File Browser PRO

Native file browser for standalone

API

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Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 4

Namespace Documentation

4.1   Crosstales Namespace Reference

Classes

- class ExtensionMethods

    Various extension methods.

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.ProcessStart↩ Info"-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=1011lNGT`
- 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=1011lNGT`
- 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:
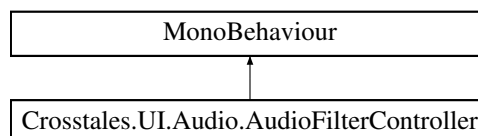
Public Member Functions

- 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:
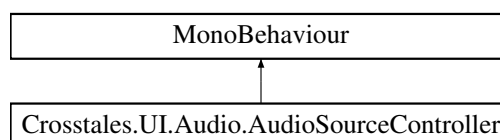
Public Member Functions

- 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:
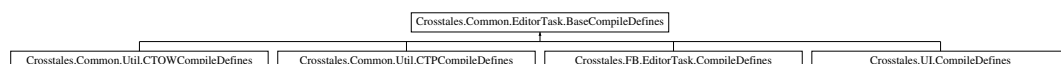
Static Public Member Functions

- 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

symbols	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

symbols	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:

```
┌─────────────────────────────────────┐
│ Crosstales.Common.Util.BaseConstants │
└─────────────────────────────────────┘
                    ↑
┌─────────────────────────────────────┐
│     Crosstales.FB.Util.Constants     │
└─────────────────────────────────────┘
```
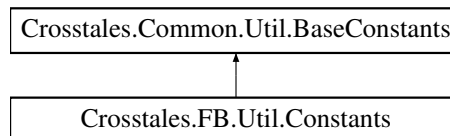
Static Public Attributes

- 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=1011lNGT"

    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=1011lNGT"

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

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

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

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

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

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

    URL of the "Online Check" asset.

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

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

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

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

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

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

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

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

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

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

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

    Float tolerance.
- const string FORMAT_TWO_DECIMAL_PLACES = "0.00"

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

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

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

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

    Path delimiter for Unix.
- static System.Text.RegularExpressions.Regex **REGEX_LINEENDINGS** => _regexLineEndings ?? (←_regexLineEndings = new System.Text.RegularExpressions.Regex(@"[\u000A\u000B\u000C\u000←D\u2028\u2029\u0085]+"))
- static System.Text.RegularExpressions.Regex **REGEX_EMAIL** => _regexEmail ?? (_regexEmail = 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}))$"))
- static System.Text.RegularExpressions.Regex **REGEX_CREDITCARD** => _regexCreditCard ?? (_regex←CreditCard = new System.Text.RegularExpressions.Regex(@"^((\d{4}[-]?){3}\d{4})$"))
- static System.Text.RegularExpressions.Regex **REGEX_URL_WEB** => _regexUrl←Web ?? (_regexUrl←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\-\.\?\,\'\/\\\+&%\$#_]*)?$"))
- static System.Text.RegularExpressions.Regex **REGEX_IP_ADDRESS** => _regexIPAddress ?? (_regexI←PAddress = new System.Text.RegularExpressions.Regex(@"^([0-9]{1,3}\.){3}[0-9]{1,3}$"))
- static System.Text.RegularExpressions.Regex **REGEX_INVALID_CHARS** => _regexInvalidChars ?? (_←regexInvalidChars = new System.Text.RegularExpressions.Regex(@"[^\w\.@-]"))
- static System.Text.RegularExpressions.Regex **REGEX_ALPHANUMERIC** => _regexAlpha ?? (_regex←Alpha = new System.Text.RegularExpressions.Regex(@"([A-Za-z0-9_]+)"))
- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_SPACES** => _regexCleanSpace ?? (_←regexCleanSpace = new System.Text.RegularExpressions.Regex(@"\s+"))

- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_TAGS** => _regexCleanTags ?? (_regex↩
  CleanTags = new System.Text.RegularExpressions.Regex(@"<.∗?>"))
- const string **ALPHABET_LATIN_UPPERCASE** = "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
- const string **ALPHABET_LATIN_LOWERCASE** = "abcdefghijklmnopqrstuvwxyz"
- const string **ALPHABET_FRENCH_UPPERCASE** = "ÀÂÄÆÇÈÉÊËÏÔŒÙÛÜ"
- const string **ALPHABET_FRENCH_LOWERCASE** = "àâäæçèéêëïôœùûü"
- const string **NUMBERS** = "0123456789"
- static bool DEV_DEBUG = false

  Development debug logging for the asset.
- static string **TEXT_TOSTRING_START** = " {"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = "', "
- static string **TEXT_TOSTRING_DELIMITER_END** = "'"
- const string **PREFIX_HTTP** = "http://"
- const string **PREFIX_HTTPS** = "https://"
- static int PROCESS_KILL_TIME = 5000

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

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

  Show the BWF banner.
- static bool SHOW_DJ_BANNER = true

  Show the DJ banner.
- static bool SHOW_FB_BANNER = true

  Show the FB banner.
- static bool SHOW_OC_BANNER = true

  Show the OC banner.
- static bool SHOW_RADIO_BANNER = true

  Show the Radio banner.
- static bool SHOW_RTV_BANNER = true

  Show the RTV banner.
- static bool SHOW_TB_BANNER = true

  Show the TB banner.
- static bool SHOW_TPB_BANNER = true

  Show the TPB banner.
- static bool SHOW_TPS_BANNER = true

  Show the TPS banner.
- static bool SHOW_TR_BANNER = true

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

  Application path.

Properties

- static string PREFIX_FILE `[get]`

  URL prefix for files.

5.6.1   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=1011lNGT"  [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=1011lNGT"  [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=1011lNGT"  [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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/$\hookleftarrow$
  Util/BaseConstants.cs

5.7   Crosstales.FB.Wrapper.BaseCustomFileBrowser Class Reference

Base class for custom file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.BaseCustomFileBrowser:

```
┌─────────────────────┐   ┌──────────────────────────────┐
│   MonoBehaviour     │   │ Crosstales.FB.Wrapper.IFileBrowser │
└─────────────────────┘   └──────────────────────────────┘
          └───────────────┬───────────────┘
          ┌──────────────────────────────────────┐
          │ Crosstales.FB.Wrapper.BaseCustomFileBrowser │
          └──────────────────────────────────────┘
    ┌────────────────┼──────────────────────────┐
┌──────────────────────────┐ ┌──────────────────────────┐ ┌──────────────────────┐
│ Crosstales.FB.RTFB.FileBrowserRTFB │ │ Crosstales.FB.WebGL.FileBrowserWebGL │ │ Crosstales.FB.WrapperExample │
└──────────────────────────┘ └──────────────────────────┘ └──────────────────────┘
```

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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection
extensions	List of extension filters. Filter Example: new ExtensionFilter("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

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

title	Dialog title
directory	Root directory
multiselect	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.FileBrowserRT

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

title	Dialog title
directory	Root directory
multiselect	Allow multiple folder selection
cb	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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
extensions	List of extension filters. Filter Example: new ExtensionFilter("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

title	Dialog title
directory	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

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

Returns

Returns chosen file. 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

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

Returns

> Returns chosen file. 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:

```
┌─────────────────────────────────────────────┐
│     Crosstales.Common.Util.BaseHelper        │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│ Crosstales.Common.EditorUtil.BaseEditorHelper │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│     Crosstales.FB.EditorUtil.EditorHelper     │
└─────────────────────────────────────────────┘
```
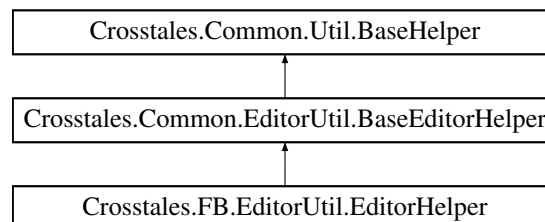
Static Public Member Functions

- static void RestartUnity (string executeMethod="")

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

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

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

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

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

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

- static string GetBuildNameFromBuildTarget (BuildTarget build)

        Returns the build name for a BuildTarget.

- static System.Collections.Generic.List< T > FindAssetsByType< T > ()

        Returns assets for a certain type.

- static T CreateAsset< T > (string name, bool showSaveFileBrowser=true)

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

- static void InstantiatePrefab (string prefabName, string path)

        Instantiates a prefab.

Static Public Attributes

- static Texture2D **Logo_Asset_BWF** => loadImage(ref logo_asset_bwf, "logo_asset_bwf.png")
- static Texture2D **Logo_Asset_DJ** => loadImage(ref logo_asset_dj, "logo_asset_dj.png")
- static Texture2D **Logo_Asset_FB** => loadImage(ref logo_asset_fb, "logo_asset_fb.png")
- static Texture2D **Logo_Asset_OC** => loadImage(ref logo_asset_oc, "logo_asset_oc.png")
- static Texture2D **Logo_Asset_Radio** => loadImage(ref logo_asset_radio, "logo_asset_radio.png")
- static Texture2D **Logo_Asset_RTV** => loadImage(ref logo_asset_rtv, "logo_asset_rtv.png")
- static Texture2D **Logo_Asset_TB** => loadImage(ref logo_asset_tb, "logo_asset_tb.png")
- static Texture2D **Logo_Asset_TPB** => loadImage(ref logo_asset_tpb, "logo_asset_tpb.png")
- static Texture2D **Logo_Asset_TPS** => loadImage(ref logo_asset_tps, "logo_asset_tps.png")
- static Texture2D **Logo_Asset_TR** => loadImage(ref logo_asset_tr, "logo_asset_tr.png")
- static Texture2D **Logo_CT** => loadImage(ref logo_ct, "logo_ct.png")
- static Texture2D **Logo_Unity** => loadImage(ref logo_unity, "logo_unity.png")
- static Texture2D **Icon_Save** => loadImage(ref icon_save, "icon_save.png")
- static Texture2D **Icon_Reset** => loadImage(ref icon_reset, "icon_reset.png")
- static Texture2D **Icon_Refresh** => loadImage(ref icon_refresh, "icon_refresh.png")
- static Texture2D **Icon_Delete** => loadImage(ref icon_delete, "icon_delete.png")
- static Texture2D **Icon_Folder** => loadImage(ref icon_folder, "icon_folder.png")
- static Texture2D **Icon_Plus** => loadImage(ref icon_plus, "icon_plus.png")
- static Texture2D **Icon_Minus** => loadImage(ref icon_minus, "icon_minus.png")
- static Texture2D **Icon_Manual** => loadImage(ref icon_manual, "icon_manual.png")
- static Texture2D **Icon_API** => loadImage(ref icon_api, "icon_api.png")
- static Texture2D **Icon_Forum** => loadImage(ref icon_forum, "icon_forum.png")
- static Texture2D **Icon_Product** => loadImage(ref icon_product, "icon_product.png")
- static Texture2D **Icon_Check** => loadImage(ref icon_check, "icon_check.png")
- static Texture2D **Social_Discord** => loadImage(ref social_Discord, "social_Discord.png")
- static Texture2D **Social_Facebook** => loadImage(ref social_Facebook, "social_Facebook.png")
- static Texture2D **Social_Twitter** => loadImage(ref social_Twitter, "social_Twitter.png")
- static Texture2D **Social_Youtube** => loadImage(ref social_Youtube, "social_Youtube.png")
- static Texture2D **Social_Linkedin** => loadImage(ref social_Linkedin, "social_Linkedin.png")
- static Texture2D **Video_Promo** => loadImage(ref video_promo, "video_promo.png")
- static Texture2D **Video_Tutorial** => loadImage(ref video_tutorial, "video_tutorial.png")
- static Texture2D **Icon_Videos** => loadImage(ref icon_videos, "icon_videos.png")
- static Texture2D **Icon_3p_Assets** => loadImage(ref icon_3p_assets, "icon_3p_assets.png")
- static Texture2D **Asset_PlayMaker** => loadImage(ref asset_PlayMaker, "asset_PlayMaker.png")
- static Texture2D **Asset_VolumetricAudio** => loadImage(ref asset_VolumetricAudio, "asset_Volumetric↩Audio.png")
- static Texture2D **Asset_RockTomate** => loadImage(ref asset_rocktomate, "asset_rocktomate.png")

Additional Inherited Members

5.8.1 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

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

Returns

The new asset.

Type Constraints

T : *ScriptableObject*

5.8.2.2 FindAssetsByType< T >()

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

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T : *Object*

5.8.2.3   GetBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

Parameters

build	BuildTarget for a build name

Returns

The build name for a BuildTarget.

5.8.2.4 GetBuildTargetForBuildName()

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

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

Parameters

build	Build name, like 'win64'

Returns

The BuildTarget for a build name.

5.8.2.5 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

prefabName	Name of the prefab.
path	Path to the prefab.

5.8.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

Parameters

target	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

options	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

executeMethod	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

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

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/$\leftarrow$
  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:
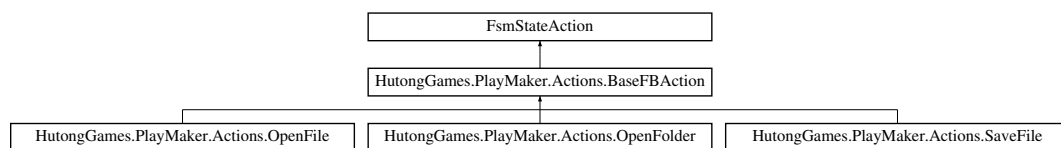
Public Attributes

- 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/$\leftarrow$
  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

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

Returns

Returns array of chosen files. Null when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

Implemented in Crosstales.FB.Wrapper.FileBrowserWindows, Crosstales.FB.Wrapper.FileBrowserWSA, Crosstales.FB.Wrapper.FileB
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

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

title	Dialog title
directory	Root directory
multiselect	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.FileB
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

title	Dialog title
directory	Root directory
multiselect	Allow multiple folder selection
cb	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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
extensions	List of extension filters. Filter Example: new ExtensionFilter("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

title	Dialog title
directory	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

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

Returns

> Returns chosen file. Null when cancelled

Implements Crosstales.FB.Wrapper.IFileBrowser.

Implemented in Crosstales.FB.Wrapper.FileBrowserWSA, Crosstales.FB.Wrapper.FileBrowserWindows, Crosstales.FB.Wrapper.FileB
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

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

Returns

> Returns chosen file. 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:
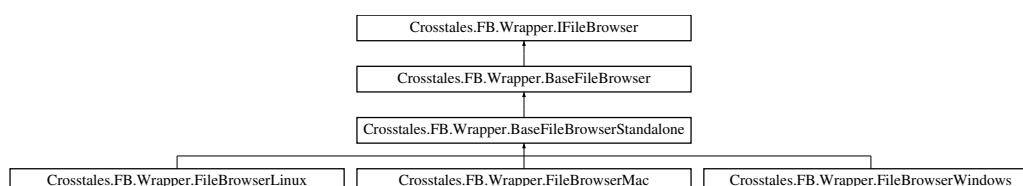
Public Attributes

- 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:

```
              ┌──────────────────────────────────────────┐
              │      Crosstales.Common.Util.BaseHelper    │
              └──────────────────────────────────────────┘
                      ▲
        ┌─────────────────────────────────────┐      ┌──────────────────────────────┐
        │ Crosstales.Common.EditorUtil.BaseEditorHelper │      │   Crosstales.FB.Util.Helper   │
        └─────────────────────────────────────┘      └──────────────────────────────┘
                      ▲
        ┌─────────────────────────────────────┐
        │   Crosstales.FB.EditorUtil.EditorHelper    │
        └─────────────────────────────────────┘
```
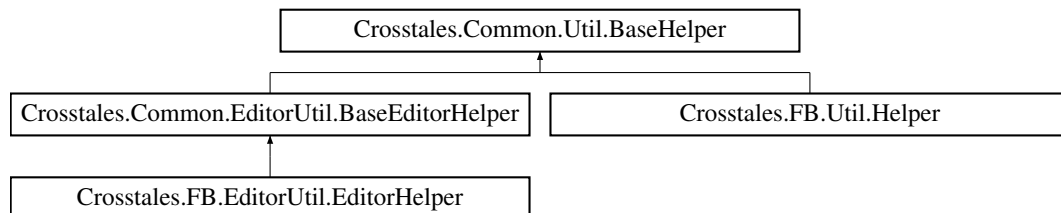
Static Public Member Functions

- 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 bool **ApplicationIsPlaying** = Application.isPlaying
- static bool isEditorMode => isEditor && !ApplicationIsPlaying

  Checks if we are in Editor mode.
- 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 Protected Attributes

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

Properties

- static System.Globalization.CultureInfo BaseCulture `[get]`

  The current culture of the application.
- 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)".
- 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.

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

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

Returns

Generated string

5.12.2.2 FormatBytesToHRF()

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

Format byte-value to Human-Readable-Form.

Parameters

bytes	Value in bytes
use↩ SI	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

seconds	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

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

Returns

"Lorem Ipsum" based on the given parameters.

5.12.2.5 GetArgument()

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

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

Parameters

name	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

h	Hue
s	Saturation
v	Value
a	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

className	Full qualified name of the class
methodName	Public static method of the class to execute
parameters	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

isoCode	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

language	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

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

Returns

Splitted lines as array

5.12.3 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 BaseCulture

```
System.Globalization.CultureInfo Crosstales.Common.Util.BaseHelper.BaseCulture [static], [get]
```

The current culture of the application.

Returns

> Culture of the application.

5.12.4.3 CurrentPlatform

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

Returns the current platform.

Returns

> The current platform.

5.12.4.4 isAndroidPlatform

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.12.4.5 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.

5.12.4.6 isIOSPlatform

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.12.4.7 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.

5.12.4.8   isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

　　　True if the current platform is Linux.

5.12.4.9   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.

5.12.4.10   isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

　　　True if the current platform is OSX.

5.12.4.11   isPS4Platform

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

Checks if the current platform is PS4.

Returns

　　　True if the current platform is PS4.

5.12.4.12   isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

> True if the current platform is tvOS.

5.12.4.13   isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

> True if the current platform is WebGL.

5.12.4.14   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.

5.12.4.15   isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

> True if the current platform is Windows.

5.12.4.16   isWSAPlatform

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.12.4.17   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:
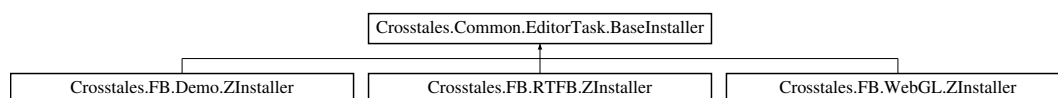
Static Public Member Functions

- 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:

```
┌─────────────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.BaseSetupResources     │
└─────────────────────────────────────────────────────┘
                          ▲
          ┌───────────────┴───────────────┐
┌──────────────────────────────────┐ ┌──────────────────────────────────┐
│ Crosstales.Common.EditorTask.     │ │ Crosstales.FB.EditorTask.         │
│          SetupResources           │ │          SetupResources           │
└──────────────────────────────────┘ └──────────────────────────────────┘
```
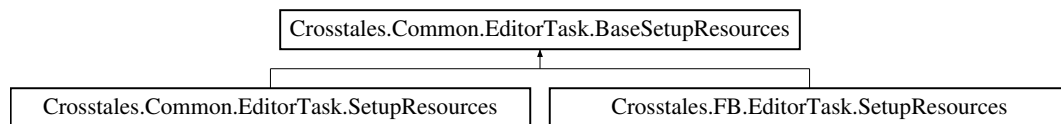
Static Protected Member Functions

- 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:

```
┌─────────────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.BaseCompileDefines     │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│          Crosstales.UI.CompileDefines                │
└─────────────────────────────────────────────────────┘
```
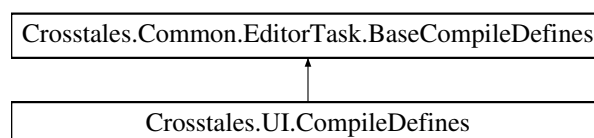
Additional Inherited Members

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:

```
┌─────────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.BaseCompileDefines  │
└─────────────────────────────────────────────────┘
                         ▲
                         │
┌─────────────────────────────────────────────────┐
│      Crosstales.FB.EditorTask.CompileDefines      │
└─────────────────────────────────────────────────┘
```
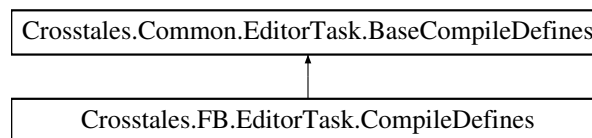
Additional Inherited Members

5.16.1   Detailed Description

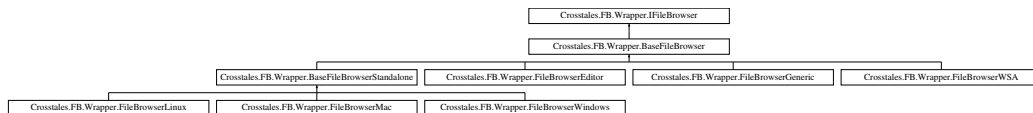Adds the given define symbols to PlayerSettings define symbols.

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 isLoaded

  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:

```
┌─────────────────────────────────────────┐
│              EditorWindow                 │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│  Crosstales.FB.EditorIntegration.ConfigBase │
└─────────────────────────────────────────┘
                    ▲
      ┌─────────────┴──────────────┐
┌──────────────────────────────┐ ┌──────────────────────────────┐
│ Crosstales.FB.EditorIntegration.ConfigPreferences │ │ Crosstales.FB.EditorIntegration.ConfigWindow │
└──────────────────────────────┘ └──────────────────────────────┘
```

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/$\hookleftarrow$
  Editor/Integration/ConfigBase.cs

5.19   Crosstales.FB.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigPreferences:

```
              ┌─────────────────────────────────────┐
              │            EditorWindow              │
              └─────────────────────────────────────┘
                                ▲
              ┌─────────────────────────────────────┐
              │ Crosstales.FB.EditorIntegration.ConfigBase │
              └─────────────────────────────────────┘
                                ▲
    ┌─────────────────────────────────────────────────────┐
    │ 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/$\hookleftarrow$
  Editor/Integration/ConfigPreferences.cs

5.20 Crosstales.FB.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigWindow:

```
┌─────────────────────────────────────────────────┐
│                   EditorWindow                    │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│     Crosstales.FB.EditorIntegration.ConfigBase    │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│   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:

```
┌─────────────────────────────────────────────────┐
│         Crosstales.Common.Util.BaseConstants      │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│             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 = "2023.1.0"

  Version of the asset.
- const int ASSET_BUILD = 20230126

  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(2023, 1, 26)

  Change date of the asset (YYYY, MM, DD).
- const string ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/98713?aid=1011lNGT"

  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=PLgtonIOr6Tb41XTMee↩
Z836tjHlKgOO84S"

  URL of the tutorial video of the asset (Youtube).
- const string ASSET_3P_RTFB = "https://assetstore.unity.com/packages/slug/113006?aid=1011lNGT"

  URL of the 3rd party asset "Runtime File Browser".
- const string ASSET_3P_WEBGL = "https://assetstore.unity.com/packages/slug/41902?aid=1011lNGT"

  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.
- static int WINDOWS_MIN_OPEN_NUMBER_OF_FILES = 256

  Minimal number of selectable files under Windows with a path length of 260 (default: 256).

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?a
NGT" [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?a
NGT" [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/FileBr
[static]
```

URL of the asset API.

5.21.2.4 ASSET_BUILD

```
const int Crosstales.FB.Util.Constants.ASSET_BUILD = 20230126 [static]
```

Build number of the asset.

5.21.2.5 ASSET_CHANGED

```
readonly System.DateTime Crosstales.FB.Util.Constants.ASSET_CHANGED = new System.DateTime(2023,
1, 26) [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 = "2023.1.0" [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=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S" [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.

5.21.2.18 WINDOWS_MIN_OPEN_NUMBER_OF_FILES

```
int Crosstales.FB.Util.Constants.WINDOWS_MIN_OPEN_NUMBER_OF_FILES = 256  [static]
```

Minimal number of selectable files under Windows with a path length of 260 (default: 256).

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:

```
                  ┌─────────────────────────┐
                  │     MonoBehaviour       │
                  └─────────────────────────┘
                               ▲
                               │
      ┌────────────────────────────────────────────┐
      │   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:

```
                  ┌─────────────────────────┐
                  │         Editor          │
                  └─────────────────────────┘
                               ▲
                               │
      ┌────────────────────────────────────────────┐
      │  Crosstales.Common.Util.CTHelperEditor      │
      └────────────────────────────────────────────┘
```
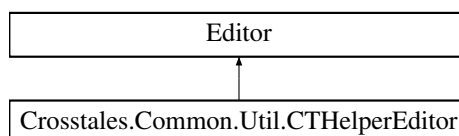
Public Member Functions

- 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:

```
┌─────────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.BaseCompileDefines │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│   Crosstales.Common.Util.CTOWCompileDefines      │
└─────────────────────────────────────────────────┘
```
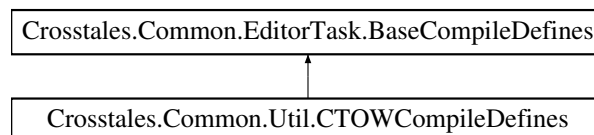
Additional Inherited Members

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:

```
┌─────────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.BaseCompileDefines │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│   Crosstales.Common.Util.CTPCompileDefines       │
└─────────────────────────────────────────────────┘
```
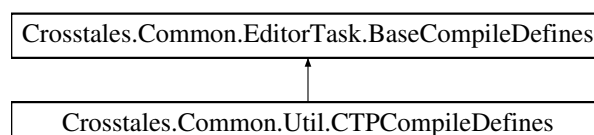
Additional Inherited Members

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

key	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

key	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

key	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

key	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

key	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

key	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

key	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

key	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

key	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

key	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

key	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

key	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?

Exists the key?

Parameters

key	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

key	Key for the PlayerPrefs.
value	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

key	Key for the PlayerPrefs.
value	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

key	Key for the PlayerPrefs.
value	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

key	Key for the PlayerPrefs.
value	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

key	Key for the PlayerPrefs.
value	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

key	Key for the PlayerPrefs.
language	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

key	Key for the PlayerPrefs.
value	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

key	Key for the PlayerPrefs.
value	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

key	Key for the PlayerPrefs.
value	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

key	Key for the PlayerPrefs.
value	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

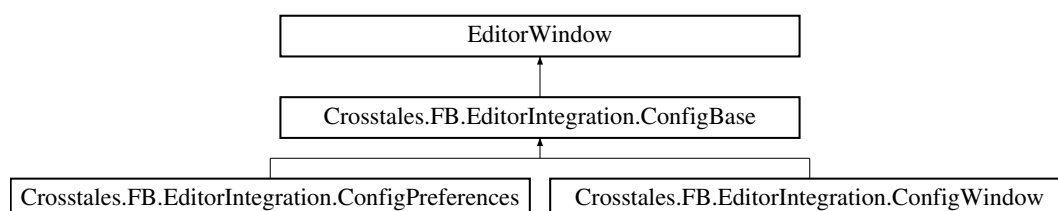| key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

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

- C:/Users/slaub/Unity/assets/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
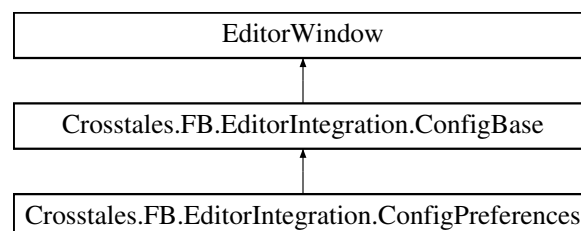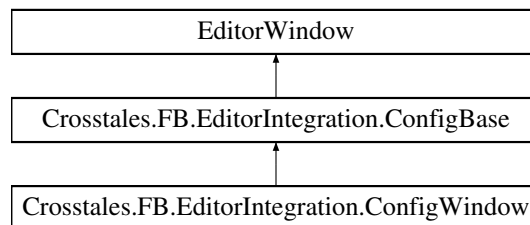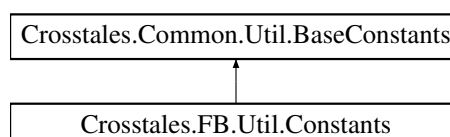
Post processor for macOS.

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:

```
┌─────────────────────────────────────┐
│            IDisposable              │
└─────────────────────────────────────┘
                  ▲
                  │
┌─────────────────────────────────────┐
│  Crosstales.Common.Util.CTProcess   │
└─────────────────────────────────────┘
```
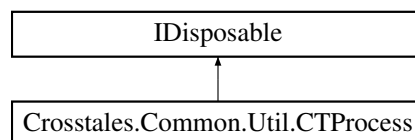
Public Member Functions

- 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]
```

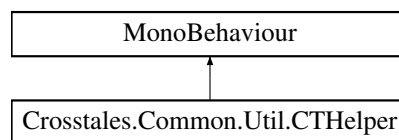Gets the time that the associated process was started.

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.Process↩
StartInfo"-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:

```
┌─────────────────────────────────────────────────────┐
│ Crosstales.Common.Util.Singleton< CTScreenshot >     │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│ Crosstales.Common.Util.CTScreenshot                  │
└─────────────────────────────────────────────────────┘
```
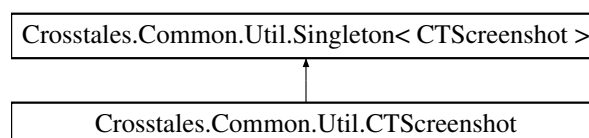
Public Member Functions

- 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/CT↩ Screenshot/Scripts/CTScreenshot.cs

5.31   Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:

```
┌─────────────────────────────────────────┐
│              WebClient                    │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│  Crosstales.Common.Util.CTWebClient      │
└─────────────────────────────────────────┘
```
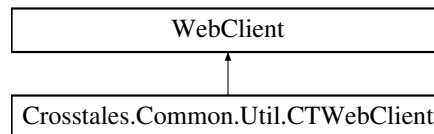
Public Member Functions

- **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:

```
┌─────────────────────────────────────────────────┐
│                MonoBehaviour                      │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│ 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_AUTO↩
  LOAD

    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_M↩
  ODIFY_BUNDLE

    Enable or disable the modifications of the bundle under macOS.
- static bool WSA_MODIFY_MANIFEST = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT_WSA_MOD↩
  IFY_MANIFEST

    Enable or disable the modifications of the Package.appxmanifest under UWP (WSA).
- static bool isLoaded

    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.↩
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.EditorUtil.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-067
[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:

```
┌─────────────────────────────────────────────┐
│   Crosstales.Common.Util.BaseHelper           │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│   Crosstales.Common.EditorUtil.BaseEditorHelper │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│   Crosstales.FB.EditorUtil.EditorHelper        │
└─────────────────────────────────────────────┘
```
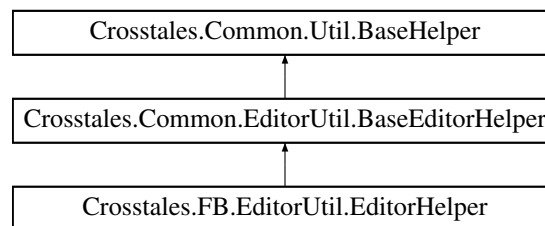
Static Public Member Functions

- 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

prefabName	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.FindObjectOf↩
Type(typeof(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:

```
┌─────────────────────────────────┐
│         MonoBehaviour           │
└─────────────────────────────────┘
                 ▲
┌─────────────────────────────────┐
│ Crosstales.FB.Demo.EventTester  │
└─────────────────────────────────┘
```
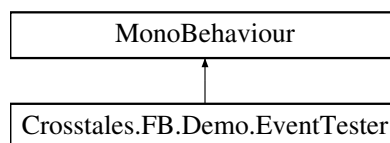
Public Member Functions

- 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:

```
┌─────────────────────────────────┐
│          MonoBehaviour          │
└─────────────────────────────────┘
                 ▲
                 │
┌─────────────────────────────────┐
│  Crosstales.FB.Demo.Examples    │
└─────────────────────────────────┘
```
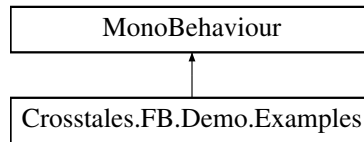
Public Member Functions

- 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
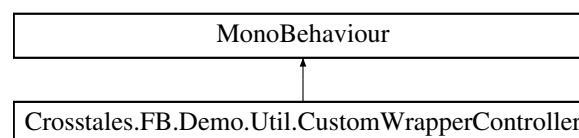
Filter for extensions.

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.String↩
  Comparison.OrdinalIgnoreCase)

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

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

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

  Extension method for strings. Contains all given strings.
- static string CTRemoveNewLines (this string str, string replacement="#nl#", string newLine=null)

  Extension method for strings. Replaces new lines with a replacement string pattern.
- static string CTAddNewLines (this string str, string replacement="#nl#", string newLine=null)

  Extension method for strings. Replaces a given string pattern with new lines in a string.
- static bool CTisNumeric (this string str)

  Extension method for strings. Checks if the string is numeric.
- static bool CTisInteger (this string str)

  Extension method for strings. Checks if the string is integer.
- static bool CTisEmail (this string str)

  Extension method for strings. Checks if the string is an email address.
- static bool CTisWebsite (this string str)

  Extension method for strings. Checks if the string is a website address.
- static bool CTisCreditcard (this string str)

  Extension method for strings. Checks if the string is a creditcard.
- static bool CTisIPv4 (this string str)

  Extension method for strings. Checks if the string is an IPv4 address.
- static bool CTisAlphanumeric (this string str)

  Extension method for strings. Checks if the string is alphanumeric.
- static bool CThasLineEndings (this string str)

  Extension method for strings. Checks if the string has line endings.
- static bool CThasInvalidChars (this string str)

  Extension method for strings. Checks if the string has invalid characters.
- static bool CTStartsWith (this string str, string toCheck, System.StringComparison comp=System.String↩
  Comparison.OrdinalIgnoreCase)

  Extension method for strings. Checks if the string starts with another string.
- static bool CTEndsWith (this string str, string toCheck, System.StringComparison comp=System.String↩
  Comparison.OrdinalIgnoreCase)

  Extension method for strings. Checks if the string ends with another string.
- static int CTLastIndexOf (this string str, string toCheck, System.StringComparison comp=System.String↩
  Comparison.OrdinalIgnoreCase)

  Extension method for strings. Returns the index of the last occurence of a given string.
- static int CTIndexOf (this string str, string toCheck, System.StringComparison comp=System.String↩
  Comparison.OrdinalIgnoreCase)

     Extension method for strings. Returns the index of the first occurence of a given string.

- static int CTIndexOf (this string str, string toCheck, int startIndex, System.StringComparison comp=System.↩ StringComparison.OrdinalIgnoreCase)

     Extension method for strings. Returns the index of the first occurence of a given string.

- static string CTToBase64 (this string str, System.Text.Encoding encoding=null)

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

- static string CTFromBase64 (this string str, System.Text.Encoding encoding=null)

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

- static byte[ ] CTFromBase64ToByteArray (this string str)

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

- static string CTToHex (this string str, bool addPrefix=false)

     Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).

- static string CTHexToString (this string hexString)

     Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).

- static Color32 CTHexToColor32 (this string hexString)

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

- static Color CTHexToColor (this string hexString)

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

- static byte[ ] CTToByteArray (this string str, System.Text.Encoding encoding=null)

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

- static string CTClearTags (this string str)

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

- static string CTClearSpaces (this string str)

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

- static string CTClearLineEndings (this string str)

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

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

     Extension method for arrays. Shuffles an array.

- static string CTDump< T > (this T[ ] array, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")

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

- static string CTDump (this Quaternion[ ] array)

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

- static string CTDump (this Vector2[ ] array)

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

- static string CTDump (this Vector3[ ] array)

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

- static string CTDump (this Vector4[ ] array)

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

- static string[ ] 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, Texture2D supportTexture=null)

     Extension method for byte-arrays. Converts a byte-array to a Texture. Supported image formats: PNG and JPG.

- static Sprite CTToSprite (this byte[ ] data, Texture2D supportTexture=null)

     Extension method for byte-arrays. Converts a byte-array to a Sprite. Supported image formats: PNG and JPG.

- 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 T[ ] GetColumn< T > (this T[,] matrix, int columnNumber)

  Extension method for 2D-arrays. Returns the column of a 2D-array as array.
- static T[ ] GetRow< T > (this T[,] matrix, int rowNumber)

  Extension method for 2D-arrays. Returns the row of a 2D-array as array.
- 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

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

Returns

Replaced string with new lines.

5.40.2.2   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

dict	IDictionary-instance.
collection	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

str	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

str	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

str	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

rgb	Vector3-instance to convert (RGB = xyz).
alpha	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

rgba	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

str	String-instance.
toCheck	String to check.
comp	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

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

Returns

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

5.40.2.10   CTContainsAny()

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.40.2.11 CTCorrectLossyScale()

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

Extension method for Canvas. Convert current resolution scale.

Parameters

canvas	Canvas to convert.

Returns

Vector3 with the correct scale.

5.40.2.12 CTDump() [1/8]

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

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

Parameters

array	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

list	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

list	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

list	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

list	Vector4-IList-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

array	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

array	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

array	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

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

Returns

String with lines for all dictionary entries.

5.40.2.21   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

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

Returns

String with lines for all list entries.

5.40.2.22   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

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

Returns

String with lines for all array entries.

5.40.2.23   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

str	String-instance.
toCheck	String to check.
comp	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

str	String-instance.
toCheck	String to check.
comp	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

go	Parent of the current children.
name	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

mb	Parent of the current children.
name	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

transform	Parent of the current children.
name	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

go	Parent of the current children.
name	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

mb	Parent of the current children.
name	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

transform	Parent of the current children.
name	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

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

Returns

List of GameObjects with the given name or empty list.

5.40.2.32 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

component	Parent of the current children.
name	Name of the GameObject.

Returns

List of GameObjects with the given name or empty list.

Type Constraints

T : *Component*

5.40.2.33   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

texture	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

texture	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

str	Input Base64-string.
encoding	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

str	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

transform	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

go	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

transform	RectTransform to calculate the bounds.
uiScaleFactor	Scale of the UI (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

transform	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

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

Returns

Array of the four local corners of the RectTransform.

5.40.2.43 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

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

5.40.2.44 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

transform	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

transform	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

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

Returns

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

5.40.2.47   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

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

5.40.2.48   CTGetTop()

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

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

Parameters

transform	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

source	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

str	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

str	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

hexString	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

hexString	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

hexString	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 occurence of a given string.

Parameters

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

Returns

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

5.40.2.56 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 occurence of a given string.

Parameters

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

Returns

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

5.40.2.57   CTisAlphanumeric()

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

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

Parameters

str	String-instance.

Returns

True if the string is alphanumeric.

5.40.2.58   CTisCreditcard()

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

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

Parameters

str	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

str	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

str	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

str	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

str	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

renderer	Renderer to test the visibility.
camera	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

str	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 occurence of a given string.

Parameters

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

Returns

> The index of the last occurence of the given string if the string is integer.

5.40.2.66   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

a	First vector
b	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

a	First vector
b	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

a	First vector
b	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

eulerAngle	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

angle	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

input	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

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

Returns

    Replaced string without new lines.

5.40.2.73 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

str	String-instance.
oldString	String to replace.
newString	New replacement string.
comp	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

str	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

texture	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

texture	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

texture	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

transform	RectTransform to set the Bottom-property.
value	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

transform	RectTransform to set the Left-property.
value	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

transform	RectTransform to set the Left/Right/Top/Bottom-properties.
lrtb	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

transform	RectTransform to set the Right-property.
value	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

transform	RectTransform to set the Top-property.
value	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

list	IList-instance to shuffle.
seed	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

array	Array-instance to shuffle.
seed	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

str	String-instance.
toCheck	String to check.
comp	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

data	Input as byte-array.

Returns

Base64-string from the byte-array.

5.40.2.87 CTToBase64() [2/2]

```
static string Crosstales.ExtensionMethods.CTToBase64 (
            this string str,
            System.Text.Encoding encoding = null )  [static]
```

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

Parameters

str	Input string.
encoding	Encoding of the string (default: UTF8, optional).

Returns

String value as converted Base64-string.

5.40.2.88 CTToByteArray() [1/2]

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

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

Parameters

array	Array-instance to convert.
count	Number of floats to convert (optional).

Returns

Converted byte-array.

5.40.2.89 CTToByteArray() [2/2]

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

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

Parameters

str	Input string.
encoding	Encoding of the string (default: UTF8, optional).

Returns

> Byte-array with the string.

5.40.2.90   CTToEXR() [1/2]

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

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

Parameters

sprite	Sprite to convert.

Returns

> Converted Sprite as EXR byte-array.

5.40.2.91   CTToEXR() [2/2]

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

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

Parameters

texture	Texture to convert.

Returns

> Converted Texture as EXR byte-array.

5.40.2.92   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

array	Array-instance to convert.
count	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

str	Input string.
addPrefix	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

input	Color to convert.

Returns

Color value as Hex (format "RRGGBB").

5.40.2.95   CTToHexRGB() [2/2]

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

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

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBB").

5.40.2.96   CTToHexRGBA() [1/2]

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

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

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBBAA").

5.40.2.97   CTToHexRGBA() [2/2]

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

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

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBBAA").

5.40.2.98 CTToJPG() [1/2]

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

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

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as JPG byte-array.

5.40.2.99 CTToJPG() [2/2]

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

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

Parameters

texture	Texture to convert.

Returns

Converted Texture as JPG byte-array.

5.40.2.100 CTToPNG() [1/2]

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

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

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as PNG byte-array.

5.40.2.101 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

texture	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,
            Texture2D supportTexture = null )  [static]
```

Extension method for byte-arrays. Converts a byte-array to a Sprite. Supported image formats: PNG and JPG.

Parameters

data	byte-array-instance to convert.
supportTexture	Support texture to prevent possible texture garbage (optional).

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

texture	Texture to convert.
pixelsPerUnit	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

data	Input string as byte-array.
encoding	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

list	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

array	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,
            Texture2D supportTexture = null ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Texture. Supported image formats: PNG and JPG.

Parameters

data	byte-array-instance to convert.
supportTexture	Support texture to prevent possible texture garbage (optional).

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

texture	Texture to convert.

Returns

Converted Texture2D.

5.40.2.109 CTToTexture2D() [2/2]

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

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

Parameters

| texture | WebCamTexture to convert. |

Returns

Converted Texture2D.

5.40.2.110 CTToTGA() [1/2]

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

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

Parameters

| sprite | Sprite to convert. |

Returns

Converted Sprite as TGA byte-array.

5.40.2.111 CTToTGA() [2/2]

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

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

Parameters

texture	Texture to convert.

Returns

Converted Texture as TGA byte-array.

5.40.2.112   CTToTitleCase()

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

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

Parameters

str	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

color	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

color	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

angle	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

color	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

color	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

angle	Quaternion-instance to convert.

Returns

Vector4 from Quaternion.

5.40.2.119   GetColumn< T >()

```
static T [] Crosstales.ExtensionMethods.GetColumn< T > (
            this T matrix[,],
            int columnNumber )  [static]
```

Extension method for 2D-arrays. Returns the column of a 2D-array as array.

Parameters

matrix	Input as 2D-array.
columnNumber	Desired column of the 2D-array

Returns

Column of a 2D-array as array.

5.40.2.120 GetRow< T >()

```
static T [] Crosstales.ExtensionMethods.GetRow< T > (
            this T matrix[,],
            int rowNumber )  [static]
```

Extension method for 2D-arrays. Returns the row of a 2D-array as array.

Parameters

matrix	Input as 2D-array.
columnNumber	Desired row of the 2D-array

Returns

    Row of a 2D-array as array.

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:

```
┌─────────────────────────────────────────────────────┐
│  Crosstales.Common.Util.Singleton< FileBrowser >     │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│            Crosstales.FB.FileBrowser                  │
└─────────────────────────────────────────────────────┘
```
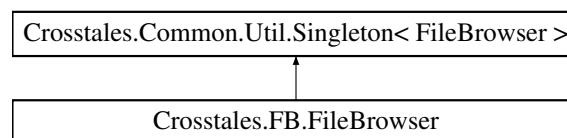
Public Member Functions

- 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

sourceFile	Source file path
destFile	Destination file path
move	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

sourcePath	Source folder path
destPath	Destination folder path
move	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 occured.

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

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

Returns

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

5.41.2.5 GetFiles() [2/2]

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

Find files inside a path.

Parameters

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

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occured.

5.41.2.6 GetFolders()

```
string [] Crosstales.FB.FileBrowser.GetFolders (
          string path,
          bool isRecursive = false )
```

Find folders inside.

Parameters

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

Returns

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

5.41.2.7 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

file	File path

5.41.2.8 OpenFiles() [1/3]

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

Open native file browser for multiple files.

Parameters

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

Returns

Returns array of chosen files. Zero length array 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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
extensions	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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
extensions	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

multiselect	Allow multiple file selection (default: true, optional)
extensions	Allowed extensions, e.g. "png" (optional)

Returns

> Returns array of chosen files. Zero length array when cancelled

5.41.2.12 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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection (default: true, optional)
extensions	List of extension filters (optional)

Returns

Returns array of chosen files. Zero length array when cancelled

5.41.2.13 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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection (default: true, optional)
extensions	Allowed extensions, e.g. "png" (optional)

Returns

Returns array of chosen files. Zero length array when cancelled

5.41.2.14   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

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

Returns

> Returns array of chosen files. Zero length array when cancelled

5.41.2.15   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

cb	Callback for the async operation.
title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection (default: true, optional)
extensions	List of extension filters (optional)

Returns

> Returns array of chosen files. Zero length array when cancelled

5.41.2.16   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

cb	Callback for the async operation.
title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection (default: true, optional)
extensions	Allowed extensions, e.g. "png" (optional)

Returns

Returns array of chosen files. Zero length array when cancelled

5.41.2.17   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

title	Dialog title
directory	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

multiselect	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

title	Dialog title
directory	Root directory (default: current, optional)
multiselect	Allow multiple folder selection (default: true, optional)

Returns

Returns array of chosen folders. Zero length array when cancelled

5.41.2.21   OpenFoldersAsync() [3/4]

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

Open native folder browser for multiple folders (async).

Parameters

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

Returns

> Returns array of chosen folders. Zero length array when cancelled

5.41.2.22   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

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

Returns

> Returns array of chosen folders. Zero length array when cancelled

5.41.2.23   OpenSingleFile() [1/3]

```
string Crosstales.FB.FileBrowser.OpenSingleFile (
            string extension = "*" )
```

Open native file browser for a single file.

Parameters

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

Returns

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

5.41.2.24 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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
extensions	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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
extensions	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

extension	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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
extensions	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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
extensions	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

title	Dialog title
directory	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

title	Dialog title
directory	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

defaultName	Default file name (optional)
extension	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

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

Returns

Returns chosen file. Empty string when cancelled

5.41.2.35 SaveFile() [3/3]

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

Open native save file browser.

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

5.41.2.36 SaveFileAsync() [1/6]

```
void Crosstales.FB.FileBrowser.SaveFileAsync (
            string defaultName = "",
            string extension = "*" )
```

Asynchronously opens native save file browser.

Parameters

defaultName	Default file name (optional)
extension	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

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

Returns

     Returns chosen file. Empty string when cancelled

5.41.2.38 SaveFileAsync() [3/6]

```
void Crosstales.FB.FileBrowser.SaveFileAsync (
            string title,
            string directory,
            string defaultName,
            params string[] extensions )
```

Asynchronously opens native save file browser.

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

5.41.2.39 SaveFileAsync() [4/6]

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

Open native save file browser

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

5.41.2.40 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

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

Returns

Returns chosen file. Empty string when cancelled

5.41.2.41 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

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

Returns

    Returns chosen file. Empty string when cancelled

5.41.2.42 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.is↩
PlatformSupported ??  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.isWorking↩
InEditor ??  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`

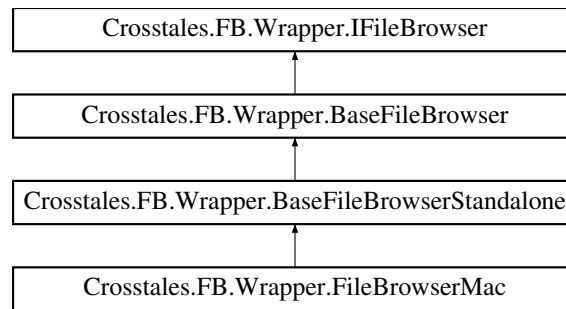An event triggered whenever "SaveFile" is started.

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

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

5.42 Crosstales.FB.EditorExtension.FileBrowserEditor Class Reference

Custom editor for the 'FileBrowser'-class.

Inheritance diagram for Crosstales.FB.EditorExtension.FileBrowserEditor:

```
                    ┌─────────────────────────────────────────────────┐
                    │                     Editor                       │
                    └─────────────────────────────────────────────────┘
                                            ▲
                                            │
        ┌──────────────────────────────────────────────────────────────────┐
        │      Crosstales.FB.EditorExtension.FileBrowserEditor               │
        └──────────────────────────────────────────────────────────────────┘
```
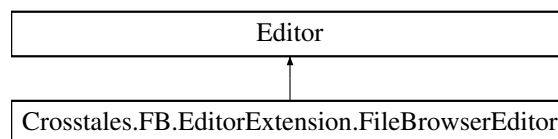
Public Member Functions

- override void **OnInspectorGUI** ()

5.42.1 Detailed Description

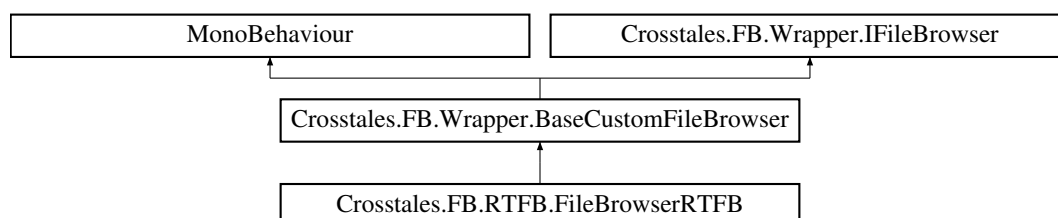Custom editor for the 'FileBrowser'-class.

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:

```
┌─────────────────────────────────────────────┐
│     Crosstales.FB.Wrapper.IFileBrowser        │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│   Crosstales.FB.Wrapper.BaseFileBrowser       │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│   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.isMacOSPla || 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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection
extensions	List of extension filters. Filter Example: new ExtensionFilter("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

title	Dialog title
directory	Root directory
multiselect	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

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

Returns

Returns chosen file. 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:

```
┌─────────────────────────────────────────┐
│   Crosstales.FB.Wrapper.IFileBrowser      │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│  Crosstales.FB.Wrapper.BaseFileBrowser    │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│ 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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection
extensions	List of extension filters. Filter Example: new ExtensionFilter("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

title	Dialog title
directory	Root directory
multiselect	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

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

Returns

Returns chosen file. Null when cancelled
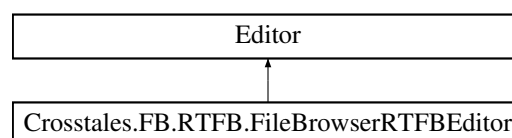
Implements Crosstales.FB.Wrapper.BaseFileBrowser.

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:

```
┌─────────────────────────────────────────┐
│   Crosstales.FB.Wrapper.IFileBrowser      │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│   Crosstales.FB.Wrapper.BaseFileBrowser   │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────────┐
│ Crosstales.FB.Wrapper.BaseFileBrowserStandalone │
└─────────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│   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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection
extensions	List of extension filters. Filter Example: new ExtensionFilter("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

title	Dialog title
directory	Root directory
multiselect	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

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

Returns

Returns chosen file. Null when cancelled

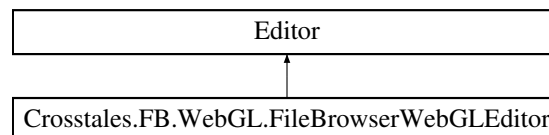Implements Crosstales.FB.Wrapper.BaseFileBrowser.
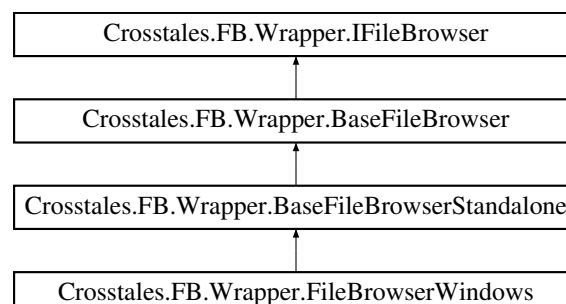
The documentation for this class was generated from the following file:

- 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:

```
┌─────────────────────────────────────────────────┐
│        Crosstales.FB.Wrapper.IFileBrowser         │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│      Crosstales.FB.Wrapper.BaseFileBrowser        │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.FB.Wrapper.BaseFileBrowserStandalone  │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│       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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection
extensions	List of extension filters. Filter Example: new ExtensionFilter("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

title	Dialog title
directory	Root directory
multiselect	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

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

Returns

Returns chosen file. 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=1011lNGT`

Inheritance diagram for Crosstales.FB.RTFB.FileBrowserRTFB:

```
┌─────────────────────────┐   ┌─────────────────────────────────────┐
│      MonoBehaviour      │   │  Crosstales.FB.Wrapper.IFileBrowser  │
└─────────────────────────┘   └─────────────────────────────────────┘
              ▲                                  ▲
              └──────────────┬───────────────────┘
              ┌──────────────────────────────────────────┐
              │  Crosstales.FB.Wrapper.BaseCustomFileBrowser  │
              └──────────────────────────────────────────┘
                             ▲
              ┌──────────────────────────────────────┐
              │   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=1011lNGT

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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection
extensions	List of extension filters. Filter Example: new ExtensionFilter("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

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

title	Dialog title
directory	Root directory
multiselect	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

title	Dialog title
directory	Root directory
multiselect	Allow multiple folder selection
cb	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

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

Returns

> Returns chosen file. 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

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

Returns

Returns chosen file. 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.FileBrowserRTFBEditor Class Reference

Custom editor for the '[FileBrowserRTFB](#)'-class.

Inheritance diagram for Crosstales.FB.RTFB.FileBrowserRTFBEditor:

```
┌─────────────────────────────────────────────┐
│                   Editor                     │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│   Crosstales.FB.RTFB.FileBrowserRTFBEditor   │
└─────────────────────────────────────────────┘
```

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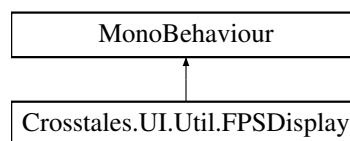
The documentation for this class was generated from the following file:

- 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=1011lNGT`

Inheritance diagram for Crosstales.FB.WebGL.FileBrowserWebGL:

```
┌─────────────────────────────┐   ┌─────────────────────────────────────┐
│        MonoBehaviour        │   │  Crosstales.FB.Wrapper.IFileBrowser   │
└─────────────────────────────┘   └─────────────────────────────────────┘
                 ┌───────────────────────────────────────────┐
                 │  Crosstales.FB.Wrapper.BaseCustomFileBrowser  │
                 └───────────────────────────────────────────┘
                 ┌───────────────────────────────────────────┐
                 │   Crosstales.FB.WebGL.FileBrowserWebGL      │
                 └───────────────────────────────────────────┘
```
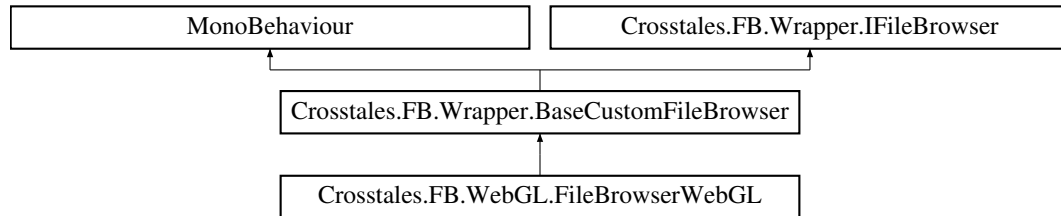
Public Member Functions

- 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=1011lNGT`

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

title	Dialog title
directory	Root directory
multiselect	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

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

Returns

Returns array of chosen folders. Null when cancelled

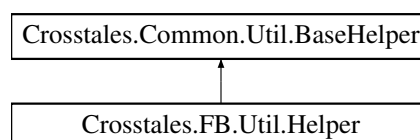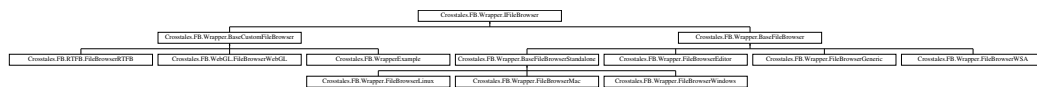Implements Crosstales.FB.Wrapper.BaseCustomFileBrowser.

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:

```
┌─────────────────────────────────────────────┐
│                   Editor                      │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  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:

```
┌────────────────────────────────────────────┐
│     Crosstales.FB.Wrapper.IFileBrowser       │
└────────────────────────────────────────────┘
                      ▲
┌────────────────────────────────────────────┐
│    Crosstales.FB.Wrapper.BaseFileBrowser     │
└────────────────────────────────────────────┘
                      ▲
┌────────────────────────────────────────────┐
│ Crosstales.FB.Wrapper.BaseFileBrowserStandalone │
└────────────────────────────────────────────┘
                      ▲
┌────────────────────────────────────────────┐
│   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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection
extensions	List of extension filters. Filter Example: new ExtensionFilter("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

title	Dialog title
directory	Root directory
multiselect	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

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

Returns

> Returns chosen file. 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:

```
┌─────────────────────────────────────────────┐
│   Crosstales.FB.Wrapper.IFileBrowser         │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│   Crosstales.FB.Wrapper.BaseFileBrowser      │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│   Crosstales.FB.Wrapper.FileBrowserWSA       │
└─────────────────────────────────────────────┘
```
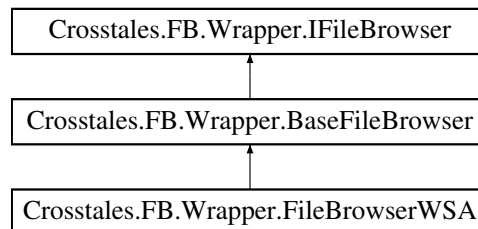
Public Member Functions

- 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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection
extensions	List of extension filters. Filter Example: new ExtensionFilter("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

title	Dialog title
directory	Root directory
multiselect	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

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

Returns

Returns chosen file. Null when cancelled
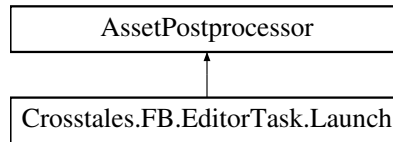
Implements Crosstales.FB.Wrapper.BaseFileBrowser.

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

sourceFile	Source file path
destFile	Destination file path
move	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

sourcePath	Source directory path
destPath	Destination directory path
move	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

file	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

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

Returns

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

5.60.2.5 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 occured.

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

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

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occured.

5.60.2.7 GetFilesForName()

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
            string path,
```

```
          bool isRecursive = false,
          params string[] filenames ) [static]
```

Find files inside a path.

Parameters

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

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occured.

5.60.2.8 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

file	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

path	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

path	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

path	Path to validate
addEndDelimiter	Add delimiter at the end of the path (optional, default: true)
preserveFile	Preserves a given file in the path (optional, default: true)

Returns

Valid path

5.60.3 Property Documentation

5.60.3.1 StreamingAssetsPath

```
string Crosstales.Common.Util.FileHelper.StreamingAssetsPath  [static], [get]
```

Returns the path to the the "Streaming Assets".
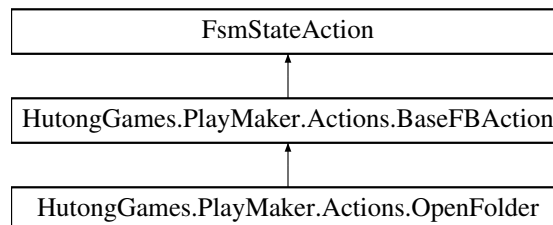
Returns

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/$\leftarrow$ Util/FileHelper.cs

5.61 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:

```
┌─────────────────────────────────┐
│         MonoBehaviour            │
└─────────────────────────────────┘
                 ▲
                 │
┌─────────────────────────────────┐
│  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:

```
┌─────────────────────────────┐
│      MonoBehaviour          │
└─────────────────────────────┘
              ▲
┌─────────────────────────────┐
│ Crosstales.FB.Demo.GUIMain  │
└─────────────────────────────┘
```
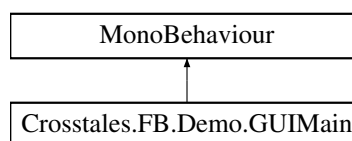
Public Member Functions

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

Public Attributes

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

5.62.1 Detailed Description

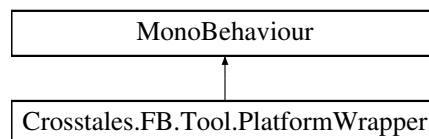Main GUI component for all demo scenes.

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

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

5.63 Crosstales.FB.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.FB.Demo.GUIScenes:

```
┌─────────────────────────────┐
│       MonoBehaviour         │
└─────────────────────────────┘
               ▲
┌─────────────────────────────┐
│ Crosstales.FB.Demo.GUIScenes │
└─────────────────────────────┘
```
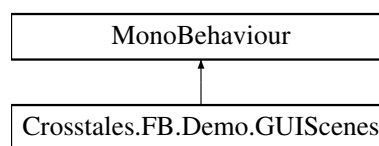
Public Member Functions

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

Public Attributes

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

5.63.1 Detailed Description
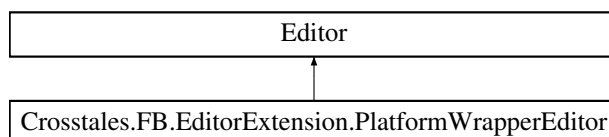
Main GUI scene manager for all demo scenes.

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

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

5.64 Crosstales.FB.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.FB.Util.Helper:

```
┌──────────────────────────────────┐
│  Crosstales.Common.Util.BaseHelper │
└──────────────────────────────────┘
                 ▲
┌──────────────────────────────────┐
│     Crosstales.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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection
extensions	List of extension filters. Filter Example: new ExtensionFilter("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.FileBrowserWindows, Crosstales.FB.Wrapper.FileBrowserW 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

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

title	Dialog title
directory	Root directory
multiselect	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.WrapperExampl 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

title	Dialog title
directory	Root directory
multiselect	Allow multiple folder selection
cb	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.WrapperExample, 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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
extensions	List of extension filters. Filter Example: new ExtensionFilter("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

title	Dialog title
directory	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

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

Returns

> Returns chosen file. Null when cancelled

Implemented in Crosstales.FB.Wrapper.FileBrowserWSA, Crosstales.FB.WrapperExample, Crosstales.FB.RTFB.FileBrowserRTFB, Crosstales.FB.Wrapper.FileBrowserWindows, Crosstales.FB.Wrapper.BaseFileBrowser, Crosstales.FB.Wrapper.BaseCustomFileBro 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

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

Returns

> Returns chosen file. Null when cancelled

Implemented in Crosstales.FB.RTFB.FileBrowserRTFB, Crosstales.FB.WrapperExample, 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

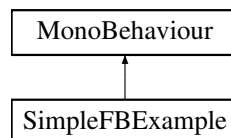> True if this wrapper is working directly inside the Unity Editor.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/$\hookleftarrow$
  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.$\hookleftarrow$
  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/$\hookleftarrow$
  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:

```
┌─────────────────────────────────┐
│        AssetPostprocessor        │
└─────────────────────────────────┘
               ▲
┌─────────────────────────────────┐
│  Crosstales.FB.EditorTask.Launch │
└─────────────────────────────────┘
```

Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[ ] importedAssets, string[ ] deletedAssets, string[ ] moved↩
  Assets, 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
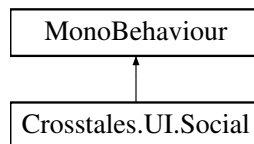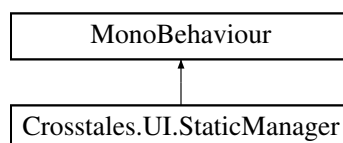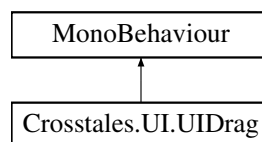
Post processor for macOS.

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:

```
┌─────────────────────────────────────────────────┐
│                     Stream                        │
└─────────────────────────────────────────────────┘
                         ▲
                         │
┌─────────────────────────────────────────────────┐
│   Crosstales.Common.Util.MemoryCacheStream        │
└─────────────────────────────────────────────────┘
```
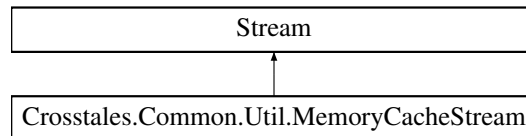
Public Member Functions

- MemoryCacheStream (int cacheSize=64 ∗Crosstales.Common.Util.BaseConstants.FACTOR_KB, int max↩
  CacheSize=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

cacheSize	Cache size of the stream in bytes.
maxCacheSize	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

url	URL to clean
removeProtocol	Remove the protocol, e.g. http:// (default: true, optional).
removeWWW	Remove www (default: true, optional).
removeSlash	Remove slash at the end (default: true, optional)

Returns

> Clean URL

5.70.2.2 GetIP()

```
static string Crosstales.Common.Util.NetworkHelper.GetIP (
        string host )  [static]
```

Returns the IP of a given host name.

Parameters

host	Host name

Returns

> IP of a given host name.

5.70.2.3 isValidURL()

```
static bool Crosstales.Common.Util.NetworkHelper.isValidURL (
        string url )  [static]
```

Checks if the URL is valid.

Parameters

url	URL to check

Returns

True if the URL is valid.

5.70.2.4 OpenURL()

```
static bool Crosstales.Common.Util.NetworkHelper.OpenURL (
            string url )  [static]
```

Opens the given URL with the file explorer or browser.

Parameters

url	URL to open

Returns

True uf 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

path	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:

```
┌─────────────────────────────────────────────────┐
│  UnityEngine::Events::UnityEvent< bool, string, string >  │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│         Crosstales.FB.OnOpenFilesCompleted         │
└─────────────────────────────────────────────────┘
```
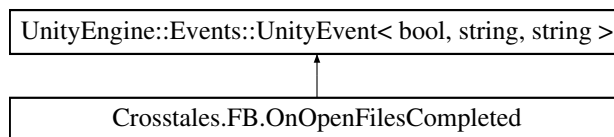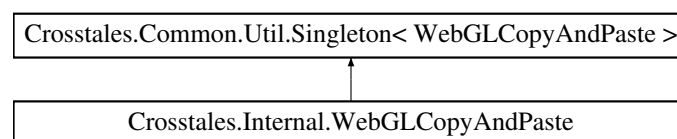
The documentation for this class was generated from the following file:

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

5.73   Crosstales.FB.OnOpenFoldersCompleted Class Reference

Inheritance diagram for Crosstales.FB.OnOpenFoldersCompleted:

```
┌─────────────────────────────────────────────────┐
│  UnityEngine::Events::UnityEvent< bool, string, string >  │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│        Crosstales.FB.OnOpenFoldersCompleted        │
└─────────────────────────────────────────────────┘
```
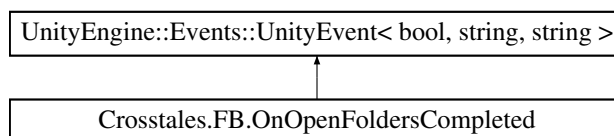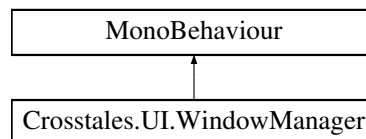
The documentation for this class was generated from the following file:

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

5.74   Crosstales.FB.OnSaveFileCompleted Class Reference

Inheritance diagram for Crosstales.FB.OnSaveFileCompleted:
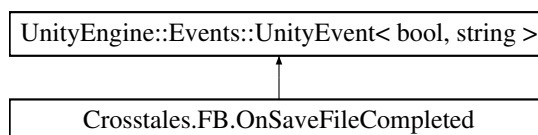
```
┌─────────────────────────────────────────────┐
│  UnityEngine::Events::UnityEvent< bool, string >  │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────┐
│       Crosstales.FB.OnSaveFileCompleted       │
└─────────────────────────────────────────────────┘
```
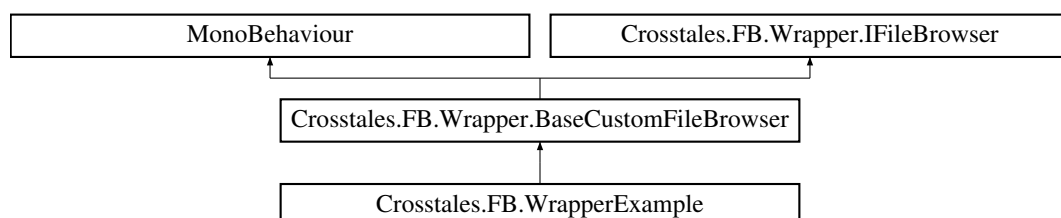
The documentation for this class was generated from the following file:

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

5.75   HutongGames.PlayMaker.Actions.OpenFile Class Reference

Open file action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.OpenFile:

```
                    ┌─────────────────────────────────────────────┐
                    │              FsmStateAction                  │
                    └─────────────────────────────────────────────┘
                                        ▲
                    ┌─────────────────────────────────────────────┐
                    │ HutongGames.PlayMaker.Actions.BaseFBAction   │
                    └─────────────────────────────────────────────┘
                                        ▲
                    ┌─────────────────────────────────────────────┐
                    │  HutongGames.PlayMaker.Actions.OpenFile      │
                    └─────────────────────────────────────────────┘
```
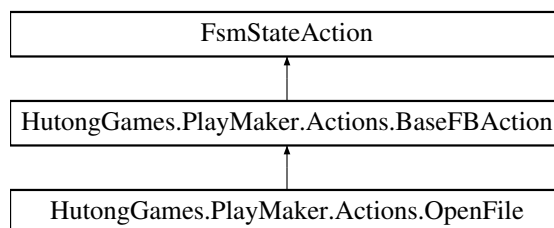
Public Member Functions

- 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:

```
┌─────────────────────────────────────────────┐
│               FsmStateAction                  │
└─────────────────────────────────────────────┘
                       ▲
                       │
┌─────────────────────────────────────────────┐
│  HutongGames.PlayMaker.Actions.BaseFBAction  │
└─────────────────────────────────────────────┘
                       ▲
                       │
┌─────────────────────────────────────────────┐
│  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:

```
┌─────────────────────────────────────────────┐
│                MonoBehaviour                  │
└─────────────────────────────────────────────┘
                       ▲
                       │
┌─────────────────────────────────────────────┐
│  Crosstales.Common.Util.PlatformController   │
└─────────────────────────────────────────────┘
```
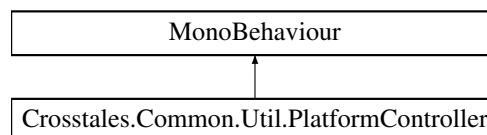
Public Attributes

- 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:

```
┌─────────────────────────────────────────────────────────┐
│                          Editor                           │
└─────────────────────────────────────────────────────────┘
                             ▲
┌─────────────────────────────────────────────────────────┐
│     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**
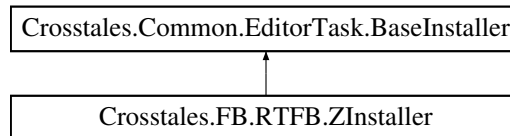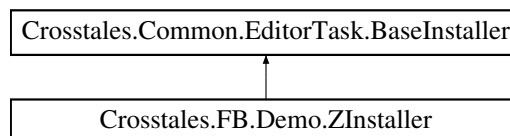- Crosstales.FB.Wrapper.BaseCustomFileBrowser **CustomWrapper**

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:

```
┌─────────────────────────────────────────┐
│             MonoBehaviour                 │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│  Crosstales.Common.Util.RandomColor       │
└─────────────────────────────────────────┘
```
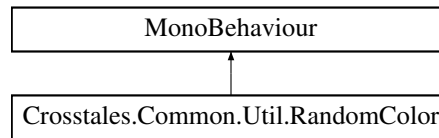
Public Attributes

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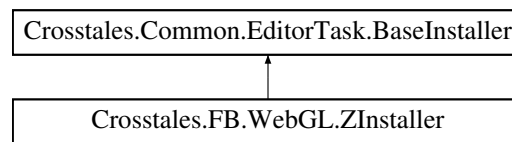
The documentation for this class was generated from the following file:

- 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:
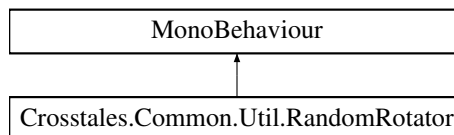
```
┌─────────────────────────────────────────────┐
│               MonoBehaviour                  │
└─────────────────────────────────────────────┘
                     ▲
                     │
┌─────────────────────────────────────────────┐
│   Crosstales.Common.Util.RandomRotator       │
└─────────────────────────────────────────────┘
```

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:

```
┌─────────────────────────────────────┐
│          MonoBehaviour              │
└─────────────────────────────────────┘
                 ▲
┌─────────────────────────────────────┐
│  Crosstales.Common.Util.RandomScaler │
└─────────────────────────────────────┘
```
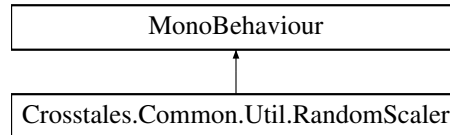
Public Attributes

- 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:
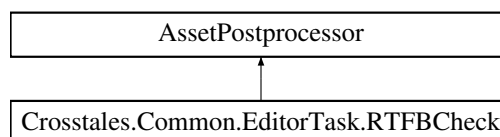
```
┌─────────────────────────────────────────────┐
│            AssetPostprocessor                 │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.RTFBCheck       │
└─────────────────────────────────────────────┘
```

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:

```
┌─────────────────────────────────────────────────────┐
│                   FsmStateAction                     │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│    HutongGames.PlayMaker.Actions.BaseFBAction        │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│      HutongGames.PlayMaker.Actions.SaveFile          │
└─────────────────────────────────────────────────────┘
```
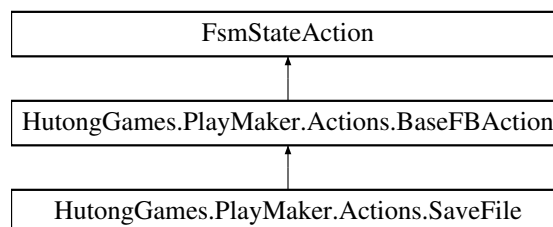
Public Member Functions

- 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:

```
            MonoBehaviour
                 ▲
  Crosstales.UI.Util.ScrollRectHandler
```
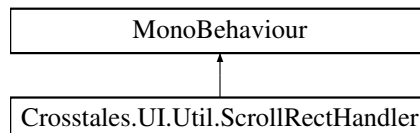
Public Attributes

- 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:

```
┌──────────────────────────────────────────────────────┐
│   Crosstales.Common.EditorTask.BaseSetupResources     │
└──────────────────────────────────────────────────────┘
                            ▲
                            │
┌──────────────────────────────────────────────────────┐
│     Crosstales.Common.EditorTask.SetupResources       │
└──────────────────────────────────────────────────────┘
```
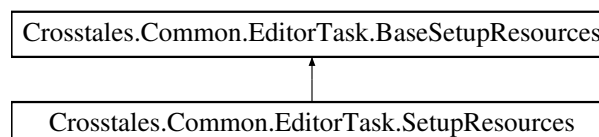
Static Public Member Functions

- 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/$\hookleftarrow$
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:

```
┌─────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseSetupResources │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│  Crosstales.FB.EditorTask.SetupResources      │
└─────────────────────────────────────────────┘
```
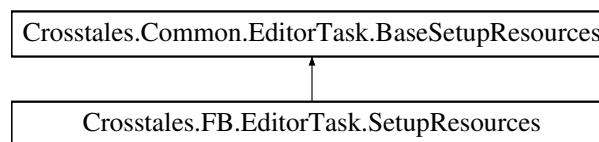
Static Public Member Functions

- 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/$\hookleftarrow$
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:

```
┌─────────────────────────────┐
│        MonoBehaviour         │
└─────────────────────────────┘
               ▲
┌─────────────────────────────┐
│ Crosstales.FB.RTFB.ShowMore  │
└─────────────────────────────┘
```
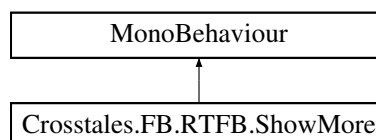
Public Member Functions

- 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:

```
┌─────────────────────────────────┐
│          MonoBehaviour          │
└─────────────────────────────────┘
                 ▲
                 │
┌─────────────────────────────────┐
│   Crosstales.FB.WebGL.ShowMore  │
└─────────────────────────────────┘
```
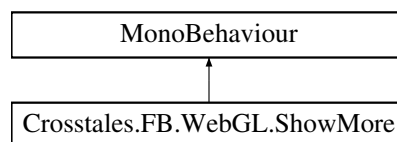
Public Member Functions

- 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:
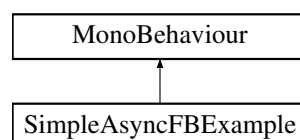
```
┌─────────────────────────────────┐
│          MonoBehaviour          │
└─────────────────────────────────┘
                 ▲
                 │
┌─────────────────────────────────┐
│        SimpleAsyncFBExample     │
└─────────────────────────────────┘
```

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:

```
┌─────────────────┐
│  MonoBehaviour  │
└─────────────────┘
        ▲
┌─────────────────┐
│ 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 $>$:

```
┌─────────────────────────────────────┐
│            MonoBehaviour             │
└─────────────────────────────────────┘
                   ▲
┌─────────────────────────────────────┐
│ Crosstales.Common.Util.Singleton< T >│
└─────────────────────────────────────┘
```
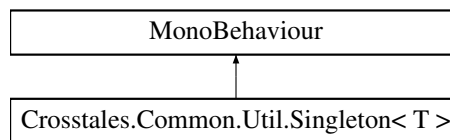
Static Public Member Functions

- 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

searchExistingGameObject	Search for existing GameObjects of this object (default: true, optional)
deleteExistingInstance	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:

```
┌─────────────────────┐
│   MonoBehaviour     │
└─────────────────────┘
           ▲
           │
┌─────────────────────┐
│  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:

```
┌─────────────────────┐
│   MonoBehaviour     │
└─────────────────────┘
           ▲
           │
┌───────────────────────────┐
│ 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:

```
        ┌─────────────────────┐
        │   MonoBehaviour     │
        └─────────────────────┘
                  ▲
        ┌─────────────────────┐
        │ 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:

```
        ┌─────────────────────┐
        │   MonoBehaviour     │
        └─────────────────────┘
                  ▲
        ┌─────────────────────┐
        │ Crosstales.UI.UIFocus │
        └─────────────────────┘
```
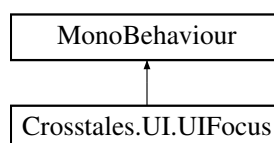
Public Member Functions

- 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:

```
┌─────────────────────┐
│   MonoBehaviour     │
└─────────────────────┘
          ▲
          │
┌─────────────────────┐
│ Crosstales.UI.UIHint│
└─────────────────────┘
```
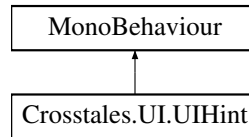
Public Member Functions

- 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 Crosstales.UI.UIHint.Disable = true
```

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

5.103.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.103.2.4 FadeTime

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

Fade time in seconds (default: 2).

5.103.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

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

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

5.104 Crosstales.UI.UIResize Class Reference

Resize a UI element.

Inheritance diagram for Crosstales.UI.UIResize:
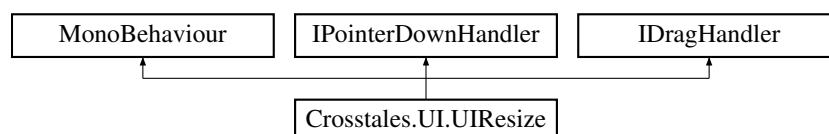
Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 MinSize = new Vector2(300, 160)

  Minimum size of the UI element.
- Vector2 MaxSize = new Vector2(800, 600)

  Maximum size of the UI element.
- bool IgnoreMaxSize = false

  Ignore maximum size of the UI element (default: false).
- float SpeedFactor = 2

  Resize speed (default: 2).

5.104.1   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:

```
┌─────────────────────────────────┐
│         MonoBehaviour           │
└─────────────────────────────────┘
                 ▲
┌─────────────────────────────────┐
│ Crosstales.UI.UIWindowManager   │
└─────────────────────────────────┘
```
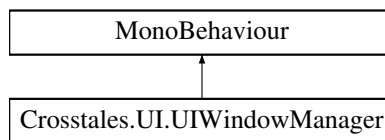
Public Member Functions

- 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

active	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 void **UpdateCheckWithDialog** ()

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:

```
┌──────────────────────────────────────────────────────┐
│ Crosstales.Common.Util.Singleton< WebGLCopyAndPaste > │
└──────────────────────────────────────────────────────┘
                          ▲
┌──────────────────────────────────────────────────────┐
│         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/Web↩
  GLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.110   Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:

```
         ┌─────────────────────────────┐
         │       MonoBehaviour         │
         └─────────────────────────────┘
                       ▲
         ┌─────────────────────────────┐
         │ 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/$\hookleftarrow$
  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:

```
┌─────────────────────┐   ┌──────────────────────────────────┐
│    MonoBehaviour    │   │  Crosstales.FB.Wrapper.IFileBrowser │
└─────────────────────┘   └──────────────────────────────────┘
            ▲                             ▲
            │                             │
            └──────────────┬──────────────┘
          ┌────────────────────────────────────────┐
          │ Crosstales.FB.Wrapper.BaseCustomFileBrowser │
          └────────────────────────────────────────┘
                           ▲
                           │
          ┌────────────────────────────────────────┐
          │        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

title	Dialog title
directory	Root directory
defaultName	Default file name (currently only supported under Windows standalone)
multiselect	Allow multiple file selection
extensions	List of extension filters. Filter Example: new ExtensionFilter("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

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

title	Dialog title
directory	Root directory
multiselect	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

title	Dialog title
directory	Root directory
multiselect	Allow multiple folder selection
cb	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

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

Returns

Returns chosen file. 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

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

Returns

Returns chosen file. 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

data	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

filename	XML-file of the object
skipBOM	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

resourceName	Name of the resource
skipBOM	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

xmlAsString	XML of the object
skipBOM	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

obj	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

obj	Object to serialize.
filename	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

obj	Object to serialize.

Returns

Object as XML-string

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

- C:/Users/slaub/Unity/assets/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:

```
┌─────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseInstaller   │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│        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:

```
┌─────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseInstaller   │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│        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:

```
┌─────────────────────────────────────────────┐
│   Crosstales.Common.EditorTask.BaseInstaller  │
└─────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────┐
│        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=1011lNGT

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

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

6.7   Videos

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

6.7.1   Tutorial

https://youtu.be/nczXecD0uB0?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

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