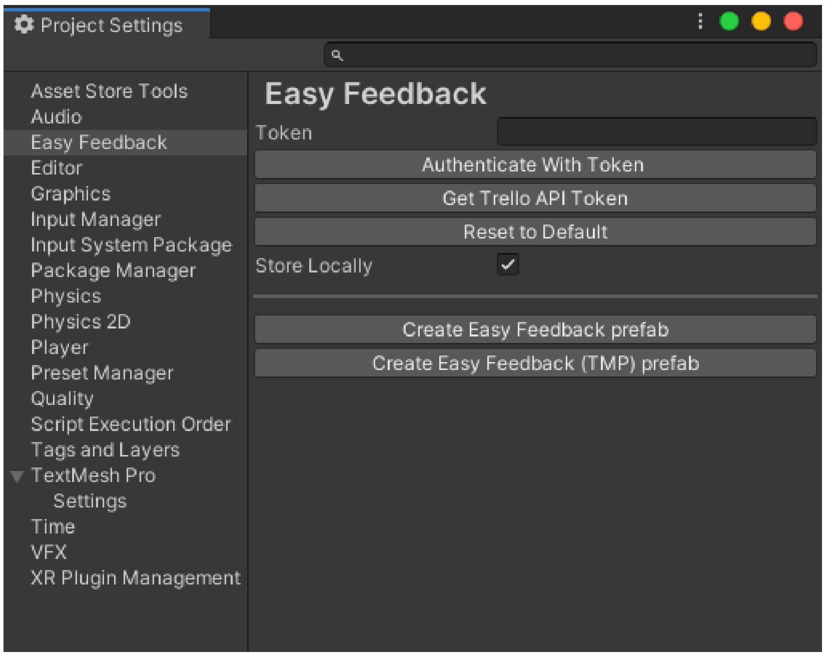
- Minor semantic changes

1.0.0 - 2017-04-28

- Initial release!

Getting started with Easy Feedback

Authorizing with Trello



Easy Feedback

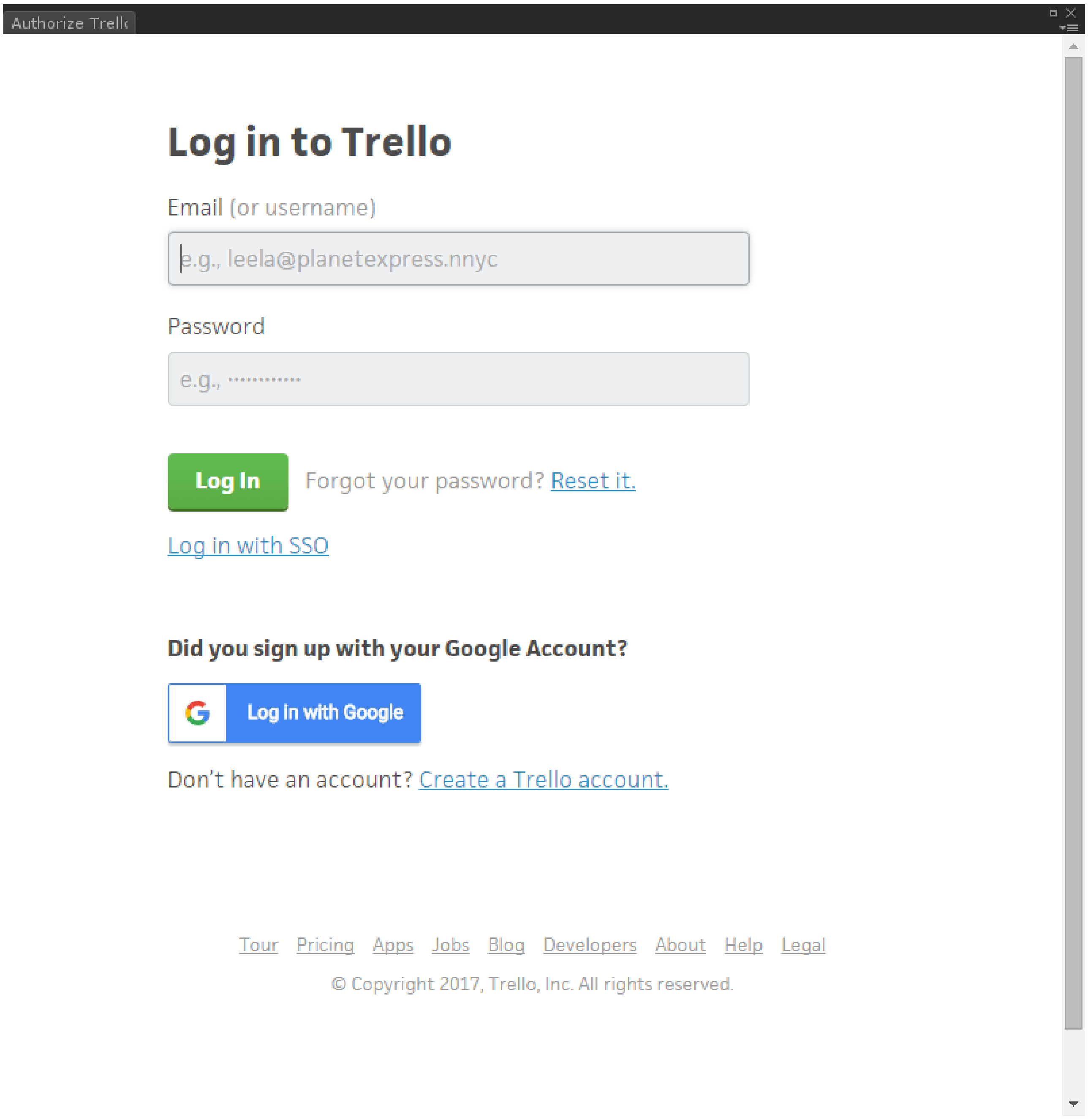
Token

Store Locally ✓

After adding the asset package to your project, you'll need to authorize Easy Feedback with Trello. To do this, open the Easy Feedback settings at `Edit > Project Settings > Easy Feedback` in the toolbar, and click "Get Trello API Token."

⚠ WARNING

It is highly recommended that you create a unique account for use with Easy Feedback, as an API key with write permission for the account is used to make changes to your feedback board, and will be included with builds of your project.


Authorize Trello

Log in to Trello

Email (or username)

e.g., leela@planetexpress.nnyc

Password

e.g., ••••••••••••

Log In Forgot your password? Reset it.

Log in with SSO

Did you sign up with your Google Account?

Log in with Google

Don't have an account? Create a Trello account.

Tour Pricing Apps Jobs Blog Developers About Help Legal

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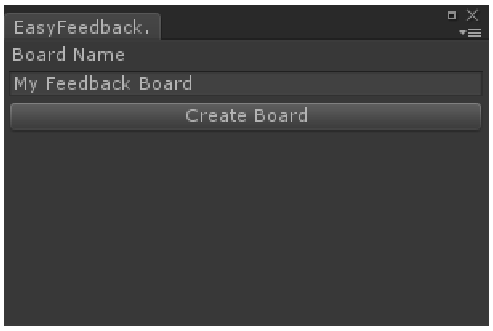
After logging in, click "Allow" to allow Easy Feedback to use your account.

Copy the token given to you on the next page, paste it in the "Token" field in the configuration window, then click "Authenticate With Token." Easy Feedback will now finish the authentication process, and load your Trello information.

Setting up a feedback board

If this is your first time using Easy Feedback on this account, you won't have any boards.

To set up a new board click "New Board."


EasyFeedback.

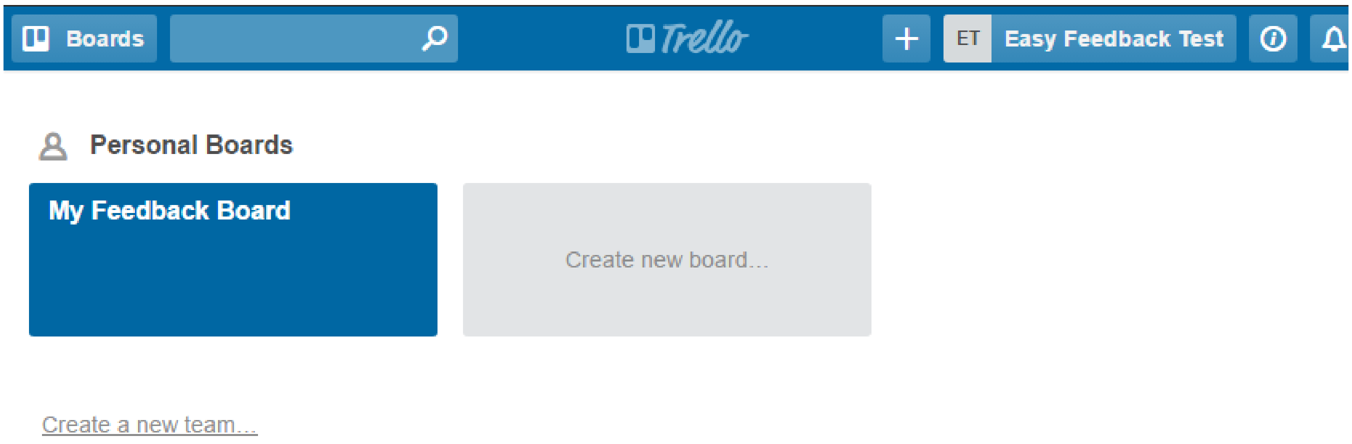
Board Name

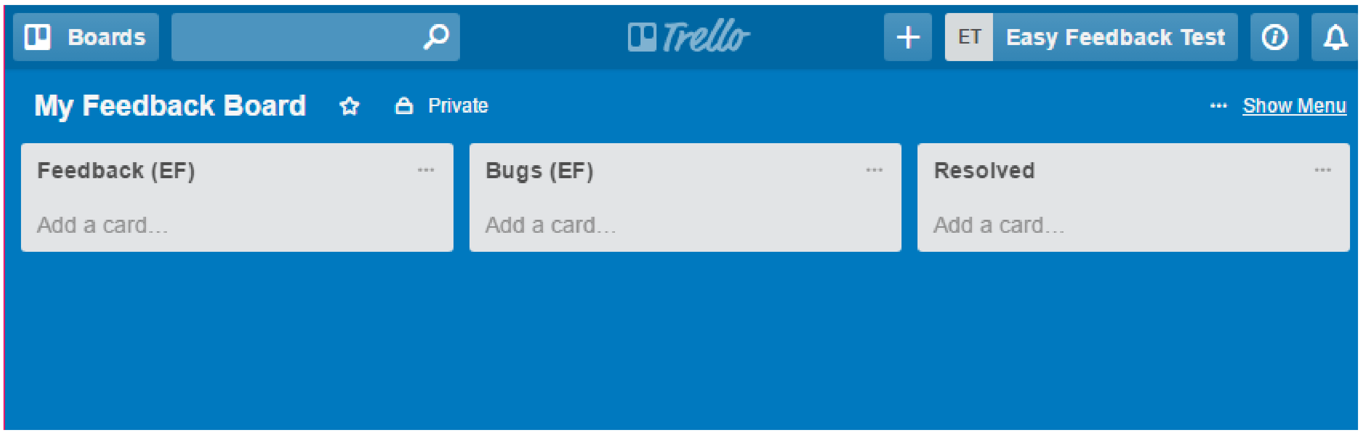
My Feedback Board

Create Board

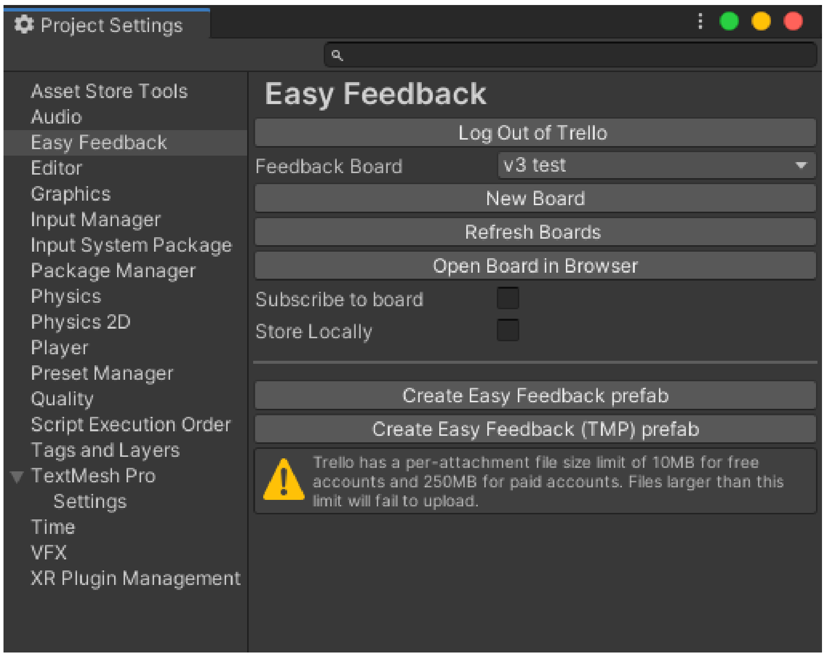
In the window that appears, enter the name of your new feedback board, then click "Create Board."

Your new board will now be available in the "Feedback Board" dropdown. If this is the first board for your account, it will be selected by default. You'll also be able to find the new board on your Trello account!





Easy Feedback is now all configured and ready to go! If all went well, the project settings view should now look something like this:



Feedback Board: v3 test
Subscribe to board
Store Locally

Trello has a per-attachment file size limit of 10MB for free accounts and 250MB for paid accounts. Files larger than this limit will fail to upload.

Creating the feedback prefab

Easy Feedback comes with a feedback form template implemented using either Unity UI text or TextMesh Pro.

To create a new copy of either of these templates, click either the "Create Easy Feedback prefab" or "Create Easy Feedback (TMP)" button on the Easy Feedback settings page, then select a location in your project to save the prefab.

Adding the form to a scene

To add the form to a scene in your game, simply drag the feedback prefab into the scene.

If there isn’t one already, add an EventSystem to the scene as well. To add an EventSystem, select `Game Object > UI > Event System` in the toolbar.

That’s all you need to get started! Try running your project and submitting a report. If everything went well, your new report should appear on your feedback board!

Using the Input System

By default, Easy Feedback uses legacy Unity input but comes with support for the Unity Input system package. See Input System support to use the Input System with Easy Feedback.

Configuring Easy Feedback

The Easy Feedback settings can be opened from `Edit > Project Settings > Easy Feedback`. Before authenticating with Trello, it will be mostly empty. For help authenticating with Trello, see Authorizing with Trello.

Log out of Trello

Clears the current Trello API token, effectively logging Easy Feedback out of the currently authenticated Trello account.

New Board

Displays the "New Board" window, which creates a new feedback board on the authenticated Trello account.

Refresh Boards

Updates the local board information cache. Useful for when you've made changes to your feedback board outside of the Unity editor.

Feedback Board

The board on your account that all reports from Easy Feedback will be sent to. Only feedback boards will be listed here.

Subscribe to board

Whether or not the authenticated user is subscribed to the current feedback board. Depending on your settings, subscribing to a board will give you alerts when cards are added to the board.

NOTE

Changes to your subscribed state on Trello will change the value of this toggle.

Store Locally

If checked, reports will not be sent to Trello and will instead be stored on the local machine.

Default: *unchecked*

NOTE

This is the only setting available when not authenticated with Trello. All others require authentication. SeeAuthorizing with Trello for more help.

Create Prefab buttons

The **Create Easy Feedback prefab** and **Create Easy Feedback (TMP) prefab** buttons help you quickly create an Easy Feedback Form prefab from the prefab templates in `Packages/Easy Feedback Form/Prefabs`. You should only need to use these the first time you set up your Easy Feedback Form prefab.

Feedback Boards

Your feedback board is where all of the reports made in your game are sent. A feedback board is very customizable, but they all share some common properties that distinguish them from standard boards.

Anatomy of a Feedback Board

Categories (lists)

Report categories on your feedback form are just lists on Trello. To distinguish category lists from standard lists, all category list names must end with the (EF) tag. The name of the category on the feedback form is dictated by the name of the category list on Trello (the (EF) tag is not included in the category name on the feedback form). Lists without the (EF) tag will be ignored by Easy Feedback and will not be included as categories on your feedback form.

> **NOTE**
>
> All Easy Feedback boards must have at least one category list or they will not appear in the "Feedback Boards" dropdown in the Easy Feedback settings.

Labels

By default, all labels on a feedback board are treated as priorities for reports, and will appear in the priority dropdown. All label information for the current feedback board is included in the EasyFeedbackConfig asset.

Cards

Cards added to the feedback board by Easy Feedback are reports and contain information submitted by the user.

You may add your own cards to the board as all cards on the board are ignored by Easy Feedback.

Customizing your Feedback Board

> **NOTE**
>
> You must update the cached board information in your game for changes to categories or priorities to be reflected in your game.

Renaming categories

To change the name of a category, first change the name of the category list on Trello. Make sure to leave the (EF) at the end of the list name on Trello.

After changing the name on Trello, open the Easy Feedback settings from `Edit -> Project Settings -> Easy Feedback` and click "Refresh Boards" to update the category name on your form.

Adding a category

To add a category to your feedback form, first create a new list on your feedback board on Trello. Be sure to include (EF) at the end of your new list's name.

After creating the list on Trello, open the Easy Feedback configuration window from `Edit -> Project Settings -> Easy Feedback` and click "Refresh Boards" to update the categories on your form.

Removing a category

To remove a category from your form, either archive the list from your feedback board on Trello, or remove the (EF) tag from the end of the list name.

After editing the list on Trello, open the Easy Feedback configuration window from `Edit -> Project Settings -> Easy Feedback` and click "Refresh Boards" to update the categories on your form.

⚠ **WARNING**

If you remove a priority that is included in old builds of your game, the priority will still be available in the feedback form on those builds, and any attempts to submit feedback to that priority will fail.

Renaming priorities

To change the name of a priority, first change the name of the corresponding label on Trello.

After changing the name on Trello, open the Easy Feedback configuration window from `Edit -> Project Settings -> Easy Feedback` and click "Refresh Boards" to update the priority name on your form.

Adding a priority

To add a priority to your feedback form, first create a new label on your feedback board on Trello.

After creating the label on Trello, open the Easy Feedback configuration window from `Edit -> Project Settings -> Easy Feedback` and click "Refresh Boards" to update the priorities on your form.

Removing a priority

To remove a priority from your form, first delete the corresponding label on your feedback board on Trello.

After removing the label on Trello, open the Easy Feedback configuration window from `Edit -> Project Settings -> Easy Feedback` and click "Refresh Boards" to update the priorities on your form.

⚠ **WARNING**

If you remove a priority that is included in old builds of your game, the priority will still be available in the feedback form on those builds, and any attempts to submit feedback to that priority will fail.

Rearranging priorities

The order of the priorities in the dropdown can be changed by setting the `order` property of the label(s) in the `EasyFeedbackConfig.asset` file.

The Feedback Form

The feedback form is where players write their report. The feedback form object is highly customizable, and Easy Feedback comes with some prefabs for quickly adding new input fields to your form.

Configuring the Feedback Form

The Feedback Form component has a few exposed fields that can be configured. Unlike the settings found in the configuration window, changing these values will only affect the form instance you are editing.

Config

A reference to the auto-generated EasyFeedbackConfig.asset. This generally should not be changed.

Include screenshot

Whether or not to include a screenshot with the report.

Default: *checked*

Resize large screenshots

Trello has a per-attachment file size limit of 10MB for free accounts and 250MB for paid accounts. This option resizes screenshots larger than 1080p to avoid the image size restriction. You can safely disable this if your account allows 250MB attachments.

Default: *checked*

Form

The `Form` RectTransform in the Feedback game object children.

Events

See FeedbackForm for more detail on the events listed on the component.

Customizing your Feedback Form

By default, the feedback form has category and priority dropdowns, a summary text field, and a detail text field. Objects containing scripts that collect metadata information like system information are also included under the `MetadataCollectors` object.

All of these elements may be removed or replaced as needed. Additional elements may be added to the form as well.

Order of Priority Options

To change the order of the options in the priority dropdown, set the `order` property of the Labels in EasyFeedbackConfig.asset. Lower values will appear higher in the list.

Form elements

Form elements are any components that alter the report in some way. The report category dropdown, debug log collector, and priority dropdown are all form elements.

NOTE

See also: Report

Form fields

Form fields are any components that alter a section on the report in some way. The detail text field, as well as most metadata collectors are form fields.

`FormField` inherits from `FormElement` but also exposes some variables that make it easier to quickly alter how the form field appears on the report.

All form fields have these public variables:

- **Section Title:** The title of this field’s section on the report.
- **Sort Order:** Order of the section in the report (lowest first).

Prefabs

Easy Feedback comes with a few form field prefabs for quick drag and drop customization. These prefabs can be found in the project window at `Easy Feedback > Prefabs > Fields`. To add these fields to your form, just add them as children of `Form` on the `Feedback` prefab.

Dropdown

A simple dropdown input.

Public variables:

Label: The label to prepend to this field on the report. No label will be included if this field is left blank.

InputField

A text input field.

Public variables:

Label: The label to prepend to this field on the report. No label will be included if this field is left blank.

Toggle

A checkbox.

Public variables:

- **Label:** The label to prepend to this field on the report. No label will be included if this field is left blank.

- **Default:** The default value of the toggle.

Toasts

By default, Easy Feedback will send submission status messages via the Toaster attached to the Easy Feedback prefab. `Toaster.Toast(string)` is added as a callback on each of the submission events.

Customizing the Toast

You can customize the toast popup to your liking by modifying the `Toast` prefab.

Input

Easy Feedback uses the legacy input API to detect input by default.

The asset also comes with out of the box support for Unity's Input System package. To configure Easy Feedback to use the Input System, see Input System Support

Show/hide the form on input

By default, the feedback form is configured to be shown/hidden on keypress using the **Show Feedback Form Input** component. Feel free to reconfigure, remove and/or replace this component depending on your needs.

Tab Next

The **Tab Next** component on some fields allows the player to use the tab key to jump to the next input field. Feel free to reconfigure, remove and/or replace this component depending on your needs.

Writing Custom Form Fields

Because every game is different, you may want to write a custom FormField to include specific information with your reports. The FormField API provides a quick and easy way to start adding your own custom sections in your reports.

Lets look at how we can create a simple field that adds the text "Hello World!" to a custom section.

First, we'll need to implement the abstract FormField class in our new script:

```
using EasyFeedback;

public class MyFormField : FormField
{
    public override void FormClosed()
    {

    }

    public override void FormOpened()
    {

    }

    public override void FormSubmitted()
    {

    }
}
```

In `Awake()`, FormField finds the FeedbackForm in parent game objects, and adds listeners for FormClosed, FormOpened, and FormSubmitted to their respective callbacks in FeedbackForm.

NOTE

If you override the Awake method in FormField, be sure to call `base.Awake()` so that the event listeners are properly registered.

Now, let's add some code to add our custom section to the report:

```
using EasyFeedback;

public class MyFormField : FormField
{
   public override void FormClosed()
   {

   }

   public override void FormOpened()
   {

   }

   public override void FormSubmitted()
   {
      // add section if it doesn't exist already
      if(!Form.CurrentReport.HasSection(SectionTitle))
         Form.CurrentReport.AddSection(SectionTitle, SortOrder);

      // set section text
      Form.CurrentReport[SectionTitle].SetText("Hello world!");
   }
}
```

Let's break down what's going on here.

First, we added all of our code to the `FormSubmitted()` function. This function is called by the FeedbackForm right before the current report is sent off to Trello. It is recommended that you add any last-minute or one-time information to the report in this function.

Let's look now at each line in the function:

```
// add section if it doesn't exist already
if(!Form.CurrentReport.HasSection(SectionTitle))
   Form.CurrentReport.AddSection(SectionTitle, SortOrder);
```

`Form` is a reference to the parent FeedbackForm of this field, and `Form.CurrentReport` is the current :ref: `report` for the form. The current report is reset by the FeedbackForm every time it is submitted to Trello. `CurrentReport.HasSection(string name)` returns whether or not the current report has a section with the given name. `SectionTitle` is a string that serves as the title of this field's section, and is set in the editor. So, the first line checks if the current report has the section set in the editor.

If the report does not already have the section, we go ahead and add it to the report with `CurrentReport.AddSection(string name, int sortOrder)`. `SortOrder` is another value set in the editor, and serves as the order of this field's section in the report (lowest first).

```
// set section text
Form.CurrentReport[SectionTitle].SetText("Hello world!");
```

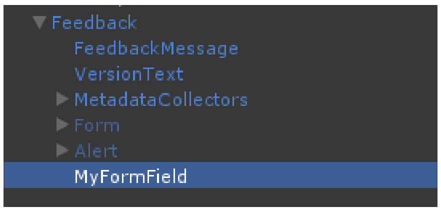
Sections on the report are referenced by name via the report's indexer. Here, we're getting the section we just added to the report, and setting its text contents to the string "Hello world!"

Now that we've written our custom field, let's add it to our feedback form!

First, we'll add a new child to the Feedback object for our field, and add the "MyFormField" script to it.

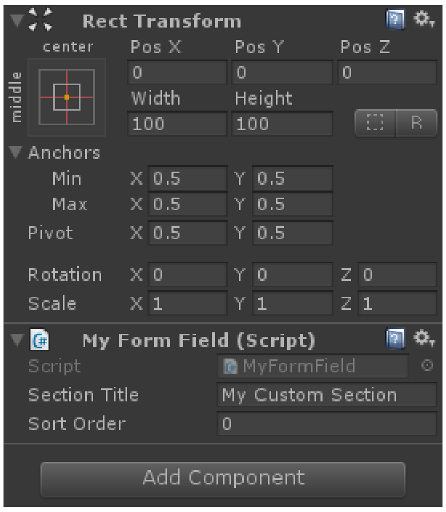
NOTE

Objects with FormField components must be a child of the Feedback object to work properly. They can be placed at any level in the hierarchy, as long as they are a child of the Feedback object. For example, in the Feedback prefab, FormFields that collect metadata information are organized under the MetadataCollectors object.



```
▼ Feedback
    FeedbackMessage
    VersionText
  ▶ MetadataCollectors
  ▶ Form
  ▶ Alert
    MyFormField
```

In the inspector, you'll see fields for the `SectionTitle` and `SortOrder` variables. We'll go ahead and call our section "My Custom Section" and we'll set the sort order to 0 so that it appears at the top of the report.

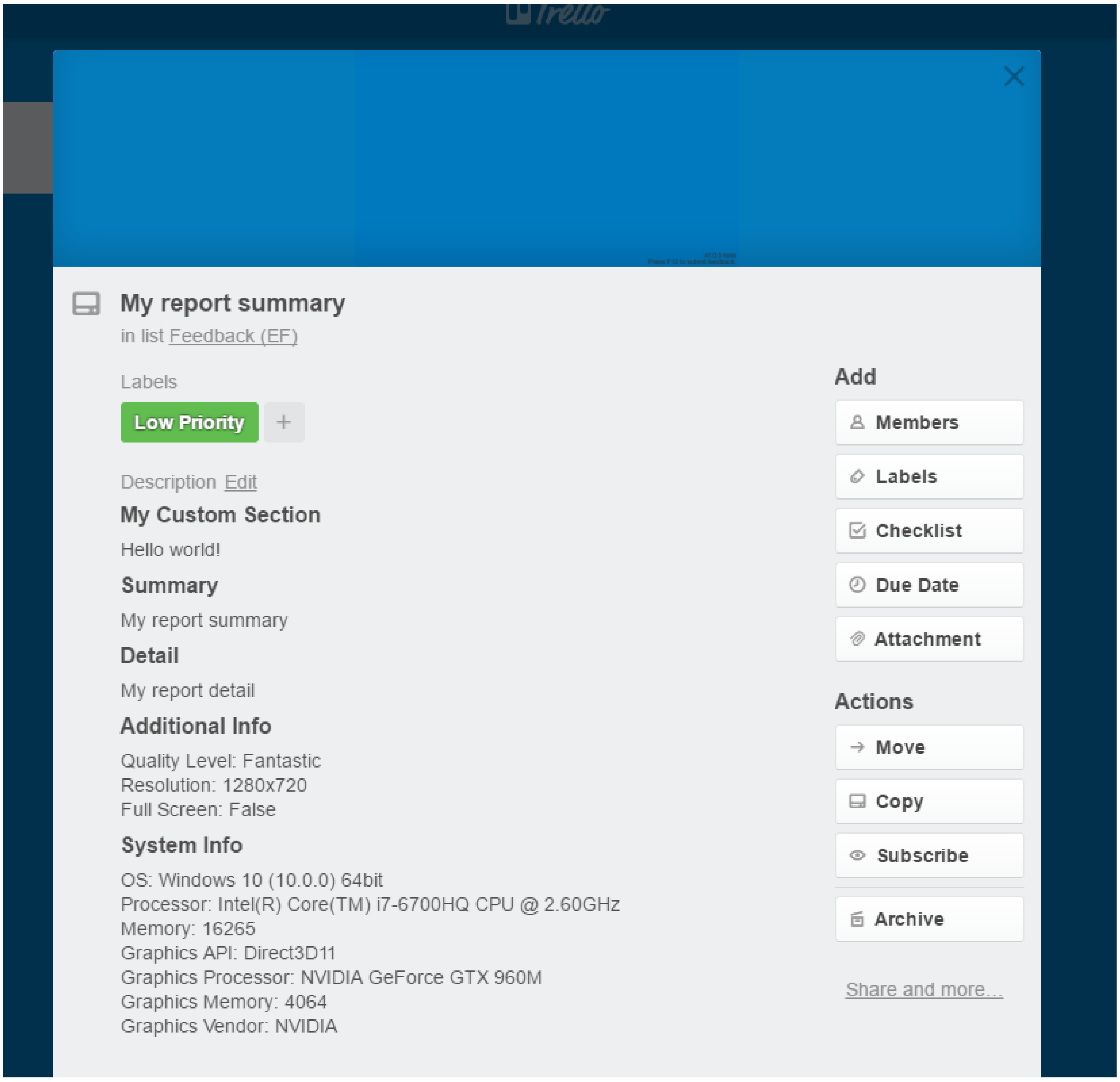


```
Rect Transform
center      Pos X     Pos Y     Pos Z
middle      0         0         0
            Width     Height
            100       100
Anchors
  Min       X 0.5     Y 0.5
  Max       X 0.5     Y 0.5
Pivot       X 0.5     Y 0.5

Rotation    X 0       Y 0       Z 0
Scale       X 1       Y 1       Z 1

My Form Field (Script)
Script          MyFormField
Section Title   My Custom Section
Sort Order      0
```

Let's test our new section! Run your scene, and submit a report. If all went well, our new custom section will appear at the top of the report!



My report summary

in list Feedback (EF)

Labels

Low Priority +

Description Edit

My Custom Section

Hello world!

Summary

My report summary

Detail

My report detail

Additional Info

Quality Level: Fantastic
Resolution: 1280x720
Full Screen: False

System Info

OS: Windows 10 (10.0.0) 64bit
Processor: Intel(R) Core(TM) i7-6700HQ CPU @ 2.60GHz
Memory: 16265
Graphics API: Direct3D11
Graphics Processor: NVIDIA GeForce GTX 960M
Graphics Memory: 4064
Graphics Vendor: NVIDIA

Extending Easy Feedback

Although Easy Feedback comes with many options to start getting feedback as quickly as possible, every project is different, and custom integrations may be necessary to collect game-specific metadata like player position or score. Luckily, Easy Feedback makes it easy to write your own custom fields to add additional behaviour to your feedback form.

See the API Documentation for scripting reference.

See Writing Custom Form Fields for a quick guide to getting started writing our own custom fields.

Input System Support

Introduction

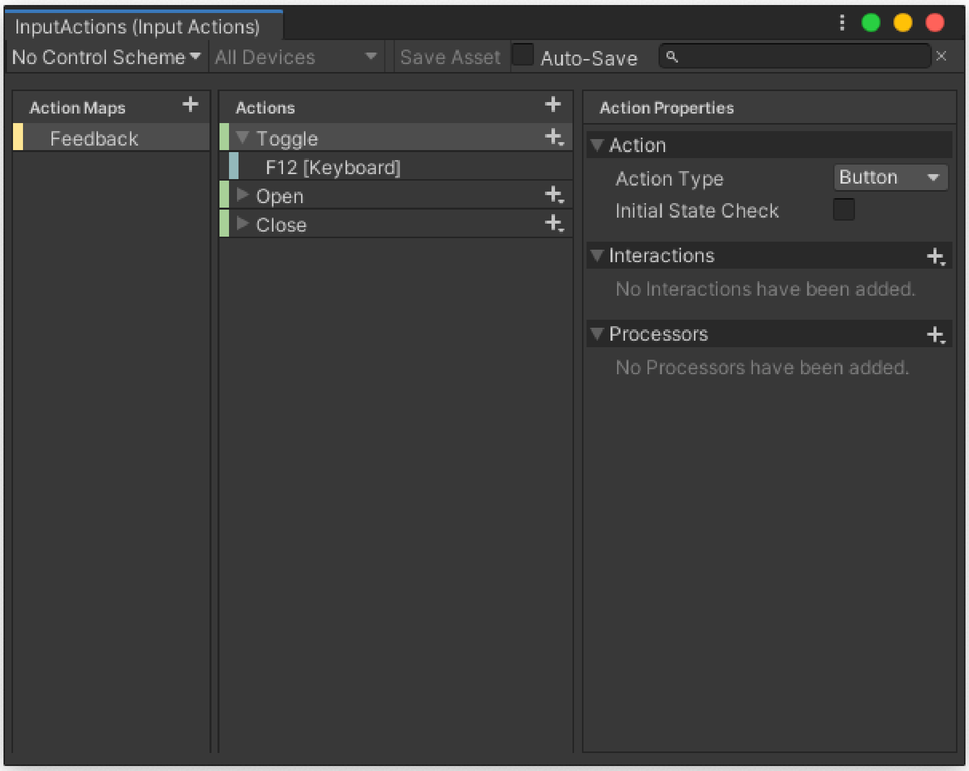
Easy Feedback comes with out of the box support for Unity's Input System package. By default, Easy Feedback uses legacy input via the **Show Feedback Form Input** and **Tab Next** components. These components must be replaced to use the Input System with Easy Feedback. The Input System support assemblies provide Input System versions of the default input components.

A wizard is also provided to make it easier to migrate a feedback prefab to the Input System.

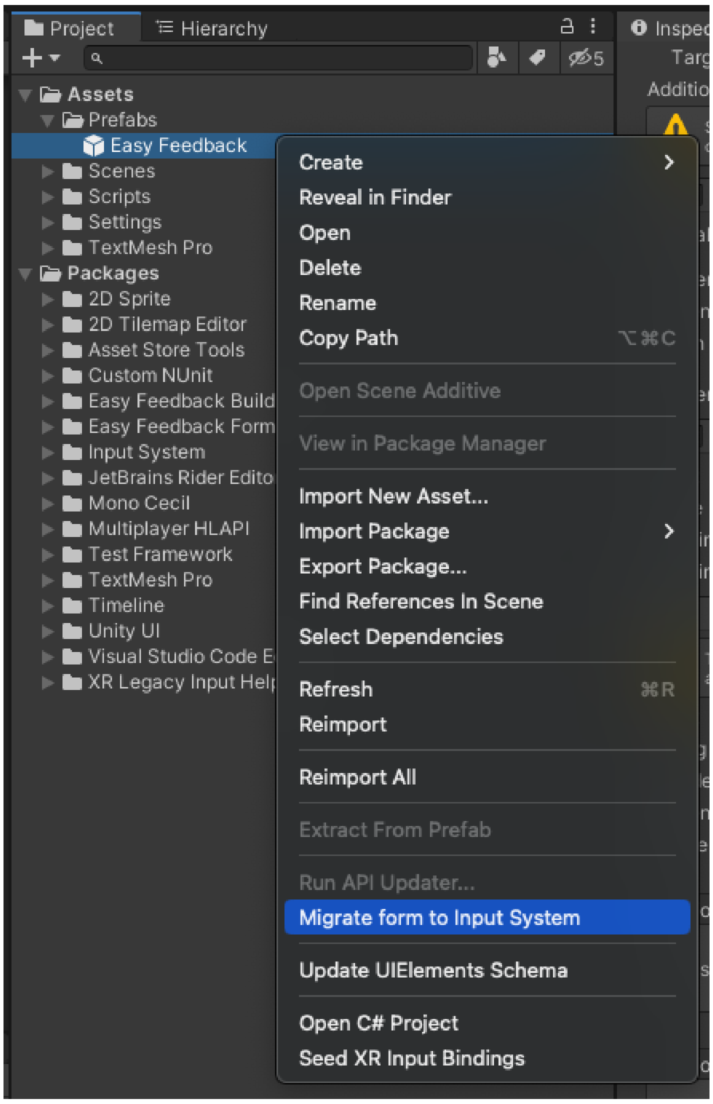
Input System support is automatically enabled by the `INPUT_SYSTEM_SUPPORT` preprocessor define when the Input System is enabled in your project. The Input System support assemblies can be found in `Packages/Easy Feedback Form/InputSystemSupport`.

Setup

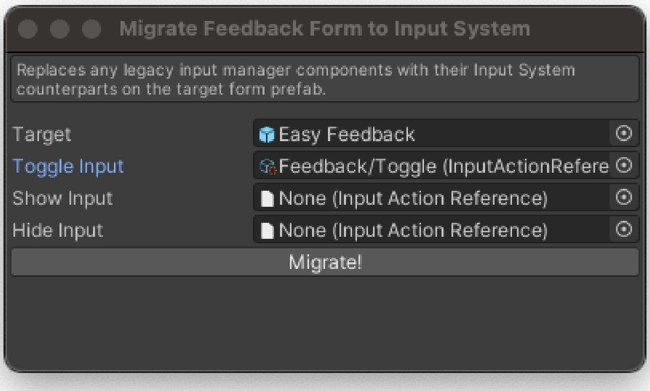
Be sure the Input System is installed and enabled in your project. See the Input System installation guide for more information.



Set up Input Action(s) for the feedback form. You will need at least an input action for toggling the form or an action for showing and hiding the form respectively. How you set up your inputs is up to you! It is recommended that you set at least **hide** and **toggle** or **show**. See the Input System documentation for more detail on setting up actions.



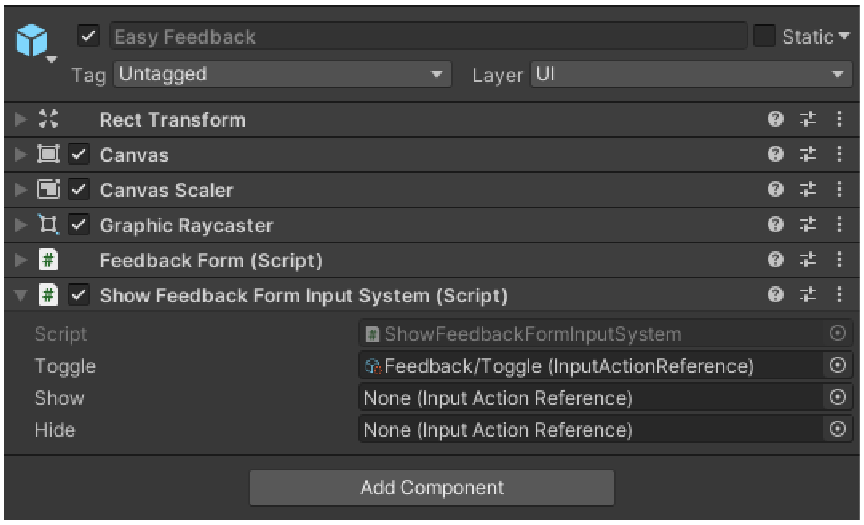
Right click your feedback prefab and select "Migrate form to Input System." Select your input action(s) in the wizard window.


Migrate Feedback Form to Input System

Replaces any legacy input manager components with their Input System counterparts on the target form prefab.

Target	Easy Feedback
Toggle Input	Feedback/Toggle (InputActionRefere
Show Input	None (Input Action Reference)
Hide Input	None (Input Action Reference)

Click "Migrate!"



Easy Feedback — Static

Tag: Untagged — Layer: UI

- Rect Transform
- Canvas
- Canvas Scaler
- Graphic Raycaster
- Feedback Form (Script)
- Show Feedback Form Input System (Script)

Script	ShowFeedbackFormInputSystem
Toggle	Feedback/Toggle (InputActionReference)
Show	None (Input Action Reference)
Hide	None (Input Action Reference)

Select your form prefab and confirm that the **Show Feedback Form** component has been replaced with the **Show Feedback Form Input System** component.

That's it! Your feedback form should now work with the Input System.

Advanced use cases

The Input System components are intended to cover the most generic use-cases for integrating Easy Feedback. If your project has more advanced use-cases for the Input System and Easy Feedback, feel free to remove or replace the input components with your own code.

Namespace AeLa.EasyFeedback

Classes

EFConfig

Configuration information for Easy Feedback

FeedbackBoard

FeedbackForm

FeedbackForm.SubmissionMessageEvent

A submission event including a message

FeedbackText

FormElement

Parent class for any element that responds to the basic FeedbackForm events.

FormField

Manages a field on the FeedbackForm

Report

ReportSection

Enums

ScreenshotMode

Class EFConfig

Configuration information for Easy Feedback

Inheritance

System.Object
EFConfig

Namespace: AeLa.EasyFeedback

Assembly: cs.temp.dll.dll

Syntax

```
public class EFConfig : ScriptableObject
```

Constructors

EFConfig()

Declaration

```
public EFConfig()
```

Fields

Board

Declaration

```
public FeedbackBoard Board
```

Field Value

TYPE	DESCRIPTION
FeedbackBoard	

StoreLocal

Declaration

```
public bool StoreLocal
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Token

Declaration

```
public string Token
```

Field Value

TYPE	DESCRIPTION
System.String	

Class FeedbackBoard

Inheritance

System.Object
FeedbackBoard

Namespace: AeLa.EasyFeedback

Assembly: cs.temp.dll.dll

Syntax

```
public class FeedbackBoard
```

Fields

CategoryIds

Declaration

```
public string[] CategoryIds
```

Field Value

TYPE	DESCRIPTION
System.String[]	

CategoryNames

Declaration

```
public string[] CategoryNames
```

Field Value

TYPE	DESCRIPTION
System.String[]	

Id

Declaration

```
public string Id
```

Field Value

TYPE	DESCRIPTION
System.String	

Labels

Declaration

```
public Label[] Labels
```

Field Value

TYPE	DESCRIPTION
Label[]	

ListIds

Declaration

```
public string[] ListIds
```

Field Value

TYPE	DESCRIPTION
System.String[]	

ListNames

Declaration

```
public string[] ListNames
```

Field Value

TYPE	DESCRIPTION
System.String[]	

Class FeedbackForm

Inheritance

System.Object

FeedbackForm

Namespace: AeLa.EasyFeedback

Assembly: cs.temp.dll.dll

Syntax

```
public class FeedbackForm : MonoBehaviour
```

Fields

Config

Declaration

```
public EFConfig Config
```

Field Value

TYPE	DESCRIPTION
EFConfig	

CurrentReport

The current report being built. Will be sent as next report

Declaration

```
public Report CurrentReport
```

Field Value

TYPE	DESCRIPTION
Report	

Form

Declaration

```
public Transform Form
```

Field Value

TYPE	DESCRIPTION
Transform	

IncludeScreenshot

Declaration

```
public bool IncludeScreenshot
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

OnFormClosed

Called when the form is closed, whether or not it was submitted

Declaration

```
public UnityEvent OnFormClosed
```

Field Value

TYPE	DESCRIPTION
UnityEvent	

OnFormOpened

Called when the form is first opened, right before it is shown on screen

Declaration

```
public UnityEvent OnFormOpened
```

Field Value

TYPE	DESCRIPTION
UnityEvent	

OnFormSubmitted

Called right before the report is sent to Trello, so additional information may be added.

Declaration

```
public UnityEvent OnFormSubmitted
```

Field Value

TYPE	DESCRIPTION
UnityEvent	

OnSubmissionError

Called to notify of any errors during submission

Declaration

```
public FeedbackForm.SubmissionMessageEvent OnSubmissionError
```

Field Value

TYPE	DESCRIPTION
FeedbackForm.SubmissionMessageEvent	

OnSubmissionFailed

Called if the submission fails

Declaration

```
public UnityEvent OnSubmissionFailed
```

Field Value

TYPE	DESCRIPTION
UnityEvent	

OnSubmissionSucceeded

Called when the submission has successfully completed

Declaration

```
public UnityEvent OnSubmissionSucceeded
```

Field Value

TYPE	DESCRIPTION
UnityEvent	

ResizeLargeScreenshots

Resizes screenshots larger than 1080p to help with Trello's filesize limit.

Declaration

```
public bool ResizeLargeScreenshots
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Remarks

Not supported in Legacy screenshot capture mode.

ScreenshotCaptureMode

Method used to capture the screenshot.

Declaration

```
public ScreenshotMode ScreenshotCaptureMode
```

Field Value

TYPE	DESCRIPTION
ScreenshotMode	

Properties

IsOpen

Whether or not the form is currently being displayed

Declaration

```
public bool IsOpen { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

Awake()

Declaration

```
public void Awake()
```

DisableForm()

Disables all the Selectable elements on the form.

Declaration

```
public void DisableForm()
```

EnableForm()

Enables all the Selectable elements on the form.

Declaration

```
public void EnableForm()
```

Hide()

Hides the form, called by the Close button.

Declaration

```
public void Hide()
```

InitTrelloAPI()

Declaration

```
public void InitTrelloAPI()
```

Show()

Takes a screenshot, then opens the form

Declaration

```
public void Show()
```

Submit()

Called by the submit button, submits the form.

Declaration

```
public void Submit()
```

Toggle()

Toggles the open state of the form

Declaration

```
public void Toggle()
```

Class FeedbackForm.SubmissionMessageEvent

A submission event including a message

Inheritance

System.Object

FeedbackForm.SubmissionMessageEvent

Namespace: AeLa.EasyFeedback

Assembly: cs.temp.dll.dll

Syntax

```
public class SubmissionMessageEvent : UnityEvent<string>
```

Class FeedbackText

Inheritance

System.Object
FeedbackText

Namespace: AeLa.EasyFeedback

Assembly: cs.temp.dll.dll

Syntax

```
public class FeedbackText : MonoBehaviour
```

Fields

Form

Declaration

```
public FeedbackForm Form
```

Field Value

TYPE	DESCRIPTION
FeedbackForm	

Message

Declaration

```
public string Message
```

Field Value

TYPE	DESCRIPTION
System.String	

Class FormElement

Parent class for any element that responds to the basic FeedbackForm events.

Inheritance

System.Object
FormElement
CategoryDropdown
PriorityDropdown
ReportTitle
FormField

Namespace: AeLa.EasyFeedback

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class FormElement : MonoBehaviour
```

Fields

Form

The feedback form this component is a part of

Declaration

```
protected FeedbackForm Form
```

Field Value

TYPE	DESCRIPTION
FeedbackForm	

Methods

Awake()

Declaration

```
public virtual void Awake()
```

FormClosed()

Called when the form is closed, whether or not it was submitted

Declaration

```
protected abstract void FormClosed()
```

FormOpened()

Called when the form is first opened, right before it is shown on screen

Declaration

```
protected abstract void FormOpened()
```

FormSubmitted()

Called right before the report is sent to Trello

Declaration

```
protected abstract void FormSubmitted()
```

Remarks

Add user-provided data to your report here

Class FormField

Manages a field on the FeedbackForm

For more help with FormFields, see Custom Form Fields.

Inheritance

System.Object
FormElement
FormField

Inherited Members

FormElement.Form
FormElement.FormOpened()
FormElement.FormSubmitted()
FormElement.FormClosed()
FormElement.Awake()

Namespace: AeLa.EasyFeedback

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class FormField : FormElement
```

Fields

SectionTitle

The title of this field's section on the report

Declaration

```
public string SectionTitle
```

Field Value

TYPE	DESCRIPTION
System.String	

SortOrder

Order of the section in the report (lowest first)

Declaration

```
public int SortOrder
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Class Report

Inheritance

System.Object
Report

Namespace: AeLa.EasyFeedback

Assembly: cs.temp.dll.dll

Syntax

```
public class Report
```

Constructors

Report()

Declaration

```
public Report()
```

Fields

Labels

Labels to add to the card on Trello

Declaration

```
public readonly List<Label> Labels
```

Field Value

TYPE	DESCRIPTION
List<Label>	

List

Trello list this report will be added to

Declaration

```
public List List
```

Field Value

TYPE	DESCRIPTION
List	

Title

The title of the card on Trello

Declaration

```
public string Title
```

Field Value

TYPE	DESCRIPTION
System.String	

Properties

Attachments

Additional files attached to this report

Declaration

```
public List<FileAttachment> Attachments { get; }
```

Property Value

TYPE	DESCRIPTION
List<FileAttachment>	

Remarks

Private to enforce Trello attachment limit (100)

Item[String]

Returns a section in the report by title

Declaration

```
public ReportSection this[string sectionTitle] { get; set; }
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	sectionTitle	

Property Value

TYPE	DESCRIPTION
ReportSection	

Methods

AddLabel(Label)

Adds a label to the report.

Declaration

```
public void AddLabel(Label label)
```

Parameters

TYPE	NAME	DESCRIPTION
Label	label	

AddSection(ReportSection)

Adds a new section to the report

Declaration

```
public void AddSection(ReportSection section)
```

Parameters

TYPE	NAME	DESCRIPTION
ReportSection	section	

AddSection(String, Int32)

Adds a new empty section to the report

Declaration

```
public void AddSection(string title, int sortOrder = 0)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	title	The title of the section
System.Int32	sortOrder	The order of the section on the report (lowest first)

AttachFile(FileAttachment)

Attach a file to the report

Declaration

```
public void AttachFile(FileAttachment file)
```

Parameters

TYPE	NAME	DESCRIPTION
FileAttachment	file	

AttachFile(String, Byte[])

Attach a file to the report

Declaration

```
public void AttachFile(string name, byte[] data)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	The name of the file

TYPE	NAME	DESCRIPTION
Byte[]	data	The file data

AttachFile(String, String)

Attach a file to the report

Declaration

```
public void AttachFile(string name, string filePath)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	The name of the file
System.String	filePath	The path to the file

GetLocalFileText()

Declaration

```
public string GetLocalFileText()
```

Returns

TYPE	DESCRIPTION
System.String	

HasLabel(Label)

Checks if the report already has a label.

Declaration

```
public bool HasLabel(Label label)
```

Parameters

TYPE	NAME	DESCRIPTION
Label	label	

Returns

TYPE	DESCRIPTION
System.Boolean	

HasSection(String)

Checks whether the report already has a section

Declaration

```
public bool HasSection(string title)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	title	

Returns

TYPE	DESCRIPTION
System.Boolean	

RemoveSection(String)

Declaration

```
public void RemoveSection(string title)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	title	

ToString()

Returns the report formatted in markdown for Trello

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Overrides

System.Object.ToString()

Class ReportSection

Inheritance

System.Object
ReportSection

Namespace: AeLa.EasyFeedback

Assembly: cs.temp.dll.dll

Syntax

```
public class ReportSection
```

Constructors

ReportSection(String, Int32)

Creates a new report section with the specified title and sort order

Declaration

```
public ReportSection(string title, int sortOrder = 0)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	title	
System.Int32	sortOrder	

ReportSection(String, String)

Creates a new report section with the specified title and text

Declaration

```
public ReportSection(string title, string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	title	
System.String	text	

Fields

SortOrder

The order of this element in the report (lowest first)

Declaration

```
public int SortOrder
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Title

The title of this section

Declaration

```
public string Title
```

Field Value

TYPE	DESCRIPTION
System.String	

Methods

Append(String)

Appends text to the section text

Declaration

```
public void Append(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	

AppendLine(String)

Appends a line to the section text

Declaration

```
public void AppendLine(string line)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	line	

SetText(String)

Replaces the existing section text with specified text

Declaration

```
public void SetText(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	

ToString()

Returns the section in markdown formatting for Trello

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Overrides

System.Object.ToString()

Enum ScreenshotMode

Namespace: AeLa.EasyFeedback

Assembly: cs.temp.dll.dll

Syntax

```
public enum ScreenshotMode
```

Fields

NAME	DESCRIPTION
Legacy	Captures the screen using ScreenCapture.CaptureScreenshot. Use if screenshots are not captured correctly by Texture mode.
Texture	Captures the screen to memory using Texture2D.ReadPixels.

Namespace AeLa.EasyFeedback.APIs

Classes

AddCardResponse

Badges

CardLabel

Descdata

Emoji

Trello

Structs

Board

Board data returned from Trello API

BoardCollection

Label

LabelCollection

LabelNames

List

ListCollection

Prefs

Board preferences

Subscribed

Object for GETting the subscribed value Trello has an underscore on value here, annoying

Enums

AccessibilityLevel

CardAgeMode

Invitations

PermissionLevel

Enum AccessibilityLevel

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public enum AccessibilityLevel
```

Fields

NAME	DESCRIPTION
disabled	
members	
observers	
org	
public	

Class AddCardResponse

Inheritance

System.Object
AddCardResponse

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public class AddCardResponse
```

Fields

badges

Declaration

```
public Badges badges
```

Field Value

TYPE	DESCRIPTION
Badges	

checkItemStates

Declaration

```
public bool[] checkItemStates
```

Field Value

TYPE	DESCRIPTION
System.Boolean[]	

closed

Declaration

```
public bool closed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

dateLastActivity

Declaration

```
public DateTime dateLastActivity
```

Field Value

TYPE	DESCRIPTION
DateTime	

desc

Declaration

```
public string desc
```

Field Value

TYPE	DESCRIPTION
System.String	

descData

Declaration

```
public Descdata descData
```

Field Value

TYPE	DESCRIPTION
Descdata	

due

Declaration

```
public string due
```

Field Value

TYPE	DESCRIPTION
System.String	

dueComplete

Declaration

```
public bool dueComplete
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

email

Declaration

```
public string email
```

Field Value

TYPE	DESCRIPTION
System.String	

id

Declaration

```
public string id
```

Field Value

TYPE	DESCRIPTION
System.String	

idAttachmentCover

Declaration

```
public string idAttachmentCover
```

Field Value

TYPE	DESCRIPTION
System.String	

idBoard

Declaration

```
public string idBoard
```

Field Value

TYPE	DESCRIPTION
System.String	

idChecklists

Declaration

```
public string[] idChecklists
```

Field Value

TYPE	DESCRIPTION
System.String[]	

idLabels

Declaration

```
public string[] idLabels
```

Field Value

TYPE	DESCRIPTION
System.String[]	

idList

Declaration

```
public string idList
```

Field Value

TYPE	DESCRIPTION
System.String	

idMembers

Declaration

```
public string[] idMembers
```

Field Value

TYPE	DESCRIPTION
System.String[]	

idShort

Declaration

```
public int idShort
```

Field Value

TYPE	DESCRIPTION
System.Int32	

labels

Declaration

```
public CardLabel[] labels
```

Field Value

TYPE	DESCRIPTION
CardLabel[]	

manualCoverAttachment

Declaration

```
public bool manualCoverAttachment
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

name

Declaration

```
public string name
```

Field Value

TYPE	DESCRIPTION
System.String	

pos

Declaration

```
public int pos
```

Field Value

TYPE	DESCRIPTION
System.Int32	

shortUrl

Declaration

```
public string shortUrl
```

Field Value

TYPE	DESCRIPTION
System.String	

stickers

Declaration

```
public string[] stickers
```

Field Value

TYPE	DESCRIPTION
System.String[]	

url

Declaration

```
public string url
```

Field Value

TYPE	DESCRIPTION
System.String	

Class Badges

Inheritance

System.Object
Badges

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public class Badges
```

Fields

attachments

Declaration

```
public int attachments
```

Field Value

TYPE	DESCRIPTION
System.Int32	

checkItems

Declaration

```
public int checkItems
```

Field Value

TYPE	DESCRIPTION
System.Int32	

checkItemsChecked

Declaration

```
public int checkItemsChecked
```

Field Value

TYPE	DESCRIPTION
System.Int32	

comments

Declaration

```
public int comments
```

Field Value

TYPE	DESCRIPTION
System.Int32	

description

Declaration

```
public bool description
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

due

Declaration

```
public string due
```

Field Value

TYPE	DESCRIPTION
System.String	

dueComplete

Declaration

```
public bool dueComplete
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

fogbugz

Declaration

```
public string fogbugz
```

Field Value

TYPE	DESCRIPTION
System.String	

subscribed

Declaration

```
public bool subscribed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

viewingMemberVoted

Declaration

```
public bool viewingMemberVoted
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

votes

Declaration

```
public int votes
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Struct Board

Board data returned from Trello API

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public struct Board
```

Fields

closed

Declaration

```
public bool closed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

desc

Declaration

```
public string desc
```

Field Value

TYPE	DESCRIPTION
System.String	

descData

Declaration

```
public object descData
```

Field Value

TYPE	DESCRIPTION
System.Object	

id

Declaration

```
public string id
```

Field Value

TYPE	DESCRIPTION
System.String	

idOrganization

Declaration

```
public string idOrganization
```

Field Value

TYPE	DESCRIPTION
System.String	

labelNames

Declaration

```
public LabelNames labelNames
```

Field Value

TYPE	DESCRIPTION
LabelNames	

name

Declaration

```
public string name
```

Field Value

TYPE	DESCRIPTION
System.String	

pinned

Declaration

```
public bool pinned
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

prefs

Declaration

```
public Prefs prefs
```

Field Value

TYPE	DESCRIPTION
Prefs	

shortUrl

Declaration

```
public string shortUrl
```

Field Value

TYPE	DESCRIPTION
System.String	

url

Declaration

```
public string url
```

Field Value

TYPE	DESCRIPTION
System.String	

Struct BoardCollection

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public struct BoardCollection
```

Fields

boards

Declaration

```
public Board[] boards
```

Field Value

TYPE	DESCRIPTION
Board[]	

Enum CardAgeMode

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public enum CardAgeMode
```

Fields

NAME	DESCRIPTION
pirate	
regular	

Class CardLabel

Inheritance

System.Object
CardLabel

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public class CardLabel
```

Fields

color

Declaration

```
public string color
```

Field Value

TYPE	DESCRIPTION
System.String	

id

Declaration

```
public string id
```

Field Value

TYPE	DESCRIPTION
System.String	

idBoard

Declaration

```
public string idBoard
```

Field Value

TYPE	DESCRIPTION
System.String	

name

Declaration

```
public string name
```

Field Value

TYPE	DESCRIPTION
System.String	

uses

Declaration

```
public int uses
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Class Descdata

Inheritance

System.Object
Descdata

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public class Descdata
```

Fields

emoji

Declaration

```
public Emoji emoji
```

Field Value

TYPE	DESCRIPTION
Emoji	

Class Emoji

Inheritance

System.Object

Emoji

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public class Emoji
```

Enum Invitations

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public enum Invitations
```

Fields

NAME	DESCRIPTION
admins	
members	

Struct Label

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public struct Label
```

Constructors

Label(String, String, String, String, Int32, Int32)

Declaration

```
public Label(string id = null, string idBoard = null, string name = null, string color = null, int uses = 0, int order = 0)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	
System.String	idBoard	
System.String	name	
System.String	color	
System.Int32	uses	
System.Int32	order	

Fields

color

Declaration

```
public string color
```

Field Value

TYPE	DESCRIPTION
System.String	

id

Declaration

```
public string id
```

Field Value

TYPE	DESCRIPTION
System.String	

idBoard

Declaration

```
public string idBoard
```

Field Value

TYPE	DESCRIPTION
System.String	

name

Declaration

```
public string name
```

Field Value

TYPE	DESCRIPTION
System.String	

order

Declaration

```
public int order
```

Field Value

TYPE	DESCRIPTION
System.Int32	

uses

Declaration

```
public int uses
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Struct LabelCollection

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public struct LabelCollection
```

Fields

labels

Declaration

```
public Label[] labels
```

Field Value

TYPE	DESCRIPTION
Label[]	

Struct LabelNames

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public struct LabelNames
```

Fields

blue

Declaration

```
public string blue
```

Field Value

TYPE	DESCRIPTION
System.String	

green

Declaration

```
public string green
```

Field Value

TYPE	DESCRIPTION
System.String	

lime

Declaration

```
public string lime
```

Field Value

TYPE	DESCRIPTION
System.String	

orange

Declaration

```
public string orange
```

Field Value

TYPE	DESCRIPTION
System.String	

purple

Declaration

```
public string purple
```

Field Value

TYPE	DESCRIPTION
System.String	

red

Declaration

```
public string red
```

Field Value

TYPE	DESCRIPTION
System.String	

sky

Declaration

```
public string sky
```

Field Value

TYPE	DESCRIPTION
System.String	

yellow

Declaration

```
public string yellow
```

Field Value

TYPE	DESCRIPTION
System.String	

Struct List

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public struct List
```

Fields

closed

Declaration

```
public bool closed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

id

Declaration

```
public string id
```

Field Value

TYPE	DESCRIPTION
System.String	

idBoard

Declaration

```
public string idBoard
```

Field Value

TYPE	DESCRIPTION
System.String	

name

Declaration

```
public string name
```

Field Value

TYPE	DESCRIPTION
System.String	

pos

Declaration

```
public float pos
```

Field Value

TYPE	DESCRIPTION
System.Single	

subscribed

Declaration

```
public bool subscribed
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Struct ListCollection

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public struct ListCollection
```

Fields

lists

Declaration

```
public List[] lists
```

Field Value

TYPE	DESCRIPTION
List[]	

Enum PermissionLevel

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public enum PermissionLevel
```

Fields

NAME	DESCRIPTION
org	
private	
public	

Struct Prefs

Board preferences

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public struct Prefs
```

Fields

background

Declaration

```
public string background
```

Field Value

TYPE	DESCRIPTION
System.String	

backgroundBrightness

Declaration

```
public string backgroundBrightness
```

Field Value

TYPE	DESCRIPTION
System.String	

backgroundColor

Declaration

```
public string backgroundColor
```

Field Value

TYPE	DESCRIPTION
System.String	

backgroundImage

Declaration

```
public object backgroundImage
```

Field Value

TYPE	DESCRIPTION
System.Object	

backgroundImageScaled

Declaration

```
public object backgroundImageScaled
```

Field Value

TYPE	DESCRIPTION
System.Object	

backgroundTile

Declaration

```
public bool? backgroundTile
```

Field Value

TYPE	DESCRIPTION
System.Nullable<System.Boolean>	

calendarFeedEnabled

Declaration

```
public bool? calendarFeedEnabled
```

Field Value

TYPE	DESCRIPTION
System.Nullable<System.Boolean>	

canBeOrg

Declaration

```
public bool? canBeOrg
```

Field Value

TYPE	DESCRIPTION
System.Nullable<System.Boolean>	

canBePrivate

Declaration

```
public bool? canBePrivate
```

Field Value

TYPE	DESCRIPTION
System.Nullable<System.Boolean>	

canBePublic

Declaration

```
public bool? canBePublic
```

Field Value

TYPE	DESCRIPTION
System.Nullable<System.Boolean>	

canInvite

Declaration

```
public bool? canInvite
```

Field Value

TYPE	DESCRIPTION
System.Nullable<System.Boolean>	

cardAging

Declaration

```
public CardAgeMode? cardAging
```

Field Value

TYPE	DESCRIPTION
System.Nullable<CardAgeMode>	

cardCovers

Declaration

```
public bool? cardCovers
```

Field Value

TYPE	DESCRIPTION
System.Nullable<System.Boolean>	

comments

Declaration

```
public AccessibilityLevel? comments
```

Field Value

TYPE	DESCRIPTION
System.Nullable<AccessibilityLevel>	

invitations

Declaration

```
public Invitations? invitations
```

Field Value

TYPE	DESCRIPTION
System.Nullable<Invitations>	

permissionLevel

Declaration

```
public PermissionLevel? permissionLevel
```

Field Value

TYPE	DESCRIPTION
System.Nullable<PermissionLevel>	

selfJoin

Declaration

```
public bool? selfJoin
```

Field Value

TYPE	DESCRIPTION
System.Nullable<System.Boolean>	

voting

Declaration

```
public AccessibilityLevel? voting
```

Field Value

TYPE	DESCRIPTION
System.Nullable<AccessibilityLevel>	

Struct Subscribed

Object for GETting the subscribed value Trello has an underscore on value here, annoying

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public struct Subscribed
```

Fields

_value

Declaration

```
public bool _value
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Class Trello

Inheritance

System.Object
Trello

Namespace: AeLa.EasyFeedback.APIs

Assembly: cs.temp.dll.dll

Syntax

```
public class Trello
```

Constructors

Trello(String)

Declaration

```
public Trello(string token)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	token	

Fields

ApiUri

Declaration

```
public const string ApiUri = "https://trello.com/1"
```

Field Value

TYPE	DESCRIPTION
System.String	

AppKey

Declaration

```
public const string AppKey = "9babe077311b8a24fddaebb73de1df6a"
```

Field Value

TYPE	DESCRIPTION
System.String	

CategoryTag

Declaration

```
public const string CategoryTag = "(EF)"
```

Field Value

TYPE	DESCRIPTION
System.String	

ErrorMessage

Declaration

```
public string ErrorMessage
```

Field Value

TYPE	DESCRIPTION
System.String	

IsDoneUploading

Declaration

```
public bool IsDoneUploading
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

LastAddCardResponse

Declaration

```
public AddCardResponse LastAddCardResponse
```

Field Value

TYPE	DESCRIPTION
AddCardResponse	

LastRequest

Declaration

```
public UnityWebRequest LastRequest
```

Field Value

TYPE	DESCRIPTION
UnityWebRequest	

MaxCharLength

Declaration

```
public const int MaxCharLength = 16384
```

Field Value

TYPE	DESCRIPTION
System.Int32	

TemplateBoardID

Declaration

```
public const string TemplateBoardID = "589d1b02a4856195b7cc31c9"
```

Field Value

TYPE	DESCRIPTION
System.String	

UploadError

Declaration

```
public bool UploadError
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

UploadException

Declaration

```
public Exception UploadException
```

Field Value

TYPE	DESCRIPTION
Exception	

Properties

AuthURL

Declaration

```
public static string AuthURL { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

AddAttachmentAsync(String, Byte[], String, String, String)

Declaration

```
public IEnumerator AddAttachmentAsync(string cardID, byte[] file = null, string url = null, string name = null, string mimeType = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	cardID	
Byte[]	file	
System.String	url	
System.String	name	
System.String	mimeType	

Returns

TYPE	DESCRIPTION
IEnumerator	

AddBoard(String, Boolean, Boolean, String, String, String, String, String, Nullable<Prefs>)

Editor-safe method for adding a board

Declaration

```
public Board AddBoard(string name, bool defaultLabels = true, bool defaultLists = true, string desc = null, string idOrganization = null, string
idBoardSource = null, string keepFromSource = "all", string powerUps = "all", Prefs? prefs = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	
System.Boolean	defaultLabels	
System.Boolean	defaultLists	
System.String	desc	
System.String	idOrganization	
System.String	idBoardSource	
System.String	keepFromSource	
System.String	powerUps	
System.Nullable<Prefs>	prefs	

Returns

TYPE	DESCRIPTION
Board	

AddCard(String, String, IEnumerable<Label>, String, Byte[])

Adds a card to a board

Declaration

```
public IEnumerator AddCard(string name, string description, IEnumerable<Label> labels, string list, byte[] fileSource = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	Title of the card
System.String	description	Description of the card
IEnumerable<Label>	labels	Any labels on the card
System.String	list	The list the card belongs to
Byte[]	fileSource	File data to attach to the card

Returns

TYPE	DESCRIPTION
IEnumerator	

GetBoards()

Editor-safe method for getting the boards on the authorized Trello account

Declaration

```
public Board[] GetBoards()
```

Returns

TYPE	DESCRIPTION
Board[]	

GetBoardsAsync(Action<Board[]>)

Declaration

```
public IEnumerator GetBoardsAsync(Action<Board[]> onFinished)
```

Parameters

TYPE	NAME	DESCRIPTION
Action<Board[]>	onFinished	

Returns

TYPE	DESCRIPTION
IEnumerator	

GetLabels(String)

Editor-safe method for getting labels from a board

Declaration

```
public Label[] GetLabels(string boardID)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	boardID	

Returns

TYPE	DESCRIPTION
Label[]	

GetLabelsAsync(String, Action<Label[]>)

Declaration

```
public IEnumerator GetLabelsAsync(string boardID, Action<Label[]> onFinished)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	boardID	
Action<Label[]>	onFinished	

Returns

TYPE	DESCRIPTION
IEnumerator	

GetLists(String)

Editor-safe method for getting the lists on a board

Declaration

```
public List[] GetLists(string boardID)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	boardID	

Returns

TYPE	DESCRIPTION
List[]	

GetListsAsync(String, Action<List[]>)

Declaration

```
public IEnumerator GetListsAsync(string boardID, Action<List[]> onFinished)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	boardID	
Action<List[]>	onFinished	

Returns

TYPE	DESCRIPTION
IEnumerator	

GetSubscribed(String)

Returns whether or not the authenticated user is subscribed to a board

Declaration

```
public bool GetSubscribed(string boardID)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	boardID	The board

Returns

TYPE	DESCRIPTION
System.Boolean	Whether or not the authenticated user is subscribed to the board

GetURI(String)

Returns a fully formed and authenticated request URI for the Trello API path provided

Declaration

```
public string GetURI(string apiPath)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	apiPath	The Trello API endpoint path (starting with /)

Returns

TYPE	DESCRIPTION
System.String	

IsValidToken(String, Boolean)

Checks if a token is valid

Declaration

```
public static bool IsValidToken(string token, bool silent = false)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	token	
System.Boolean	silent	

Returns

TYPE	DESCRIPTION
System.Boolean	

PutSubscribed(String, Boolean)

Sets a user's subscribed state for a board

Declaration

```
public void PutSubscribed(string boardID, bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	boardID	The board
System.Boolean	value	The subscribed state

Namespace AeLa.EasyFeedback.FormElements

Classes

CategoryDropdown

PriorityDropdown

ReportTitle

Class CategoryDropdown

Inheritance

System.Object
FormElement
CategoryDropdown

Inherited Members

FormElement.Form

Namespace: AeLa.EasyFeedback.FormElements

Assembly: cs.temp.dll.dll

Syntax

```
public class CategoryDropdown : FormElement
```

Methods

Awake()

Declaration

```
public override void Awake()
```

Overrides

FormElement.Awake()

FormClosed()

Declaration

```
protected override void FormClosed()
```

Overrides

FormElement.FormClosed()

FormOpened()

Declaration

```
protected override void FormOpened()
```

Overrides

FormElement.FormOpened()

FormSubmitted()

Declaration

```
protected override void FormSubmitted()
```

Overrides

FormElement.FormSubmitted()

Class PriorityDropdown

Inheritance

System.Object
FormElement
PriorityDropdown

Inherited Members

FormElement.Form

Namespace: AeLa.EasyFeedback.FormElements

Assembly: cs.temp.dll.dll

Syntax

```
public class PriorityDropdown : FormElement
```

Methods

Awake()

Declaration

```
public override void Awake()
```

Overrides

FormElement.Awake()

FormClosed()

Declaration

```
protected override void FormClosed()
```

Overrides

FormElement.FormClosed()

FormOpened()

Declaration

```
protected override void FormOpened()
```

Overrides

FormElement.FormOpened()

FormSubmitted()

Declaration

```
protected override void FormSubmitted()
```

Overrides

FormElement.FormSubmitted()

Class ReportTitle

Inheritance

System.Object
FormElement
ReportTitle

Inherited Members

FormElement.Form
FormElement.Awake()

Namespace: AeLa.EasyFeedback.FormElements

Assembly: cs.temp.dll.dll

Syntax

```
public class ReportTitle : FormElement
```

Methods

FormClosed()

Declaration

```
protected override void FormClosed()
```

Overrides

FormElement.FormClosed()

FormOpened()

Declaration

```
protected override void FormOpened()
```

Overrides

FormElement.FormOpened()

FormSubmitted()

Declaration

```
protected override void FormSubmitted()
```

Overrides

FormElement.FormSubmitted()

Namespace AeLa.EasyFeedback.FormInput

Classes

ShowFeedbackFormInput

TabNext

TabNextBase

Interfaces

IToggleFormInput

Interface IToggleFormInput

Namespace: AeLa.EasyFeedback.FormInput

Assembly: cs.temp.dll.dll

Syntax

```
public interface IToggleFormInput
```

Properties

Descriptor

User-readable description of the input

Declaration

```
string Descriptor { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Class ShowFeedbackFormInput

Inheritance

System.Object

ShowFeedbackFormInput

Implements

IToggleFormInput

Namespace: AeLa.EasyFeedback.FormInput

Assembly: cs.temp.dll.dll

Syntax

```
public class ShowFeedbackFormInput : MonoBehaviour, IToggleFormInput
```

Fields

HideKey

Key used to hide the feedback form

Declaration

```
public KeyCode HideKey
```

Field Value

TYPE	DESCRIPTION
KeyCode	

ShowKey

Key used to show the feedback form

Declaration

```
public KeyCode ShowKey
```

Field Value

TYPE	DESCRIPTION
KeyCode	

ToggleKey

Key used to toggle the feedback form

Declaration

```
public KeyCode ToggleKey
```

Field Value

TYPE	DESCRIPTION
KeyCode	

Properties

Descriptor

Declaration

```
public string Descriptor { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Implements

IToggleFormInput

Class TabNext

Inheritance

System.Object

TabNextBase

TabNext

Inherited Members

TabNextBase.Next

TabNextBase.Previous

TabNextBase.input

TabNextBase.nextInput

TabNextBase.previousInput

TabNextBase.Start()

TabNextBase.Select(Selectable)

TabNextBase.TryGetInputField(Selectable, IInputField)

TabNextBase.GetInputField(Selectable)

TabNextBase.Copy(TabNextBase)

Namespace: AeLa.EasyFeedback.FormInput

Assembly: cs.temp.dll.dll

Syntax

```
public class TabNext : TabNextBase
```

Class TabNextBase

Inheritance

System.Object
TabNextBase
TabNext

Namespace: AeLa.EasyFeedback.FormInput

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class TabNextBase : MonoBehaviour
```

Fields

input

Attached InputField (TMP or Unity)

Declaration

```
protected IInputField input
```

Field Value

TYPE	DESCRIPTION
IInputField	

Next

Declaration

```
public Selectable Next
```

Field Value

TYPE	DESCRIPTION
Selectable	

nextInput

Declaration

```
protected IInputField nextInput
```

Field Value

TYPE	DESCRIPTION
IInputField	

Previous

Declaration

```
public Selectable Previous
```

Field Value

TYPE	DESCRIPTION
Selectable	

previousInput

Declaration

```
protected IInputField previousInput
```

Field Value

TYPE	DESCRIPTION
IInputField	

Methods

Copy(TabNextBase)

Copies properties from `other` to this instance

Declaration

```
public virtual void Copy(TabNextBase other)
```

Parameters

TYPE	NAME	DESCRIPTION
TabNextBase	other	

GetInputField(Selectable)

Declaration

```
protected IInputField GetInputField(Selectable selectable)
```

Parameters

TYPE	NAME	DESCRIPTION
Selectable	selectable	

Returns

TYPE	DESCRIPTION
IInputField	

Select(Selectable)

Declaration

```
protected virtual void Select(Selectable selectable)
```

Parameters

TYPE	NAME	DESCRIPTION
Selectable	selectable	

Start()

Declaration

```
protected virtual void Start()
```

TryGetInputField(Selectable, out IInputField)

Declaration

```
protected bool TryGetInputField(Selectable selectable, out IInputField field)
```

Parameters

TYPE	NAME	DESCRIPTION
Selectable	selectable	
IInputField	field	

Returns

TYPE	DESCRIPTION
System.Boolean	

Namespace AeLa.EasyFeedback.InputSystemSupport

Classes

ShowFeedbackFormInputSystem

TabNextInputSystem

A drop-in replacement for the component using the Input System.

Class ShowFeedbackFormInputSystem

Inheritance

System.Object
ShowFeedbackFormInputSystem

Implements

IToggleFormInput

Namespace: AeLa.EasyFeedback.InputSystemSupport

Assembly: cs.temp.dll.dll

Syntax

```
public class ShowFeedbackFormInputSystem : MonoBehaviour, IToggleFormInput
```

Fields

Hide

Input action used to hide the feedback form

Declaration

```
public InputActionReference Hide
```

Field Value

TYPE	DESCRIPTION
InputActionReference	

Show

Input action used to show the feedback form

Declaration

```
public InputActionReference Show
```

Field Value

TYPE	DESCRIPTION
InputActionReference	

Toggle

Input action used to toggle the feedback form

Declaration

```
public InputActionReference Toggle
```

Field Value

TYPE	DESCRIPTION
InputActionReference	

Properties

Descriptor

Declaration

```
public string Descriptor { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Implements

IToggleFormInput

Class TabNextInputSystem

A drop-in replacement for the component using the Input System.

Inheritance

System.Object
TabNextInputSystem

Namespace: AeLa.EasyFeedback.InputSystemSupport

Assembly: cs.temp.dll.dll

Syntax

```
public class TabNextInputSystem : TabNextBase
```

Remarks

This is just a simple helper component with hard-coded input bindings for tab/shift. You may use this as an example if you need something more bespoke. Always feel free to reach out to our support email if you'd like help extending Easy Feedback!

Namespace AeLa.EasyFeedback.InputSystemSupport.Editor

Classes

InputSystemMigration

MigrateFeedbackFormWizard

MigrationMenu

Class InputSystemMigration

Inheritance

System.Object
InputSystemMigration

Namespace: AeLa.EasyFeedback.InputSystemSupport.Editor

Assembly: cs.temp.dll.dll

Syntax

```
public static class InputSystemMigration
```

Methods

MigrateTarget(GameObject, (InputActionReference, InputActionReference, InputActionReference))

Migrates relevant components on the target GameObject and all of its children to the new input system versions.

Declaration

```
public static void MigrateTarget(GameObject target, (InputActionReference, InputActionReference, InputActionReference) showFormInputActions)
```

Parameters

TYPE	NAME	DESCRIPTION
GameObject	target	
System.ValueTuple<InputActionReference, InputActionReference, InputActionReference>	showFormInputActions	InputActionReferences for the ShowFeedbackFormInputSystem component

Class MigrateFeedbackFormWizard

Inheritance

System.Object

MigrateFeedbackFormWizard

Namespace: AeLa.EasyFeedback.InputSystemSupport.Editor

Assembly: cs.temp.dll.dll

Syntax

```
public class MigrateFeedbackFormWizard : EditorWindow
```

Fields

Target

The target feedback prefab

Declaration

```
public GameObject Target
```

Field Value

TYPE	DESCRIPTION
GameObject	

Methods

GetWindow()

Declaration

```
public static MigrateFeedbackFormWizard GetWindow()
```

Returns

TYPE	DESCRIPTION
MigrateFeedbackFormWizard	

Class MigrationMenu

Inheritance

System.Object

MigrationMenu

Namespace: AeLa.EasyFeedback.InputSystemSupport.Editor

Assembly: cs.temp.dll.dll

Syntax

```
public static class MigrationMenu
```

Namespace AeLa.EasyFeedback.UI.Toaster

Classes

Toast

Toaster

Displays Toast(String).

Enums

Toaster.PopoutDirection

Toaster.ToastAnchor

Class Toast

Inheritance

System.Object
Toast

Namespace: AeLa.EasyFeedback.UI.Toaster

Assembly: cs.temp.dll.dll

Syntax

```
public class Toast : MonoBehaviour
```

Fields

Text

Declaration

```
protected GameObject Text
```

Field Value

TYPE	DESCRIPTION
GameObject	

Properties

Message

Declaration

```
public string Message { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

RectTransform

Declaration

```
public RectTransform RectTransform { get; }
```

Property Value

TYPE	DESCRIPTION
RectTransform	

Class Toaster

Displays Toast(String).

By default, Easy Feedback will send submission status messages via the Toaster attached to the Easy Feedback prefab. `Toaster.Toast(string)` is added as a callback on each of the submission events.

Customizing the Toast

You can customize the toast popup to your liking by modifying the `Toast` prefab.

Inheritance

System.Object
Toaster

Namespace: AeLa.EasyFeedback.UI.Toaster

Assembly: cs.temp.dll.dll

Syntax

```
public class Toaster : MonoBehaviour
```

Fields

AnimationDuration

How long (seconds) the slide in/out animation takes

Declaration

```
protected float AnimationDuration
```

Field Value

TYPE	DESCRIPTION
System.Single	

Duration

How long (seconds) a message remains on screen

Declaration

```
protected float Duration
```

Field Value

TYPE	DESCRIPTION
System.Single	

PopupDirection

Direction the toast will move when it appears

Declaration

```
protected Toaster.PopoutDirection PopupDirection
```

Field Value

TYPE	DESCRIPTION
Toaster.PopoutDirection	

ToastPrefab

The toast prefab object

Declaration

```
protected Toast ToastPrefab
```

Field Value

TYPE	DESCRIPTION
Toast	

ViewportAnchor

Where the toast will appear on screen

Declaration

```
protected Toaster.ToastAnchor ViewportAnchor
```

Field Value

TYPE	DESCRIPTION
Toaster.ToastAnchor	

Methods

Toast(String)

Displays a toast with the provided message

Declaration

```
public void Toast(string message)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	message	

Enum Toaster.PopoutDirection

Namespace: AeLa.EasyFeedback.UI.Toaster

Assembly: cs.temp.dll.dll

Syntax

```
public enum PopoutDirection
```

Fields

NAME	DESCRIPTION
Down	
Left	
Right	
Up	

Enum Toaster.ToastAnchor

Namespace: AeLa.EasyFeedback.UI.Toaster

Assembly: cs.temp.dll.dll

Syntax

```
public enum ToastAnchor
```

Fields

NAME	DESCRIPTION
BottomLeft	
BottomRight	
TopLeft	
TopRight	

Namespace AeLa.EasyFeedback.Utility

Classes

FileAttachment

Markdown

ScreenshotUtil

SetSelectedOnOpen

SetVersionText

ShowHideMouse

Shows or hides the mouse when the feedback form is opened or closed. Remove this component from your form if you do not want the mouse to be automatically managed.

Enums

Markdown.HeaderLevel

Class FileAttachment

Inheritance

System.Object
FileAttachment

Namespace: AeLa.EasyFeedback.Utility

Assembly: cs.temp.dll.dll

Syntax

```
public class FileAttachment
```

Constructors

FileAttachment(String, Byte[], String)

Creates a new instance of the FileAttachment object

Declaration

```
public FileAttachment(string name, byte[] data, string mimeType = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	The name of the attachment
Byte[]	data	The file data
System.String	mimeType	The MIME type of the file

FileAttachment(String, String)

Creates a new instance of the FileAttachment object

Declaration

```
public FileAttachment(string filePath, string mimeType = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	filePath	The path to the file
System.String	mimeType	The MIME type of the file

FileAttachment(String, String, String)

Creates a new instance of the FileAttachment object

Declaration

```
public FileAttachment(string name, string filePath, string mimeType = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	The name of the attachment
System.String	filePath	The path to the file
System.String	mimeType	The MIME type of the file

Properties

Data

Attached file data

Declaration

```
public byte[] Data { get; set; }
```

Property Value

TYPE	DESCRIPTION
Byte[]	

MimeType

The MIME type for this file

Declaration

```
public string MimeType { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Name

The name of the file attachment (0 to 256 characters).

Declaration

```
public string Name { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Class Markdown

Inheritance

System.Object
Markdown

Namespace: AeLa.EasyFeedback.Utility

Assembly: cs.temp.dll.dll

Syntax

```
public static class Markdown
```

Fields

HR

Creates a horizontal rule or line

Declaration

```
public const string HR = "---"
```

Field Value

TYPE	DESCRIPTION
System.String	

LINE_BREAK

Creates a new paragraph

Declaration

```
public const string LINE_BREAK = "\n\n"
```

Field Value

TYPE	DESCRIPTION
System.String	

Methods

Blockquote(String)

Creates a block of quoted text

Declaration

```
public static string Blockquote(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The text

Returns

TYPE	DESCRIPTION
System.String	

Code(String)

Creates an inline span of preformatted text

Declaration

```
public static string Code(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The text

Returns

TYPE	DESCRIPTION
System.String	

CodeBlock(String, String)

Creates a block of preformatted text

Declaration

```
public static string CodeBlock(string text, string language = "")
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The text
System.String	language	The language for syntax highlighting (where supported)

Returns

TYPE	DESCRIPTION
System.String	

Em(String)

Formats the text with emphasis/italics

Declaration

```
public static string Em(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The text to be emphasized

Returns

TYPE	DESCRIPTION
System.String	

H1(String)

Creates a first-level header from the specified text

Declaration

```
public static string H1(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The header text

Returns

TYPE	DESCRIPTION
System.String	

H2(String)

Creates a second-level header from the specified text

Declaration

```
public static string H2(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The header text

Returns

TYPE	DESCRIPTION
System.String	

H3(String)

Creates a third-level header from the specified text

Declaration

```
public static string H3(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The header text

Returns

TYPE	DESCRIPTION
System.String	

H4(String)

Creates a fourth-level header from the specified text

Declaration

```
public static string H4(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The header text

Returns

TYPE	DESCRIPTION
System.String	

H5(String)

Creates a fifth-level header from the specified text

Declaration

```
public static string H5(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The header text

Returns

TYPE	DESCRIPTION
System.String	

H6(String)

Creates a sixth-level header from the specified text

Declaration

```
public static string H6(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The header text

Returns

TYPE	DESCRIPTION
System.String	

Header(String, Markdown.HeaderLevel)

Creates a header from the specified text, with the specified level

Declaration

```
public static string Header(string text, Markdown.HeaderLevel level = Markdown.HeaderLevel.H1)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The header text
Markdown.HeaderLevel	level	The header level

Returns

TYPE	DESCRIPTION
System.String	

Hyperlink(String, String)

Creates an inline link

Declaration

```
public static string Hyperlink(string text, string url)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The link text

TYPE	NAME	DESCRIPTION
System.String	url	The link url

Returns

TYPE	DESCRIPTION
System.String	

Image(String, String)

Creates an inline image

Declaration

```
public static string Image(string url, string alt = "")
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	url	The url of the image
System.String	alt	The alt-text for the image

Returns

TYPE	DESCRIPTION
System.String	

OrderedList(String[])

Creates an ordered (numbered) list from an array of items

Declaration

```
public static string OrderedList(string[] items)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	items	The items of the list

Returns

TYPE	DESCRIPTION
System.String	

Strike(String)

Strikes through the text

Declaration

```
public static string Strike(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The text

Returns

TYPE	DESCRIPTION
System.String	

Strong(String)

Emboldens the text

Declaration

```
public static string Strong(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The text to be emboldened

Returns

TYPE	DESCRIPTION
System.String	

UnorderedList(String[])

Creates an unordered (bulleted) list from an array of items

Declaration

```
public static string UnorderedList(string[] items)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	items	The items of the list

Returns

TYPE	DESCRIPTION
System.String	

Enum Markdown.HeaderLevel

Namespace: AeLa.EasyFeedback.Utility

Assembly: cs.temp.dll.dll

Syntax

```
public enum HeaderLevel
```

Fields

NAME	DESCRIPTION
H1	
H2	
H3	
H4	
H5	
H6	

Class ScreenshotUtil

Inheritance

System.Object

ScreenshotUtil

Namespace: AeLa.EasyFeedback.Utility

Assembly: cs.temp.dll.dll

Syntax

```
public static class ScreenshotUtil
```

Methods

CaptureScreenshot(ScreenshotMode, Boolean, Action<Byte[]>, Action<String>)

Declaration

```
public static IEnumerator CaptureScreenshot(ScreenshotMode mode, bool resizeLargeScreenshots, Action<byte[]> onCapturedCallback, Action<string>
onErrorCallback)
```

Parameters

TYPE	NAME	DESCRIPTION
ScreenshotMode	mode	
System.Boolean	resizeLargeScreenshots	
Action<Byte[]>	onCapturedCallback	
Action<System.String>	onErrorCallback	

Returns

TYPE	DESCRIPTION
IEnumerator	

Class SetSelectedOnOpen

Inheritance

System.Object

SetSelectedOnOpen

Namespace: AeLa.EasyFeedback.Utility

Assembly: cs.temp.dll.dll

Syntax

```
public class SetSelectedOnOpen : MonoBehaviour
```

Class SetVersionText

Inheritance

System.Object
SetVersionText

Namespace: AeLa.EasyFeedback.Utility

Assembly: cs.temp.dll.dll

Syntax

```
public class SetVersionText : MonoBehaviour
```

Fields

Prefix

Declaration

```
public string Prefix
```

Field Value

TYPE	DESCRIPTION
System.String	

Suffix

Declaration

```
public string Suffix
```

Field Value

TYPE	DESCRIPTION
System.String	

VersionNumber

Declaration

```
public string VersionNumber
```

Field Value

TYPE	DESCRIPTION
System.String	

Class ShowHideMouse

Shows or hides the mouse when the feedback form is opened or closed. Remove this component from your form if you do not want the mouse to be automatically managed.

Inheritance

System.Object

ShowHideMouse

Namespace: AeLa.EasyFeedback.Utility

Assembly: cs.temp.dll.dll

Syntax

```
public class ShowHideMouse : MonoBehaviour
```