

# **File Browser PRO**

*Native file browser for standalone*



API

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# Chapter 1

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## Chapter 2

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## Chapter 3

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## Chapter 4

# Namespace Documentation

### 4.1 Crosstales Namespace Reference

#### Classes

- class [ExtensionMethods](#)  
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### 4.2 Crosstales.Common Namespace Reference

### 4.3 Crosstales.Common.EditorTask Namespace Reference

#### Classes

- class [BaseCompileDefines](#)  
*Base for adding and removing the given symbols to PlayerSettings compiler define symbols.*
- class [BaseInstaller](#)  
*Base-class for all installers.*
- 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 [RTFBCheck](#)  
*Search for the "Runtime File Browser" and add the compile define "CT\_RTFB".*
- class [SetupResources](#)  
*Moves all resources to 'Editor Default Resources'.*

### 4.4 Crosstales.Common.EditorUtil Namespace Reference

#### Classes

- class [BaseEditorHelper](#)  
*Base for various Editor helper functions.*

## 4.5 Crosstales.Common.Model Namespace Reference

## 4.6 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.*

### 4.6.1 Enumeration Type Documentation

#### 4.6.1.1 Platform

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

All available platforms.

#### 4.6.1.2 SampleRate

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

Typical audio sample rates.

## 4.7 Crosstales.Common.Util Namespace Reference

### Classes

- class [BaseConstants](#)  
*Base for collected constants of very general utility for the asset.*
- class [BaseHelper](#)  
*Base for various helper functions.*
- class [CTHelper](#)  
*Helper to reset the necessary settings.*
- class [CTHelperEditor](#)
- class [CTOWCompileDefines](#)  
*Adds "CT\_OPENWINDOW" define symbol to PlayerSettings define symbols.*

- class [CTPCompileDefines](#)  
*Adds "CT\_PROC" define symbol to PlayerSettings define symbols.*
- class [CTPlayerPrefs](#)  
*Wrapper for the PlayerPrefs.*
- class [CTPMacOSPostProcessor](#)  
*Post processor for macOS.*
- class [CTProcess](#)  
*Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).*
- class [CTProcessStartInfo](#)  
*Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).*
- 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 **NativeMethods**  
*Native methods (bridge to Windows).*
- 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.*

## 4.8 Crosstales.FB Namespace Reference

### Classes

- struct [Extension](#)
- struct [ExtensionFilter](#)  
*Filter for extensions.*
- class [FileBrowser](#)  
*Native file browser various actions like open file, open folder and save file.*
- class [FileBrowserWSAImpl](#)



*File browser for WSA.*

- class [OnOpenFilesCompleted](#)
- class [OnOpenFoldersCompleted](#)
- class [OnSaveFileCompleted](#)
- class [WrapperExample](#)

*Example for a custom wrapper with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the [Wrapper](#) and its variables*

- class **WrapperHolder**

## 4.9 Crosstales.FB.Demo Namespace Reference

### Classes

- class [EventTester](#)  
*Simple test script for all UnityEvent-callbacks.*
- class [Examples](#)  
*Examples for all methods.*
- class [GUIMain](#)  
*Main GUI component for all demo scenes.*
- class [GUIScenes](#)  
*Main GUI scene manager for all demo scenes.*
- class [ZInstaller](#)  
*Installs the packages from [Common](#).*

## 4.10 Crosstales.FB.Demo.Util Namespace Reference

### Classes

- class [CustomWrapperController](#)  
*Controls the custom wrapper in demo builds.*

## 4.11 Crosstales.FB.EditorBuild Namespace Reference

### Classes

- class [MacOSPostProcessor](#)  
*Post processor for macOS.*
- class [SetStandalone](#)  
*Sets the required build parameters for Standalone.*
- class [UWPPostProcessor](#)  
*Post processor for UWP (WSA).*

## 4.12 Crosstales.FB.EditorExtension Namespace Reference

### Classes

- class [FileBrowserEditor](#)  
*Custom editor for the 'FileBrowser'-class.*
- class [PlatformWrapperEditor](#)  
*Custom editor for the 'PlatformWrapper'-class.*

## 4.13 Crosstales.FB.EditorIntegration Namespace Reference

### Classes

- class [ConfigBase](#)  
*Base class for editor windows.*
- class [ConfigPreferences](#)  
*Unity "Preferences" extension.*
- class [ConfigWindow](#)  
*Editor window extension.*
- class [FileBrowserGameObject](#)  
*Editor component for the "Hierarchy"-menu.*
- class [FileBrowserMenu](#)  
*Editor component for the "Tools"-menu.*
- class [PlatformProviderGameObject](#)  
*Editor component for the "Hierarchy"-menu.*
- class [PlatformProviderMenu](#)  
*Editor component for the "Tools"-menu.*

## 4.14 Crosstales.FB.EditorTask Namespace Reference

### Classes

- class [AAAConfigLoader](#)  
*Loads the configuration at startup.*
- class [AutoInitialize](#)  
*Automatically adds the necessary FileBrowser-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.*

### 4.14.1 Enumeration Type Documentation

#### 4.14.1.1 UpdateStatus

enum [Crosstales.FB.EditorTask.UpdateStatus](#) [strong]

All possible update stati.

## 4.15 Crosstales.FB.EditorUtil Namespace Reference

### Classes

- class [EditorConfig](#)  
*Editor configuration for the asset.*
- class [EditorConstants](#)  
*Collected editor constants of very general utility for the asset.*
- class [EditorHelper](#)  
*Editor helper class.*

## 4.16 Crosstales.FB.RTFB Namespace Reference

### Classes

- class [FileBrowserRTFB](#)  
*Runtime File Browser wrapper. NOTE: This wrapper needs "Runtime File Browser" <https://assetstore.unity.com/packages/slug/113006?aid=10111NGT>*
- class [FileBrowserRTFBEditor](#)  
*Custom editor for the '[FileBrowserRTFB](#)'-class.*
- class [FileBrowserRTFBGameObject](#)  
*Editor component for for adding the prefabs from '[RTFB](#)' in the "Hierarchy"-menu.*
- class [FileBrowserRTFBMenu](#)  
*Editor component for for adding the prefabs from '[RTFB](#)' in the "Tools"-menu.*
- class [ShowMore](#)  
*Shows the details for Runtime File Browser.*
- class [ZInstaller](#)  
*Installs the Demos-package.*

## 4.17 Crosstales.FB.Tool Namespace Reference

### Classes

- class [PlatformWrapper](#)  
*Allows to configure wrappers per platform.*
- class [PlatformWrapperTuple](#)

## 4.18 Crosstales.FB.Util Namespace Reference

### Classes

- class [Config](#)  
*Configuration for the asset.*
- class [Constants](#)  
*Collected constants of very general utility for the asset.*
- class [Helper](#)  
*Various helper functions.*
- class [SetupProject](#)  
*Setup the project to use File Browser.*

## 4.19 Crosstales.FB.WebGL Namespace Reference

### Classes

- class [FileBrowserWebGL](#)  
*WebGL Native File Browser wrapper. NOTE: This wrapper needs "WebGL Native File Browser" <https://assetstore.unity.com/packages/slug/41902?aid=10111NGT>*
- class [FileBrowserWebGLEditor](#)  
*Custom editor for the 'FileBrowserWebGL'-class.*
- class [FileBrowserWebGLGameObject](#)  
*Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.*
- class [FileBrowserWebGLMenu](#)  
*Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.*
- class [ShowMore](#)  
*Shows the details for WebGL Native File Browser.*
- class [ZInstaller](#)  
*Installs the Demos-package.*

## 4.20 Crosstales.FB.Wrapper Namespace Reference

### Classes

- class [BaseCustomFileBrowser](#)  
*Base class for custom file browsers.*
- class [BaseFileBrowser](#)  
*Base class for all file browsers.*
- class [BaseFileBrowserStandalone](#)  
*Base class for all standalone file browser implementations.*
- class [FileBrowserEditor](#)
- class [FileBrowserGeneric](#)  
*File browser implementation for generic devices (currently NOT IMPLEMENTED).*
- class [FileBrowserLinux](#)  
*File browser implementation for [Linux](#) (GTK).*
- class [FileBrowserMac](#)  
*File browser implementation for macOS.*
- class [FileBrowserWindows](#)  
*File browser implementation for Windows.*
- class [FileBrowserWSA](#)  
*File browser implementation for WSA (UWP).*
- interface [IFileBrowser](#)  
*Interface for all file browsers.*
- class **NativeMethods**

## 4.21 Crosstales.FB.Wrapper.Linux Namespace Reference

### Classes

- class **NativeMethods**  
*Native methods (bridge to [Linux](#)).*

## 4.22 Crosstales.FB.Wrapper.Mac Namespace Reference

### Classes

- class **NativeMethods**  
*Native methods (bridge to macOS).*

## 4.23 Crosstales.Internal Namespace Reference

### Classes

- class [WebGLCopyAndPaste](#)  
*Allows copy and paste in WebGL.*
- class [WebGLCopyAndPasteAPI](#)

## 4.24 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.*

## 4.25 Crosstales.UI.Audio Namespace Reference

### Classes

- class [AudioFilterController](#)  
*Controller for audio filters.*
- class [AudioSourceController](#)  
*Controller for AudioSources.*

## 4.26 Crosstales.UI.Util Namespace Reference

### Classes

- class [FPSDisplay](#)  
*Simple FPS-Counter.*
- class [ScrollRectHandler](#)  
*Changes the sensitivity of ScrollRects under various platforms.*

## 4.27 HutongGames Namespace Reference

## 4.28 HutongGames.PlayMaker Namespace Reference

## 4.29 HutongGames.PlayMaker.Actions Namespace Reference

### Classes

- class [BaseFBAction](#)  
*Base class for BWF-actions in [PlayMaker](#).*
- class [OpenFile](#)  
*Open file action for [PlayMaker](#).*
- class [OpenFolder](#)  
*Open folder action for [PlayMaker](#).*
- class [SaveFile](#)  
*Save file action for [PlayMaker](#).*

## Chapter 5

# Class Documentation

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

Loads the configuration at startup.

#### 5.1.1 Detailed Description

Loads the configuration at startup.

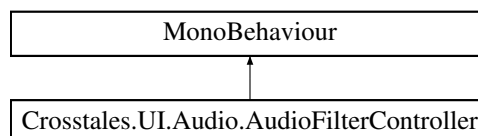
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Task/AAAConfigLoader.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).

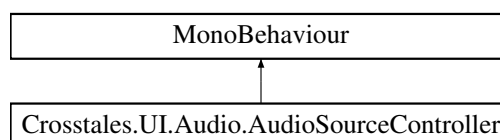
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/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/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/Audio/AudioSourceController.cs

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

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

### 5.4.1 Detailed Description

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

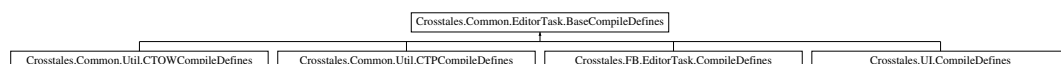
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Task/AutoInitialize.cs

## 5.5 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)

### 5.5.1 Detailed Description

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

### 5.5.2 Member Function Documentation

#### 5.5.2.1 AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.

##### Parameters

<i>symbols</i>	Symbols to add to the compiler defines
----------------	--

#### 5.5.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

##### Parameters

<i>symbols</i>	Symbols to remove from the compiler defines
----------------	---

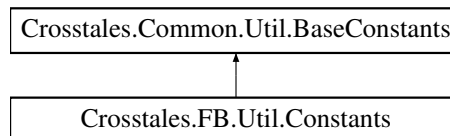
The documentation for this class was generated from the following file:

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

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

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



### 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=1011INGT"  
*URL of the "Radio" asset.*
- const string **ASSET\_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"  
*URL of the "RT-Voice" asset.*
- const string **ASSET\_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"  
*URL of the "Turbo Backup" asset.*
- const string **ASSET\_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"  
*URL of the "Turbo Builder" asset.*
- const string **ASSET\_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"  
*URL of the "Turbo Switch" asset.*
- const string **ASSET\_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"  
*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.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **REGEX\_EMAIL** = new System.Text.RegularExpressions.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.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.Regex(@"^([0-9]{1,3}\.){3}[0-9]{1,3}\$")
- static readonly System.Text.RegularExpressions.Regex **REGEX\_INVALID\_CHARS** = new System.Text.Regex(@"[^\w\.\@-]")
- static readonly System.Text.RegularExpressions.Regex **REGEX\_ALPHANUMERIC** = new System.Text.Regex(@"([A-Za-z0-9\_]+)")
- static readonly System.Text.RegularExpressions.Regex **REGEX\_CLEAN\_SPACES** = new System.Text.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **REGEX\_CLEAN\_TAGS** = new System.Text.Regex(@"<.\*?>")



- const string **ALPHABET\_LATIN\_UPPERCASE** = "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
- const string **ALPHABET\_LATIN\_LOWERCASE** = "abcdefghijklmnopqrstuvwxyz"
- const string **ALPHABET\_FRENCH\_UPPERCASE** = "ÀÂÃÄÅÆÇÈÉÊËÌÍÎÏÐÑÒÓÔÕÜ"
- const string **ALPHABET\_FRENCH\_LOWERCASE** = "àâãäåæçèéêëìíîïðñòóôõü"
- 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.dataPath.Substring\(0, Application.dataPath.LastIndexOf\('/'\) + 1\)\)](#)  
*Application path.*

## Properties

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

### 5.6.1 Detailed Description

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

## 5.6.2 Member Data Documentation

### 5.6.2.1 APPLICATION\_PATH

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

Application path.

### 5.6.2.2 ASSET\_3P\_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.↵  
unity.com/packages/slug/368?aid=10111NGT" [static]
```

URL of the 3rd party asset "PlayMaker".

### 5.6.2.3 ASSET\_3P\_ROCKTOMATE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_ROCKTOMATE = "https://assetstore.↵  
unity.com/packages/slug/156311?aid=10111NGT" [static]
```

URL of the 3rd party asset "RockTomate".

### 5.6.2.4 ASSET\_3P\_VOLUMETRIC\_AUDIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.↵  
unity.com/packages/slug/17125?aid=10111NGT" [static]
```

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

### 5.6.2.5 ASSET\_AUTHOR

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

Author of the asset.

#### 5.6.2.6 ASSET\_AUTHOR\_URL

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

URL of the asset author.

#### 5.6.2.7 ASSET\_BWF

```
const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=10111NGT" [static]
```

URL of the "Badword Filter" asset.

#### 5.6.2.8 ASSET\_CT\_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT" [static]
```

URL of the crosstales assets in UAS.

#### 5.6.2.9 ASSET\_DJ

```
const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=10111NGT" [static]
```

URL of the "DJ" asset.

#### 5.6.2.10 ASSET\_FB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=10111NGT" [static]
```

URL of the "File Browser" asset.

#### 5.6.2.11 ASSET\_OC

```
const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=10111NGT" [static]
```

URL of the "Online Check" asset.

#### 5.6.2.12 ASSET\_RADIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↵  
com/packages/slug/32034?aid=10111NGT" [static]
```

URL of the "Radio" asset.

#### 5.6.2.13 ASSET\_RTV

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↵  
com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the "RT-Voice" asset.

#### 5.6.2.14 ASSET\_SOCIAL\_DISCORD

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

URL of the crosstales Discord-channel.

#### 5.6.2.15 ASSET\_SOCIAL\_FACEBOOK

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

URL of the crosstales Facebook-profile.

#### 5.6.2.16 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.

#### 5.6.2.17 ASSET\_SOCIAL\_TWITTER

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

URL of the crosstales Twitter-profile.

#### 5.6.2.18 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.

#### 5.6.2.19 ASSET\_TB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↵  
com/packages/slug/98711?aid=10111NGT" [static]
```

URL of the "Turbo Backup" asset.

#### 5.6.2.20 ASSET\_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.↵  
com/packages/slug/98714?aid=10111NGT" [static]
```

URL of the "Turbo Builder" asset.

#### 5.6.2.21 ASSET\_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.↵  
com/packages/slug/60040?aid=10111NGT" [static]
```

URL of the "Turbo Switch" asset.

#### 5.6.2.22 ASSET\_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.↵  
com/packages/slug/61617?aid=10111NGT" [static]
```

URL of the "True Random" asset.

#### 5.6.2.23 CMD\_WINDOWS\_PATH

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

Path to the cmd under Windows.

#### 5.6.2.24 DEV\_DEBUG

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

Development debug logging for the asset.

#### 5.6.2.25 FACTOR\_GB

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

Factor for giga bytes.

#### 5.6.2.26 FACTOR\_KB

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

Factor for kilo bytes.

#### 5.6.2.27 FACTOR\_MB

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

Factor for mega bytes.

#### 5.6.2.28 FLOAT\_32768

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

Float value of 32768.

#### 5.6.2.29 FLOAT\_TOLERANCE

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

Float tolerance.

#### 5.6.2.30 FORMAT\_NO\_DECIMAL\_PLACES

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

ToString for no decimal places.

#### 5.6.2.31 FORMAT\_PERCENT

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

ToString for percent.

#### 5.6.2.32 FORMAT\_TWO\_DECIMAL\_PLACES

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

ToString for two decimal places.

#### 5.6.2.33 PATH\_DELIMITER\_UNIX

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

Path delimiter for Unix.

#### 5.6.2.34 PATH\_DELIMITER\_WINDOWS

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

Path delimiter for Windows.

#### 5.6.2.35 PROCESS\_KILL\_TIME

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

Kill processes after 5000 milliseconds.

#### 5.6.2.36 SHOW\_BWF\_BANNER

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

Show the BWF banner.

#### 5.6.2.37 SHOW\_DJ\_BANNER

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

Show the DJ banner.

#### 5.6.2.38 SHOW\_FB\_BANNER

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

Show the [FB](#) banner.

#### 5.6.2.39 SHOW\_OC\_BANNER

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

Show the OC banner.

#### 5.6.2.40 SHOW\_RADIO\_BANNER

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

Show the Radio banner.

#### 5.6.2.41 SHOW\_RTV\_BANNER

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

Show the RTV banner.



#### 5.6.2.42 SHOW\_TB\_BANNER

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

Show the TB banner.

#### 5.6.2.43 SHOW\_TPB\_BANNER

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

Show the TPB banner.

#### 5.6.2.44 SHOW\_TPS\_BANNER

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

Show the TPS banner.

#### 5.6.2.45 SHOW\_TR\_BANNER

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

Show the TR banner.

### 5.6.3 Property Documentation

#### 5.6.3.1 PREFIX\_FILE

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

URL prefix for files.

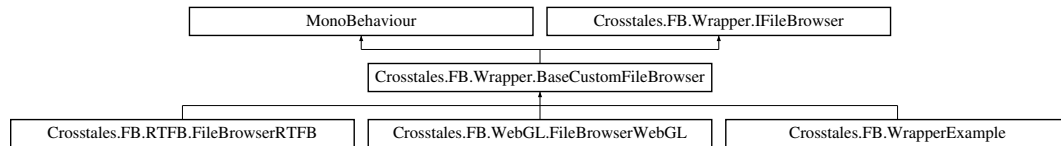
The documentation for this class was generated from the following file:

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

## 5.7 Crosstales.FB.Wrapper.BaseCustomFileBrowser Class Reference

Base class for custom file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.BaseCustomFileBrowser:



### Public Member Functions

- string [OpenSingleFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for a single file.*
- abstract string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for multiple files.*
- string [OpenSingleFolder](#) (string title, string directory)  
*Open native folder browser for a single folder.*
- abstract string[] [OpenFolders](#) (string title, string directory, bool multiselect)  
*Open native folder browser for multiple folders.*
- abstract string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native save file browser.*
- abstract void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, System.Action< string[]> cb)  
*Asynchronously opens native file browser for multiple files.*
- abstract void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, System.Action< string[]> cb)  
*Asynchronously opens native folder browser for multiple folders.*
- abstract void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, System.Action< string > cb)  
*Asynchronously opens native save file browser.*

### Protected Attributes

- byte[] **openSingleFileData**
- string **lastOpenFile**

### Properties

- abstract bool **canOpenFile** [get]
- abstract bool **canOpenFolder** [get]
- abstract bool **canSaveFile** [get]
- abstract bool **canOpenMultipleFiles** [get]
- abstract bool **canOpenMultipleFolders** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract string **CurrentOpenSingleFile** [get, set]
- abstract string[] **CurrentOpenFiles** [get, set]
- abstract string **CurrentOpenSingleFolder** [get, set]
- abstract string[] **CurrentOpenFolders** [get, set]
- abstract string **CurrentSaveFile** [get, set]
- virtual byte[] **CurrentOpenSingleFileData** [get]
- virtual byte[] **CurrentSaveFileData** [get, set]

## 5.7.1 Detailed Description

Base class for custom file browsers.

## 5.7.2 Member Function Documentation

### 5.7.2.1 OpenFiles()

```
abstract string [] Crosstales.FB.Wrapper.BaseCustomFileBrowser.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [pure virtual]
```

Open native file browser for multiple files.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

#### Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.RTFB.FileBrowserRTFB](#), and [Crosstales.FB.WrapperExample](#).

### 5.7.2.2 OpenFilesAsync()

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

Asynchronously opens native file browser for multiple files.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

## Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.WrapperExample](#), and [Crosstales.FB.RTFB.FileBrowserRTFB](#).

### 5.7.2.3 OpenFolders()

```
abstract string [] Crosstales.FB.Wrapper.BaseCustomFileBrowser.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [pure virtual]
```

Open native folder browser for multiple folders.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

## Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.WebGL.FileBrowserWebGL](#), [Crosstales.FB.WrapperExample](#), and [Crosstales.FB.RTFB.FileBrowserR](#)

### 5.7.2.4 OpenFoldersAsync()

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

Asynchronously opens native folder browser for multiple folders.

## Parameters

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

## Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.WebGL.FileBrowserWebGL](#), [Crosstales.FB.RTFB.FileBrowserRTFB](#), and [Crosstales.FB.WrapperExample](#).

### 5.7.2.5 OpenSingleFile()

```
string Crosstales.FB.Wrapper.BaseCustomFileBrowser.OpenSingleFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Open native file browser for a single file.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

## Returns

Returns a string of the chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

### 5.7.2.6 OpenSingleFolder()

```
string Crosstales.FB.Wrapper.BaseCustomFileBrowser.OpenSingleFolder (
    string title,
    string directory )
```

Open native folder browser for a single folder.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory

## Returns

Returns a string of the chosen folder. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

### 5.7.2.7 SaveFile()

```
abstract string Crosstales.FB.Wrapper.BaseCustomFileBrowser.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [pure virtual]
```

Open native save file browser.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

## Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.WrapperExample](#), and [Crosstales.FB.RTFB.FileBrowserRTFB](#).

### 5.7.2.8 SaveFileAsync()

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

Asynchronously opens native save file browser.

## Parameters

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

## Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.RTFB.FileBrowserRTFB](#), and [Crosstales.FB.WrapperExample](#).

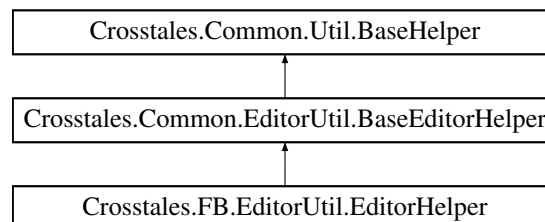
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔  
Wrapper/BaseCustomFileBrowser.cs

## 5.8 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\_VolumetricAudio.png")
- static Texture2D **Asset\_RockTomate** => loadImage(ref asset\_rocktomate, "asset\_rocktomate.png")



## Additional Inherited Members

### 5.8.1 Detailed Description

Base for various Editor helper functions.

### 5.8.2 Member Function Documentation

#### 5.8.2.1 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

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

##### Returns

The new asset.

##### Type Constraints

***T* : ScriptableObject**

#### 5.8.2.2 FindAssetsByType< T >()

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

Returns assets for a certain type.

##### Returns

List of assets for a certain type.

##### Type Constraints

***T* : Object**

### 5.8.2.3 GetBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

#### Parameters

<i>build</i>	BuildTarget for a build name
--------------	------------------------------

#### Returns

The build name for a BuildTarget.

### 5.8.2.4 GetBuildTargetForBuildName()

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

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

#### Parameters

<i>build</i>	Build name, like 'win64'
--------------	--------------------------

#### Returns

The BuildTarget for a build name.

### 5.8.2.5 InstantiatePrefab()

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

Instantiates a prefab.

#### Parameters

<i>prefabName</i>	Name of the prefab.
<i>path</i>	Path to the prefab.

### 5.8.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

## Parameters

<i>target</i>	BuildTarget to test
---------------	---------------------

## Returns

True if the BuildTarget is installed in Unity.

### 5.8.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

### 5.8.2.8 RefreshAssetDatabase()

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

Refreshes the asset database.

## Parameters

<i>options</i>	Asset import options (default: ImportAssetOptions.Default, optional).
----------------	---

### 5.8.2.9 RestartUnity()

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

Restart Unity.

## Parameters

<i>executeMethod</i>	Executed method after the restart (optional)
----------------------	--

### 5.8.2.10 SeparatorUI()

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

Shows a separator-UI.

#### Parameters

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

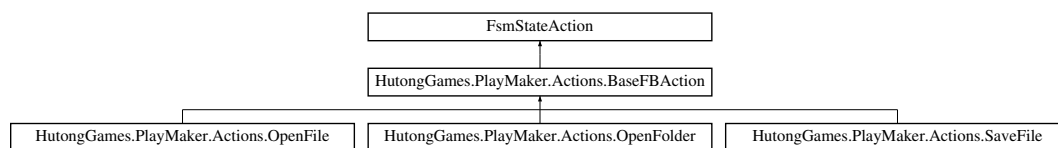
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Editor/Util/BaseEditorHelper.cs

## 5.9 HutongGames.PlayMaker.Actions.BaseFBAction Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseFBAction:



### Public Attributes

- FsmEvent **sendEvent**
- FsmString [StartPath](#)  
*Start path for the selection.*
- FsmBool [Selected](#)  
*True if a file or folder is selected (output).*
- FsmString [ResultPath](#)  
*Result path of the selection (output).*

### 5.9.1 Detailed Description

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

### 5.9.2 Member Data Documentation

### 5.9.2.1 ResultPath

`FsmString HutongGames.PlayMaker.Actions.BaseFBAction.ResultPath`

Result path of the selection (output).

### 5.9.2.2 Selected

`FsmBool HutongGames.PlayMaker.Actions.BaseFBAction.Selected`

True if a file or folder is selected (output).

### 5.9.2.3 StartPath

`FsmString HutongGames.PlayMaker.Actions.BaseFBAction.StartPath`

Start path for the selection.

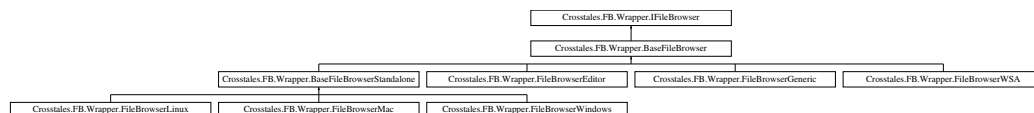
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/PlayMaker/Scripts/BaseFBAction.cs`

## 5.10 Crosstales.FB.Wrapper.BaseFileBrowser Class Reference

Base class for all file browsers.

Inheritance diagram for `Crosstales.FB.Wrapper.BaseFileBrowser`:



### Public Member Functions

- string [OpenSingleFile](#) (string title, string directory, string defaultName, params [ExtensionFilter\[\]](#) extensions)  
*Open native file browser for a single file.*
- abstract string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter\[\]](#) extensions)  
*Open native file browser for multiple files.*
- string [OpenSingleFolder](#) (string title, string directory)  
*Open native folder browser for a single folder.*
- abstract string[] [OpenFolders](#) (string title, string directory, bool multiselect)  
*Open native folder browser for multiple folders.*
- abstract string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter\[\]](#) extensions)  
*Open native save file browser.*
- abstract void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter\[\]](#) extensions, System.Action< string[]> cb)  
*Asynchronously opens native file browser for multiple files.*
- abstract void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, System.Action< string[]> cb)  
*Asynchronously opens native folder browser for multiple folders.*
- abstract void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter\[\]](#) extensions, System.Action< string > cb)  
*Asynchronously opens native save file browser.*

## Protected Attributes

- byte[] **openSingleFileData**
- string **lastOpenFile**

## Properties

- abstract bool **canOpenFile** [get]
- abstract bool **canOpenFolder** [get]
- abstract bool **canSaveFile** [get]
- abstract bool **canOpenMultipleFiles** [get]
- abstract bool **canOpenMultipleFolders** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isWorkingInEditor** [get]
- virtual string **CurrentOpenSingleFile** [get, set]
- virtual string[] **CurrentOpenFiles** [get, set]
- virtual string **CurrentOpenSingleFolder** [get, set]
- virtual string[] **CurrentOpenFolders** [get, set]
- virtual string **CurrentSaveFile** [get, set]
- virtual byte[] **CurrentOpenSingleFileData** [get]
- virtual byte[] **CurrentSaveFileData** [get, set]

### 5.10.1 Detailed Description

Base class for all file browsers.

### 5.10.2 Member Function Documentation

#### 5.10.2.1 OpenFiles()

```
abstract string [] Crosstales.FB.Wrapper.BaseFileBrowser.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [pure virtual]
```

Open native file browser for multiple files.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", ".jpg", ".png")

### Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.Wrapper.FileBrowserWSA](#), [Crosstales.FB.Wrapper.FileBrowserWindows](#), [Crosstales.FB.Wrapper.FileBrowserMac](#), [Crosstales.FB.Wrapper.FileBrowserEditor](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#)

#### 5.10.2.2 OpenFilesAsync()

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

Asynchronously opens native file browser for multiple files.

### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

### Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

#### 5.10.2.3 OpenFolders()

```
abstract string [] Crosstales.FB.Wrapper.BaseFileBrowser.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [pure virtual]
```

Open native folder browser for multiple folders.



## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

## Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.Wrapper.FileBrowserWSA](#), [Crosstales.FB.Wrapper.FileBrowserWindows](#), [Crosstales.FB.Wrapper.FileBrowserLinux](#), [Crosstales.FB.Wrapper.FileBrowserMac](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

#### 5.10.2.4 OpenFoldersAsync()

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

Asynchronously opens native folder browser for multiple folders.

## Parameters

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

## Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

#### 5.10.2.5 OpenSingleFile()

```
string Crosstales.FB.Wrapper.BaseFileBrowser.OpenSingleFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Open native file browser for a single file.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

## Returns

Returns a string of the chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

## 5.10.2.6 OpenSingleFolder()

```
string Crosstales.FB.Wrapper.BaseFileBrowser.OpenSingleFolder (
    string title,
    string directory )
```

Open native folder browser for a single folder.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory

## Returns

Returns a string of the chosen folder. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

## 5.10.2.7 SaveFile()

```
abstract string Crosstales.FB.Wrapper.BaseFileBrowser.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [pure virtual]
```

Open native save file browser.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

### Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.Wrapper.FileBrowserWSA](#), [Crosstales.FB.Wrapper.FileBrowserWindows](#), [Crosstales.FB.Wrapper.FileBrowserLinux](#), [Crosstales.FB.Wrapper.FileBrowserMac](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

#### 5.10.2.8 SaveFileAsync()

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

Asynchronously opens native save file browser.

### Parameters

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

### Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

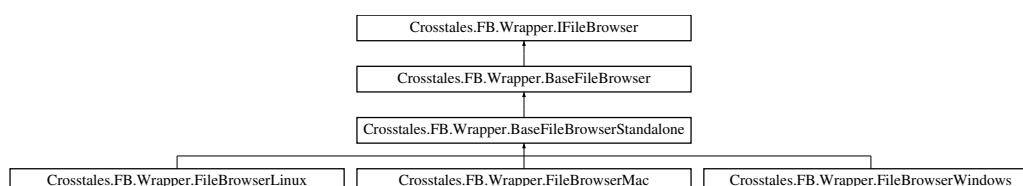
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↵  
Wrapper/BaseFileBrowser.cs

## 5.11 Crosstales.FB.Wrapper.BaseFileBrowserStandalone Class Reference

Base class for all standalone file browser implementations.

Inheritance diagram for Crosstales.FB.Wrapper.BaseFileBrowserStandalone:



## Public Attributes

- override bool **canOpenFile** => true
- override bool **canOpenFolder** => true
- override bool **canSaveFile** => true
- override bool **canOpenMultipleFiles** => true

## Additional Inherited Members

### 5.11.1 Detailed Description

Base class for all standalone file browser implementations.

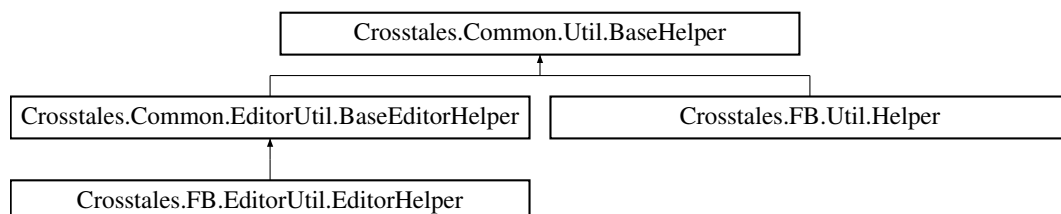
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔  
Wrapper/BaseFileBrowserStandalone.cs

## 5.12 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 ignoreCommented↔  
Lines=true, int skipHeaderLines=0, int skipFooterLines=0)  
*Split the given text to lines and return it as list.*
- static string **FormatBytesToHRF** (long bytes, bool useSI=false)  
*Format byte-value 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 min↔  
Words=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([LanguageToISO639](#)(Application.systemLanguage))
- 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](#) && !Application.isPlaying  
*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)".*

### 5.12.1 Detailed Description

Base for various helper functions.

### 5.12.2 Member Function Documentation

#### 5.12.2.1 CreateString()

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

Creates a string of characters with a given length.

##### Parameters

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

**Returns**

Generated string

**5.12.2.2 FormatBytesToHRF()**

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

Format byte-value to Human-Readable-Form.

**Parameters**

<i>bytes</i>	Value in bytes
<i>useSI</i> ↔ <i>SI</i>	Use SI-system (default: false, optional)

**Returns**

Formatted byte-value in Human-Readable-Form.

**5.12.2.3 FormatSecondsToHRF()**

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

Format seconds to Human-Readable-Form.

**Parameters**

<i>seconds</i>	Value in seconds
----------------	------------------

**Returns**

Formatted seconds in Human-Readable-Form.

**5.12.2.4 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

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

#### Returns

"Lorem Ipsum" based on the given parameters.

#### 5.12.2.5 GetArgument()

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

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

#### Parameters

<i>name</i>	Name for the argument
-------------	-----------------------

#### Returns

Argument for a name from the url or command line.

#### 5.12.2.6 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.



### 5.12.2.7 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

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

#### Returns

True if the current platform is supported.

### 5.12.2.8 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

<i>className</i>	Full qualified name of the class
<i>methodName</i>	Public static method of the class to execute
<i>parameters</i>	Parameters for the method (optional)

### 5.12.2.9 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**

<i>isoCode</i>	ISO639-1 code to convert.
----------------	---------------------------

**Returns**

"SystemLanguage for the given ISO639-1 code.

**5.12.2.10 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**

<i>language</i>	SystemLanguage to convert.
-----------------	----------------------------

**Returns**

"ISO639-1 code for the given SystemLanguage.

**5.12.2.11 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**

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

**Returns**

Splitted lines as array

## 5.12.3 Member Data Documentation

### 5.12.3.1 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).

### 5.12.3.2 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.

### 5.12.3.3 isEditorMode

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

Checks if we are in Editor mode.

#### Returns

True if in Editor mode.

### 5.12.3.4 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).

### 5.12.3.5 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).

### 5.12.3.6 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).

### 5.12.3.7 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).

### 5.12.3.8 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).

### 5.12.3.9 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).

## 5.12.4 Property Documentation

### 5.12.4.1 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.

### 5.12.4.2 CurrentPlatform

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

Returns the current platform.

#### Returns

The current platform.

### 5.12.4.3 isAndroidPlatform

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

Checks if the current platform is Android.

#### Returns

True if the current platform is Android.

#### 5.12.4.4 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.

#### 5.12.4.5 isIOSPlatform

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

Checks if the current platform is iOS.

##### Returns

True if the current platform is iOS.

#### 5.12.4.6 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.

#### 5.12.4.7 isLinuxPlatform

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

Checks if the current platform is Linux.

##### Returns

True if the current platform is Linux.

#### 5.12.4.8 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.

#### 5.12.4.9 isMacOSPlatform

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

Checks if the current platform is OSX.

##### Returns

True if the current platform is OSX.

#### 5.12.4.10 isPS4Platform

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

Checks if the current platform is PS4.

##### Returns

True if the current platform is PS4.

#### 5.12.4.11 isTvOSPlatform

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

Checks if the current platform is tvOS.

##### Returns

True if the current platform is tvOS.

#### 5.12.4.12 isWebGLPlatform

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

Checks if the current platform is WebGL.

##### Returns

True if the current platform is WebGL.

#### 5.12.4.13 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.

#### 5.12.4.14 isWindowsPlatform

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

Checks if the current platform is Windows.

##### Returns

True if the current platform is Windows.

#### 5.12.4.15 isWSAPlatform

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

Checks if the current platform is WSA.

##### Returns

True if the current platform is WSA.



#### 5.12.4.16 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

##### Returns

True if the current platform is XboxOne.

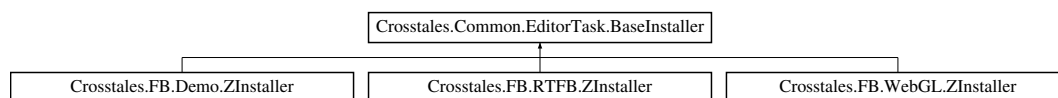
The documentation for this class was generated from the following file:

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

## 5.13 Crosstales.Common.EditorTask.BaseInstaller Class Reference

Base-class for all installers.

Inheritance diagram for Crosstales.Common.EditorTask.BaseInstaller:



### Static Public Member Functions

- static void **InstallUI** (string assetPath)

### Static Protected Member Functions

- static string **getBasePath** (string assetPath)
- static void **installPackage** (string installerPath, string package, string compiledefine=null, bool delete=false)

#### 5.13.1 Detailed Description

Base-class for all installers.

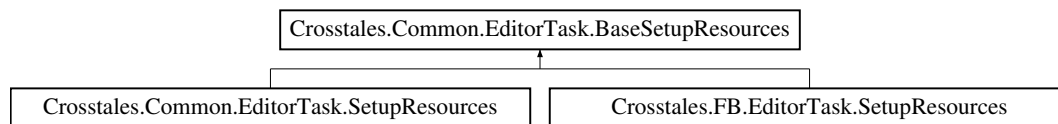
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↵ Editor/Task/BaseInstaller.cs

## 5.14 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)

#### 5.14.1 Detailed Description

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

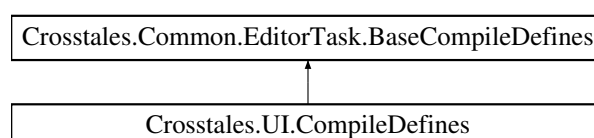
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/BaseSetupResources.cs

## 5.15 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



### Additional Inherited Members

#### 5.15.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

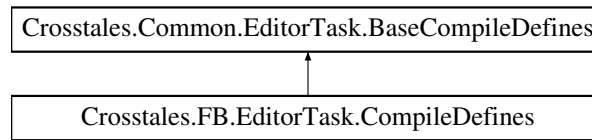
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Editor/CompileDefines.cs

## 5.16 Crosstales.FB.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.FB.EditorTask.CompileDefines:



### Additional Inherited Members

#### 5.16.1 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/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Task/CompileDefines.cs

## 5.17 Crosstales.FB.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 the all changeable variables.*
- static void [Save](#) ()  
*Saves the all changeable variables.*

### Static Public Attributes

- static string [ASSET\\_PATH](#) = "/Plugins/crosstales/FileBrowser/"  
*Path to the asset inside the Unity project.*
- static bool [DEBUG](#) = Constants.DEFAULT\_DEBUG || [Constants.DEV\\_DEBUG](#)  
*Enable or disable debug logging for the asset.*
- static bool [NATIVE\\_WINDOWS](#) = Constants.DEFAULT\_NATIVE\_WINDOWS  
*Enable or disable native file browser inside the Unity Editor.*
- static bool [isLoading](#)  
*Is the configuration loaded?*

### 5.17.1 Detailed Description

Configuration for the asset.

### 5.17.2 Member Function Documentation

#### 5.17.2.1 Load()

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

Loads the all changeable variables.

#### 5.17.2.2 Reset()

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

Resets all changeable variables to their default value.

#### 5.17.2.3 Save()

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

Saves the all changeable variables.

### 5.17.3 Member Data Documentation

#### 5.17.3.1 ASSET\_PATH

```
string Crosstales.FB.Util.Config.ASSET_PATH = "/Plugins/crosstales/FileBrowser/" [static]
```

Path to the asset inside the Unity project.

### 5.17.3.2 DEBUG

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

Enable or disable debug logging for the asset.

### 5.17.3.3 isLoaded

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

Is the configuration loaded?

### 5.17.3.4 NATIVE\_WINDOWS

```
bool Crosstales.FB.Util.Config.NATIVE_WINDOWS = Constants.DEFAULT_NATIVE_WINDOWS [static]
```

Enable or disable native file browser inside the Unity Editor.

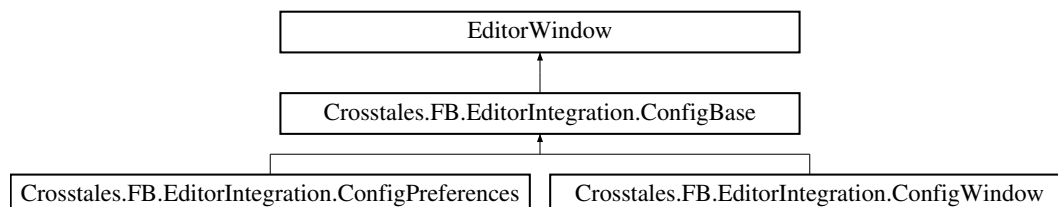
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↵ Util/Config.cs

## 5.18 Crosstales.FB.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigBase:



### Protected Member Functions

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

## Static Protected Member Functions

- static void **save** ()

### 5.18.1 Detailed Description

Base class for editor windows.

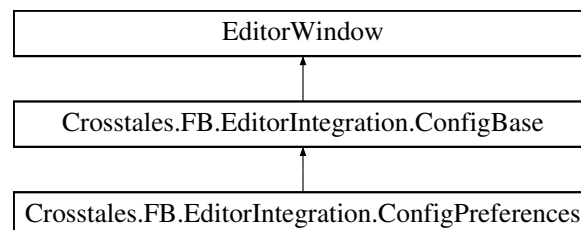
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Integration/ConfigBase.cs

## 5.19 Crosstales.FB.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigPreferences:



## Additional Inherited Members

### 5.19.1 Detailed Description

Unity "Preferences" extension.

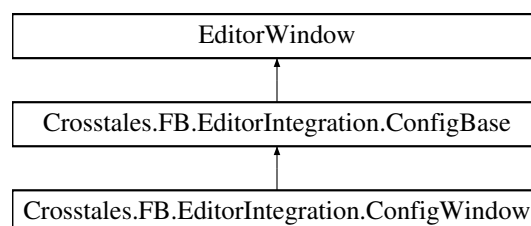
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Integration/ConfigPreferences.cs

## 5.20 Crosstales.FB.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigWindow:



## Static Public Member Functions

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

## Additional Inherited Members

### 5.20.1 Detailed Description

Editor window extension.

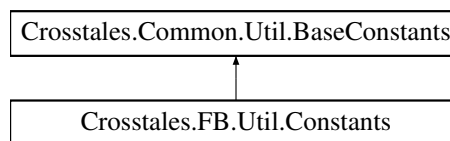
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Integration/ConfigWindow.cs

## 5.21 Crosstales.FB.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.FB.Util.Constants:



## Static Public Attributes

- const string **ASSET\_NAME** = "File Browser PRO"  
*Name of the asset.*
- const string **ASSET\_NAME\_SHORT** = "FB PRO"  
*Short name of the asset.*
- const string **ASSET\_VERSION** = "2022.2.0"  
*Version of the asset.*
- const int **ASSET\_BUILD** = 20220818  
*Build number of the asset.*
- static readonly System.DateTime **ASSET\_CREATED** = new System.DateTime(2017, 8, 1)  
*Create date of the asset (YYYY, MM, DD).*
- static readonly System.DateTime **ASSET\_CHANGED** = new System.DateTime(2022, 8, 18)  
*Change date of the asset (YYYY, MM, DD).*
- const string **ASSET\_PRO\_URL** = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"  
*URL of the PRO asset in UAS.*
- const string **ASSET\_UPDATE\_CHECK\_URL** = "https://www.crosstales.com/media/assets/fb\_versions.txt"  
*URL for update-checks of the asset*
- const string **ASSET\_CONTACT** = "fb@crosstales.com"  
*Contact to the owner of the asset.*

- const string **ASSET\_MANUAL\_URL** = "https://www.crosstales.com/media/data/assets/FileBrowser/FileBrowser-doc.pdf"  
*URL of the asset manual.*
- const string **ASSET\_API\_URL** = "https://www.crosstales.com/media/data/assets/FileBrowser/api/"  
*URL of the asset API.*
- const string **ASSET\_FORUM\_URL** = "https://forum.unity.com/threads/file-browser-native-file-browser-for-standalone.510403/"  
*URL of the asset forum.*
- const string **ASSET\_WEB\_URL** = "https://www.crosstales.com/en/portfolio/FileBrowser/"  
*URL of the asset in crosstales.*
- const string **ASSET\_VIDEO\_TUTORIAL** = "https://youtu.be/nczXecD0uB0?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"  
*URL of the tutorial video of the asset (Youtube).*
- const string **ASSET\_3P\_RTFB** = "https://assetstore.unity.com/packages/slug/113006?aid=1011INGT"  
*URL of the 3rd party asset "Runtime File Browser".*
- const string **ASSET\_3P\_WEBGL** = "https://assetstore.unity.com/packages/slug/41902?aid=1011INGT"  
*URL of the 3rd party asset "WebGL Native File Browser".*
- const string **KEY\_PREFIX** = "FILEBROWSER\_CFG\_"
- const string **KEY\_ASSET\_PATH** = KEY\_PREFIX + "ASSET\_PATH"
- const string **KEY\_DEBUG** = KEY\_PREFIX + "DEBUG"
- const string **KEY\_NATIVE\_WINDOWS** = KEY\_PREFIX + "NATIVE\_WINDOWS"
- const bool **DEFAULT\_NATIVE\_WINDOWS** = false
- const string **FB\_SCENE\_OBJECT\_NAME** = "FileBrowser"  
*FB prefab scene name.*

## Additional Inherited Members

### 5.21.1 Detailed Description

Collected constants of very general utility for the asset.

### 5.21.2 Member Data Documentation

#### 5.21.2.1 ASSET\_3P\_RTFB

```
const string Crosstales.FB.Util.Constants.ASSET_3P_RTFB = "https://assetstore.unity.com/packages/slug/113006?aid=1011INGT" [static]
```

URL of the 3rd party asset "Runtime File Browser".



### 5.21.2.2 ASSET\_3P\_WEBGL

```
const string Crosstales.FB.Util.Constants.ASSET_3P_WEBGL = "https://assetstore.unity.com/packages/slug/41902?category=3D&query=webgl&sort=Relevance&page=1" [static]
```

URL of the 3rd party asset "WebGL Native File Browser".

### 5.21.2.3 ASSET\_API\_URL

```
const string Crosstales.FB.Util.Constants.ASSET_API_URL = "https://www.crosstales.com/media/data/assets/FileBrowser" [static]
```

URL of the asset API.

### 5.21.2.4 ASSET\_BUILD

```
const int Crosstales.FB.Util.Constants.ASSET_BUILD = 20220818 [static]
```

Build number of the asset.

### 5.21.2.5 ASSET\_CHANGED

```
readonly System.DateTime Crosstales.FB.Util.Constants.ASSET_CHANGED = new System.DateTime(2022, 8, 18) [static]
```

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

### 5.21.2.6 ASSET\_CONTACT

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

Contact to the owner of the asset.

### 5.21.2.7 ASSET\_CREATED

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

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

### 5.21.2.8 ASSET\_FORUM\_URL

```
const string Crosstales.FB.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/file-browser-nati  
510403/" [static]
```

URL of the asset forum.

### 5.21.2.9 ASSET\_MANUAL\_URL

```
const string Crosstales.FB.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/Fil  
pdf" [static]
```

URL of the asset manual.

### 5.21.2.10 ASSET\_NAME

```
const string Crosstales.FB.Util.Constants.ASSET_NAME = "File Browser PRO" [static]
```

Name of the asset.

### 5.21.2.11 ASSET\_NAME\_SHORT

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

Short name of the asset.

### 5.21.2.12 ASSET\_PRO\_URL

```
const string Crosstales.FB.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/98713?ai  
NGT" [static]
```

URL of the PRO asset in UAS.

### 5.21.2.13 ASSET\_UPDATE\_CHECK\_URL

```
const string Crosstales.FB.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.↵  
com/media/assets/fb_versions.txt" [static]
```

URL for update-checks of the asset

#### 5.21.2.14 ASSET\_VERSION

```
const string Crosstales.FB.Util.Constants.ASSET_VERSION = "2022.2.0" [static]
```

Version of the asset.

#### 5.21.2.15 ASSET\_VIDEO\_TUTORIAL

```
const string Crosstales.FB.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/nczXecD0u↵  
B0?list=PLgtonIOr6Tb4lXTMeeZ836tjHlKg0084S" [static]
```

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

#### 5.21.2.16 ASSET\_WEB\_URL

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

URL of the asset in crosstales.

#### 5.21.2.17 FB\_SCENE\_OBJECT\_NAME

```
const string Crosstales.FB.Util.Constants.FB_SCENE_OBJECT_NAME = "FileBrowser" [static]
```

[FB](#) prefab scene name.

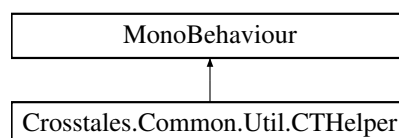
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↵  
Util/Constants.cs

## 5.22 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:



## Properties

- static [CTHelper Instance](#) [get]

### 5.22.1 Detailed Description

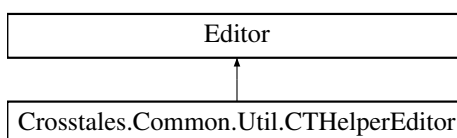
Helper to reset the necessary settings.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTHelper.cs

## 5.23 Crosstales.Common.Util.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.CTHelperEditor:



## Public Member Functions

- override void **OnInspectorGUI** ()

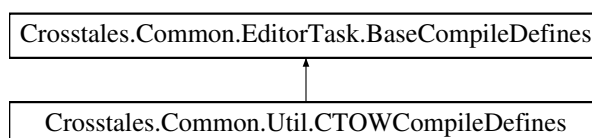
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTHelper.cs

## 5.24 Crosstales.Common.Util.CTOWCompileDefines Class Reference

Adds "CT\_OPENWINDOW" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTOWCompileDefines:



## Additional Inherited Members

### 5.24.1 Detailed Description

Adds "CT\_OPENWINDOW" define symbol to PlayerSettings define symbols.

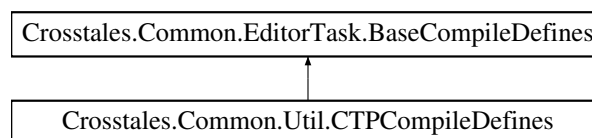
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/CT↔  
OpenWindow/Editor/CTOWCompileDefines.cs

## 5.25 Crosstales.Common.Util.CTPCompileDefines Class Reference

Adds "CT\_PROC" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTPCompileDefines:



## Additional Inherited Members

### 5.25.1 Detailed Description

Adds "CT\_PROC" define symbol to PlayerSettings define symbols.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/CT↔  
Process/Scripts/Editor/CTPCompileDefines.cs

## 5.26 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.*

## 5.26.1 Detailed Description

Wrapper for the PlayerPrefs.

## 5.26.2 Member Function Documentation

### 5.26.2.1 DeleteAll()

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

Deletes all keys.

### 5.26.2.2 DeleteKey()

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

Delete the key.

#### Parameters

<i>key</i>	Key to delete in the PlayerPrefs.
------------	-----------------------------------

### 5.26.2.3 GetBool()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.GetBool (
    string key ) [static]
```

Allows to get a bool from a key.

#### Parameters

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

#### Returns

Value for the key.

#### 5.26.2.4 GetColor()

```
static Color Crosstales.Common.Util.CTPlayerPrefs.GetColor (
    string key ) [static]
```

Allows to get a Color from a key.

##### Parameters

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

##### Returns

Value for the key.

#### 5.26.2.5 GetDate()

```
static System.DateTime Crosstales.Common.Util.CTPlayerPrefs.GetDate (
    string key ) [static]
```

Allows to get a DateTime from a key.

##### Parameters

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

##### Returns

Value for the key.

#### 5.26.2.6 GetFloat()

```
static float Crosstales.Common.Util.CTPlayerPrefs.GetFloat (
    string key ) [static]
```

Allows to get a float from a key.

##### Parameters

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

##### Returns

Value for the key.



### 5.26.2.7 GetInt()

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

Allows to get an int from a key.

#### Parameters

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

#### Returns

Value for the key.

### 5.26.2.8 GetLanguage()

```
static SystemLanguage Crosstales.Common.Util.CTPlayerPrefs.GetLanguage (
    string key ) [static]
```

Allows to get a SystemLanguage from a key.

#### Parameters

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

#### Returns

Value for the key.

### 5.26.2.9 GetQuaternion()

```
static Quaternion Crosstales.Common.Util.CTPlayerPrefs.GetQuaternion (
    string key ) [static]
```

Allows to get a Quaternion from a key.

#### Parameters

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

**Returns**

Value for the key.

**5.26.2.10 GetString()**

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

Allows to get a string from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.26.2.11 GetVector2()**

```
static Vector2 Crosstales.Common.Util.CTPlayerPrefs.GetVector2 (
    string key ) [static]
```

Allows to get a Vector2 from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.26.2.12 GetVector3()**

```
static Vector3 Crosstales.Common.Util.CTPlayerPrefs.GetVector3 (
    string key ) [static]
```

Allows to get a Vector3 from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.26.2.13 GetVector4()**

```
static Vector4 Crosstales.Common.Util.CTPlayerPrefs.GetVector4 (  
    string key ) [static]
```

Allows to get a Vector4 from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.26.2.14 HasKey()**

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

Exists the key?

**Parameters**

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

**Returns**

Value for the key.

**5.26.2.15 Save()**

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

Saves all modifications.

#### 5.26.2.16 SetBool()

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

Allows to set a bool for a key.

##### Parameters

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

#### 5.26.2.17 SetColor()

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

Allows to set a Color for a key.

##### Parameters

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

#### 5.26.2.18 SetDate()

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

Allows to set a DateTime for a key.

##### Parameters

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

### 5.26.2.19 SetFloat()

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

Allows to set a float for a key.

#### Parameters

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

### 5.26.2.20 SetInt()

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

Allows to set an int for a key.

#### Parameters

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

### 5.26.2.21 SetLanguage()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetLanguage (
    string key,
    SystemLanguage language ) [static]
```

Allows to set a SystemLanguage for a key.

#### Parameters

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

### 5.26.2.22 SetQuaternion()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetQuaternion (
```

```
string key,  
Quaternion value ) [static]
```

Allows to set a Quaternion for a key.

#### Parameters

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

#### 5.26.2.23 SetString()

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

Allows to set a string for a key.

#### Parameters

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

#### 5.26.2.24 SetVector2()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector2 (  
    string key,  
    Vector2 value ) [static]
```

Allows to set a Vector2 for a key.

#### Parameters

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

#### 5.26.2.25 SetVector3()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector3 (  
    string key,  
    Vector3 value ) [static]
```

Allows to set a Vector3 for a key.

## Parameters

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

### 5.26.2.26 SetVector4()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector4 (
    string key,
    Vector4 value ) [static]
```

Allows to set a Vector4 for a key.

## Parameters

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

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTPlayerPrefs.cs

## 5.27 Crosstales.Common.Util.CTPMacOSPostProcessor Class Reference

Post processor for macOS.

### Static Public Member Functions

- static void **OnPostprocessBuild** (BuildTarget target, string pathToBuiltProject)

### 5.27.1 Detailed Description

Post processor for macOS.

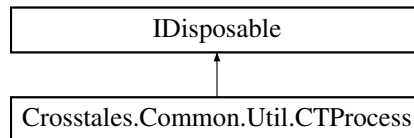
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/CT↔ Process/Scripts/Editor/CTPMacOSPostProcessor.cs

## 5.28 Crosstales.Common.Util.CTProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTProcess:



### Public Member Functions

- void [Start](#) ()
 

*Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.*
- void [Start](#) (CTProcessStartInfo info)
 

*Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..*
- void [Kill](#) ()
 

*Immediately stops the associated process.*
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()
- void [Start](#) ()
 

*Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.*
- void [Start](#) (CTProcessStartInfo info)
 

*Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..*
- void [Kill](#) ()
 

*Immediately stops the associated process.*
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

### Public Attributes

- uint [ExitCode](#) => exitCode
 

*Gets the value that the associated process specified when it terminated.*



## Properties

- System.IntPtr **Handle** [get]  
*Gets the native handle of the associated process.*
- int **Id** [get]  
*Gets the unique identifier for the associated process.*
- CTProcessStartInfo **StartInfo** [get, set]  
*Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.*
- bool **HasExited** [get]  
*Gets a value indicating whether the associated process has been terminated.*
- System.DateTime **StartTime** [get]  
*Gets the time that the associated process was started.*
- System.DateTime **ExitTime** [get]  
*Gets the time that the associated process exited.*
- System.IO.StreamReader **StandardOutput** [get]  
*Gets a stream used to read the textual output of the application.*
- System.IO.StreamReader **StandardError** [get]  
*Gets a stream used to read the error output of the application.*
- bool **isBusy** [get]  
*Gets a value indicating whether the associated process has been busy.*

## Events

- System.EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

### 5.28.1 Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

### 5.28.2 Member Function Documentation

#### 5.28.2.1 Kill() [1/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

### 5.28.2.2 Kill() [2/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

### 5.28.2.3 Start() [1/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

### 5.28.2.4 Start() [2/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

### 5.28.2.5 Start() [3/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

### 5.28.2.6 Start() [4/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

## 5.28.3 Member Data Documentation

### 5.28.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode => exitCode
```

Gets the value that the associated process specified when it terminated.

## 5.28.4 Property Documentation

### 5.28.4.1 ExitTime

```
System.DateTime Crosstales.Common.Util.CTProcess.ExitTime [get]
```

Gets the time that the associated process exited.

### 5.28.4.2 Handle

```
System.IntPtr Crosstales.Common.Util.CTProcess.Handle [get]
```

Gets the native handle of the associated process.

### 5.28.4.3 HasExited

```
bool Crosstales.Common.Util.CTProcess.HasExited [get]
```

Gets a value indicating whether the associated process has been terminated.

### 5.28.4.4 Id

```
int Crosstales.Common.Util.CTProcess.Id [get]
```

Gets the unique identifier for the associated process.

### 5.28.4.5 isBusy

```
bool Crosstales.Common.Util.CTProcess.isBusy [get]
```

Gets a value indicating whether the associated process has been busy.

#### 5.28.4.6 StandardError

`System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError [get]`

Gets a stream used to read the error output of the application.

#### 5.28.4.7 StandardOutput

`System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput [get]`

Gets a stream used to read the textual output of the application.

#### 5.28.4.8 StartInfo

`CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo [get], [set]`

Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.

#### 5.28.4.9 StartTime

`System.DateTime Crosstales.Common.Util.CTProcess.StartTime [get]`

Gets the time that the associated process was started.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/CT↵  
Process/Scripts/CTProcess.cs

## 5.29 Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↵  
StartInfo"-class with the most important properties).

## Properties

- bool [UseThread](#) [get, set]  
*Gets or sets the application to be threaded.*
- bool [UseCmdExecute](#) [get, set]  
*Gets or sets the application to be started in cmd (command prompt).*
- string [FileName](#) [get, set]  
*Gets or sets the application or document to start.*
- string [Arguments](#) [get, set]  
*Gets or sets the set of command-line arguments to use when starting the application.*
- bool [CreateNoWindow](#) [get, set]  
*Gets or sets a value indicating whether to start the process in a new window.*
- string [WorkingDirectory](#) [get, set]  
*Gets or sets the working directory for the process to be started.*
- bool [RedirectStandardOutput](#) [get, set]  
*Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.*
- bool [RedirectStandardError](#) [get, set]  
*Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.*
- System.Text.Encoding [StandardOutputEncoding](#) [get, set]  
*Gets or sets the preferred encoding for standard output (UTF8 per default).*
- System.Text.Encoding [StandardErrorEncoding](#) [get, set]  
*Gets or sets the preferred encoding for error output (UTF8 per default).*
- bool [UseShellExecute](#) [get, set]  
*Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).*

### 5.29.1 Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).

### 5.29.2 Property Documentation

#### 5.29.2.1 Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

#### 5.29.2.2 CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

### 5.29.2.3 FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName [get], [set]
```

Gets or sets the application or document to start.

### 5.29.2.4 RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

### 5.29.2.5 RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

### 5.29.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get],  
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

### 5.29.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get],  
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

### 5.29.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

### 5.29.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

### 5.29.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread [get], [set]
```

Gets or sets the application to be threaded.

### 5.29.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory [get], [set]
```

Gets or sets the working directory for the process to be started.

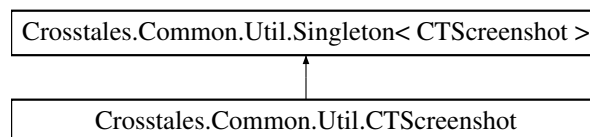
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/CT↵  
Process/Scripts/CTProcess.cs

## 5.30 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

### 5.30.1 Detailed Description

Take screen shots inside an application.

### 5.30.2 Member Function Documentation

#### 5.30.2.1 Capture()

```
void Crosstales.Common.Util.CTScreenshot.Capture ( )
```

Capture the screen.

### 5.30.3 Member Data Documentation

#### 5.30.3.1 KeyCode

```
KeyCode Crosstales.Common.Util.CTScreenshot.KeyCode = KeyCode.F8
```

summary>Show file location (default: true).

#### 5.30.3.2 Prefix

```
string Crosstales.Common.Util.CTScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

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



### 5.30.3.3 Scale

```
int Crosstales.Common.Util.CTScreenshot.Scale = 1
```

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

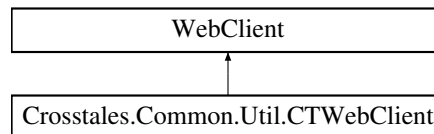
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/CTScreenshot/Scripts/CTScreenshot.cs

## 5.31 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*

### 5.31.1 Detailed Description

Specialized WebClient.

### 5.31.2 Property Documentation

### 5.31.2.1 ConnectionLimit

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

Connection limit for all WebClients

### 5.31.2.2 Timeout

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

Timeout in milliseconds

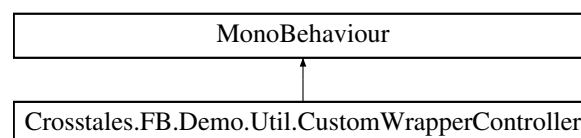
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↵  
Util/CTWebClient.cs

## 5.32 Crosstales.FB.Demo.Util.CustomWrapperController Class Reference

Controls the custom wrapper in demo builds.

Inheritance diagram for Crosstales.FB.Demo.Util.CustomWrapperController:



### Public Attributes

- [Crosstales.FB.Wrapper.BaseCustomFileBrowser Wrapper](#)

### 5.32.1 Detailed Description

Controls the custom wrapper in demo builds.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demos/↵  
Scripts/CustomWrapperController.cs

## 5.33 Crosstales.FB.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 the all changeable variables.*
- static void [Save](#) ()  
*Saves the all changeable variables.*

### Static Public Attributes

- static bool [UPDATE\\_CHECK](#) = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT\_UPDATE\_CHECK  
*Enable or disable update-checks for the asset.*
- static bool [COMPILE\\_DEFINES](#) = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT\_COMPILE\_DEFINES  
*Enable or disable adding compile define "CT\_FB" for the asset.*
- static bool [PREFAB\\_AUTOLOAD](#) = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT\_PREFAB\_AUTOLOAD  
*Automatically load and add the prefabs to the scene.*
- static bool [HIERARCHY\\_ICON](#) = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT\_HIERARCHY\_ICON  
*Enable or disable the icon in the hierarchy.*
- static bool [MACOS\\_MODIFY\\_BUNDLE](#) = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT\_MACOS\_MODIFY\_BUNDLE  
*Enable or disable the modifications of the bundle under macOS.*
- static bool [WSA\\_MODIFY\\_MANIFEST](#) = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT\_WSA\_MODIFY\_MANIFEST  
*Enable or disable the modifications of the Package.appxmanifest under UWP (WSA).*
- static bool [isLoading](#)  
*Is the configuration loaded?*
- static string [PREFAB\\_PATH](#) => [ASSET\\_PATH](#) + Crosstales.FB.EditorUtil.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.*

#### 5.33.1 Detailed Description

Editor configuration for the asset.

#### 5.33.2 Member Function Documentation

### 5.33.2.1 Load()

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

Loads the all changeable variables.

### 5.33.2.2 Reset()

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

Resets all changeable variables to their default value.

### 5.33.2.3 Save()

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

Saves the all changeable variables.

## 5.33.3 Member Data Documentation

### 5.33.3.1 COMPILE\_DEFINES

```
bool Crosstales.FB.EditorUtil.EditorConfig.COMPILE_DEFINES = Crosstales.FB.EditorUtil.Editor↵  
Constants.DEFAULT_COMPILE_DEFINES [static]
```

Enable or disable adding compile define "CT\_FB" for the asset.

### 5.33.3.2 HIERARCHY\_ICON

```
bool Crosstales.FB.EditorUtil.EditorConfig.HIERARCHY_ICON = Crosstales.FB.EditorUtil.Editor↵  
Constants.DEFAULT_HIERARCHY_ICON [static]
```

Enable or disable the icon in the hierarchy.

### 5.33.3.3 isLoaded

```
bool Crosstales.FB.EditorUtil.EditorConfig.isLoaded [static]
```

Is the configuration loaded?

### 5.33.3.4 MACOS\_MODIFY\_BUNDLE

```
bool Crosstales.FB.EditorUtil.EditorConfig.MACOS_MODIFY_BUNDLE = Crosstales.FB.EditorUtil.Editor↵  
EditorConstants.DEFAULT_MACOS_MODIFY_BUNDLE [static]
```

Enable or disable the modifications of the bundle under macOS.

### 5.33.3.5 PREFAB\_AUTOLOAD

```
bool Crosstales.FB.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = Crosstales.FB.EditorUtil.Editor↵  
Constants.DEFAULT_PREFAB_AUTOLOAD [static]
```

Automatically load and add the prefabs to the scene.

### 5.33.3.6 PREFAB\_PATH

```
string Crosstales.FB.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + Crosstales.FB.EditorConst↵  
[static]
```

Returns the path of the prefabs.

#### Returns

The path of the prefabs.

### 5.33.3.7 UPDATE\_CHECK

```
bool Crosstales.FB.EditorUtil.EditorConfig.UPDATE_CHECK = Crosstales.FB.EditorUtil.Editor↵  
Constants.DEFAULT_UPDATE_CHECK [static]
```

Enable or disable update-checks for the asset.

### 5.33.3.8 WSA\_MODIFY\_MANIFEST

```
bool Crosstales.FB.EditorUtil.EditorConfig.WSA_MODIFY_MANIFEST = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT_WSA_MODIFY_MANIFEST [static]
```

Enable or disable the modifications of the Package.appxmanifest under UWP (WSA).

## 5.33.4 Property Documentation

### 5.33.4.1 ASSET\_PATH

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

Returns the path to the asset inside the Unity project.

#### Returns

The path to the asset inside the Unity project.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/Editor/Util/EditorConfig.cs

## 5.34 Crosstales.FB.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\_MACOS\_MODIFY\_BUNDLE** = Constants.KEY\_PREFIX + "MACOS\_MODIFY\_BUNDLE"
- const string **KEY\_WSA\_MODIFY\_MANIFEST** = Constants.KEY\_PREFIX + "WSA\_MODIFY\_MANIFEST"
- const string **KEY\_UPDATE\_DATE** = Constants.KEY\_PREFIX + "UPDATE\_DATE"
- const string **DEFAULT\_ASSET\_PATH** = "/Plugins/crosstales/[FileBrowser](#)"
- const bool **DEFAULT\_UPDATE\_CHECK** = false
- const bool **DEFAULT\_COMPILE\_DEFINES** = true
- const bool **DEFAULT\_PREFAB\_AUTOLOAD** = false
- const bool **DEFAULT\_HIERARCHY\_ICON** = false
- const bool **DEFAULT\_MACOS\_MODIFY\_BUNDLE** = true
- const bool **DEFAULT\_WSA\_MODIFY\_MANIFEST** = 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** => "98713"  
*Returns the ID of the asset in UAS.*
- static System.Guid **ASSET\_UID** => new System.Guid("f9c139be-4da6-4d0f-894a-0675635af15f")  
*Returns the UID of the asset.*

### 5.34.1 Detailed Description

Collected editor constants of very general utility for the asset.

### 5.34.2 Member Data Documentation

#### 5.34.2.1 ASSET\_ID

```
string Crosstales.FB.EditorUtil.EditorConstants.ASSET_ID => "98713" [static]
```

Returns the ID of the asset in UAS.

##### Returns

The ID of the asset in UAS.

#### 5.34.2.2 ASSET\_UID

```
System.Guid Crosstales.FB.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("f9c139be-4da6-4d0f-894a-06") [static]
```

Returns the UID of the asset.

##### Returns

The UID of the asset.

#### 5.34.2.3 ASSET\_URL

```
string Crosstales.FB.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.

#### 5.34.2.4 PREFAB\_SUBPATH

```
string Crosstales.FB.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Resources/Prefabs/" [static]
```

Sub-path to the prefabs.

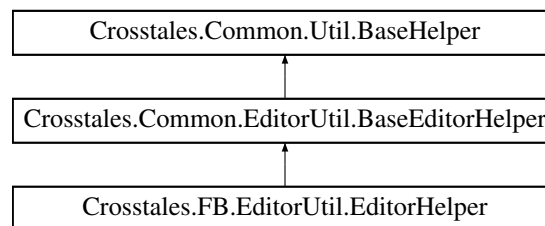
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Util/EditorConstants.cs

## 5.35 Crosstales.FB.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.FB.EditorUtil.EditorHelper:



### Static Public Member Functions

- static void [FBUnavailable](#) ()  
*Shows an "FileBrowser unavailable"-UI.*
- static void [InstantiatePrefab](#) (string prefabName)  
*Instantiates a prefab.*

### Static Public Attributes

- const int [GO\\_ID](#) = 26  
*Start index inside the "GameObject"-menu.*
- const int [MENU\\_ID](#) = 11018  
*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\_File** => loadImage(ref icon\_file, "icon\_file.png")
- static Texture2D **Asset\_RTFB** => loadImage(ref asset\_RTFB, "asset\_RTFB.png")
- static bool [isFileBrowserInScene](#) => GameObject.FindObjectOfType(typeof([FileBrowser](#))) != null  
*Checks if the 'FileBrowser'-prefab is in the scene.*



## Additional Inherited Members

### 5.35.1 Detailed Description

Editor helper class.

### 5.35.2 Member Function Documentation

#### 5.35.2.1 FBUnavailable()

```
static void Crosstales.FB.EditorUtil.EditorHelper.FBUnavailable ( ) [static]
```

Shows an "FileBrowser unavailable"-[UI](#).

#### 5.35.2.2 InstantiatePrefab()

```
static void Crosstales.FB.EditorUtil.EditorHelper.InstantiatePrefab (
    string prefabName ) [static]
```

Instantiates a prefab.

##### Parameters

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

### 5.35.3 Member Data Documentation

#### 5.35.3.1 GO\_ID

```
const int Crosstales.FB.EditorUtil.EditorHelper.GO_ID = 26 [static]
```

Start index inside the "GameObject"-menu.

### 5.35.3.2 isFileBrowserInScene

```
bool Crosstales.FB.EditorUtil.EditorHelper.isFileBrowserInScene => GameObject.FindObjectOfType<FileBrowser>() != null [static]
```

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

#### Returns

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

### 5.35.3.3 MENU\_ID

```
const int Crosstales.FB.EditorUtil.EditorHelper.MENU_ID = 11018 [static]
```

Start index inside the "Tools"-menu.

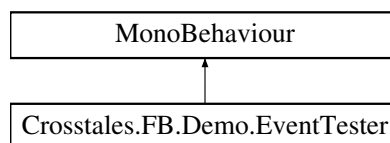
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/Editor/Util/EditorHelper.cs

## 5.36 Crosstales.FB.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.FB.Demo.EventTester:



### Public Member Functions

- void **OnOpenFilesCompleted** (bool selected, string singleFile, string listOfFiles)
- void **OnOpenFoldersCompleted** (bool selected, string singleFolder, string listOfFolders)
- void **OnSaveFileCompleted** (bool selected, string saveFile)

### 5.36.1 Detailed Description

Simple test script for all UnityEvent-callbacks.

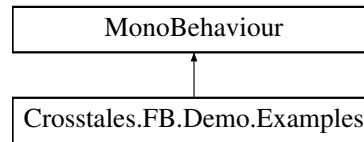
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demos/Scripts/EventTester.cs

## 5.37 Crosstales.FB.Demo.Examples Class Reference

[Examples](#) for all methods.

Inheritance diagram for Crosstales.FB.Demo.Examples:



### Public Member Functions

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

### Public Attributes

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

#### 5.37.1 Detailed Description

[Examples](#) for all methods.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demos/↔ Scripts/Examples.cs

## 5.38 Crosstales.FB.Extension Struct Reference

### Public Member Functions

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

## Public Attributes

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

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↵  
Native/FileBrowserWSAImpl.cs

## 5.39 Crosstales.FB.ExtensionFilter Struct Reference

Filter for extensions.

### Public Member Functions

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

### Public Attributes

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

### 5.39.1 Detailed Description

Filter for extensions.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/File↵  
Browser.cs

## 5.40 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.StringComparison.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.StringComparison.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.StringComparison.OrdinalIgnoreCase)  
*Extension method for strings. Returns the index of the last occurrence of a given string.*
- static int [CTIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

- Extension method for strings. Returns the index of the first occurrence 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 occurrence 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[] **CTToStringArray< 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 a 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.*

## 5.40.1 Detailed Description

Various extension methods.

## 5.40.2 Member Function Documentation

### 5.40.2.1 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

<i>str</i>	String-instance.
<i>replacement</i>	Replacement string pattern (default: "#nl#", optional).
<i>newLine</i>	New line string (default: System.Environment.NewLine, optional).

#### Returns

Replaced string with new lines.

### 5.40.2.2 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

<i>dict</i>	IDictionary-instance.
<i>collection</i>	Dictionary to add.

### 5.40.2.3 CTClearLineEndings()

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

Extension method for strings. Cleans a given text from line endings.

#### Parameters

<i>str</i>	Input to clean.
------------	-----------------

#### Returns

Clean text without line endings.

### 5.40.2.4 CTClearSpaces()

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

Extension method for strings. Cleans a given text from multiple spaces.

#### Parameters

<i>str</i>	Input to clean.
------------	-----------------

#### Returns

Clean text without multiple spaces.

### 5.40.2.5 CTClearTags()

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

Extension method for strings. Cleans a given text from tags.

#### Parameters

<i>str</i>	Input to clean.
------------	-----------------

**Returns**

Clean text without tags.

**5.40.2.6 CTColorRGB()**

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

Extension method for Vector3. Convert it to a Color.

**Parameters**

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

**Returns**

Color from RGB.

**5.40.2.7 CTColorRGBA()**

```
static Color Crosstales.ExtensionMethods.CTColorRGBA (
    this Vector4 rgba ) [static]
```

Extension method for Vector4. Convert it to a Color.

**Parameters**

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

**Returns**

Color from RGBA.

**5.40.2.8 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

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

## Returns

True if the string contains the given string.

**5.40.2.9 CTContainsAll()**

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

Extension method for strings. Contains all given strings.

## Parameters

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

## Returns

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

**5.40.2.10 CTContainsAny()**

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

Extension method for strings. Contains any given string.

## Parameters

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

**Returns**

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

**5.40.2.11 CTCorrectLossyScale()**

```
static Vector3 Crosstales.ExtensionMethods.CTCorrectLossyScale (  
    this Canvas canvas ) [static]
```

Extension method for Canvas. Convert current resolution scale.

**Parameters**

<i>canvas</i>	Canvas to convert.
---------------	--------------------

**Returns**

Vector3 with the correct scale.

**5.40.2.12 CTDump() [1/8]**

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Quaternion[] array ) [static]
```

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

**Parameters**

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

**Returns**

String with lines for all array entries.

**5.40.2.13 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**

<i>list</i>	Quaternion-IList-instance to dump.
-------------	------------------------------------

**Returns**

String with lines for all list entries.

**5.40.2.14 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**

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

**Returns**

String with lines for all list entries.

**5.40.2.15 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**

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

**Returns**

String with lines for all list entries.

**5.40.2.16 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**

<i>list</i>	Vector4-ILList-instance to dump.
-------------	----------------------------------

**Returns**

String with lines for all list entries.

**5.40.2.17 CTDump() [6/8]**

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

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

**Parameters**

<i>array</i>	Vector2-array-instance to dump.
--------------	---------------------------------

**Returns**

String with lines for all array entries.

**5.40.2.18 CTDump() [7/8]**

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

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

**Parameters**

<i>array</i>	Vector3-array-instance to dump.
--------------	---------------------------------

**Returns**

String with lines for all array entries.

**5.40.2.19 CTDump() [8/8]**

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

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

## Parameters

<i>array</i>	Vector4-array-instance to dump.
--------------	---------------------------------

## Returns

String with lines for all array entries.

**5.40.2.20 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

<i>dict</i>	IDictionary-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (default: false, optional).
<i>delimiter</i>	Delimiter if appendNewLine is false (default: "; ", optional).

## Returns

String with lines for all dictionary entries.

**5.40.2.21 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

<i>list</i>	IList-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (default: false, optional).
<i>delimiter</i>	Delimiter if appendNewLine is false (default: "; ", optional).

**Returns**

String with lines for all list entries.

**5.40.2.22 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**

<i>array</i>	Array-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (default: false, optional).
<i>delimiter</i>	Delimiter if appendNewLine is false (default: "; ", optional).

**Returns**

String with lines for all array entries.

**5.40.2.23 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**

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

**Returns**

True if the string is integer.

### 5.40.2.24 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

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

#### Returns

True if the string contains the given string.

### 5.40.2.25 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

<i>go</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

#### Returns

GameObject with the given name or null.

### 5.40.2.26 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

<i>mb</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

## Returns

GameObject with the given name or null.

**5.40.2.27 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

<i>transform</i>	Parent of the current children.
<i>name</i>	Name of the transform.

## Returns

Transform with the given name or null.

**5.40.2.28 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

<i>go</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

## Returns

Component with the given type or null.

**5.40.2.29 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**

<i>mb</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

**Returns**

Component with the given type or null.

**5.40.2.30 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**

<i>transform</i>	Parent of the current children.
<i>name</i>	Name of the transform.

**Returns**

Component with the given type or null.

**5.40.2.31 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

<i>component</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.
<i>maxDepth</i>	Maximal depth of the search (default 0, optional).

## Returns

List of GameObjects with the given name or empty list.

**5.40.2.32 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

<i>component</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

## Returns

List of GameObjects with the given name or empty list.

## Type Constraints

***T* : Component**

**5.40.2.33 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.

**5.40.2.34 CTFlipHorizontal()**

```
static Texture2D Crosstales.ExtensionMethods.CTFlipHorizontal (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Flips a Texture2D horizontally



**Parameters**

<i>texture</i>	Texture to flip.
----------------	------------------

**Returns**

Horizontally flipped Texture2D.

**5.40.2.35 CTFlipVertical()**

```
static Texture2D Crosstales.ExtensionMethods.CTFlipVertical (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Flips a Texture2D vertically

**Parameters**

<i>texture</i>	Texture to flip.
----------------	------------------

**Returns**

Vertically flipped Texture2D.

**5.40.2.36 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**

<i>str</i>	Input Base64-string.
<i>encoding</i>	Encoding of the string (default: UTF8, optional).

**Returns**

Base64-string value as converted string.

### 5.40.2.37 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

<i>str</i>	Input Base64-string.
------------	----------------------

#### Returns

Base64-Byte-array from the Base64-string.

### 5.40.2.38 CTGetBottom()

```
static float Crosstales.ExtensionMethods.CTGetBottom (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Bottom-property of a RectTransform.

#### Parameters

<i>transform</i>	RectTransform to get the Bottom-property.
------------------	---

#### Returns

Bottom-property of the RectTransform.

### 5.40.2.39 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

<i>go</i>	GameObject to calculate the bounds.
-----------	-------------------------------------

#### Returns

Bounds of the GameObject.

#### 5.40.2.40 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

<i>transform</i>	RectTransform to calculate the bounds.
<i>uiScaleFactor</i>	Scale of the <a href="#">UI</a> (default: 1.0, optional).

##### Returns

Bounds of the RectTransform.

#### 5.40.2.41 CTGetLeft()

```
static float Crosstales.ExtensionMethods.CTGetLeft (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Left-property of a RectTransform.

##### Parameters

<i>transform</i>	RectTransform to get the Left-property.
------------------	---

##### Returns

Left-property of the RectTransform.

#### 5.40.2.42 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

<i>transform</i>	RectTransform-instance.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

## Returns

Array of the four local corners of the RectTransform.

**5.40.2.43 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

<i>transform</i>	RectTransform-instance.
<i>fourCornersArray</i>	Corners for the RectTransform.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

**5.40.2.44 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

<i>transform</i>	RectTransform to get the Left/Right/Top/Bottom-properties.
------------------	--

## Returns

Left/Right/Top/Bottom-properties of the RectTransform as Vector4.

#### 5.40.2.45 CTGetRight()

```
static float Crosstales.ExtensionMethods.CTGetRight (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Right-property of a RectTransform.

##### Parameters

<i>transform</i>	RectTransform to get the Right-property.
------------------	--

##### Returns

Right-property of the RectTransform.

#### 5.40.2.46 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

<i>transform</i>	RectTransform-instance.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

##### Returns

Array of the four screen (world) corners of the RectTransform.

#### 5.40.2.47 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**

<i>transform</i>	RectTransform-instance.
<i>fourCornersArray</i>	Corners for the RectTransform.
<i>canvas</i>	Relevant canvas.
<i>inset</i>	Inset from the corners (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

**5.40.2.48 CTGetTop()**

```
static float Crosstales.ExtensionMethods.CTGetTop (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Top-property of a RectTransform.

**Parameters**

<i>transform</i>	RectTransform to get the Top-property.
------------------	--

**Returns**

Top-property of the RectTransform.

**5.40.2.49 CTHasActiveClip()**

```
static bool Crosstales.ExtensionMethods.CTHasActiveClip (
    this AudioSource source ) [static]
```

Extension method for AudioSource. Determines if an AudioSource has an active clip.

**Parameters**

<i>source</i>	AudioSource to check.
---------------	-----------------------

**Returns**

True if the AudioSource has an active clip.

**5.40.2.50 CTHasInvalidChars()**

```
static bool Crosstales.ExtensionMethods.CTHasInvalidChars (
    this string str ) [static]
```

Extension method for strings. Checks if the string has invalid characters.



**Parameters**

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

**Returns**

True if the string has invalid characters.

**5.40.2.51 CThasLineEndings()**

```
static bool Crosstales.ExtensionMethods.CThasLineEndings (  
    this string str ) [static]
```

Extension method for strings. Checks if the string has line endings.

**Parameters**

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

**Returns**

True if the string has line endings.

**5.40.2.52 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**

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

**Returns**

Hex-string value as Color.

**5.40.2.53 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**

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

**Returns**

Hex-string value as Color32.

**5.40.2.54 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**

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

**Returns**

Hex-string value as converted string.

**5.40.2.55 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 occurrence of a given string.

**Parameters**

<i>str</i>	String-instance.
<i>toCheck</i>	String for the index.
<i>startIndex</i>	Start index for the check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

**Returns**

The index of the first occurrence of the given string if the string is integer.

**5.40.2.56 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 occurrence of a given string.

**Parameters**

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

**Returns**

The index of the first occurrence of the given string if the string is integer.

**5.40.2.57 CTIsAlphanumeric()**

```
static bool Crosstales.ExtensionMethods.CTIsAlphanumeric (
    this string str ) [static]
```

Extension method for strings. Checks if the string is alphanumeric.

**Parameters**

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

**Returns**

True if the string is alphanumeric.

**5.40.2.58 CTIsCreditcard()**

```
static bool Crosstales.ExtensionMethods.CTIsCreditcard (
    this string str ) [static]
```

Extension method for strings. Checks if the string is a creditcard.

**Parameters**

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

**Returns**

True if the string is a creditcard.

**5.40.2.59 CTisEmail()**

```
static bool Crosstales.ExtensionMethods.CTisEmail (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an email address.

**Parameters**

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

**Returns**

True if the string is an email address.

**5.40.2.60 CTisInteger()**

```
static bool Crosstales.ExtensionMethods.CTisInteger (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is integer.

**Parameters**

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

**Returns**

True if the string is integer.

**5.40.2.61 CTisIPv4()**

```
static bool Crosstales.ExtensionMethods.CTisIPv4 (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an IPv4 address.

**Parameters**

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

**Returns**

True if the string is an IPv4 address.

**5.40.2.62 CTIsNumeric()**

```
static bool Crosstales.ExtensionMethods.CTIsNumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is numeric.

**Parameters**

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

**Returns**

True if the string is numeric.

**5.40.2.63 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**

<i>renderer</i>	Renderer to test the visibility.
<i>camera</i>	Camera for the test.

**Returns**

True if the renderer is visible by the given camera.

#### 5.40.2.64 CTisWebsite()

```
static bool Crosstales.ExtensionMethods.CTisWebsite (
    this string str ) [static]
```

Extension method for strings. Checks if the string is a website address.

##### Parameters

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

##### Returns

True if the string is a website address.

#### 5.40.2.65 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 occurrence of a given string.

##### Parameters

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

##### Returns

The index of the last occurrence of the given string if the string is integer.

#### 5.40.2.66 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

<i>a</i>	First vector
<i>b</i>	Second vector

**Returns**

The  $ax*bx$ ,  $ay*by$  result.

**5.40.2.67 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**

<i>a</i>	First vector
<i>b</i>	Second vector

**Returns**

The  $ax*bx$ ,  $ay*by$ ,  $az*bz$  result.

**5.40.2.68 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**

<i>a</i>	First vector
<i>b</i>	Second vector

**Returns**

The  $ax*bx$ ,  $ay*by$ ,  $az*bz$ ,  $aw*bw$  result.

**5.40.2.69 CTQuaternion() [1/2]**

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (  
    this Vector3 eulerAngle ) [static]
```

Extension method for Vector3. Convert it to a Quaternion.



**Parameters**

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

**Returns**

Quaternion from euler angles.

**5.40.2.70 CTQuaternion()** [2/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (  
    this Vector4 angle ) [static]
```

Extension method for Vector4. Convert it to a Quaternion.

**Parameters**

<i>angle</i>	Vector4-instance to convert.
--------------	------------------------------

**Returns**

Quaternion from Vector4.

**5.40.2.71 CTReadFully()**

```
static byte [] Crosstales.ExtensionMethods.CTReadFully (  
    this System.IO.Stream input ) [static]
```

Extension method for Stream. Reads the full content of a Stream.

**Parameters**

<i>input</i>	Stream-instance to read.
--------------	--------------------------

**Returns**

Byte-array of the Stream content.

**5.40.2.72 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

<i>str</i>	String-instance.
<i>replacement</i>	Replacement string pattern (default: "#nl#", optional).
<i>newLine</i>	New line string (default: System.Environment.NewLine, optional).

#### Returns

Replaced string without new lines.

#### 5.40.2.73 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

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

#### Returns

Replaced string.

#### 5.40.2.74 CTReverse()

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

Extension method for strings. Reverses a string.

**Parameters**

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

**Returns**

Reversed string.

**5.40.2.75 CTRotate180()**

```
static Texture2D Crosstales.ExtensionMethods.CTRotate180 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 180 degrees.

**Parameters**

<i>texture</i>	Texture to rotate.
----------------	--------------------

**Returns**

Rotated Texture.

**5.40.2.76 CTRotate270()**

```
static Texture2D Crosstales.ExtensionMethods.CTRotate270 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 270 degrees.

**Parameters**

<i>texture</i>	Texture to rotate.
----------------	--------------------

**Returns**

Rotated Texture.

**5.40.2.77 CTRotate90()**

```
static Texture2D Crosstales.ExtensionMethods.CTRotate90 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 90 degrees.

**Parameters**

<i>texture</i>	Texture to rotate.
----------------	--------------------

**Returns**

Rotated Texture.

**5.40.2.78 CTSetBottom()**

```
static void Crosstales.ExtensionMethods.CTSetBottom (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Bottom-property of a RectTransform.

**Parameters**

<i>transform</i>	RectTransform to set the Bottom-property.
<i>value</i>	Value for the Bottom-property.

**5.40.2.79 CTSetLeft()**

```
static void Crosstales.ExtensionMethods.CTSetLeft (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Left-property of a RectTransform.

**Parameters**

<i>transform</i>	RectTransform to set the Left-property.
<i>value</i>	Value for the Left-property.

**5.40.2.80 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

<i>transform</i>	RectTransform to set the Left/Right/Top/Bottom-properties.
<i>lrtb</i>	Left/Right/Top/Bottom-properties as Vector4.

**5.40.2.81 CTSetRight()**

```
static void Crosstales.ExtensionMethods.CTSetRight (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Right-property of a RectTransform.

## Parameters

<i>transform</i>	RectTransform to set the Right-property.
<i>value</i>	Value for the Right-property.

**5.40.2.82 CTSetTop()**

```
static void Crosstales.ExtensionMethods.CTSetTop (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Top-property of a RectTransform.

## Parameters

<i>transform</i>	RectTransform to set the Top-property.
<i>value</i>	Value for the Top-property.

**5.40.2.83 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

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

**5.40.2.84 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**

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

**5.40.2.85 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**

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

**Returns**

True if the string is integer.

**5.40.2.86 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**

<i>data</i>	Input as byte-array.
-------------	----------------------

**Returns**

Base64-string from the byte-array.

**5.40.2.87 CToBase64()** [2/2]

```
static string Crosstales.ExtensionMethods.CToBase64 (
    this string str,
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a string to a Base64-string.

**Parameters**

<i>str</i>	Input string.
<i>encoding</i>	Encoding of the string (default: UTF8, optional).

**Returns**

String value as converted Base64-string.

**5.40.2.88 CToByteArray()** [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToByteArray (
    this float[] array,
    int count = 0 ) [static]
```

Extension method for float-arrays. Converts a float-array to a byte-array.

**Parameters**

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of floats to convert (optional).

**Returns**

Converted byte-array.

**5.40.2.89 CToByteArray()** [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToByteArray (
    this string str,
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a string to a byte-array.



## Parameters

<i>str</i>	Input string.
<i>encoding</i>	Encoding of the string (default: UTF8, optional).

## Returns

Byte-array with the string.

**5.40.2.90 CTTToEXR()** [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToEXR (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a EXR byte-array.

## Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

## Returns

Converted Sprite as EXR byte-array.

**5.40.2.91 CTTToEXR()** [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToEXR (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a EXR byte-array.

## Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

## Returns

Converted Texture as EXR byte-array.

### 5.40.2.92 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

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of bytes to convert (optional).

#### Returns

Converted float-array.

### 5.40.2.93 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

<i>str</i>	Input string.
<i>addPrefix</i>	Add "0x"-as prefix (default: false, optional).

#### Returns

String value as converted Hex-string.

### 5.40.2.94 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

<i>input</i>	Color to convert.
--------------	-------------------

**Returns**

Color value as Hex (format "RRGGBB").

**5.40.2.95 CToHexRGB()** [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGB (  
    this Color32 input ) [static]
```

Extension method for Color32. Converts the value of a color to a RGB Hex-string.

**Parameters**

<i>input</i>	Color to convert.
--------------	-------------------

**Returns**

Color value as Hex (format "RRGGBB").

**5.40.2.96 CToHexRGBA()** [1/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color input ) [static]
```

Extension method for Color. Converts the value of a color to a RGBA Hex-string.

**Parameters**

<i>input</i>	Color to convert.
--------------	-------------------

**Returns**

Color value as Hex (format "RRGGBBAA").

**5.40.2.97 CToHexRGBA()** [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color32 input ) [static]
```

Extension method for Color32. Converts the value of a color to a RGBA Hex-string.

**Parameters**

<i>input</i>	Color to convert.
--------------	-------------------

**Returns**

Color value as Hex (format "RRGGBBAA").

**5.40.2.98 CToJPG() [1/2]**

```
static byte [] Crosstales.ExtensionMethods.CToJPG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a JPG byte-array.

**Parameters**

<i>sprite</i>	Sprite to convert.
---------------	--------------------

**Returns**

Converted Sprite as JPG byte-array.

**5.40.2.99 CToJPG() [2/2]**

```
static byte [] Crosstales.ExtensionMethods.CToJPG (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a JPG byte-array.

**Parameters**

<i>texture</i>	Texture to convert.
----------------	---------------------

**Returns**

Converted Texture as JPG byte-array.

**5.40.2.100 CToPNG() [1/2]**

```
static byte [] Crosstales.ExtensionMethods.CToPNG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a PNG byte-array.

**Parameters**

<i>sprite</i>	Sprite to convert.
---------------	--------------------

**Returns**

Converted Sprite as PNG byte-array.

**5.40.2.101 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**

<i>texture</i>	Texture to convert.
----------------	---------------------

**Returns**

Converted Texture as PNG byte-array.

**5.40.2.102 CTToSprite() [1/2]**

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (  
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to Sprite.

**Parameters**

<i>data</i>	byte-array-instance to convert.
-------------	---------------------------------

**Returns**

Converted Sprite.

**5.40.2.103 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

<i>texture</i>	Texture to convert.
<i>pixelsPerUnit</i>	Pixels per unit for the Sprite (default: 100, optional).

#### Returns

Converted Texture as Sprite.

### 5.40.2.104 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

<i>data</i>	Input string as byte-array.
<i>encoding</i>	Encoding of the string (default: UTF8, optional).

#### Returns

Byte-array with the string.

### 5.40.2.105 CTToString< T >()

```
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

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

#### Returns

String list with all entries (via ToString).

**5.40.2.106 CTToStringArray< T >()**

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

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

**Parameters**

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

**Returns**

String array with all entries (via ToString).

**5.40.2.107 CTToTexture()**

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture (  
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Texture.

**Parameters**

<i>data</i>	byte-array-instance to convert.
-------------	---------------------------------

**Returns**

Converted Texture.

**5.40.2.108 CTToTexture2D() [1/2]**

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture2D (  
    this Texture texture ) [static]
```

Extension method for Texture. Convert a Texture to a Texture2D

**Parameters**

<i>texture</i>	Texture to convert.
----------------	---------------------

**Returns**

Converted Texture2D.



**5.40.2.109 CToTexture2D()** [2/2]

```
static Texture2D Crosstales.ExtensionMethods.CToTexture2D (  
    this WebCamTexture texture ) [static]
```

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

**Parameters**

<i>texture</i>	WebCamTexture to convert.
----------------	---------------------------

**Returns**

Converted Texture2D.

**5.40.2.110 CToTGA()** [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToTGA (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a TGA byte-array.

**Parameters**

<i>sprite</i>	Sprite to convert.
---------------	--------------------

**Returns**

Converted Sprite as TGA byte-array.

**5.40.2.111 CToTGA()** [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToTGA (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a TGA byte-array.

**Parameters**

<i>texture</i>	Texture to convert.
----------------	---------------------

**Returns**

Converted Texture as TGA byte-array.

**5.40.2.112 CTToTitleCase()**

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

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

**Parameters**

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

**Returns**

Converted string in title case.

**5.40.2.113 CTVector3()** [1/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector3.

**Parameters**

<i>color</i>	Color-instance to convert.
--------------	----------------------------

**Returns**

Vector3 from color.

**5.40.2.114 CTVector3()** [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector3.

**Parameters**

<i>color</i>	Color-instance to convert.
--------------	----------------------------

**Returns**

Vector3 from color.

**5.40.2.115 CTVector3()** [3/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector3.

**Parameters**

<i>angle</i>	Quaternion-instance to convert.
--------------	---------------------------------

**Returns**

Vector3 from Quaternion.

**5.40.2.116 CTVector4()** [1/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector4.

**Parameters**

<i>color</i>	Color-instance to convert.
--------------	----------------------------

**Returns**

Vector4 from color.

**5.40.2.117 CTVector4()** [2/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector4.

## Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

## Returns

Vector4 from color.

**5.40.2.118 CTVector4()** [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector4.

## Parameters

<i>angle</i>	Quaternion-instance to convert.
--------------	---------------------------------

## Returns

Vector4 from Quaternion.

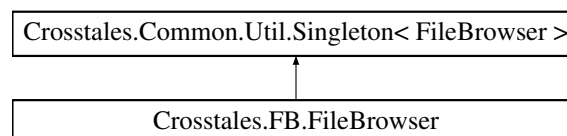
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/Extension↵  
Methods.cs

## 5.41 Crosstales.FB.FileBrowser Class Reference

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

Inheritance diagram for Crosstales.FB.FileBrowser:



## Public Member Functions

- delegate void **OpenFilesStart** ()
- delegate void **OpenFilesComplete** (bool selected, string singleFile, string[] files)
- delegate void **OpenFoldersStart** ()
- delegate void **OpenFoldersComplete** (bool selected, string singleFolder, string[] folders)
- delegate void **SaveFileStart** ()
- delegate void **SaveFileComplete** (bool selected, string file)
- string **OpenSingleFile** (string extension="\*")  
*Open native file browser for a single file.*
- string **OpenSingleFile** (string title, string directory, string defaultName, params string[] extensions)  
*Open native file browser for a single file.*
- string **OpenSingleFile** (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for a single file.*
- string[] **OpenFiles** (string extension="\*")  
*Open native file browser for multiple files.*
- string[] **OpenFiles** (string title, string directory, string defaultName, params string[] extensions)  
*Open native file browser for multiple files.*
- string[] **OpenFiles** (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for multiple files.*
- string **OpenSingleFolder** ()  
*Open native folder browser for a single folder.*
- string **OpenSingleFolder** (string title, string directory="")  
*Open native folder browser for a single folder. NOTE: Title is not supported under Windows and UWP (WSA)!*
- string[] **OpenFolders** ()  
*Open native folder browser for multiple folders. NOTE: Title and multiple folder selection are not supported under Windows and UWP (WSA)!*
- string[] **OpenFolders** (string title, string directory="")  
*Open native folder browser for multiple folders. NOTE: Title and multiple folder selection are not supported under Windows and UWP (WSA)!*
- string **SaveFile** (string defaultName="", string extension="\*")  
*Open native save file browser.*
- string **SaveFile** (string title, string directory, string defaultName, params string[] extensions)  
*Open native save file browser.*
- string **SaveFile** (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native save file browser*
- void **OpenSingleFileAsync** (string extension="\*")  
*Asynchronously opens native file browser for a single file.*
- void **OpenSingleFileAsync** (string title, string directory, string defaultName, params string[] extensions)  
*Asynchronously opens native file browser for a single file.*
- void **OpenSingleFileAsync** (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Asynchronously opens native file browser for a single file.*
- void **OpenFilesAsync** (bool multiselect=true, params string[] extensions)  
*Asynchronously opens native file browser for multiple files.*
- void **OpenFilesAsync** (string title, string directory, string defaultName, bool multiselect=true, params string[] extensions)  
*Asynchronously opens native file browser for multiple files.*
- void **OpenFilesAsync** (string title, string directory, string defaultName, bool multiselect=true, params [ExtensionFilter](#)[] extensions)  
*Asynchronously opens native file browser for multiple files.*
- void **OpenSingleFolderAsync** ()

- Asynchronously opens native folder browser for a single folder.*

  - void [OpenSingleFolderAsync](#) (string title, string directory="")
 

*Asynchronously opens native folder browser for a single folder. NOTE: Title is not supported under Windows and UWP (WSA)!*
  - void [OpenFoldersAsync](#) (bool multiselect=true)
 

*Asynchronously opens native folder browser for multiple folders.*
  - void [OpenFoldersAsync](#) (string title, string directory="", bool multiselect=true)
 

*Asynchronously opens native folder browser for multiple folders.*
  - void [SaveFileAsync](#) (string defaultName="", string extension="\*")
 

*Asynchronously opens native save file browser.*
  - void [SaveFileAsync](#) (string title, string directory, string defaultName, params string[] extensions)
 

*Asynchronously opens native save file browser.*
  - void [SaveFileAsync](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)
 

*Asynchronously opens native save file browser (async).*
  - string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)
 

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

*Find files inside a path.*
  - string[] [GetFolders](#) (string path, bool isRecursive=false)
 

*Find folders inside.*
  - string[] [GetDrives](#) ()
 

*Find all logical drives.*
  - void [OpenFilesAsync](#) (System.Action< string[]> cb, bool multiselect=true, params string[] extensions)
 

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

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

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

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

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

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

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

*Open native save file browser (async).*

## Static Public Member Functions

- static void [CopyFile](#) (string sourceFile, string destFile, bool move=false)
 

*Copy or move a file.*
- static void [CopyFolder](#) (string sourcePath, string destPath, bool move=false)
 

*Copy or move a folder.*
- static void [ShowFile](#) (string file)
 

*Shows the location of a file (or folder) in OS file explorer. NOTE: only works on standalone platforms*

- static void **ShowFolder** (string path)  
*Shows the location of a folder (or file) 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*

## Public Attributes

- string **CurrentOpenSingleFileName** => getNameFromPath(**CurrentOpenSingleFile**)  
*Returns the file name (without path) from the last "OpenSingleFile"-action.*
- string **CurrentOpenSingleFolderName** => getNameFromPath(**CurrentOpenSingleFolder**)  
*Returns the folder name (without path) from the last "OpenSingleFolder"-action.*
- string **CurrentSaveFileName** => getNameFromPath(**CurrentSaveFile**)  
*Returns the file name (without path) from the last "SaveFile"-action.*
- byte[] **CurrentOpenSingleFileData** => wrapperHolder?.PlatformWrapper?.CurrentOpenSingleFileData  
*Returns the data of the file from the last "OpenSingleFile"-action.*
- bool **canOpenFile** => wrapperHolder?.PlatformWrapper.canOpenFile ?? false  
*Indicates if this wrapper can open a file.*
- bool **canOpenFolder** => wrapperHolder?.PlatformWrapper.canOpenFolder ?? false  
*Indicates if this wrapper can open a folder.*
- bool **canSaveFile** => wrapperHolder?.PlatformWrapper.canSaveFile ?? false  
*Indicates if this wrapper can save a file.*
- bool **canOpenMultipleFiles** => wrapperHolder?.PlatformWrapper.canOpenMultipleFiles ?? false  
*Indicates if this wrapper can open multiple files.*
- bool **canOpenMultipleFolders** => wrapperHolder?.PlatformWrapper.canOpenMultipleFolders ?? false  
*Indicates if this wrapper can open multiple folders.*
- bool **isPlatformSupported** => wrapperHolder?.PlatformWrapper.isPlatformSupported ?? true  
*Indicates if this wrapper is supporting the current platform.*
- bool **isWorkingInEditor** => wrapperHolder?.PlatformWrapper.isWorkingInEditor ?? false  
*Indicates if this wrapper is working directly inside the Unity Editor (without 'Play'-mode).*
- **OnOpenFilesCompleted** **OnOpenFilesCompleted**
- **OnOpenFoldersCompleted** **OnOpenFoldersCompleted**
- **OnSaveFileCompleted** **OnSaveFileCompleted**

## Protected Member Functions

- override void **Awake** ()

## Properties

- **BaseCustomFileBrowser CustomWrapper** [get, set]  
*Custom wrapper for File Browser.*
- bool **CustomMode** [get, set]  
*Enables or disables the custom wrapper.*
- bool **LegacyFolderBrowser** [get, set]  
*Use the legacy folder browser (Windows).*
- bool **AskOverwriteFile** [get, set]  
*Ask to overwrite existing file in save dialog (Windows).*
- bool **AlwaysReadFile** [get, set]  
*Always read the file data (UWP).*

- string [TitleOpenFile](#) [get, set]  
*Title for the 'Open File'-dialog.*
- string [TitleOpenFiles](#) [get, set]  
*Title for the 'Open Files'-dialog.*
- string [TitleOpenFolder](#) [get, set]  
*Title for the 'Open Folder'-dialog.*
- string [TitleOpenFolders](#) [get, set]  
*Title for the 'Open Folders'-dialog.*
- string [TitleSaveFile](#) [get, set]  
*Title for the 'Save File'-dialog.*
- string [TextAllFiles](#) [get, set]  
*Text for 'All Files'-filter (\*).*
- string [NameSaveFile](#) [get, set]  
*Default name of the save-file.*
- string?? [CurrentOpenSingleFile](#) [get, set]  
*Returns the file from the last "OpenSingleFile"-action.*
- string[]?? [CurrentOpenFiles](#) [get, set]  
*Returns the array of files from the last "OpenFiles"-action.*
- string?? [CurrentOpenSingleFolder](#) [get, set]  
*Returns the folder from the last "OpenSingleFolder"-action.*
- string[]?? [CurrentOpenFolders](#) [get, set]  
*Returns the array of folders from the last "OpenFolders"-action.*
- string?? [CurrentSaveFile](#) [get, set]  
*Returns the file from the last "SaveFile"-action.*
- byte[]?? [CurrentSaveFileData](#) [get, set]  
*The data for the "SaveFile"-action.*

## Events

- OpenFilesStart [OnOpenFilesStart](#)  
*An event triggered whenever "OpenFiles" is started.*
- OpenFilesComplete [OnOpenFilesComplete](#)  
*An event triggered whenever "OpenFiles" is completed.*
- OpenFoldersStart [OnOpenFoldersStart](#)  
*An event triggered whenever "OpenFolders" is started.*
- OpenFoldersComplete [OnOpenFoldersComplete](#)  
*An event triggered whenever "OpenFolders" is completed.*
- SaveFileStart [OnSaveFileStart](#)  
*An event triggered whenever "SaveFile" is started.*
- SaveFileComplete [OnSaveFileComplete](#)  
*An event triggered whenever "SaveFile" is completed.*

## Additional Inherited Members

### 5.41.1 Detailed Description

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



## 5.41.2 Member Function Documentation

### 5.41.2.1 CopyFile()

```
static void Crosstales.FB.FileBrowser.CopyFile (
    string sourceFile,
    string destFile,
    bool move = false ) [static]
```

Copy or move a file.

#### Parameters

<i>sourceFile</i>	Source file path
<i>destFile</i>	Destination file path
<i>move</i>	Move file instead of copy (default: false, optional)

### 5.41.2.2 CopyFolder()

```
static void Crosstales.FB.FileBrowser.CopyFolder (
    string sourcePath,
    string destPath,
    bool move = false ) [static]
```

Copy or move a folder.

#### Parameters

<i>sourcePath</i>	Source folder path
<i>destPath</i>	Destination folder path
<i>move</i>	Move folder instead of copy (default: false, optional)

### 5.41.2.3 GetDrives()

```
string [ ] Crosstales.FB.FileBrowser.GetDrives ( )
```

Find all logical drives.

#### Returns

Returns array of the found drives. Zero length array when an error occurred.

#### 5.41.2.4 GetFiles() [1/2]

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

Find files inside a path.

##### Parameters

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

##### Returns

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

#### 5.41.2.5 GetFiles() [2/2]

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

Find files inside a path.

##### Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	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 occurred.

#### 5.41.2.6 GetFolders()

```
string [] Crosstales.FB.FileBrowser.GetFolders (
    string path,
    bool isRecursive = false )
```

Find folders inside.

## Parameters

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

## Returns

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

**5.41.2.7 OpenFile()**

```
static void Crosstales.FB.FileBrowser.OpenFile (  
    string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

## Parameters

<i>file</i>	File path
-------------	-----------

**5.41.2.8 OpenFiles() [1/3]**

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

Open native file browser for multiple files.

## Parameters

<i>extension</i>	Allowed extension, e.g. "png" (optional)
------------------	--

## Returns

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

**5.41.2.9 OpenFiles() [2/3]**

```
string [] Crosstales.FB.FileBrowser.OpenFiles (  
    string title,  
    string directory,  
    string defaultName,  
    params ExtensionFilter[] extensions )
```

Open native file browser for multiple files.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	List of extension filters (optional)

## Returns

Returns array of chosen files. Zero length array when cancelled

**5.41.2.10 OpenFiles()** [3/3]

```
string [] Crosstales.FB.FileBrowser.OpenFiles (
    string title,
    string directory,
    string defaultName,
    params string[] extensions )
```

Open native file browser for multiple files.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	Allowed extensions, e.g. "png" (optional)

## Returns

Returns array of chosen files. Zero length array when cancelled

**5.41.2.11 OpenFilesAsync()** [1/6]

```
void Crosstales.FB.FileBrowser.OpenFilesAsync (
    bool multiselect = true,
    params string[] extensions )
```

Asynchronously opens native file browser for multiple files.

## Parameters

<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	Allowed extensions, e.g. "png" (optional)

**Returns**

Returns array of chosen files. Zero length array when cancelled

**5.41.2.12 OpenFilesAsync() [2/6]**

```
void Crosstales.FB.FileBrowser.OpenFilesAsync (
    string title,
    string directory,
    string defaultName,
    bool multiselect = true,
    params ExtensionFilter[] extensions )
```

Asynchronously opens native file browser for multiple files.

**Parameters**

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	List of extension filters (optional)

**Returns**

Returns array of chosen files. Zero length array when cancelled

**5.41.2.13 OpenFilesAsync() [3/6]**

```
void Crosstales.FB.FileBrowser.OpenFilesAsync (
    string title,
    string directory,
    string defaultName,
    bool multiselect = true,
    params string[] extensions )
```

Asynchronously opens native file browser for multiple files.

**Parameters**

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	Allowed extensions, e.g. "png" (optional)

**Returns**

Returns array of chosen files. Zero length array when cancelled

**5.41.2.14 OpenFilesAsync() [4/6]**

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

Open native file browser for multiple files.

**Parameters**

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

**Returns**

Returns array of chosen files. Zero length array when cancelled

**5.41.2.15 OpenFilesAsync() [5/6]**

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

Open native file browser for multiple files (async).

**Parameters**

<i>cb</i>	Callback for the async operation.
<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	List of extension filters (optional)

**Returns**

Returns array of chosen files. Zero length array when cancelled

**5.41.2.16 OpenFilesAsync() [6/6]**

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

Open native file browser for multiple files.

**Parameters**

<i>cb</i>	Callback for the async operation.
<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	Allowed extensions, e.g. "png" (optional)

**Returns**

Returns array of chosen files. Zero length array when cancelled

**5.41.2.17 OpenFolders() [1/2]**

```
string [] Crosstales.FB.FileBrowser.OpenFolders ( )
```

Open native folder browser for multiple folders. NOTE: Title and multiple folder selection are not supported under Windows and UWP (WSA)!

**Returns**

Returns array of chosen folders. Zero length array when cancelled

**5.41.2.18 OpenFolders() [2/2]**

```
string [] Crosstales.FB.FileBrowser.OpenFolders (
    string title,
    string directory = "" )
```

Open native folder browser for multiple folders. NOTE: Title and multiple folder selection are not supported under Windows and UWP (WSA)!

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory (default: current, optional)

## Returns

Returns array of chosen folders. Zero length array when cancelled

**5.41.2.19 OpenFoldersAsync() [1/4]**

```
void Crosstales.FB.FileBrowser.OpenFoldersAsync (
    bool multiselect = true )
```

Asynchronously opens native folder browser for multiple folders.

## Parameters

<i>multiselect</i>	Allow multiple folder selection (default: true, optional)
--------------------	---

## Returns

Returns array of chosen folders. Zero length array when cancelled

**5.41.2.20 OpenFoldersAsync() [2/4]**

```
void Crosstales.FB.FileBrowser.OpenFoldersAsync (
    string title,
    string directory = "",
    bool multiselect = true )
```

Asynchronously opens native folder browser for multiple folders.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory (default: current, optional)
<i>multiselect</i>	Allow multiple folder selection (default: true, optional)

## Returns

Returns array of chosen folders. Zero length array when cancelled



### 5.41.2.21 OpenFoldersAsync() [3/4]

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

Open native folder browser for multiple folders (async).

#### Parameters

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

#### Returns

Returns array of chosen folders. Zero length array when cancelled

### 5.41.2.22 OpenFoldersAsync() [4/4]

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

Open native folder browser for multiple folders (async).

#### Parameters

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

#### Returns

Returns array of chosen folders. Zero length array when cancelled

### 5.41.2.23 OpenSingleFile() [1/3]

```
string Crosstales.FB.FileBrowser.OpenSingleFile (
    string extension = "*" )
```

Open native file browser for a single file.

## Parameters

<i>extension</i>	Allowed extension, e.g. "png" (optional)
------------------	--

## Returns

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

**5.41.2.24 OpenSingleFile()** [2/3]

```
string Crosstales.FB.FileBrowser.OpenSingleFile (  
    string title,  
    string directory,  
    string defaultName,  
    params ExtensionFilter[] extensions )
```

Open native file browser for a single file.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	List of extension filters (optional)

## Returns

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

**5.41.2.25 OpenSingleFile()** [3/3]

```
string Crosstales.FB.FileBrowser.OpenSingleFile (  
    string title,  
    string directory,  
    string defaultName,  
    params string[] extensions )
```

Open native file browser for a single file.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	Allowed extensions, e.g. "png" (optional)

**Returns**

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

**5.41.2.26 OpenSingleFileAsync()** [1/3]

```
void Crosstales.FB.FileBrowser.OpenSingleFileAsync (
    string extension = "*" )
```

Asynchronously opens native file browser for a single file.

**Parameters**

<i>extension</i>	Allowed extension, e.g. "png" (optional)
------------------	--

**Returns**

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

**5.41.2.27 OpenSingleFileAsync()** [2/3]

```
void Crosstales.FB.FileBrowser.OpenSingleFileAsync (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Asynchronously opens native file browser for a single file.

**Parameters**

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	List of extension filters (optional)

**Returns**

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

**5.41.2.28 OpenSingleFileAsync()** [3/3]

```
void Crosstales.FB.FileBrowser.OpenSingleFileAsync (
    string title,
```

```
string directory,  
string defaultName,  
params string[] extensions )
```

Asynchronously opens native file browser for a single file.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	Allowed extensions, e.g. "png" (optional)

#### Returns

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

#### 5.41.2.29 OpenSingleFolder() [1/2]

```
string Crosstales.FB.FileBrowser.OpenSingleFolder ( )
```

Open native folder browser for a single folder.

#### Returns

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

#### 5.41.2.30 OpenSingleFolder() [2/2]

```
string Crosstales.FB.FileBrowser.OpenSingleFolder (  
    string title,  
    string directory = "" )
```

Open native folder browser for a single folder. NOTE: Title is not supported under Windows and UWP (WSA)!

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory (default: current, optional)

#### Returns

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

### 5.41.2.31 OpenSingleFolderAsync() [1/2]

```
void Crosstales.FB.FileBrowser.OpenSingleFolderAsync ( )
```

Asynchronously opens native folder browser for a single folder.

#### Returns

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

### 5.41.2.32 OpenSingleFolderAsync() [2/2]

```
void Crosstales.FB.FileBrowser.OpenSingleFolderAsync (
    string title,
    string directory = "" )
```

Asynchronously opens native folder browser for a single folder. NOTE: Title is not supported under Windows and UWP (WSA)!

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory (default: current, optional)

#### Returns

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

### 5.41.2.33 SaveFile() [1/3]

```
string Crosstales.FB.FileBrowser.SaveFile (
    string defaultName = "",
    string extension = "*" )
```

Open native save file browser.

#### Parameters

<i>defaultName</i>	Default file name (optional)
<i>extension</i>	File extensions, e.g. "png" (optional)

#### Returns

Returns chosen file. Empty string when cancelled

### 5.41.2.34 SaveFile() [2/3]

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

Open native save file browser

#### Parameters

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

#### Returns

Returns chosen file. Empty string when cancelled

### 5.41.2.35 SaveFile() [3/3]

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

Open native save file browser.

#### Parameters

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

#### Returns

Returns chosen file. Empty string when cancelled

### 5.41.2.36 SaveFileAsync() [1/6]

```
void Crosstales.FB.FileBrowser.SaveFileAsync (
    string defaultName = "",
    string extension = "*" )
```

Asynchronously opens native save file browser.

#### Parameters

<i>defaultName</i>	Default file name (optional)
<i>extension</i>	File extension, e.g. "png" (optional)

#### Returns

Returns chosen file. Empty string when cancelled

### 5.41.2.37 SaveFileAsync() [2/6]

```
void Crosstales.FB.FileBrowser.SaveFileAsync (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Asynchronously opens native save file browser (async)

#### Parameters

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

#### Returns

Returns chosen file. Empty string when cancelled

### 5.41.2.38 SaveFileAsync() [3/6]

```
void Crosstales.FB.FileBrowser.SaveFileAsync (
    string title,
    string directory,
    string defaultName,
    params string[] extensions )
```

Asynchronously opens native save file browser.

#### Parameters

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

**Returns**

Returns chosen file. Empty string when cancelled

**5.41.2.39 SaveFileAsync() [4/6]**

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

Open native save file browser

**Parameters**

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

**Returns**

Returns chosen file. Empty string when cancelled

**5.41.2.40 SaveFileAsync() [5/6]**

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

Open native save file browser (async).

**Parameters**

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

**Returns**

Returns chosen file. Empty string when cancelled



#### 5.41.2.41 SaveFileAsync() [6/6]

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

Open native save file browser

##### Parameters

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

##### Returns

Returns chosen file. Empty string when cancelled

#### 5.41.2.42 ShowFile()

```
static void Crosstales.FB.FileBrowser.ShowFile (
    string file ) [static]
```

Shows the location of a file (or folder) in OS file explorer. NOTE: only works on standalone platforms

#### 5.41.2.43 ShowFolder()

```
static void Crosstales.FB.FileBrowser.ShowFolder (
    string path ) [static]
```

Shows the location of a folder (or file) in OS file explorer. NOTE: only works on standalone platforms

### 5.41.3 Member Data Documentation

### 5.41.3.1 canOpenFile

```
bool Crosstales.FB.FileBrowser.canOpenFile => wrapperHolder?.PlatformWrapper.canOpenFile ??  
false
```

Indicates if this wrapper can open a file.

#### Returns

[Wrapper](#) can open a file.

### 5.41.3.2 canOpenFolder

```
bool Crosstales.FB.FileBrowser.canOpenFolder => wrapperHolder?.PlatformWrapper.canOpenFolder  
?? false
```

Indicates if this wrapper can open a folder.

#### Returns

[Wrapper](#) can open a folder.

### 5.41.3.3 canOpenMultipleFiles

```
bool Crosstales.FB.FileBrowser.canOpenMultipleFiles => wrapperHolder?.PlatformWrapper.can↵  
OpenMultipleFiles ?? false
```

Indicates if this wrapper can open multiple files.

#### Returns

[Wrapper](#) can open multiple files.

### 5.41.3.4 canOpenMultipleFolders

```
bool Crosstales.FB.FileBrowser.canOpenMultipleFolders => wrapperHolder?.PlatformWrapper.can↵  
OpenMultipleFolders ?? false
```

Indicates if this wrapper can open multiple folders.

#### Returns

[Wrapper](#) can open multiple folders.

### 5.41.3.5 canSaveFile

```
bool Crosstales.FB.FileBrowser.canSaveFile => wrapperHolder?.PlatformWrapper.canSaveFile ??  
false
```

Indicates if this wrapper can save a file.

#### Returns

[Wrapper](#) can save a file.

### 5.41.3.6 CurrentOpenSingleFileData

```
byte [] Crosstales.FB.FileBrowser.CurrentOpenSingleFileData => wrapperHolder?.PlatformWrapper?.Current↔  
OpenSingleFileData
```

Returns the data of the file from the last "OpenSingleFile"-action.

#### Returns

Data of the file from the last "OpenSingleFile"-action.

### 5.41.3.7 CurrentOpenSingleFileName

```
string Crosstales.FB.FileBrowser.CurrentOpenSingleFileName => getNameFromPath(CurrentOpenSingleFile)
```

Returns the file name (without path) from the last "OpenSingleFile"-action.

#### Returns

File name from the last "OpenSingleFile"-action.

### 5.41.3.8 CurrentOpenSingleFolderName

```
string Crosstales.FB.FileBrowser.CurrentOpenSingleFolderName => getNameFromPath(CurrentOpenSingleFolder)
```

Returns the folder name (without path) from the last "OpenSingleFolder"-action.

#### Returns

Folder name from the last "OpenSingleFolder"-action.

### 5.41.3.9 CurrentSaveFileName

```
string Crosstales.FB.FileBrowser.CurrentSaveFileName => getNameFromPath(CurrentSaveFile)
```

Returns the file name (without path) from the last "SaveFile"-action.

#### Returns

File name from the last "SaveFile"-action.

### 5.41.3.10 isPlatformSupported

```
bool Crosstales.FB.FileBrowser.isPlatformSupported => wrapperHolder?.PlatformWrapper.isPlatformSupported ?? true
```

Indicates if this wrapper is supporting the current platform.

#### Returns

True if this wrapper supports current platform.

### 5.41.3.11 isWorkingInEditor

```
bool Crosstales.FB.FileBrowser.isWorkingInEditor => wrapperHolder?.PlatformWrapper.isWorkingInEditor ?? false
```

Indicates if this wrapper is working directly inside the Unity Editor (without 'Play'-mode).

#### Returns

True if this wrapper is working directly inside the Unity Editor.

## 5.41.4 Property Documentation

### 5.41.4.1 AlwaysReadFile

```
bool Crosstales.FB.FileBrowser.AlwaysReadFile [get], [set]
```

Always read the file data (UWP).

#### 5.41.4.2 AskOverwriteFile

```
bool Crosstales.FB.FileBrowser.AskOverwriteFile [get], [set]
```

Ask to overwrite existing file in save dialog (Windows).

#### 5.41.4.3 CurrentOpenFiles

```
string []?? Crosstales.FB.FileBrowser.CurrentOpenFiles [get], [set]
```

Returns the array of files from the last "OpenFiles"-action.

##### Returns

Array of files from the last "OpenFiles"-action.

#### 5.41.4.4 CurrentOpenFolders

```
string []?? Crosstales.FB.FileBrowser.CurrentOpenFolders [get], [set]
```

Returns the array of folders from the last "OpenFolders"-action.

##### Returns

Array of folders from the last "OpenFolders"-action.

#### 5.41.4.5 CurrentOpenSingleFile

```
string?? Crosstales.FB.FileBrowser.CurrentOpenSingleFile [get], [set]
```

Returns the file from the last "OpenSingleFile"-action.

##### Returns

File from the last "OpenSingleFile"-action.

#### 5.41.4.6 CurrentOpenSingleFolder

```
string?? Crosstales.FB.FileBrowser.CurrentOpenSingleFolder [get], [set]
```

Returns the folder from the last "OpenSingleFolder"-action.

##### Returns

Folder from the last "OpenSingleFolder"-action.

#### 5.41.4.7 CurrentSaveFile

```
string?? Crosstales.FB.FileBrowser.CurrentSaveFile [get], [set]
```

Returns the file from the last "SaveFile"-action.

##### Returns

File from the last "SaveFile"-action.

#### 5.41.4.8 CurrentSaveFileData

```
byte []?? Crosstales.FB.FileBrowser.CurrentSaveFileData [get], [set]
```

The data for the "SaveFile"-action.

#### 5.41.4.9 CustomMode

```
bool Crosstales.FB.FileBrowser.CustomMode [get], [set]
```

Enables or disables the custom wrapper.

#### 5.41.4.10 CustomWrapper

```
BaseCustomFileBrowser Crosstales.FB.FileBrowser.CustomWrapper [get], [set]
```

Custom wrapper for File Browser.

#### 5.41.4.11 LegacyFolderBrowser

```
bool Crosstales.FB.FileBrowser.LegacyFolderBrowser [get], [set]
```

Use the legacy folder browser (Windows).

#### 5.41.4.12 NameSaveFile

```
string Crosstales.FB.FileBrowser.NameSaveFile [get], [set]
```

Default name of the save-file.

#### 5.41.4.13 TextAllFiles

```
string Crosstales.FB.FileBrowser.TextAllFiles [get], [set]
```

Text for 'All Files'-filter (\*).

#### 5.41.4.14 TitleOpenFile

```
string Crosstales.FB.FileBrowser.TitleOpenFile [get], [set]
```

Title for the 'Open File'-dialog.

#### 5.41.4.15 TitleOpenFiles

```
string Crosstales.FB.FileBrowser.TitleOpenFiles [get], [set]
```

Title for the 'Open Files'-dialog.

#### 5.41.4.16 TitleOpenFolder

```
string Crosstales.FB.FileBrowser.TitleOpenFolder [get], [set]
```

Title for the 'Open Folder'-dialog.

#### 5.41.4.17 TitleOpenFolders

```
string Crosstales.FB.FileBrowser.TitleOpenFolders [get], [set]
```

Title for the 'Open Folders'-dialog.

#### 5.41.4.18 TitleSaveFile

```
string Crosstales.FB.FileBrowser.TitleSaveFile [get], [set]
```

Title for the 'Save File'-dialog.

### 5.41.5 Event Documentation

#### 5.41.5.1 OnOpenFilesComplete

```
OpenFilesComplete Crosstales.FB.FileBrowser.OnOpenFilesComplete
```

An event triggered whenever "OpenFiles" is completed.

#### 5.41.5.2 OnOpenFilesStart

```
OpenFilesStart Crosstales.FB.FileBrowser.OnOpenFilesStart
```

An event triggered whenever "OpenFiles" is started.

#### 5.41.5.3 OnOpenFoldersComplete

```
OpenFoldersComplete Crosstales.FB.FileBrowser.OnOpenFoldersComplete
```

An event triggered whenever "OpenFolders" is completed.

#### 5.41.5.4 OnOpenFoldersStart

```
OpenFoldersStart Crosstales.FB.FileBrowser.OnOpenFoldersStart
```

An event triggered whenever "OpenFolders" is started.



#### 5.41.5.5 OnSaveFileComplete

SaveFileComplete Crosstales.FB.FileBrowser.OnSaveFileComplete

An event triggered whenever "SaveFile" is completed.

#### 5.41.5.6 OnSaveFileStart

SaveFileStart Crosstales.FB.FileBrowser.OnSaveFileStart

An event triggered whenever "SaveFile" is started.

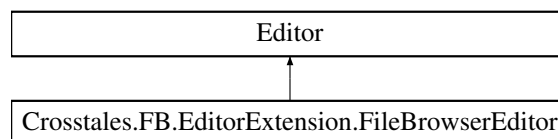
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/FileBrowser.cs

## 5.42 Crosstales.FB.EditorExtension.FileBrowserEditor Class Reference

Custom editor for the 'FileBrowser'-class.

Inheritance diagram for Crosstales.FB.EditorExtension.FileBrowserEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

#### 5.42.1 Detailed Description

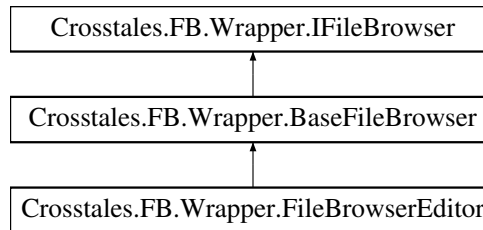
Custom editor for the 'FileBrowser'-class.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/Editor/Extension/FileBrowserEditor.cs

## 5.43 Crosstales.FB.Wrapper.FileBrowserEditor Class Reference

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserEditor:



### Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for multiple files.*
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)  
*Open native folder browser for multiple folders.*
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native save file browser.*
- override void **OpenFilesAsync** (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, Action< string[]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, Action< string > cb)

### Public Attributes

- override bool **canOpenFile** => true
- override bool **canOpenFolder** => true
- override bool **canSaveFile** => true
- override bool **canOpenMultipleFiles** => false
- override bool **canOpenMultipleFolders** => false
- override bool **isPlatformSupported** => [Crosstales.FB.Util.Helper.isWindowsPlatform](#) || [Crosstales.FB.Util.Helper.isMacOSPlatform](#) || [Crosstales.FB.Util.Helper.isLinuxPlatform](#) || [Crosstales.FB.Util.Helper.isWSABasedPlatform](#)
- override bool **isWorkingInEditor** => true

### Additional Inherited Members

#### 5.43.1 Member Function Documentation

##### 5.43.1.1 OpenFiles()

```

override string [] Crosstales.FB.Wrapper.FileBrowserEditor.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
  
```

Open native file browser for multiple files.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", ".jpg", ".png")

## Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

### 5.43.1.2 OpenFolders()

```
override string [] Crosstales.FB.Wrapper.FileBrowserEditor.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

## Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

### 5.43.1.3 SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserEditor.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

## Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔  
Wrapper/FileBrowserEditor.cs

## 5.44 Crosstales.FB.EditorIntegration.FileBrowserGameObject Class Reference

Editor component for the "Hierarchy"-menu.

### 5.44.1 Detailed Description

Editor component for the "Hierarchy"-menu.

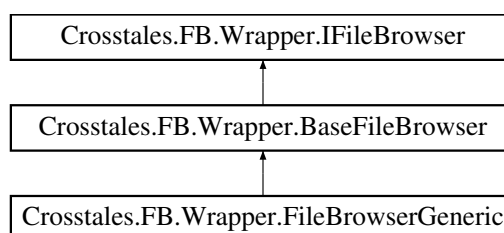
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔  
Editor/Integration/FileBrowserGameObject.cs

## 5.45 Crosstales.FB.Wrapper.FileBrowserGeneric Class Reference

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

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserGeneric:



## Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for multiple files.*
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)  
*Open native folder browser for multiple folders.*
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native save file browser.*
- override void **OpenFilesAsync** (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, Action< string[]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, Action< string > cb)

## Public Attributes

- override bool **canOpenFile** => false
- override bool **canOpenFolder** => false
- override bool **canSaveFile** => false
- override bool **canOpenMultipleFiles** => false
- override bool **canOpenMultipleFolders** => false
- override bool **isPlatformSupported** => false
- override bool **isWorkingInEditor** => true

## Additional Inherited Members

### 5.45.1 Detailed Description

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

### 5.45.2 Member Function Documentation

#### 5.45.2.1 OpenFiles()

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

Open native file browser for multiple files.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

**Returns**

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

**5.45.2.2 OpenFolders()**

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

Open native folder browser for multiple folders.

**Parameters**

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

**Returns**

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

**5.45.2.3 SaveFile()**

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

Open native save file browser.

**Parameters**

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

**Returns**

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

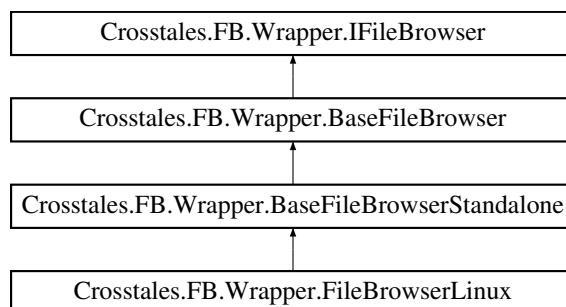
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔  
Wrapper/FileBrowserGeneric.cs

## 5.46 Crosstales.FB.Wrapper.FileBrowserLinux Class Reference

File browser implementation for [Linux](#) (GTK).

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserLinux:



### Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for multiple files.*
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)  
*Open native folder browser for multiple folders.*
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native save file browser.*
- override void **OpenFilesAsync** (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, Action< string[]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, Action< string > cb)

### Public Attributes

- override bool **canOpenMultipleFolders** => true
- override bool **isPlatformSupported** => [Crosstales.FB.Util.Helper.isLinuxPlatform](#)
- override bool **isWorkingInEditor** => false

## Additional Inherited Members

### 5.46.1 Detailed Description

File browser implementation for [Linux](#) (GTK).

### 5.46.2 Member Function Documentation

#### 5.46.2.1 OpenFiles()

```
override string [ ] Crosstales.FB.Wrapper.FileBrowserLinux.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native file browser for multiple files.

##### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

##### Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

#### 5.46.2.2 OpenFolders()

```
override string [ ] Crosstales.FB.Wrapper.FileBrowserLinux.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.



## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

## Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

### 5.46.2.3 SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserLinux.SaveFile (  
    string title,  
    string directory,  
    string defaultName,  
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

## Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

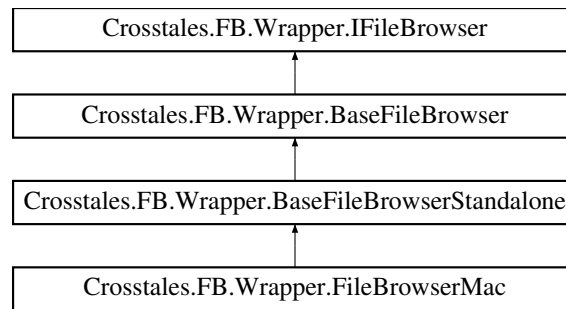
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔  
Wrapper/FileBrowserLinux.cs

## 5.47 Crosstales.FB.Wrapper.FileBrowserMac Class Reference

File browser implementation for macOS.

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserMac:



## Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for multiple files.*
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)  
*Open native folder browser for multiple folders.*
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native save file browser.*
- override void **OpenFilesAsync** (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, Action< string[]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, Action< string > cb)

## Public Attributes

- override bool **canOpenMultipleFolders** => true
- override bool **isPlatformSupported** => [Crosstales.FB.Util.Helper.isMacOSPlatform](#)
- override bool **isWorkingInEditor** => false

## Additional Inherited Members

### 5.47.1 Detailed Description

File browser implementation for macOS.

### 5.47.2 Member Function Documentation

#### 5.47.2.1 OpenFiles()

```

override string [] Crosstales.FB.Wrapper.FileBrowserMac.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
  
```

Open native file browser for multiple files.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", ".jpg", ".png")

## Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

### 5.47.2.2 OpenFolders()

```
override string [] Crosstales.FB.Wrapper.FileBrowserMac.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

## Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

### 5.47.2.3 SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserMac.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

## Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↵  
Wrapper/FileBrowserMac.cs

## 5.48 Crosstales.FB.EditorIntegration.FileBrowserMenu Class Reference

Editor component for the "Tools"-menu.

### 5.48.1 Detailed Description

Editor component for the "Tools"-menu.

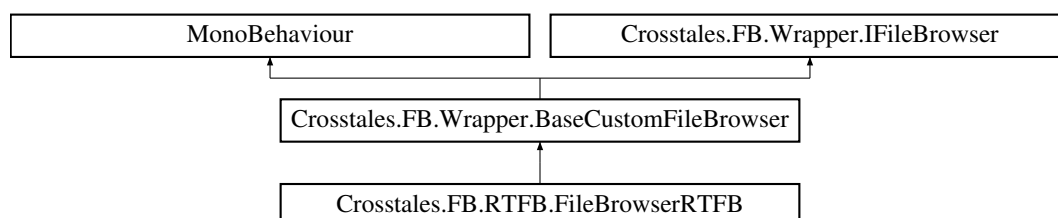
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↵  
Editor/Integration/FileBrowserMenu.cs

## 5.49 Crosstales.FB.RTFB.FileBrowserRTFB Class Reference

Runtime File Browser wrapper. NOTE: This wrapper needs "Runtime File Browser" <https://assetstore.unity.com/packages/slug/113006?aid=10111NGT>

Inheritance diagram for Crosstales.FB.RTFB.FileBrowserRTFB:



## Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for multiple files.*
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)  
*Open native folder browser for multiple folders.*
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native save file browser.*
- override void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, System.Action< string[]> cb)  
*Asynchronously opens native file browser for multiple files.*
- override void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, System.Action< string[]> cb)  
*Asynchronously opens native folder browser for multiple folders.*
- override void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, System.Action< string > cb)  
*Asynchronously opens native save file browser.*

## Public Attributes

- override bool **canOpenFile** => true
- override bool **canOpenFolder** => true
- override bool **canSaveFile** => true
- override bool **canOpenMultipleFiles** => true
- override bool **canOpenMultipleFolders** => true
- override bool **isPlatformSupported** => true
- override bool **isWorkingInEditor** => false

## Properties

- bool [ShowAllFiles](#) [get, set]  
*Always show the 'All Files'-option in the dialog.*
- string [LoadButtonText](#) [get, set]  
*Label for the 'Load'-button.*
- string [SaveButtonText](#) [get, set]  
*Label for the 'Save'-button.*
- override string **CurrentOpenSingleFile** [get, set]
- override string[] **CurrentOpenFiles** [get, set]
- override string **CurrentOpenSingleFolder** [get, set]
- override string[] **CurrentOpenFolders** [get, set]
- override string **CurrentSaveFile** [get, set]

## Additional Inherited Members

### 5.49.1 Detailed Description

Runtime File Browser wrapper. NOTE: This wrapper needs "Runtime File Browser" <https://assetstore.unity.com/packages/slug/113006?aid=10111NGT>

## 5.49.2 Member Function Documentation

### 5.49.2.1 OpenFiles()

```
override string [] Crosstales.FB.RTFB.FileBrowserRTFB.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native file browser for multiple files.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

#### Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

### 5.49.2.2 OpenFilesAsync()

```
override void Crosstales.FB.RTFB.FileBrowserRTFB.OpenFilesAsync (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    ExtensionFilter[] extensions,
    System.Action< string[]> cb ) [virtual]
```

Asynchronously opens native file browser for multiple files.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

**Returns**

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

**5.49.2.3 OpenFolders()**

```
override string [] Crosstales.FB.RTFB.FileBrowserRTFB.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

**Parameters**

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

**Returns**

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

**5.49.2.4 OpenFoldersAsync()**

```
override void Crosstales.FB.RTFB.FileBrowserRTFB.OpenFoldersAsync (
    string title,
    string directory,
    bool multiselect,
    System.Action< string[]> cb ) [virtual]
```

Asynchronously opens native folder browser for multiple folders.

**Parameters**

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

**Returns**

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

**5.49.2.5 SaveFile()**

```
override string Crosstales.FB.RTFB.FileBrowserRTFB.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

**Parameters**

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

**Returns**

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

**5.49.2.6 SaveFileAsync()**

```
override void Crosstales.FB.RTFB.FileBrowserRTFB.SaveFileAsync (
    string title,
    string directory,
    string defaultName,
    ExtensionFilter[] extensions,
    System.Action< string > cb ) [virtual]
```

Asynchronously opens native save file browser.

**Parameters**

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



### Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

## 5.49.3 Property Documentation

### 5.49.3.1 LoadButtonText

```
string Crosstales.FB.RTFB.FileBrowserRTFB.LoadButtonText [get], [set]
```

Label for the 'Load'-button.

### 5.49.3.2 SaveButtonText

```
string Crosstales.FB.RTFB.FileBrowserRTFB.SaveButtonText [get], [set]
```

Label for the 'Save'-button.

### 5.49.3.3 ShowAllFiles

```
bool Crosstales.FB.RTFB.FileBrowserRTFB.ShowAllFiles [get], [set]
```

Always show the 'All Files'-option in the dialog.

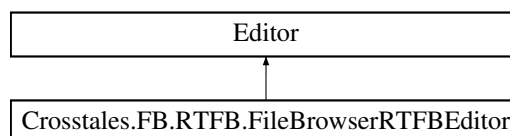
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ Runtime File Browser/Scripts/FileBrowserRTFB.cs

## 5.50 Crosstales.FB.RTFB.FileBrowserRTFBEitor Class Reference

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

Inheritance diagram for Crosstales.FB.RTFB.FileBrowserRTFBEitor:



## Public Member Functions

- override void **OnInspectorGUI** ()

## Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("Runtime File Browser") != null

### 5.50.1 Detailed Description

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

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ Runtime File Browser/Scripts/Editor/FileBrowserRTFBEditor.cs

## 5.51 Crosstales.FB.RTFB.FileBrowserRTFBGameObject Class Reference

Editor component for for adding the prefabs from '[RTFB](#)' in the "Hierarchy"-menu.

### 5.51.1 Detailed Description

Editor component for for adding the prefabs from '[RTFB](#)' in the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ Runtime File Browser/Scripts/Editor/FileBrowserRTFBGameObject.cs

## 5.52 Crosstales.FB.RTFB.FileBrowserRTFBMenu Class Reference

Editor component for for adding the prefabs from '[RTFB](#)' in the "Tools"-menu.

### 5.52.1 Detailed Description

Editor component for for adding the prefabs from '[RTFB](#)' in the "Tools"-menu.

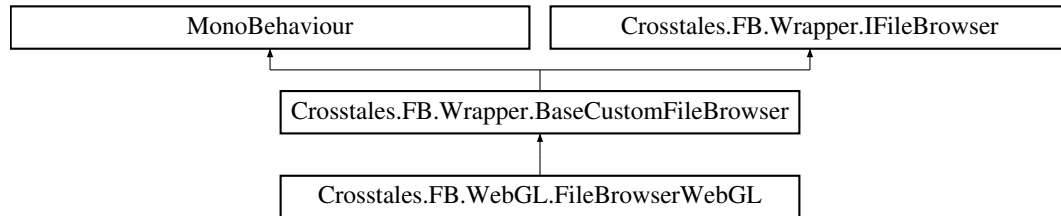
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ Runtime File Browser/Scripts/Editor/FileBrowserRTFBMenu.cs

## 5.53 Crosstales.FB.WebGL.FileBrowserWebGL Class Reference

**WebGL** Native File Browser wrapper. NOTE: This wrapper needs "WebGL Native File Browser" <https://assetstore.unity.com/packages/slug/41902?aid=10111NGT>

Inheritance diagram for Crosstales.FB.WebGL.FileBrowserWebGL:



### Public Member Functions

- override string[] **OpenFiles** (string title, string directory, string defaultName, bool multiselect, params [Crosstales.FB.ExtensionFilter\[\]](#) extensions)
- override string[] **OpenFolders** (string title, string directory, bool multiselect)  
*Open native folder browser for multiple folders.*
- override string **SaveFile** (string title, string directory, string defaultName, params [Crosstales.FB.ExtensionFilter\[\]](#) extensions)
- override void **OpenFilesAsync** (string title, string directory, string defaultName, bool multiselect, [Crosstales.FB.ExtensionFilter\[\]](#) extensions, System.Action< string[]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, System.Action< string[]> cb)  
*Asynchronously opens native folder browser for multiple folders.*
- override void **SaveFileAsync** (string title, string directory, string defaultName, [Crosstales.FB.ExtensionFilter\[\]](#) extensions, System.Action< string > cb)

### Public Attributes

- override bool **canOpenFile** => true
- override bool **canOpenFolder** => false
- override bool **canSaveFile** => true
- override bool **canOpenMultipleFiles** => false
- override bool **canOpenMultipleFolders** => false
- override bool **isPlatformSupported** => [Crosstales.FB.Util.Helper.isWebGLPlatform](#) || [Crosstales.FB.Util.Helper.isEditor](#)
- override bool **isWorkingInEditor** => false
- override byte[] **CurrentOpenSingleFileData** => \_currentLoadedData

### Static Public Attributes

- static string **OpenFileDescription**
- static string **OpenFileSelectButton**
- static string **OpenFileCloseButton**

## Properties

- override string **CurrentOpenSingleFile** [get, set]
- override string[] **CurrentOpenFiles** [get, set]
- override string **CurrentOpenSingleFolder** [get, set]
- override string[] **CurrentOpenFolders** [get, set]
- override string **CurrentSaveFile** [get, set]

## Additional Inherited Members

### 5.53.1 Detailed Description

[WebGL](#) Native File Browser wrapper. NOTE: This wrapper needs "WebGL Native File Browser" <https://assetstore.unity.com/packages/slug/41902?aid=10111NGT>

### 5.53.2 Member Function Documentation

#### 5.53.2.1 OpenFolders()

```
override string [] Crosstales.FB.WebGL.FileBrowserWebGL.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

##### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

##### Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

#### 5.53.2.2 OpenFoldersAsync()

```
override void Crosstales.FB.WebGL.FileBrowserWebGL.OpenFoldersAsync (
    string title,
    string directory,
```

```
bool multiselect,  
System.Action< string[]> cb ) [virtual]
```

Asynchronously opens native folder browser for multiple folders.

## Parameters

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

## Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

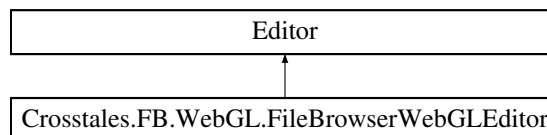
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ WebGL Native File Browser/Scripts/FileBrowserWebGL.cs

## 5.54 Crosstales.FB.WebGL.FileBrowserWebGLEditor Class Reference

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

Inheritance diagram for Crosstales.FB.WebGL.FileBrowserWebGLEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

### Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("WebGL Native File Browser") != null

#### 5.54.1 Detailed Description

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

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ WebGL Native File Browser/Scripts/Editor/FileBrowserWebGLEditor.cs

## 5.55 Crosstales.FB.WebGL.FileBrowserWebGLGameObject Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

### 5.55.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ WebGL Native File Browser/Scripts/Editor/FileBrowserWebGLGameObject.cs

## 5.56 Crosstales.FB.WebGL.FileBrowserWebGLMenu Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

### 5.56.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

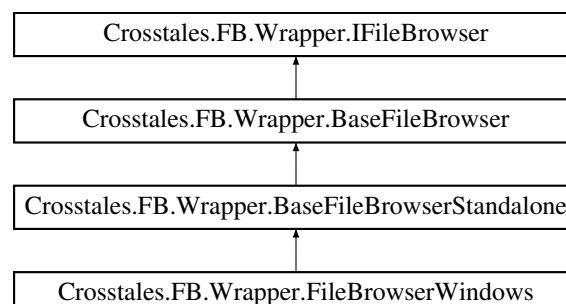
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ WebGL Native File Browser/Scripts/Editor/FileBrowserWebGLMenu.cs

## 5.57 Crosstales.FB.Wrapper.FileBrowserWindows Class Reference

File browser implementation for Windows.

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserWindows:



## Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for multiple files.*
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)  
*Open native folder browser for multiple folders.*
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native save file browser.*
- override void **OpenFilesAsync** (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, Action< string[]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, Action< string > cb)

## Public Attributes

- override bool **canOpenMultipleFolders** => false
- override bool **isPlatformSupported** => [Crosstales.FB.Util.Helper.isWindowsPlatform](#)
- override bool **isWorkingInEditor** => true

## Additional Inherited Members

### 5.57.1 Detailed Description

File browser implementation for Windows.

### 5.57.2 Member Function Documentation

#### 5.57.2.1 OpenFiles()

```
override string [] Crosstales.FB.Wrapper.FileBrowserWindows.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native file browser for multiple files.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", ".jpg", ".png")



**Returns**

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

**5.57.2.2 OpenFolders()**

```
override string [] Crosstales.FB.Wrapper.FileBrowserWindows.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

**Parameters**

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

**Returns**

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

**5.57.2.3 SaveFile()**

```
override string Crosstales.FB.Wrapper.FileBrowserWindows.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

**Parameters**

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

**Returns**

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

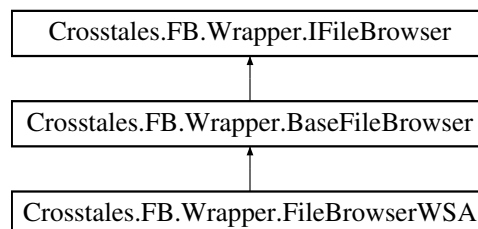
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Wrapper/FileBrowserWindows.cs

## 5.58 Crosstales.FB.Wrapper.FileBrowserWSA Class Reference

File browser implementation for WSA (UWP).

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserWSA:

**Public Member Functions**

- [FileBrowserWSA](#) ()  
*Constructor for a WSA file browser.*
- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for multiple files.*
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)  
*Open native folder browser for multiple folders.*
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native save file browser.*
- override void **OpenFilesAsync** (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, Action< string[]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, Action< string > cb)

**Public Attributes**

- override bool **canOpenFile** => true
- override bool **canOpenFolder** => true
- override bool **canSaveFile** => true
- override bool **canOpenMultipleFiles** => FileBrowserWSAImpl.canOpenMultipleFiles
- override bool **canOpenMultipleFolders** => FileBrowserWSAImpl.canOpenMultipleFolders
- override bool **isPlatformSupported** => [Crosstales.FB.Util.Helper.isWSABasedPlatform](#)
- override bool **isWorkingInEditor** => false
- override byte[] **CurrentOpenSingleFileData** => readData

## Properties

- override string **CurrentOpenSingleFile** [get, set]
- override string[] **CurrentOpenFiles** [get, set]
- override string **CurrentOpenSingleFolder** [get, set]
- override string[] **CurrentOpenFolders** [get, set]
- override string **CurrentSaveFile** [get, set]

## Additional Inherited Members

### 5.58.1 Detailed Description

File browser implementation for WSA (UWP).

### 5.58.2 Constructor & Destructor Documentation

#### 5.58.2.1 FileBrowserWSA()

```
Crosstales.FB.Wrapper.FileBrowserWSA.FileBrowserWSA ( )
```

Constructor for a WSA file browser.

### 5.58.3 Member Function Documentation

#### 5.58.3.1 OpenFiles()

```
override string [] Crosstales.FB.Wrapper.FileBrowserWSA.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native file browser for multiple files.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

**Returns**

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

**5.58.3.2 OpenFolders()**

```
override string [] Crosstales.FB.Wrapper.FileBrowserWSA.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

**Parameters**

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

**Returns**

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

**5.58.3.3 SaveFile()**

```
override string Crosstales.FB.Wrapper.FileBrowserWSA.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

**Parameters**

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

**Returns**

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↵  
Wrapper/FileBrowserWSA.cs

## 5.59 Crosstales.FB.FileBrowserWSAImpl Class Reference

File browser for WSA.

### Public Member Functions

- async void **OpenFiles** (List< [Extension](#) > extensions, bool multiselect)
- async void **OpenSingleFolder** ()
- async void **SaveFile** (string defaultName, List< [Extension](#) > extensions)
- async void **GetDrives** ()
- async void **GetDirectories** (string path, bool isRecursive=false)
- async void **GetFiles** (string path, bool isRecursive=false, params string[] extensions)
- async void **GetFilesForName** (string path, bool isRecursive=false, params string[] filenames)

### Public Attributes

- List< string > [Selection](#) => selection  
*Selected files or folders*

### Static Public Attributes

- static PickerLocationId **CurrentLocation** = PickerLocationId.ComputerFolder
- static PickerViewMode **CurrentViewMode** = PickerViewMode.List
- static StorageFolder **LastOpenFolder**
- static StorageFile **LastSaveFile**
- static List< StorageFile > [LastOpenFiles](#) => lastOpenFiles  
*Last opened files*
- static StorageFile [LastOpenFile](#) => (lastOpenFiles.Count > 0) ? lastOpenFiles[0] : null  
*Last opened file*
- static List< StorageFile > [LastGetFiles](#) => lastGetFiles  
*Last searched files*
- static List< StorageFolder > [LastGetDirectories](#) => lastGetDirectories  
*Last searched folders*
- static List< StorageFolder > [LastGetDrives](#) => lastGetDrives  
*Last searched drives*
- static bool **canOpenMultipleFiles** => true
- static bool **canOpenMultipleFolders** => false

## Properties

- bool `isBusy` [get, set]  
*Indicates if the [FB](#) is currently busy.*

### 5.59.1 Detailed Description

File browser for WSA.

### 5.59.2 Member Data Documentation

#### 5.59.2.1 LastGetDirectories

```
List<StorageFolder> Crosstales.FB.FileBrowserWSAImpl.LastGetDirectories => lastGetDirectories [static]
```

Last searched folders

##### Returns

Last searched folders

#### 5.59.2.2 LastGetDrives

```
List<StorageFolder> Crosstales.FB.FileBrowserWSAImpl.LastGetDrives => lastGetDrives [static]
```

Last searched drives

##### Returns

Last searched drives

#### 5.59.2.3 LastGetFiles

```
List<StorageFile> Crosstales.FB.FileBrowserWSAImpl.LastGetFiles => lastGetFiles [static]
```

Last searched files

##### Returns

Last searched files

#### 5.59.2.4 LastOpenFile

```
StorageFile Crosstales.FB.FileBrowserWSAImpl.LastOpenFile => (lastOpenFiles.Count > 0) ?  
lastOpenFiles[0] : null [static]
```

Last opened file

##### Returns

Last opened file

#### 5.59.2.5 LastOpenFiles

```
List<StorageFile> Crosstales.FB.FileBrowserWSAImpl.LastOpenFiles => lastOpenFiles [static]
```

Last opened files

##### Returns

Last opened files

#### 5.59.2.6 Selection

```
List<string> Crosstales.FB.FileBrowserWSAImpl.Selection => selection
```

Selected files or folders

##### Returns

Selected files or folders

### 5.59.3 Property Documentation

#### 5.59.3.1 isBusy

```
bool Crosstales.FB.FileBrowserWSAImpl.isBusy [get], [set]
```

Indicates if the [FB](#) is currently busy.

##### Returns

True if the [FB](#) is currently busy

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔  
Native/FileBrowserWSAImpl.cs

## 5.60 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".*

#### 5.60.1 Detailed Description

Various helper functions for the file system.

#### 5.60.2 Member Function Documentation



### 5.60.2.1 CopyFile()

```
static void Crosstales.Common.Util.FileHelper.CopyFile (  
    string sourceFile,  
    string destFile,  
    bool move = false ) [static]
```

Copy or move a file.

## Parameters

<i>sourceFile</i>	Source file path
<i>destFile</i>	Destination file path
<i>move</i>	Move file instead of copy (default: false, optional)

**5.60.2.2 CopyPath()**

```
static void Crosstales.Common.Util.FileHelper.CopyPath (
    string sourcePath,
    string destPath,
    bool move = false ) [static]
```

Copy or move a directory.

## Parameters

<i>sourcePath</i>	Source directory path
<i>destPath</i>	Destination directory path
<i>move</i>	Move directory instead of copy (default: false, optional)

**5.60.2.3 FileHasInvalidChars()**

```
static bool Crosstales.Common.Util.FileHelper.FileHasInvalidChars (
    string file ) [static]
```

Checks a given file for invalid characters

## Parameters

<i>file</i>	File to check for invalid characters
-------------	--------------------------------------

## Returns

Returns true if the file contains invalid chars, otherwise it's false.

**5.60.2.4 GetDirectories()**

```
static string [] Crosstales.Common.Util.FileHelper.GetDirectories (
    string path,
    bool isRecursive = false ) [static]
```

Find directories inside.

## Parameters

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

## Returns

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

**5.60.2.5 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 occurred.

**5.60.2.6 GetFiles()**

```
static string [] Crosstales.Common.Util.FileHelper.GetFiles (
    string path,
    bool isRecursive = false,
    params string[] extensions ) [static]
```

Find files inside a path.

## Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	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 occurred.

**5.60.2.7 GetFilesForName()**

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
    string path,
```

```
bool isRecursive = false,  
params string[] filenames ) [static]
```

Find files inside a path.

#### Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>filenames</i>	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 occurred.

#### 5.60.2.8 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

<i>file</i>	File path
-------------	-----------

#### 5.60.2.9 PathHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.PathHasInvalidChars (  
    string path ) [static]
```

Checks a given path for invalid characters

#### Parameters

<i>path</i>	Path to check for invalid characters
-------------	--------------------------------------

#### Returns

Returns true if the path contains invalid chars, otherwise it's false.

### 5.60.2.10 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

### 5.60.2.11 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

### 5.60.2.12 ValidateFile()

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

Validates a given file.

#### Parameters

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

#### Returns

Valid file path

### 5.60.2.13 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

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	Add delimiter at the end of the path (optional, default: true)
<i>preserveFile</i>	Preserves a given file in the path (optional, default: true)

#### Returns

Valid path

### 5.60.3 Property Documentation

#### 5.60.3.1 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".

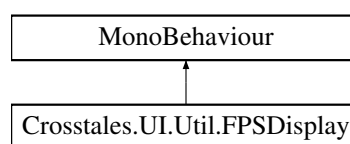
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/FileHelper.cs

## 5.61 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

#### 5.61.1 Detailed Description

Simple FPS-Counter.

## 5.61.2 Member Data Documentation

### 5.61.2.1 FPS

`Text Crosstales.UI.Util.FPSDisplay.FPS`

Text component to display the FPS.

### 5.61.2.2 FrameUpdate

`int Crosstales.UI.Util.FPSDisplay.FrameUpdate = 5`

Update every set frame (default: 5).

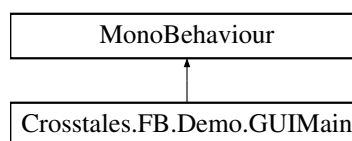
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Util/FPSDisplay.cs`

## 5.62 Crosstales.FB.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for `Crosstales.FB.Demo.GUIMain`:



### Public Member Functions

- `void OpenAssetURL ()`
- `void OpenCTURL ()`
- `void Quit ()`

### Public Attributes

- `Text Name`
- `Text Version`
- `Text Scene`

### 5.62.1 Detailed Description

Main GUI component for all demo scenes.

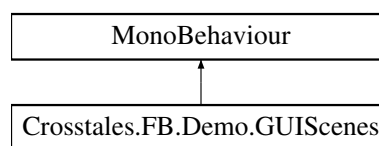
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstailes/FileBrowser/Demos/↔ Scripts/GUIMain.cs

## 5.63 Crosstailes.FB.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstailes.FB.Demo.GUIScenes:



### Public Member Functions

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

### Public Attributes

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

### 5.63.1 Detailed Description

Main GUI scene manager for all demo scenes.

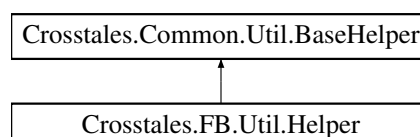
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstailes/FileBrowser/Demos/↔ Scripts/GUIScenes.cs

## 5.64 Crosstailes.FB.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstailes.FB.Util.Helper:





## Additional Inherited Members

### 5.64.1 Detailed Description

Various helper functions.

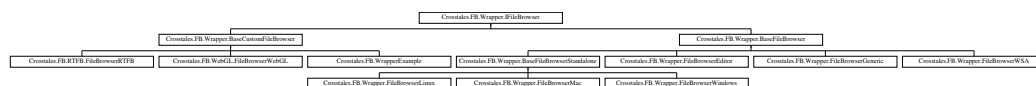
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Util/Helper.cs

## 5.65 Crosstales.FB.Wrapper.IFileBrowser Interface Reference

Interface for all file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.IFileBrowser:



## Public Member Functions

- string [OpenSingleFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for a single file.*
- string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for multiple files.*
- string [OpenSingleFolder](#) (string title, string directory)  
*Open native folder browser for a single folder.*
- string[] [OpenFolders](#) (string title, string directory, bool multiselect)  
*Open native folder browser for multiple folders.*
- string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native save file browser.*
- void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, System.Action< string[]> cb)  
*Asynchronously opens native file browser for multiple files.*
- void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, System.Action< string[]> cb)  
*Asynchronously opens native folder browser for multiple folders.*
- void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, System.↔ Action< string > cb)  
*Asynchronously opens native save file browser.*

## Properties

- bool `canOpenFile` [get]  
*Indicates if this wrapper can open a file.*
- bool `canOpenFolder` [get]  
*Indicates if this wrapper can open a folder.*
- bool `canSaveFile` [get]  
*Indicates if this wrapper can save a file.*
- bool `canOpenMultipleFiles` [get]  
*Indicates if this wrapper can open multiple files.*
- bool `canOpenMultipleFolders` [get]  
*Indicates if this wrapper can open multiple folders.*
- bool `isPlatformSupported` [get]  
*Indicates if this wrapper is supporting the current platform.*
- bool `isWorkingInEditor` [get]  
*Indicates if this wrapper is working directly inside the Unity Editor (without 'Play'-mode).*
- string `CurrentOpenSingleFile` [get, set]  
*Returns the file from the last "OpenSingleFile"-action.*
- string[] `CurrentOpenFiles` [get, set]  
*Returns the array of files from the last "OpenFiles"-action.*
- string `CurrentOpenSingleFolder` [get, set]  
*Returns the folder from the last "OpenSingleFolder"-action.*
- string[] `CurrentOpenFolders` [get, set]  
*Returns the array of folders from the last "OpenFolders"-action.*
- string `CurrentSaveFile` [get, set]  
*Returns the file from the last "SaveFile"-action.*
- byte[] `CurrentOpenSingleFileData` [get]  
*Returns the data of the file from the last "OpenSingleFile"-action.*
- byte[] `CurrentSaveFileData` [get, set]  
*The data for the "SaveFile"-action.*

### 5.65.1 Detailed Description

Interface for all file browsers.

### 5.65.2 Member Function Documentation

#### 5.65.2.1 OpenFiles()

```
string [] Crosstales.FB.Wrapper.IFileBrowser.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions )
```

Open native file browser for multiple files.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", ".jpg", ".png")

## Returns

Returns array of chosen files. Null when cancelled

Implemented in [Crosstales.FB.RTFB.FileBrowserRTFB](#), [Crosstales.FB.WrapperExample](#), [Crosstales.FB.Wrapper.BaseFileBrowser](#), [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#), [Crosstales.FB.Wrapper.FileBrowserWSA](#), [Crosstales.FB.Wrapper.FileBrowserWin](#), [Crosstales.FB.Wrapper.FileBrowserLinux](#), [Crosstales.FB.Wrapper.FileBrowserMac](#), [Crosstales.FB.Wrapper.FileBrowserEditor](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

### 5.65.2.2 OpenFilesAsync()

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

Asynchronously opens native file browser for multiple files.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", ".jpg", ".png")
<i>cb</i>	Callback for the async operation.

## Returns

Returns array of chosen files. Null when cancelled

Implemented in [Crosstales.FB.WrapperExample](#), [Crosstales.FB.RTFB.FileBrowserRTFB](#), [Crosstales.FB.Wrapper.BaseFileBrowser](#), and [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

### 5.65.2.3 OpenFolders()

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

Open native folder browser for multiple folders.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

#### Returns

Returns array of chosen folders. Null when cancelled

Implemented in [Crosstales.FB.WebGL.FileBrowserWebGL](#), [Crosstales.FB.Wrapper.FileBrowserWSA](#), [Crosstales.FB.Wrapper.Example](#), [Crosstales.FB.RTFB.FileBrowserRTFB](#), [Crosstales.FB.Wrapper.BaseFileBrowser](#), [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#), [Crosstales.FB.Wrapper.FileBrowserWindows](#), [Crosstales.FB.Wrapper.FileBrowserEditor](#), [Crosstales.FB.Wrapper.FileBrowserLinux](#), [Crosstales.FB.Wrapper.FileBrowserMac](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

### 5.65.2.4 OpenFoldersAsync()

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

Asynchronously opens native folder browser for multiple folders.

#### Parameters

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

#### Returns

Returns array of chosen folders. Null when cancelled

Implemented in [Crosstales.FB.WebGL.FileBrowserWebGL](#), [Crosstales.FB.RTFB.FileBrowserRTFB](#), [Crosstales.FB.Wrapper.Example](#), [Crosstales.FB.Wrapper.BaseFileBrowser](#), and [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

### 5.65.2.5 OpenSingleFile()

```
string Crosstales.FB.Wrapper.IFileBrowser.OpenSingleFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Open native file browser for a single file.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", ".jpg", ".png")

#### Returns

Returns a string of the chosen file. Null when cancelled

Implemented in [Crosstales.FB.Wrapper.BaseFileBrowser](#), and [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

### 5.65.2.6 OpenSingleFolder()

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

Open native folder browser for a single folder.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory

#### Returns

Returns a string of the chosen folder. Null when cancelled

Implemented in [Crosstales.FB.Wrapper.BaseFileBrowser](#), and [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

### 5.65.2.7 SaveFile()

```
string Crosstales.FB.Wrapper.IFileBrowser.SaveFile (
    string title,
```

```
string directory,  
string defaultName,  
params ExtensionFilter[] extensions )
```

Open native save file browser.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

#### Returns

Returns chosen file. Null when cancelled

Implemented in [Crosstales.FB.Wrapper.FileBrowserWSA](#), [Crosstales.FB.Wrapper.Example](#), [Crosstales.FB.RTFB.FileBrowserRTFB](#), [Crosstales.FB.Wrapper.BaseFileBrowser](#), [Crosstales.FB.Wrapper.FileBrowserWindows](#), [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#), [Crosstales.FB.Wrapper.FileBrowserEditor](#), [Crosstales.FB.Wrapper.FileBrowserLinux](#), [Crosstales.FB.Wrapper.FileBrowserMac](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

### 5.65.2.8 SaveFileAsync()

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

Asynchronously opens native save file browser.

#### Parameters

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

#### Returns

Returns chosen file. Null when cancelled

Implemented in [Crosstales.FB.RTFB.FileBrowserRTFB](#), [Crosstales.FB.Wrapper.Example](#), [Crosstales.FB.Wrapper.BaseFileBrowser](#), and [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

### 5.65.3 Property Documentation

#### 5.65.3.1 canOpenFile

```
bool Crosstales.FB.Wrapper.IFileBrowser.canOpenFile [get]
```

Indicates if this wrapper can open a file.

##### Returns

[Wrapper](#) can open a file.

#### 5.65.3.2 canOpenFolder

```
bool Crosstales.FB.Wrapper.IFileBrowser.canOpenFolder [get]
```

Indicates if this wrapper can open a folder.

##### Returns

[Wrapper](#) can open a folder.

#### 5.65.3.3 canOpenMultipleFiles

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

Indicates if this wrapper can open multiple files.

##### Returns

[Wrapper](#) can open multiple files.

#### 5.65.3.4 canOpenMultipleFolders

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

Indicates if this wrapper can open multiple folders.

##### Returns

[Wrapper](#) can open multiple folders.

### 5.65.3.5 canSaveFile

```
bool Crosstales.FB.Wrapper.IFileBrowser.canSaveFile [get]
```

Indicates if this wrapper can save a file.

#### Returns

[Wrapper](#) can save a file.

### 5.65.3.6 CurrentOpenFiles

```
string [] Crosstales.FB.Wrapper.IFileBrowser.CurrentOpenFiles [get], [set]
```

Returns the array of files from the last "OpenFiles"-action.

#### Returns

Array of files from the last "OpenFiles"-action.

### 5.65.3.7 CurrentOpenFolders

```
string [] Crosstales.FB.Wrapper.IFileBrowser.CurrentOpenFolders [get], [set]
```

Returns the array of folders from the last "OpenFolders"-action.

#### Returns

Array of folders from the last "OpenFolders"-action.

### 5.65.3.8 CurrentOpenSingleFile

```
string Crosstales.FB.Wrapper.IFileBrowser.CurrentOpenSingleFile [get], [set]
```

Returns the file from the last "OpenSingleFile"-action.

#### Returns

File from the last "OpenSingleFile"-action.



#### 5.65.3.9 CurrentOpenSingleFileData

```
byte [] Crosstales.FB.Wrapper.IFileBrowser.CurrentOpenSingleFileData [get]
```

Returns the data of the file from the last "OpenSingleFile"-action.

##### Returns

Data of the file from the last "OpenSingleFile"-action.

#### 5.65.3.10 CurrentOpenSingleFolder

```
string Crosstales.FB.Wrapper.IFileBrowser.CurrentOpenSingleFolder [get], [set]
```

Returns the folder from the last "OpenSingleFolder"-action.

##### Returns

Folder from the last "OpenSingleFolder"-action.

#### 5.65.3.11 CurrentSaveFile

```
string Crosstales.FB.Wrapper.IFileBrowser.CurrentSaveFile [get], [set]
```

Returns the file from the last "SaveFile"-action.

##### Returns

File from the last "SaveFile"-action.

#### 5.65.3.12 CurrentSaveFileData

```
byte [] Crosstales.FB.Wrapper.IFileBrowser.CurrentSaveFileData [get], [set]
```

The data for the "SaveFile"-action.

### 5.65.3.13 isPlatformSupported

```
bool Crosstales.FB.Wrapper.IFileBrowser.isPlatformSupported [get]
```

Indicates if this wrapper is supporting the current platform.

#### Returns

True if this wrapper supports current platform.

### 5.65.3.14 isWorkingInEditor

```
bool Crosstales.FB.Wrapper.IFileBrowser.isWorkingInEditor [get]
```

Indicates if this wrapper is working directly inside the Unity Editor (without 'Play'-mode).

#### Returns

True if this wrapper is working directly inside the Unity Editor.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↵  
Wrapper/IFileBrowser.cs

## 5.66 Crosstales.FB.Wrapper.NativeMethods.IShellItem Interface Reference

### Public Member Functions

- void **BindToHandler** ()
- void **GetParent** ()
- void **GetDisplayName** ([System.Runtime.InteropServices.InAttribute] SIGDN sigdnName, [System.↵  
Runtime.InteropServices.MarshalAsAttribute(System.Runtime.InteropServices.UnmanagedType.LPWSTR)]  
out string ppszName)
- void **GetAttributes** ()
- void **Compare** ()

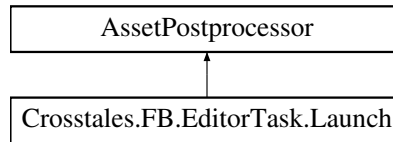
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↵  
Wrapper/FileBrowserWindows.cs

## 5.67 Crosstales.FB.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.FB.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/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/Editor/Task/Launch.cs

## 5.68 Crosstales.FB.EditorBuild.MacOSPostProcessor Class Reference

Post processor for macOS.

### Static Public Member Functions

- static void **OnPostprocessBuild** (BuildTarget target, string pathToBuiltProject)

#### 5.68.1 Detailed Description

Post processor for macOS.

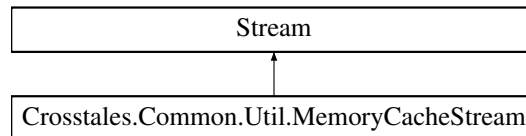
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/Editor/Builder/MacOSPostProcessor.cs

## 5.69 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.*

#### 5.69.1 Detailed Description

Memory cache stream.

#### 5.69.2 Constructor & Destructor Documentation

##### 5.69.2.1 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

<i>cacheSize</i>	Cache size of the stream in bytes.
<i>maxCacheSize</i>	Maximum cache size of the stream in bytes.

## 5.69.3 Member Data Documentation

### 5.69.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

### 5.69.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

### 5.69.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

### 5.69.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => length
```

Gets the current stream length.

## 5.69.4 Property Documentation

### 5.69.4.1 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/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↵  
Util/MemoryCacheStream.cs

## 5.70 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.*

### 5.70.1 Detailed Description

Base for various helper functions for networking.

## 5.70.2 Member Function Documentation

### 5.70.2.1 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

<i>url</i>	URL to clean
<i>removeProtocol</i>	Remove the protocol, e.g. <code>http://</code> (default: true, optional).
<i>removeWWW</i>	Remove www (default: true, optional).
<i>removeSlash</i>	Remove slash at the end (default: true, optional)

#### Returns

Clean URL

### 5.70.2.2 GetIP()

```
static string Crosstales.Common.Util.NetworkHelper.GetIP (
    string host ) [static]
```

Returns the IP of a given host name.

#### Parameters

<i>host</i>	Host name
-------------	-----------

#### Returns

IP of a given host name.

### 5.70.2.3 isValidURL()

```
static bool Crosstales.Common.Util.NetworkHelper.isValidURL (
    string url ) [static]
```

Checks if the URL is valid.

**Parameters**

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

**Returns**

True if the URL is valid.

**5.70.2.4 OpenURL()**

```
static bool Crosstales.Common.Util.NetworkHelper.OpenURL (
    string url ) [static]
```

Opens the given URL with the file explorer or browser.

**Parameters**

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

**Returns**

True if the URL was valid.

**5.70.2.5 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.

**5.70.2.6 ValidURLFromFilePath()**

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

Validates a given file.



#### Parameters

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

#### Returns

Valid file path

### 5.70.3 Property Documentation

#### 5.70.3.1 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/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↵  
Util/NetworkHelper.cs

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

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

### 5.71.1 Detailed Description

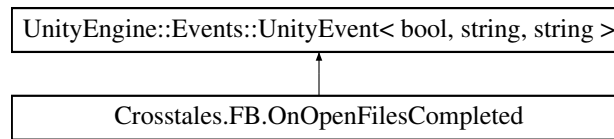
Checks if a 'Happy new year'-message must be displayed.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↵  
Editor/Task/NYCheck.cs

## 5.72 Crosstales.FB.OnOpenFilesCompleted Class Reference

Inheritance diagram for Crosstales.FB.OnOpenFilesCompleted:

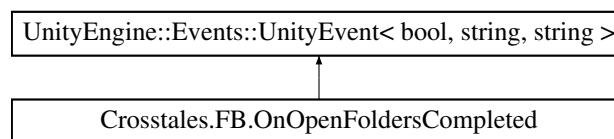


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/FileBrowser.cs

## 5.73 Crosstales.FB.OnOpenFoldersCompleted Class Reference

Inheritance diagram for Crosstales.FB.OnOpenFoldersCompleted:

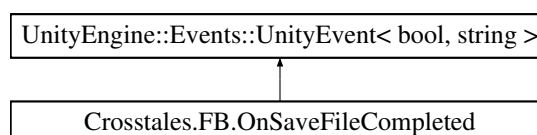


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/FileBrowser.cs

## 5.74 Crosstales.FB.OnSaveFileCompleted Class Reference

Inheritance diagram for Crosstales.FB.OnSaveFileCompleted:



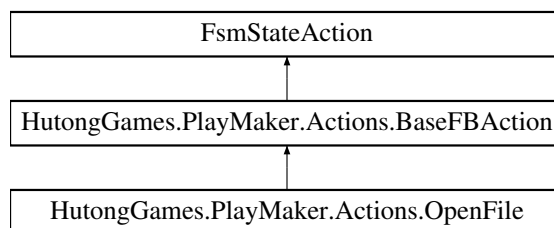
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/FileBrowser.cs

## 5.75 HutongGames.PlayMaker.Actions.OpenFile Class Reference

Open file action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.OpenFile:



### Public Member Functions

- override void **OnEnter** ()

### Public Attributes

- FsmString **Extensions** = "txt"  
*Extensions of the file (separated by semicolon ';').*

#### 5.75.1 Detailed Description

Open file action for [PlayMaker](#).

#### 5.75.2 Member Data Documentation

##### 5.75.2.1 Extensions

```
FsmString HutongGames.PlayMaker.Actions.OpenFile.Extensions = "txt"
```

Extensions of the file (separated by semicolon ';').

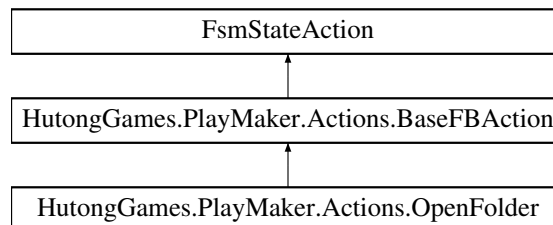
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↵ PlayMaker/Scripts/OpenFile.cs

## 5.76 HutongGames.PlayMaker.Actions.OpenFolder Class Reference

Open folder action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.OpenFolder:



### Public Member Functions

- override void **OnEnter** ()

### Additional Inherited Members

#### 5.76.1 Detailed Description

Open folder action for [PlayMaker](#).

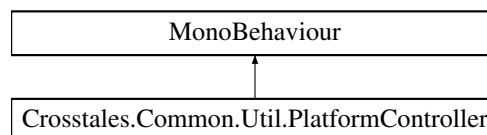
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ PlayMaker/Scripts/OpenFolder.cs

## 5.77 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**

### 5.77.1 Detailed Description

Enables or disable game objects and scripts for a given platform.

### 5.77.2 Member Data Documentation

#### 5.77.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

#### 5.77.2.2 Objects

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

summary>Selected scripts for the controller.

#### 5.77.2.3 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/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/↔ PlatformController/Scripts/PlatformController.cs

## 5.78 Crosstales.FB.EditorIntegration.PlatformProviderGameObject Class Reference

Editor component for the "Hierarchy"-menu.

### 5.78.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Extras/↔ PlatformWrapper/Scripts/Editor/PlatformProviderGameObject.cs

## 5.79 Crosstales.FB.EditorIntegration.PlatformProviderMenu Class Reference

Editor component for the "Tools"-menu.

### 5.79.1 Detailed Description

Editor component for the "Tools"-menu.

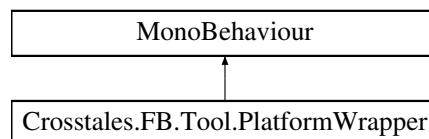
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Extras/↔ PlatformWrapper/Scripts/Editor/PlatformProviderMenu.cs

## 5.80 Crosstales.FB.Tool.PlatformWrapper Class Reference

Allows to configure wrappers per platform.

Inheritance diagram for Crosstales.FB.Tool.PlatformWrapper:



### Public Attributes

- [PlatformWrapperTuple\[\]](#) **Configuration**
- [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#) **DefaultWrapper**
- bool **SetAsChild** = true
- bool **UseDefault**

### 5.80.1 Detailed Description

Allows to configure wrappers per platform.

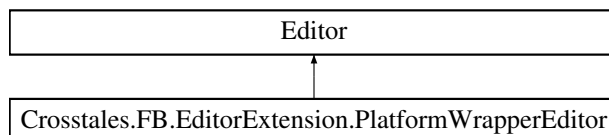
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Extras/↔ PlatformWrapper/Scripts/PlatformWrapper.cs

## 5.81 Crosstales.FB.EditorExtension.PlatformWrapperEditor Class Reference

Custom editor for the 'PlatformWrapper'-class.

Inheritance diagram for Crosstales.FB.EditorExtension.PlatformWrapperEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

### Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("PlatformWrapper") != null

### 5.81.1 Detailed Description

Custom editor for the 'PlatformWrapper'-class.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Extras/↔ PlatformWrapper/Scripts/Editor/PlatformWrapperEditor.cs

## 5.82 Crosstales.FB.Tool.PlatformWrapperTuple Class Reference

### Public Attributes

- [Crosstales.Common.Model.Enum.Platform](#) **Platform**
- [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#) **CustomWrapper**

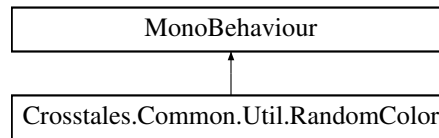
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Extras/↔ PlatformWrapper/Scripts/PlatformWrapper.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).

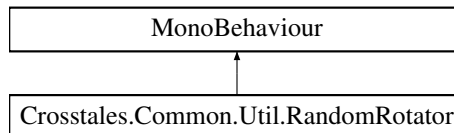
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/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).

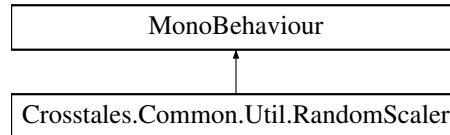
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/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).

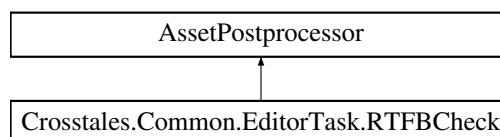
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/↔ Random/Scripts/RandomScaler.cs

## 5.86 Crosstales.Common.EditorTask.RTFBCheck Class Reference

Search for the "Runtime File Browser" and add the compile define "CT\_RTFB".

Inheritance diagram for Crosstales.Common.EditorTask.RTFBCheck:



### Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] moved↔ Assets, string[] movedFromAssetPaths)

### 5.86.1 Detailed Description

Search for the "Runtime File Browser" and add the compile define "CT\_RTFB".

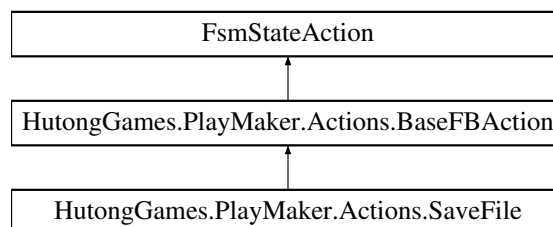
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↵ Editor/Task/RTFBCheck.cs

## 5.87 HutongGames.PlayMaker.Actions.SaveFile Class Reference

Save file action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SaveFile:



### Public Member Functions

- override void **OnEnter** ()

### Public Attributes

- FsmString **FileName** = "MySaveFile"  
*Name of the file.*
- FsmString **Extensions** = "txt"  
*Extensions of the file (separated by semicolon ';').*

### 5.87.1 Detailed Description

Save file action for [PlayMaker](#).

### 5.87.2 Member Data Documentation

### 5.87.2.1 Extensions

```
FsmString HutongGames.PlayMaker.Actions.SaveFile.Extensions = "txt"
```

Extensions of the file (separated by semicolon ';').

### 5.87.2.2 FileName

```
FsmString HutongGames.PlayMaker.Actions.SaveFile.FileName = "MySaveFile"
```

Name of the file.

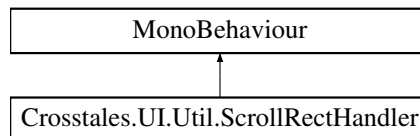
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ PlayMaker/Scripts/SaveFile.cs

## 5.88 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

### 5.88.1 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/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/Util/ScrollRectHandler.cs

## 5.89 Crosstales.FB.EditorBuild.SetStandalone Class Reference

Sets the required build parameters for Standalone.

### 5.89.1 Detailed Description

Sets the required build parameters for Standalone.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Builder/SetStandalone.cs

## 5.90 Crosstales.FB.Util.SetupProject Class Reference

Setup the project to use File Browser.

### 5.90.1 Detailed Description

Setup the project to use File Browser.

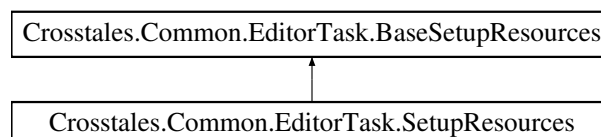
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Util/SetupProject.cs

## 5.91 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

### 5.91.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

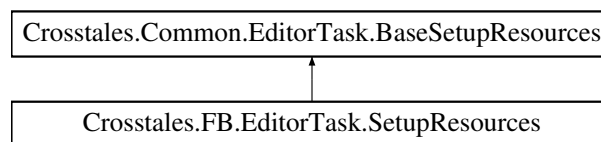
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Editor/Task/SetupResources.cs

## 5.92 Crosstales.FB.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.FB.EditorTask.SetupResources:



## Static Public Member Functions

- static void **Setup** ()

## Additional Inherited Members

### 5.92.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

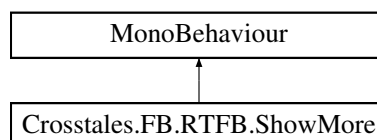
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Task/SetupResources.cs

## 5.93 Crosstales.FB.RTFB.ShowMore Class Reference

Shows the details for Runtime File Browser.

Inheritance diagram for Crosstales.FB.RTFB.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.93.1 Detailed Description

Shows the details for Runtime File Browser.

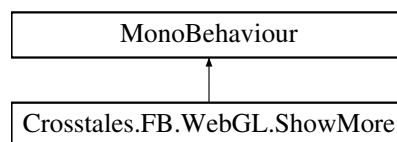
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ Runtime File Browser/Demo/Scripts/ShowMore.cs

## 5.94 Crosstales.FB.WebGL.ShowMore Class Reference

Shows the details for [WebGL](#) Native File Browser.

Inheritance diagram for Crosstales.FB.WebGL.ShowMore:



## Public Member Functions

- void **Show** ()

### 5.94.1 Detailed Description

Shows the details for [WebGL](#) Native File Browser.

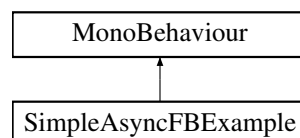
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ WebGL Native File Browser/Demo/Scripts/ShowMore.cs

## 5.95 SimpleAsyncFBExample Class Reference

Simple example to demonstrate the basic usage of File Browser with async-calls.

Inheritance diagram for SimpleAsyncFBExample:



## Public Member Functions

- void **OpenFile** ()

## Public Attributes

- string **Extension** = "txt"
- Text **Result**

### 5.95.1 Detailed Description

Simple example to demonstrate the basic usage of File Browser with async-calls.

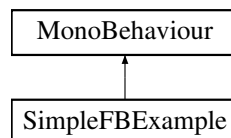
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demos/↵ Scripts/SimpleAsyncFBExample.cs

## 5.96 SimpleFBExample Class Reference

Simple example to demonstrate the basic usage of File Browser.

Inheritance diagram for SimpleFBExample:



## Public Member Functions

- void **OpenFile** ()

## Public Attributes

- string **Extension** = "txt"
- Text **Result**

### 5.96.1 Detailed Description

Simple example to demonstrate the basic usage of File Browser.

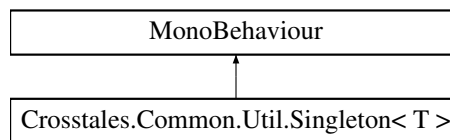
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demos/↵ Scripts/SimpleFBExample.cs

## 5.97 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.*

## 5.97.1 Detailed Description

Base-class for all singletons.

### Type Constraints

*T*: [Singleton](#)< *T* >

## 5.97.2 Member Function Documentation

### 5.97.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (
    bool searchExistingGameObject = true,
    bool deleteExistingInstance = false ) [static]
```

Creates an instance of this object.

#### Parameters

<i>searchExistingGameObject</i>	Search for existing GameObjects of this object (default: true, optional)
<i>deleteExistingInstance</i>	Delete existing instance of this object (default: false, optional)

### 5.97.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( ) [static]
```

Deletes the instance of this object.

## 5.97.3 Member Data Documentation

### 5.97.3.1 GameObjectName

```
string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name [static]
```

Name of the gameobject in the scene.

### 5.97.3.2 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath [static]
```

Fully qualified prefab path.

## 5.97.4 Property Documentation

### 5.97.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

### 5.97.4.2 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/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔  
Util/Singleton.cs

## 5.98 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

### Properties

- static bool **isQuitting** = false [get, set]

### 5.98.1 Detailed Description

Helper-class for singletons.

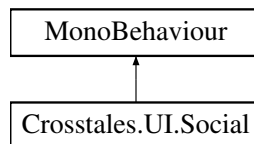
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/Singleton.cs

## 5.99 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** ()

### 5.99.1 Detailed Description

[Crosstales](#) social media links.

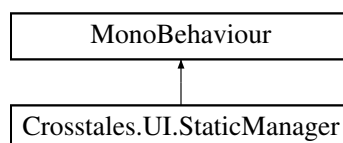
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/Social.cs

## 5.100 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



## Public Member Functions

- void **OpenAssetstore** ()

### 5.100.1 Detailed Description

Static Button Manager.

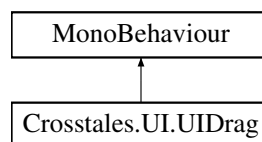
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/StaticManager.cs

## 5.101 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



## Public Member Functions

- void **OnDrag** ()

### 5.101.1 Detailed Description

Allow to Drag the Windows around.

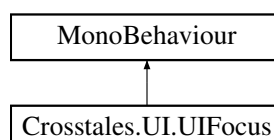
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/UIDrag.cs

## 5.102 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](#).*

### 5.102.1 Detailed Description

Change the Focus on from a Window.

### 5.102.2 Member Function Documentation

#### 5.102.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

### 5.102.3 Member Data Documentation

#### 5.102.3.1 ManagerName

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

Name of the gameobject containing the [UIWindowManager](#).

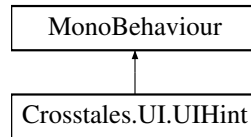
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/UIFocus.cs

## 5.103 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).*

### 5.103.1 Detailed Description

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

### 5.103.2 Member Data Documentation

#### 5.103.2.1 Delay

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

Delay in seconds before fading (default: 2).

### 5.103.2.2 Disable

```
bool Crosstailes.UI.UIHint.Disable = true
```

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

### 5.103.2.3 FadeAtStart

```
bool Crosstailes.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

### 5.103.2.4 FadeTime

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

Fade time in seconds (default: 2).

### 5.103.2.5 Group

```
CanvasGroup Crosstailes.UI.UIHint.Group
```

Group to fade.

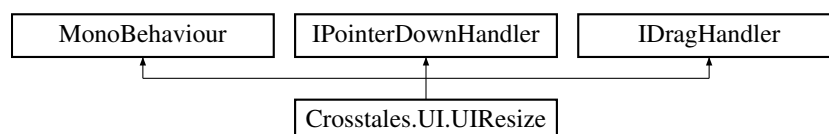
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstailes/Common/Extras/UI/Scripts/UIHint.cs

## 5.104 Crosstailes.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstailes.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).*

### 5.104.1 Detailed Description

Resize a [UI](#) element.

### 5.104.2 Member Data Documentation

#### 5.104.2.1 IgnoreMaxSize

```
bool Crosstales.UI.UIResize.IgnoreMaxSize = false
```

Ignore maximum size of the [UI](#) element (default: false).

#### 5.104.2.2 MaxSize

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

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

#### 5.104.2.3 MinSize

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

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

#### 5.104.2.4 SpeedFactor

```
float Crosstales.UI.UIResize.SpeedFactor = 2
```

Resize speed (default: 2).

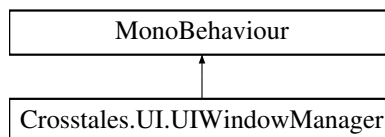
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/UIResize.cs

## 5.105 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.*

#### 5.105.1 Detailed Description

Change the state of all Window panels.

#### 5.105.2 Member Function Documentation

##### 5.105.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (  
    GameObject active )
```

Change the state of all windows.

## Parameters

<i>active</i>	Active window.
---------------	----------------

## 5.105.3 Member Data Documentation

### 5.105.3.1 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/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↵  
Scripts/UIWindowManager.cs

## 5.106 Crosstales.FB.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

### Static Public Member Functions

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

### Static Public Attributes

- const string **TEXT\_NOT\_CHECKED** = "Not checked."
- const string **TEXT\_NO\_UPDATE** = "No update available - you are using the latest version."

### 5.106.1 Detailed Description

Checks for updates of the asset.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↵  
Editor/Task/UpdateCheck.cs

## 5.107 Crosstales.FB.EditorBuild.UWPPostProcessor Class Reference

Post processor for UWP (WSA).

## Static Public Member Functions

- static void **OnPostprocessBuild** (BuildTarget target, string pathToBuiltProject)

### 5.107.1 Detailed Description

Post processor for UWP (WSA).

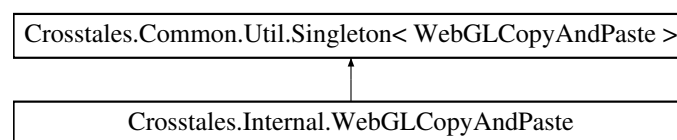
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Builder/UWPPostProcessor.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/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/Web↔ GLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

## 5.109 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference

### Static Public Member Functions

- static void **Init** ()
- static void **PassCopyToBrowser** (string str)

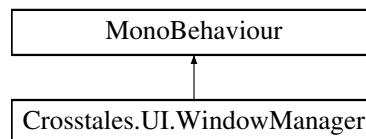
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/WebGLCopyAndPaste/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).

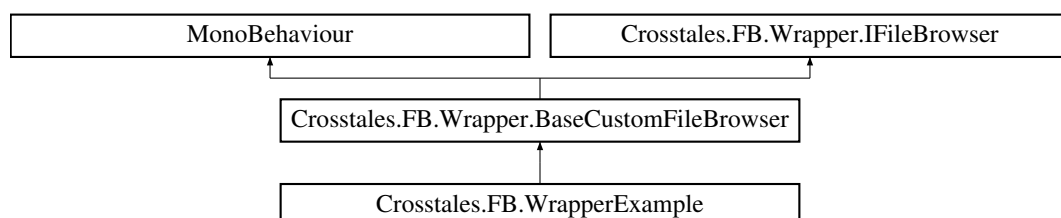
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/WindowManager.cs

## 5.111 Crosstales.FB.WrapperExample Class Reference

Example for a custom wrapper with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the [Wrapper](#) and its variables

Inheritance diagram for Crosstales.FB.WrapperExample:



## Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)  
*Open native file browser for multiple files.*
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)  
*Open native folder browser for multiple folders.*
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)  
*Open native save file browser.*
- override void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, System.Action< string[]> cb)  
*Asynchronously opens native file browser for multiple files.*
- override void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, System.Action< string[]> cb)  
*Asynchronously opens native folder browser for multiple folders.*
- override void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, System.Action< string > cb)  
*Asynchronously opens native save file browser.*

## Properties

- override bool **canOpenFile** [get]
- override bool **canOpenFolder** [get]
- override bool **canSaveFile** [get]
- override bool **canOpenMultipleFiles** [get]
- override bool **canOpenMultipleFolders** [get]
- override bool **isPlatformSupported** [get]
- override bool **isWorkingInEditor** [get]
- override string **CurrentOpenSingleFile** [get, set]
- override string[] **CurrentOpenFiles** [get, set]
- override string **CurrentOpenSingleFolder** [get, set]
- override string[] **CurrentOpenFolders** [get, set]
- override string **CurrentSaveFile** [get, set]

## Additional Inherited Members

### 5.111.1 Detailed Description

Example for a custom wrapper with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the [Wrapper](#) and its variables

### 5.111.2 Member Function Documentation

#### 5.111.2.1 OpenFiles()

```
override string [] Crosstales.FB.WrapperExample.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native file browser for multiple files.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", ".jpg", ".png")

## Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

### 5.111.2.2 OpenFilesAsync()

```
override void Crosstales.FB.WrapperExample.OpenFilesAsync (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    ExtensionFilter[] extensions,
    System.Action< string[]> cb ) [virtual]
```

Asynchronously opens native file browser for multiple files.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", ".jpg", ".png")
<i>cb</i>	Callback for the async operation.

## Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

### 5.111.2.3 OpenFolders()

```
override string [] Crosstales.FB.WrapperExample.OpenFolders (
    string title,
```

```
    string directory,  
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

## Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

#### 5.111.2.4 OpenFoldersAsync()

```
override void Crosstales.FB.WrapperExample.OpenFoldersAsync (
    string title,
    string directory,
    bool multiselect,
    System.Action< string[]> cb ) [virtual]
```

Asynchronously opens native folder browser for multiple folders.

## Parameters

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

## Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

#### 5.111.2.5 SaveFile()

```
override string Crosstales.FB.WrapperExample.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

## Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")

## Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

### 5.111.2.6 SaveFileAsync()

```
override void Crosstales.FB.WrapperExample.SaveFileAsync (
    string title,
    string directory,
    string defaultName,
    ExtensionFilter[] extensions,
    System.Action< string > cb ) [virtual]
```

Asynchronously opens native save file browser.

## Parameters

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

## Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/Wrapper←  
Example.cs

## 5.112 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 a XML-file.*
- static string [SerializeToString< T >](#) (T obj)  
*Serialize an object to a XML-string.*
- static byte[] [SerializeToByteArray< T >](#) (T obj)  
*Serialize an object to a XML byte-array.*
- static T [DeserializeFromFile< T >](#) (string filename, bool skipBOM=false)  
*Deserialize a XML-file to an object.*
- static T [DeserializeFromString< T >](#) (string xmlAsString, bool skipBOM=true)  
*Deserialize a XML-string to an object.*
- static T [DeserializeFromByteArray< T >](#) (byte[] data)  
*Deserialize a XML byte-array to an object.*
- static T [DeserializeFromResource< T >](#) (string resourceName, bool skipBOM=true)  
*Deserialize a Unity XML resource (TextAsset) to an object.*

### 5.112.1 Detailed Description

Helper-class for XML.

### 5.112.2 Member Function Documentation

#### 5.112.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromByteArray< T > (
    byte[] data ) [static]
```

Deserialize a XML byte-array to an object.

##### Parameters

<i>data</i>	XML of the object
-------------	-------------------

##### Returns

Object

#### 5.112.2.2 DeserializeFromFile< T >()

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

Deserialize a XML-file to an object.

## Parameters

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

## Returns

Object

**5.112.2.3 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

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

## Returns

Object

**5.112.2.4 DeserializeFromString< T >()**

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

Deserialize a XML-string to an object.

## Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

## Returns

Object



### 5.112.2.5 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.XmlHelper.SerializeToByteArray< T > (  
    T obj ) [static]
```

Serialize an object to a XML byte-array.

#### Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

#### Returns

Object as byte-array

### 5.112.2.6 SerializeToFile< T >()

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

Serialize an object to a XML-file.

#### Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

### 5.112.2.7 SerializeToString< T >()

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

Serialize an object to a XML-string.

#### Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

#### Returns

Object as XML-string

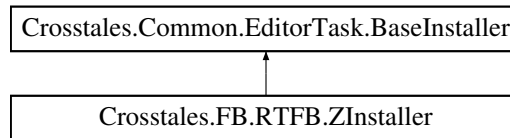
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/XmlHelper.cs

## 5.113 Crosstales.FB.RTFB.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.FB.RTFB.ZInstaller:



### Additional Inherited Members

#### 5.113.1 Detailed Description

Installs the Demos-package.

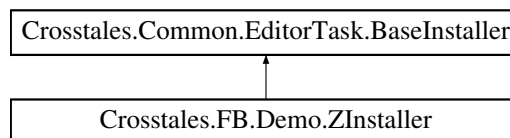
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ Runtime File Browser/Scripts/Editor/ZInstaller.cs

## 5.114 Crosstales.FB.Demo.ZInstaller Class Reference

Installs the packages from [Common](#).

Inheritance diagram for Crosstales.FB.Demo.ZInstaller:



### Additional Inherited Members

#### 5.114.1 Detailed Description

Installs the packages from [Common](#).

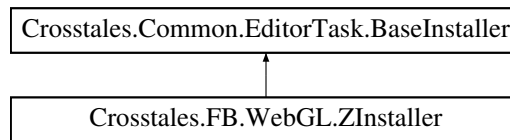
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demos/↔ Scripts/Editor/ZInstaller.cs

## 5.115 Crosstales.FB.WebGL.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.FB.WebGL.ZInstaller:



### Additional Inherited Members

#### 5.115.1 Detailed Description

Installs the Demos-package.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ WebGL Native File Browser/Scripts/Editor/ZInstaller.cs

## Chapter 6

# More information

### 6.1 Homepage

<https://www.crosstales.com/>

### 6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

### 6.3 Forum

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

### 6.4 Documentation

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

### 6.5 Discord

<https://discord.gg/ZbZ2sh4>

### 6.6 Demos

#### 6.6.1 Windows

[https://drive.google.com/file/d/1sE-6uhp2nk\\_5B85jvoiMWdk\\_\\_HqUPSek/view?usp=sharing](https://drive.google.com/file/d/1sE-6uhp2nk_5B85jvoiMWdk__HqUPSek/view?usp=sharing)

### 6.6.2 macOS

<https://drive.google.com/file/d/1sAB953F-fpRmTSks9f2ZM0sMV7CEyyUA/view?usp=sharing>

### 6.6.3 Linux

[https://drive.google.com/file/d/1LAm9v8Mu9jvF\\_8ZU0X3UU8nLKCdobzrj/view?usp=sharing](https://drive.google.com/file/d/1LAm9v8Mu9jvF_8ZU0X3UU8nLKCdobzrj/view?usp=sharing)

## 6.7 Videos

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

### 6.7.1 Tutorial

<https://youtu.be/nczXecD0uB0?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

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