# Bad Word Filter PRO

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API

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# Chapter 1

# Namespace Index

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# Class Index

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Crosstales.BWF.Manager.BadWordManager
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Crosstales.BWF.Provider.BadWordProvider
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Crosstales.BWF.Provider.BadWordProviderText
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# Chapter 4

# Namespace Documentation

## 4.1 Crosstales Namespace Reference

### Classes

- class ExtensionMethods

  *Various extension methods.*

## 4.2 Crosstales.BWF Namespace Reference

### Classes

- class BWFManager

  *BWF is a multi-manager for all available managers.*
- class OnContainsCompleted
- class OnGetAllCompleted
- class OnReady
- class OnReplaceAllCompleted

### Functions

- delegate void **ContainsComplete** (string originalText, bool containsBadWords)
- delegate void **GetAllComplete** (string originalText, System.Collections.Generic.List< string > badWords)
- delegate void **ReplaceAllComplete** (string originalText, string cleanText)

## 4.3 Crosstales.BWF.Data Namespace Reference

### Classes

- class Source

  *Data definition of a source.*

## 4.4 Crosstales.BWF.Demo Namespace Reference

### Classes

- class EventTester

  *Simple test script for all UnityEvent-callbacks.*
- class GUIBase

  *Base-class for "GUIMain" and "GUIMainAsync".*
- class GUIMain

  *Main GUI controller.*
- class GUIMainAsync

  *Main GUI controller for async calls.*
- class GUISource

  *Generates a scrollable list of sources.*
- class SourceEntry

  *Wrapper for sources.*
- class ZInstaller

  *Installs the 'UI'-package from Common.*

## 4.5 Crosstales.BWF.EditorExtension Namespace Reference

### Classes

- class BadWordManagerEditor

  *Custom editor for the 'BadWordManager'-class.*
- class BadWordProviderTextEditor

  *Custom editor for the 'BadWordProviderText'-class.*
- class BaseProviderEditor

  *Base-class for custom editors of children of the 'BaseProvider'-class.*
- class BWFManagerEditor

  *Custom editor for the 'BWFManager'-class.*
- class CapitalizationManagerEditor

  *Custom editor for the 'CapitalizationManager'-class.*
- class DomainManagerEditor

  *Custom editor for the 'DomainManager'-class.*
- class DomainProviderTextEditor

  *Custom editor for the 'DomainProviderText'-class.*
- class PunctuationManagerEditor

  *Custom editor for the 'PunctuationManager'-class.*
- class SourceEditor

  *Custom editor for the 'Source'-class.*

# 4.6 Crosstales.BWF.EditorIntegration Namespace Reference

## Classes

- class BWFGameObject

  *Editor component for the "Hierarchy"-menu.*
- class BWFMenu

  *Editor component for the "Tools"-menu.*
- class ConfigBase

  *Base class for editor windows.*
- class ConfigPreferences

  *Unity "Preferences" extension.*
- class ConfigWindow

  *Editor window extension.*

# 4.7 Crosstales.BWF.EditorTask Namespace Reference

## Classes

- class AAAConfigLoader

  *Loads the configuration at startup.*
- class AutoInitialize

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

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

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

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

  *Checks for updates of the asset.*

## Enumerations

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

  *All possible update stati.*

### 4.7.1 Enumeration Type Documentation

#### 4.7.1.1 UpdateStatus

`enum Crosstales.BWF.EditorTask.UpdateStatus [strong]`

All possible update stati.

## 4.8 Crosstales.BWF.EditorUtil Namespace Reference

### Classes

- class EditorConfig

  *Editor configuration for the asset.*
- class EditorConstants

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

  *Editor helper class.*

## 4.9 Crosstales.BWF.Filter Namespace Reference

### Classes

- class BadWordFilter

  *Filter for bad words. The class can also replace all bad words inside a string.*
- class BaseFilter

  *Base class for all filters.*
- class CapitalizationFilter

  *Filter for excessive capitalization. The class can also replace all capitalizations inside a string.*
- class DomainFilter

  *Filter for domains. The class can also replace all domains inside a string.*
- interface IFilter

  *Interface for all filters.*
- class PunctuationFilter

  *Filter for excessive punctuation. The class can also replace all punctuations inside a string.*

## 4.10 Crosstales.BWF.Manager Namespace Reference

### Classes

- class BadWordManager

  *Manager for for bad words.*
- class BaseManager

  *Base class for all managers.*
- class CapitalizationManager

  *Manager for excessive capitalization.*
- class DomainManager

  *Manager for domains.*
- class PunctuationManager

  *Manager for excessive punctuation.*

## 4.11 Crosstales.BWF.Model Namespace Reference

### Classes

- class BadWords

  *Model for a source of bad words.*
- class Domains

  *Model for a source of domains.*

## 4.12 Crosstales.BWF.Model.Enum Namespace Reference

### Enumerations

- enum ManagerMask {
  **None** = 0, **All** = 1, **BadWord** = 2, **Domain** = 4,
  **Capitalization** = 8, **Punctuation** = 16 }

  *Enum for all available managers.*
- enum ReplaceMode { **Default** = 0, **NonLettersOrDigits** = 1, **LeetSpeak** = 2, **LeetSpeakAdvanced** = 3 }

  *Enum for all available replace modes.*

### 4.12.1 Enumeration Type Documentation

#### 4.12.1.1 ManagerMask

```
enum Crosstales.BWF.Model.Enum.ManagerMask  [strong]
```

Enum for all available managers.

#### 4.12.1.2 ReplaceMode

```
enum Crosstales.BWF.Model.Enum.ReplaceMode  [strong]
```

Enum for all available replace modes.

## 4.13 Crosstales.BWF.PlayMaker Namespace Reference

### Classes

- class BaseBWFEditor

  *Base-class for custom editors.*
- class ContainsEditor

  *Custom editor for the ContainsString-action.*
- class MarkStringEditor

  *Custom editor for the MarkString-action.*
- class MarkUIEditor

  *Custom editor for the MarkUI-action.*
- class ReplaceStringEditor

  *Custom editor for the ReplaceString-action.*
- class ReplaceUIEditor

  *Custom editor for the ReplaceUI-action.*

## 4.14 Crosstales.BWF.Provider Namespace Reference

### Classes

- class BadWordProvider

  *Base class for bad word providers.*
- class BadWordProviderText

  *Text-file based bad word provider.*
- class BaseProvider

  *Base class for all providers.*
- class DomainProvider

  *Base class for domain providers.*
- class DomainProviderText

  *Text-file based domain provider.*
- interface IProvider

  *Interface for all providers.*

## 4.15 Crosstales.BWF.Util Namespace Reference

### Classes

- class Config

  *Configuration for the asset.*
- class Constants

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

  *Various helper functions.*
- class SetupProject

  *Setup the project to use BWF.*

## 4.16 Crosstales.Common Namespace Reference

## 4.17 Crosstales.Common.EditorTask Namespace Reference

### Classes

- class BaseCompileDefines

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

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

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

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

## 4.18 Crosstales.Common.EditorUtil Namespace Reference

### Classes

- class BaseEditorHelper

  *Base for various Editor helper functions.*

## 4.19 Crosstales.Common.Model Namespace Reference

## 4.20 Crosstales.Common.Model.Enum Namespace Reference

### Enumerations

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

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

  *Typical audio sample rates.*

#### 4.20.1 Enumeration Type Documentation

#### 4.20.1.1 Platform

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

All available platforms.

#### 4.20.1.2 SampleRate

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

Typical audio sample rates.

## 4.21 Crosstales.Common.Util Namespace Reference

### Classes

- class BaseConstants
  *Base for collected constants of very general utility for the asset.*
- class BaseHelper
  *Base for various helper functions.*
- class CTHelper
  *Helper to reset the necessary settings.*
- class CTHelperEditor
- class CTPlayerPrefs
  *Wrapper for the PlayerPrefs.*
- class CTScreenshot
  *Take screen shots inside an application.*
- class CTWebClient
  *Specialized WebClient.*
- class FileHelper
  *Various helper functions for the file system.*
- class MemoryCacheStream
  *Memory cache stream.*
- class NetworkHelper
  *Base for various helper functions for networking.*
- class PlatformController
  *Enables or disable game objects and scripts for a given platform.*
- class RandomColor
  *Random color changer.*
- class RandomRotator
  *Random rotation changer.*
- class RandomScaler
  *Random scale changer.*
- class Singleton
  *Base-class for all singletons.*
- class SingletonHelper
  *Helper-class for singletons.*
- class XmlHelper
  *Helper-class for XML.*

## 4.22 Crosstales.Internal Namespace Reference

### Classes

- class WebGLCopyAndPaste

  *Allows copy and paste in WebGL.*
- class WebGLCopyAndPasteAPI

## 4.23 Crosstales.UI Namespace Reference

### Classes

- class CompileDefines

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

  *Crosstales social media links.*
- class StaticManager

  *Static Button Manager.*
- class UIDrag

  *Allow to Drag the Windows around.*
- class UIFocus

  *Change the Focus on from a Window.*
- class UIHint

  *Controls a UI group (hint).*
- class UIResize

  *Resize a UI element.*
- class UIWindowManager

  *Change the state of all Window panels.*
- class WindowManager

  *Manager for a Window.*

## 4.24 Crosstales.UI.Audio Namespace Reference

### Classes

- class AudioFilterController

  *Controller for audio filters.*
- class AudioSourceController

  *Controller for AudioSources.*

## 4.25 Crosstales.UI.Util Namespace Reference

### Classes

- class FPSDisplay

  *Simple FPS-Counter.*
- class ScrollRectHandler

  *Changes the sensitivity of ScrollRects under various platforms.*

## 4.26 HutongGames Namespace Reference

## 4.27 HutongGames.PlayMaker Namespace Reference

## 4.28 HutongGames.PlayMaker.Actions Namespace Reference

### Classes

- class BaseBWFAction

  *Base class for BWF-actions in PlayMaker.*
- class BaseBWFActionString

  *Base class for BWF-String-actions in PlayMaker.*
- class BaseBWFActionUI

  *Base class for BWF-UI-actions in PlayMaker.*
- class ContainsString

  *Contains-action for strings in PlayMaker.*
- class MarkString

  *Mark-action for strings in PlayMaker.*
- class MarkUI

  *Mark-action for UI-elements in PlayMaker.*
- class ReplaceString

  *Replace-action for strings in PlayMaker.*
- class ReplaceUI

  *Replace-action for UI-elements in PlayMaker.*

# Chapter 5

# Class Documentation

## 5.1 Crosstales.BWF.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

### 5.1.1 Detailed Description

Loads the configuration at startup.

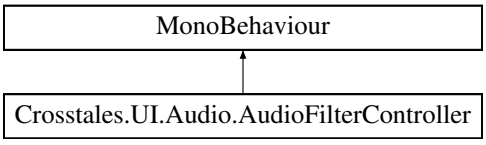
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/AAA↩ ConfigLoader.cs

## 5.2 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



## Public Member Functions

- void FindAllAudioFilters ()

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

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

## Public Attributes

- bool FindAllAudioFiltersOnStart = true

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

### 5.2.1 Detailed Description

Controller for audio filters.

### 5.2.2 Member Function Documentation

#### 5.2.2.1 FindAllAudioFilters()

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

Finds all audio filters in the scene.

#### 5.2.2.2 ResetAudioFilters()

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

Resets all audio filters.

### 5.2.3 Member Data Documentation

#### 5.2.3.1 FindAllAudioFiltersOnStart

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

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

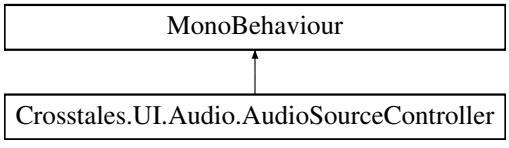
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↩ Audio/AudioFilterController.cs

## 5.3 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



## Public Member Functions

- void FindAllAudioSources ()

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

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

## Public Attributes

- bool FindAllAudioSourcesOnStart = true

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

  *Active controlled AudioSources.*
- bool ResetAudioSourcesOnStart = true

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

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

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

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

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

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

### 5.3.1 Detailed Description

Controller for AudioSources.

### 5.3.2 Member Function Documentation

#### 5.3.2.1 FindAllAudioSources()

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

Finds all audio sources in the scene.

#### 5.3.2.2 ResetAllAudioSources()

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

Resets all audio sources.

### 5.3.3 Member Data Documentation

#### 5.3.3.1 AudioSources

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

Active controlled AudioSources.

#### 5.3.3.2 FindAllAudioSourcesOnStart

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

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

#### 5.3.3.3 Loop

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

Loop on/off (default: false).

#### 5.3.3.4 Mute

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

Mute on/off (default: false).

#### 5.3.3.5 Pitch

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

Pitch of the audio (default: 1).

#### 5.3.3.6 ResetAudioSourcesOnStart

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

Resets all active AudioSources (default: true).

#### 5.3.3.7 StereoPan

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

Stereo pan of the audio (default: 0).

#### 5.3.3.8 Volume

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

Volume of the audio (default: 1)

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↩ Audio/AudioSourceController.cs

## 5.4 Crosstales.BWF.EditorTask.AutoInitialize Class Reference

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

### 5.4.1 Detailed Description

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

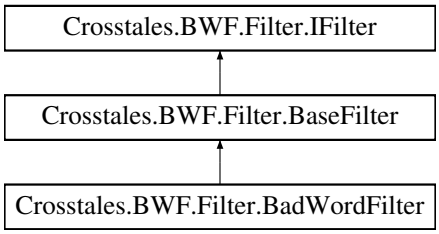
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/Auto↩ Initialize.cs

# 5.5 Crosstales.BWF.Filter.BadWordFilter Class Reference

Filter for bad words. The class can also replace all bad words inside a string.

Inheritance diagram for Crosstales.BWF.Filter.BadWordFilter:




## Public Member Functions

- BadWordFilter (System.Collections.Generic.List< BadWordProvider > badWordProviderLTR, System.↩ Collections.Generic.List< BadWordProvider > badWordProviderRTL, string replaceCharacters="∗", ReplaceMode mode=ReplaceMode.Default, bool simpleCheck=false, bool removeSpaces=false, bool disableOrdering=false)

  *Instantiate the class.*
- override bool Contains (string text, params string[ ] sourceNames)

  *Searches for bad words in a text.*
- override System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

  *Searches for bad words in a text.*
- override string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] sourceNames)

  *Searches and replaces all bad words in a text.*

## Public Attributes

- string ReplaceCharacters

  *Replace characters for bad words.*
- ReplaceMode Mode

  *Replace mode operations on the input string.*
- bool RemoveSpaces

  *Remove unnecessary spaces between letters in the input string.*
- bool SimpleCheck

  *Use simple detection algorithm.*

## Protected Member Functions

- string **replaceText** (string input)

## Properties

- System.Collections.Generic.List< BadWordProvider >? BadWordProviderLTR `[get, set]`

  *List of all left-to-right providers.*
- System.Collections.Generic.List< BadWordProvider >? BadWordProviderRTL `[get, set]`

  *List of all right-to-left providers.*
- override bool?? isReady `[get]`

  *Checks the readiness status of the filter.*

## Additional Inherited Members

### 5.5.1 Detailed Description

Filter for bad words. The class can also replace all bad words inside a string.

### 5.5.2 Constructor & Destructor Documentation

#### 5.5.2.1 BadWordFilter()

```
Crosstales.BWF.Filter.BadWordFilter.BadWordFilter (
            System.Collections.Generic.List< BadWordProvider > badWordProviderLTR,
            System.Collections.Generic.List< BadWordProvider > badWordProviderRTL,
            string replaceCharacters = "*",
            ReplaceMode mode = ReplaceMode.Default,
            bool simpleCheck = false,
            bool removeSpaces = false,
            bool disableOrdering = false )
```

Instantiate the class.

**Parameters**

| | |
|---|---|
| *badWordProviderLTR* | List of all left-to-right providers. |
| *badWordProviderRTL* | List of all right-to-left providers. |
| *replaceCharacters* | Replace characters for bad words (default: *, optional). |
| *mode* | Replace mode operations on the input string (default: Default, optional). |
| *simpleCheck* | Use simple detection algorithm (default: false, optional). |
| *removeSpaces* | Replace Leet speak in the input string (default: false, optional). |
| *disableOrdering* | Disables the ordering of the 'GetAll'-method (default: false, optional). |

### 5.5.3 Member Function Documentation

#### 5.5.3.1 Contains()

```
override bool Crosstales.BWF.Filter.BadWordFilter.Contains (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

True if a match was found

Implements Crosstales.BWF.Filter.BaseFilter.

#### 5.5.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.BadWordFilter.GetAll (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

List with all the matches

Implements Crosstales.BWF.Filter.BaseFilter.

#### 5.5.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.BadWordFilter.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames )  [virtual]
```

Searches and replaces all bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found bad word (optional) |
| *postfix* | Postfix for every found bad word (optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

## 5.5.4 Member Data Documentation

### 5.5.4.1 Mode

`ReplaceMode Crosstales.BWF.Filter.BadWordFilter.Mode`

Replace mode operations on the input string.

### 5.5.4.2 RemoveSpaces

`bool Crosstales.BWF.Filter.BadWordFilter.RemoveSpaces`

Remove unnecessary spaces between letters in the input string.

### 5.5.4.3 ReplaceCharacters

`string Crosstales.BWF.Filter.BadWordFilter.ReplaceCharacters`

Replace characters for bad words.

### 5.5.4.4 SimpleCheck

`bool Crosstales.BWF.Filter.BadWordFilter.SimpleCheck`

Use simple detection algorithm.

## 5.5.5 Property Documentation

#### 5.5.5.1 BadWordProviderLTR

```
System.Collections.Generic.List<BadWordProvider>? Crosstales.BWF.Filter.BadWordFilter.Bad↩
WordProviderLTR [get], [set]
```

List of all left-to-right providers.

**Returns**

All left-to-right providers.

#### 5.5.5.2 BadWordProviderRTL

```
System.Collections.Generic.List<BadWordProvider>? Crosstales.BWF.Filter.BadWordFilter.Bad↩
WordProviderRTL [get], [set]
```

List of all right-to-left providers.

**Returns**

All right-to-left providers.

#### 5.5.5.3 isReady

```
override bool?? Crosstales.BWF.Filter.BadWordFilter.isReady [get]
```

Checks the readiness status of the filter.

**Returns**

True if the filter is ready.

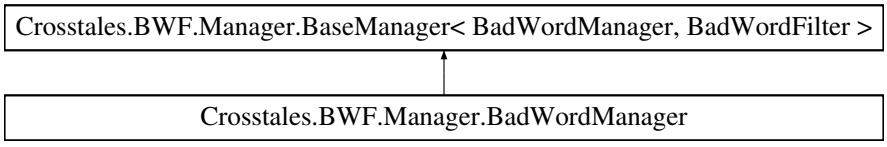
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/Bad↩ WordFilter.cs

## 5.6 Crosstales.BWF.Manager.BadWordManager Class Reference

Manager for for bad words.

Inheritance diagram for Crosstales.BWF.Manager.BadWordManager:



## Public Member Functions

- void Load ()

  *Loads the current filter with all settings from this object.*
- bool Contains (string text, params string[ ] sourceNames)

  *Searches for bad words in a text.*
- void ContainsAsync (string text, params string[ ] sourceNames)

  *Searches asynchronously for bad words in a text. Use the "OnContainsComplete"-callback to get the result.*
- System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

  *Searches for bad words in a text.*
- void GetAllAsync (string text, params string[ ] sourceNames)

  *Searches asynchronously for bad words in a text. Use the "OnGetAllComplete"-callback to get the result.*
- string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] source↩ Names)

  *Searches and replaces all bad words in a text.*
- void ReplaceAllAsync (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] sourceNames)

  *Searches and replaces asynchronously all bad words in a text. Use the "OnReplaceAllComplete"-callback to get the result.*
- string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[ ] sourceNames)

  *Marks the text with a prefix and postfix.*

## Static Public Member Functions

- static void ResetObject ()

  *Resets this object.*

## Public Attributes

- Crosstales.BWF.OnContainsCompleted **OnContainsCompleted**
- Crosstales.BWF.OnGetAllCompleted **OnGetAllCompleted**
- Crosstales.BWF.OnReplaceAllCompleted **OnReplaceAllCompleted**
- System.Collections.Generic.List< Crosstales.BWF.Data.Source > Sources => filter?.Sources

  *Returns all sources for the manager.*
- int TotalRegexCount => Sources.Sum(src => src.RegexCount)

  *Total number of Regex.*

## Protected Member Functions

- override void **Awake** ()
- override void **OnApplicationQuit** ()

## Protected Attributes

- override Crosstales.BWF.OnContainsCompleted **onContainsCompleted** => OnContainsCompleted
- override Crosstales.BWF.OnGetAllCompleted **onGetAllCompleted** => OnGetAllCompleted
- override Crosstales.BWF.OnReplaceAllCompleted **onReplaceAllCompleted** => OnReplaceAllCompleted

## Properties

- string??? ReplaceChars [get, set]

  *Replace characters for bad words.*
- ReplaceMode??? Mode [get, set]

  *Replace mode operations on the input string.*
- bool??? RemoveSpaces [get, set]

  *Remove unnecessary spaces between letters in the input string.*
- bool??? SimpleCheck [get, set]

  *Use simple detection algorithm. This is the way to check for Chinese, Japanese, Korean and Thai bad words.*
- System.Collections.Generic.List< BadWordProvider > BadWordProviderLTR [get, set]

  *List of all left-to-right providers.*
- System.Collections.Generic.List< BadWordProvider > BadWordProviderRTL [get, set]

  *List of all right-to-left providers.*

## Additional Inherited Members

### 5.6.1 Detailed Description

Manager for for bad words.

### 5.6.2 Member Function Documentation

#### 5.6.2.1 Contains()

```
bool Crosstales.BWF.Manager.BadWordManager.Contains (
            string text,
            params string[] sourceNames )
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

True if a match was found

#### 5.6.2.2 ContainsAsync()

```
void Crosstales.BWF.Manager.BadWordManager.ContainsAsync (
            string text,
            params string[] sourceNames )
```

Searches asynchronously for bad words in a text. Use the "OnContainsComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

#### 5.6.2.3 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Manager.BadWordManager.GetAll (
            string text,
            params string[] sourceNames )
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

List with all the matches

#### 5.6.2.4 GetAllAsync()

```
void Crosstales.BWF.Manager.BadWordManager.GetAllAsync (
            string text,
            params string[] sourceNames )
```

Searches asynchronously for bad words in a text. Use the "OnGetAllComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

#### 5.6.2.5 Load()

```
void Crosstales.BWF.Manager.BadWordManager.Load ( )
```

Loads the current filter with all settings from this object.

#### 5.6.2.6 Mark()

```
string Crosstales.BWF.Manager.BadWordManager.Mark (
            string text,
            bool replace = false,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>",
            params string[] sourceNames )
```

Marks the text with a prefix and postfix.

**Parameters**

| | |
|---|---|
| *text* | Text containing bad words |
| *replace* | Replace the bad words (default: false, optional) |
| *prefix* | Prefix for every found bad word (default: bold and red, optional) |
| *postfix* | Postfix for every found bad word (default: bold and red, optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

Text with marked domains

#### 5.6.2.7 ReplaceAll()

```
string Crosstales.BWF.Manager.BadWordManager.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames )
```

Searches and replaces all bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found bad word (optional) |
| *postfix* | Postfix for every found bad word (optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

Clean text

#### 5.6.2.8 ReplaceAllAsync()

```
void Crosstales.BWF.Manager.BadWordManager.ReplaceAllAsync (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames )
```

Searches and replaces asynchronously all bad words in a text. Use the "OnReplaceAllComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found bad word (optional) |
| *postfix* | Postfix for every found bad word (optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

#### 5.6.2.9 ResetObject()

```
static void Crosstales.BWF.Manager.BadWordManager.ResetObject ( )  [static]
```

Resets this object.

### 5.6.3 Member Data Documentation

#### 5.6.3.1 Sources

```
System.Collections.Generic.List<Crosstales.BWF.Data.Source> Crosstales.BWF.Manager.BadWord↩
Manager.Sources => filter?.Sources
```

Returns all sources for the manager.

**Returns**

List with all sources for the manager

#### 5.6.3.2 TotalRegexCount

```
int Crosstales.BWF.Manager.BadWordManager.TotalRegexCount => Sources.Sum(src => src.Regex↩
Count)
```

Total number of Regex.

**Returns**

Total number of Regex.

### 5.6.4 Property Documentation

#### 5.6.4.1 BadWordProviderLTR

```
System.Collections.Generic.List<BadWordProvider> Crosstales.BWF.Manager.BadWordManager.Bad↩
WordProviderLTR [get], [set]
```

List of all left-to-right providers.

#### 5.6.4.2 BadWordProviderRTL

```
System.Collections.Generic.List<BadWordProvider> Crosstales.BWF.Manager.BadWordManager.Bad↩
WordProviderRTL [get], [set]
```

List of all right-to-left providers.

#### 5.6.4.3 Mode

```
ReplaceMode??? Crosstales.BWF.Manager.BadWordManager.Mode [get], [set]
```

Replace mode operations on the input string.

#### 5.6.4.4 RemoveSpaces

```
bool??? Crosstales.BWF.Manager.BadWordManager.RemoveSpaces [get], [set], [remove]
```

Remove unnecessary spaces between letters in the input string.

#### 5.6.4.5 ReplaceChars

```
string???  Crosstales.BWF.Manager.BadWordManager.ReplaceChars  [get], [set]
```

Replace characters for bad words.

#### 5.6.4.6 SimpleCheck

```
bool???  Crosstales.BWF.Manager.BadWordManager.SimpleCheck  [get], [set]
```

Use simple detection algorithm. This is the way to check for Chinese, Japanese, Korean and Thai bad words.

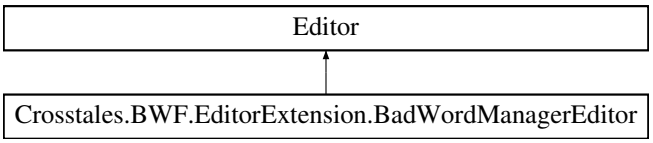
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/BadWordManager.cs

## 5.7 Crosstales.BWF.EditorExtension.BadWordManagerEditor Class Reference

Custom editor for the 'BadWordManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordManagerEditor:




### Public Member Functions

- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

### 5.7.1 Detailed Description

Custom editor for the 'BadWordManager'-class.

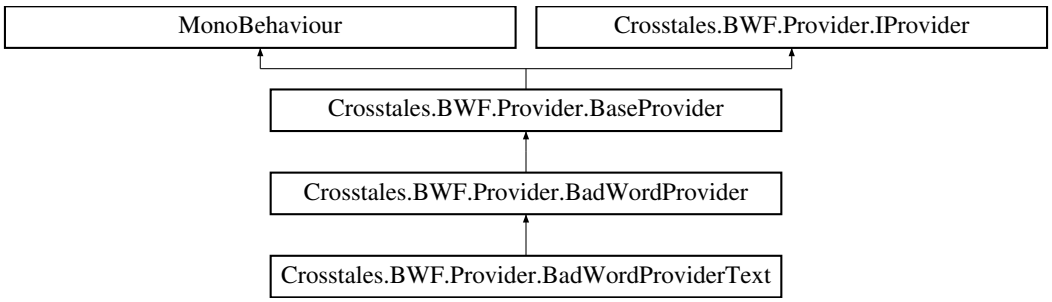
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/BadWordManagerEditor.cs

# 5.8 Crosstales.BWF.Provider.BadWordProvider Class Reference

Base class for bad word providers.

Inheritance diagram for Crosstales.BWF.Provider.BadWordProvider:




## Public Member Functions

- override void Load ()

  *Loads all sources.*

## Protected Member Functions

- override void init ()

  *Initialize the provider.*

## Protected Attributes

- readonly System.Collections.Generic.List< Crosstales.BWF.Model.BadWords > **badwords** = new System.Collections.Generic.List<Crosstales.BWF.Model.BadWords>()

## Properties

- System.Collections.Generic.Dictionary< string, System.Text.RegularExpressions.Regex > ExactBadwordsRegex `[get, protected set]`

  *Exact RegEx for bad words.*
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< System.Text.Regular↩ Expressions.Regex > > DebugExactBadwordsRegex `[get, protected set]`

  *Debug-version of "Exact RegEx for bad words".*
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > > SimpleBadwords `[get, protected set]`

  *Simplified version of "RegEx for bad words".*

## Additional Inherited Members

### 5.8.1 Detailed Description

Base class for bad word providers.

## 5.8.2 Member Function Documentation

### 5.8.2.1 init()

```
override void Crosstales.BWF.Provider.BadWordProvider.init ( )  [protected], [virtual]
```

Initialize the provider.

Implements Crosstales.BWF.Provider.BaseProvider.

### 5.8.2.2 Load()

```
override void Crosstales.BWF.Provider.BadWordProvider.Load ( )  [virtual]
```

Loads all sources.

Implements Crosstales.BWF.Provider.BaseProvider.

Reimplemented in Crosstales.BWF.Provider.BadWordProviderText.

## 5.8.3 Property Documentation

### 5.8.3.1 DebugExactBadwordsRegex

```
System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<System.Text.↩
RegularExpressions.Regex> > Crosstales.BWF.Provider.BadWordProvider.DebugExactBadwordsRegex
[get], [protected set]
```

Debug-version of "Exact RegEx for bad words".

### 5.8.3.2 ExactBadwordsRegex

```
System.Collections.Generic.Dictionary<string, System.Text.RegularExpressions.Regex> Crosstales.↩
BWF.Provider.BadWordProvider.ExactBadwordsRegex  [get], [protected set]
```

Exact RegEx for bad words.

#### 5.8.3.3 SimpleBadwords

```
System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<string> > Crosstales.↩
BWF.Provider.BadWordProvider.SimpleBadwords  [get], [protected set]
```

Simplified version of "RegEx for bad words".

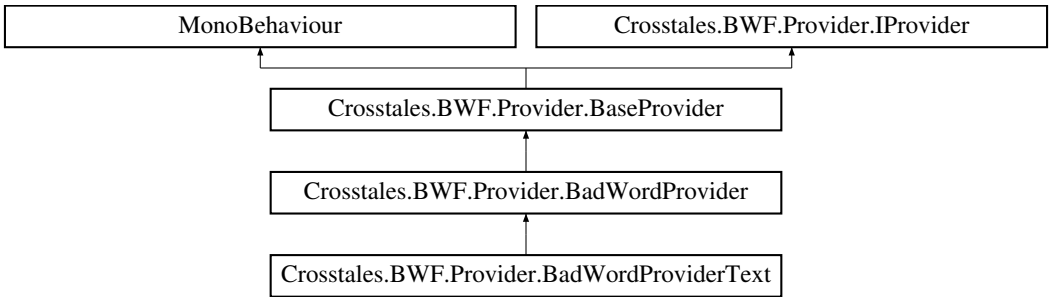
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/Bad↩ WordProvider.cs

## 5.9 Crosstales.BWF.Provider.BadWordProviderText Class Reference

Text-file based bad word provider.

Inheritance diagram for Crosstales.BWF.Provider.BadWordProviderText:




### Public Member Functions

- override void Load ()

  *Loads all sources.*
- override void Save ()

  *Saves all sources.*

### Additional Inherited Members

### 5.9.1 Detailed Description

Text-file based bad word provider.

### 5.9.2 Member Function Documentation

#### 5.9.2.1 Load()

```
override void Crosstales.BWF.Provider.BadWordProviderText.Load ( )  [virtual]
```

Loads all sources.

Reimplemented from Crosstales.BWF.Provider.BadWordProvider.

#### 5.9.2.2 Save()

```
override void Crosstales.BWF.Provider.BadWordProviderText.Save ( )  [virtual]
```

Saves all sources.

Implements Crosstales.BWF.Provider.BaseProvider.

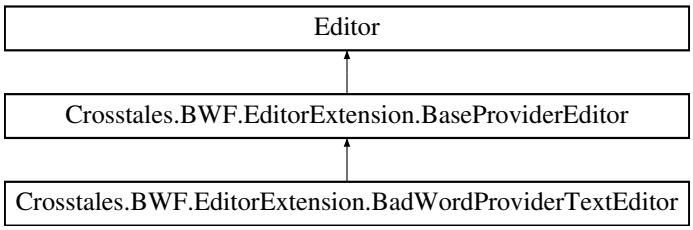
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/Bad↩ WordProviderText.cs

## 5.10 Crosstales.BWF.EditorExtension.BadWordProviderTextEditor Class Reference

Custom editor for the 'BadWordProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordProviderTextEditor:




### Additional Inherited Members

### 5.10.1 Detailed Description

Custom editor for the 'BadWordProviderText'-class.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/Bad↩ WordProviderTextEditor.cs

# 5.11 Crosstales.BWF.Model.BadWords Class Reference

Model for a source of bad words.

## Public Member Functions

- BadWords (Crosstales.BWF.Data.Source source, System.Collections.Generic.IEnumerable< string > bad↩ WordList)

  *Instantiate the class.*
- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

## Public Attributes

- Crosstales.BWF.Data.Source Source

  *Source-object.*
- System.Collections.Generic.List< string > BadWordList = new System.Collections.Generic.List<string>()

  *List of all bad words (RegEx).*

### 5.11.1 Detailed Description

Model for a source of bad words.

### 5.11.2 Constructor & Destructor Documentation

#### 5.11.2.1 BadWords()

```
Crosstales.BWF.Model.BadWords.BadWords (
            Crosstales.BWF.Data.Source source,
            System.Collections.Generic.IEnumerable< string > badWordList )
```

Instantiate the class.

**Parameters**

| | |
|---|---|
| *source* | Source-object. |
| *badWordList* | List of all bad words (RegEx). |

### 5.11.3 Member Data Documentation

#### 5.11.3.1 BadWordList

```
System.Collections.Generic.List<string> Crosstales.BWF.Model.BadWords.BadWordList = new System.↩
Collections.Generic.List<string>()
```

List of all bad words (RegEx).

#### 5.11.3.2 Source

```
Crosstales.BWF.Data.Source Crosstales.BWF.Model.BadWords.Source
```

Source-object.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Model/Bad↩ Words.cs

## 5.12 HutongGames.PlayMaker.Actions.BaseBWFAction Class Reference

Base class for BWF-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFAction:

### Public Member Functions

- override void **OnUpdate** ()

### Public Attributes

- FsmEvent **sendEvent**
- Crosstales.BWF.Model.Enum.ManagerMask Filter = Crosstales.BWF.Model.Enum.ManagerMask.All

  *Select the active filter (default: 'All').*
- FsmArray Sources

  *Relevant sources (e.g. 'english', optional).*
- FsmBool EndlessFilter = false

  *Enable EndlessFilter-mode (default: false).*
- FsmFloat EndlessFilterUpdateTime = 1f

  *Defines the update time in EndlessFilter-mode in seconds (default: 1).*

## Protected Attributes

- float **endlessFilterUpdateTimer** = 0f

### 5.12.1 Detailed Description

Base class for BWF-actions in PlayMaker.

### 5.12.2 Member Data Documentation

#### 5.12.2.1 EndlessFilter

```
FsmBool HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilter = false
```

Enable EndlessFilter-mode (default: false).

#### 5.12.2.2 EndlessFilterUpdateTime

```
FsmFloat HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilterUpdateTime = 1f
```

Defines the update time in EndlessFilter-mode in seconds (default: 1).

#### 5.12.2.3 Filter

```
Crosstales.BWF.Model.Enum.ManagerMask HutongGames.PlayMaker.Actions.BaseBWFAction.Filter =
Crosstales.BWF.Model.Enum.ManagerMask.All
```

Select the active filter (default: 'All').

#### 5.12.2.4 Sources

```
FsmArray HutongGames.PlayMaker.Actions.BaseBWFAction.Sources
```

Relevant sources (e.g. 'english', optional).

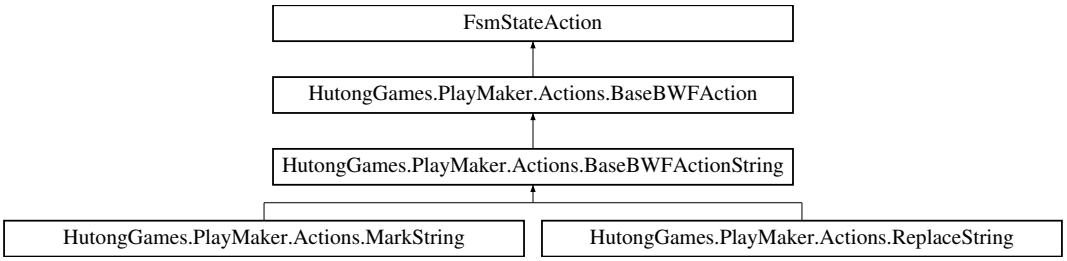
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFAction.cs

# 5.13 HutongGames.PlayMaker.Actions.BaseBWFActionString Class Reference

Base class for BWF-String-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionString:




## Public Attributes

- FsmString Text

  *Input string for validation.*
- FsmString OutputText

  *Output string of the validation (output).*

## Additional Inherited Members

## 5.13.1 Detailed Description

Base class for BWF-String-actions in PlayMaker.

## 5.13.2 Member Data Documentation

### 5.13.2.1 OutputText

```
FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.OutputText
```

Output string of the validation (output).

### 5.13.2.2 Text

```
FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.Text
```

Input string for validation.

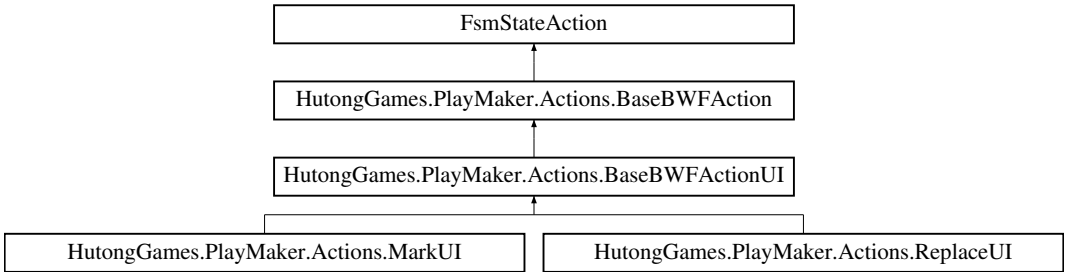
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFActionString.cs

# 5.14 HutongGames.PlayMaker.Actions.BaseBWFActionUI Class Reference

Base class for BWF-UI-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionUI:




## Public Attributes

- InputField Text

  *Input field for validation.*
- Text OutputText

  *Output field of the validation (output).*

## Additional Inherited Members

## 5.14.1 Detailed Description

Base class for BWF-UI-actions in PlayMaker.

## 5.14.2 Member Data Documentation

### 5.14.2.1 OutputText

```
Text HutongGames.PlayMaker.Actions.BaseBWFActionUI.OutputText
```

Output field of the validation (output).

#### 5.14.2.2 Text

```
InputField HutongGames.PlayMaker.Actions.BaseBWFActionUI.Text
```

Input field for validation.

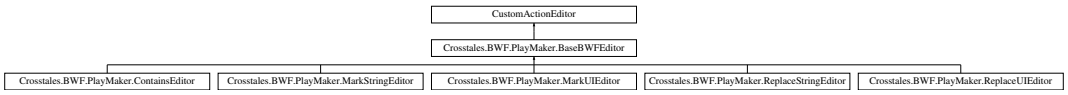
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFActionUI.cs

## 5.15 Crosstales.BWF.PlayMaker.BaseBWFEditor Class Reference

Base-class for custom editors.

Inheritance diagram for Crosstales.BWF.PlayMaker.BaseBWFEditor:




### Public Member Functions

- override bool **OnGUI** ()

### 5.15.1 Detailed Description

Base-class for custom editors.

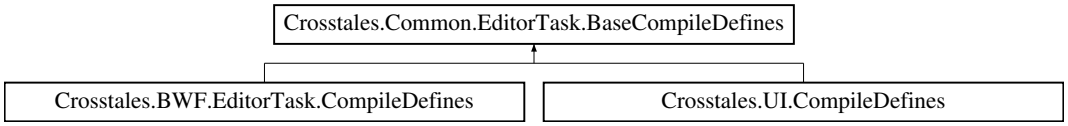
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/BaseBWFEditor.cs

## 5.16 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



## Static Public Member Functions

- static void AddSymbolsToAllTargets (params string[ ] symbols)

  *Adds the given symbols to the compiler defines.*
- static void RemoveSymbolsFromAllTargets (params string[ ] symbols)

  *Removes the given symbols from the compiler defines.*

## Static Protected Member Functions

- static void **addSymbolsToAllTargets** (params string[ ] symbols)
- static void **removeSymbolsFromAllTargets** (params string[ ] symbols)

### 5.16.1 Detailed Description

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

### 5.16.2 Member Function Documentation

#### 5.16.2.1 AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.

**Parameters**

| | |
|---|---|
| *symbols* | Symbols to add to the compiler defines |

#### 5.16.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

**Parameters**

| | |
|---|---|
| *symbols* | Symbols to remove from the compiler defines |

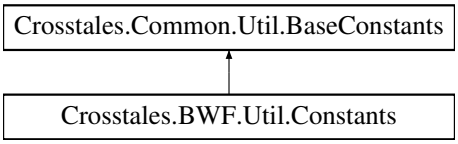
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Editor/Task/BaseCompileDefines.cs

## 5.17 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:




### Static Public Attributes

- const string ASSET_AUTHOR = "crosstales LLC"

  *Author of the asset.*
- const string ASSET_AUTHOR_URL = "https://www.crosstales.com"

  *URL of the asset author.*
- const string ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"

  *URL of the crosstales assets in UAS.*
- const string ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"

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

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

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

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

  *URL of the crosstales LinkedIn-profile.*
- const string ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"

  *URL of the 3rd party asset "PlayMaker".*
- const string ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.unity.com/packages/slug/17125?aid=1011INGT"

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

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

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

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

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

  *URL of the "Online Check" asset.*

- const string ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011lNGT"

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

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

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

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

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

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

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

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

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

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

  *Float tolerance.*
- const string FORMAT_TWO_DECIMAL_PLACES = "0.00"

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

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

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

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

  *Path delimiter for Unix.*
- static readonly System.Text.RegularExpressions.Regex **REGEX_LINEENDINGS** = new System.Text.↩ RegularExpressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **REGEX_EMAIL** = new System.Text.Regular↩ Expressions.Regex(@"^(?("")(""".+?""@)|(([0-9a-zA-Z]((\.(?!\.))|[-!#\$%&'*\+/=\?\^`\{\}\|~\w])*)(?<=[0-9a-zA-Z])@))(?(\[)(\[(\d{1,3}\.){3}\d{1,3}\])|(([0-9a-zA-Z][-\w]*[0-9a-zA-Z]\.)+[a-zA-Z]{2,6}))$")
- static readonly System.Text.RegularExpressions.Regex **REGEX_CREDITCARD** = new System.Text.↩ RegularExpressions.Regex(@"^((\d{4}[- ]?){3}\d{4})$")
- static readonly System.Text.RegularExpressions.Regex **REGEX_URL_WEB** = new System.Text.↩ RegularExpressions.Regex(@"^(ht|f)tp(s?)\:\/\/[0-9a-zA-Z]([-.\w]*[0-9a-zA-Z])*(:(0-9)*)*(\/?)([a-zA-Z0-9\-\.\?\,\'\/\\\+&%\$#_]*)?$")
- static readonly System.Text.RegularExpressions.Regex **REGEX_IP_ADDRESS** = new System.Text.↩ RegularExpressions.Regex(@"^([0-9]{1,3}\.){3}[0-9]{1,3}$")
- static readonly System.Text.RegularExpressions.Regex **REGEX_INVALID_CHARS** = new System.Text.↩ RegularExpressions.Regex(@"[^\w\.@-]")
- static readonly System.Text.RegularExpressions.Regex **REGEX_ALPHANUMERIC** = new System.Text.↩ RegularExpressions.Regex(@"([A-Za-z0-9_]+)")
- static readonly System.Text.RegularExpressions.Regex **REGEX_CLEAN_SPACES** = new System.Text.↩ RegularExpressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **REGEX_CLEAN_TAGS** = new System.Text.↩ RegularExpressions.Regex(@"<.*?>")

- const string **ALPHABET_LATIN_UPPERCASE** = "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
- const string **ALPHABET_LATIN_LOWERCASE** = "abcdefghijklmnopqrstuvwxyz"
- const string **ALPHABET_FRENCH_UPPERCASE** = "ÀÂÄÆÇÈÉÊËÎÏÔŒÙÛÜ"
- const string **ALPHABET_FRENCH_LOWERCASE** = "àâäæçèéêëîïôœùûü"
- const string **NUMBERS** = "0123456789"
- 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** = "'"
- const string **PREFIX_HTTP** = "http://"
- const string **PREFIX_HTTPS** = "https://"
- static int PROCESS_KILL_TIME = 5000

  *Kill processes after 5000 milliseconds.*
- static string CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe"

  *Path to the cmd under Windows.*
- static bool SHOW_BWF_BANNER = true

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

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

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

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

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

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

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

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

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

  *Show the TR banner.*
- static string APPLICATION_PATH => Crosstales.Common.Util.FileHelper.ValidatePath(Application.data↩ Path.Substring(0, Application.dataPath.LastIndexOf('/') + 1))

  *Application path.*

## Properties

- static string PREFIX_FILE `[get]`

  *URL prefix for files.*

### 5.17.1 Detailed Description

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

## 5.17.2 Member Data Documentation

### 5.17.2.1 APPLICATION_PATH

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

Application path.

### 5.17.2.2 ASSET_3P_PLAYMAKER

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

URL of the 3rd party asset "PlayMaker".

### 5.17.2.3 ASSET_3P_ROCKTOMATE

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

URL of the 3rd party asset "RockTomate".

### 5.17.2.4 ASSET_3P_VOLUMETRIC_AUDIO

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

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

### 5.17.2.5 ASSET_AUTHOR

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

Author of the asset.

#### 5.17.2.6 ASSET_AUTHOR_URL

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

URL of the asset author.

#### 5.17.2.7 ASSET_BWF

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

URL of the "Badword Filter" asset.

#### 5.17.2.8 ASSET_CT_URL

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

URL of the crosstales assets in UAS.

#### 5.17.2.9 ASSET_DJ

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

URL of the "DJ" asset.

#### 5.17.2.10 ASSET_FB

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

URL of the "File Browser" asset.

#### 5.17.2.11 ASSET_OC

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

URL of the "Online Check" asset.

#### 5.17.2.12 ASSET_RADIO

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

URL of the "Radio" asset.

#### 5.17.2.13 ASSET_RTV

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

URL of the "RT-Voice" asset.

#### 5.17.2.14 ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

#### 5.17.2.15 ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

#### 5.17.2.16 ASSET_SOCIAL_LINKEDIN

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

URL of the crosstales LinkedIn-profile.

#### 5.17.2.17 ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

#### 5.17.2.18 ASSET_SOCIAL_YOUTUBE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.↩
com/c/Crosstales"  [static]
```

URL of the crosstales Youtube-profile.

#### 5.17.2.19 ASSET_TB

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

URL of the "Turbo Backup" asset.

#### 5.17.2.20 ASSET_TPB

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

URL of the "Turbo Builder" asset.

#### 5.17.2.21 ASSET_TPS

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

URL of the "Turbo Switch" asset.

#### 5.17.2.22 ASSET_TR

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

URL of the "True Random" asset.

#### 5.17.2.23 CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

#### 5.17.2.24 DEV_DEBUG

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

Development debug logging for the asset.

#### 5.17.2.25 FACTOR_GB

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

Factor for giga bytes.

#### 5.17.2.26 FACTOR_KB

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

Factor for kilo bytes.

#### 5.17.2.27 FACTOR_MB

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

Factor for mega bytes.

#### 5.17.2.28 FLOAT_32768

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

Float value of 32768.

#### 5.17.2.29 FLOAT_TOLERANCE

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

Float tolerance.

#### 5.17.2.30 FORMAT_NO_DECIMAL_PLACES

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

ToString for no decimal places.

#### 5.17.2.31 FORMAT_PERCENT

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

ToString for percent.

#### 5.17.2.32 FORMAT_TWO_DECIMAL_PLACES

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

ToString for two decimal places.

#### 5.17.2.33 PATH_DELIMITER_UNIX

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

Path delimiter for Unix.

#### 5.17.2.34 PATH_DELIMITER_WINDOWS

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

Path delimiter for Windows.

#### 5.17.2.35 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

#### 5.17.2.36 SHOW_BWF_BANNER

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

Show the BWF banner.

#### 5.17.2.37 SHOW_DJ_BANNER

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

Show the DJ banner.

#### 5.17.2.38 SHOW_FB_BANNER

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

Show the FB banner.

#### 5.17.2.39 SHOW_OC_BANNER

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

Show the OC banner.

#### 5.17.2.40 SHOW_RADIO_BANNER

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

Show the Radio banner.

#### 5.17.2.41 SHOW_RTV_BANNER

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

Show the RTV banner.

#### 5.17.2.42 SHOW_TB_BANNER

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

Show the TB banner.

#### 5.17.2.43 SHOW_TPB_BANNER

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

Show the TPB banner.

#### 5.17.2.44 SHOW_TPS_BANNER

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

Show the TPS banner.

#### 5.17.2.45 SHOW_TR_BANNER

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

Show the TR banner.

### 5.17.3 Property Documentation

#### 5.17.3.1 PREFIX_FILE

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

URL prefix for files.

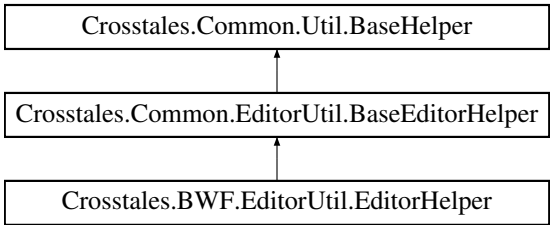
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs

# 5.18 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:




## Static Public Member Functions

- static void RestartUnity (string executeMethod="")

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

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

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

  *Refreshes the asset database.*
- static bool isValidBuildTarget (BuildTarget target)

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

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

  *Returns the build name for a BuildTarget.*
- static System.Collections.Generic.List< T > FindAssetsByType< T > ()

  *Returns assets for a certain type.*
- static T CreateAsset< T > (string name, bool showSaveFileBrowser=true)

  *Create and return a new asset in a smart location based on the current selection and then select it.*
- static void InstantiatePrefab (string prefabName, string path)

  *Instantiates a prefab.*

## Static Public Attributes

- static Texture2D **Logo_Asset_BWF** => loadImage(ref logo_asset_bwf, "logo_asset_bwf.png")
- static Texture2D **Logo_Asset_DJ** => loadImage(ref logo_asset_dj, "logo_asset_dj.png")
- static Texture2D **Logo_Asset_FB** => loadImage(ref logo_asset_fb, "logo_asset_fb.png")
- static Texture2D **Logo_Asset_OC** => loadImage(ref logo_asset_oc, "logo_asset_oc.png")
- static Texture2D **Logo_Asset_Radio** => loadImage(ref logo_asset_radio, "logo_asset_radio.png")
- static Texture2D **Logo_Asset_RTV** => loadImage(ref logo_asset_rtv, "logo_asset_rtv.png")
- static Texture2D **Logo_Asset_TB** => loadImage(ref logo_asset_tb, "logo_asset_tb.png")
- static Texture2D **Logo_Asset_TPB** => loadImage(ref logo_asset_tpb, "logo_asset_tpb.png")
- static Texture2D **Logo_Asset_TPS** => loadImage(ref logo_asset_tps, "logo_asset_tps.png")
- static Texture2D **Logo_Asset_TR** => loadImage(ref logo_asset_tr, "logo_asset_tr.png")
- static Texture2D **Logo_CT** => loadImage(ref logo_ct, "logo_ct.png")

- static Texture2D **Logo_Unity** => loadImage(ref logo_unity, "logo_unity.png")
- static Texture2D **Icon_Save** => loadImage(ref icon_save, "icon_save.png")
- static Texture2D **Icon_Reset** => loadImage(ref icon_reset, "icon_reset.png")
- static Texture2D **Icon_Refresh** => loadImage(ref icon_refresh, "icon_refresh.png")
- static Texture2D **Icon_Delete** => loadImage(ref icon_delete, "icon_delete.png")
- static Texture2D **Icon_Folder** => loadImage(ref icon_folder, "icon_folder.png")
- static Texture2D **Icon_Plus** => loadImage(ref icon_plus, "icon_plus.png")
- static Texture2D **Icon_Minus** => loadImage(ref icon_minus, "icon_minus.png")
- static Texture2D **Icon_Manual** => loadImage(ref icon_manual, "icon_manual.png")
- static Texture2D **Icon_API** => loadImage(ref icon_api, "icon_api.png")
- static Texture2D **Icon_Forum** => loadImage(ref icon_forum, "icon_forum.png")
- static Texture2D **Icon_Product** => loadImage(ref icon_product, "icon_product.png")
- static Texture2D **Icon_Check** => loadImage(ref icon_check, "icon_check.png")
- static Texture2D **Social_Discord** => loadImage(ref social_Discord, "social_Discord.png")
- static Texture2D **Social_Facebook** => loadImage(ref social_Facebook, "social_Facebook.png")
- static Texture2D **Social_Twitter** => loadImage(ref social_Twitter, "social_Twitter.png")
- static Texture2D **Social_Youtube** => loadImage(ref social_Youtube, "social_Youtube.png")
- static Texture2D **Social_Linkedin** => loadImage(ref social_Linkedin, "social_Linkedin.png")
- static Texture2D **Video_Promo** => loadImage(ref video_promo, "video_promo.png")
- static Texture2D **Video_Tutorial** => loadImage(ref video_tutorial, "video_tutorial.png")
- static Texture2D **Icon_Videos** => loadImage(ref icon_videos, "icon_videos.png")
- static Texture2D **Icon_3p_Assets** => loadImage(ref icon_3p_assets, "icon_3p_assets.png")
- static Texture2D **Asset_PlayMaker** => loadImage(ref asset_PlayMaker, "asset_PlayMaker.png")
- static Texture2D **Asset_VolumetricAudio** => loadImage(ref asset_VolumetricAudio, "asset_Volumetric↩ Audio.png")
- static Texture2D **Asset_RockTomate** => loadImage(ref asset_rocktomate, "asset_rocktomate.png")

## Additional Inherited Members

## 5.18.1 Detailed Description

Base for various Editor helper functions.

## 5.18.2 Member Function Documentation

### 5.18.2.1 CreateAsset< T >()

```
static T Crosstales.Common.EditorUtil.BaseEditorHelper.CreateAsset< T > (
            string name,
            bool showSaveFileBrowser = true )  [static]
```

Create and return a new asset in a smart location based on the current selection and then select it.

**Parameters**

| | |
|---|---|
| *name* | Name of the new asset. Do not include the .asset extension. |
| *showSaveFileBrowser* | Shows the save file browser to select a destination for the asset (default: true, optional). |

**Returns**

The new asset.

**Type Constraints**

***T*** **:** ***ScriptableObject***

#### 5.18.2.2 FindAssetsByType< T >()

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

Returns assets for a certain type.

**Returns**

List of assets for a certain type.

**Type Constraints**

***T*** **:** ***Object***

#### 5.18.2.3 GetBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

**Parameters**

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

**Returns**

The build name for a BuildTarget.

#### 5.18.2.4 GetBuildTargetForBuildName()

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

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

**Parameters**

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

**Returns**

The BuildTarget for a build name.

#### 5.18.2.5 InstantiatePrefab()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InstantiatePrefab (
            string prefabName,
            string path )  [static]
```

Instantiates a prefab.

**Parameters**

| | |
|---|---|
| *prefabName* | Name of the prefab. |
| *path* | Path to the prefab. |

#### 5.18.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

**Parameters**

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

**Returns**

True if the BuildTarget is installed in Unity.

#### 5.18.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

#### 5.18.2.8 RefreshAssetDatabase()

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

Refreshes the asset database.

**Parameters**

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

#### 5.18.2.9 RestartUnity()

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

Restart Unity.

**Parameters**

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

#### 5.18.2.10 SeparatorUI()

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

Shows a separator-UI.

**Parameters**

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

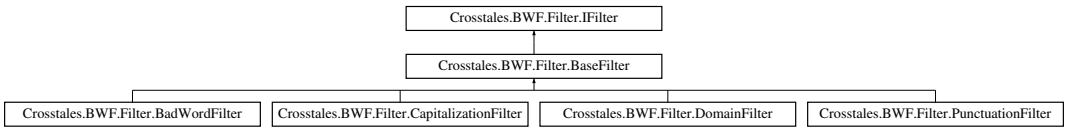
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Editor/Util/BaseEditor↩ Helper.cs

## 5.19 Crosstales.BWF.Filter.BaseFilter Class Reference

Base class for all filters.

Inheritance diagram for Crosstales.BWF.Filter.BaseFilter:




## Public Member Functions

- BaseFilter (bool disableOrdering)

  *Instantiate the class.*
- abstract bool Contains (string text, params string[ ] sourceNames)

  *Searches for bad words in a text.*
- abstract System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

  *Searches for bad words in a text.*
- abstract string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] sourceNames)

  *Searches and replaces all bad words in a text.*
- virtual string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

  *Unmarks the text with a prefix and postfix.*
- virtual string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[ ] sourceNames)

  *Marks the text with a prefix and postfix.*

## Public Attributes

- bool **DisableOrdering**

## Static Protected Member Functions

- static void **logFilterNotReady** ()
- static void **logResourceNotFound** (string res)
- static void **logContains** ()
- static void **logGetAll** ()
- static void **logReplaceAll** ()

## Protected Attributes

- readonly System.Collections.Generic.Dictionary< string, Source > **sources** = new System.Collections.↩ Generic.Dictionary<string, Source>()
- readonly System.Collections.Generic.List< string > **getAllResult** = new System.Collections.Generic.↩ List<string>()

## Properties

- virtual System.Collections.Generic.List< Source > **Sources** `[get]`
- abstract bool **isReady** `[get]`

### 5.19.1 Detailed Description

Base class for all filters.

### 5.19.2 Constructor & Destructor Documentation

#### 5.19.2.1 BaseFilter()

```
Crosstales.BWF.Filter.BaseFilter.BaseFilter (
            bool disableOrdering )
```

Instantiate the class.

**Parameters**

| | |
|---|---|
| *disableOrdering* | Disables the ordering of the 'GetAll'-method (prevent possible memory garbage). |

### 5.19.3 Member Function Documentation

#### 5.19.3.1 Contains()

```
abstract bool Crosstales.BWF.Filter.BaseFilter.Contains (
            string text,
            params string[] sourceNames )  [pure virtual]
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

True if a match was found

Implements Crosstales.BWF.Filter.IFilter.

Implemented in Crosstales.BWF.Filter.BadWordFilter, Crosstales.BWF.Filter.DomainFilter, Crosstales.BWF.Filter.CapitalizationFilter, and Crosstales.BWF.Filter.PunctuationFilter.

#### 5.19.3.2 GetAll()

```
abstract System.Collections.Generic.List<string> Crosstales.BWF.Filter.BaseFilter.GetAll (
            string text,
            params string[] sourceNames )  [pure virtual]
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

List with all the matches

Implements Crosstales.BWF.Filter.IFilter.

Implemented in Crosstales.BWF.Filter.BadWordFilter, Crosstales.BWF.Filter.DomainFilter, Crosstales.BWF.Filter.CapitalizationFilter, and Crosstales.BWF.Filter.PunctuationFilter.

#### 5.19.3.3 Mark()

```
virtual string Crosstales.BWF.Filter.BaseFilter.Mark (
            string text,
            bool replace = false,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>",
            params string[] sourceNames )  [virtual]
```

Marks the text with a prefix and postfix.

**Parameters**

| | |
|---|---|
| *text* | Text containing bad words |
| *replace* | Replace the bad words (default: false, optional) |
| *prefix* | Prefix for every found bad word (default: bold and red, optional) |
| *postfix* | Postfix for every found bad word (default: bold and red, optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

Text with marked domains

Implements Crosstales.BWF.Filter.IFilter.

#### 5.19.3.4 ReplaceAll()

```
abstract string Crosstales.BWF.Filter.BaseFilter.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames )  [pure virtual]
```

Searches and replaces all bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found bad word (optional) |
| *postfix* | Postfix for every found bad word (optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

Clean text

Implements Crosstales.BWF.Filter.IFilter.

Implemented in Crosstales.BWF.Filter.BadWordFilter, Crosstales.BWF.Filter.DomainFilter, Crosstales.BWF.Filter.PunctuationFilter, and Crosstales.BWF.Filter.CapitalizationFilter.

#### 5.19.3.5 Unmark()

```
virtual string Crosstales.BWF.Filter.BaseFilter.Unmark (
            string text,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" )  [virtual]
```

Unmarks the text with a prefix and postfix.

**Parameters**

| | |
|---|---|
| *text* | Text with marked bad words |
| *prefix* | Prefix for every found bad word (optional) |
| *postfix* | Postfix for every found bad word (optional) |

**Returns**

Text with marked bad words

Implements Crosstales.BWF.Filter.IFilter.

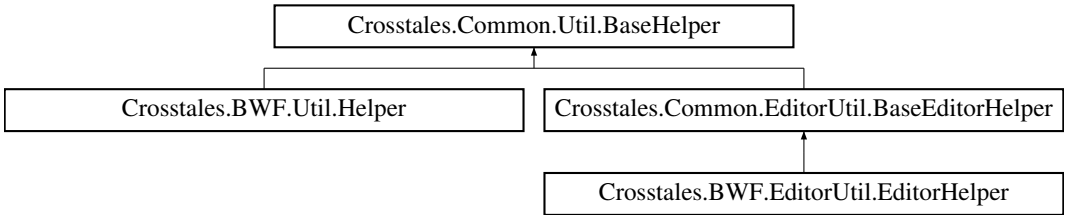
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/BaseFilter.cs

## 5.20 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 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, bool useSI=false)

  *Format byte-value to Human-Readable-Form.*
- static string FormatSecondsToHourMinSec (double seconds)

  *Format seconds to Human-Readable-Form.*
- static string FormatSecondsToHRF (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 string GenerateLoremIpsum (int length, int minSentences=1, int maxSentences=int.MaxValue, int minWords=1, int maxWords=15)

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

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

  *Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.*
- static object InvokeMethod (string className, string methodName, params object[] parameters)

  *Invokes a public static method on a full qualified class.*
- static string GetArgument (string name)

  *Returns an argument for a name from the url or command line.*
- static string[] GetArguments ()

  *Returns all arguments from the url or command line.*

## Static Public Attributes

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

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

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

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

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

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

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

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

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

  *Checks if we are in Editor mode.*

## Static Protected Attributes

- static readonly System.Random **rnd** = new System.Random()

## Properties

- static bool isWindowsPlatform `[get]`

  *Checks if the current platform is Windows.*
- static bool isMacOSPlatform `[get]`

  *Checks if the current platform is OSX.*
- static bool isLinuxPlatform `[get]`

  *Checks if the current platform is Linux.*
- static bool isAndroidPlatform `[get]`

  *Checks if the current platform is Android.*
- static bool isIOSPlatform `[get]`

  *Checks if the current platform is iOS.*
- static bool isTvOSPlatform `[get]`

  *Checks if the current platform is tvOS.*
- static bool isWSAPlatform `[get]`

  *Checks if the current platform is WSA.*
- static bool isXboxOnePlatform `[get]`

  *Checks if the current platform is XboxOne.*
- static bool isPS4Platform `[get]`

  *Checks if the current platform is PS4.*
- static bool isWebGLPlatform `[get]`

  *Checks if the current platform is WebGL.*

- static bool isWindowsEditor [get]

  *Checks if we are inside the Windows Editor.*
- static bool isMacOSEditor [get]

  *Checks if we are inside the macOS Editor.*
- static bool isLinuxEditor [get]

  *Checks if we are inside the Linux Editor.*
- static bool isIL2CPP [get]

  *Checks if the current build target uses IL2CPP.*
- static Crosstales.Common.Model.Enum.Platform? CurrentPlatform [get]

  *Returns the current platform.*
- static int AndroidAPILevel [get]

  *Returns the Android API level of the current device (Android only)".*

## 5.20.1 Detailed Description

Base for various helper functions.

## 5.20.2 Member Function Documentation

### 5.20.2.1 CreateString()

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

Creates a string of characters with a given length.

**Parameters**

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

**Returns**

Generated string

### 5.20.2.2 FormatBytesToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (
            long bytes,
            bool useSI = false )  [static]
```

Format byte-value to Human-Readable-Form.

**Parameters**

| | |
|---|---|
| *bytes* | Value in bytes |
| *use↩ SI* | Use SI-system (default: false, optional) |

**Returns**

Formatted byte-value in Human-Readable-Form.

#### 5.20.2.3 FormatSecondsToHourMinSec()

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

Format seconds to Human-Readable-Form.

**Parameters**

| | |
|---|---|
| *seconds* | Value in seconds |

**Returns**

Formatted seconds in Human-Readable-Form.

#### 5.20.2.4 FormatSecondsToHRF()

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

Format seconds to Human-Readable-Form.

**Parameters**

| | |
|---|---|
| *seconds* | Value in seconds |

**Returns**

Formatted seconds in Human-Readable-Form.

#### 5.20.2.5 GenerateLoremIpsum()

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

Generates a "Lorem Ipsum" based on various parameters.

**Parameters**

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

**Returns**

"Lorem Ipsum" based on the given parameters.

#### 5.20.2.6 GetArgument()

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

Returns an argument for a name from the url or command line.

**Parameters**

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

**Returns**

Argument for a name from the url or command line.

#### 5.20.2.7 GetArguments()

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

Returns all arguments from the url or command line.

**Returns**

Arguments from the url or command line.

#### 5.20.2.8 HSVToRGB()

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

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

**Parameters**

| | |
|---|---|
| *h* | Hue |
| *s* | Saturation |
| *v* | Value |
| *a* | Alpha (optional) |

**Returns**

True if the current platform is supported.

#### 5.20.2.9 InvokeMethod()

```
static object Crosstales.Common.Util.BaseHelper.InvokeMethod (
            string className,
            string methodName,
            params object[] parameters )  [static]
```

Invokes a public static method on a full qualified class.

**Parameters**

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

#### 5.20.2.10 ISO639ToLanguage()

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

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

**Parameters**

| | |
|---|---|
| *isoCode* | ISO639-1 code to convert. |

**Returns**

"SystemLanguage for the given ISO639-1 code.

#### 5.20.2.11 LanguageToISO639()

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

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

**Parameters**

| | |
|---|---|
| *language* | SystemLanguage to convert. |

**Returns**

"ISO639-1 code for the given SystemLanguage.

#### 5.20.2.12 SplitStringToLines()

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

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

**Parameters**

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

**Returns**

Splitted lines as array

## 5.20.3 Member Data Documentation

### 5.20.3.1 isAppleBasedPlatform

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

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

**Returns**

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

### 5.20.3.2 isEditor

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

Checks if we are inside the Editor.

**Returns**

True if we are inside the Editor.

### 5.20.3.3 isEditorMode

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

Checks if we are in Editor mode.

**Returns**

True if in Editor mode.

### 5.20.3.4 isIOSBasedPlatform

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

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

**Returns**

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

#### 5.20.3.5 isMobilePlatform

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

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

**Returns**

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

#### 5.20.3.6 isStandalonePlatform

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

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

**Returns**

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

#### 5.20.3.7 isWebPlatform

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

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

**Returns**

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

#### 5.20.3.8 isWindowsBasedPlatform

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

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

**Returns**

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

#### 5.20.3.9 isWSABasedPlatform

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

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

**Returns**

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

### 5.20.4 Property Documentation

#### 5.20.4.1 AndroidAPILevel

```
int Crosstales.Common.Util.BaseHelper.AndroidAPILevel [static], [get]
```

Returns the Android API level of the current device (Android only)".

**Returns**

The Android API level of the current device.

#### 5.20.4.2 CurrentPlatform

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

Returns the current platform.

**Returns**

The current platform.

#### 5.20.4.3 isAndroidPlatform

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

Checks if the current platform is Android.

**Returns**

True if the current platform is Android.

#### 5.20.4.4 isIL2CPP

```
bool Crosstales.Common.Util.BaseHelper.isIL2CPP [static], [get]
```

Checks if the current build target uses IL2CPP.

**Returns**

True if the current build target uses IL2CPP.

#### 5.20.4.5 isIOSPlatform

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

Checks if the current platform is iOS.

**Returns**

True if the current platform is iOS.

#### 5.20.4.6 isLinuxEditor

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

Checks if we are inside the Linux Editor.

**Returns**

True if we are inside the Linux Editor.

#### 5.20.4.7 isLinuxPlatform

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

Checks if the current platform is Linux.

**Returns**

True if the current platform is Linux.

#### 5.20.4.8 isMacOSEditor

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

Checks if we are inside the macOS Editor.

**Returns**

True if we are inside the macOS Editor.

#### 5.20.4.9 isMacOSPlatform

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

Checks if the current platform is OSX.

**Returns**

True if the current platform is OSX.

#### 5.20.4.10 isPS4Platform

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

Checks if the current platform is PS4.

**Returns**

True if the current platform is PS4.

#### 5.20.4.11 isTvOSPlatform

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

Checks if the current platform is tvOS.

**Returns**

True if the current platform is tvOS.

#### 5.20.4.12 isWebGLPlatform

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

Checks if the current platform is WebGL.

**Returns**

True if the current platform is WebGL.

#### 5.20.4.13 isWindowsEditor

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

Checks if we are inside the Windows Editor.

**Returns**

True if we are inside the Windows Editor.

#### 5.20.4.14 isWindowsPlatform

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

Checks if the current platform is Windows.

**Returns**

True if the current platform is Windows.

#### 5.20.4.15 isWSAPlatform

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

Checks if the current platform is WSA.

**Returns**

True if the current platform is WSA.

#### 5.20.4.16 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

**Returns**

True if the current platform is XboxOne.

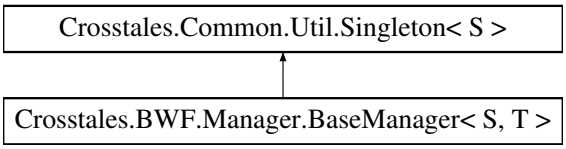
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

## 5.21 Crosstales.BWF.Manager.BaseManager< S, T > Class Template Reference

Base class for all managers.

Inheritance diagram for Crosstales.BWF.Manager.BaseManager< S, T >:




### Public Member Functions

- string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

  *Unmarks the text with a prefix and postfix.*

### Public Attributes

- bool isReady => filter != null && filter.isReady

  *Checks the readiness status of the manager.*

### Protected Member Functions

- void **onContainsComplete** (string text, bool result)
- void **onGetAllComplete** (string text, System.Collections.Generic.List< string > badWords)
- void **onReplaceAllComplete** (string originalText, string cleanText)

### Protected Attributes

- T **filter**

## Properties

- bool **DisableOrdering** `[get, set]`
- abstract OnContainsCompleted **onContainsCompleted** `[get]`
- abstract OnGetAllCompleted **onGetAllCompleted** `[get]`
- abstract OnReplaceAllCompleted **onReplaceAllCompleted** `[get]`

## Events

- ContainsComplete OnContainsComplete

  *An event triggered whenever the "Contains"-operation is completed.*
- GetAllComplete OnGetAllComplete

  *An event triggered whenever the "GetAll"-operation is completed.*
- ReplaceAllComplete OnReplaceAllComplete

  *An event triggered whenever the "ReplaceAll"-operation is completed.*

## Additional Inherited Members

### 5.21.1 Detailed Description

Base class for all managers.

#### Type Constraints

***S*** **:** ***Crosstales.Common.Util.Singleton<S>***

***T*** **:** ***Crosstales.BWF.Filter.BaseFilter***

### 5.21.2 Member Function Documentation

#### 5.21.2.1 Unmark()

```
string Crosstales.BWF.Manager.BaseManager< S, T >.Unmark (
            string text,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" )
```

Unmarks the text with a prefix and postfix.

#### Parameters

| | |
|---|---|
| *text* | Text with marked bad words |
| *prefix* | Prefix for every found bad word (default: bold and red, optional) |
| *postfix* | Postfix for every found bad word (default: bold and red, optional) |

**Returns**

Text with unmarked bad words

## 5.21.3 Member Data Documentation

### 5.21.3.1 isReady

```
bool Crosstales.BWF.Manager.BaseManager< S, T >.isReady => filter != null && filter.isReady
```

Checks the readiness status of the manager.

**Returns**

True if the manager is ready.

## 5.21.4 Event Documentation

### 5.21.4.1 OnContainsComplete

```
ContainsComplete Crosstales.BWF.Manager.BaseManager< S, T >.OnContainsComplete
```

An event triggered whenever the "Contains"-operation is completed.

### 5.21.4.2 OnGetAllComplete

```
GetAllComplete Crosstales.BWF.Manager.BaseManager< S, T >.OnGetAllComplete
```

An event triggered whenever the "GetAll"-operation is completed.

### 5.21.4.3 OnReplaceAllComplete

```
ReplaceAllComplete Crosstales.BWF.Manager.BaseManager< S, T >.OnReplaceAllComplete
```

An event triggered whenever the "ReplaceAll"-operation is completed.

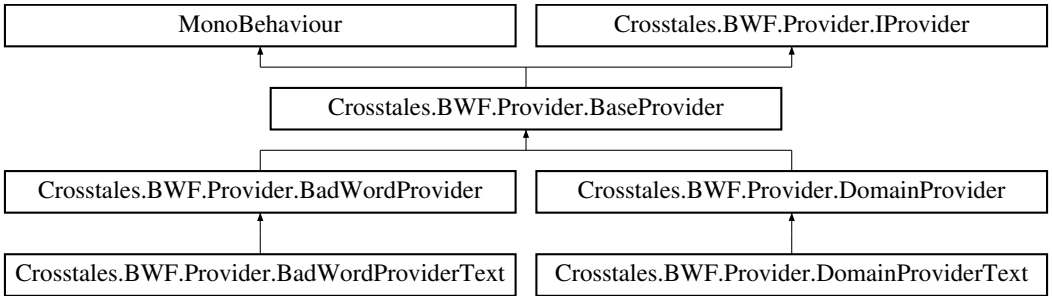
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/Base↩ Manager.cs

# 5.22 Crosstales.BWF.Provider.BaseProvider Class Reference

Base class for all providers.

Inheritance diagram for Crosstales.BWF.Provider.BaseProvider:




## Public Member Functions

- abstract void Load ()

  *Loads all sources.*
- abstract void Save ()

  *Saves all sources.*

## Public Attributes

- System.Text.RegularExpressions.RegexOptions RegexOption1 = System.Text.RegularExpressions.Regex↩ Options.IgnoreCase

  *Option1 (default: RegexOptions.IgnoreCase).*
- System.Text.RegularExpressions.RegexOptions RegexOption2 = System.Text.RegularExpressions.Regex↩ Options.CultureInvariant

  *Option2 (default: RegexOptions.CultureInvariant).*
- System.Text.RegularExpressions.RegexOptions RegexOption3 = System.Text.RegularExpressions.Regex↩ Options.None

  *Option3 (default: RegexOptions.None).*
- System.Text.RegularExpressions.RegexOptions RegexOption4 = System.Text.RegularExpressions.Regex↩ Options.None

  *Option4 (default: RegexOptions.None).*
- System.Text.RegularExpressions.RegexOptions RegexOption5 = System.Text.RegularExpressions.Regex↩ Options.None

  *Option5 (default: RegexOptions.None).*
- System.Collections.Generic.List< Crosstales.BWF.Data.Source > Sources

  *All sources for this provider.*
- bool ClearOnLoad = true

  *Clears all existing bad words on 'Load' (default: true).*

## Protected Member Functions

- abstract void init ()

  *Initialize the provider.*
- void **logNoResourcesAdded** ()
- void **createSource** ()

## Protected Attributes

- readonly System.Collections.Generic.List< string > **coRoutines** = new System.Collections.Generic.↩ List<string>()
- bool **loading** = false

## Static Protected Attributes

- static bool **loggedUnsupportedPlatform** = false

## Properties

- int???? RegexCount `[get]`

  *Number of Regex of this provider.*
- bool **isReady** `[get, set]`

### 5.22.1 Detailed Description

Base class for all providers.

### 5.22.2 Member Function Documentation

#### 5.22.2.1 init()

```
abstract void Crosstales.BWF.Provider.BaseProvider.init ( )  [protected], [pure virtual]
```

Initialize the provider.

Implemented in Crosstales.BWF.Provider.BadWordProvider, and Crosstales.BWF.Provider.DomainProvider.

#### 5.22.2.2 Load()

```
abstract void Crosstales.BWF.Provider.BaseProvider.Load ( )  [pure virtual]
```

Loads all sources.

Implements Crosstales.BWF.Provider.IProvider.

Implemented in Crosstales.BWF.Provider.BadWordProvider, Crosstales.BWF.Provider.DomainProvider, Crosstales.BWF.Provider.Bad and Crosstales.BWF.Provider.DomainProviderText.

#### 5.22.2.3 Save()

```
abstract void Crosstales.BWF.Provider.BaseProvider.Save ( )  [pure virtual]
```

Saves all sources.

Implements Crosstales.BWF.Provider.IProvider.

Implemented in Crosstales.BWF.Provider.BadWordProviderText, and Crosstales.BWF.Provider.DomainProviderText.

### 5.22.3 Member Data Documentation

#### 5.22.3.1 ClearOnLoad

```
bool Crosstales.BWF.Provider.BaseProvider.ClearOnLoad = true
```

Clears all existing bad words on 'Load' (default: true).

#### 5.22.3.2 RegexOption1

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption1
= System.Text.RegularExpressions.RegexOptions.IgnoreCase
```

Option1 (default: RegexOptions.IgnoreCase).

#### 5.22.3.3 RegexOption2

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption2
= System.Text.RegularExpressions.RegexOptions.CultureInvariant
```

Option2 (default: RegexOptions.CultureInvariant).

#### 5.22.3.4 RegexOption3

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption3
= System.Text.RegularExpressions.RegexOptions.None
```

Option3 (default: RegexOptions.None).

#### 5.22.3.5 RegexOption4

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption4
= System.Text.RegularExpressions.RegexOptions.None
```

Option4 (default: RegexOptions.None).

#### 5.22.3.6 RegexOption5

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption5
= System.Text.RegularExpressions.RegexOptions.None
```

Option5 (default: RegexOptions.None).

#### 5.22.3.7 Sources

```
System.Collections.Generic.List<Crosstales.BWF.Data.Source> Crosstales.BWF.Provider.Base↩
Provider.Sources
```

All sources for this provider.

### 5.22.4 Property Documentation

#### 5.22.4.1 RegexCount

```
int???  Crosstales.BWF.Provider.BaseProvider.RegexCount  [get]
```

Number of Regex of this provider.

**Returns**

Number of Regex of this provider.

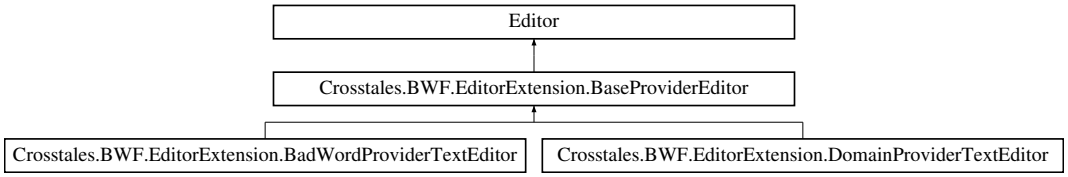
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/Base↩Provider.cs

# 5.23 Crosstales.BWF.EditorExtension.BaseProviderEditor Class Reference

Base-class for custom editors of children of the 'BaseProvider'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BaseProviderEditor:




## Public Member Functions

- override void **OnInspectorGUI** ()

## Protected Member Functions

- virtual void **OnEnable** ()

### 5.23.1 Detailed Description

Base-class for custom editors of children of the 'BaseProvider'-class.

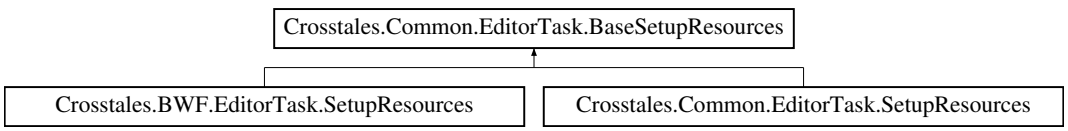
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/BaseProviderEditor.cs

# 5.24 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:




## Static Protected Member Functions

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

### 5.24.1 Detailed Description

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

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Editor/Task/BaseSetup↩ Resources.cs

## 5.25 Crosstales.BWF.EditorIntegration.BWFGameObject Class Reference

Editor component for the "Hierarchy"-menu.

### 5.25.1 Detailed Description

Editor component for the "Hierarchy"-menu.

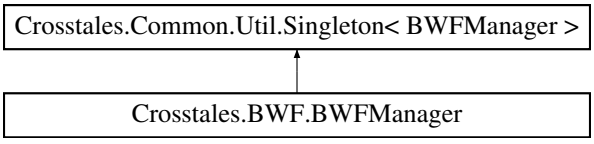
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Integration/B↩ WFGameObject.cs

## 5.26 Crosstales.BWF.BWFManager Class Reference

BWF is a multi-manager for all available managers.

Inheritance diagram for Crosstales.BWF.BWFManager:



## Public Member Functions

- delegate void **BWFReady** ()
- void Load (Model.Enum.ManagerMask mask=Model.Enum.ManagerMask.All)

  *Loads the filter of a manager.*
- System.Collections.Generic.List< Data.Source > Sources (Model.Enum.ManagerMask mask=Model.Enum.ManagerMask.All)

  *Returns all sources for a manager.*
- bool Contains (string text, Model.Enum.ManagerMask mask=Model.Enum.ManagerMask.All, params string[ ] sourceNames)

  *Searches for unwanted words in a text.*
- void ContainsAsync (string text, Model.Enum.ManagerMask mask=Model.Enum.ManagerMask.All, params string[ ] sourceNames)

  *Searches asynchronously for unwanted words in a text. Use the "OnContainsComplete"-callback to get the result.*
- System.Collections.Generic.List< string > GetAll (string text, Model.Enum.ManagerMask mask=Model.Enum.ManagerMask.All, params string[ ] sourceNames)

  *Searches for unwanted words in a text.*
- void GetAllAsync (string text, Model.Enum.ManagerMask mask=Model.Enum.ManagerMask.All, params string[ ] sourceNames)

  *Searches asynchronously for unwanted words in a text. Use the "OnGetAllComplete"-callback to get the result.*
- string ReplaceAll (string text, Model.Enum.ManagerMask mask=Model.Enum.ManagerMask.All, params string[ ] sourceNames)

  *Searches and replaces all unwanted words in a text.*
- string ReplaceAll (string text, Model.Enum.ManagerMask mask, bool markOnly, string prefix, string postfix, params string[ ] sourceNames)

  *Searches and replaces all unwanted words in a text.*
- void ReplaceAllAsync (string text, Model.Enum.ManagerMask mask=Model.Enum.ManagerMask.All, params string[ ] sourceNames)

  *Searches and replaces asynchronously all unwanted words in a text. Use the "OnReplaceAllComplete"-callback to get the result.*
- void ReplaceAllAsync (string text, Model.Enum.ManagerMask mask, bool markOnly, string prefix, string postfix, params string[ ] sourceNames)

  *Searches and replaces asynchronously all unwanted words in a text. Use the "OnReplaceAllComplete"-callback to get the result.*
- string Mark (string text, System.Collections.Generic.List< string > unwantedWords, string prefix="<color=red>", string postfix="</color>")

  *Marks the text with a prefix and postfix from a list of words. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).*
- string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", Model.Enum.ManagerMask mask=Model.Enum.ManagerMask.All, params string[ ] sourceNames)

  *Marks the text with a prefix and postfix.*
- string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

  *Unmarks the text with a prefix and postfix.*

## Public Attributes

- bool **DisableOrdering**
- bool isReady

  *Checks the readiness status of all managers.*
- int TotalRegexCount => Sources().Sum(src => src.RegexCount)

  *Total number of Regex.*
- OnReady **OnReady**
- OnContainsCompleted **OnContainsCompleted**
- OnGetAllCompleted **OnGetAllCompleted**
- OnReplaceAllCompleted **OnReplaceAllCompleted**

## Protected Member Functions

- override void **OnApplicationQuit** ()

## Events

- BWFReady OnBWFReady

  *An event triggered whenever BWF is ready.*
- ContainsComplete OnContainsComplete

  *An event triggered whenever the "Contains"-operation is completed.*
- GetAllComplete OnGetAllComplete

  *An event triggered whenever the "GetAll"-operation is completed.*
- ReplaceAllComplete OnReplaceAllComplete

  *An event triggered whenever the "ReplaceAll"-operation is completed.*

## Additional Inherited Members

### 5.26.1 Detailed Description

BWF is a multi-manager for all available managers.

### 5.26.2 Member Function Documentation

#### 5.26.2.1 Contains()

```
bool Crosstales.BWF.BWFManager.Contains (
            string text,
            Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
            params string[] sourceNames )
```

Searches for unwanted words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *mask* | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

True if a match was found

#### 5.26.2.2 ContainsAsync()

```
void Crosstales.BWF.BWFManager.ContainsAsync (
            string text,
            Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
            params string[] sourceNames )
```

Searches asynchronously for unwanted words in a text. Use the "OnContainsComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *mask* | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

#### 5.26.2.3 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.BWFManager.GetAll (
            string text,
            Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
            params string[] sourceNames )
```

Searches for unwanted words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *mask* | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

List with all the matches

#### 5.26.2.4 GetAllAsync()

```
void Crosstales.BWF.BWFManager.GetAllAsync (
            string text,
            Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
            params string[] sourceNames )
```

Searches asynchronously for unwanted words in a text. Use the "OnGetAllComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *mask* | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

#### 5.26.2.5 Load()

```
void Crosstales.BWF.BWFManager.Load (
            Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All )
```

Loads the filter of a manager.

**Parameters**

| | |
|---|---|
| *mask* | Active manager (default: ManagerMask.All, optional) |

#### 5.26.2.6 Mark() [1/2]

```
string Crosstales.BWF.BWFManager.Mark (
            string text,
            bool replace = false,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>",
            Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
            params string[] sourceNames )
```

Marks the text with a prefix and postfix.

**Parameters**

| | |
|---|---|
| *text* | Text containing unwanted words |
| *replace* | Replace the bad words (default: false, optional) |
| *prefix* | Prefix for every found unwanted word (optional) |
| *postfix* | Postfix for every found unwanted word (optional) |
| *mask* | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

Clean text

#### 5.26.2.7 Mark() [2/2]

```
string Crosstales.BWF.BWFManager.Mark (
            string text,
            System.Collections.Generic.List< string > unwantedWords,
```

```
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" )
```

Marks the text with a prefix and postfix from a list of words. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

**Parameters**

| | |
|---|---|
| *text* | Text containing unwanted words |
| *unwantedWords* | Unwanted words to mark |
| *prefix* | Prefix for every found unwanted word (optional) |
| *postfix* | Postfix for every found unwanted word (optional) |

**Returns**

Text with marked unwanted words

### 5.26.2.8 ReplaceAll() [1/2]

```
string Crosstales.BWF.BWFManager.ReplaceAll (
            string text,
            Model.Enum.ManagerMask mask,
            bool markOnly,
            string prefix,
            string postfix,
            params string[] sourceNames )
```

Searches and replaces all unwanted words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *mask* | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found bad word (optional) |
| *postfix* | Postfix for every found bad word (optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

Clean text

### 5.26.2.9 ReplaceAll() [2/2]

```
string Crosstales.BWF.BWFManager.ReplaceAll (
            string text,
            Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
            params string[] sourceNames )
```

Searches and replaces all unwanted words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *mask* | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

Clean text

#### 5.26.2.10 ReplaceAllAsync() [1/2]

```
void Crosstales.BWF.BWFManager.ReplaceAllAsync (
            string text,
            Model.Enum.ManagerMask mask,
            bool markOnly,
            string prefix,
            string postfix,
            params string[] sourceNames )
```

Searches and replaces asynchronously all unwanted words in a text. Use the "OnReplaceAllComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *mask* | Active manager (default: Model.Enum.ManagerMask.All) |
| *markOnly* | Only mark the words (default: false) |
| *prefix* | Prefix for every found bad word |
| *postfix* | Postfix for every found bad word |
| *sourceNames* | Relevant sources (e.g. "english") |

#### 5.26.2.11 ReplaceAllAsync() [2/2]

```
void Crosstales.BWF.BWFManager.ReplaceAllAsync (
            string text,
            Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
            params string[] sourceNames )
```

Searches and replaces asynchronously all unwanted words in a text. Use the "OnReplaceAllComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *mask* | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

#### 5.26.2.12 Sources()

```
System.Collections.Generic.List<Data.Source> Crosstales.BWF.BWFManager.Sources (
            Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All )
```

Returns all sources for a manager.

**Parameters**

| | |
|---|---|
| *mask* | Active manager (default: Model.Enum.ManagerMask.All, optional) |

**Returns**

List with all sources for the selected manager

#### 5.26.2.13 Unmark()

```
string Crosstales.BWF.BWFManager.Unmark (
            string text,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" )
```

Unmarks the text with a prefix and postfix.

**Parameters**

| | |
|---|---|
| *text* | Text with marked unwanted words |
| *prefix* | Prefix for every found unwanted word (optional) |
| *postfix* | Postfix for every found unwanted word (optional) |

**Returns**

Text with unmarked unwanted words

### 5.26.3 Member Data Documentation

#### 5.26.3.1 isReady

```
bool Crosstales.BWF.BWFManager.isReady
```

**Initial value:**

```
=> Manager.BadWordManager.Instance != null && Manager.BadWordManager.Instance.isReady
                                                                    && Manager.DomainManager.Instance !=
       null && Manager.DomainManager.Instance.isReady
                                                                    &&
       Manager.CapitalizationManager.Instance != null && Manager.CapitalizationManager.Instance.isReady
                                                                    && Manager.PunctuationManager.Instance
       != null && Manager.PunctuationManager.Instance.isReady
```

Checks the readiness status of all managers.

#### Returns

True if all managers are ready.

#### 5.26.3.2 TotalRegexCount

```
int Crosstales.BWF.BWFManager.TotalRegexCount => Sources().Sum(src => src.RegexCount)
```

Total number of Regex.

#### Returns

Total number of Regex.

### 5.26.4 Event Documentation

#### 5.26.4.1 OnBWFReady

```
BWFReady Crosstales.BWF.BWFManager.OnBWFReady
```

An event triggered whenever BWF is ready.

#### 5.26.4.2 OnContainsComplete

```
ContainsComplete Crosstales.BWF.BWFManager.OnContainsComplete
```

An event triggered whenever the "Contains"-operation is completed.

#### 5.26.4.3 OnGetAllComplete

```
GetAllComplete Crosstales.BWF.BWFManager.OnGetAllComplete
```

An event triggered whenever the "GetAll"-operation is completed.

#### 5.26.4.4 OnReplaceAllComplete

```
ReplaceAllComplete Crosstales.BWF.BWFManager.OnReplaceAllComplete
```

An event triggered whenever the "ReplaceAll"-operation is completed.

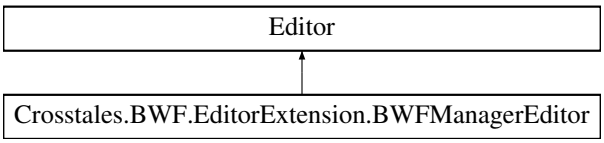
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/BWF↩ Manager.cs

## 5.27 Crosstales.BWF.EditorExtension.BWFManagerEditor Class Reference

Custom editor for the 'BWFManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BWFManagerEditor:




### Public Member Functions

- override void **OnInspectorGUI** ()

### 5.27.1 Detailed Description

Custom editor for the 'BWFManager'-class.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/B↩ WFManagerEditor.cs

## 5.28 Crosstales.BWF.EditorIntegration.BWFMenu Class Reference

Editor component for the "Tools"-menu.

### Static Public Member Functions

- static void **CreateSource** ()

### 5.28.1 Detailed Description

Editor component for the "Tools"-menu.

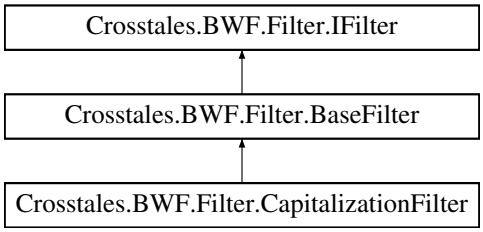
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Integration/BWFMenu.cs

## 5.29 Crosstales.BWF.Filter.CapitalizationFilter Class Reference

Filter for excessive capitalization. The class can also replace all capitalizations inside a string.

Inheritance diagram for Crosstales.BWF.Filter.CapitalizationFilter:




### Public Member Functions

- CapitalizationFilter (int capitalizationCharsNumber=3, bool disableOrdering=false)

  *Instantiate the class.*
- override bool Contains (string text, params string[] sourceNames)

  *Searches for bad words in a text.*
- override System.Collections.Generic.List< string > GetAll (string text, params string[] sourceNames)

  *Searches for bad words in a text.*
- override string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)

  *Searches and replaces all bad words in a text.*

### Public Attributes

- override bool isReady => true

  *Checks the readiness status of the filter.*

### Properties

- System.Text.RegularExpressions.Regex RegularExpression `[get]`

  *RegEx to find excessive capitalization.*
- int? CharacterNumber `[get, set]`

  *Defines the number of allowed capital letters in a row.*

## Additional Inherited Members

### 5.29.1 Detailed Description

Filter for excessive capitalization. The class can also replace all capitalizations inside a string.

### 5.29.2 Constructor & Destructor Documentation

#### 5.29.2.1 CapitalizationFilter()

```
Crosstales.BWF.Filter.CapitalizationFilter.CapitalizationFilter (
            int capitalizationCharsNumber = 3,
            bool disableOrdering = false )
```

Instantiate the class.

**Parameters**

| | |
|---|---|
| *capitalizationCharsNumber* | Defines the number of allowed capital letters in a row (default: 3, optional). |
| *disableOrdering* | Disables the ordering of the 'GetAll'-method (default: false, optional). |

### 5.29.3 Member Function Documentation

#### 5.29.3.1 Contains()

```
override bool Crosstales.BWF.Filter.CapitalizationFilter.Contains (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

True if a match was found

Implements Crosstales.BWF.Filter.BaseFilter.

#### 5.29.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.CapitalizationFilter.↩
GetAll (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

List with all the matches

Implements Crosstales.BWF.Filter.BaseFilter.

#### 5.29.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.CapitalizationFilter.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames )  [virtual]
```

Searches and replaces all bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found bad word (optional) |
| *postfix* | Postfix for every found bad word (optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

### 5.29.4 Member Data Documentation

#### 5.29.4.1 isReady

```
override bool Crosstales.BWF.Filter.CapitalizationFilter.isReady => true
```

Checks the readiness status of the filter.

**Returns**

True if the filter is ready.

### 5.29.5 Property Documentation

#### 5.29.5.1 CharacterNumber

```
int?  Crosstales.BWF.Filter.CapitalizationFilter.CharacterNumber  [get], [set]
```

Defines the number of allowed capital letters in a row.

#### 5.29.5.2 RegularExpression

```
System.Text.RegularExpressions.Regex Crosstales.BWF.Filter.CapitalizationFilter.Regular↩
Expression  [get]
```

RegEx to find excessive capitalization.

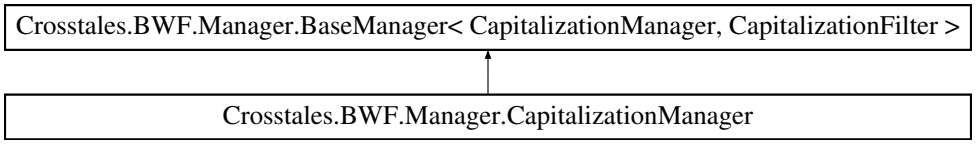
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/Capitalization↩ Filter.cs

## 5.30 Crosstales.BWF.Manager.CapitalizationManager Class Reference

Manager for excessive capitalization.

Inheritance diagram for Crosstales.BWF.Manager.CapitalizationManager:



## Public Member Functions

- void Load ()

  *Loads the current filter with all settings from this object.*
- bool Contains (string text)

  *Searches for excessive capitalizations in a text.*
- void ContainsAsync (string text)

  *Searches asynchronously for excessive capitalizations in a text. Use the "OnContainsComplete"-callback to get the result.*
- System.Collections.Generic.List< string > GetAll (string text)

  *Searches for excessive capitalizations in a text.*
- void GetAllAsync (string text)

  *Searches asynchronously for excessive capitalizations in a text. Use the "OnGetAllComplete"-callback to get the result.*
- string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="")

  *Searches and replaces all excessive capitalizations in a text.*
- void ReplaceAllAsync (string text, bool markOnly=false, string prefix="", string postfix="")

  *Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.*
- string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>")

  *Marks the text with a prefix and postfix.*

## Static Public Member Functions

- static void ResetObject ()

  *Resets this object.*

## Public Attributes

- OnContainsCompleted **OnContainsCompleted**
- OnGetAllCompleted **OnGetAllCompleted**
- OnReplaceAllCompleted **OnReplaceAllCompleted**

## Protected Member Functions

- override void **Awake** ()
- override void **OnApplicationQuit** ()

## Protected Attributes

- override OnContainsCompleted **onContainsCompleted** => OnContainsCompleted
- override OnGetAllCompleted **onGetAllCompleted** => OnGetAllCompleted
- override OnReplaceAllCompleted **onReplaceAllCompleted** => OnReplaceAllCompleted

## Properties

- int???? CapitalizationCharsNumber `[get, set]`

  *Defines the number of allowed capital letters in a row..*

## Additional Inherited Members

### 5.30.1 Detailed Description

Manager for excessive capitalization.

### 5.30.2 Member Function Documentation

#### 5.30.2.1 Contains()

```
bool Crosstales.BWF.Manager.CapitalizationManager.Contains (
            string text )
```

Searches for excessive capitalizations in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |

**Returns**

True if a match was found

#### 5.30.2.2 ContainsAsync()

```
void Crosstales.BWF.Manager.CapitalizationManager.ContainsAsync (
            string text )
```

Searches asynchronously for excessive capitalizations in a text. Use the "OnContainsComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |

#### 5.30.2.3 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Manager.CapitalizationManager.GetAll (
            string text )
```

Searches for excessive capitalizations in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |

**Returns**

List with all the matches

#### 5.30.2.4 GetAllAsync()

```
void Crosstales.BWF.Manager.CapitalizationManager.GetAllAsync (
            string text )
```

Searches asynchronously for excessive capitalizations in a text. Use the "OnGetAllComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |

#### 5.30.2.5 Load()

```
void Crosstales.BWF.Manager.CapitalizationManager.Load ( )
```

Loads the current filter with all settings from this object.

#### 5.30.2.6 Mark()

```
string Crosstales.BWF.Manager.CapitalizationManager.Mark (
            string text,
            bool replace = false,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" )
```

Marks the text with a prefix and postfix.

**Parameters**

| | |
|---|---|
| *text* | Text containing excessive capitalizations |
| *replace* | Replace the excessive capitalizations (default: false, optional) |
| *prefix* | Prefix for every found capitalizations (default: bold and red, optional) |
| *postfix* | Postfix for every found capitalizations (default: bold and red, optional) |

**Returns**

Text with marked excessive capitalizations

#### 5.30.2.7 ReplaceAll()

```
string Crosstales.BWF.Manager.CapitalizationManager.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "" )
```

Searches and replaces all excessive capitalizations in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found capitalization (optional) |
| *postfix* | Postfix for every found capitalization (optional) |

**Returns**

Clean text

#### 5.30.2.8 ReplaceAllAsync()

```
void Crosstales.BWF.Manager.CapitalizationManager.ReplaceAllAsync (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "" )
```

Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found capitalization (optional) |
| *postfix* | Postfix for every found capitalization (optional) |

#### 5.30.2.9 ResetObject()

```
static void Crosstales.BWF.Manager.CapitalizationManager.ResetObject ( )  [static]
```

Resets this object.

### 5.30.3 Property Documentation

#### 5.30.3.1 CapitalizationCharsNumber

```
int???  Crosstales.BWF.Manager.CapitalizationManager.CapitalizationCharsNumber  [get], [set]
```

Defines the number of allowed capital letters in a row..

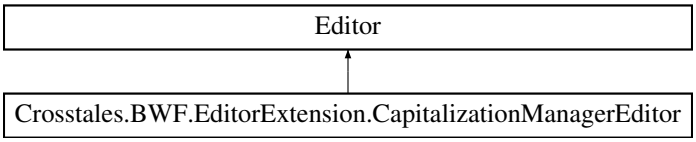
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/Capitalization↩ Manager.cs

## 5.31 Crosstales.BWF.EditorExtension.CapitalizationManagerEditor Class Reference

Custom editor for the 'CapitalizationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.CapitalizationManagerEditor:




### Public Member Functions

- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

### 5.31.1 Detailed Description

Custom editor for the 'CapitalizationManager'-class.

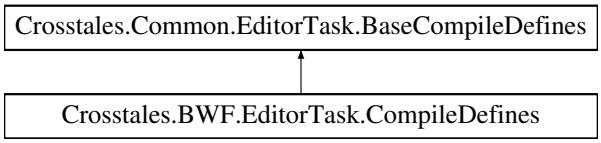
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/Capitalization↩ ManagerEditor.cs

## 5.32 Crosstales.BWF.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.BWF.EditorTask.CompileDefines:




### Additional Inherited Members

### 5.32.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

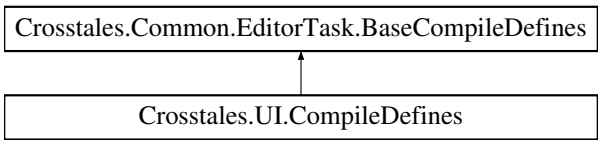
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/Compile↩ Defines.cs

## 5.33 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:




### Additional Inherited Members

### 5.33.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Editor/Compile↩ Defines.cs

# 5.34 Crosstales.BWF.Util.Config Class Reference

Configuration for the asset.

## Static Public Member Functions

- static void Reset ()

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

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

  *Saves all changeable variables.*

## Static Public Attributes

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

  *Enable or disable debug logging for the asset.*
- static bool DEBUG_BADWORDS = Constants.DEFAULT_DEBUG_BADWORDS

  *Enable or disable debug logging for BadWords (Attention: slow!).*
- static bool DEBUG_DOMAINS = Constants.DEFAULT_DEBUG_DOMAINS

  *Enable or disable debug logging for Domains (Attention: VERY SLOOOOOOOOWWWW!).*
- static bool isLoaded

  *Is the configuration loaded?*

### 5.34.1 Detailed Description

Configuration for the asset.

### 5.34.2 Member Function Documentation

#### 5.34.2.1 Load()

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

Loads all changeable variables.

#### 5.34.2.2 Reset()

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

Resets all changeable variables to their default value.

#### 5.34.2.3 Save()

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

Saves all changeable variables.

### 5.34.3 Member Data Documentation

#### 5.34.3.1 DEBUG

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

Enable or disable debug logging for the asset.

#### 5.34.3.2 DEBUG_BADWORDS

```
bool Crosstales.BWF.Util.Config.DEBUG_BADWORDS = Constants.DEFAULT_DEBUG_BADWORDS  [static]
```

Enable or disable debug logging for BadWords (Attention: slow!).

#### 5.34.3.3 DEBUG_DOMAINS

```
bool Crosstales.BWF.Util.Config.DEBUG_DOMAINS = Constants.DEFAULT_DEBUG_DOMAINS  [static]
```

Enable or disable debug logging for Domains (Attention: VERY SLOOOOOOOOWWWW!).

#### 5.34.3.4 isLoaded

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

Is the configuration loaded?

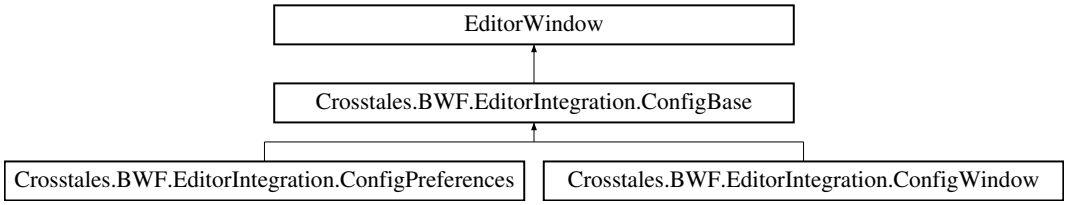
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Util/Config.cs

# 5.35 Crosstales.BWF.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigBase:




## Protected Member Functions

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

## Static Protected Member Functions

- static void **save** ()

### 5.35.1 Detailed Description

Base class for editor windows.

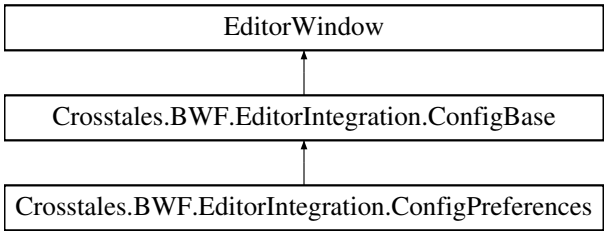
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Integration/Config↩ Base.cs

# 5.36 Crosstales.BWF.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigPreferences:



### Additional Inherited Members

### 5.36.1 Detailed Description

Unity "Preferences" extension.

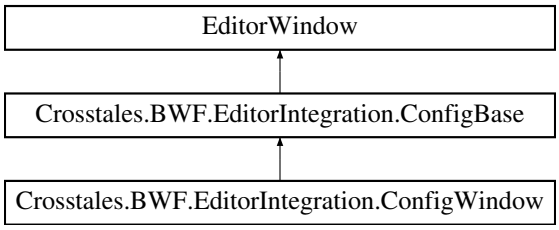
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Integration/ConfigPreferences.cs

## 5.37 Crosstales.BWF.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigWindow:




### Static Public Member Functions

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

### Additional Inherited Members

### 5.37.1 Detailed Description

Editor window extension.

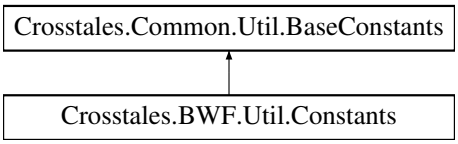
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Integration/ConfigWindow.cs

# 5.38 Crosstales.BWF.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.BWF.Util.Constants:




## Static Public Attributes

- const string ASSET_NAME = "Bad Word Filter PRO"

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

  *Short name of the asset.*
- const string ASSET_VERSION = "2022.1.0b2"

  *Version of the asset.*
- const int ASSET_BUILD = 20211229

  *Build number of the asset.*
- static readonly System.DateTime ASSET_CREATED = new System.DateTime(2015, 1, 3)

  *Create date of the asset (YYYY, MM, DD).*
- static readonly System.DateTime ASSET_CHANGED = new System.DateTime(2022, 3, 2)

  *Change date of the asset (YYYY, MM, DD).*
- const string ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"

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

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

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

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

  *URL of the asset API.*
- const string ASSET_FORUM_URL = "https://forum.unity.com/threads/bad-word-filter-pro-solution-against-profanity-and-obscenity.289960/"

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

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

  *URL of the promotion video of the asset (Youtube).*
- const string ASSET_VIDEO_TUTORIAL = "https://youtu.be/W8FxFlIObWM?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"

  *URL of the tutorial video of the asset (Youtube).*
- const string **KEY_PREFIX** = "BWF_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_DEBUG_BADWORDS** = KEY_PREFIX + "DEBUG_BADWORDS"

- const string **KEY_DEBUG_DOMAINS** = KEY_PREFIX + "DEBUG_DOMAINS"
- const bool **DEFAULT_DEBUG_BADWORDS** = false
- const bool **DEFAULT_DEBUG_DOMAINS** = false
- const string MANAGER_SCENE_OBJECT_NAME = "BWF"

  *BWF prefab scene name.*
- static int WWW_TIMEOUT = 5

  *Timeout for the UnityWebRequest-class in seconds.*

## Additional Inherited Members

### 5.38.1 Detailed Description

Collected constants of very general utility for the asset.

### 5.38.2 Member Data Documentation

#### 5.38.2.1 ASSET_API_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_API_URL = "https://www.crosstales.com/en/assets/badwordfilter
[static]
```

URL of the asset API.

#### 5.38.2.2 ASSET_BUILD

```
const int Crosstales.BWF.Util.Constants.ASSET_BUILD = 20211229  [static]
```

Build number of the asset.

#### 5.38.2.3 ASSET_CHANGED

```
readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CHANGED = new System.DateTime(2022,
3, 2)  [static]
```

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

#### 5.38.2.4 ASSET_CONTACT

```
const string Crosstales.BWF.Util.Constants.ASSET_CONTACT = "bwf@crosstales.com"  [static]
```

Contact to the owner of the asset.

#### 5.38.2.5 ASSET_CREATED

```
readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CREATED = new System.DateTime(2015,
1, 3)  [static]
```

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

#### 5.38.2.6 ASSET_FORUM_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/bad-word-filter-
289960/"  [static]
```

URL of the asset forum.

#### 5.38.2.7 ASSET_MANUAL_URL

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

URL of the asset manual.

#### 5.38.2.8 ASSET_NAME

```
const string Crosstales.BWF.Util.Constants.ASSET_NAME = "Bad Word Filter PRO"  [static]
```

Name of the asset.

#### 5.38.2.9 ASSET_NAME_SHORT

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

Short name of the asset.

#### 5.38.2.10 ASSET_PRO_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/26255?a
NGT"  [static]
```

URL of the PRO asset in UAS.

#### 5.38.2.11 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

#### 5.38.2.12 ASSET_VERSION

```
const string Crosstales.BWF.Util.Constants.ASSET_VERSION = "2022.1.0b2"  [static]
```

Version of the asset.

#### 5.38.2.13 ASSET_VIDEO_PROMO

```
const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/pXICeRKaR↩
PM?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

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

#### 5.38.2.14 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/W8FxFlI↩
ObWM?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

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

#### 5.38.2.15 ASSET_WEB_URL

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

URL of the asset in crosstales.

#### 5.38.2.16 MANAGER_SCENE_OBJECT_NAME

```
const string Crosstales.BWF.Util.Constants.MANAGER_SCENE_OBJECT_NAME = "BWF"  [static]
```

BWF prefab scene name.

#### 5.38.2.17 WWW_TIMEOUT

```
int Crosstales.BWF.Util.Constants.WWW_TIMEOUT = 5  [static]
```

Timeout for the UnityWebRequest-class in seconds.

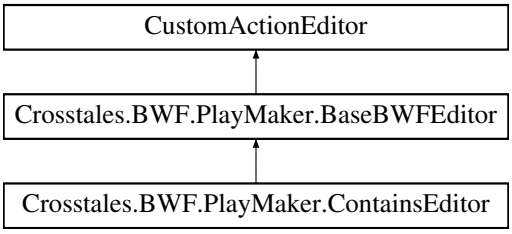
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Util/Constants.cs

## 5.39 Crosstales.BWF.PlayMaker.ContainsEditor Class Reference

Custom editor for the ContainsString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ContainsEditor:




### Additional Inherited Members

### 5.39.1 Detailed Description

Custom editor for the ContainsString-action.

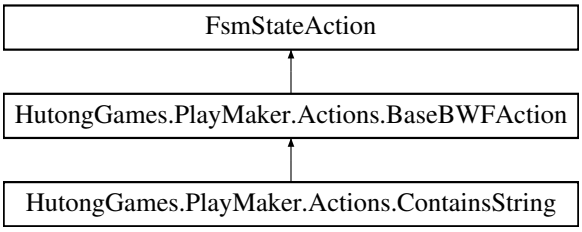
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ContainsEditor.cs

# 5.40 HutongGames.PlayMaker.Actions.ContainsString Class Reference

Contains-action for strings in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.ContainsString:




## Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

## Public Attributes

- FsmString Text

  *Input string for validation.*
- FsmBool Contains

  *True if 'Text' contains any bad words.*

## Additional Inherited Members

### 5.40.1 Detailed Description

Contains-action for strings in PlayMaker.

### 5.40.2 Member Data Documentation

#### 5.40.2.1 Contains

`FsmBool HutongGames.PlayMaker.Actions.ContainsString.Contains`

True if 'Text' contains any bad words.

#### 5.40.2.2 Text

`FsmString HutongGames.PlayMaker.Actions.ContainsString.Text`

Input string for validation.

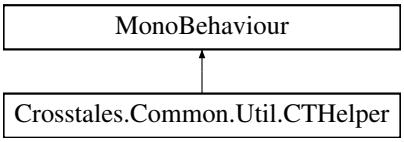
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ContainsString.cs

## 5.41 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:




### Properties

- static CTHelper **Instance** `[get]`

### 5.41.1 Detailed Description

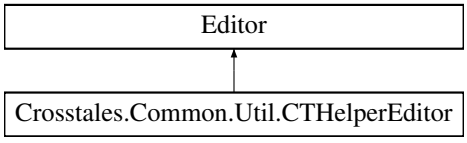
Helper to reset the necessary settings.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTHelper.cs

## 5.42 Crosstales.Common.Util.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.CTHelperEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTHelper.cs

## 5.43 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

### Static Public Member Functions

- static bool HasKey (string key)

  *Exists the key?*
- static void DeleteAll ()

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

  *Delete the key.*
- static void Save ()

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

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

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

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

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

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

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

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

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

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

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

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

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

  *Allows to set a float for a key.*

- static void SetInt (string key, int value)

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

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

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

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

  *Allows to set a Vector3 for a key.*
- static void SetVector4 (string key, Vector4 value)

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

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

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

  *Allows to set a SystemLanguage for a key.*

## 5.43.1 Detailed Description

Wrapper for the PlayerPrefs.

## 5.43.2 Member Function Documentation

### 5.43.2.1 DeleteAll()

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

Deletes all keys.

### 5.43.2.2 DeleteKey()

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

Delete the key.

**Parameters**

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

#### 5.43.2.3 GetBool()

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

Allows to get a bool from a key.

**Parameters**

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

**Returns**

Value for the key.

#### 5.43.2.4 GetColor()

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

Allows to get a Color from a key.

**Parameters**

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

**Returns**

Value for the key.

#### 5.43.2.5 GetDate()

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

Allows to get a DateTime from a key.

**Parameters**

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

**Returns**

Value for the key.

#### 5.43.2.6 GetFloat()

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

Allows to get a float from a key.

**Parameters**

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

**Returns**

Value for the key.

#### 5.43.2.7 GetInt()

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

Allows to get an int from a key.

**Parameters**

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

**Returns**

Value for the key.

#### 5.43.2.8 GetLanguage()

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

Allows to get a SystemLanguage from a key.

**Parameters**

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

**Returns**

Value for the key.

#### 5.43.2.9 GetQuaternion()

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

Allows to get a Quaternion from a key.

**Parameters**

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

**Returns**

Value for the key.

#### 5.43.2.10 GetString()

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

Allows to get a string from a key.

**Parameters**

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

**Returns**

Value for the key.

#### 5.43.2.11 GetVector2()

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

Allows to get a Vector2 from a key.

**Parameters**

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

**Returns**

Value for the key.

#### 5.43.2.12 GetVector3()

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

Allows to get a Vector3 from a key.

**Parameters**

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

**Returns**

Value for the key.

#### 5.43.2.13 GetVector4()

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

Allows to get a Vector4 from a key.

**Parameters**

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

**Returns**

Value for the key.

#### 5.43.2.14 HasKey()

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

Exists the key?

**Parameters**

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

**Returns**

Value for the key.

#### 5.43.2.15 Save()

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

Saves all modifications.

#### 5.43.2.16 SetBool()

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

Allows to set a bool for a key.

**Parameters**

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

#### 5.43.2.17 SetColor()

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

Allows to set a Color for a key.

**Parameters**

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

#### 5.43.2.18 SetDate()

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

Allows to set a DateTime for a key.

**Parameters**

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

#### 5.43.2.19 SetFloat()

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

Allows to set a float for a key.

**Parameters**

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

#### 5.43.2.20 SetInt()

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

Allows to set an int for a key.

**Parameters**

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

#### 5.43.2.21 SetLanguage()

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

```
            string key,
            SystemLanguage language )  [static]
```

Allows to set a SystemLanguage for a key.

**Parameters**

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

#### 5.43.2.22 SetQuaternion()

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

Allows to set a Quaternion for a key.

**Parameters**

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

#### 5.43.2.23 SetString()

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

Allows to set a string for a key.

**Parameters**

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

#### 5.43.2.24 SetVector2()

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

Allows to set a Vector2 for a key.

**Parameters**

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

#### 5.43.2.25 SetVector3()

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

Allows to set a Vector3 for a key.

**Parameters**

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

#### 5.43.2.26 SetVector4()

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

Allows to set a Vector4 for a key.

**Parameters**

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

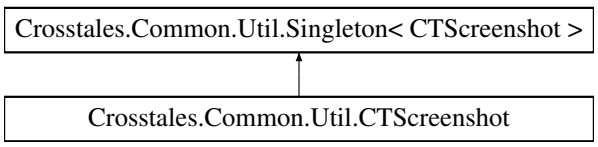
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayer↩ Prefs.cs

## 5.44 Crosstales.Common.Util.CTScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.CTScreenshot:




## Public Member Functions

- void Capture ()

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

## Public Attributes

- string Prefix = "CT_Screenshot"

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

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

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

## Additional Inherited Members

### 5.44.1 Detailed Description

Take screen shots inside an application.

### 5.44.2 Member Function Documentation

#### 5.44.2.1 Capture()

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

Capture the screen.

### 5.44.3 Member Data Documentation

#### 5.44.3.1 KeyCode

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

summary>Show file location (default: true).

#### 5.44.3.2 Prefix

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

Prefix for the generate file names.

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

#### 5.44.3.3 Scale

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

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

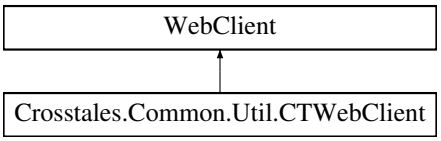
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/CTScreenshot/↩ Scripts/CTScreenshot.cs

## 5.45 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*

## 5.45.1 Detailed Description

Specialized WebClient.

## 5.45.2 Property Documentation

### 5.45.2.1 ConnectionLimit

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

Connection limit for all WebClients

### 5.45.2.2 Timeout

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

Timeout in milliseconds

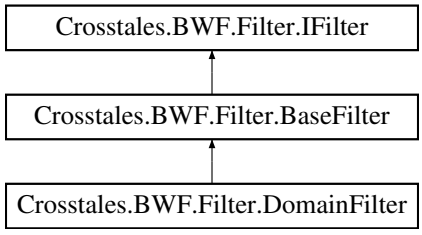
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTWeb↩ Client.cs

# 5.46 Crosstales.BWF.Filter.DomainFilter Class Reference

Filter for domains. The class can also replace all domains inside a string.

Inheritance diagram for Crosstales.BWF.Filter.DomainFilter:



## Public Member Functions

- DomainFilter (System.Collections.Generic.List< DomainProvider > domainProvider, string replaceCharacters="*", bool disableOrdering=false)

  *Instantiate the class.*
- override bool Contains (string text, params string[] sourceNames)

  *Searches for bad words in a text.*
- override System.Collections.Generic.List< string > GetAll (string text, params string[] sourceNames)

  *Searches for bad words in a text.*
- override string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)

  *Searches and replaces all bad words in a text.*

## Public Attributes

- string ReplaceCharacters

  *Replace characters for domains.*

## Properties

- System.Collections.Generic.List< DomainProvider >? DomainProvider `[get, set]`

  *List of all domain providers.*
- override bool? isReady `[get]`

  *Checks the readiness status of the filter.*

## Additional Inherited Members

### 5.46.1 Detailed Description

Filter for domains. The class can also replace all domains inside a string.

### 5.46.2 Constructor & Destructor Documentation

#### 5.46.2.1 DomainFilter()

```
Crosstales.BWF.Filter.DomainFilter.DomainFilter (
            System.Collections.Generic.List< DomainProvider > domainProvider,
            string replaceCharacters = "*",
            bool disableOrdering = false )
```

Instantiate the class.

**Parameters**

| | |
|---|---|
| *domainProvider* | List of all domain providers. |
| *replaceCharacters* | Replace characters for domains (default: *, optional). |
| *disableOrdering* | Disables the ordering of the 'GetAll'-method (default: false, optional). |

## 5.46.3 Member Function Documentation

### 5.46.3.1 Contains()

```
override bool Crosstales.BWF.Filter.DomainFilter.Contains (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

True if a match was found

Implements Crosstales.BWF.Filter.BaseFilter.

### 5.46.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.DomainFilter.GetAll (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

List with all the matches

Implements Crosstales.BWF.Filter.BaseFilter.

#### 5.46.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.DomainFilter.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames )  [virtual]
```

Searches and replaces all bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found bad word (optional) |
| *postfix* | Postfix for every found bad word (optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

### 5.46.4 Member Data Documentation

#### 5.46.4.1 ReplaceCharacters

```
string Crosstales.BWF.Filter.DomainFilter.ReplaceCharacters
```

Replace characters for domains.

### 5.46.5 Property Documentation

#### 5.46.5.1 DomainProvider

```
System.Collections.Generic.List<DomainProvider>?  Crosstales.BWF.Filter.DomainFilter.Domain↩
Provider  [get], [set]
```

List of all domain providers.

**Returns**

All domain providers.

#### 5.46.5.2 isReady

```
override bool?  Crosstales.BWF.Filter.DomainFilter.isReady  [get]
```

Checks the readiness status of the filter.

**Returns**

True if the filter is ready.

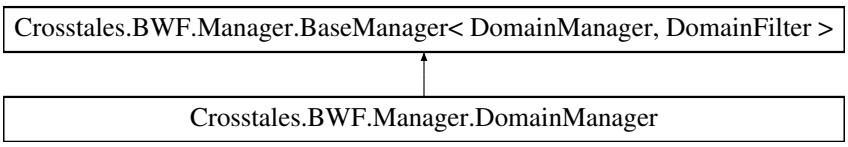
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/DomainFilter.cs

## 5.47 Crosstales.BWF.Manager.DomainManager Class Reference

Manager for domains.

Inheritance diagram for Crosstales.BWF.Manager.DomainManager:




### Public Member Functions

- void Load ()

  *Loads the current filter with all settings from this object.*
- bool Contains (string text, params string[ ] sourceNames)

  *Searches for domains in a text.*
- void ContainsAsync (string text, params string[ ] sourceNames)

  *Searches asynchronously for domains in a text. Use the "OnContainsComplete"-callback to get the result.*
- System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

  *Searches for domains in a text.*
- void GetAllAsync (string text, params string[ ] sourceNames)

  *Searches asynchronously for domains in a text. Use the "OnGetAllComplete"-callback to get the result.*
- string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] sourceNames)

  *Searches and replaces all domains in a text.*
- void ReplaceAllAsync (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] sourceNames)

  *Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.*
- string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[ ] sourceNames)

  *Marks the text with a prefix and postfix.*

## Static Public Member Functions

- static void ResetObject ()

  *Resets this object.*

## Public Attributes

- Crosstales.BWF.OnContainsCompleted **OnContainsCompleted**
- Crosstales.BWF.OnGetAllCompleted **OnGetAllCompleted**
- Crosstales.BWF.OnReplaceAllCompleted **OnReplaceAllCompleted**
- System.Collections.Generic.List< Crosstales.BWF.Data.Source > Sources => filter?.Sources

  *Returns all sources for the manager.*
- int TotalRegexCount => Sources.Sum(src => src.RegexCount)

  *Total number of Regex of all providers and sources.*

## Protected Member Functions

- override void **Awake** ()
- override void **OnApplicationQuit** ()

## Protected Attributes

- override Crosstales.BWF.OnContainsCompleted **onContainsCompleted** => OnContainsCompleted
- override Crosstales.BWF.OnGetAllCompleted **onGetAllCompleted** => OnGetAllCompleted
- override Crosstales.BWF.OnReplaceAllCompleted **onReplaceAllCompleted** => OnReplaceAllCompleted

## Properties

- string??? ReplaceChars `[get, set]`

  *Replace characters for domains.*
- System.Collections.Generic.List< DomainProvider > DomainProvider `[get, set]`

  *List of all domain providers.*

## Additional Inherited Members

## 5.47.1 Detailed Description

Manager for domains.

## 5.47.2 Member Function Documentation

### 5.47.2.1 Contains()

```
bool Crosstales.BWF.Manager.DomainManager.Contains (
            string text,
            params string[] sourceNames )
```

Searches for domains in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "iana", optional) |

**Returns**

True if a match was found

#### 5.47.2.2 ContainsAsync()

```
void Crosstales.BWF.Manager.DomainManager.ContainsAsync (
            string text,
            params string[] sourceNames )
```

Searches asynchronously for domains in a text. Use the "OnContainsComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

#### 5.47.2.3 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Manager.DomainManager.GetAll (
            string text,
            params string[] sourceNames )
```

Searches for domains in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "iana", optional) |

**Returns**

List with all the matches

#### 5.47.2.4 GetAllAsync()

```
void Crosstales.BWF.Manager.DomainManager.GetAllAsync (
            string text,
            params string[] sourceNames )
```

Searches asynchronously for domains in a text. Use the "OnGetAllComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

#### 5.47.2.5 Load()

```
void Crosstales.BWF.Manager.DomainManager.Load ( )
```

Loads the current filter with all settings from this object.

#### 5.47.2.6 Mark()

```
string Crosstales.BWF.Manager.DomainManager.Mark (
            string text,
            bool replace = false,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>",
            params string[] sourceNames )
```

Marks the text with a prefix and postfix.

**Parameters**

| | |
|---|---|
| *text* | Text containing domains |
| *replace* | Replace the domains (default: false, optional) |
| *prefix* | Prefix for every found domain (default: bold and red, optional) |
| *postfix* | Postfix for every found domain (default: bold and red, optional) |
| *sourceNames* | Relevant sources (e.g. "iana", optional) |

**Returns**

Text with marked domains

#### 5.47.2.7 ReplaceAll()

```
string Crosstales.BWF.Manager.DomainManager.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
```

```
            string postfix = "",
            params string[] sourceNames )
```

Searches and replaces all domains in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found domain (optional) |
| *postfix* | Postfix for every found domain (optional) |
| *sourceNames* | Relevant sources (e.g. "iana", optional) |

**Returns**

Clean text

#### 5.47.2.8 ReplaceAllAsync()

```
void Crosstales.BWF.Manager.DomainManager.ReplaceAllAsync (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames )
```

Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found domain (optional) |
| *postfix* | Postfix for every found domain (optional) |
| *sourceNames* | Relevant sources (e.g. "iana", optional) |

#### 5.47.2.9 ResetObject()

```
static void Crosstales.BWF.Manager.DomainManager.ResetObject ( )  [static]
```

Resets this object.

### 5.47.3 Member Data Documentation

#### 5.47.3.1 Sources

```
System.Collections.Generic.List<Crosstales.BWF.Data.Source> Crosstales.BWF.Manager.Domain↩
Manager.Sources => filter?.Sources
```

Returns all sources for the manager.

**Returns**

List with all sources for the manager

#### 5.47.3.2 TotalRegexCount

```
int Crosstales.BWF.Manager.DomainManager.TotalRegexCount => Sources.Sum(src => src.RegexCount)
```

Total number of Regex of all providers and sources.

**Returns**

Total number of Regex of all providers and sources.

### 5.47.4 Property Documentation

#### 5.47.4.1 DomainProvider

```
System.Collections.Generic.List<DomainProvider> Crosstales.BWF.Manager.DomainManager.Domain↩
Provider [get], [set]
```

List of all domain providers.

#### 5.47.4.2 ReplaceChars

```
string??? Crosstales.BWF.Manager.DomainManager.ReplaceChars [get], [set]
```

Replace characters for domains.

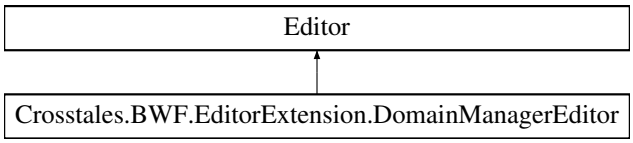
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/Domain↩
Manager.cs

# 5.48 Crosstales.BWF.EditorExtension.DomainManagerEditor Class Reference

Custom editor for the 'DomainManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainManagerEditor:




## Public Member Functions

- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

### 5.48.1 Detailed Description

Custom editor for the 'DomainManager'-class.

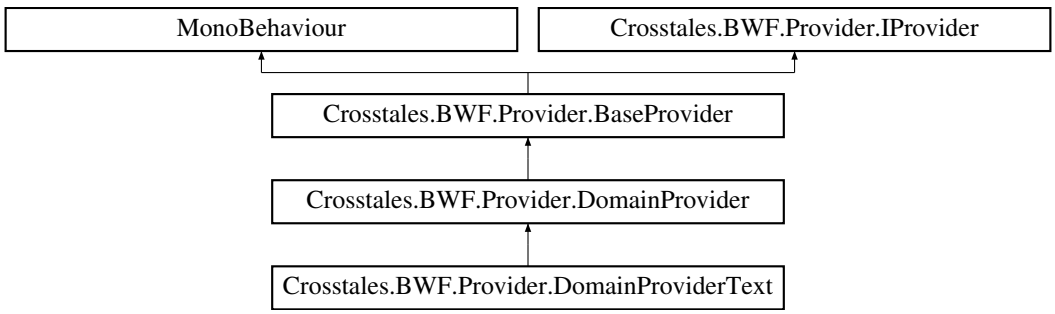
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/Domain↩ ManagerEditor.cs

# 5.49 Crosstales.BWF.Provider.DomainProvider Class Reference

Base class for domain providers.

Inheritance diagram for Crosstales.BWF.Provider.DomainProvider:




## Public Member Functions

- override void Load ()

  *Loads all sources.*

## Protected Member Functions

- override void init ()

  *Initialize the provider.*

## Protected Attributes

- readonly System.Collections.Generic.List< Crosstales.BWF.Model.Domains > **domains** = new System.↩ Collections.Generic.List<Crosstales.BWF.Model.Domains>()

## Properties

- System.Collections.Generic.Dictionary< string, System.Text.RegularExpressions.Regex > DomainsRegex `[get, protected set]`

  *RegEx for domains.*
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< System.Text.Regular↩ Expressions.Regex > > DebugDomainsRegex `[get, protected set]`

  *Debug-version of "RegEx for domains".*

## Additional Inherited Members

### 5.49.1 Detailed Description

Base class for domain providers.

### 5.49.2 Member Function Documentation

#### 5.49.2.1 init()

```
override void Crosstales.BWF.Provider.DomainProvider.init ( )  [protected], [virtual]
```

Initialize the provider.

Implements Crosstales.BWF.Provider.BaseProvider.

#### 5.49.2.2 Load()

```
override void Crosstales.BWF.Provider.DomainProvider.Load ( )  [virtual]
```

Loads all sources.

Implements Crosstales.BWF.Provider.BaseProvider.

Reimplemented in Crosstales.BWF.Provider.DomainProviderText.

### 5.49.3 Property Documentation

#### 5.49.3.1 DebugDomainsRegex

```
System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<System.Text.↩
RegularExpressions.Regex> > Crosstales.BWF.Provider.DomainProvider.DebugDomainsRegex  [get],
[protected set]
```

Debug-version of "RegEx for domains".

#### 5.49.3.2 DomainsRegex

```
System.Collections.Generic.Dictionary<string, System.Text.RegularExpressions.Regex> Crosstales.↩
BWF.Provider.DomainProvider.DomainsRegex  [get], [protected set]
```

RegEx for domains.

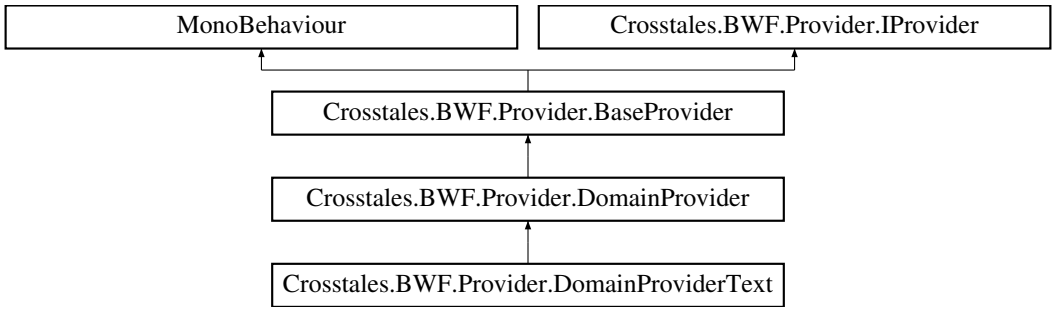
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/Domain↩ Provider.cs

## 5.50 Crosstales.BWF.Provider.DomainProviderText Class Reference

Text-file based domain provider.

Inheritance diagram for Crosstales.BWF.Provider.DomainProviderText:




### Public Member Functions

- override void Load ()

  *Loads all sources.*
- override void Save ()

  *Saves all sources.*

### Additional Inherited Members

### 5.50.1 Detailed Description

Text-file based domain provider.

### 5.50.2 Member Function Documentation

#### 5.50.2.1 Load()

```
override void Crosstales.BWF.Provider.DomainProviderText.Load ( )  [virtual]
```

Loads all sources.

Reimplemented from Crosstales.BWF.Provider.DomainProvider.

#### 5.50.2.2 Save()

```
override void Crosstales.BWF.Provider.DomainProviderText.Save ( )  [virtual]
```

Saves all sources.

Implements Crosstales.BWF.Provider.BaseProvider.

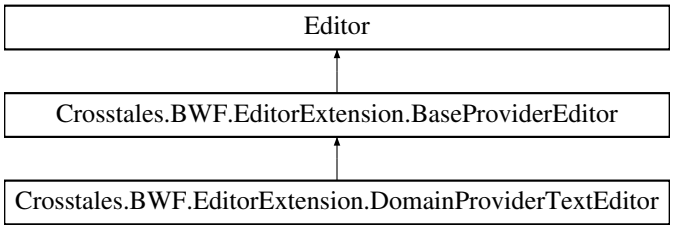
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/Domain↩ ProviderText.cs

## 5.51 Crosstales.BWF.EditorExtension.DomainProviderTextEditor Class Reference

Custom editor for the 'DomainProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainProviderTextEditor:



### Additional Inherited Members

### 5.51.1 Detailed Description

Custom editor for the 'DomainProviderText'-class.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/Domain↩ ProviderTextEditor.cs

## 5.52 Crosstales.BWF.Model.Domains Class Reference

Model for a source of domains.

### Public Member Functions

- Domains (Crosstales.BWF.Data.Source source, System.Collections.Generic.IEnumerable< string > domainList)

  *Instantiate the class.*
- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

### Public Attributes

- Crosstales.BWF.Data.Source Source

  *Source-object.*
- System.Collections.Generic.List< string > DomainList = new System.Collections.Generic.List<string>()

  *List of all domains (RegEx).*

### 5.52.1 Detailed Description

Model for a source of domains.

### 5.52.2 Constructor & Destructor Documentation

#### 5.52.2.1 Domains()

```
Crosstales.BWF.Model.Domains.Domains (
            Crosstales.BWF.Data.Source source,
            System.Collections.Generic.IEnumerable< string > domainList )
```

Instantiate the class.

**Parameters**

| | |
|---|---|
| *source* | Source-object. |
| *domainList* | List of all domains (RegEx). |

### 5.52.3 Member Data Documentation

#### 5.52.3.1 DomainList

```
System.Collections.Generic.List<string> Crosstales.BWF.Model.Domains.DomainList = new System.↩
Collections.Generic.List<string>()
```

List of all domains (RegEx).

#### 5.52.3.2 Source

```
Crosstales.BWF.Data.Source Crosstales.BWF.Model.Domains.Source
```

Source-object.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Model/Domains.↩
cs

## 5.53 Crosstales.BWF.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

### Static Public Member Functions

- static void Reset ()

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

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

  *Saves all changeable variables.*

## Static Public Attributes

- static bool UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK

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

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

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

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

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

  *Returns the path of the prefabs.*

## Properties

- static string ASSET_PATH `[get]`

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

### 5.53.1 Detailed Description

Editor configuration for the asset.

### 5.53.2 Member Function Documentation

#### 5.53.2.1 Load()

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

Loads all changeable variables.

#### 5.53.2.2 Reset()

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

Resets all changeable variables to their default value.

#### 5.53.2.3 Save()

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

Saves all changeable variables.

### 5.53.3 Member Data Documentation

#### 5.53.3.1 COMPILE_DEFINES

```
bool Crosstales.BWF.EditorUtil.EditorConfig.COMPILE_DEFINES = EditorConstants.DEFAULT_COMPIL↩
E_DEFINES  [static]
```

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

#### 5.53.3.2 HIERARCHY_ICON

```
bool Crosstales.BWF.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARC↩
HY_ICON  [static]
```

Enable or disable the icon in the hierarchy.

#### 5.53.3.3 isLoaded

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

Is the configuration loaded?

#### 5.53.3.4 PREFAB_AUTOLOAD

```
bool Crosstales.BWF.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB↩
_AUTOLOAD  [static]
```

Automatically load and add the prefabs to the scene.

#### 5.53.3.5 PREFAB_PATH

```
string Crosstales.BWF.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + EditorConstants.PREFAB_SUBPATH
[static]
```

Returns the path of the prefabs.

**Returns**

The path of the prefabs.

#### 5.53.3.6 UPDATE_CHECK

```
bool Crosstales.BWF.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CH↩
ECK  [static]
```

Enable or disable update-checks for the asset.

### 5.53.4 Property Documentation

#### 5.53.4.1 ASSET_PATH

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

Returns the path to the asset inside the Unity project.

**Returns**

The path to the asset inside the Unity project.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Util/Editor↩
Config.cs

## 5.54 Crosstales.BWF.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

## Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = Constants.KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_PREFAB_AUTOLOAD** = Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/BadWordFilter/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string PREFAB_SUBPATH = "Resources/Prefabs/"

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

  *Returns the URL of the asset in UAS.*
- static string ASSET_ID => "26255"

  *Returns the ID of the asset in UAS.*
- static System.Guid ASSET_UID => new System.Guid("b11eebc0-525a-4d58-b33d-c0a9a728f3a9")

  *Returns the UID of the asset.*

### 5.54.1 Detailed Description

Collected editor constants of very general utility for the asset.

### 5.54.2 Member Data Documentation

#### 5.54.2.1 ASSET_ID

```
string Crosstales.BWF.EditorUtil.EditorConstants.ASSET_ID => "26255"  [static]
```

Returns the ID of the asset in UAS.

**Returns**

The ID of the asset in UAS.

#### 5.54.2.2 ASSET_UID

```
System.Guid Crosstales.BWF.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("b11eebc0-525a-4d58-b33d-c
[static]
```

Returns the UID of the asset.

**Returns**

The UID of the asset.

#### 5.54.2.3 ASSET_URL

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

Returns the URL of the asset in UAS.

**Returns**

The URL of the asset in UAS.

#### 5.54.2.4 PREFAB_SUBPATH

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

Sub-path to the prefabs.

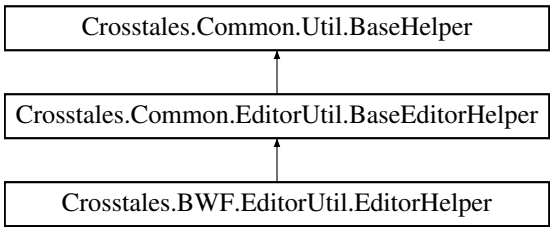
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Util/EditorConstants.cs

## 5.55 Crosstales.BWF.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.BWF.EditorUtil.EditorHelper:




### Static Public Member Functions

- static void BWFUnavailable ()

  *Shows a "BWF unavailable"-UI.*
- static void InstantiatePrefab (string prefabName)

  *Instantiates a prefab.*

## Static Public Attributes

- const int GO_ID = 20

  *Start index inside the "GameObject"-menu.*
- const int MENU_ID = 10201

  *Start index inside the "Tools"-menu.*
- static Texture2D **Logo_Asset** => loadImage(ref logo_asset, "logo_asset_pro.png")
- static Texture2D **Logo_Asset_Small** => loadImage(ref logo_asset_small, "logo_asset_small_pro.png")
- static Texture2D **Icon_Contains** => loadImage(ref icon_contains, "icon_contains.png")
- static Texture2D **Icon_Get** => loadImage(ref icon_get, "icon_get.png")
- static Texture2D **Icon_Replace** => loadImage(ref icon_replace, "icon_replace.png")
- static Texture2D **Icon_Mark** => loadImage(ref icon_mark, "icon_mark.png")
- static bool isBWFInScene => GameObject.FindObjectOfType(typeof(BWFManager)) != null

  *Checks if the 'BWF'-prefab is in the scene.*

## Additional Inherited Members

### 5.55.1 Detailed Description

Editor helper class.

### 5.55.2 Member Function Documentation

#### 5.55.2.1 BWFUnavailable()

```
static void Crosstales.BWF.EditorUtil.EditorHelper.BWFUnavailable ( )  [static]
```

Shows a "BWF unavailable"-UI.

#### 5.55.2.2 InstantiatePrefab()

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

Instantiates a prefab.

**Parameters**

| | |
|---|---|
| *prefabName* | Name of the prefab. |

### 5.55.3 Member Data Documentation

#### 5.55.3.1 GO_ID

```
const int Crosstales.BWF.EditorUtil.EditorHelper.GO_ID = 20  [static]
```

Start index inside the "GameObject"-menu.

#### 5.55.3.2 isBWFInScene

```
bool Crosstales.BWF.EditorUtil.EditorHelper.isBWFInScene => GameObject.FindObjectOfType(typeof(BWFManager))
!= null  [static]
```

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

**Returns**

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

#### 5.55.3.3 MENU_ID

```
const int Crosstales.BWF.EditorUtil.EditorHelper.MENU_ID = 10201  [static]
```

Start index inside the "Tools"-menu.

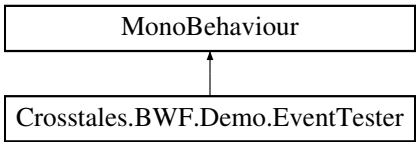
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Util/Editor↩ Helper.cs

## 5.56 Crosstales.BWF.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.BWF.Demo.EventTester:



### Public Member Functions

- void **OnReady** ()
- void **OnContainsCompleted** (string text, bool containsBadwords)
- void **OnGetAllCompleted** (string text, string allBadwords)
- void **OnReplaceAllCompleted** (string originalText, string cleanText)

### 5.56.1 Detailed Description

Simple test script for all UnityEvent-callbacks.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/EventTester.cs

## 5.57 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 string CTRemoveNewLines (this string str, string replacement="#nl#", string newLine=null)

  *Extension method for strings. Replaces new lines with a replacement string pattern.*
- static string CTAddNewLines (this string str, string replacement="#nl#", string newLine=null)

  *Extension method for strings. Replaces a given string pattern with new lines in a string.*
- static bool CTisNumeric (this string str)

  *Extension method for strings. Checks if the string is numeric.*
- static bool CTisInteger (this string str)

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

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

- static bool CTisWebsite (this string str)

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

- static bool CTisCreditcard (this string str)

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

- static bool CTisIPv4 (this string str)

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

- static bool CTisAlphanumeric (this string str)

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

- static bool CThasLineEndings (this string str)

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

- static bool CThasInvalidChars (this string str)

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

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

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

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

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

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

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

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

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

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

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

- static string CTToBase64 (this string str, System.Text.Encoding encoding=null)

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

- static string CTFromBase64 (this string str, System.Text.Encoding encoding=null)

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

- static byte[ ] CTFromBase64ToByteArray (this string str)

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

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

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

- static string CTHexToString (this string hexString)

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

- static Color32 CTHexToColor32 (this string hexString)

  *Extension method for strings. Converts the Hex-value of a string to a Color32.*

- static Color CTHexToColor (this string hexString)

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

- static byte[ ] CTToByteArray (this string str, System.Text.Encoding encoding=null)

  *Extension method for strings. Converts the value of a string to a byte-array.*

- static string CTClearTags (this string str)

  *Extension method for strings. Cleans a given text from tags.*

- static string CTClearSpaces (this string str)

  *Extension method for strings. Cleans a given text from multiple spaces.*

- static string CTClearLineEndings (this string str)

  *Extension method for strings. Cleans a given text from line endings.*

- 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="", bool appendNewLine=true, string delimiter="; ")

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

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

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

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

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

  *Extension method for arrays. Generates a string array with all entries (via ToString).*
- static float[ ] CTToFloatArray (this byte[ ] array, int count=0)

  *Extension method for byte-arrays. Converts a byte-array to a float-array.*
- static byte[ ] CTToByteArray (this float[ ] array, int count=0)

  *Extension method for float-arrays. Converts a float-array to a byte-array.*
- static Texture2D CTToTexture (this byte[ ] data)

  *Extension method for byte-arrays. Converts a byte-array to a Texture.*
- static Sprite CTToSprite (this byte[ ] data)

  *Extension method for byte-arrays. Converts a byte-array to Sprite.*
- static string CTToString (this byte[ ] data, System.Text.Encoding encoding=null)

  *Extension method for byte-arrays. Converts a byte-array to a string.*
- static string CTToBase64 (this byte[ ] data)

  *Extension method for byte-arrays. Converts a byte-array to a Base64-string.*
- 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="", bool appendNewLine=true, string delimiter="; ")

  *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="", bool appendNewLine=true, string delimiter="; ")

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

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

  *Extension method for Stream. Reads the full content of a Stream.*
- static string CTToHexRGB (this Color32 input)

*Extension method for Color32. Converts the value of a color to a RGB Hex-string.*

- static string CTToHexRGB (this Color input)

  *Extension method for Color. Converts the value of a color to a RGB Hex-string.*
- static string CTToHexRGBA (this Color32 input)

  *Extension method for Color32. Converts the value of a color to a RGBA Hex-string.*
- static string CTToHexRGBA (this Color input)

  *Extension method for Color. Converts the value of a color to a RGBA Hex-string.*
- static Vector3 CTVector3 (this Color32 color)

  *Extension method for Color32. Convert it to a Vector3.*
- static Vector3 CTVector3 (this Color color)

  *Extension method for Color. Convert it to a Vector3.*
- static Vector4 CTVector4 (this Color32 color)

  *Extension method for Color32. Convert it to a Vector4.*
- static Vector4 CTVector4 (this Color color)

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

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

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

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

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

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

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

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

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

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

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

  *Extension method for Canvas. Convert current resolution scale.*
- static void CTGetLocalCorners (this RectTransform transform, Vector3[ ] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)

  *Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.*
- static Vector3[ ] CTGetLocalCorners (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)

  *Extension method for RectTransform. Returns the local corners of a RectTransform.*
- static void CTGetScreenCorners (this RectTransform transform, Vector3[ ] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)

  *Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.*
- static Vector3[ ] CTGetScreenCorners (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)

  *Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.*
- static Bounds CTGetBounds (this RectTransform transform, float uiScaleFactor=1f)

  *Extension method for RectTransform. Returns the bounds of a RectTransform including the children.*

- static void CTSetLeft (this RectTransform transform, float value)

  *Extension method for RectTransform. Sets the Left-property of a RectTransform.*
- static void CTSetRight (this RectTransform transform, float value)

  *Extension method for RectTransform. Sets the Right-property of a RectTransform.*
- static void CTSetTop (this RectTransform transform, float value)

  *Extension method for RectTransform. Sets the Top-property of a RectTransform.*
- static void CTSetBottom (this RectTransform transform, float value)

  *Extension method for RectTransform. Sets the Bottom-property of a RectTransform.*
- static float CTGetLeft (this RectTransform transform)

  *Extension method for RectTransform. Gets the Left-property of a RectTransform.*
- static float CTGetRight (this RectTransform transform)

  *Extension method for RectTransform. Gets the Right-property of a RectTransform.*
- static float CTGetTop (this RectTransform transform)

  *Extension method for RectTransform. Gets the Top-property of a RectTransform.*
- static float CTGetBottom (this RectTransform transform)

  *Extension method for RectTransform. Gets the Bottom-property of a RectTransform.*
- static Vector4 CTGetLRTB (this RectTransform transform)

  *Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.*
- static void CTSetLRTB (this RectTransform transform, Vector4 lrtb)

  *Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.*
- static System.Collections.Generic.List< GameObject > CTFindAll (this Component component, string name, int maxDepth=0)

  *Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects*
- static System.Collections.Generic.List< T > CTFindAll< T > (this Component component, string name)

  *Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects*
- static GameObject CTFind (this MonoBehaviour mb, string name)

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

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

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

  *Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.*
- static Bounds CTGetBounds (this GameObject go)

  *Extension method for GameObject. Returns the bounds of a GameObject including the children.*
- static Transform CTFind (this Transform transform, string name)

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

  *Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.*
- static byte[ ] CTToPNG (this Sprite sprite)

  *Extension method for Sprite. Converts a Sprite to a PNG byte-array.*
- static byte[ ] CTToJPG (this Sprite sprite)

  *Extension method for Sprite. Converts a Sprite to a JPG byte-array.*
- static byte[ ] CTToTGA (this Sprite sprite)

  *Extension method for Sprite. Converts a Sprite to a TGA byte-array.*

- static byte[ ] CTToEXR (this Sprite sprite)

  *Extension method for Sprite. Converts a Sprite to a EXR byte-array.*
- static byte[ ] CTToPNG (this Texture2D texture)

  *Extension method for Texture. Converts a Texture to a PNG byte-array.*
- static byte[ ] CTToJPG (this Texture2D texture)

  *Extension method for Texture. Converts a Texture to a JPG byte-array.*
- static byte[ ] CTToTGA (this Texture2D texture)

  *Extension method for Texture. Converts a Texture to a TGA byte-array.*
- static byte[ ] CTToEXR (this Texture2D texture)

  *Extension method for Texture. Converts a Texture to a EXR byte-array.*
- static Sprite CTToSprite (this Texture2D texture, float pixelsPerUnit=100f)

  *Extension method for Texture. Converts a Texture to a Sprite.*
- static Texture2D CTRotate90 (this Texture2D texture)

  *Extension method for Texture. Rotates a Texture by 90 degrees.*
- static Texture2D CTRotate180 (this Texture2D texture)

  *Extension method for Texture. Rotates a Texture by 180 degrees.*
- static Texture2D CTRotate270 (this Texture2D texture)

  *Extension method for Texture. Rotates a Texture by 270 degrees.*
- static Texture2D CTToTexture2D (this Texture texture)

  *Extension method for Texture. Convert a Texture to a Texture2D*
- static Texture2D CTToTexture2D (this WebCamTexture texture)

  *Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D*
- static Texture2D CTFlipHorizontal (this Texture2D texture)

  *Extension method for Texture. Flips a Texture2D horizontally*
- static Texture2D CTFlipVertical (this Texture2D texture)

  *Extension method for Texture. Flips a Texture2D vertically*
- static bool CTHasActiveClip (this AudioSource source)

  *Extension method for AudioSource. Determines if an AudioSource has an active clip.*
- static bool CTIsVisibleFrom (this Renderer renderer, Camera camera)

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

## 5.57.1 Detailed Description

Various extension methods.

## 5.57.2 Member Function Documentation

### 5.57.2.1 CTAddNewLines()

```
static string Crosstales.ExtensionMethods.CTAddNewLines (
            this string str,
            string replacement = "#nl#",
            string newLine = null )  [static]
```

Extension method for strings. Replaces a given string pattern with new lines in a string.

**Parameters**

| | |
|---|---|
| *str* | String-instance. |
| *replacement* | Replacement string pattern (default: "#nl#", optional). |
| *newLine* | New line string (default: System.Environment.NewLine, optional). |

**Returns**

Replaced string with new lines.

#### 5.57.2.2 CTAddRange< K, V >()

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

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

**Parameters**

| | |
|---|---|
| *dict* | IDictionary-instance. |
| *collection* | Dictionary to add. |

#### 5.57.2.3 CTClearLineEndings()

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

Extension method for strings. Cleans a given text from line endings.

**Parameters**

| | |
|---|---|
| *str* | Input to clean. |

**Returns**

Clean text without line endings.

#### 5.57.2.4 CTClearSpaces()

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

Extension method for strings. Cleans a given text from multiple spaces.

**Parameters**

| | |
|---|---|
| *str* | Input to clean. |

**Returns**

Clean text without multiple spaces.

#### 5.57.2.5 CTClearTags()

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

Extension method for strings. Cleans a given text from tags.

**Parameters**

| | |
|---|---|
| *str* | Input to clean. |

**Returns**

Clean text without tags.

#### 5.57.2.6 CTColorRGB()

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

Extension method for Vector3. Convert it to a Color.

**Parameters**

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

**Returns**

Color from RGB.

#### 5.57.2.7 CTColorRGBA()

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

Extension method for Vector4. Convert it to a Color.

**Parameters**

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

**Returns**

Color from RGBA.

#### 5.57.2.8 CTContains()

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

Extension method for strings. Case insensitive 'Contains'.

**Parameters**

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

**Returns**

True if the string contains the given string.

#### 5.57.2.9 CTContainsAll()

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

Extension method for strings. Contains all given strings.

**Parameters**

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

**Returns**

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

#### 5.57.2.10 CTContainsAny()

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

Extension method for strings. Contains any given string.

**Parameters**

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

**Returns**

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

#### 5.57.2.11 CTCorrectLossyScale()

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

Extension method for Canvas. Convert current resolution scale.

**Parameters**

| | |
|---|---|
| *canvas* | Canvas to convert. |

**Returns**

Vector3 with the correct scale.

#### 5.57.2.12 CTDump() [1/8]

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

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

**Parameters**

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

**Returns**

String with lines for all array entries.

#### 5.57.2.13 CTDump() [2/8]

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

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

**Parameters**

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

**Returns**

String with lines for all list entries.

#### 5.57.2.14 CTDump() [3/8]

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

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

**Parameters**

| | |
|---|---|
| *list* | Vector2-IList-instance to dump. |

**Returns**

String with lines for all list entries.

#### 5.57.2.15 CTDump() [4/8]

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

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

**Parameters**

| | |
|---|---|
| *list* | Vector3-IList-instance to dump. |

**Returns**

String with lines for all list entries.

#### 5.57.2.16 CTDump() [5/8]

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

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

**Parameters**

| | |
|---|---|
| *list* | Vector4-IList-instance to dump. |

**Returns**

String with lines for all list entries.

#### 5.57.2.17 CTDump() [6/8]

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

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

**Parameters**

| | |
|---|---|
| *array* | Vector2-array-instance to dump. |

**Returns**

String with lines for all array entries.

#### 5.57.2.18 CTDump() [7/8]

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

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

**Parameters**

| | |
|---|---|
| *array* | Vector3-array-instance to dump. |

**Returns**

String with lines for all array entries.

#### 5.57.2.19 CTDump() [8/8]

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

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

**Parameters**

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

**Returns**

String with lines for all array entries.

#### 5.57.2.20 CTDump< K, V >()

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (
            this System.Collections.Generic.IDictionary< K, V > dict,
            string prefix = "",
            string postfix = "",
            bool appendNewLine = true,
            string delimiter = "; " )  [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). |
| *appendNewLine* | Append new line, otherwise use the given delimiter (default: false, optional). |
| *delimiter* | Delimiter if appendNewLine is false (default: "; ", optional). |

**Returns**

String with lines for all dictionary entries.

#### 5.57.2.21 CTDump< T >() [1/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
            this System.Collections.Generic.IList< T > list,
            string prefix = "",
            string postfix = "",
            bool appendNewLine = true,
            string delimiter = "; " )  [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). |
| *appendNewLine* | Append new line, otherwise use the given delimiter (default: false, optional). |
| *delimiter* | Delimiter if appendNewLine is false (default: "; ", optional). |

**Returns**

String with lines for all list entries.

#### 5.57.2.22 CTDump< T >() [2/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
            this T[] array,
            string prefix = "",
            string postfix = "",
            bool appendNewLine = true,
            string delimiter = "; " )  [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). |
| *appendNewLine* | Append new line, otherwise use the given delimiter (default: false, optional). |
| *delimiter* | Delimiter if appendNewLine is false (default: "; ", optional). |

**Returns**

String with lines for all array entries.

#### 5.57.2.23 CTEndsWith()

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

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

**Parameters**

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

**Returns**

True if the string is integer.

#### 5.57.2.24 CTEquals()

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

Extension method for strings. Case insensitive 'Equals'.

**Parameters**

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

**Returns**

True if the string contains the given string.

#### 5.57.2.25 CTFind() [1/3]

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

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

**Parameters**

| | |
|---|---|
| *go* | Parent of the current children. |
| *name* | Name of the GameObject. |

**Returns**

GameObject with the given name or null.

#### 5.57.2.26 CTFind() [2/3]

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

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

**Parameters**

| | |
|---|---|
| *mb* | Parent of the current children. |
| *name* | Name of the GameObject. |

**Returns**

GameObject with the given name or null.

#### 5.57.2.27 CTFind() [3/3]

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

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

**Parameters**

| | |
|---|---|
| *transform* | Parent of the current children. |
| *name* | Name of the transform. |

**Returns**

Transform with the given name or null.

#### 5.57.2.28 CTFind< T >() [1/3]

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

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

**Parameters**

| | |
|---|---|
| *go* | Parent of the current children. |
| *name* | Name of the GameObject. |

**Returns**

Component with the given type or null.

#### 5.57.2.29 CTFind< T >() [2/3]

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

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

**Parameters**

| | |
|---|---|
| *mb* | Parent of the current children. |
| *name* | Name of the GameObject. |

**Returns**

Component with the given type or null.

#### 5.57.2.30 CTFind< T >() [3/3]

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

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

**Parameters**

| | |
|---|---|
| *transform* | Parent of the current children. |
| *name* | Name of the transform. |

**Returns**

Component with the given type or null.

#### 5.57.2.31 CTFindAll()

```
static System.Collections.Generic.List<GameObject> Crosstales.ExtensionMethods.CTFindAll (
            this Component component,
            string name,
            int maxDepth = 0 )  [static]
```

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

**Parameters**

| | |
|---|---|
| *component* | Parent of the current children. |
| *name* | Name of the GameObject. |
| *maxDepth* | Maximal depth of the search (default 0, optional). |

**Returns**

List of GameObjects with the given name or empty list.

#### 5.57.2.32 CTFindAll< T >()

```
static System.Collections.Generic.List<T> Crosstales.ExtensionMethods.CTFindAll< T > (
            this Component component,
            string name )  [static]
```

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

**Parameters**

| | |
|---|---|
| *component* | Parent of the current children. |
| *name* | Name of the GameObject. |

**Returns**

List of GameObjects with the given name or empty list.

**Type Constraints**

***T*** **:** ***Component***

#### 5.57.2.33 CTFlatten()

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

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

#### 5.57.2.34 CTFlipHorizontal()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipHorizontal (
            this Texture2D texture )  [static]
```

Extension method for Texture. Flips a Texture2D horizontally

**Parameters**

| | |
|---|---|
| *texture* | Texture to flip. |

**Returns**

Horizontally flipped Texture2D.

#### 5.57.2.35 CTFlipVertical()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipVertical (
            this Texture2D texture )  [static]
```

Extension method for Texture. Flips a Texture2D vertically

**Parameters**

| | |
|---|---|
| *texture* | Texture to flip. |

**Returns**

Vertically flipped Texture2D.

#### 5.57.2.36 CTFromBase64()

```
static string Crosstales.ExtensionMethods.CTFromBase64 (
            this string str,
            System.Text.Encoding encoding = null )  [static]
```

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

**Parameters**

| | |
|---|---|
| *str* | Input Base64-string. |
| *encoding* | Encoding of the string (default: UTF8, optional). |

**Returns**

Base64-string value as converted string.

#### 5.57.2.37 CTFromBase64ToByteArray()

```
static byte [] Crosstales.ExtensionMethods.CTFromBase64ToByteArray (
            this string str )  [static]
```

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

**Parameters**

| | |
|---|---|
| *str* | Input Base64-string. |

**Returns**

Base64-Byte-array from the Base64-string.

#### 5.57.2.38 CTGetBottom()

```
static float Crosstales.ExtensionMethods.CTGetBottom (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Bottom-property of a RectTransform.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform to get the Bottom-property. |

**Returns**

Bottom-property of the RectTransform.

#### 5.57.2.39 CTGetBounds() [1/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
            this GameObject go )  [static]
```

Extension method for GameObject. Returns the bounds of a GameObject including the children.

**Parameters**

| | |
|---|---|
| *go* | GameObject to calculate the bounds. |

**Returns**

Bounds of the GameObject.

#### 5.57.2.40 CTGetBounds() [2/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
            this RectTransform transform,
            float uiScaleFactor = 1f )  [static]
```

Extension method for RectTransform. Returns the bounds of a RectTransform including the children.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform to calculate the bounds. |
| *uiScaleFactor* | Scale of the UI (default: 1.0, optional). |

**Returns**

Bounds of the RectTransform.

#### 5.57.2.41 CTGetLeft()

```
static float Crosstales.ExtensionMethods.CTGetLeft (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Left-property of a RectTransform.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform to get the Left-property. |

**Returns**

Left-property of the RectTransform.

#### 5.57.2.42 CTGetLocalCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetLocalCorners (
            this RectTransform transform,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Returns the local corners of a RectTransform.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform-instance. |
| *canvas* | Relevant canvas. |
| *inset* | Inset from the corners (default: 0, optional). |
| *corrected* | Automatically adjust scaling (default: false, optional). |

**Returns**

Array of the four local corners of the RectTransform.

#### 5.57.2.43 CTGetLocalCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetLocalCorners (
            this RectTransform transform,
            Vector3[] fourCornersArray,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform-instance. |
| *fourCornersArray* | Corners for the RectTransform. |
| *canvas* | Relevant canvas. |
| *inset* | Inset from the corners (default: 0, optional). |
| *corrected* | Automatically adjust scaling (default: false, optional). |

#### 5.57.2.44 CTGetLRTB()

```
static Vector4 Crosstales.ExtensionMethods.CTGetLRTB (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform to get the Left/Right/Top/Bottom-properties. |

**Returns**

Left/Right/Top/Bottom-properties of the RectTransform as Vector4.

#### 5.57.2.45 CTGetRight()

```
static float Crosstales.ExtensionMethods.CTGetRight (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Right-property of a RectTransform.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform to get the Right-property. |

**Returns**

Right-property of the RectTransform.

#### 5.57.2.46 CTGetScreenCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetScreenCorners (
            this RectTransform transform,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform-instance. |
| *canvas* | Relevant canvas. |
| *inset* | Inset from the corners (default: 0, optional). |
| *corrected* | Automatically adjust scaling (default: false, optional). |

**Returns**

Array of the four screen (world) corners of the RectTransform.

#### 5.57.2.47 CTGetScreenCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetScreenCorners (
            this RectTransform transform,
            Vector3[] fourCornersArray,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform-instance. |
| *fourCornersArray* | Corners for the RectTransform. |
| *canvas* | Relevant canvas. |
| *inset* | Inset from the corners (default: 0, optional). |
| *corrected* | Automatically adjust scaling (default: false, optional). |

#### 5.57.2.48 CTGetTop()

```
static float Crosstales.ExtensionMethods.CTGetTop (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Top-property of a RectTransform.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform to get the Top-property. |

**Returns**

Top-property of the RectTransform.

#### 5.57.2.49 CTHasActiveClip()

```
static bool Crosstales.ExtensionMethods.CTHasActiveClip (
            this AudioSource source )  [static]
```

Extension method for AudioSource. Determines if an AudioSource has an active clip.

**Parameters**

| | |
|---|---|
| *source* | AudioSource to check. |

**Returns**

True if the AudioSource has an active clip.

#### 5.57.2.50 CThasInvalidChars()

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

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

**Parameters**

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

**Returns**

True if the string has invalid characters.

#### 5.57.2.51 CThasLineEndings()

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

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

**Parameters**

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

**Returns**

True if the string has line endings.

#### 5.57.2.52 CTHexToColor()

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

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

**Parameters**

| | |
|---|---|
| *hexString* | Input as Hex-string. |

**Returns**

Hex-string value as Color.

#### 5.57.2.53 CTHexToColor32()

```
static Color32 Crosstales.ExtensionMethods.CTHexToColor32 (
            this string hexString )  [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color32.

**Parameters**

| | |
|---|---|
| *hexString* | Input as Hex-string. |

**Returns**

Hex-string value as Color32.

#### 5.57.2.54 CTHexToString()

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

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

**Parameters**

| | |
|---|---|
| *hexString* | Input as Hex-string. |

**Returns**

Hex-string value as converted string.

#### 5.57.2.55 CTIndexOf() [1/2]

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

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

**Parameters**

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

**Returns**

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

#### 5.57.2.56 CTIndexOf() [2/2]

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

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

**Parameters**

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

**Returns**

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

#### 5.57.2.57 CTisAlphanumeric()

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

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

**Parameters**

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

**Returns**

True if the string is alphanumeric.

#### 5.57.2.58 CTisCreditcard()

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

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

**Parameters**

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

**Returns**

True if the string is a creditcard.

#### 5.57.2.59 CTisEmail()

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

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

**Parameters**

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

**Returns**

True if the string is an email address.

#### 5.57.2.60 CTisInteger()

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

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

**Parameters**

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

**Returns**

True if the string is integer.

#### 5.57.2.61 CTisIPv4()

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

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

**Parameters**

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

**Returns**

True if the string is an IPv4 address.

#### 5.57.2.62 CTisNumeric()

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

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

**Parameters**

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

**Returns**

True if the string is numeric.

#### 5.57.2.63 CTIsVisibleFrom()

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

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

**Parameters**

| | |
|---|---|
| *renderer* | Renderer to test the visibility. |
| *camera* | Camera for the test. |

**Returns**

True if the renderer is visible by the given camera.

#### 5.57.2.64 CTisWebsite()

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

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

**Parameters**

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

**Returns**

True if the string is a website address.

#### 5.57.2.65 CTLastIndexOf()

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

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

**Parameters**

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

**Returns**

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

#### 5.57.2.66 CTMultiply() [1/3]

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

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

**Parameters**

| | |
|---|---|
| *a* | First vector |
| *b* | Second vector |

**Returns**

The ax∗bx, ay∗by result.

#### 5.57.2.67 CTMultiply() [2/3]

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

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

**Parameters**

| | |
|---|---|
| *a* | First vector |
| *b* | Second vector |

**Returns**

The ax∗bx, ay∗by, az∗bz result.

#### 5.57.2.68 CTMultiply() [3/3]

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

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

**Parameters**

| | |
|---|---|
| *a* | First vector |
| *b* | Second vector |

**Returns**

The ax∗bx, ay∗by, az∗bz, aw∗bw result.

#### 5.57.2.69 CTQuaternion() [1/2]

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

Extension method for Vector3. Convert it to a Quaternion.

**Parameters**

| | |
|---|---|
| *eulerAngle* | Vector3-instance to convert. |

**Returns**

Quaternion from euler angles.

#### 5.57.2.70 CTQuaternion() [2/2]

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

Extension method for Vector4. Convert it to a Quaternion.

**Parameters**

| | |
|---|---|
| *angle* | Vector4-instance to convert. |

**Returns**

Quaternion from Vector4.

#### 5.57.2.71 CTReadFully()

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

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

**Parameters**

| | |
|---|---|
| *input* | Stream-instance to read. |

**Returns**

Byte-array of the Stream content.

#### 5.57.2.72 CTRemoveNewLines()

```
static string Crosstales.ExtensionMethods.CTRemoveNewLines (
            this string str,
```

```
            string replacement = "#nl#",
            string newLine = null )  [static]
```

Extension method for strings. Replaces new lines with a replacement string pattern.

**Parameters**

| | |
|---|---|
| *str* | String-instance. |
| *replacement* | Replacement string pattern (default: "#nl#", optional). |
| *newLine* | New line string (default: System.Environment.NewLine, optional). |

**Returns**

Replaced string without new lines.

#### 5.57.2.73 CTReplace()

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

Extension method for strings. Case insensitive 'Replace'.

**Parameters**

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

**Returns**

Replaced string.

#### 5.57.2.74 CTReverse()

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

Extension method for strings. Reverses a string.

**Parameters**

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

**Returns**

Reversed string.

#### 5.57.2.75 CTRotate180()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate180 (
            this Texture2D texture )  [static]
```

Extension method for Texture. Rotates a Texture by 180 degrees.

**Parameters**

| | |
|---|---|
| *texture* | Texture to rotate. |

**Returns**

Rotated Texture.

#### 5.57.2.76 CTRotate270()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate270 (
            this Texture2D texture )  [static]
```

Extension method for Texture. Rotates a Texture by 270 degrees.

**Parameters**

| | |
|---|---|
| *texture* | Texture to rotate. |

**Returns**

Rotated Texture.

#### 5.57.2.77 CTRotate90()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate90 (
            this Texture2D texture )  [static]
```

Extension method for Texture. Rotates a Texture by 90 degrees.

**Parameters**

| | |
|---|---|
| *texture* | Texture to rotate. |

**Returns**

Rotated Texture.

#### 5.57.2.78 CTSetBottom()

```
static void Crosstales.ExtensionMethods.CTSetBottom (
            this RectTransform transform,
            float value )  [static]
```

Extension method for RectTransform. Sets the Bottom-property of a RectTransform.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform to set the Bottom-property. |
| *value* | Value for the Bottom-property. |

#### 5.57.2.79 CTSetLeft()

```
static void Crosstales.ExtensionMethods.CTSetLeft (
            this RectTransform transform,
            float value )  [static]
```

Extension method for RectTransform. Sets the Left-property of a RectTransform.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform to set the Left-property. |
| *value* | Value for the Left-property. |

#### 5.57.2.80 CTSetLRTB()

```
static void Crosstales.ExtensionMethods.CTSetLRTB (
            this RectTransform transform,
            Vector4 lrtb )  [static]
```

Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform to set the Left/Right/Top/Bottom-properties. |
| *lrtb* | Left/Right/Top/Bottom-properties as Vector4. |

#### 5.57.2.81 CTSetRight()

```
static void Crosstales.ExtensionMethods.CTSetRight (
            this RectTransform transform,
            float value )  [static]
```

Extension method for RectTransform. Sets the Right-property of a RectTransform.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform to set the Right-property. |
| *value* | Value for the Right-property. |

#### 5.57.2.82 CTSetTop()

```
static void Crosstales.ExtensionMethods.CTSetTop (
            this RectTransform transform,
            float value )  [static]
```

Extension method for RectTransform. Sets the Top-property of a RectTransform.

**Parameters**

| | |
|---|---|
| *transform* | RectTransform to set the Top-property. |
| *value* | Value for the Top-property. |

#### 5.57.2.83 CTShuffle< T >() [1/2]

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

Extension method for IList. Shuffles a List.

**Parameters**

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

#### 5.57.2.84 CTShuffle< T >() [2/2]

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

Extension method for arrays. Shuffles an array.

**Parameters**

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

#### 5.57.2.85 CTStartsWith()

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

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

**Parameters**

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

**Returns**

True if the string is integer.

#### 5.57.2.86 CTToBase64() [1/2]

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

Extension method for byte-arrays. Converts a byte-array to a Base64-string.

**Parameters**

| | |
|---|---|
| *data* | Input as byte-array. |

**Returns**

Base64-string from the byte-array.

#### 5.57.2.87 CTToBase64() [2/2]

```
static string Crosstales.ExtensionMethods.CTToBase64 (
            this string str,
            System.Text.Encoding encoding = null )  [static]
```

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

**Parameters**

| | |
|---|---|
| *str* | Input string. |
| *encoding* | Encoding of the string (default: UTF8, optional). |

**Returns**

String value as converted Base64-string.

#### 5.57.2.88 CTToByteArray() [1/2]

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

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

**Parameters**

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

**Returns**

Converted byte-array.

#### 5.57.2.89 CTToByteArray() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToByteArray (
            this string str,
            System.Text.Encoding encoding = null )  [static]
```

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

**Parameters**

| | |
|---|---|
| *str* | Input string. |
| *encoding* | Encoding of the string (default: UTF8, optional). |

**Returns**

Byte-array with the string.

#### 5.57.2.90 CTToEXR() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToEXR (
            this Sprite sprite )  [static]
```

Extension method for Sprite. Converts a Sprite to a EXR byte-array.

**Parameters**

| | |
|---|---|
| *sprite* | Sprite to convert. |

**Returns**

Converted Sprite as EXR byte-array.

#### 5.57.2.91 CTToEXR() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToEXR (
            this Texture2D texture )  [static]
```

Extension method for Texture. Converts a Texture to a EXR byte-array.

**Parameters**

| | |
|---|---|
| *texture* | Texture to convert. |

**Returns**

Converted Texture as EXR byte-array.

#### 5.57.2.92 CTToFloatArray()

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

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

**Parameters**

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

**Returns**

Converted float-array.

#### 5.57.2.93 CTToHex()

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

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

**Parameters**

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

**Returns**

String value as converted Hex-string.

#### 5.57.2.94 CTToHexRGB() [1/2]

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

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

**Parameters**

| | |
|---|---|
| *input* | Color to convert. |

**Returns**

Color value as Hex (format "RRGGBB").

#### 5.57.2.95 CTToHexRGB() [2/2]

```
static string Crosstales.ExtensionMethods.CTToHexRGB (
            this Color32 input )  [static]
```

Extension method for Color32. Converts the value of a color to a RGB Hex-string.

**Parameters**

| | |
|---|---|
| *input* | Color to convert. |

**Returns**

Color value as Hex (format "RRGGBB").

#### 5.57.2.96 CTToHexRGBA() [1/2]

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

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

**Parameters**

| | |
|---|---|
| *input* | Color to convert. |

**Returns**

Color value as Hex (format "RRGGBBAA").

#### 5.57.2.97 CTToHexRGBA() [2/2]

```
static string Crosstales.ExtensionMethods.CTToHexRGBA (
            this Color32 input )  [static]
```

Extension method for Color32. Converts the value of a color to a RGBA Hex-string.

**Parameters**

| | |
|---|---|
| *input* | Color to convert. |

**Returns**

Color value as Hex (format "RRGGBBAA").

#### 5.57.2.98 CTToJPG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToJPG (
            this Sprite sprite )  [static]
```

Extension method for Sprite. Converts a Sprite to a JPG byte-array.

**Parameters**

| | |
|---|---|
| *sprite* | Sprite to convert. |

**Returns**

Converted Sprite as JPG byte-array.

#### 5.57.2.99 CTToJPG() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToJPG (
            this Texture2D texture )  [static]
```

Extension method for Texture. Converts a Texture to a JPG byte-array.

**Parameters**

| | |
|---|---|
| *texture* | Texture to convert. |

**Returns**

Converted Texture as JPG byte-array.

#### 5.57.2.100 CTToPNG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToPNG (
            this Sprite sprite )  [static]
```

Extension method for Sprite. Converts a Sprite to a PNG byte-array.

**Parameters**

| | |
|---|---|
| *sprite* | Sprite to convert. |

**Returns**

Converted Sprite as PNG byte-array.

#### 5.57.2.101 CTToPNG() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToPNG (
            this Texture2D texture )  [static]
```

Extension method for Texture. Converts a Texture to a PNG byte-array.

**Parameters**

| | |
|---|---|
| *texture* | Texture to convert. |

**Returns**

Converted Texture as PNG byte-array.

#### 5.57.2.102 CTToSprite() [1/2]

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (
            this byte[] data )  [static]
```

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

**Parameters**

| | |
|---|---|
| *data* | byte-array-instance to convert. |

**Returns**

Converted Sprite.

#### 5.57.2.103 CTToSprite() [2/2]

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (
            this Texture2D texture,
            float pixelsPerUnit = 100f )  [static]
```

Extension method for Texture. Converts a Texture to a Sprite.

**Parameters**

| | |
|---|---|
| *texture* | Texture to convert. |
| *pixelsPerUnit* | Pixels per unit for the Sprite (default: 100, optional). |

**Returns**

Converted Texture as Sprite.

#### 5.57.2.104 CTToString()

```
static string Crosstales.ExtensionMethods.CTToString (
            this byte[] data,
            System.Text.Encoding encoding = null )  [static]
```

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

**Parameters**

| | |
|---|---|
| *data* | Input string as byte-array. |
| *encoding* | Encoding of the string (default: UTF8, optional). |

**Returns**

Byte-array with the string.

#### 5.57.2.105 CTToString< T >() [1/2]

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

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

**Parameters**

| | |
|---|---|
| *list* | IList-instance to ToString. |

**Returns**

String list with all entries (via ToString).

#### 5.57.2.106 CTToString< T >() [2/2]

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

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

**Parameters**

| | |
|---|---|
| *array* | Array-instance to ToString. |

**Returns**

String array with all entries (via ToString).

#### 5.57.2.107 CTToTexture()

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture (
            this byte[] data )  [static]
```

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

**Parameters**

| | |
|---|---|
| *data* | byte-array-instance to convert. |

**Returns**

Converted Texture.

#### 5.57.2.108 CTToTexture2D() [1/2]

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture2D (
            this Texture texture )  [static]
```

Extension method for Texture. Convert a Texture to a Texture2D

**Parameters**

| | |
|---|---|
| *texture* | Texture to convert. |

**Returns**

Converted Texture2D.

#### 5.57.2.109 CTToTexture2D() [2/2]

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture2D (
            this WebCamTexture texture )  [static]
```

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

**Parameters**

| | |
|---|---|
| *texture* | WebCamTexture to convert. |

**Returns**

Converted Texture2D.

#### 5.57.2.110 CTToTGA() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToTGA (
            this Sprite sprite )  [static]
```

Extension method for Sprite. Converts a Sprite to a TGA byte-array.

**Parameters**

| | |
|---|---|
| *sprite* | Sprite to convert. |

**Returns**

Converted Sprite as TGA byte-array.

#### 5.57.2.111 CTToTGA() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToTGA (
            this Texture2D texture )  [static]
```

Extension method for Texture. Converts a Texture to a TGA byte-array.

**Parameters**

| | |
|---|---|
| *texture* | Texture to convert. |

**Returns**

Converted Texture as TGA byte-array.

#### 5.57.2.112 CTToTitleCase()

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

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

**Parameters**

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

**Returns**

Converted string in title case.

#### 5.57.2.113 CTVector3() [1/3]

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

Extension method for Color. Convert it to a Vector3.

**Parameters**

| | |
|---|---|
| *color* | Color-instance to convert. |

**Returns**

Vector3 from color.

#### 5.57.2.114 CTVector3() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (
            this Color32 color )  [static]
```

Extension method for Color32. Convert it to a Vector3.

**Parameters**

| | |
|---|---|
| *color* | Color-instance to convert. |

**Returns**

Vector3 from color.

#### 5.57.2.115 CTVector3() [3/3]

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

Extension method for Quaternion. Convert it to a Vector3.

**Parameters**

| | |
|---|---|
| *angle* | Quaternion-instance to convert. |

**Returns**

Vector3 from Quaternion.

#### 5.57.2.116 CTVector4() [1/3]

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

Extension method for Color. Convert it to a Vector4.

**Parameters**

| | |
|---|---|
| *color* | Color-instance to convert. |

**Returns**

Vector4 from color.

#### 5.57.2.117 CTVector4() [2/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (
            this Color32 color )  [static]
```

Extension method for Color32. Convert it to a Vector4.

**Parameters**

| | |
|---|---|
| *color* | Color-instance to convert. |

**Returns**

Vector4 from color.

#### 5.57.2.118 CTVector4() [3/3]

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

Extension method for Quaternion. Convert it to a Vector4.

**Parameters**

| | |
|---|---|
| *angle* | Quaternion-instance to convert. |

**Returns**

Vector4 from Quaternion.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Extension↩ Methods.cs

## 5.58 Crosstales.Common.Util.FileHelper Class Reference

Various helper functions for the file system.

### Static Public Member Functions

- static string ValidatePath (string path, bool addEndDelimiter=true, bool preserveFile=true)

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

  *Validates a given file.*
- static bool PathHasInvalidChars (string path)

  *Checks a given path for invalid characters*
- static bool FileHasInvalidChars (string file)

  *Checks a given file for invalid characters*
- static string[ ] GetFilesForName (string path, bool isRecursive=false, params string[ ] filenames)

  *Find files inside a path.*

- static string[ ] GetFiles (string path, bool isRecursive=false, params string[ ] extensions)

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

  *Find directories inside.*
- static string[ ] GetDrives ()

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

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

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

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

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

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

## Properties

- static string StreamingAssetsPath `[get]`

  *Returns the path to the the "Streaming Assets".*

### 5.58.1 Detailed Description

Various helper functions for the file system.

### 5.58.2 Member Function Documentation

#### 5.58.2.1 CopyFile()

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

Copy or move a file.

**Parameters**

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

#### 5.58.2.2 CopyPath()

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

Copy or move a directory.

**Parameters**

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

#### 5.58.2.3 FileHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.FileHasInvalidChars (
            string file )  [static]
```

Checks a given file for invalid characters

**Parameters**

| | |
|---|---|
| *file* | File to check for invalid characters |

**Returns**

Returns true if the file contains invalid chars, otherwise it's false.

#### 5.58.2.4 GetDirectories()

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

Find directories inside.

**Parameters**

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

**Returns**

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

#### 5.58.2.5 GetDrives()

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

Find all logical drives.

**Returns**

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

#### 5.58.2.6 GetFiles()

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

Find files inside a path.

**Parameters**

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

**Returns**

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

#### 5.58.2.7 GetFilesForName()

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
            string path,
            bool isRecursive = false,
            params string[] filenames )  [static]
```

Find files inside a path.

**Parameters**

| | |
|---|---|
| *path* | Path to find the files |
| *isRecursive* | Recursive search (default: false, optional) |
| *filenames* | Filenames for the file search, e.g. "Image.png" (optional) |

**Returns**

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

#### 5.58.2.8 OpenFile()

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

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

**Parameters**

| | |
|---|---|
| *file* | File path |

#### 5.58.2.9 PathHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.PathHasInvalidChars (
            string path ) [static]
```

Checks a given path for invalid characters

**Parameters**

| | |
|---|---|
| *path* | Path to check for invalid characters |

**Returns**

Returns true if the path contains invalid chars, otherwise it's false.

#### 5.58.2.10 ShowFile()

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

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

#### 5.58.2.11 ShowPath()

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

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

#### 5.58.2.12 ValidateFile()

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

Validates a given file.

**Parameters**

| | |
|---|---|
| *path* | File to validate |

**Returns**

Valid file path

#### 5.58.2.13 ValidatePath()

```
static string Crosstales.Common.Util.FileHelper.ValidatePath (
            string path,
            bool addEndDelimiter = true,
            bool preserveFile = 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) |
| *preserveFile* | Preserves a given file in the path (optional, default: true) |

**Returns**

Valid path

### 5.58.3 Property Documentation

#### 5.58.3.1 StreamingAssetsPath

```
string Crosstales.Common.Util.FileHelper.StreamingAssetsPath  [static], [get]
```

Returns the path to the the "Streaming Assets".

**Returns**

The path to the the "Streaming Assets".

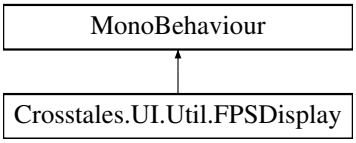
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/FileHelper.cs

## 5.59 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:




### Public Attributes

- Text FPS

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

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

### 5.59.1 Detailed Description

Simple FPS-Counter.

### 5.59.2 Member Data Documentation

#### 5.59.2.1 FPS

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

Text component to display the FPS.

#### 5.59.2.2 FrameUpdate

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

Update every set frame (default: 5).

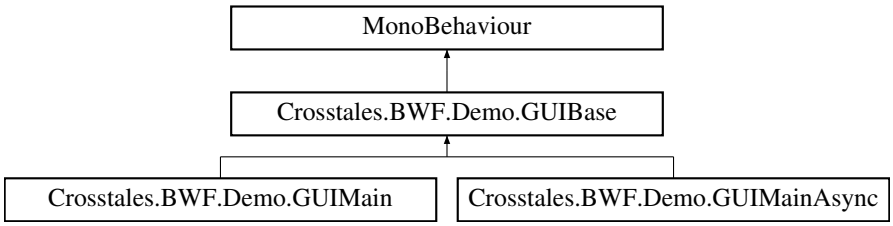
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Util/FPSDisplay.cs

## 5.60 Crosstales.BWF.Demo.GUIBase Class Reference

Base-class for "GUIMain" and "GUIMainAsync".

Inheritance diagram for Crosstales.BWF.Demo.GUIBase:




### Public Member Functions

- abstract void **Test** ()
- abstract void **Replace** ()
- void **TestChanged** (bool val)
- void **ReplaceChanged** (bool val)
- void **BadwordChanged** (bool val)
- void **DomainChanged** (bool val)
- void **CapitalizationChanged** (bool val)
- void **PunctuationChanged** (bool val)
- void **LeetChanged** (bool val)
- void **SimpleChanged** (bool val)
- void **FullscreenChanged** (bool val)
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()

## Public Attributes

- bool **AutoTest** = true
- bool **AutoReplace**
- bool **ReplaceLeet** = true
- bool **SimpleCheck** = true
- float **IntervalCheck** = 0.8f
- float **IntervalReplace** = 2.5f
- Color32 **GoodColor** = new Color32(0, 255, 0, 192)
- Color32 **BadColor** = new Color32(255, 0, 0, 192)
- Crosstales.BWF.Model.Enum.ManagerMask **BadwordManager** = Crosstales.BWF.Model.Enum.Manager↩ Mask.BadWord
- Crosstales.BWF.Model.Enum.ManagerMask **DomManager** = Crosstales.BWF.Model.Enum.Manager↩ Mask.Domain
- Crosstales.BWF.Model.Enum.ManagerMask **CapsManager** = Crosstales.BWF.Model.Enum.Manager↩ Mask.Capitalization
- Crosstales.BWF.Model.Enum.ManagerMask **PuncManager** = Crosstales.BWF.Model.Enum.Manager↩ Mask.Punctuation
- System.Collections.Generic.List< string > **Sources** = new System.Collections.Generic.List<string>(30)
- InputField **Text**
- Text **OutputText**
- Text **BadWordList**
- Text **BadWordCounter**
- Text **Name**
- Text **Version**
- Text **Scene**
- Toggle **TestEnabled**
- Toggle **ReplaceEnabled**
- Toggle **Badword**
- Toggle **Domain**
- Toggle **Capitalization**
- Toggle **Punctuation**
- InputField **BadwordReplaceChars**
- InputField **DomainReplaceChars**
- InputField **CapsTrigger**
- InputField **PuncTrigger**
- Toggle **LeetReplace**
- Toggle **SimpleCheckToggle**
- Image **BadWordListImage**

## Protected Member Functions

- virtual void **Start** ()

## Protected Attributes

- System.Collections.Generic.List< string > **badWords** = new System.Collections.Generic.List<string>()
- float **elapsedTimeCheck** = 0f
- float **elapsedTimeReplace** = 0f

### 5.60.1 Detailed Description

Base-class for "GUIMain" and "GUIMainAsync".

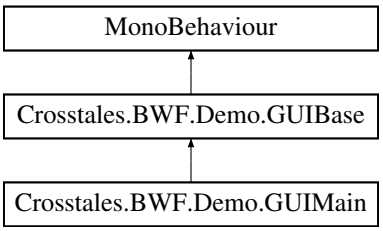
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/GUIBase.cs

## 5.61 Crosstales.BWF.Demo.GUIMain Class Reference

Main GUI controller.

Inheritance diagram for Crosstales.BWF.Demo.GUIMain:




### Public Member Functions

- override void **Test** ()
- override void **Replace** ()

### Additional Inherited Members

### 5.61.1 Detailed Description

Main GUI controller.

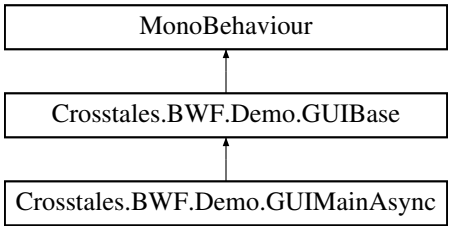
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/GUIMain.cs

## 5.62 Crosstales.BWF.Demo.GUIMainAsync Class Reference

Main GUI controller for async calls.

Inheritance diagram for Crosstales.BWF.Demo.GUIMainAsync:



### Public Member Functions

- override void **Test** ()
- override void **Replace** ()

### Protected Member Functions

- override void **Start** ()

### Additional Inherited Members

### 5.62.1 Detailed Description

Main GUI controller for async calls.

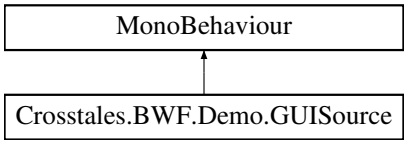
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/G↩ UIMainAsync.cs

## 5.63 Crosstales.BWF.Demo.GUISource Class Reference

Generates a scrollable list of sources.

Inheritance diagram for Crosstales.BWF.Demo.GUISource:




### Public Attributes

- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- GUIBase **GuiMain**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)

### 5.63.1 Detailed Description

Generates a scrollable list of sources.

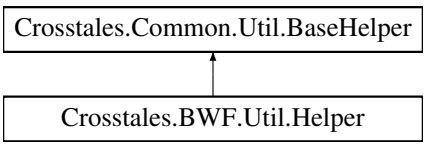
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/G↩ UISource.cs

# 5.64 Crosstales.BWF.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.BWF.Util.Helper:




## Static Public Member Functions

- static void **CreateSource** ()

## Static Public Attributes

- static bool isSupportedPlatform => true
  *Checks if the current platform is supported.*

## Additional Inherited Members

### 5.64.1 Detailed Description

Various helper functions.

### 5.64.2 Member Data Documentation

#### 5.64.2.1 isSupportedPlatform

```
bool Crosstales.BWF.Util.Helper.isSupportedPlatform => true  [static]
```

Checks if the current platform is supported.

**Returns**

True if the current platform is supported.

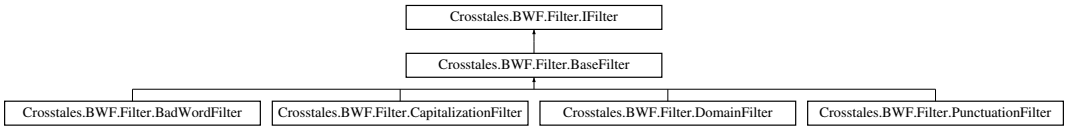
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Util/Helper.cs

# 5.65 Crosstales.BWF.Filter.IFilter Interface Reference

Interface for all filters.

Inheritance diagram for Crosstales.BWF.Filter.IFilter:




## Public Member Functions

- bool Contains (string text, params string[ ] sourceNames)

  *Searches for bad words in a text.*
- System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

  *Searches for bad words in a text.*
- string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] source↩ Names)

  *Searches and replaces all bad words in a text.*
- string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[ ] sourceNames)

  *Marks the text with a prefix and postfix.*
- string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

  *Unmarks the text with a prefix and postfix.*

## Properties

- System.Collections.Generic.List< Crosstales.BWF.Data.Source > Sources `[get]`

  *All sources of the current filter.*
- bool isReady `[get]`

  *Checks the readiness status of the current filter.*

### 5.65.1 Detailed Description

Interface for all filters.

### 5.65.2 Member Function Documentation

#### 5.65.2.1 Contains()

```
bool Crosstales.BWF.Filter.IFilter.Contains (
            string text,
            params string[] sourceNames )
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

True if a match was found

Implemented in Crosstales.BWF.Filter.BadWordFilter, Crosstales.BWF.Filter.DomainFilter, Crosstales.BWF.Filter.BaseFilter, Crosstales.BWF.Filter.CapitalizationFilter, and Crosstales.BWF.Filter.PunctuationFilter.

#### 5.65.2.2 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Filter.IFilter.GetAll (
            string text,
            params string[] sourceNames )
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

List with all the matches

Implemented in Crosstales.BWF.Filter.BadWordFilter, Crosstales.BWF.Filter.DomainFilter, Crosstales.BWF.Filter.CapitalizationFilter, Crosstales.BWF.Filter.PunctuationFilter, and Crosstales.BWF.Filter.BaseFilter.

#### 5.65.2.3 Mark()

```
string Crosstales.BWF.Filter.IFilter.Mark (
            string text,
            bool replace = false,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>",
            params string[] sourceNames )
```

Marks the text with a prefix and postfix.

**Parameters**

| | |
|---|---|
| *text* | Text containing bad words |
| *replace* | Replace the bad words (default: false, optional) |
| *prefix* | Prefix for every found bad word (default: bold and red, optional) |
| *postfix* | Postfix for every found bad word (default: bold and red, optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

Text with marked domains

Implemented in Crosstales.BWF.Filter.BaseFilter.

#### 5.65.2.4 ReplaceAll()

```
string Crosstales.BWF.Filter.IFilter.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames )
```

Searches and replaces all bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found bad word (optional) |
| *postfix* | Postfix for every found bad word (optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

Clean text

Implemented in Crosstales.BWF.Filter.BadWordFilter, Crosstales.BWF.Filter.DomainFilter, Crosstales.BWF.Filter.PunctuationFilter, Crosstales.BWF.Filter.CapitalizationFilter, and Crosstales.BWF.Filter.BaseFilter.

#### 5.65.2.5 Unmark()

```
string Crosstales.BWF.Filter.IFilter.Unmark (
            string text,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" )
```

Unmarks the text with a prefix and postfix.

**Parameters**

| | |
|---|---|
| *text* | Text with marked bad words |
| *prefix* | Prefix for every found bad word (optional) |
| *postfix* | Postfix for every found bad word (optional) |

**Returns**

Text with marked bad words

Implemented in Crosstales.BWF.Filter.BaseFilter.

### 5.65.3 Property Documentation

#### 5.65.3.1 isReady

```
bool Crosstales.BWF.Filter.IFilter.isReady  [get]
```

Checks the readiness status of the current filter.

**Returns**

True if the filter is ready.

#### 5.65.3.2 Sources

```
System.Collections.Generic.List<Crosstales.BWF.Data.Source> Crosstales.BWF.Filter.IFilter.↩
Sources  [get]
```

All sources of the current filter.

**Returns**

List with all sources for the current filter

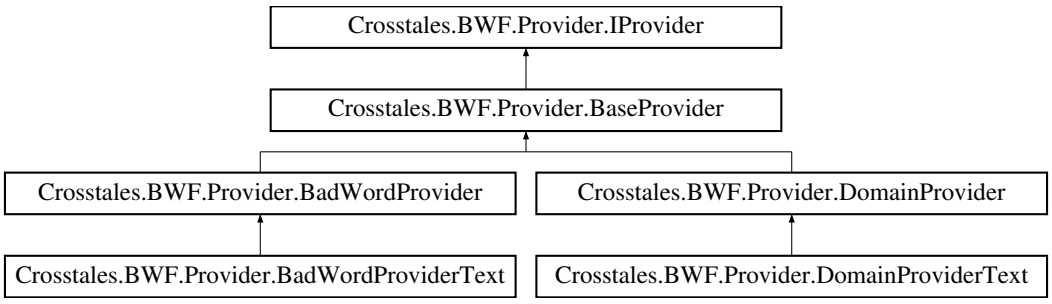
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/I↩ Filter.cs

## 5.66 Crosstales.BWF.Provider.IProvider Interface Reference

Interface for all providers.

Inheritance diagram for Crosstales.BWF.Provider.IProvider:



## Public Member Functions

- void Load ()

  *Loads all sources.*
- void Save ()

  *Saves all sources.*

## Properties

- bool isReady `[get, set]`

  *Checks the readiness status of the provider.*

### 5.66.1 Detailed Description

Interface for all providers.

### 5.66.2 Member Function Documentation

#### 5.66.2.1 Load()

```
void Crosstales.BWF.Provider.IProvider.Load ( )
```

Loads all sources.

Implemented in Crosstales.BWF.Provider.BaseProvider, Crosstales.BWF.Provider.BadWordProvider, Crosstales.BWF.Provider.Domai
Crosstales.BWF.Provider.BadWordProviderText, and Crosstales.BWF.Provider.DomainProviderText.

#### 5.66.2.2 Save()

```
void Crosstales.BWF.Provider.IProvider.Save ( )
```

Saves all sources.

Implemented in Crosstales.BWF.Provider.BaseProvider, Crosstales.BWF.Provider.BadWordProviderText, and Crosstales.BWF.Provider.DomainProviderText.

### 5.66.3 Property Documentation

#### 5.66.3.1 isReady

```
bool Crosstales.BWF.Provider.IProvider.isReady  [get], [set]
```

Checks the readiness status of the provider.

**Returns**

True if the provider is ready.

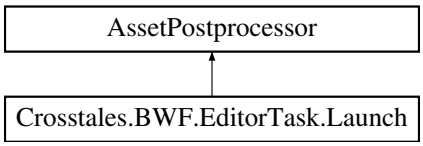
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/IProvider.cs

## 5.67 Crosstales.BWF.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.BWF.EditorTask.Launch:




### Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] movedAssets, string[] movedFromAssetPaths)

### 5.67.1 Detailed Description

Show the configuration window on the first launch.

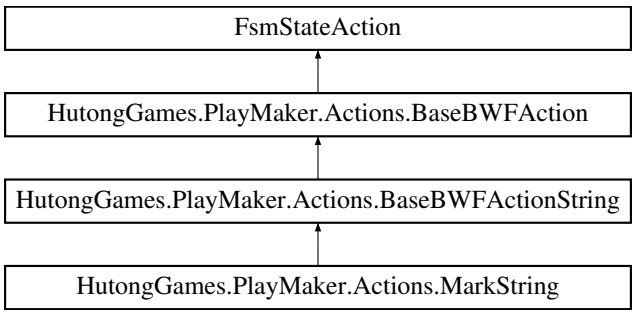
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/Launch.cs

# 5.68 HutongGames.PlayMaker.Actions.MarkString Class Reference

Mark-action for strings in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkString:




## Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

## Additional Inherited Members

### 5.68.1 Detailed Description

Mark-action for strings in PlayMaker.

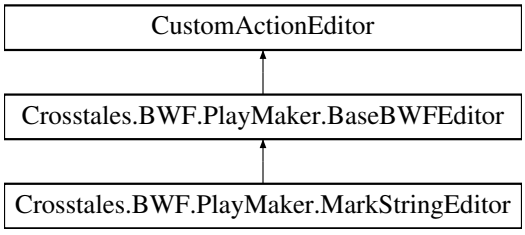
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/MarkString.cs

# 5.69 Crosstales.BWF.PlayMaker.MarkStringEditor Class Reference

Custom editor for the MarkString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkStringEditor:



### Additional Inherited Members

### 5.69.1 Detailed Description

Custom editor for the MarkString-action.

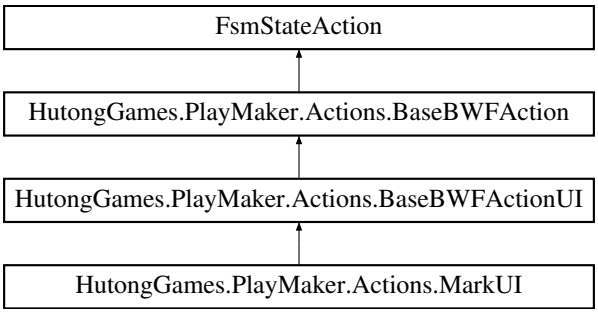
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/MarkStringEditor.cs

## 5.70 HutongGames.PlayMaker.Actions.MarkUI Class Reference

Mark-action for UI-elements in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkUI:




### Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

### Additional Inherited Members

### 5.70.1 Detailed Description

Mark-action for UI-elements in PlayMaker.

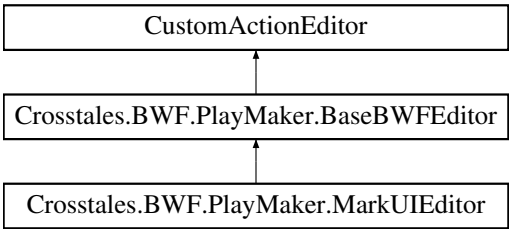
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/MarkUI.cs

# 5.71 Crosstales.BWF.PlayMaker.MarkUIEditor Class Reference

Custom editor for the MarkUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkUIEditor:




## Additional Inherited Members

### 5.71.1 Detailed Description

Custom editor for the MarkUI-action.

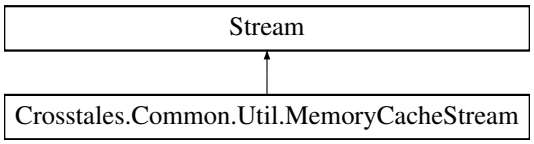
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/MarkUIEditor.cs

# 5.72 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:




## Public Member Functions

- MemoryCacheStream (int cacheSize=64 ∗Crosstales.Common.Util.BaseConstants.FACTOR_KB, int maxCacheSize=64 ∗Crosstales.Common.Util.BaseConstants.FACTOR_MB)

  *Constructor with a specified cache size.*
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[ ] buffer, int offset, int count)
- override void **Write** (byte[ ] buffer, int offset, int count)

## Public Attributes

- override bool CanRead => true

  *Gets a flag flag that indicates if the stream is readable (always true).*
- override bool CanSeek => true

  *Gets a flag flag that indicates if the stream is seekable (always true).*
- override bool CanWrite => true

  *Gets a flag flag that indicates if the stream is seekable (always true).*
- override long Length => length

  *Gets the current stream length.*

## Properties

- override long Position `[get, set]`

  *Gets or sets the current stream position.*

### 5.72.1 Detailed Description

Memory cache stream.

### 5.72.2 Constructor & Destructor Documentation

#### 5.72.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
            int cacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_KB,
            int maxCacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_MB )
```

Constructor with a specified cache size.

**Parameters**

| | |
|---|---|
| *cacheSize* | Cache size of the stream in bytes. |
| *maxCacheSize* | Maximum cache size of the stream in bytes. |

### 5.72.3 Member Data Documentation

#### 5.72.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

#### 5.72.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

#### 5.72.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

#### 5.72.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => length
```

Gets the current stream length.

### 5.72.4 Property Documentation

#### 5.72.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position  [get], [set]
```

Gets or sets the current stream position.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/Memory↩ CacheStream.cs

## 5.73 Crosstales.Common.Util.NetworkHelper Class Reference

Base for various helper functions for networking.

## Static Public Member Functions

- static bool OpenURL (string url)

  *Opens the given URL with the file explorer or browser.*
- static bool RemoteCertificateValidationCallback (object sender, System.Security.Cryptography.X509↩ Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)

  *HTTPS-certification callback.*
- static string ValidURLFromFilePath (string path)

  *Validates a given file.*
- static string CleanUrl (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)

  *Cleans a given URL.*
- static bool isValidURL (string url)

  *Checks if the URL is valid.*
- static string GetIP (string host)

  *Returns the IP of a given host name.*

## Static Protected Attributes

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

## Properties

- static bool isInternetAvailable `[get]`

  *Checks if an Internet connection is available.*

### 5.73.1 Detailed Description

Base for various helper functions for networking.

### 5.73.2 Member Function Documentation

#### 5.73.2.1 CleanUrl()

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

Cleans a given URL.

**Parameters**

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

**Returns**

Clean URL

#### 5.73.2.2 GetIP()

```
static string Crosstales.Common.Util.NetworkHelper.GetIP (
            string host )  [static]
```

Returns the IP of a given host name.

**Parameters**

| | |
|---|---|
| *host* | Host name |

**Returns**

IP of a given host name.

#### 5.73.2.3 isValidURL()

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

Checks if the URL is valid.

**Parameters**

| | |
|---|---|
| *url* | URL to check |

**Returns**

True if the URL is valid.

#### 5.73.2.4 OpenURL()

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

Opens the given URL with the file explorer or browser.

**Parameters**

| | |
|---|---|
| *url* | URL to open |

**Returns**

True uf the URL was valid.

#### 5.73.2.5 RemoteCertificateValidationCallback()

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

HTTPS-certification callback.

#### 5.73.2.6 ValidURLFromFilePath()

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

Validates a given file.

**Parameters**

| | |
|---|---|
| *path* | File to validate |

**Returns**

Valid file path

### 5.73.3 Property Documentation

#### 5.73.3.1 isInternetAvailable

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

Checks if an Internet connection is available.

**Returns**

True if an Internet connection is available.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/NetworkHelper.cs

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

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

### 5.74.1 Detailed Description

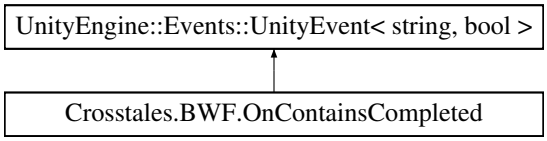
Checks if a 'Happy new year'-message must be displayed.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Editor/Task/NYCheck.cs

## 5.75 Crosstales.BWF.OnContainsCompleted Class Reference

Inheritance diagram for Crosstales.BWF.OnContainsCompleted:

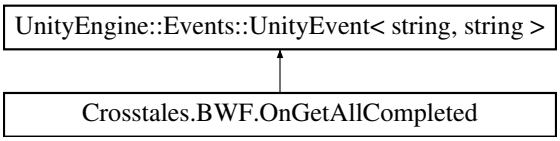



The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Delegates.cs

## 5.76 Crosstales.BWF.OnGetAllCompleted Class Reference

Inheritance diagram for Crosstales.BWF.OnGetAllCompleted:

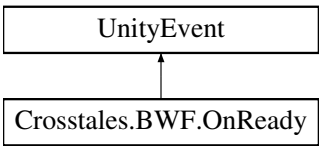



The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Delegates.cs

## 5.77 Crosstales.BWF.OnReady Class Reference

Inheritance diagram for Crosstales.BWF.OnReady:

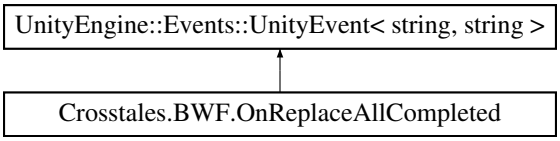



The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Delegates.cs

## 5.78 Crosstales.BWF.OnReplaceAllCompleted Class Reference

Inheritance diagram for Crosstales.BWF.OnReplaceAllCompleted:



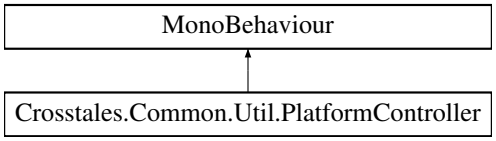

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Delegates.cs

# 5.79 Crosstales.Common.Util.PlatformController Class Reference

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

Inheritance diagram for Crosstales.Common.Util.PlatformController:




## Public Attributes

- System.Collections.Generic.List< Crosstales.Common.Model.Enum.Platform > Platforms

  *Selected platforms for the controller.*
- bool Active = true

  *summary>Selected objects for the controller.*
- GameObject[ ] Objects

  *summary>Selected scripts for the controller.*
- MonoBehaviour[ ] **Scripts**

## Protected Member Functions

- virtual void **Awake** ()
- void **selectPlatform** ()
- void **activateGameObjects** ()
- void **activateScripts** ()

## Protected Attributes

- Crosstales.Common.Model.Enum.Platform **currentPlatform**

## 5.79.1 Detailed Description

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

## 5.79.2 Member Data Documentation

### 5.79.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

#### 5.79.2.2 Objects

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

summary>Selected scripts for the controller.

#### 5.79.2.3 Platforms

```
System.Collections.Generic.List<Crosstales.Common.Model.Enum.Platform> Crosstales.Common.↩
Util.PlatformController.Platforms
```

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

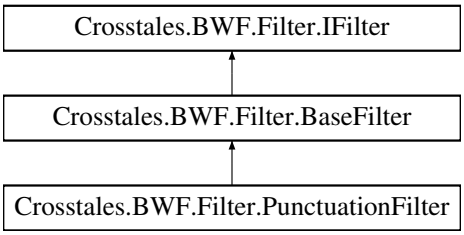
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/PlatformController/↩ Scripts/PlatformController.cs

## 5.80 Crosstales.BWF.Filter.PunctuationFilter Class Reference

Filter for excessive punctuation. The class can also replace all punctuations inside a string.

Inheritance diagram for Crosstales.BWF.Filter.PunctuationFilter:




### Public Member Functions

- PunctuationFilter (int punctuationCharacterNumber=3, bool disableOrdering=false)

  *Instantiate the class.*
- override bool Contains (string text, params string[ ] sourceNames)

  *Searches for bad words in a text.*
- override System.Collections.Generic.List< string > GetAll (string text, params string[ ] sourceNames)

  *Searches for bad words in a text.*
- override string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="", params string[ ] sourceNames)

  *Searches and replaces all bad words in a text.*

## Public Attributes

- override bool isReady => true

  *Checks the readiness status of the filter.*

## Properties

- System.Text.RegularExpressions.Regex RegularExpression `[get]`

  *RegEx to find excessive punctuation.*
- int?? CharacterNumber `[get, set]`

  *Defines the number of allowed punctuations in a row.*

## Additional Inherited Members

### 5.80.1 Detailed Description

Filter for excessive punctuation. The class can also replace all punctuations inside a string.

### 5.80.2 Constructor & Destructor Documentation

#### 5.80.2.1 PunctuationFilter()

```
Crosstales.BWF.Filter.PunctuationFilter.PunctuationFilter (
            int punctuationCharacterNumber = 3,
            bool disableOrdering = false )
```

Instantiate the class.

**Parameters**

| | |
|---|---|
| *punctuationCharacterNumber* | Defines the number of allowed punctuations in a row (default: 3, optional). |
| *disableOrdering* | Disables the ordering of the 'GetAll'-method (default: false, optional). |

### 5.80.3 Member Function Documentation

#### 5.80.3.1 Contains()

```
override bool Crosstales.BWF.Filter.PunctuationFilter.Contains (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

True if a match was found

Implements Crosstales.BWF.Filter.BaseFilter.

#### 5.80.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.PunctuationFilter.Get↩
All (
            string text,
            params string[] sourceNames )  [virtual]
```

Searches for bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

List with all the matches

Implements Crosstales.BWF.Filter.BaseFilter.

#### 5.80.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.PunctuationFilter.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "",
            params string[] sourceNames )  [virtual]
```

Searches and replaces all bad words in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found bad word (optional) |
| *postfix* | Postfix for every found bad word (optional) |
| *sourceNames* | Relevant sources (e.g. "english", optional) |

**Returns**

Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

## 5.80.4 Member Data Documentation

### 5.80.4.1 isReady

```
override bool Crosstales.BWF.Filter.PunctuationFilter.isReady => true
```

Checks the readiness status of the filter.

**Returns**

True if the filter is ready.

## 5.80.5 Property Documentation

### 5.80.5.1 CharacterNumber

```
int??  Crosstales.BWF.Filter.PunctuationFilter.CharacterNumber  [get], [set]
```

Defines the number of allowed punctuations in a row.

### 5.80.5.2 RegularExpression

```
System.Text.RegularExpressions.Regex Crosstales.BWF.Filter.PunctuationFilter.RegularExpression
[get]
```

RegEx to find excessive punctuation.

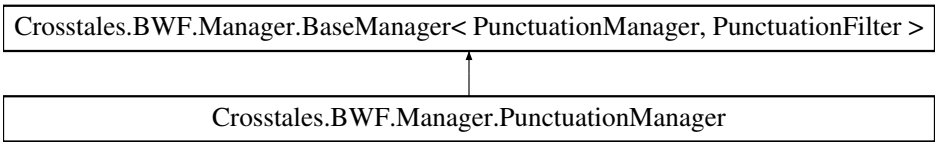
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/Punctuation↩ Filter.cs

# 5.81 Crosstales.BWF.Manager.PunctuationManager Class Reference

Manager for excessive punctuation.

Inheritance diagram for Crosstales.BWF.Manager.PunctuationManager:




## Public Member Functions

- void Load ()

  *Loads the current filter with all settings from this object.*
- bool Contains (string text)

  *Searches for excessive punctuations in a text.*
- void ContainsAsync (string text)

  *Searches asynchronously for excessive punctuations in a text. Use the "OnContainsComplete"-callback to get the result.*
- System.Collections.Generic.List< string > GetAll (string text)

  *Searches for excessive punctuations in a text.*
- void GetAllAsync (string text)

  *Searches asynchronously for excessive punctuations in a text. Use the "OnGetAllComplete"-callback to get the result.*
- string ReplaceAll (string text, bool markOnly=false, string prefix="", string postfix="")

  *Searches and replaces all excessive punctuations in a text.*
- void ReplaceAllAsync (string text, bool markOnly=false, string prefix="", string postfix="")

  *Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.*
- string Mark (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>")

  *Marks the text with a prefix and postfix.*

## Static Public Member Functions

- static void ResetObject ()

  *Resets this object.*

## Public Attributes

- Crosstales.BWF.OnContainsCompleted **OnContainsCompleted**
- Crosstales.BWF.OnGetAllCompleted **OnGetAllCompleted**
- Crosstales.BWF.OnReplaceAllCompleted **OnReplaceAllCompleted**

## Protected Member Functions

- override void **Awake** ()
- override void **OnApplicationQuit** ()

## Protected Attributes

- override Crosstales.BWF.OnContainsCompleted **onContainsCompleted** => OnContainsCompleted
- override Crosstales.BWF.OnGetAllCompleted **onGetAllCompleted** => OnGetAllCompleted
- override Crosstales.BWF.OnReplaceAllCompleted **onReplaceAllCompleted** => OnReplaceAllCompleted

## Properties

- int???? PunctuationCharsNumber `[get, set]`

  *Defines the number of allowed punctuation letters in a row (default: 3).*

## Additional Inherited Members

### 5.81.1 Detailed Description

Manager for excessive punctuation.

### 5.81.2 Member Function Documentation

#### 5.81.2.1 Contains()

```
bool Crosstales.BWF.Manager.PunctuationManager.Contains (
            string text )
```

Searches for excessive punctuations in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |

**Returns**

True if a match was found

#### 5.81.2.2 ContainsAsync()

```
void Crosstales.BWF.Manager.PunctuationManager.ContainsAsync (
            string text )
```

Searches asynchronously for excessive punctuations in a text. Use the "OnContainsComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |

#### 5.81.2.3 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Manager.PunctuationManager.GetAll (
            string text )
```

Searches for excessive punctuations in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |

**Returns**

List with all the matches

#### 5.81.2.4 GetAllAsync()

```
void Crosstales.BWF.Manager.PunctuationManager.GetAllAsync (
            string text )
```

Searches asynchronously for excessive punctuations in a text. Use the "OnGetAllComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |

#### 5.81.2.5 Load()

```
void Crosstales.BWF.Manager.PunctuationManager.Load ( )
```

Loads the current filter with all settings from this object.

#### 5.81.2.6 Mark()

```
string Crosstales.BWF.Manager.PunctuationManager.Mark (
            string text,
            bool replace = false,
            string prefix = "<b><color=red>",
            string postfix = "</color></b>" )
```

Marks the text with a prefix and postfix.

**Parameters**

| | |
|---|---|
| *text* | Text containing excessive punctuations |
| *replace* | Replace the excessive punctuations (default: false, optional) |
| *prefix* | Prefix for every found punctuation (default: bold and red, optional) |
| *postfix* | Postfix for every found punctuation (default: bold and red, optional) |

**Returns**

Text with marked excessive punctuations

#### 5.81.2.7 ReplaceAll()

```
string Crosstales.BWF.Manager.PunctuationManager.ReplaceAll (
            string text,
            bool markOnly = false,
            string prefix = "",
            string postfix = "" )
```

Searches and replaces all excessive punctuations in a text.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found punctuation (optional) |
| *postfix* | Postfix for every found punctuation (optional) |

**Returns**

Clean text

#### 5.81.2.8 ReplaceAllAsync()

```
void Crosstales.BWF.Manager.PunctuationManager.ReplaceAllAsync (
            string text,
```

```
            bool markOnly = false,
            string prefix = "",
            string postfix = "" )
```

Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.

**Parameters**

| | |
|---|---|
| *text* | Text to check |
| *markOnly* | Only mark the words (default: false, optional) |
| *prefix* | Prefix for every found punctuation (optional) |
| *postfix* | Postfix for every found punctuation (optional) |

#### 5.81.2.9 ResetObject()

```
static void Crosstales.BWF.Manager.PunctuationManager.ResetObject ( )  [static]
```

Resets this object.

### 5.81.3 Property Documentation

#### 5.81.3.1 PunctuationCharsNumber

```
int????  Crosstales.BWF.Manager.PunctuationManager.PunctuationCharsNumber  [get], [set]
```

Defines the number of allowed punctuation letters in a row (default: 3).

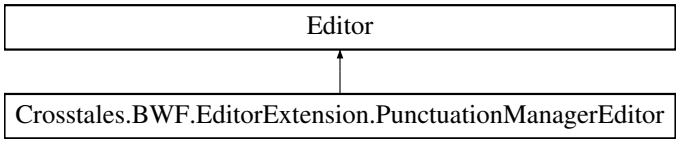
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/Punctuation↩ Manager.cs

## 5.82 Crosstales.BWF.EditorExtension.PunctuationManagerEditor Class Reference

Custom editor for the 'PunctuationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.PunctuationManagerEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

### 5.82.1 Detailed Description

Custom editor for the 'PunctuationManager'-class.

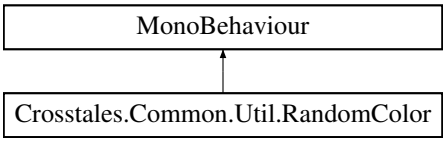
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/Punctuation↩ ManagerEditor.cs

## 5.83 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:




### Public Attributes

- bool UseInterval = true

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

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

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

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

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

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

  *summary>Modify the color of a material instead of the Renderer (default: not set, optional).*
- Material Material

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

## 5.83.1 Detailed Description

Random color changer.

## 5.83.2 Member Data Documentation

### 5.83.2.1 AlphaRange

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

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

### 5.83.2.2 ChangeInterval

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

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

### 5.83.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

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

### 5.83.2.4 HueRange

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

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

### 5.83.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

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

#### 5.83.2.6 SaturationRange

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

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

#### 5.83.2.7 UseInterval

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

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

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

#### 5.83.2.8 ValueRange

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

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

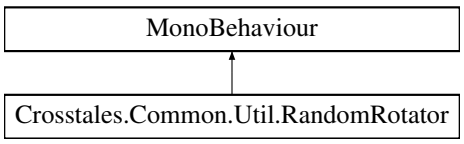
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/Random/↩ Scripts/RandomColor.cs

## 5.84 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:




### Public Attributes

- bool UseInterval = true

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

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

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

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

  *summary>Random change interval per axis (default: true).*
- bool RandomChangeIntervalPerAxis = true

  *summary>Random direction per axis (default: true).*
- bool **RandomDirectionPerAxis** = true

### 5.84.1 Detailed Description

Random rotation changer.

### 5.84.2 Member Data Documentation

#### 5.84.2.1 ChangeInterval

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

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

#### 5.84.2.2 RandomChangeIntervalPerAxis

```
bool Crosstales.Common.Util.RandomRotator.RandomChangeIntervalPerAxis = true
```

summary>Random direction per axis (default: true).

#### 5.84.2.3 RandomRotationAtStart

```
bool Crosstales.Common.Util.RandomRotator.RandomRotationAtStart
```

summary>Random change interval per axis (default: true).

#### 5.84.2.4 SpeedMax

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

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

#### 5.84.2.5 SpeedMin

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

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

#### 5.84.2.6 UseInterval

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

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

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

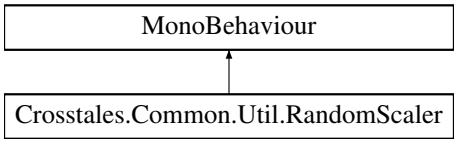
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/Random/↩ Scripts/RandomRotator.cs

## 5.85 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:




### Public Attributes

- bool UseInterval = true

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

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

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

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

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

### 5.85.1 Detailed Description

Random scale changer.

### 5.85.2 Member Data Documentation

#### 5.85.2.1 ChangeInterval

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

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

#### 5.85.2.2 ScaleMax

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

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

#### 5.85.2.3 ScaleMin

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

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

#### 5.85.2.4 Uniform

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

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

#### 5.85.2.5 UseInterval

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

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

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

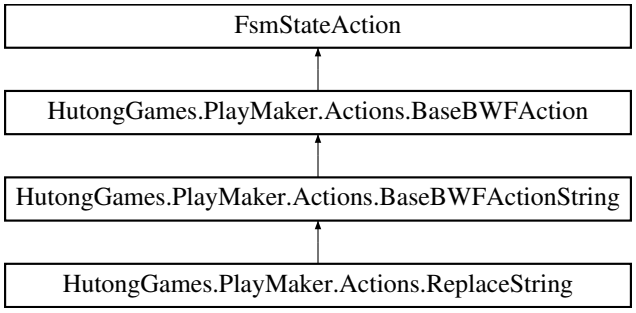
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/Random/↩ Scripts/RandomScaler.cs

# 5.86 HutongGames.PlayMaker.Actions.ReplaceString Class Reference

Replace-action for strings in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceString:




## Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

## Public Attributes

- FsmBool ReplaceInput = true

  *Replace the input text with the replaced string (default: true).*

## Additional Inherited Members

## 5.86.1 Detailed Description

Replace-action for strings in PlayMaker.

## 5.86.2 Member Data Documentation

### 5.86.2.1 ReplaceInput

```
FsmBool HutongGames.PlayMaker.Actions.ReplaceString.ReplaceInput = true
```

Replace the input text with the replaced string (default: true).

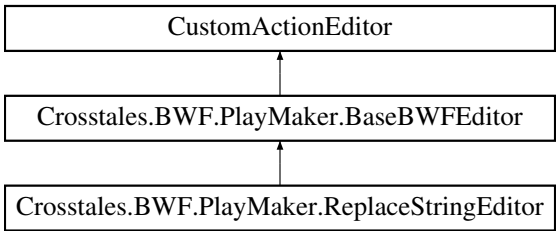
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ReplaceString.cs

## 5.87 Crosstales.BWF.PlayMaker.ReplaceStringEditor Class Reference

Custom editor for the ReplaceString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceStringEditor:




### Additional Inherited Members

### 5.87.1 Detailed Description

Custom editor for the ReplaceString-action.

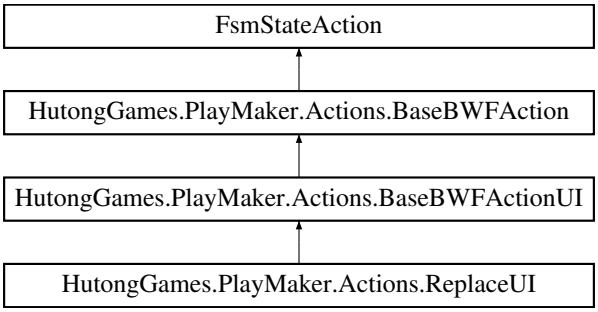
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ReplaceStringEditor.cs

## 5.88 HutongGames.PlayMaker.Actions.ReplaceUI Class Reference

Replace-action for UI-elements in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceUI:




### Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

## Public Attributes

- FsmBool ReplaceInput = true

  *Replace the input text with the replaced string (default: true).*

## Additional Inherited Members

### 5.88.1 Detailed Description

Replace-action for UI-elements in PlayMaker.

### 5.88.2 Member Data Documentation

#### 5.88.2.1 ReplaceInput

```
FsmBool HutongGames.PlayMaker.Actions.ReplaceUI.ReplaceInput = true
```

Replace the input text with the replaced string (default: true).

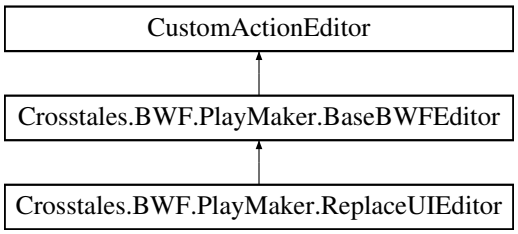
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ReplaceUI.cs

## 5.89 Crosstales.BWF.PlayMaker.ReplaceUIEditor Class Reference

Custom editor for the ReplaceUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceUIEditor:




## Additional Inherited Members

### 5.89.1 Detailed Description

Custom editor for the ReplaceUI-action.

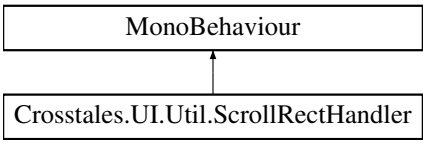
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ReplaceUIEditor.cs

# 5.90 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:




## Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

### 5.90.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↩ Util/ScrollRectHandler.cs

# 5.91 Crosstales.BWF.Util.SetupProject Class Reference

Setup the project to use BWF.

### 5.91.1 Detailed Description

Setup the project to use BWF.

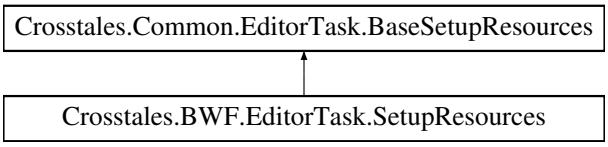
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Util/Setup↩ Project.cs

# 5.92 Crosstales.BWF.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.BWF.EditorTask.SetupResources:




## Static Public Member Functions

- static void **Setup** ()

## Additional Inherited Members

### 5.92.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

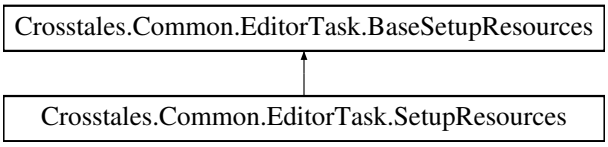
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/Setup↩ Resources.cs

# 5.93 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:




## Static Public Member Functions

- static void **Setup** ()

### Additional Inherited Members

### 5.93.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

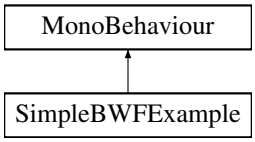
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Editor/Task/Setup↩ Resources.cs

## 5.94 SimpleBWFExample Class Reference

Simple example to demonstrate the basic usage of BWF.

Inheritance diagram for SimpleBWFExample:




### Public Member Functions

- void **Replace** ()

### Public Attributes

- InputField **Input**
- Text **Output**

### 5.94.1 Detailed Description

Simple example to demonstrate the basic usage of BWF.

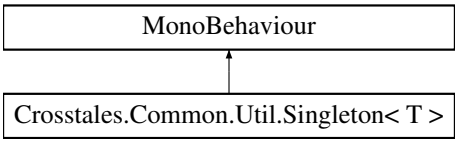
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/Simple↩ BWFExample.cs

# 5.95 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:




## Static Public Member Functions

- static void CreateInstance (bool searchExistingGameObject=true, bool deleteExistingInstance=false)

  *Creates an instance of this object.*
- static void DeleteInstance ()

  *Deletes the instance of this object.*

## Static Public Attributes

- static string PrefabPath

  *Fully qualified prefab path.*
- static string GameObjectName = typeof(T).Name

  *Name of the gameobject in the scene.*

## Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnDestroy** ()
- virtual void **OnApplicationQuit** ()

## Static Protected Attributes

- static T **instance**

## Properties

- static T Instance `[get, protected set]`

  *Returns the singleton instance of this class.*
- bool DontDestroy `[get, set]`

  *Don't destroy gameobject during scene switches.*

## 5.95.1 Detailed Description

Base-class for all singletons.

**Type Constraints**

***T*** **:** ***Singleton*** **<** ***T*** **>**

## 5.95.2 Member Function Documentation

### 5.95.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (
            bool searchExistingGameObject = true,
            bool deleteExistingInstance = false )  [static]
```

Creates an instance of this object.

**Parameters**

| | |
|---|---|
| *searchExistingGameObject* | Search for existing GameObjects of this object (default: true, optional) |
| *deleteExistingInstance* | Delete existing instance of this object (default: false, optional) |

### 5.95.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( )  [static]
```

Deletes the instance of this object.

## 5.95.3 Member Data Documentation

### 5.95.3.1 GameObjectName

```
string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name  [static]
```

Name of the gameobject in the scene.

#### 5.95.3.2 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath [static]
```

Fully qualified prefab path.

### 5.95.4 Property Documentation

#### 5.95.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

#### 5.95.4.2 Instance

```
T Crosstales.Common.Util.Singleton< T >.Instance [static], [get], [protected set]
```

Returns the singleton instance of this class.

**Returns**

Singleton instance of this class.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.cs

## 5.96 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

### Properties

- static bool **isQuitting** = false [get, set]

### 5.96.1 Detailed Description

Helper-class for singletons.

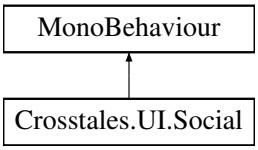
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.cs

# 5.97 Crosstales.UI.Social Class Reference

Crosstales social media links.

Inheritance diagram for Crosstales.UI.Social:




## Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

### 5.97.1 Detailed Description

Crosstales social media links.

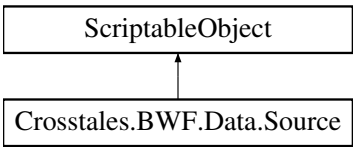
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Social.↩ cs

# 5.98 Crosstales.BWF.Data.Source Class Reference

Data definition of a source.

Inheritance diagram for Crosstales.BWF.Data.Source:




## Public Member Functions

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

## Properties

- string SourceName [get, set]

  *Name of the source.*
- string Culture [get, set]

  *Culture of the source (ISO 639-1).*
- string Description [get, set]

  *Description for the source (optional).*
- Sprite Icon [get, set]

  *Icon to represent the source (e.g. country flag, optional)*
- string URL [get, set]

  *URL of a text file containing all regular expressions for this source. Add also the protocol-type (' http://', ' file://' etc.).*
- TextAsset Resource [get, set]

  *Text file containing all regular expressions for this source.*
- int RegexCount [get, set]

  *Total Regex count.*

### 5.98.1 Detailed Description

Data definition of a source.

### 5.98.2 Property Documentation

#### 5.98.2.1 Culture

```
string Crosstales.BWF.Data.Source.Culture [get], [set]
```

Culture of the source (ISO 639-1).

#### 5.98.2.2 Description

```
string Crosstales.BWF.Data.Source.Description [get], [set]
```

Description for the source (optional).

#### 5.98.2.3 Icon

```
Sprite Crosstales.BWF.Data.Source.Icon [get], [set]
```

Icon to represent the source (e.g. country flag, optional)

#### 5.98.2.4 RegexCount

```
int Crosstales.BWF.Data.Source.RegexCount  [get], [set]
```

Total Regex count.

#### 5.98.2.5 Resource

```
TextAsset Crosstales.BWF.Data.Source.Resource  [get], [set]
```

Text file containing all regular expressions for this source.

#### 5.98.2.6 SourceName

```
string Crosstales.BWF.Data.Source.SourceName  [get], [set]
```

Name of the source.

#### 5.98.2.7 URL

```
string Crosstales.BWF.Data.Source.URL  [get], [set]
```

URL of a text file containing all regular expressions for this source. Add also the protocol-type (' `http://`, ' `file://`' etc.).

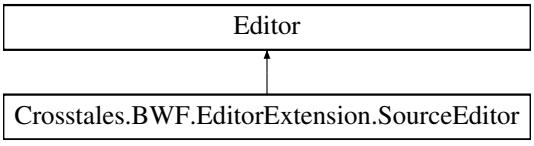
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Data/Source.cs

## 5.99 Crosstales.BWF.EditorExtension.SourceEditor Class Reference

Custom editor for the 'Source'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.SourceEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

### 5.99.1 Detailed Description

Custom editor for the 'Source'-class.

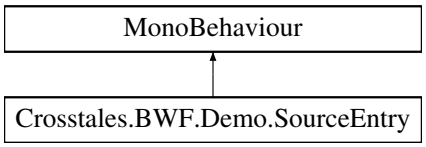
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/Source↩ Editor.cs

## 5.100 Crosstales.BWF.Demo.SourceEntry Class Reference

Wrapper for sources.

Inheritance diagram for Crosstales.BWF.Demo.SourceEntry:




### Public Member Functions

- void **Click** ()

### Public Attributes

- Text **Text**
- Image **Icon**
- Image **Main**
- Crosstales.BWF.Data.Source **Source**
- GUIBase **GuiMain**
- Color32 **EnabledColor** = new Color32(0, 255, 0, 192)

### 5.100.1 Detailed Description

Wrapper for sources.

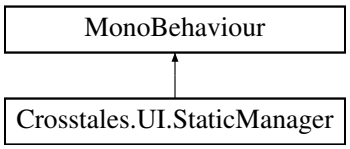
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/Source↩ Entry.cs

# 5.101 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:




## Public Member Functions

- void **OpenAssetstore** ()

### 5.101.1 Detailed Description

Static Button Manager.

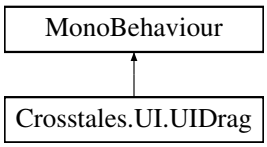
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Static↩ Manager.cs

# 5.102 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:




## Public Member Functions

- void **OnDrag** ()

### 5.102.1 Detailed Description

Allow to Drag the Windows around.

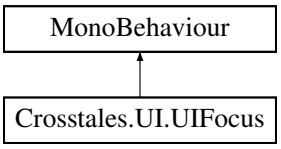
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↩ Drag.cs

# 5.103 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:




## Public Member Functions

- void OnPanelEnter ()

  *Panel entered.*

## Public Attributes

- string ManagerName = "Canvas"

  *Name of the gameobject containing the UIWindowManager.*

### 5.103.1 Detailed Description

Change the Focus on from a Window.

### 5.103.2 Member Function Documentation

#### 5.103.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

### 5.103.3 Member Data Documentation

#### 5.103.3.1 ManagerName

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

Name of the gameobject containing the UIWindowManager.

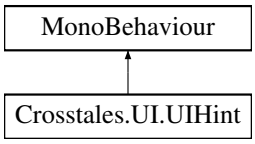
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIFocus.cs

## 5.104 Crosstales.UI.UIHint Class Reference

Controls a UI group (hint).

Inheritance diagram for Crosstales.UI.UIHint:




### Public Member Functions

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

### Public Attributes

- CanvasGroup Group

  *Group to fade.*
- float Delay = 2f

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

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

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

  *Fade at Start (default: true).*

### 5.104.1 Detailed Description

Controls a UI group (hint).

## 5.104.2 Member Data Documentation

### 5.104.2.1 Delay

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

Delay in seconds before fading (default: 2).

### 5.104.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

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

### 5.104.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

### 5.104.2.4 FadeTime

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

Fade time in seconds (default: 2).

### 5.104.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

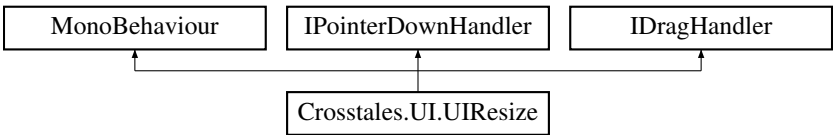
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↩ Hint.cs

# 5.105 Crosstales.UI.UIResize Class Reference

Resize a UI element.

Inheritance diagram for Crosstales.UI.UIResize:




## Public Member Functions

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

## Public Attributes

- Vector2 MinSize = new Vector2(300, 160)

  *Minimum size of the UI element.*
- Vector2 MaxSize = new Vector2(800, 600)

  *Maximum size of the UI element.*
- bool IgnoreMaxSize = false

  *Ignore maximum size of the UI element (default: false).*
- float SpeedFactor = 2

  *Resize speed (default: 2).*

## 5.105.1 Detailed Description

Resize a UI element.

## 5.105.2 Member Data Documentation

### 5.105.2.1 IgnoreMaxSize

```
bool Crosstales.UI.UIResize.IgnoreMaxSize = false
```

Ignore maximum size of the UI element (default: false).

#### 5.105.2.2 MaxSize

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

Maximum size of the UI element.

#### 5.105.2.3 MinSize

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

Minimum size of the UI element.

#### 5.105.2.4 SpeedFactor

```
float Crosstales.UI.UIResize.SpeedFactor = 2
```

Resize speed (default: 2).

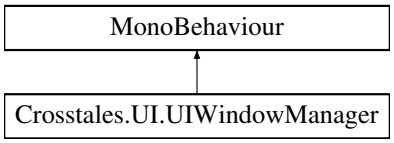
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↩ Resize.cs

## 5.106 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:




### Public Member Functions

- void ChangeState (GameObject active)

  *Change the state of all windows.*

### Public Attributes

- GameObject[ ] Windows

  *All Windows of the scene.*

### 5.106.1 Detailed Description

Change the state of all Window panels.

### 5.106.2 Member Function Documentation

#### 5.106.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
            GameObject active )
```

Change the state of all windows.

**Parameters**

| | |
|---|---|
| *active* | Active window. |

### 5.106.3 Member Data Documentation

#### 5.106.3.1 Windows

```
GameObject [] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↩ WindowManager.cs

## 5.107 Crosstales.BWF.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

### Static Public Member Functions

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

### Static Public Attributes

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

### 5.107.1 Detailed Description

Checks for updates of the asset.

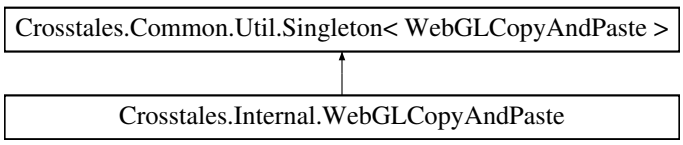
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/UpdateCheck.cs

## 5.108 Crosstales.Internal.WebGLCopyAndPaste Class Reference

Allows copy and paste in WebGL.

Inheritance diagram for Crosstales.Internal.WebGLCopyAndPaste:




### Public Member Functions

- delegate void **StringCallback** (string content)

### Static Public Member Functions

- static void **GetClipboard** (string key)
- static void **ReceivePaste** (string str)

### Additional Inherited Members

### 5.108.1 Detailed Description

Allows copy and paste in WebGL.

Based on https://github.com/greggman/unity-webgl-copy-and-paste

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

# 5.109 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference

## Static Public Member Functions

- static void **Init** ()
- static void **PassCopyToBrowser** (string str)

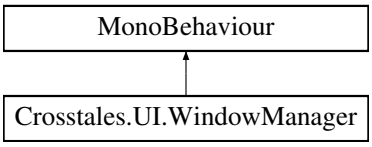
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/WebGLCopy↩ AndPaste/Scripts/WebGLCopyAndPaste.cs

# 5.110 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:




## Public Member Functions

- void **ClosePanel** ()

## Public Attributes

- float Speed = 3f

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

  *Dependent GameObjects (active == open).*
- bool ClosedAtStart = true

  *Close the window at Start (default: true).*

### 5.110.1 Detailed Description

Manager for a Window.

### 5.110.2 Member Data Documentation

#### 5.110.2.1 ClosedAtStart

```
bool Crosstales.UI.WindowManager.ClosedAtStart = true
```

Close the window at Start (default: true).

#### 5.110.2.2 Dependencies

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

#### 5.110.2.3 Speed

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

Window movement speed (default: 3).

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/WindowManager.cs

## 5.111 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.*

### 5.111.1 Detailed Description

Helper-class for XML.

## 5.111.2 Member Function Documentation

### 5.111.2.1 DeserializeFromFile< T >()

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

Deserialize a XML-file to an object.

**Parameters**

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

**Returns**

Object

### 5.111.2.2 DeserializeFromResource< T >()

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

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

**Parameters**

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

**Returns**

Object

### 5.111.2.3 DeserializeFromString< T >()

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

Deserialize a XML-string to an object.

**Parameters**

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

**Returns**

Object

#### 5.111.2.4 SerializeToFile< T >()

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

Serialize an object to an XML-file.

**Parameters**

| | |
|---|---|
| *obj* | Object to serialize. |
| *filename* | File name of the XML. |

#### 5.111.2.5 SerializeToString< T >()

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

Serialize an object to an XML-string.

**Parameters**

| | |
|---|---|
| *obj* | Object to serialize. |

**Returns**

Object as XML-string

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/XmlHelper.cs

## 5.112 Crosstales.BWF.Demo.ZInstaller Class Reference

Installs the 'UI'-package from Common.

### 5.112.1 Detailed Description

Installs the 'UI'-package from Common.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Editor/ZInstaller.cs

# Chapter 6

# More information

## 6.1 Homepage

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

## 6.2 AssetStore

https://assetstore.unity.com/lists/crosstales-42213?aid=1011lNGT

## 6.3 Forum

https://forum.unity.com/threads/bad-word-filter-pro-solution-against-profanity-and-obsc
289960/

## 6.4 Documentation

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

## 6.5 Discord

https://discord.gg/ZbZ2sh4

## 6.6 Demo

### 6.6.1 WebGL

https://www.crosstales.com/media/data/assets/badwordfilter/webgl/

## 6.7 Videos

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

### 6.7.1 Promotion

https://youtu.be/pXICeRKaRPM?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

### 6.7.2 Tutorial

https://youtu.be/W8FxFlIObWM?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

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