BadWordFilter

2.7.2

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    BWF is a multi-manager for all available managers.

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- class GUIMain

    Main GUI controller.
- class GUISource

    Generates a scrollable list of sources.
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4.4 Crosstales.BWF.Demo.Util Namespace Reference

Classes

- class RandomColor

    Random color changer.

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- class ScrollRectHandler

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Classes

- class AutoInitalize

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

- class BadWordManagerEditor

    Custom editor for the 'BadWordManager'-class.

- class BadwordMenu

    Editor component for adding the various prefabs.

- class CapitalizationManagerEditor

    Custom editor for the 'CapitalizationManager'-class.

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    Base class for editor windows.

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- class ConfigPreferences

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- class DomainManagerEditor

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- class PunctuationManagerEditor

    Custom editor for the 'PunctuationManager'-class.

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    Checks for updates of the asset.

4.6   Crosstales.BWF.Filter Namespace Reference

Classes

- class BadWordFilter

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

- class BaseFilter

    Base class for all filters.

- class CapitalizationFilter

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

- class DomainFilter

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

- class PunctuationFilter

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

4.7   Crosstales.BWF.Manager Namespace Reference

Classes

- class BadWordManager

    Manager for for bad words.

- class BaseManager

    Base class for all managers.

- class CapitalizationManager

    Manager for excessive capitalization.

- class DomainManager

    Manager for domains.

- class PunctuationManager

    Manager for excessive punctuation.

4.8   Crosstales.BWF.Model Namespace Reference

Classes

- class BadWords

    Model for a source of bad words.

- class Domains

    Model for a source of domains.

- class Source

    Base class for sources.

Enumerations

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

    Enum for all available managers.

4.8.1 Enumeration Type Documentation

4.8.1.1 enum **Crosstales.BWF.Model.ManagerMask** `[strong]`

Enum for all available managers.

4.9 Crosstales.BWF.PlayMaker Namespace Reference

Classes

- class ContainsEditor

  Custom editor for the ContainsString-action.
- class MarkStringEditor

  Custom editor for the MarkString-action.
- class MarkUIEditor

  Custom editor for the MarkUI-action.
- class ReplaceStringEditor

  Custom editor for the ReplaceString-action.
- class ReplaceUIEditor

  Custom editor for the ReplaceUI-action.

4.10 Crosstales.BWF.Provider Namespace Reference

Classes

- class BadWordProvider

  Base class for bad word providers.
- class BadWordProviderText

  Text-file based bad word provider.
- class BaseProvider

  Base class for all providers.
- class DomainProvider

  Base class for domain providers.
- class DomainProviderText

  Text-file based domain provider.

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Classes

- class BaseTest

  Base class for all tests.
- class TestContains

  Test for the 'Contains()' method.
- class TestGetAll

  Test for the 'GetAll()' method.
- class TestReplace

  Test for the 'Replace' method.
- class TestReplaceAll

  Test for the 'ReplaceAll()' method.

4.12 Crosstales.BWF.Util Namespace Reference

Classes

- class Constants

    Collected constants of very general utility for the asset.

- class Helper

    Various helper functions.

- class Proxy

    Handles HTTP/HTTPS Internet connections via proxy server.

4.13 HutongGames Namespace Reference

Namespaces

4.14 HutongGames.PlayMaker Namespace Reference

Namespaces

4.15 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class BaseBWFAction

    Base class for BWF-actions in PlayMaker.

- class BaseBWFActionString

    Base class for BWF-String-actions in PlayMaker.

- class BaseBWFActionUI

    Base class for BWF-UI-actions in PlayMaker.

- class ContainsString

    Contains-action for strings in PlayMaker.

- class MarkString

    Mark-action for strings in PlayMaker.

- class MarkUI

    Mark-action for UI-elements in PlayMaker.

- class ReplaceString

    Replace-action for strings in PlayMaker.

- class ReplaceUI

    Replace-action for UI-elements in PlayMaker.

Chapter 5

Class Documentation

5.1 Crosstales.BWF.EditorExt.AutoInitalize Class Reference

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

5.1.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Editor/AutoInitalize.cs

5.2 Crosstales.BWF.Filter.BadWordFilter Class Reference

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

Inheritance diagram for Crosstales.BWF.Filter.BadWordFilter:

```
┌─────────────────────────────────────┐
│   Crosstales.BWF.Filter.BaseFilter   │
└─────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────┐
│ Crosstales.BWF.Filter.BadWordFilter  │
└─────────────────────────────────────┘
```
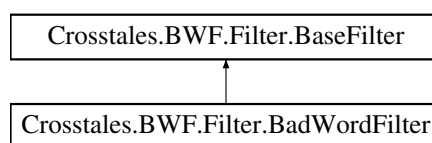
Public Member Functions

- BadWordFilter (List< BadWordProvider > badWordProviderLTR, List< BadWordProvider > badWord↩
ProviderRTL, string replaceCharacters, bool isFuzzy, string markPrefix, string markPostfix)

  Instantiate the class.
- override bool Contains (string testString, params string[ ] sources)

  Searches for bad words in a text.
- override List< string > GetAll (string testString, params string[ ] sources)

  Searches for bad words in a text.
- override string ReplaceAll (string testString, params string[ ] sources)

  Searches and replaces all bad words in a text.
- override string Replace (string text, List< string > badWords)

  Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

Public Attributes

- string ReplaceCharacters

    Replace characters for bad words.

- bool isFuzzy

    Defines how exact the match will be. Without fuzziness, only exact matches are detected. Important: "Fuzzy" is much more performance consuming – so be careful!

Properties

- List< BadWordProvider > BadWordProviderLTR `[get, set]`

    List of all left-to-right providers.

- List< BadWordProvider > BadWordProviderRTL `[get, set]`

    List of all right-to-left providers.

- override bool isReady `[get]`

    Checks the readiness status of the filter.

Additional Inherited Members

5.2.1 Detailed Description

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

5.2.2 Constructor & Destructor Documentation

5.2.2.1 Crosstales.BWF.Filter.BadWordFilter.BadWordFilter (List< **BadWordProvider** > *badWordProviderLTR,* List< **BadWordProvider** > *badWordProviderRTL,* string *replaceCharacters,* bool *isFuzzy,* string *markPrefix,* string *markPostfix* **)**

Instantiate the class.

Parameters

badWordProviderLTR	List of all left-to-right providers.
badWordProviderRTL	List of all right-to-left providers.
replaceCharacters	Replace characters for bad words.
isFuzzy	Defines how exact the match will be. Without fuzziness, only exact matches are detected. Important: "Fuzzy" is much more performance consuming – so be careful!
markPrefix	Prefix for every found bad word.
markPostfix	Postfix for every found bad word.

5.2.3 Member Function Documentation

5.2.3.1 override bool Crosstales.BWF.Filter.BadWordFilter.Contains (string *testString,* params string[ ] *sources* **)**
`[virtual]`

Searches for bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

True if a match was found

Implements Crosstales.BWF.Filter.BaseFilter.

5.2.3.2 override List<string> Crosstales.BWF.Filter.BadWordFilter.GetAll (string *testString,* params string[ ] *sources*) `[virtual]`

Searches for bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

List with all the matches

Implements Crosstales.BWF.Filter.BaseFilter.

5.2.3.3 override string Crosstales.BWF.Filter.BadWordFilter.Replace (string *text,* List< string > *badWords*) `[virtual]`

Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

Parameters

text	Text containig bad words
badWords	Bad words to replace

Returns

Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

5.2.3.4 override string Crosstales.BWF.Filter.BadWordFilter.ReplaceAll (string *testString,* params string[ ] *sources*) `[virtual]`

Searches and replaces all bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

5.2.4 Member Data Documentation

5.2.4.1 bool Crosstales.BWF.Filter.BadWordFilter.isFuzzy

Defines how exact the match will be. Without fuzziness, only exact matches are detected. Important: "Fuzzy" is much more performance consuming – so be careful!

5.2.4.2 string Crosstales.BWF.Filter.BadWordFilter.ReplaceCharacters

Replace characters for bad words.

5.2.5 Property Documentation

5.2.5.1 List<**BadWordProvider**> Crosstales.BWF.Filter.BadWordFilter.BadWordProviderLTR `[get],[set]`

List of all left-to-right providers.

Returns

All left-to-right providers.

5.2.5.2 List<**BadWordProvider**> Crosstales.BWF.Filter.BadWordFilter.BadWordProviderRTL `[get],[set]`

List of all right-to-left providers.

Returns

All right-to-left providers.

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

Checks the readiness status of the filter.

Returns

True if the filter is ready.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
  Scripts/Filter/BadWordFilter.cs

5.3 Crosstales.BWF.Manager.BadWordManager Class Reference

Manager for for bad words.

Inheritance diagram for Crosstales.BWF.Manager.BadWordManager:

```
                    ┌─────────────────────────────────┐
                    │          MonoBehaviour          │
                    └─────────────────────────────────┘
                                     ▲
                    ┌─────────────────────────────────┐
                    │ Crosstales.BWF.Manager.BaseManager │
                    └─────────────────────────────────┘
                                     ▲
                    ┌─────────────────────────────────┐
                    │ Crosstales.BWF.Manager.BadWordManager │
                    └─────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()

Static Public Member Functions

- static void Load ()

  Loads the current filter with all settings from this object.
- static bool Contains (string testString, params string[ ] sources)

  Searches for bad words in a text.
- static void ContainsMT (out bool result, string testString, params string[ ] sources)

  Searches for bad words in a text (call as thread).
- static List< string > GetAll (string testString, params string[ ] sources)

  Searches for bad words in a text.
- static void GetAllMT (out List< string > result, string testString, params string[ ] sources)

  Searches for bad words in a text (call as thread).
- static string ReplaceAll (string testString, params string[ ] sources)

  Searches and replaces all bad words in a text.
- static void ReplaceAllMT (out string result, string testString, params string[ ] sources)

  Searches and replaces all bad words in a text (call as thread).
- static string Replace (string text, List< string > badWords)

  Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).
- static string Mark (string text, List< string > badWords, string prefix="<color=red>", string postfix="</color>")

  Marks the text with a prefix and postfix from a list of words.
- static string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

  Unmarks the text with a prefix and postfix.

Public Attributes

- List< BadWordProvider > BadWordProviderLTR

    List of all left-to-right providers.
- List< BadWordProvider > BadWordProviderRTL

    List of all right-to-left providers.
- string ReplaceChars = "∗"

    Replace characters for bad words (default: ∗).
- bool Fuzzy = false

    Defines how exact the match will be. Without fuzziness, only exact matches are detected. Important: "Fuzzy" is much more performance consuming – so be careful (default: off).

Properties

- static BadWordFilter Filter `[get]`

    Returns the filter of the manager.
- static bool isReady `[get]`

    Checks the readiness status of the manager.
- static List< Source > Sources `[get]`

    Returns all sources for the manager.

5.3.1 Detailed Description

Manager for for bad words.

5.3.2 Member Function Documentation

5.3.2.1 static bool Crosstales.BWF.Manager.BadWordManager.Contains (string *testString,* params string[ ] *sources*) `[static]`

Searches for bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "english")

Returns

True if a match was found

5.3.2.2 static void Crosstales.BWF.Manager.BadWordManager.ContainsMT (out bool *result,* string *testString,* params string[ ] *sources*) `[static]`

Searches for bad words in a text (call as thread).

Parameters

result	out-parameter: true if a match was found
testString	Text to check
sources	Relevant sources (e.g. "english")

Returns

 True if a match was found

5.3.2.3 static List<string> Crosstales.BWF.Manager.BadWordManager.GetAll (string *testString,* params string[ ] *sources*) `[static]`

Searches for bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "english")

Returns

 List with all the matches

5.3.2.4 static void Crosstales.BWF.Manager.BadWordManager.GetAllMT (out List< string > *result,* string *testString,* params string[ ] *sources*) `[static]`

Searches for bad words in a text (call as thread).

Parameters

result	out-parameter: List with all the matches
testString	Text to check
sources	Relevant sources (e.g. "english")

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

Loads the current filter with all settings from this object.

5.3.2.6 static string Crosstales.BWF.Manager.BadWordManager.Mark (string *text,* List< string > *badWords,* string *prefix =* "<color=red>"*, string *postfix =* "</color>") `[static]`

Marks the text with a prefix and postfix from a list of words.

Parameters

text	Text containig bad words
badWords	Bad words to mark
prefix	Prefix for every found bad word (default: bold and red, optional)
postfix	Postfix for every found bad word (default: bold and red, optional)

Returns

Text with marked bad words

5.3.2.7 static string Crosstales.BWF.Manager.BadWordManager.Replace (string *text,* List< string > *badWords*)
     `[static]`

Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

Parameters

text	Text containig bad words
badWords	Bad words to replace

Returns

Clean text

5.3.2.8 static string Crosstales.BWF.Manager.BadWordManager.ReplaceAll (string *testString,* params string[ ] *sources*)
     `[static]`

Searches and replaces all bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "english")

Returns

Clean text

5.3.2.9 static void Crosstales.BWF.Manager.BadWordManager.ReplaceAllMT (out string *result,* string *testString,* params string[ ] *sources*) `[static]`

Searches and replaces all bad words in a text (call as thread).

Parameters

result	out-parameter: clean text
testString	Text to check
sources	Relevant sources (e.g. "english")

5.3.2.10 static string Crosstales.BWF.Manager.BadWordManager.Unmark (string *text,* string *prefix* = "`<b><color=red>`"*,* string *postfix* = "`</color></b>`") [static]

Unmarks the text with a prefix and postfix.

Parameters

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

Returns

Text with unmarked bad words

5.3.3 Member Data Documentation

5.3.3.1 List<BadWordProvider> Crosstales.BWF.Manager.BadWordManager.BadWordProviderLTR

List of all left-to-right providers.

5.3.3.2 List<BadWordProvider> Crosstales.BWF.Manager.BadWordManager.BadWordProviderRTL

List of all right-to-left providers.

5.3.3.3 bool Crosstales.BWF.Manager.BadWordManager.Fuzzy = false

Defines how exact the match will be. Without fuzziness, only exact matches are detected. Important: "Fuzzy" is much more performance consuming – so be careful (default: off).

5.3.3.4 string Crosstales.BWF.Manager.BadWordManager.ReplaceChars = "∗"

Replace characters for bad words (default: ∗).

5.3.4 Property Documentation

5.3.4.1 BadWordFilter Crosstales.BWF.Manager.BadWordManager.Filter `[static],[get]`

Returns the filter of the manager.

Returns

[Filter](#) for the manager

5.3.4.2 bool Crosstales.BWF.Manager.BadWordManager.isReady `[static],[get]`

Checks the readiness status of the manager.

Returns

True if the manager is ready.

5.3.4.3 List<Source> Crosstales.BWF.Manager.BadWordManager.Sources `[static],[get]`

Returns all sources for the manager.

Returns

List with all sources for the manager

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
  Scripts/Manager/BadWordManager.cs

5.4 Crosstales.BWF.EditorExt.BadWordManagerEditor Class Reference

Custom editor for the 'BadWordManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExt.BadWordManagerEditor:

```
┌─────────────────────────────────────────────┐
│                   Editor                      │
└─────────────────────────────────────────────┘
                       ▲
                       │
┌─────────────────────────────────────────────┐
│ Crosstales.BWF.EditorExt.BadWordManagerEditor │
└─────────────────────────────────────────────┘
```

Public Member Functions

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

5.4.1 Detailed Description

Custom editor for the 'BadWordManager'-class.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Editor/BadWordManagerEditor.cs

5.5 Crosstales.BWF.EditorExt.BadwordMenu Class Reference

Editor component for adding the various prefabs.

5.5.1 Detailed Description

Editor component for adding the various prefabs.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Editor/BadwordMenu.cs

5.6 Crosstales.BWF.Provider.BadWordProvider Class Reference

Base class for bad word providers.

Inheritance diagram for Crosstales.BWF.Provider.BadWordProvider:
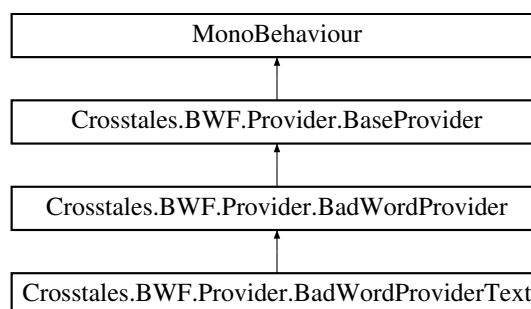
Public Member Functions

- override void Load ()

  Loads all sources.

Protected Member Functions

- override void init ()

    Intialize the provider.

Protected Attributes

- List< BadWords > **badwords** = new List<BadWords>()

Properties

- Dictionary< string, Regex > ExactBadwordsRegex `[get, protected set]`

    Exact RegEx for bad words.
- Dictionary< string, Regex > FuzzyBadwordsRegex `[get, protected set]`

    Fuzzy RegEx for bad words.
- Dictionary< string, List< Regex > > DebugExactBadwordsRegex `[get, protected set]`

    Debug-version of "Exact RegEx for bad words".
- Dictionary< string, List< Regex > > DebugFuzzyBadwordsRegex `[get, protected set]`

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

Additional Inherited Members

5.6.1 Detailed Description

Base class for bad word providers.

5.6.2 Member Function Documentation

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

Intialize the provider.

Implements Crosstales.BWF.Provider.BaseProvider.

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

Loads all sources.

Implements Crosstales.BWF.Provider.BaseProvider.

Reimplemented in Crosstales.BWF.Provider.BadWordProviderText.

5.6.3 Property Documentation

5.6.3.1 Dictionary<string, List<Regex> > Crosstales.BWF.Provider.BadWordProvider.DebugExactBadwordsRegex `[get],[protected set]`

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

5.6.3.2 Dictionary<string, List<Regex> > Crosstales.BWF.Provider.BadWordProvider.DebugFuzzyBadwordsRegex `[get],[protected set]`

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

5.6.3.3 Dictionary<string, Regex> Crosstales.BWF.Provider.BadWordProvider.ExactBadwordsRegex `[get],` `[protected set]`

Exact RegEx for bad words.

5.6.3.4 Dictionary<string, Regex> Crosstales.BWF.Provider.BadWordProvider.FuzzyBadwordsRegex `[get],` `[protected set]`

Fuzzy RegEx for bad words.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/←
  Scripts/Provider/BadWordProvider.cs

5.7 Crosstales.BWF.Provider.BadWordProviderText Class Reference

Text-file based bad word provider.

Inheritance diagram for Crosstales.BWF.Provider.BadWordProviderText:
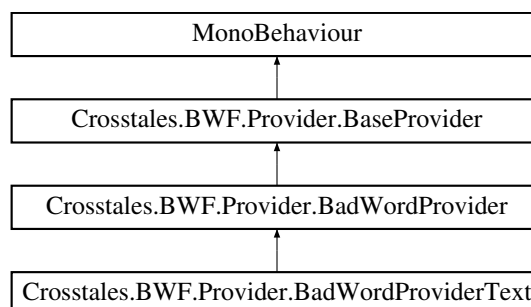
Public Member Functions

- override void Load ()

    Loads all sources.
- override void Save ()

    Saves all sources.

Additional Inherited Members

5.7.1 Detailed Description

Text-file based bad word provider.

5.7.2 Member Function Documentation

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

Loads all sources.

Reimplemented from Crosstales.BWF.Provider.BadWordProvider.

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

Saves all sources.

Implements Crosstales.BWF.Provider.BaseProvider.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↵
    Scripts/Provider/BadWordProviderText.cs

5.8 Crosstales.BWF.Model.BadWords Class Reference

Model for a source of bad words.

Public Member Functions

- BadWords (Source source, List< string > badWordList)

    Instantiate the class.
- override string **ToString** ()

Public Attributes

- Source Source
    Source-object.
- List< string > BadWordList
    List of all bad words (RegEx).

5.8.1 Detailed Description

Model for a source of bad words.

5.8.2 Constructor & Destructor Documentation

5.8.2.1 Crosstales.BWF.Model.BadWords.BadWords (Source *source,* List< string > *badWordList*)

Instantiate the class.

Parameters

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

5.8.3 Member Data Documentation

5.8.3.1 List<string> Crosstales.BWF.Model.BadWords.BadWordList

List of all bad words (RegEx).

5.8.3.2 Source Crosstales.BWF.Model.BadWords.Source

Source-object.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
    Scripts/Model/BadWords.cs

5.9 HutongGames.PlayMaker.Actions.BaseBWFAction Class Reference

Base class for BWF-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFAction:

Public Attributes

- FsmEvent **sendEvent**
- ManagerMask Filter = ManagerMask.All

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

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

    Enable EndlessFilter-mode (default: off).
- FsmInt EndlessFilterFrameSpeed = 30

    Defines the frame speed in EndlessFilter-mode (default: 30).

5.9.1 Detailed Description

Base class for BWF-actions in PlayMaker.

5.9.2 Member Data Documentation

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

Enable EndlessFilter-mode (default: off).

5.9.2.2 FsmInt HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilterFrameSpeed = 30

Defines the frame speed in EndlessFilter-mode (default: 30).

5.9.2.3 ManagerMask HutongGames.PlayMaker.Actions.BaseBWFAction.Filter = ManagerMask.All

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

5.9.2.4 FsmArray HutongGames.PlayMaker.Actions.BaseBWFAction.Sources

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

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFAction.cs

5.10 HutongGames.PlayMaker.Actions.BaseBWFActionString Class Reference

Base class for BWF-String-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionString:

```
                    ┌─────────────────────────────────────┐
                    │           FsmStateAction             │
                    └─────────────────────────────────────┘
                                      ▲
                    ┌─────────────────────────────────────┐
                    │ HutongGames.PlayMaker.Actions.BaseBWFAction │
                    └─────────────────────────────────────┘
                                      ▲
                ┌─────────────────────────────────────────────┐
                │ HutongGames.PlayMaker.Actions.BaseBWFActionString │
                └─────────────────────────────────────────────┘
                                      ▲
        ┌────────────────────────────────────┐  ┌────────────────────────────────────┐
        │ HutongGames.PlayMaker.Actions.MarkString │  │ HutongGames.PlayMaker.Actions.ReplaceString │
        └────────────────────────────────────┘  └────────────────────────────────────┘
```

Public Attributes

- FsmString Text

    Input string for validation.
- FsmString OutputText

    Output string of the validation.

5.10.1 Detailed Description

Base class for BWF-String-actions in PlayMaker.

5.10.2 Member Data Documentation

5.10.2.1 FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.OutputText

Output string of the validation.

5.10.2.2 FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.Text

Input string for validation.

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFActionString.cs

5.11 HutongGames.PlayMaker.Actions.BaseBWFActionUI Class Reference

Base class for BWF-UI-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionUI:

```
                          ┌─────────────────────────────────────────────┐
                          │              FsmStateAction                  │
                          └─────────────────────────────────────────────┘
                                              ▲
                          ┌─────────────────────────────────────────────┐
                          │  HutongGames.PlayMaker.Actions.BaseBWFAction │
                          └─────────────────────────────────────────────┘
                                              ▲
                          ┌─────────────────────────────────────────────┐
                          │ HutongGames.PlayMaker.Actions.BaseBWFActionUI│
                          └─────────────────────────────────────────────┘
          ┌───────────────────────────────────┐   ┌───────────────────────────────────────┐
          │ HutongGames.PlayMaker.Actions.MarkUI │   │ HutongGames.PlayMaker.Actions.ReplaceUI │
          └───────────────────────────────────┘   └───────────────────────────────────────┘
```

Public Attributes

- InputField Text

    Input field for validation.

- Text OutputText

    Output field of the validation.

5.11.1 Detailed Description

Base class for BWF-UI-actions in PlayMaker.

5.11.2 Member Data Documentation

5.11.2.1 Text HutongGames.PlayMaker.Actions.BaseBWFActionUI.OutputText

Output field of the validation.

5.11.2.2 InputField HutongGames.PlayMaker.Actions.BaseBWFActionUI.Text
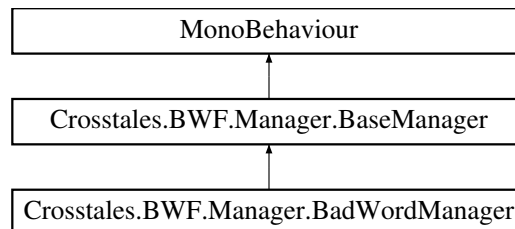
Input field for validation.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFActionUI.cs

5.12 Crosstales.BWF.Filter.BaseFilter Class Reference

Base class for all filters.

Inheritance diagram for Crosstales.BWF.Filter.BaseFilter:

```
                      Crosstales.BWF.Filter.BaseFilter
                                   ▲
   ┌──────────────────┬────────────┴────────────┬──────────────────────┐
Crosstales.BWF.Filter.   Crosstales.BWF.Filter.    Crosstales.BWF.Filter.   Crosstales.BWF.Filter.
    BadWordFilter        CapitalizationFilter         DomainFilter          PunctuationFilter
```

Public Member Functions

- abstract bool Contains (string testString, params string[ ] sources)

    Searches for bad words in a text.
- abstract List< string > GetAll (string testString, params string[ ] sources)

    Searches for bad words in a text.
- abstract string ReplaceAll (string testString, params string[ ] sources)

    Searches and replaces all bad words in a text.
- abstract string Replace (string text, List< string > badWords)

    Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).
- virtual string Mark (string text, List< string > badWords, string prefix="<color=red>", string postfix="</color>")

    Marks the text with a prefix and postfix from a list of words.
- virtual string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

    Unmarks the text with a prefix and postfix.

Public Attributes

- string MarkPrefix = "<color=red>"

    Prefix for every found bad word.
- string MarkPostfix = "</color>"

    Postfix for every found bad word.

Protected Member Functions

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

Protected Attributes

- Dictionary< string, Source > **sources** = new Dictionary<string, Source>()

Properties

- virtual List< Source > Sources `[get]`

  All sources of the current filter.
- abstract bool isReady `[get]`

  Checks the readiness status of the current filter.

5.12.1 Detailed Description

Base class for all filters.

5.12.2 Member Function Documentation

5.12.2.1 abstract bool Crosstales.BWF.Filter.BaseFilter.Contains (string *testString,* params string[ ] *sources*) `[pure virtual]`

Searches for bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

True if a match was found

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

5.12.2.2 abstract List<string> Crosstales.BWF.Filter.BaseFilter.GetAll (string *testString,* params string[ ] *sources*) `[pure virtual]`

Searches for bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

List with all the matches

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

5.12.2.3 virtual string Crosstales.BWF.Filter.BaseFilter.Mark (string *text,* List< string > *badWords,* string *prefix =* "<color=red>"*, string *postfix =* "</color>") [virtual]

Marks the text with a prefix and postfix from a list of words.

Parameters

text	Text containig bad words
badWords	Bad words to mark
prefix	Prefix for every found bad word (optional)
postfix	Postfix for every found bad word (optional)

Returns

> Text with marked bad words

5.12.2.4 abstract string Crosstales.BWF.Filter.BaseFilter.Replace (string *text,* List< string > *badWords*) [pure virtual]

Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

Parameters

text	Text containig bad words
badWords	Bad words to replace

Returns

> Clean text

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

5.12.2.5 abstract string Crosstales.BWF.Filter.BaseFilter.ReplaceAll (string *testString,* params string[ ] *sources*) [pure virtual]

Searches and replaces all bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

> Clean text

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

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

Unmarks the text with a prefix and postfix.

Parameters

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

Returns

Text with marked bad words

5.12.3 Member Data Documentation

5.12.3.1 string Crosstales.BWF.Filter.BaseFilter.MarkPostfix = "</color>"

Postfix for every found bad word.

5.12.3.2 string Crosstales.BWF.Filter.BaseFilter.MarkPrefix = "<color=red>"

Prefix for every found bad word.

5.12.4 Property Documentation

5.12.4.1 abstract bool Crosstales.BWF.Filter.BaseFilter.isReady [get]

Checks the readiness status of the current filter.

Returns

True if the filter is ready.

5.12.4.2 virtual List<Source> Crosstales.BWF.Filter.BaseFilter.Sources [get]

All sources of the current filter.

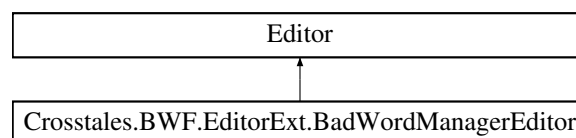**Returns**

List with all sources for the current filter

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Scripts/Filter/BaseFilter.cs

5.13 Crosstales.BWF.Manager.BaseManager Class Reference

Base class for all managers.

Inheritance diagram for Crosstales.BWF.Manager.BaseManager:
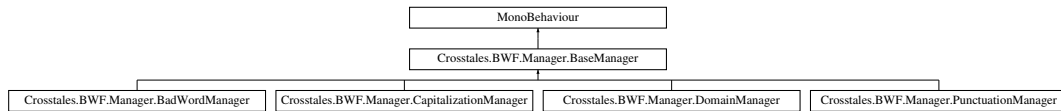
Public Attributes

- string MarkPrefix = "<color=red>"
  - *Mark prefix for bad words (default: bold and color).*
- string MarkPostfix = "</color>"
  - *Mark postfix for bad words (default: bold and color).*

5.13.1 Detailed Description

Base class for all managers.

5.13.2 Member Data Documentation

5.13.2.1 string Crosstales.BWF.Manager.BaseManager.MarkPostfix = "</color>"

Mark postfix for bad words (default: bold and color).

5.13.2.2 string Crosstales.BWF.Manager.BaseManager.MarkPrefix = "<b><color=red>"

Mark prefix for bad words (default: bold and color).

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/←Scripts/Manager/BaseManager.cs

5.14 Crosstales.BWF.Provider.BaseProvider Class Reference

Base class for all providers.

Inheritance diagram for Crosstales.BWF.Provider.BaseProvider:
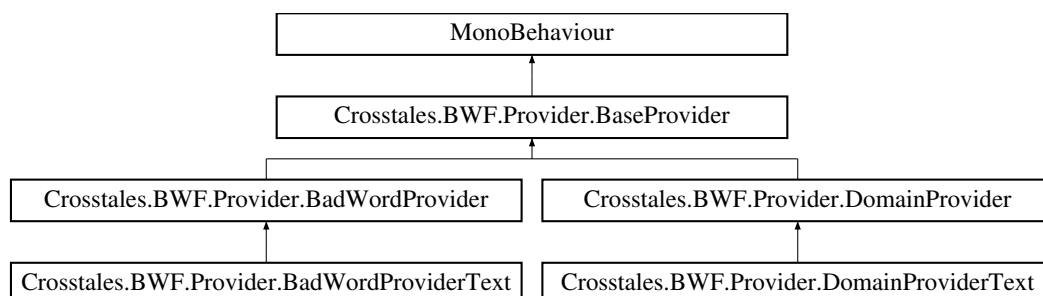
Public Member Functions

- abstract void Load ()

    Loads all sources.
- abstract void Save ()

    Saves all sources.
- void **Awake** ()

Public Attributes

- string Name = string.Empty

    Name to identify the provider.
- RegexOptions RegexOption1 = RegexOptions.IgnoreCase

    Option1 (default: RegexOptions.IgnoreCase).
- RegexOptions RegexOption2 = RegexOptions.CultureInvariant

    Option2 (default: RegexOptions.CultureInvariant).
- RegexOptions RegexOption3 = RegexOptions.None

    Option3 (default: RegexOptions.None).
- RegexOptions RegexOption4 = RegexOptions.None

    Option4 (default: RegexOptions.None).
- RegexOptions RegexOption5 = RegexOptions.None

    Option5 (default: RegexOptions.None).
- Source[ ] Sources

    All sources for this provider.
- bool ClearOnLoad = true

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

Protected Member Functions

- abstract void init ()

    Intialize the provider.
- void **logNoResourcesAdded** ()

Protected Attributes

- List< Guid > **coRoutines** = new List<Guid>()
- bool **loading** = false

Static Protected Attributes

- static bool **loggedUnsupportedPlatform** = false

Properties

- bool isReady [get, protected set]

    Checks the readiness status of the provider.

5.14.1 Detailed Description

Base class for all providers.

5.14.2 Member Function Documentation

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

Intialize the provider.

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

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

Loads all sources.

Implemented in Crosstales.BWF.Provider.BadWordProvider, Crosstales.BWF.Provider.DomainProvider, Crosstales.↩
BWF.Provider.BadWordProviderText, and Crosstales.BWF.Provider.DomainProviderText.

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

Saves all sources.

Implemented in Crosstales.BWF.Provider.BadWordProviderText, and Crosstales.BWF.Provider.DomainProvider↩
Text.

5.14.3 Member Data Documentation

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

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

5.14.3.2 string Crosstales.BWF.Provider.BaseProvider.Name = string.Empty

Name to identify the provider.

5.14.3.3 RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption1 = RegexOptions.IgnoreCase

Option1 (default: RegexOptions.IgnoreCase).

5.14.3.4 RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption2 = RegexOptions.CultureInvariant

Option2 (default: RegexOptions.CultureInvariant).

5.14.3.5 RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption3 = RegexOptions.None

Option3 (default: RegexOptions.None).

5.14.3.6 RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption4 = RegexOptions.None

Option4 (default: RegexOptions.None).

5.14.3.7 RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption5 = RegexOptions.None

Option5 (default: RegexOptions.None).

5.14.3.8 Source [ ] Crosstales.BWF.Provider.BaseProvider.Sources

All sources for this provider.

5.14.4 Property Documentation

5.14.4.1 bool Crosstales.BWF.Provider.BaseProvider.isReady `[get],[protected set]`

Checks the readiness status of the provider.

Returns

True if the provider is ready.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/←
  Scripts/Provider/BaseProvider.cs

5.15 Crosstales.BWF.Test.BaseTest Class Reference

Base class for all tests.

Inheritance diagram for Crosstales.BWF.Test.BaseTest:
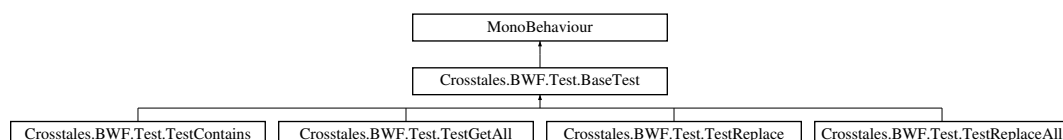
Public Member Functions

- virtual void **Update** ()

Public Attributes

- int **Iterations** = 50
- int **TextStartLength** = 100
- int **TextGrowPerIteration** = 0
- ManagerMask[ ] **Managers**
- string[ ] **TestSources**
- string **RandomChars** = "0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXY↩
  Z.?!-∗"
- char **ReplaceChar** = '∗'

Protected Member Functions

- virtual IEnumerator **runTest** ()
- virtual string **createRandomString** (int stringLength)
- abstract void **speedTest** (ManagerMask mask)
- abstract void **sanityTest** (ManagerMask mask)

Protected Attributes

- System.Random **rd** = new System.Random()
- Stopwatch **stopWatch** = new Stopwatch()
- int **failCounter** = 0
- BadWordFilter **bwf**
- DomainFilter **df**
- CapitalizationFilter **cf**
- PunctuationFilter **pf**

Static Protected Attributes

- static readonly string **badword** = "Fuuuccckkk"
- static readonly string **noBadword** = "assume"
- static readonly string **domain** = "goOgle.cOm"
- static readonly string **email** = "stEve76@goOgle.cOm"
- static readonly string **noDomain** = "my.cOmMand"
- static readonly string **scunthorpe** = "scuntHorPe"
- static readonly string **arabicBadword** = @""
- static readonly string **globalBadword** = "h!+leR"
- static readonly string **nameBadword** = "bAmbi"
- static readonly string **emoji** = ""

5.15.1 Detailed Description
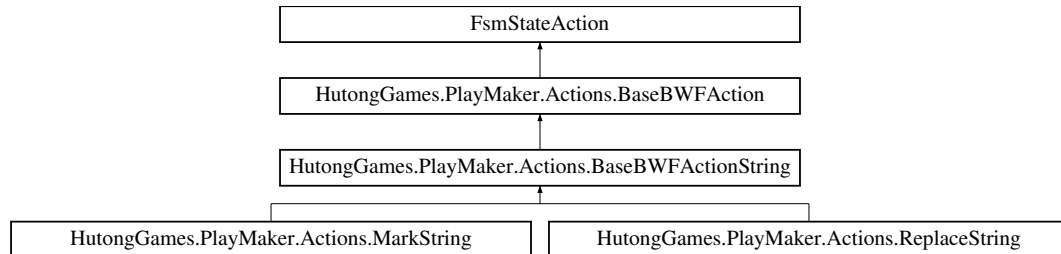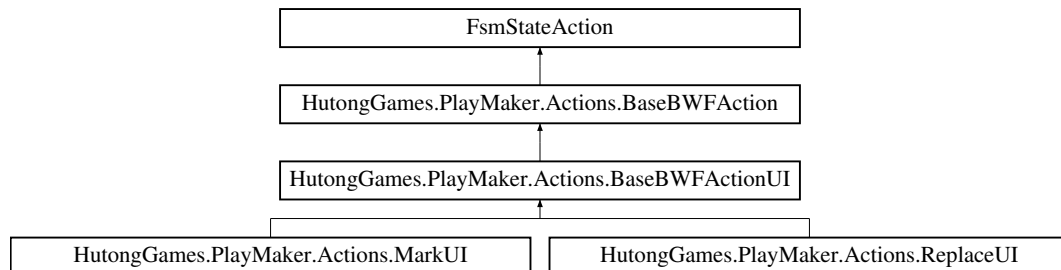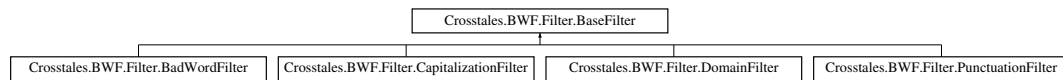
Base class for all tests.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
  Test/Scripts/BaseTest.cs

5.16 Crosstales.BWF.BWFManager Class Reference

BWF is a multi-manager for all available managers.

Inheritance diagram for Crosstales.BWF.BWFManager:

```
┌─────────────────────────────┐
│       MonoBehaviour         │
└─────────────────────────────┘
               ▲
┌─────────────────────────────┐
│  Crosstales.BWF.BWFManager  │
└─────────────────────────────┘
```
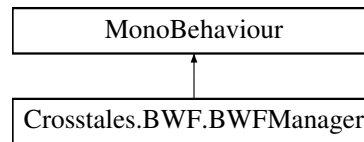
Public Member Functions

- void **OnEnable** ()
- void **Update** ()

Static Public Member Functions

- static void Load (ManagerMask mask=ManagerMask.All)

  Loads the filter of a manager.
- static BaseFilter Filter (ManagerMask mask=ManagerMask.BadWord)

  Returns the filter of a manager.
- static List< Source > Sources (ManagerMask mask=ManagerMask.All)

  Returns all sources for a manager.
- static bool Contains (string testString, ManagerMask mask=ManagerMask.All, params string[ ] sources)

  Searches for unwanted words in a text.
- static void ContainsMT (out bool result, string testString, ManagerMask mask=ManagerMask.All, params string[ ] sources)

  Searches for unwanted words in a text (call as thread).
- static List< string > GetAll (string testString, ManagerMask mask=ManagerMask.All, params string[ ] sources)

  Searches for unwanted words in a text.
- static void GetAllMT (out List< string > result, string testString, ManagerMask mask=ManagerMask.All, params string[ ] sources)

  Searches for unwanted words in a text (call as thread).
- static string ReplaceAll (string testString, ManagerMask mask=ManagerMask.All, params string[ ] sources)

  Searches and replaces all unwanted words in a text.
- static void ReplaceAllMT (out string result, string testString, ManagerMask mask=ManagerMask.All, params string[ ] sources)

  Searches and replaces all unwanted words in a text (call as thread).
- static string Replace (string text, List< string > unwantedWords, ManagerMask mask=ManagerMask.All)

  Replaces all unwanted words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).
- static string Mark (string text, List< string > unwantedWords, string prefix="<color=red>", string postfix="</color>")

  Marks the text with a prefix and postfix from a list of words.
- static string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

  Unmarks the text with a prefix and postfix.

Properties

- static bool isReady [get]

    Checks the readiness status of all managers.

5.16.1 Detailed Description

BWF is a multi-manager for all available managers.

5.16.2 Member Function Documentation

5.16.2.1 static bool Crosstales.BWF.BWFManager.Contains (string *testString,* ManagerMask *mask =* ManagerMask.All**, params string[ ]** *sources* **)** [static]

Searches for unwanted words in a text.

Parameters

testString	Text to check
mask	Active manager (default: ManagerMask.All, optional)
sources	Relevant sources (e.g. "english")

Returns

True if a match was found

5.16.2.2 static void Crosstales.BWF.BWFManager.ContainsMT (out bool *result,* string *testString,* ManagerMask *mask =* ManagerMask.All**, params string[ ]** *sources* **)** [static]

Searches for unwanted words in a text (call as thread).

Parameters

result	out-parameter: true if a match was found
testString	Text to check
mask	Active manager (default: ManagerMask.All, optional)
sources	Relevant sources (e.g. "english")

5.16.2.3 static **BaseFilter Crosstales.BWF.BWFManager.Filter (** ManagerMask *mask =* ManagerMask.BadWord **)** [static]

Returns the filter of a manager.

Parameters

mask	Active manager (default: ManagerMask.BadWord, optional)

Returns

> [Filter](#) for the selected manager

5.16.2.4 static List<string> Crosstales.BWF.BWFManager.GetAll (string *testString,* ManagerMask *mask =* ManagerMask.All, params string[ ] *sources*) `[static]`

Searches for unwanted words in a text.

Parameters

testString	Text to check
mask	Active manager (default: ManagerMask.All, optional)
sources	Relevant sources (e.g. "english")

Returns

> List with all the matches

5.16.2.5 static void Crosstales.BWF.BWFManager.GetAllMT (out List< string > *result,* string *testString,* ManagerMask *mask =* ManagerMask.All, params string[ ] *sources*) `[static]`

Searches for unwanted words in a text (call as thread).

Parameters

result	out-parameter: List with all the matches
testString	Text to check
mask	Active manager (default: ManagerMask.All, optional)
sources	Relevant sources (e.g. "english")

5.16.2.6 static void Crosstales.BWF.BWFManager.Load (ManagerMask *mask =* ManagerMask.All) `[static]`

Loads the filter of a manager.

Parameters

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

5.16.2.7 **static string Crosstales.BWF.BWFManager.Mark (string** *text,* **List**< **string** > *unwantedWords,* **string** *prefix =* "`<b><color=red>`"*,* **string** *postfix =* "`</color></b>`" **)** `[static]`

Marks the text with a prefix and postfix from a list of words.

Parameters

text	Text containig unwanted words
unwantedWords	Unwanted words to mark
prefix	Prefix for every found unwanted word (optional)
postfix	Postfix for every found unwanted word (optional)

Returns

Text with marked unwanted words

5.16.2.8 **static string Crosstales.BWF.BWFManager.Replace (string** *text,* **List**< **string** > *unwantedWords,* **ManagerMask** *mask =* `ManagerMask.All` **)** `[static]`

Replaces all unwanted words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

Parameters

text	Text containig unwanted words
mask	Active manager (default: ManagerMask.All, optional)
unwantedWords	Unwanted words to replace

Returns

Clean text

5.16.2.9 **static string Crosstales.BWF.BWFManager.ReplaceAll (string** *testString,* **ManagerMask** *mask =* `ManagerMask.All`*,* **params string[ ]** *sources* **)** `[static]`

Searches and replaces all unwanted words in a text.

Parameters

testString	Text to check
mask	Active manager (default: ManagerMask.All, optional)
sources	Relevant sources (e.g. "english")

Returns

Clean text

5.16.2.10 static void Crosstales.BWF.BWFManager.ReplaceAllMT (out string *result,* string *testString,* ManagerMask *mask =* `ManagerMask.All`*,* params string[] *sources*) `[static]`

Searches and replaces all unwanted words in a text (call as thread).

Parameters

result	out-parameter: clean text
testString	Text to check
mask	Active manager (default: ManagerMask.All, optional)
sources	Relevant sources (e.g. "english")

5.16.2.11 static List<**Source**> **Crosstales.BWF.BWFManager.Sources (ManagerMask *mask =* `ManagerMask.All`)** `[static]`

Returns all sources for a manager.

Parameters

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

Returns

List with all sources for the selected manager

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

Unmarks the text with a prefix and postfix.

Parameters

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

Returns

Text with unmarked unwanted words

5.16.3 Property Documentation

5.16.3.1 bool Crosstales.BWF.BWFManager.isReady `[static],[get]`

Checks the readiness status of all managers.

Returns

True if all managers are ready.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
  Scripts/BWFManager.cs

5.17 Crosstales.BWF.Filter.CapitalizationFilter Class Reference

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

Inheritance diagram for Crosstales.BWF.Filter.CapitalizationFilter:

```
┌─────────────────────────────────────────┐
│    Crosstales.BWF.Filter.BaseFilter      │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│ Crosstales.BWF.Filter.CapitalizationFilter │
└─────────────────────────────────────────┘
```
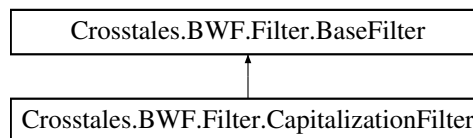
Public Member Functions

- **CapitalizationFilter** (int capitalizationCharsNumber, string markPrefix, string markPostfix)

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

  Searches for bad words in a text.
- override List< string > **GetAll** (string testString, params string[ ] sources)

  Searches for bad words in a text.
- override string **ReplaceAll** (string testString, params string[ ] sources)

  Searches and replaces all bad words in a text.
- override string **Replace** (string text, List< string > badWords)

  Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

Properties

- Regex **RegularExpression** `[get]`

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

  Defines the number of allowed capital letters in a row.
- override bool **isReady** `[get]`

  Checks the readiness status of the filter.

Additional Inherited Members

5.17.1 Detailed Description

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

5.17.2 Constructor & Destructor Documentation

5.17.2.1 Crosstales.BWF.Filter.CapitalizationFilter.CapitalizationFilter (int *capitalizationCharsNumber,* string *markPrefix,* string *markPostfix*)

Instantiate the class.

Parameters

capitalizationCharsNumber	Defines the number of allowed capital letters in a row.
markPrefix	Prefix for every found excessive capitalization.
markPostfix	Postfix for every found excessive capitalization.

5.17.3 Member Function Documentation

5.17.3.1 override bool Crosstales.BWF.Filter.CapitalizationFilter.Contains (string *testString,* params string[ ] *sources*) `[virtual]`

Searches for bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

True if a match was found

Implements Crosstales.BWF.Filter.BaseFilter.

5.17.3.2 override List<string> Crosstales.BWF.Filter.CapitalizationFilter.GetAll (string *testString,* params string[ ] *sources*) `[virtual]`

Searches for bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

List with all the matches

Implements Crosstales.BWF.Filter.BaseFilter.

5.17.3.3   override string Crosstales.BWF.Filter.CapitalizationFilter.Replace (string *text,* List< string > *badWords*)
          `[virtual]`

Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

Parameters

text	Text containig bad words
badWords	Bad words to replace

Returns

      Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

5.17.3.4   override string Crosstales.BWF.Filter.CapitalizationFilter.ReplaceAll (string *testString,* params string[ ] *sources*)
          `[virtual]`

Searches and replaces all bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

      Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

5.17.4   Property Documentation

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

Defines the number of allowed capital letters in a row.

5.17.4.2   override bool Crosstales.BWF.Filter.CapitalizationFilter.isReady   `[get]`

Checks the readiness status of the filter.

Returns

      True if the filter is ready.

5.17.4.3 Regex Crosstales.BWF.Filter.CapitalizationFilter.RegularExpression [get]

RegEx to find excessive capitalization.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Scripts/Filter/CapitalizationFilter.cs

5.18 Crosstales.BWF.Manager.CapitalizationManager Class Reference

Manager for excessive capitalization.

Inheritance diagram for Crosstales.BWF.Manager.CapitalizationManager:

Public Member Functions

- void **OnEnable** ()
- void **OnValidate** ()

Static Public Member Functions

- static void Load ()

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

    Searches for excessive capitalizations in a text.
- static void ContainsMT (out bool result, string testString)

    Searches for excessive capitalizations in a text (call as thread).
- static List< string > GetAll (string testString)

    Searches for excessive capitalizations in a text.
- static void GetAllMT (out List< string > result, string testString)

    Searches for excessive capitalizations in a text (call as thread).
- static string ReplaceAll (string testString)

    Searches and replaces all excessive capitalizations in a text.
- static void ReplaceAllMT (out string result, string testString)

    Searches and replaces all excessive capitalizations in a text (call as thread).
- static string Replace (string text, List< string > capitalWords)

    Replaces all excessive capitalizations in a text. Use this method if you already have a list of excessive capitalizations (e.g. from the 'GetAll()' method).
- static string Mark (string text, List< string > capitalWords, string prefix="<color=red>", string postfix="</color>")

    Marks the text with a prefix and postfix from a list of words.
- static string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

    Unmarks the text with a prefix and postfix.

Public Attributes

- int CapitalizationCharsNumber = 3

    Defines the number of allowed capital letters in a row. (default: 1).

Properties

- static CapitalizationFilter Filter `[get]`

    Returns the filter of the manager.
- static bool isReady `[get]`

    Checks the readiness status of the manager.

5.18.1 Detailed Description

Manager for excessive capitalization.

5.18.2 Member Function Documentation

5.18.2.1 static bool Crosstales.BWF.Manager.CapitalizationManager.Contains (string *testString*) `[static]`

Searches for excessive capitalizations in a text.

Parameters

testString	Text to check

Returns

True if a match was found

5.18.2.2 static void Crosstales.BWF.Manager.CapitalizationManager.ContainsMT (out bool *result,* string *testString*) `[static]`

Searches for excessive capitalizations in a text (call as thread).

Parameters

result	out-parameter: true if a match was found
testString	Text to check

Returns

True if a match was found

5.18.2.3   static List<string> Crosstales.BWF.Manager.CapitalizationManager.GetAll (string *testString*) `[static]`

Searches for excessive capitalizations in a text.

Parameters

testString	Text to check

Returns

List with all the matches

5.18.2.4   static void Crosstales.BWF.Manager.CapitalizationManager.GetAllMT (out List< string > *result,* string *testString*) `[static]`

Searches for excessive capitalizations in a text (call as thread).

Parameters

result	out-parameter: List with all the matches
testString	Text to check

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

Loads the current filter with all settings from this object.

5.18.2.6   static string Crosstales.BWF.Manager.CapitalizationManager.Mark (string *text,* List< string > *capitalWords,* string *prefix* = "`<b><color=red>`"*,* string *postfix* = "`</color></b>`") `[static]`

Marks the text with a prefix and postfix from a list of words.

Parameters

text	Text containig excessive capitalizations
capitalWords	Excessive capitalizations to mark
prefix	Prefix for every found capitalization (default: bold and red, optional)
postfix	Postfix for every found capitalization (default: bold and red, optional)

Returns

Text with marked excessive capitalizations

5.18.2.7   static string Crosstales.BWF.Manager.CapitalizationManager.Replace (string *text,* List< string > *capitalWords*)
        `[static]`

Replaces all excessive capitalizations in a text. Use this method if you already have a list of excessive capitalizations (e.g. from the '[GetAll()](#)' method).

Parameters

text	Text containig excessive capitalizations
capitalWords	Capital words to replace

Returns

 Clean text

5.18.2.8   static string Crosstales.BWF.Manager.CapitalizationManager.ReplaceAll (string *testString*) `[static]`

Searches and replaces all excessive capitalizations in a text.

Parameters

testString	Text to check

Returns

 Clean text

5.18.2.9   static void Crosstales.BWF.Manager.CapitalizationManager.ReplaceAllMT (out string *result,* string *testString*)
        `[static]`

Searches and replaces all excessive capitalizations in a text (call as thread).

Parameters

result	out-parameter: clean text
testString	Text to check

5.18.2.10   static string Crosstales.BWF.Manager.CapitalizationManager.Unmark (string *text,* string *prefix =*
        "`<b><color=red>`**", string *postfix =* "**`</color></b>`**") ** `[static]`

Unmarks the text with a prefix and postfix.

Parameters

text	Text with marked excessive capitalizations
prefix	Prefix for every found capitalization (default: bold and red, optional)
postfix	Postfix for every found capitalization (default: bold and red, optional)

Returns

> Text with unmarked excessive capitalizations

5.18.3 Member Data Documentation

5.18.3.1 int Crosstales.BWF.Manager.CapitalizationManager.CapitalizationCharsNumber = 3

Defines the number of allowed capital letters in a row. (default: 1).

5.18.4 Property Documentation

5.18.4.1 CapitalizationFilter Crosstales.BWF.Manager.CapitalizationManager.Filter `[static],[get]`

Returns the filter of the manager.

Returns

> [Filter](#) for the manager

5.18.4.2 bool Crosstales.BWF.Manager.CapitalizationManager.isReady `[static],[get]`

Checks the readiness status of the manager.

Returns

> True if the manager is ready.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Scripts/Manager/CapitalizationManager.cs

5.19 Crosstales.BWF.EditorExt.CapitalizationManagerEditor Class Reference

Custom editor for the 'CapitalizationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExt.CapitalizationManagerEditor:
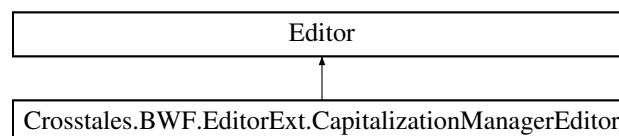
Public Member Functions

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

5.19.1 Detailed Description

Custom editor for the 'CapitalizationManager'-class.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/←
  Editor/CapitalizationManagerEditor.cs

5.20 Crosstales.BWF.EditorExt.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.BWF.EditorExt.ConfigBase:
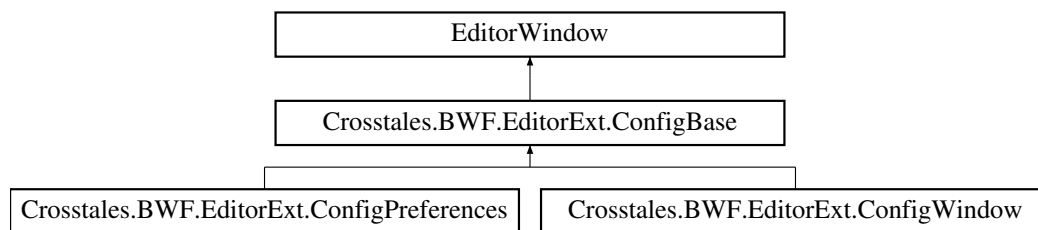
Static Protected Member Functions

- static void **showConfiguration** ()
- static void **showAbout** ()
- static void **save** ()

Static Protected Attributes

- static string **updateText** = UpdateCheck.TEXT_NOT_CHECKED

5.20.1 Detailed Description
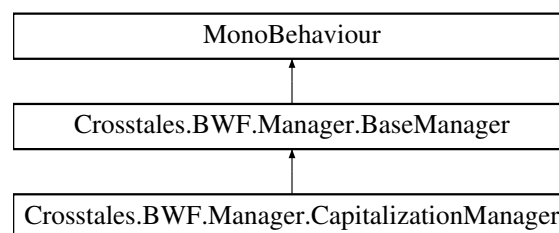
Base class for editor windows.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/←
  Editor/ConfigBase.cs

5.21 Crosstales.BWF.EditorExt.ConfigLoader Class Reference

Loads the configuration of the asset.

5.21.1 Detailed Description

Loads the configuration of the asset.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/←
  Editor/ConfigLoader.cs

5.22 Crosstales.BWF.EditorExt.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.BWF.EditorExt.ConfigPreferences:

```
                    ┌─────────────────────────────────┐
                    │          EditorWindow           │
                    └─────────────────────────────────┘
                                   ▲
                    ┌─────────────────────────────────┐
                    │ Crosstales.BWF.EditorExt.ConfigBase │
                    └─────────────────────────────────┘
                                   ▲
                    ┌─────────────────────────────────────┐
                    │ Crosstales.BWF.EditorExt.ConfigPreferences │
                    └─────────────────────────────────────┘
```
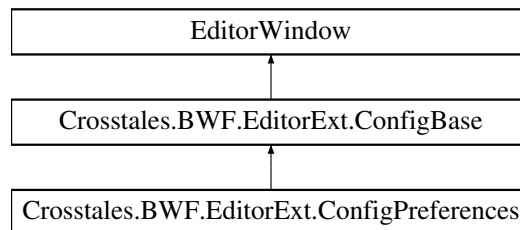
Additional Inherited Members

5.22.1 Detailed Description

Unity "Preferences" extension.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/←
  Editor/ConfigPreferences.cs

5.23 Crosstales.BWF.EditorExt.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.BWF.EditorExt.ConfigWindow:

```
                    ┌─────────────────────────────────┐
                    │          EditorWindow           │
                    └─────────────────────────────────┘
                                   ▲
                    ┌─────────────────────────────────┐
                    │ Crosstales.BWF.EditorExt.ConfigBase │
                    └─────────────────────────────────┘
                                   ▲
                    ┌─────────────────────────────────────┐
                    │ Crosstales.BWF.EditorExt.ConfigWindow │
                    └─────────────────────────────────────┘
```
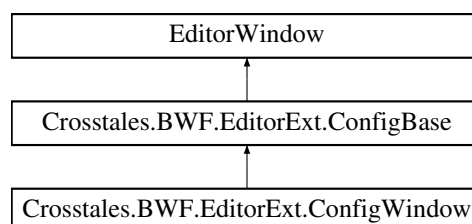
Public Member Functions

- void **OnEnable** ()
- void **OnGUI** ()
- void **OnInspectorUpdate** ()

Static Public Member Functions

- static void **ShowWindow** ()

Additional Inherited Members

5.23.1 Detailed Description

Editor window extension.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/←
  Editor/ConfigWindow.cs

5.24 Crosstales.BWF.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Static Public Member Functions

- static void Reset ()

  Resets all changable variables to their default value.

Public Attributes

- const string ASSET_NAME = "BWF PRO"

  Name of the asset.
- const string ASSET_VERSION = "2.7.2"

  Version of the asset.
- const int ASSET_BUILD = 272

  Build number of the asset.
- const string ASSET_AUTHOR = "crosstales LLC"

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

  URL of the asset author.
- const string ASSET_URL = "https://www.assetstore.unity3d.com/en/#!/content/26255"

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

  URL for update-checks of the asset

- const string ASSET_CONTACT = "bwf@crosstales.com"

  Contact to the owner of the asset.
- const string ASSET_MANUAL_URL = "http://www.crosstales.com/en/assets/badwordfilter/BadWordFilter-doc.pdf"

  URL of the asset manual.
- const string ASSET_API_URL = "http://goo.gl/QkE2sN"

  URL of the asset API.
- const string ASSET_FORUM_URL = "http://goo.gl/Mj9XpS"

  URL of the asset forum.
- const string ASSET_CT_URL = "http://www.crosstales.com/en/assets/badwordfilter/"

  URL of the asset in crosstales.
- const string MANAGER_SCENE_OBJECT_NAME = "BWF"

  Name of the BWF scene object.
- const string **KEY_ASSET_PATH** = KEY_PREFIX + "ASSET_PATH"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_DEBUG_BADWORDS** = KEY_PREFIX + "DEBUG_BADWORDS"
- const string **KEY_DEBUG_DOMAINS** = KEY_PREFIX + "DEBUG_DOMAINS"
- const string **KEY_UPDATE_CHECK** = KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_UPDATE_OPEN_UAS** = KEY_PREFIX + "UPDATE_OPEN_UAS"
- const string **KEY_PREFAB_AUTOLOAD** = KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/crosstales/BadWordFilter/"
- const bool **DEFAULT_DEBUG** = false
- const bool **DEFAULT_DEBUG_BADWORDS** = false
- const bool **DEFAULT_DEBUG_DOMAINS** = false
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_UPDATE_OPEN_UAS** = false
- const bool **DEFAULT_DONT_DESTROY_ON_LOAD** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false

Static Public Attributes

- static readonly DateTime ASSET_CREATED = new DateTime(2015, 1, 3)

  Create date of the asset (YYYY, MM, DD).
- static readonly DateTime ASSET_CHANGED = new DateTime(2016, 10, 21)

  Change date of the asset (YYYY, MM, DD).
- static readonly Guid ASSET_UID = new Guid("b11eebc0-525a-4d58-b33d-c0a9a728f3a9")

  UID of the asset.
- static string ASSET_PATH = DEFAULT_ASSET_PATH

  Path to the asset inside the Unity project.
- static bool DEBUG = DEFAULT_DEBUG

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

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

  Enable or disable debug logging for Domains (Attention: VERY SLOOOOOOOOWWWW!).
- static bool UPDATE_CHECK = DEFAULT_UPDATE_CHECK

  <*summaryEnable or disable update-checks for the asset.*
- static bool UPDATE_OPEN_UAS = DEFAULT_UPDATE_OPEN_UAS

  <*summaryOpen the UAS-site when an update is found.*
- static bool DONT_DESTROY_ON_LOAD = DEFAULT_DONT_DESTROY_ON_LOAD

Don't destroy [BWF](#) during scene switches.
- static bool [PREFAB_AUTOLOAD](#) = DEFAULT_PREFAB_AUTOLOAD

    Automatically load and add the prefabs to the scene.
- static string [PREFAB_SUBPATH](#) = "Prefabs/"

    Sub-path to the prefabs.
- static string **TEXT_TOSTRING_START** = " {"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = "', "
- static string **TEXT_TOSTRING_DELIMITER_END** = "'"

Properties

- static string [PREFAB_PATH](#) `[get]`

    Path of the prefabs.

5.24.1   Detailed Description

Collected constants of very general utility for the asset.

5.24.2   Member Function Documentation

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

Resets all changable variables to their default value.

5.24.3   Member Data Documentation

5.24.3.1   const string Crosstales.BWF.Util.Constants.ASSET_API_URL = "http://goo.gl/QkE2sN"

URL of the asset API.

5.24.3.2   const string Crosstales.BWF.Util.Constants.ASSET_AUTHOR = "crosstales LLC"

Author of the asset.

5.24.3.3   const string Crosstales.BWF.Util.Constants.ASSET_AUTHOR_URL = "http://www.crosstales.com"

URL of the asset author.

5.24.3.4   const int Crosstales.BWF.Util.Constants.ASSET_BUILD = 272

Build number of the asset.

5.24.3.5   readonly DateTime Crosstales.BWF.Util.Constants.ASSET_CHANGED = new DateTime(2016, 10, 21) `[static]`

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

5.24.3.6   const string Crosstales.BWF.Util.Constants.ASSET_CONTACT = "bwf@crosstales.com"

Contact to the owner of the asset.

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

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

5.24.3.8   const string Crosstales.BWF.Util.Constants.ASSET_CT_URL = "http://www.crosstales.com/en/assets/badwordfilter/"

URL of the asset in crosstales.

5.24.3.9   const string Crosstales.BWF.Util.Constants.ASSET_FORUM_URL = "http://goo.gl/Mj9XpS"

URL of the asset forum.

5.24.3.10   const string Crosstales.BWF.Util.Constants.ASSET_MANUAL_URL = "http://www.crosstales.↩ com/en/assets/badwordfilter/BadWordFilter-doc.pdf"

URL of the asset manual.

5.24.3.11   const string Crosstales.BWF.Util.Constants.ASSET_NAME = "BWF PRO"

Name of the asset.

5.24.3.12   string Crosstales.BWF.Util.Constants.ASSET_PATH = DEFAULT_ASSET_PATH `[static]`

Path to the asset inside the Unity project.

5.24.3.13   readonly Guid Crosstales.BWF.Util.Constants.ASSET_UID = new Guid("b11eebc0-525a-4d58-b33d-c0a9a728f3a9") `[static]`

UID of the asset.

5.24.3.14   const string Crosstales.BWF.Util.Constants.ASSET_UPDATE_CHECK_URL = "http://www.crosstales.↩ com/media/assets/bwf_versions.txt"

URL for update-checks of the asset

5.24.3.15 **const string Crosstales.BWF.Util.Constants.ASSET_URL = "https://www.assetstore.unity3d.com/en/#!/content/26255"**

URL of the asset in UAS.

5.24.3.16 **const string Crosstales.BWF.Util.Constants.ASSET_VERSION = "2.7.2"**

Version of the asset.

5.24.3.17 **bool Crosstales.BWF.Util.Constants.DEBUG = DEFAULT_DEBUG** `[static]`

Enable or disable debug logging for the asset.

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

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

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

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

5.24.3.20 **bool Crosstales.BWF.Util.Constants.DONT_DESTROY_ON_LOAD = DEFAULT_DONT_DESTROY_ON_LOAD** `[static]`

Don't destroy BWF during scene switches.

5.24.3.21 **const string Crosstales.BWF.Util.Constants.MANAGER_SCENE_OBJECT_NAME = "BWF"**

Name of the BWF scene object.

5.24.3.22 **bool Crosstales.BWF.Util.Constants.PREFAB_AUTOLOAD = DEFAULT_PREFAB_AUTOLOAD** `[static]`

Automatically load and add the prefabs to the scene.

5.24.3.23 **string Crosstales.BWF.Util.Constants.PREFAB_SUBPATH = "Prefabs/"** `[static]`

Sub-path to the prefabs.

5.24.3.24 **bool Crosstales.BWF.Util.Constants.UPDATE_CHECK = DEFAULT_UPDATE_CHECK** `[static]`

<summaryEnable or disable update-checks for the asset.

5.24.3.25   bool Crosstales.BWF.Util.Constants.UPDATE_OPEN_UAS = DEFAULT_UPDATE_OPEN_UAS `[static]`

<summaryOpen the UAS-site when an update is found.

5.24.4   Property Documentation

5.24.4.1   string Crosstales.BWF.Util.Constants.PREFAB_PATH `[static]`,`[get]`

Path of the prefabs.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Scripts/Util/Constants.cs

5.25   Crosstales.BWF.PlayMaker.ContainsEditor Class Reference

Custom editor for the ContainsString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ContainsEditor:

Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

5.25.1   Detailed Description

Custom editor for the ContainsString-action.

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd
party/PlayMaker/Editor/ContainsEditor.cs

5.26 HutongGames.PlayMaker.Actions.ContainsString Class Reference

Contains-action for strings in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.ContainsString:

```
┌─────────────────────────────────────────────────┐
│                 FsmStateAction                  │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│   HutongGames.PlayMaker.Actions.BaseBWFAction   │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│   HutongGames.PlayMaker.Actions.ContainsString  │
└─────────────────────────────────────────────────┘
```

Public Member Functions

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

Public Attributes

- FsmString Text

  Input string for validation.
- FsmBool Contains

  True if 'Text' contains any bad words.

5.26.1 Detailed Description

Contains-action for strings in PlayMaker.

5.26.2 Member Data Documentation

5.26.2.1 FsmBool HutongGames.PlayMaker.Actions.ContainsString.Contains

True if 'Text' contains any bad words.

5.26.2.2 FsmString HutongGames.PlayMaker.Actions.ContainsString.Text

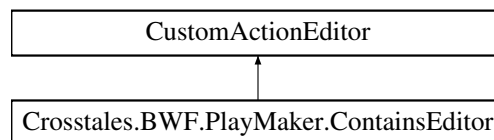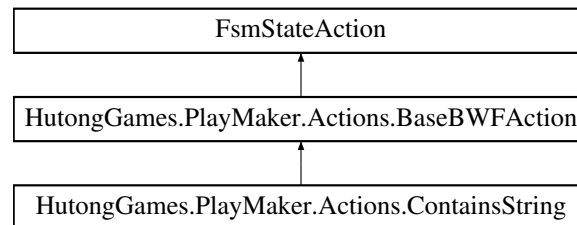Input string for validation.

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd
  party/PlayMaker/Scripts/ContainsString.cs

5.27 CTExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static void CTAddRange< T, S > (this Dictionary< T, S > source, Dictionary< T, S > collection)

  Extension method for dictionaries. Adds a dictionary to an existing one.
- static bool CTContains (this string str, string toCheck, StringComparison comp=StringComparison.Ordinal↩
  IgnoreCase)

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

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

  Extension method for strings. Contains all given strings.
- static void CTShuffle< T > (this IList< T > list)

  Extension method for Lists. Shuffles a List.
- static void CTShuffle< T > (this T[ ] array)

  Extension method for Arrays. Shuffles an Array.
- static string CTDump< T > (this T[ ] array)

  Extension method for Arrays. Dumps an array to a string.
- static string CTDump< T > (this List< T > list)

  Extension method for Lists. Dumps a list to a string.
- static void CTInvoke (this MonoBehaviour mb, Action methodName, float time)

  Extension method for MonoBehaviour. Invoke with a real method name instead of a string.
- static void CTInvokeRepeating (this MonoBehaviour mb, Action methodName, float time, float repeatRate)

  Extension method for MonoBehaviour. InvokeRepeating with a real method name instead of a string.
- static bool CTIsInvoking (this MonoBehaviour mb, Action methodName)

  Extension method for MonoBehaviour. IsInvoking with a real method name instead of a string.

5.27.1 Detailed Description

Various extension methods.

5.27.2 Member Function Documentation

5.27.2.1 static void CTExtensionMethods.CTAddRange< T, S > (this Dictionary< T, S > *source,* Dictionary< T, S > *collection*) `[static]`

Extension method for dictionaries. Adds a dictionary to an existing one.

Parameters

source	Dictionary-instance.
collection	Dictionary to add.

5.27.2.2 static bool CTExtensionMethods.CTContains (this string *str,* string *toCheck,* StringComparison *comp =* 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.

5.27.2.3 static bool CTExtensionMethods.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.

5.27.2.4 static bool CTExtensionMethods.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.

5.27.2.5 **static string CTExtensionMethods.CTDump< T >(this T[ ]** *array* **)** `[static]`

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

Parameters

array	Array-instance to dump.

Returns

> String with lines for all array entries.

5.27.2.6 **static string CTExtensionMethods.CTDump< T >(this List< T >** *list* **)** `[static]`

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

Parameters

list	List-instance to dump.

Returns

> String with lines for all list entries.

5.27.2.7 **static void CTExtensionMethods.CTInvoke (this MonoBehaviour** *mb,* **Action** *methodName,* **float** *time* **)** `[static]`

Extension method for MonoBehaviour. Invoke with a real method name instead of a string.

Parameters

mb	MonoBehaviour-instance.
methodName	Mehod as Action.
time	Delay time of the invoke in seconds.

5.27.2.8 **static void CTExtensionMethods.CTInvokeRepeating (this MonoBehaviour** *mb,* **Action** *methodName,* **float** *time,* **float** *repeatRate* **)** `[static]`

Extension method for MonoBehaviour. InvokeRepeating with a real method name instead of a string.

Parameters

mb	MonoBehaviour-instance.
methodName	Mehod as Action.
time	Delay time of the invoke in seconds.
repeatRate	Repeat-time of the invoke in seconds.

5.27.2.9 static bool CTExtensionMethods.CTIsInvoking (this MonoBehaviour *mb,* Action *methodName*) `[static]`

Extension method for MonoBehaviour. IsInvoking with a real method name instead of a string.

Parameters

mb	MonoBehaviour-instance.
methodName	Mehod as Action.

Returns

True if the given method invoke is pending.

5.27.2.10 static void CTExtensionMethods.CTShuffle< T > (this IList< T > *list*) `[static]`

Extension method for Lists. Shuffles a List.

Parameters

list	List-instance to shuffle.

5.27.2.11 static void CTExtensionMethods.CTShuffle< T > (this T[] *array*) `[static]`

Extension method for Arrays. Shuffles an Array.

Parameters

array	Array-instance to shuffle.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Scripts/Util/CTExtensionMethods.cs

5.28 Crosstales.BWF.Filter.DomainFilter Class Reference

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

Inheritance diagram for Crosstales.BWF.Filter.DomainFilter:

```
┌─────────────────────────────────────┐
│ Crosstales.BWF.Filter.BaseFilter     │
└─────────────────────────────────────┘
                 ▲
                 │
┌─────────────────────────────────────┐
│ Crosstales.BWF.Filter.DomainFilter   │
└─────────────────────────────────────┘
```
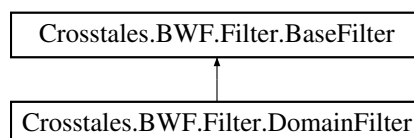
Public Member Functions

- DomainFilter (List< DomainProvider > domainProvider, string replaceCharacters, string markPrefix, string markPostfix)

    Instantiate the class.
- override bool Contains (string testString, params string[ ] sources)

    Searches for bad words in a text.
- override List< string > GetAll (string testString, params string[ ] sources)

    Searches for bad words in a text.
- override string ReplaceAll (string testString, params string[ ] sources)

    Searches and replaces all bad words in a text.
- override string Replace (string text, List< string > domains)

    Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

Public Attributes

- string ReplaceCharacters

    Replace characters for domains.

Properties

- List< DomainProvider > DomainProvider `[get, set]`

    List of all domain providers.
- override bool isReady `[get]`

    Checks the readiness status of the filter.

Additional Inherited Members

5.28.1 Detailed Description

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

5.28.2 Constructor & Destructor Documentation

5.28.2.1 Crosstales.BWF.Filter.DomainFilter.DomainFilter (List< DomainProvider > *domainProvider,* string *replaceCharacters,* string *markPrefix,* string *markPostfix*)

Instantiate the class.

Parameters

domainProvider	List of all domain providers.
replaceCharacters	Replace characters for domains.
markPrefix	Prefix for every found domain.
markPostfix	Postfix for every found domaind

5.28.3 Member Function Documentation

5.28.3.1 override bool Crosstales.BWF.Filter.DomainFilter.Contains (string *testString,* params string[ ] *sources*) `[virtual]`

Searches for bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

True if a match was found

Implements Crosstales.BWF.Filter.BaseFilter.

5.28.3.2 override List⟨string⟩ Crosstales.BWF.Filter.DomainFilter.GetAll (string *testString,* params string[ ] *sources*) `[virtual]`

Searches for bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

List with all the matches

Implements Crosstales.BWF.Filter.BaseFilter.

5.28.3.3 override string Crosstales.BWF.Filter.DomainFilter.Replace (string *text,* List⟨ string ⟩ *badWords*) `[virtual]`

Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

Parameters

text	Text containig bad words
badWords	Bad words to replace

Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.28.3.4 override string Crosstales.BWF.Filter.DomainFilter.ReplaceAll (string *testString,* params string[ ] *sources*) `[virtual]`

Searches and replaces all bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.28.4 Member Data Documentation

5.28.4.1 string Crosstales.BWF.Filter.DomainFilter.ReplaceCharacters

Replace characters for domains.

5.28.5 Property Documentation

5.28.5.1 List<DomainProvider> Crosstales.BWF.Filter.DomainFilter.DomainProvider `[get],[set]`

List of all domain providers.

Returns

All domain providers.

5.28.5.2 override bool Crosstales.BWF.Filter.DomainFilter.isReady `[get]`

Checks the readiness status of the filter.
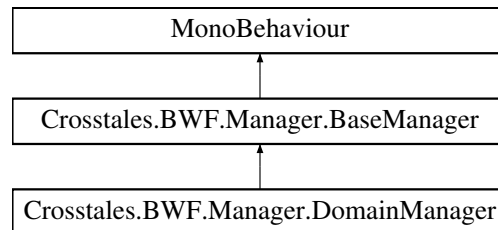
Returns

True if the filter is ready.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/$\hookleftarrow$
  Scripts/Filter/DomainFilter.cs

5.29 Crosstales.BWF.Manager.DomainManager Class Reference

Manager for domains.

Inheritance diagram for Crosstales.BWF.Manager.DomainManager:

```
┌─────────────────────────────────────────────┐
│                MonoBehaviour                 │
└─────────────────────────────────────────────┘
                       ▲
                       │
┌─────────────────────────────────────────────┐
│      Crosstales.BWF.Manager.BaseManager      │
└─────────────────────────────────────────────┘
                       ▲
                       │
┌─────────────────────────────────────────────┐
│     Crosstales.BWF.Manager.DomainManager     │
└─────────────────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()

Static Public Member Functions

- static void Load ()

  Loads the current filter with all settings from this object.
- static bool Contains (string testString, params string[ ] sources)

  Searches for domains in a text.
- static void ContainsMT (out bool result, string testString, params string[ ] sources)

  Searches for domains in a text (call as thread).
- static List< string > GetAll (string testString, params string[ ] sources)

  Searches for domains in a text.
- static void GetAllMT (out List< string > result, string testString, params string[ ] sources)

  Searches for domains in a text (call as thread).
- static string ReplaceAll (string testString, params string[ ] sources)

  Searches and replaces all domains in a text.
- static void ReplaceAllMT (out string result, string testString, params string[ ] sources)

  Searches and replaces all bad words in a text (call as thread).
- static string Replace (string text, List< string > domains)

  Replaces all domains in a text. Use this method if you already have a list of domains (e.g. from the 'GetAll()' method).
- static string Mark (string text, List< string > domains, string prefix="<color=red>", string postfix="</color>")

  Marks the text with a prefix and postfix from a list of words.
- static string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

  Unmarks the text with a prefix and postfix.

Public Attributes

- List< DomainProvider > DomainProvider

  List of all domain providers.
- string ReplaceChars = "∗"

  Replace characters for domains (default: ∗).

Properties

- static DomainFilter Filter `[get]`

  Returns the filter of the manager.
- static bool isReady `[get]`

  Checks the readiness status of the manager.
- static List< Source > Sources `[get]`

  Returns all sources for the manager.

5.29.1 Detailed Description

Manager for domains.

5.29.2 Member Function Documentation

5.29.2.1 static bool Crosstales.BWF.Manager.DomainManager.Contains (string *testString,* params string[ ] *sources*) `[static]`

Searches for domains in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "iana")

Returns

True if a match was found

5.29.2.2 static void Crosstales.BWF.Manager.DomainManager.ContainsMT (out bool *result,* string *testString,* params string[ ] *sources*) `[static]`

Searches for domains in a text (call as thread).

Parameters

result	out-parameter: true if a match was found
testString	Text to check
sources	Relevant sources (e.g. "english")

Returns

True if a match was found

5.29.2.3 static List⟨string⟩ Crosstales.BWF.Manager.DomainManager.GetAll (string *testString,* params string[ ] *sources*) `[static]`

Searches for domains in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "iana")

Returns

List with all the matches

5.29.2.4 static void Crosstales.BWF.Manager.DomainManager.GetAllMT (out List⟨ string ⟩ *result,* string *testString,* params string[ ] *sources*) `[static]`

Searches for domains in a text (call as thread).

Parameters

result	out-parameter: List with all the matches
testString	Text to check
sources	Relevant sources (e.g. "english")

5.29.2.5 static void Crosstales.BWF.Manager.DomainManager.Load ( ) `[static]`

Loads the current filter with all settings from this object.

5.29.2.6 static string Crosstales.BWF.Manager.DomainManager.Mark (string *text,* List⟨ string ⟩ *domains,* string *prefix =* "⟨b⟩⟨color=red⟩"*, string *postfix =* "⟨/color⟩⟨/b⟩") `[static]`

Marks the text with a prefix and postfix from a list of words.

Parameters

text	Text containig domains
domains	Domains to mark
prefix	Prefix for every found doamin (default: bold and red, optional)
postfix	Postfix for every found doamin (default: bold and red, optional)

Returns

Text with marked domains

5.29.2.7 static string Crosstales.BWF.Manager.DomainManager.Replace (string *text,* **List**< **string** > *domains* **)** `[static]`

Replaces all domains in a text. Use this method if you already have a list of domains (e.g. from the 'GetAll()' method).

Parameters

text	Text containig domains
domains	Domains to replace

Returns

Clean text

5.29.2.8 static string Crosstales.BWF.Manager.DomainManager.ReplaceAll (string *testString,* **params string[ ]** *sources* **)** `[static]`

Searches and replaces all domains in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "iana")

Returns

Clean text

5.29.2.9 static void Crosstales.BWF.Manager.DomainManager.ReplaceAllMT (out string *result,* **string** *testString,* **params string[ ]** *sources* **)** `[static]`

Searches and replaces all bad words in a text (call as thread).

Parameters

result	out-parameter: clean text
testString	Text to check
sources	Relevant sources (e.g. "english")

5.29.2.10 static string Crosstales.BWF.Manager.DomainManager.Unmark (string *text,* **string** *prefix =* "<color=red>"*,* **string** *postfix =* "</color>" **)** `[static]`

Unmarks the text with a prefix and postfix.

Parameters

text	Text with marked domains
prefix	Prefix for every found doamin (default: bold and red, optional)
postfix	Postfix for every found doamin (default: bold and red, optional)

Returns

Text with unmarked domains

5.29.3 Member Data Documentation

5.29.3.1 List<**DomainProvider**> Crosstales.BWF.Manager.DomainManager.DomainProvider

List of all domain providers.

5.29.3.2 string Crosstales.BWF.Manager.DomainManager.ReplaceChars = "∗"

Replace characters for domains (default: ∗).

5.29.4 Property Documentation

5.29.4.1 DomainFilter Crosstales.BWF.Manager.DomainManager.Filter `[static],[get]`

Returns the filter of the manager.

Returns

Filter for the manager

5.29.4.2 bool Crosstales.BWF.Manager.DomainManager.isReady `[static],[get]`

Checks the readiness status of the manager.

Returns

True if the manager is ready.

5.29.4.3 List<**Source**> Crosstales.BWF.Manager.DomainManager.Sources `[static],[get]`

Returns all sources for the manager.

Returns

List with all sources for the manager

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/← Scripts/Manager/DomainManager.cs

5.30 Crosstales.BWF.EditorExt.DomainManagerEditor Class Reference

Custom editor for the 'DomainManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExt.DomainManagerEditor:
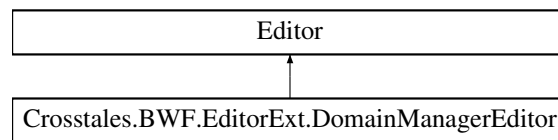
```
┌─────────────────────────────────────────────┐
│                   Editor                     │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  Crosstales.BWF.EditorExt.DomainManagerEditor │
└─────────────────────────────────────────────┘
```

Public Member Functions

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

5.30.1 Detailed Description

Custom editor for the 'DomainManager'-class.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Editor/DomainManagerEditor.cs

5.31 Crosstales.BWF.Provider.DomainProvider Class Reference

Base class for domain providers.

Inheritance diagram for Crosstales.BWF.Provider.DomainProvider:
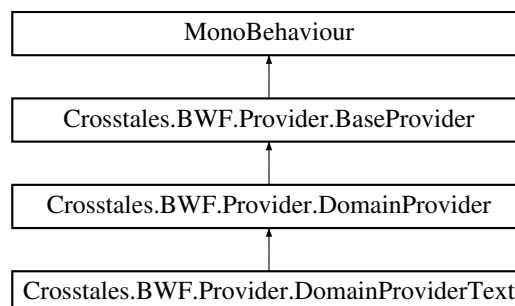
```
┌─────────────────────────────────────────────┐
│                MonoBehaviour                 │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│     Crosstales.BWF.Provider.BaseProvider     │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│    Crosstales.BWF.Provider.DomainProvider    │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  Crosstales.BWF.Provider.DomainProviderText  │
└─────────────────────────────────────────────┘
```

Public Member Functions

- override void Load ()

    Loads all sources.

Protected Member Functions

- override void init ()

    Intialize the provider.

Protected Attributes

- List< Domains > **domains** = new List<Domains>()

Properties

- Dictionary< string, Regex > DomainsRegex `[get, protected set]`

    RegEx for domains.
- Dictionary< string, List< Regex > > DebugDomainsRegex `[get, protected set]`

    Debug-version of "RegEx for domains".

Additional Inherited Members

5.31.1   Detailed Description

Base class for domain providers.

5.31.2   Member Function Documentation

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

Intialize the provider.

Implements Crosstales.BWF.Provider.BaseProvider.

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

Loads all sources.

Implements Crosstales.BWF.Provider.BaseProvider.

Reimplemented in Crosstales.BWF.Provider.DomainProviderText.

5.31.3   Property Documentation

5.31.3.1   Dictionary<string, List<Regex> > Crosstales.BWF.Provider.DomainProvider.DebugDomainsRegex `[get]`,
`[protected set]`

Debug-version of "RegEx for domains".

5.31.3.2 Dictionary<**string, Regex**> **Crosstales.BWF.Provider.DomainProvider.DomainsRegex** `[get],[protected set]`
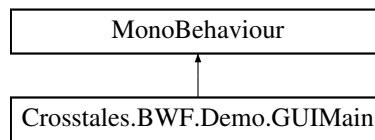
RegEx for domains.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Scripts/Provider/DomainProvider.cs

5.32 Crosstales.BWF.Provider.DomainProviderText Class Reference

Text-file based domain provider.

Inheritance diagram for Crosstales.BWF.Provider.DomainProviderText:
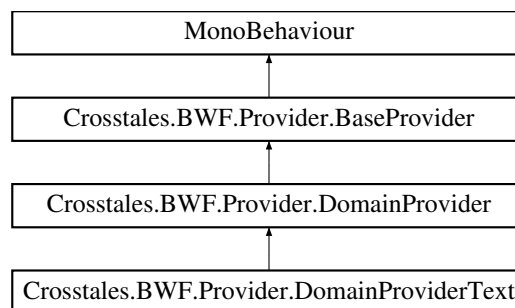
```
                    MonoBehaviour

           Crosstales.BWF.Provider.BaseProvider

          Crosstales.BWF.Provider.DomainProvider

        Crosstales.BWF.Provider.DomainProviderText
```

Public Member Functions

- override void Load ()
    Loads all sources.
- override void Save ()
    Saves all sources.

Additional Inherited Members

5.32.1 Detailed Description

Text-file based domain provider.

5.32.2 Member Function Documentation

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

Loads all sources.

Reimplemented from Crosstales.BWF.Provider.DomainProvider.

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

Saves all sources.
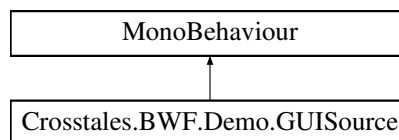
Implements Crosstales.BWF.Provider.BaseProvider.

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Scripts/Provider/DomainProviderText.cs

5.33   Crosstales.BWF.Model.Domains Class Reference

Model for a source of domains.

Public Member Functions

- Domains (Source source, List< string > domainList)
  Instantiate the class.
- override string **ToString** ()

Public Attributes

- Source Source
  Source-object.
- List< string > DomainList
  List of all domains (RegEx).

5.33.1   Detailed Description

Model for a source of domains.

5.33.2   Constructor & Destructor Documentation

5.33.2.1   Crosstales.BWF.Model.Domains.Domains (Source *source,* List< string > *domainList*)

Instantiate the class.

Parameters

source	Source-object.
domainList	List of all domains (RegEx).

5.33.3   Member Data Documentation

5.33.3.1   List<string> Crosstales.BWF.Model.Domains.DomainList

List of all domains (RegEx).

5.33.3.2   Source Crosstales.BWF.Model.Domains.Source

Source-object.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
  Scripts/Model/Domains.cs

5.34   Crosstales.BWF.EditorExt.EditorHelper Class Reference

Editor helper class.

Static Public Member Functions

- static void BWFUnavailable ()

  Shows a "BWF unavailable"-UI.
- static void SeparatorUI (int space=20)

  Shows a separator-UI.
- static void AddBWF ()

  Adds the 'BWF'-prefab to the scene.
- static void ReadOnlyTextField (string label, string text)

  Generates a read-only text field with a label.

Public Attributes

- const int MENU_ID = 1500

  Start index inside the "Tools"-menu.

Properties

- static bool isBWFInScene   `[get]`

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

5.34.1   Detailed Description

Editor helper class.

5.34.2   Member Function Documentation

5.34.2.1   static void Crosstales.BWF.EditorExt.EditorHelper.AddBWF ( ) `[static]`

Adds the 'BWF'-prefab to the scene.

5.34.2.2   static void Crosstales.BWF.EditorExt.EditorHelper.BWFUnavailable ( ) `[static]`

Shows a "BWF unavailable"-UI.

5.34.2.3   static void Crosstales.BWF.EditorExt.EditorHelper.ReadOnlyTextField (string *label,* string *text*) `[static]`

Generates a read-only text field with a label.

5.34.2.4   static void Crosstales.BWF.EditorExt.EditorHelper.SeparatorUI (int *space =* 20) `[static]`

Shows a separator-UI.

5.34.3   Member Data Documentation

5.34.3.1   const int Crosstales.BWF.EditorExt.EditorHelper.MENU_ID = 1500

Start index inside the "Tools"-menu.

5.34.4   Property Documentation

5.34.4.1   bool Crosstales.BWF.EditorExt.EditorHelper.isBWFInScene `[static],[get]`

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

Returns
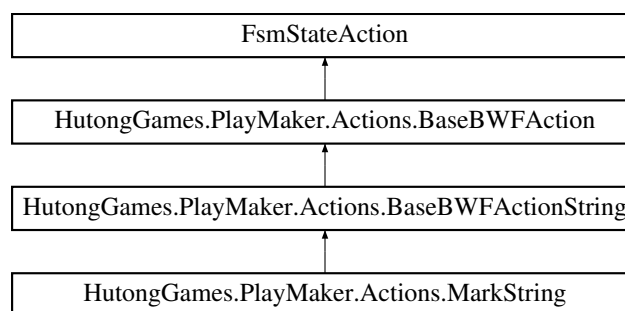
True if the 'BWF'-prefab is in the scene.

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
  Editor/EditorHelper.cs

5.35 Crosstales.BWF.Demo.GUIMain Class Reference

Main GUI controller.

Inheritance diagram for Crosstales.BWF.Demo.GUIMain:

```
┌─────────────────────────────────┐
│         MonoBehaviour           │
└─────────────────────────────────┘
                 ▲
                 │
┌─────────────────────────────────┐
│  Crosstales.BWF.Demo.GUIMain    │
└─────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **Update** ()
- void **TestChanged** (bool val)
- void **ReplaceChanged** (bool val)
- void **BadwordChanged** (bool val)
- void **DomainChanged** (bool val)
- void **CapitalizationChanged** (bool val)
- void **PunctuationChanged** (bool val)
- void **FuzzyChanged** (bool val)
- void **FullscreenChanged** (bool val)
- void **Test** ()
- void **Replace** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()

Public Attributes

- bool **AutoTest** = true
- bool **AutoReplace** = false
- bool **Fuzzy** = false
- float **IntervalCheck** = 0.5f
- float **IntervalReplace** = 0.5f
- InputField **Text**
- Text **OutputText**
- Text **BadWordList**
- Text **BadWordCounter**
- Text **Version**
- Toggle **TestEnabled**
- Toggle **ReplaceEnabled**
- Toggle **Badword**
- Toggle **Domain**
- Toggle **Capitalization**
- Toggle **Punctuation**
- InputField **BadwordReplaceChars**
- InputField **DomainReplaceChars**
- InputField **CapsTrigger**
- InputField **PuncTrigger**

- Toggle **FuzzyEnabled**
- Image **BadWordListImage**
- Color32 **GoodColor** = new Color32(0, 255, 0, 192)
- Color32 **BadColor** = new Color32(255, 0, 0, 192)
- ManagerMask **BadwordManager** = ManagerMask.BadWord
- ManagerMask **DomainManager** = ManagerMask.Domain
- ManagerMask **CapsManager** = ManagerMask.Capitalization
- ManagerMask **PuncManager** = ManagerMask.Punctuation
- List< string > **Sources** = new List<string>(30)
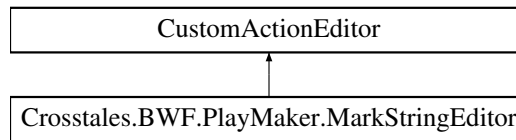
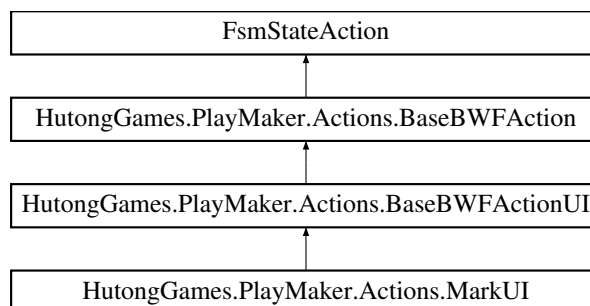### 5.35.1 Detailed Description

Main GUI controller.

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Demo/←↩
  Scripts/GUIMain.cs

5.36 Crosstales.BWF.Demo.GUISource Class Reference

Generates a scrollable list of sources.

Inheritance diagram for Crosstales.BWF.Demo.GUISource:

```
        ┌─────────────────────────────────┐
        │          MonoBehaviour          │
        └─────────────────────────────────┘
                        ▲
        ┌─────────────────────────────────┐
        │  Crosstales.BWF.Demo.GUISource  │
        └─────────────────────────────────┘
```

Public Attributes

- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- GUIMain **GuiMain**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)
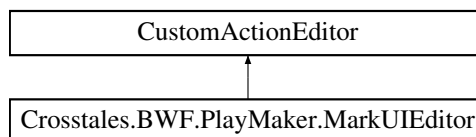
5.36.1 Detailed Description

Generates a scrollable list of sources.
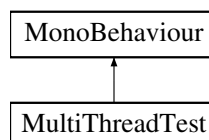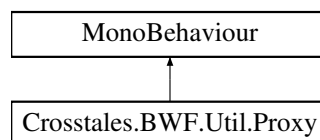
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Demo/←↩
  Scripts/GUISource.cs

5.37 Crosstales.BWF.Util.Helper Class Reference

Various helper functions.

Static Public Member Functions

- static string ValidatePath (string path)

    Validates a given path and add missing slash.
- static List< string > SplitStringToLines (string text, int skipHeaderLines=0, int skipFooterLines=0, char split↩
  Char= '#')

    Split the given text to lines and return it as list.
- static string CreateReplaceString (string replaceChars, int stringLength)

    Creates a string of characters with a given length.
- static Color HSVToRGB (float h, float s, float v, float a=1f)

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

Properties

- static bool isInternetAvailable [get]

    Checks if a Internet connection is available.
- static bool isWindowsPlatform [get]

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

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

    Checks if the current platform is Linux.
- static bool isEditorMode [get]

    Checks if the we are in Editor mode.
- static bool isSupportedPlatform [get]

    Checks if the current platform is supported.

5.37.1 Detailed Description

Various helper functions.

5.37.2 Member Function Documentation

5.37.2.1 static string Crosstales.BWF.Util.Helper.CreateReplaceString (string *replaceChars,* int *stringLength*) [static]

Creates a string of characters with a given length.

Parameters

replaceChars	Valid character set for the replace string
stringLength	Length of the generated replace string

Returns

Generated replace string

5.37.2.2   static Color Crosstales.BWF.Util.Helper.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.

5.37.2.3   static List<string> Crosstales.BWF.Util.Helper.SplitStringToLines (string *text,* int *skipHeaderLines =* 0*,* int *skipFooterLines =* 0*,* char *splitChar =* '#') [static]

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

Parameters

text	Complete text fragment
skipHeaderLines	Number of skipped header lines (default: 0, optional)
skipFooterLines	Number of skipped footer lines (default: 0, optional)
splitChar	Split character for the lines (default: #, optional)

Returns

Splitted lines as array

5.37.2.4   static string Crosstales.BWF.Util.Helper.ValidatePath (string *path*) [static]

Validates a given path and add missing slash.

Parameters

path	Path to validate

Returns

Valid path

5.37.3 Property Documentation

5.37.3.1 bool Crosstales.BWF.Util.Helper.isEditorMode `[static],[get]`

Checks if the we are in Editor mode.

Returns

True if in Editor mode.

5.37.3.2 bool Crosstales.BWF.Util.Helper.isInternetAvailable `[static],[get]`

Checks if a Internet connection is available.

Returns

True if a Internet connection is available.

5.37.3.3 bool Crosstales.BWF.Util.Helper.isLinuxPlatform `[static],[get]`

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.37.3.4 bool Crosstales.BWF.Util.Helper.isMacOSPlatform `[static],[get]`

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.37.3.5 bool Crosstales.BWF.Util.Helper.isSupportedPlatform `[static],[get]`

Checks if the current platform is supported.

Returns

True if the current platform is supported.

5.37.3.6   bool Crosstales.BWF.Util.Helper.isWindowsPlatform `[static],[get]`

Checks if the current platform is Windows.

Returns

> True if the current platform is Windows.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
  Scripts/Util/Helper.cs

5.38   HutongGames.PlayMaker.Actions.MarkString Class Reference

Mark-action for strings in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkString:

```
┌─────────────────────────────────────────────────────────┐
│                     FsmStateAction                      │
└─────────────────────────────────────────────────────────┘
                            ▲
┌─────────────────────────────────────────────────────────┐
│       HutongGames.PlayMaker.Actions.BaseBWFAction       │
└─────────────────────────────────────────────────────────┘
                            ▲
┌─────────────────────────────────────────────────────────┐
│    HutongGames.PlayMaker.Actions.BaseBWFActionString    │
└─────────────────────────────────────────────────────────┘
                            ▲
┌─────────────────────────────────────────────────────────┐
│       HutongGames.PlayMaker.Actions.MarkString          │
└─────────────────────────────────────────────────────────┘
```

Public Member Functions

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

Additional Inherited Members

5.38.1   Detailed Description

Mark-action for strings in PlayMaker.

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd
  party/PlayMaker/Scripts/MarkString.cs

5.39 Crosstales.BWF.PlayMaker.MarkStringEditor Class Reference

Custom editor for the MarkString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkStringEditor:

```
┌─────────────────────────────────────────┐
│          CustomActionEditor             │
└─────────────────────────────────────────┘
                   ▲
┌─────────────────────────────────────────┐
│  Crosstales.BWF.PlayMaker.MarkStringEditor │
└─────────────────────────────────────────┘
```

Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

5.39.1 Detailed Description

Custom editor for the MarkString-action.

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd
  party/PlayMaker/Editor/MarkStringEditor.cs

5.40 HutongGames.PlayMaker.Actions.MarkUI Class Reference

Mark-action for UI-elements in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkUI:

```
┌─────────────────────────────────────────────────┐
│                 FsmStateAction                  │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│  HutongGames.PlayMaker.Actions.BaseBWFAction    │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│  HutongGames.PlayMaker.Actions.BaseBWFActionUI  │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│    HutongGames.PlayMaker.Actions.MarkUI         │
└─────────────────────────────────────────────────┘
```

Public Member Functions

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

Additional Inherited Members

5.40.1 Detailed Description

Mark-action for UI-elements in PlayMaker.

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/MarkUI.cs

5.41 Crosstales.BWF.PlayMaker.MarkUIEditor Class Reference

Custom editor for the MarkUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkUIEditor:

```
┌─────────────────────────────────────────┐
│           CustomActionEditor             │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│  Crosstales.BWF.PlayMaker.MarkUIEditor   │
└─────────────────────────────────────────┘
```

Public Member Functions

- override bool **OnGUI** ()

5.41.1 Detailed Description

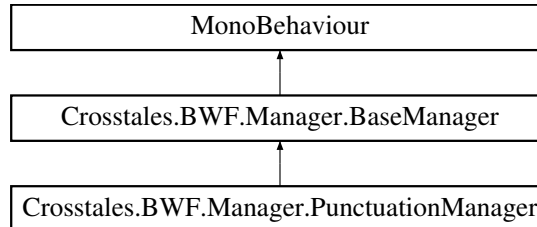Custom editor for the MarkUI-action.

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/MarkUIEditor.cs

5.42 MultiThreadTest Class Reference

Inheritance diagram for MultiThreadTest:

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

Public Attributes

- string **DirtyText**

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
  Test/Scripts/MultiThreadTest.cs

5.43 Crosstales.BWF.Util.Proxy Class Reference

Handles HTTP/HTTPS Internet connections via proxy server.

Inheritance diagram for Crosstales.BWF.Util.Proxy:

```
        ┌──────────────────────┐
        │    MonoBehaviour     │
        └──────────────────────┘
                   ▲
                   │
        ┌──────────────────────┐
        │ Crosstales.BWF.Util.Proxy │
        └──────────────────────┘
```

Public Member Functions

- void **Awake** ()
- void EnableHTTPProxy (bool enabled=true)

  Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.
- void EnableHTTPSProxy (bool enabled=true)

  Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.
- void EnableHTTPProxy (string url, int port, string username="", string password="", string urlProtocol="")

  Enables or disables a proxy server for HTTP connections.
- void EnableHTTPSProxy (string url, int port, string username="", string password="", string urlProtocol="")

  Enables or disables a proxy server for HTTPS connections.
- void DisableHTTPProxy ()

  Disables the proxy server for HTTP connections.
- void DisableHTTPSProxy ()

  Disables the proxy server for HTTPS connections.

Public Attributes

- string HTTPProxyURL

  URL (without protocol) or IP of the proxy server.
- int HTTPProxyPort

  Port of the proxy server.
- string HTTPProxyUsername = string.Empty

  Username for the proxy server (optional).
- string HTTPProxyPassword = string.Empty

  Password for the proxy server (optional).
- string HTTPProxyURLProtocol = string.Empty

Protocol (e.g. `'http://'`) for the proxy server (optional).
- string HTTPSProxyURL

    URL (without protocol) or IP of the proxy server.
- int HTTPSProxyPort

    Port of the proxy server.
- string HTTPSProxyUsername = string.Empty

    Username for the proxy server (optional).
- string HTTPSProxyPassword = string.Empty

    Password for the proxy server (optional).
- string HTTPSProxyURLProtocol = string.Empty

    Protocol (e.g. `'http://'`) for the proxy server (optional).
- bool EnableOnAwake = false

    Enable the proxy on awake (default: off).

5.43.1 Detailed Description

Handles HTTP/HTTPS Internet connections via proxy server.

5.43.2 Member Function Documentation

5.43.2.1 void Crosstales.BWF.Util.Proxy.DisableHTTPProxy ( )

Disables the proxy server for HTTP connections.

5.43.2.2 void Crosstales.BWF.Util.Proxy.DisableHTTPSProxy ( )

Disables the proxy server for HTTPS connections.

5.43.2.3 void Crosstales.BWF.Util.Proxy.EnableHTTPProxy (bool *enabled =* `true`)

Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.

Parameters

enabled	Enable the proxy server (default = true, optional)

5.43.2.4 void Crosstales.BWF.Util.Proxy.EnableHTTPProxy (string *url,* int *port,* string *username =* " ", string *password =* " ", string *urlProtocol =* " ")

Enables or disables a proxy server for HTTP connections.

Parameters

url	URL (without protocol) or IP of the proxy server

Parameters

port	Port of the proxy server
username	"Username for the proxy server (optional)</param> <param name="password">Password for the proxy server (optional)</param> <param name="urlProtocol">Protocol (e.g. 'http://') for the proxy server (optional)

5.43.2.5   void Crosstales.BWF.Util.Proxy.EnableHTTPSProxy (bool *enabled* = true **)**

Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.

Parameters

enabled	Enable the proxy server (default = true, optional)

5.43.2.6   void Crosstales.BWF.Util.Proxy.EnableHTTPSProxy (string *url,* int *port,* string *username =* " "*,* string *password =* " "*,* string *urlProtocol =* " ")

Enables or disables a proxy server for HTTPS connections.

Parameters

url	URL (without protocol) or IP of the proxy server
port	Port of the proxy server
username	"Username for the proxy server (optional)</param> <param name="password">Password for the proxy server (optional)</param> <param name="urlProtocol">Protocol (e.g. 'http://') for the proxy server (optional)

5.43.3   Member Data Documentation

5.43.3.1   bool Crosstales.BWF.Util.Proxy.EnableOnAwake = false

Enable the proxy on awake (default: off).

5.43.3.2   string Crosstales.BWF.Util.Proxy.HTTPProxyPassword = string.Empty

Password for the proxy server (optional).

5.43.3.3   int Crosstales.BWF.Util.Proxy.HTTPProxyPort

Port of the proxy server.

5.43.3.4 string Crosstales.BWF.Util.Proxy.HTTPProxyURL

URL (without protocol) or IP of the proxy server.

5.43.3.5 string Crosstales.BWF.Util.Proxy.HTTPProxyURLProtocol = string.Empty

Protocol (e.g. 'http://') for the proxy server (optional).

5.43.3.6 string Crosstales.BWF.Util.Proxy.HTTPProxyUsername = string.Empty

Username for the proxy server (optional).

5.43.3.7 string Crosstales.BWF.Util.Proxy.HTTPSProxyPassword = string.Empty

Password for the proxy server (optional).

5.43.3.8 int Crosstales.BWF.Util.Proxy.HTTPSProxyPort

Port of the proxy server.

5.43.3.9 string Crosstales.BWF.Util.Proxy.HTTPSProxyURL

URL (without protocol) or IP of the proxy server.

5.43.3.10 string Crosstales.BWF.Util.Proxy.HTTPSProxyURLProtocol = string.Empty

Protocol (e.g. 'http://') for the proxy server (optional).

5.43.3.11 string Crosstales.BWF.Util.Proxy.HTTPSProxyUsername = string.Empty
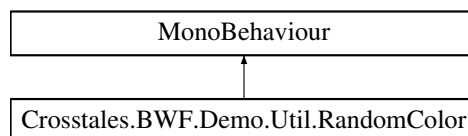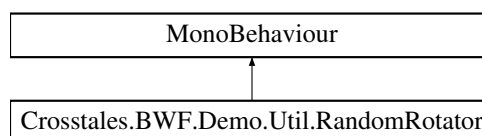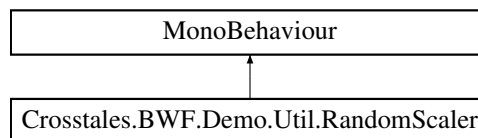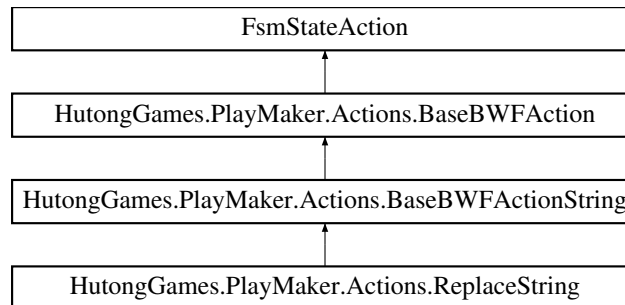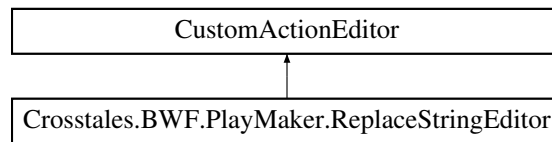
Username for the proxy server (optional).

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Scripts/Util/Proxy.cs

5.44 Crosstales.BWF.Filter.PunctuationFilter Class Reference

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

Inheritance diagram for Crosstales.BWF.Filter.PunctuationFilter:

```
┌─────────────────────────────────────┐
│  Crosstales.BWF.Filter.BaseFilter    │
└─────────────────────────────────────┘
                  ▲
                  │
┌─────────────────────────────────────┐
│ Crosstales.BWF.Filter.PunctuationFilter │
└─────────────────────────────────────┘
```
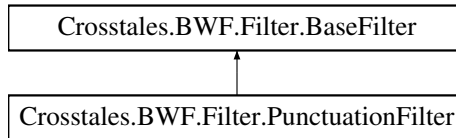
Public Member Functions

- PunctuationFilter (int punctuationCharacterNumber, string markPrefix, string markPostfix)

    Instantiate the class.
- override bool Contains (string testString, params string[ ] sources)

    Searches for bad words in a text.
- override List< string > GetAll (string testString, params string[ ] sources)

    Searches for bad words in a text.
- override string ReplaceAll (string testString, params string[ ] sources)

    Searches and replaces all bad words in a text.
- override string Replace (string text, List< string > badWords)

    Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

Properties

- Regex RegularExpression `[get]`

    RegEx to find excessive punctuation.
- int CharacterNumber `[get, set]`

    Defines the number of allowed punctuations in a row.
- override bool isReady `[get]`

    Checks the readiness status of the filter.

Additional Inherited Members

5.44.1 Detailed Description

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

5.44.2 Constructor & Destructor Documentation

5.44.2.1 Crosstales.BWF.Filter.PunctuationFilter.PunctuationFilter (int *punctuationCharacterNumber,* string *markPrefix,* string *markPostfix*)

Instantiate the class.

Parameters

punctuationCharacterNumber	Defines the number of allowed punctuations in a row.
markPrefix	Prefix for every found excessive punctuation.
markPostfix	Postfix for every found excessive punctuation.

5.44.3 Member Function Documentation

5.44.3.1 override bool Crosstales.BWF.Filter.PunctuationFilter.Contains (string *testString,* params string[ ] *sources*)
`[virtual]`

Searches for bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

True if a match was found

Implements Crosstales.BWF.Filter.BaseFilter.

5.44.3.2 override List<string> Crosstales.BWF.Filter.PunctuationFilter.GetAll (string *testString,* params string[ ] *sources*)
`[virtual]`

Searches for bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

List with all the matches

Implements Crosstales.BWF.Filter.BaseFilter.

5.44.3.3 override string Crosstales.BWF.Filter.PunctuationFilter.Replace (string *text,* List< string > *badWords*)
`[virtual]`

Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

Parameters

text	Text containig bad words
badWords	Bad words to replace

Returns

Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

5.44.3.4   override string Crosstales.BWF.Filter.PunctuationFilter.ReplaceAll (string *testString,* params string[ ] *sources*) `[virtual]`

Searches and replaces all bad words in a text.

Parameters

testString	Text to check
sources	Relevant sources (e.g. "en")

Returns

Clean text

Implements Crosstales.BWF.Filter.BaseFilter.

5.44.4   Property Documentation

5.44.4.1   int Crosstales.BWF.Filter.PunctuationFilter.CharacterNumber `[get],[set]`

Defines the number of allowed punctuations in a row.

5.44.4.2   override bool Crosstales.BWF.Filter.PunctuationFilter.isReady `[get]`

Checks the readiness status of the filter.

Returns

True if the filter is ready.

5.44.4.3   Regex Crosstales.BWF.Filter.PunctuationFilter.RegularExpression `[get]`
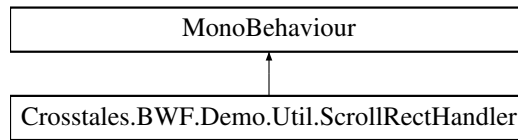
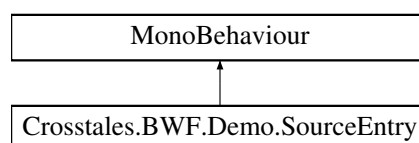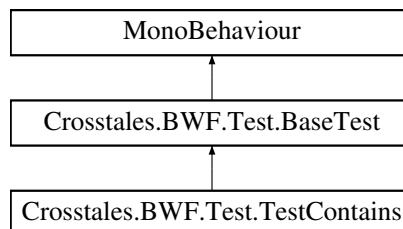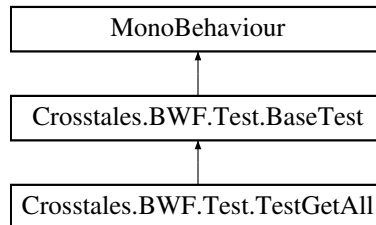RegEx to find excessive punctuation.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
  Scripts/Filter/PunctuationFilter.cs

5.45 Crosstales.BWF.Manager.PunctuationManager Class Reference

Manager for excessive punctuation.

Inheritance diagram for Crosstales.BWF.Manager.PunctuationManager:

```
                    ┌─────────────────────────────────────────┐
                    │              MonoBehaviour              │
                    └─────────────────────────────────────────┘
                                        ▲
                    ┌─────────────────────────────────────────┐
                    │     Crosstales.BWF.Manager.BaseManager   │
                    └─────────────────────────────────────────┘
                                        ▲
                    ┌─────────────────────────────────────────┐
                    │ Crosstales.BWF.Manager.PunctuationManager │
                    └─────────────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()
- void **OnValidate** ()

Static Public Member Functions

- static void Load ()

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

  Searches for excessive punctuations in a text.
- static void ContainsMT (out bool result, string testString)

  Searches for excessive punctuations in a text (call as thread).
- static List< string > GetAll (string testString)

  Searches for excessive punctuations in a text.
- static void GetAllMT (out List< string > result, string testString)

  Searches for excessive punctuations in a text (call as thread).
- static string ReplaceAll (string testString)

  Searches and replaces all excessive punctuations in a text.
- static void ReplaceAllMT (out string result, string testString)

  Searches and replaces all excessive punctuations in a text (call as thread).
- static string Replace (string text, List< string > punctuations)

  Replaces all excessive punctuations in a text. Use this method if you already have a list of excessive punctuations (e.g. from the 'GetAll()' method).
- static string Mark (string text, List< string > punctuations, string prefix="<color=red>", string postfix="</color>")

  Marks the text with a prefix and postfix from a list of words.
- static string Unmark (string text, string prefix="<color=red>", string postfix="</color>")

  Unmarks the text with a prefix and postfix.

Public Attributes

- int PunctuationCharsNumber = 3

  Defines the number of allowed punctuation letters in a row (default: 3).

Properties

- static PunctuationFilter Filter `[get]`

    Returns the filter of the manager.
- static bool isReady `[get]`

    Checks the readiness status of the manager.

5.45.1 Detailed Description

Manager for excessive punctuation.

5.45.2 Member Function Documentation

5.45.2.1 static bool Crosstales.BWF.Manager.PunctuationManager.Contains (string *testString*) `[static]`

Searches for excessive punctuations in a text.

Parameters

testString	Text to check

Returns

True if a match was found

5.45.2.2 static void Crosstales.BWF.Manager.PunctuationManager.ContainsMT (out bool *result,* string *testString*) `[static]`

Searches for excessive punctuations in a text (call as thread).

Parameters

result	out-parameter: true if a match was found
testString	Text to check

Returns

True if a match was found

5.45.2.3 static List<string> Crosstales.BWF.Manager.PunctuationManager.GetAll (string *testString*) `[static]`

Searches for excessive punctuations in a text.

Parameters

testString	Text to check

Returns

List with all the matches

5.45.2.4 static void Crosstales.BWF.Manager.PunctuationManager.GetAllMT (out List< string > *result,* string *testString*) `[static]`

Searches for excessive punctuations in a text (call as thread).

Parameters

result	out-parameter: List with all the matches
testString	Text to check

5.45.2.5 static void Crosstales.BWF.Manager.PunctuationManager.Load ( ) `[static]`

Loads the current filter with all settings from this object.

5.45.2.6 static string Crosstales.BWF.Manager.PunctuationManager.Mark (string *text,* List< string > *punctuations,* string *prefix* = "`<b><color=red>`"*,* string *postfix* = "`</color></b>`") `[static]`

Marks the text with a prefix and postfix from a list of words.

Parameters

text	Text containig excessive punctuations
punctuations	Excessive punctuations to mark
prefix	Prefix for every found punctuation (default: bold and red, optional)
postfix	Postfix for every found punctuation (default: bold and red, optional)

Returns

Text with marked excessive punctuations

5.45.2.7 static string Crosstales.BWF.Manager.PunctuationManager.Replace (string *text,* List< string > *punctuations*) `[static]`

Replaces all excessive punctuations in a text. Use this method if you already have a list of excessive punctuations (e.g. from the 'GetAll()' method).

Parameters

text	Text containig excessive punctuations
punctuations	Punctuations to replace

Returns

Clean text

5.45.2.8   static string Crosstales.BWF.Manager.PunctuationManager.ReplaceAll (string *testString*) `[static]`

Searches and replaces all excessive punctuations in a text.

Parameters

testString	Text to check

Returns

Clean text

5.45.2.9   static void Crosstales.BWF.Manager.PunctuationManager.ReplaceAllMT (out string *result,* string *testString*) `[static]`

Searches and replaces all excessive punctuations in a text (call as thread).

Parameters

result	out-parameter: clean text
testString	Text to check

5.45.2.10   static string Crosstales.BWF.Manager.PunctuationManager.Unmark (string *text,* string *prefix =* `"<b><color=red>"`*, string *postfix =* `"</color></b>"`) `[static]`

Unmarks the text with a prefix and postfix.

Parameters

text	Text with marked excessive punctuations
prefix	Prefix for every found punctuation (default: bold and red, optional)
postfix	Postfix for every found punctuation (default: bold and red, optional)

Returns

> Text with unmarked excessive punctuations

5.45.3 Member Data Documentation

5.45.3.1 int Crosstales.BWF.Manager.PunctuationManager.PunctuationCharsNumber = 3

Defines the number of allowed punctuation letters in a row (default: 3).

5.45.4 Property Documentation

5.45.4.1 PunctuationFilter Crosstales.BWF.Manager.PunctuationManager.Filter `[static],[get]`

Returns the filter of the manager.

Returns

> Filter for the manager

5.45.4.2 bool Crosstales.BWF.Manager.PunctuationManager.isReady `[static],[get]`

Checks the readiness status of the manager.

Returns

> True if the manager is ready.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩ Scripts/Manager/PunctuationManager.cs

5.46 Crosstales.BWF.EditorExt.PunctuationManagerEditor Class Reference

Custom editor for the 'PunctuationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExt.PunctuationManagerEditor:

```
┌─────────────────────────────────────────────────┐
│                     Editor                       │
└─────────────────────────────────────────────────┘
                         ▲
                         │
┌─────────────────────────────────────────────────┐
│ Crosstales.BWF.EditorExt.PunctuationManagerEditor │
└─────────────────────────────────────────────────┘
```
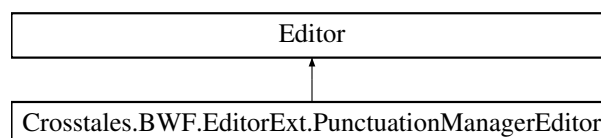
Public Member Functions

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

5.46.1 Detailed Description

Custom editor for the 'PunctuationManager'-class.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Editor/PunctuationManagerEditor.cs

5.47 Crosstales.BWF.Demo.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.BWF.Demo.Util.RandomColor:

```
              MonoBehaviour
                    △
                    │
   Crosstales.BWF.Demo.Util.RandomColor
```

Public Attributes

- Vector2 **ChangeInterval** = new Vector2(5, 15)

5.47.1 Detailed Description

Random color changer.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Demo/↩
Scripts/Util/RandomColor.cs

5.48 Crosstales.BWF.Demo.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.BWF.Demo.Util.RandomRotator:

```
              MonoBehaviour
                    △
                    │
   Crosstales.BWF.Demo.Util.RandomRotator
```

Public Attributes

- Vector3 **Speed**
- Vector2 **ChangeInterval** = new Vector2(10, 45)

5.48.1 Detailed Description

Random rotation changer.

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Demo/↩
Scripts/Util/RandomRotator.cs

5.49 Crosstales.BWF.Demo.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.BWF.Demo.Util.RandomScaler:

```
                    ┌─────────────────────────────────────────┐
                    │              MonoBehaviour               │
                    └─────────────────────────────────────────┘
                                        ▲
                    ┌─────────────────────────────────────────┐
                    │   Crosstales.BWF.Demo.Util.RandomScaler  │
                    └─────────────────────────────────────────┘
```

Public Attributes

- Vector3 **ScaleMin** = Vector3.zero
- Vector3 **ScaleMax** = Vector3.one
- bool **Uniform** = false
- Vector2 **ChangeInterval** = new Vector2(10, 45)

5.49.1 Detailed Description

Random scale changer.

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Demo/↩
Scripts/Util/RandomScaler.cs

5.50 HutongGames.PlayMaker.Actions.ReplaceString Class Reference

Replace-action for strings in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceString:

```
┌─────────────────────────────────────────────────────────┐
│                      FsmStateAction                      │
└─────────────────────────────────────────────────────────┘
                             ▲
┌─────────────────────────────────────────────────────────┐
│         HutongGames.PlayMaker.Actions.BaseBWFAction      │
└─────────────────────────────────────────────────────────┘
                             ▲
┌─────────────────────────────────────────────────────────┐
│      HutongGames.PlayMaker.Actions.BaseBWFActionString   │
└─────────────────────────────────────────────────────────┘
                             ▲
┌─────────────────────────────────────────────────────────┐
│        HutongGames.PlayMaker.Actions.ReplaceString       │
└─────────────────────────────────────────────────────────┘
```

Public Member Functions

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

Public Attributes

- FsmBool ReplaceInput = true

    Replace the input text with the replaced string (default: on).

5.50.1 Detailed Description

Replace-action for strings in PlayMaker.

5.50.2 Member Data Documentation

5.50.2.1 FsmBool HutongGames.PlayMaker.Actions.ReplaceString.ReplaceInput = true

Replace the input text with the replaced string (default: on).

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ReplaceString.cs

5.51 Crosstales.BWF.PlayMaker.ReplaceStringEditor Class Reference

Custom editor for the ReplaceString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceStringEditor:

```
┌─────────────────────────────────────────────┐
│            CustomActionEditor                 │
└─────────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────────┐
│ Crosstales.BWF.PlayMaker.ReplaceStringEditor │
└─────────────────────────────────────────────┘
```

Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

5.51.1 Detailed Description

Custom editor for the ReplaceString-action.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ReplaceStringEditor.cs

5.52 HutongGames.PlayMaker.Actions.ReplaceUI Class Reference

Replace-action for UI-elements in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceUI:

```
┌─────────────────────────────────────────────┐
│               FsmStateAction                  │
└─────────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────────┐
│  HutongGames.PlayMaker.Actions.BaseBWFAction  │
└─────────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────────┐
│ HutongGames.PlayMaker.Actions.BaseBWFActionUI │
└─────────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────────┐
│   HutongGames.PlayMaker.Actions.ReplaceUI     │
└─────────────────────────────────────────────┘
```
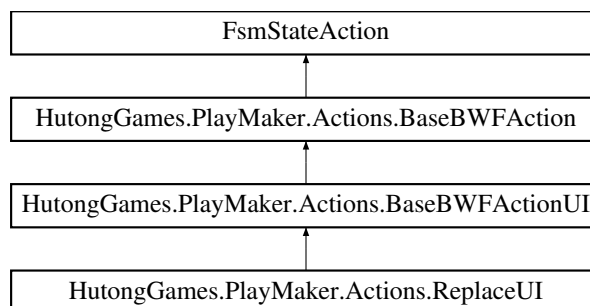
Public Member Functions

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

Public Attributes

- FsmBool ReplaceInput = true

  Replace the input text with the replaced string (default: on).

5.52.1 Detailed Description

Replace-action for UI-elements in PlayMaker.

5.52.2 Member Data Documentation

5.52.2.1 FsmBool HutongGames.PlayMaker.Actions.ReplaceUI.ReplaceInput = true

Replace the input text with the replaced string (default: on).

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ReplaceUI.cs

5.53 Crosstales.BWF.PlayMaker.ReplaceUIEditor Class Reference

Custom editor for the ReplaceUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceUIEditor:

```
┌─────────────────────────────────────────┐
│          CustomActionEditor              │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│  Crosstales.BWF.PlayMaker.ReplaceUIEditor │
└─────────────────────────────────────────┘
```
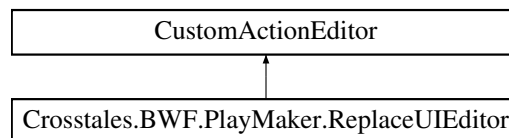
Public Member Functions

- override bool **OnGUI** ()

5.53.1 Detailed Description

Custom editor for the ReplaceUI-action.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ReplaceUIEditor.cs

5.54 Crosstales.BWF.Demo.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.BWF.Demo.Util.ScrollRectHandler:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                    │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  Crosstales.BWF.Demo.Util.ScrollRectHandler  │
└─────────────────────────────────────────────┘
```

Public Attributes

- ScrollRect **Scroll**

5.54.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Demo/↩
  Scripts/Util/ScrollRectHandler.cs

5.55 Crosstales.BWF.Model.Source Class Reference

Base class for sources.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string Name = string.Empty

  Name of the source.
- string Description = string.Empty

  Description for the source (optional).
- Sprite Icon

  Icon to represent the source (e.g. country flag, optional)
- string URL = string.Empty

  URL of a text file containing all regular expressions for this source. Add also the protocol-type ('http://', 'file↩://' etc.).
- TextAsset Resource

  Text file containing all regular expressions for this source.

5.55.1 Detailed Description

Base class for sources.

5.55.2 Member Data Documentation

5.55.2.1 string Crosstales.BWF.Model.Source.Description = string.Empty

Description for the source (optional).

5.55.2.2 Sprite Crosstales.BWF.Model.Source.Icon

Icon to represent the source (e.g. country flag, optional)

5.55.2.3 string Crosstales.BWF.Model.Source.Name = string.Empty

Name of the source.

5.55.2.4 TextAsset Crosstales.BWF.Model.Source.Resource

Text file containing all regular expressions for this source.

5.55.2.5 string Crosstales.BWF.Model.Source.URL = string.Empty

URL of a text file containing all regular expressions for this source. Add also the protocol-type ('`http://`', '`file://`' etc.).

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Scripts/Model/Source.cs

5.56 Crosstales.BWF.Demo.SourceEntry Class Reference

Wrapper for sources.

Inheritance diagram for Crosstales.BWF.Demo.SourceEntry:

Public Member Functions

- void **Click** ()

Public Attributes

- Text **Text**
- Image **Icon**
- Image **Main**
- Source **Source**
- GUIMain **GuiMain**
- Color32 **EnabledColor** = new Color32(0, 255, 0, 192)

5.56.1 Detailed Description

Wrapper for sources.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Demo/↩
  Scripts/SourceEntry.cs

5.57 Crosstales.BWF.Test.TestContains Class Reference

Test for the 'Contains()' method.

Inheritance diagram for Crosstales.BWF.Test.TestContains:

```
┌─────────────────────────────────┐
│         MonoBehaviour           │
└─────────────────────────────────┘
                ▲
┌─────────────────────────────────┐
│   Crosstales.BWF.Test.BaseTest  │
└─────────────────────────────────┘
                ▲
┌─────────────────────────────────┐
│ Crosstales.BWF.Test.TestContains│
└─────────────────────────────────┘
```

Protected Member Functions

- override void **speedTest** (ManagerMask mask)
- override void **sanityTest** (ManagerMask mask)

Additional Inherited Members

5.57.1 Detailed Description

Test for the 'Contains()' method.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
  Test/Scripts/TestContains.cs

5.58 Crosstales.BWF.Test.TestGetAll Class Reference

Test for the 'GetAll()' method.

Inheritance diagram for Crosstales.BWF.Test.TestGetAll:

```
┌─────────────────────────────┐
│       MonoBehaviour         │
└─────────────────────────────┘
              ▲
              │
┌─────────────────────────────┐
│  Crosstales.BWF.Test.BaseTest │
└─────────────────────────────┘
              ▲
              │
┌─────────────────────────────┐
│ Crosstales.BWF.Test.TestGetAll │
└─────────────────────────────┘
```

Protected Member Functions

- override void **speedTest** (ManagerMask mask)
- override void **sanityTest** (ManagerMask mask)

Additional Inherited Members

5.58.1 Detailed Description

Test for the 'GetAll()' method.

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

- D:/slaubenberger/git/assets/BWFPro/3rd   party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Test/Scripts/TestGetAll.cs

5.59 Crosstales.BWF.Test.TestReplace Class Reference

Test for the 'Replace' method.

Inheritance diagram for Crosstales.BWF.Test.TestReplace:
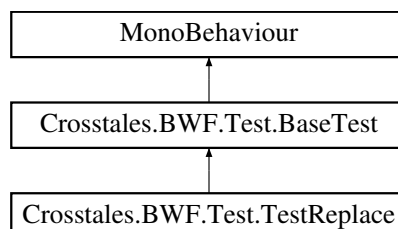
```
┌─────────────────────────────┐
│       MonoBehaviour         │
└─────────────────────────────┘
              ▲
              │
┌─────────────────────────────┐
│  Crosstales.BWF.Test.BaseTest │
└─────────────────────────────┘
              ▲
              │
┌─────────────────────────────┐
│ Crosstales.BWF.Test.TestReplace │
└─────────────────────────────┘
```

Protected Member Functions

- override void **speedTest** (ManagerMask mask)
- override void **sanityTest** (ManagerMask mask)

Additional Inherited Members

5.59.1 Detailed Description

Test for the 'Replace' method.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Test/Scripts/TestReplace.cs

5.60 Crosstales.BWF.Test.TestReplaceAll Class Reference

Test for the 'ReplaceAll()' method.

Inheritance diagram for Crosstales.BWF.Test.TestReplaceAll:
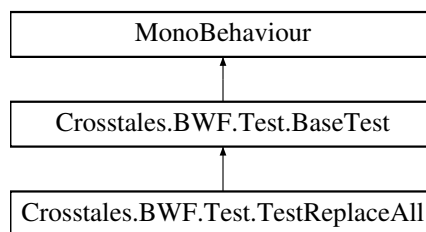
```
┌─────────────────────────────────────────┐
│              MonoBehaviour               │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│        Crosstales.BWF.Test.BaseTest      │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│    Crosstales.BWF.Test.TestReplaceAll    │
└─────────────────────────────────────────┘
```

Protected Member Functions

- override void **speedTest** (ManagerMask mask)
- override void **sanityTest** (ManagerMask mask)

Additional Inherited Members

5.60.1 Detailed Description

Test for the 'ReplaceAll()' method.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Test/Scripts/TestReplaceAll.cs

5.61 Crosstales.BWF.EditorExt.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result)

Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.61.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↩
Editor/UpdateCheck.cs

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