

BadWordFilter

2.7.2

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Chapter 1

Namespace Index

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Crosstales.BWF.EditorExt	10
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Crosstales.BWF.Model	11
Crosstales.BWF.PlayMaker	12
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Crosstales.BWF.Test	12
Crosstales.BWF.Util	13
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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

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Crosstales.BWF.EditorExt.BadwordMenu	25
Crosstales.BWF.Model.BadWords	28
Crosstales.BWF.Filter.BaseFilter	33
Crosstales.BWF.Filter.BadWordFilter	15
Crosstales.BWF.Filter.CapitalizationFilter	47
Crosstales.BWF.Filter.DomainFilter	67
Crosstales.BWF.Filter.PunctuationFilter	94
Crosstales.BWF.EditorExt.ConfigLoader	56
Crosstales.BWF.Util.Constants	57
CTextExtensionMethods	64
CustomActionEditor	
Crosstales.BWF.PlayMaker.ContainsEditor	62
Crosstales.BWF.PlayMaker.MarkStringEditor	88
Crosstales.BWF.PlayMaker.MarkUIEditor	89
Crosstales.BWF.PlayMaker.ReplaceStringEditor	105
Crosstales.BWF.PlayMaker.ReplaceUIEditor	106
Crosstales.BWF.Model.Domains	79
Editor	
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Crosstales.BWF.EditorExt.CapitalizationManagerEditor	54
Crosstales.BWF.EditorExt.DomainManagerEditor	76
Crosstales.BWF.EditorExt.PunctuationManagerEditor	101
Crosstales.BWF.EditorExt.EditorHelper	80
EditorWindow	
Crosstales.BWF.EditorExt.ConfigBase	55
Crosstales.BWF.EditorExt.ConfigPreferences	56
Crosstales.BWF.EditorExt.ConfigWindow	56
FsmStateAction	
HutongGames.PlayMaker.Actions.BaseBWFAction	29
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HutongGames.PlayMaker.Actions.MarkString	87
HutongGames.PlayMaker.Actions.ReplaceString	104
HutongGames.PlayMaker.Actions.BaseBWFActionUI	32
HutongGames.PlayMaker.Actions.MarkUI	88

HutongGames.PlayMaker.Actions.ReplaceUI	105
HutongGames.PlayMaker.Actions.ContainsString	63
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Crosstales.BWF.BWFManager	42
Crosstales.BWF.Demo.GUIMain	82
Crosstales.BWF.Demo.GUISource	83
Crosstales.BWF.Demo.SourceEntry	108
Crosstales.BWF.Demo.Util.RandomColor	102
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Crosstales.BWF.Manager.DomainManager	71
Crosstales.BWF.Manager.PunctuationManager	97
Crosstales.BWF.Provider.BaseProvider	37
Crosstales.BWF.Provider.BadWordProvider	25
Crosstales.BWF.Provider.BadWordProviderText	27
Crosstales.BWF.Provider.DomainProvider	76
Crosstales.BWF.Provider.DomainProviderText	78
Crosstales.BWF.Test.BaseTest	40
Crosstales.BWF.Test.TestContains	109
Crosstales.BWF.Test.TestGetAll	110
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Crosstales.BWF.Util.Proxy	90
MultiThreadTest	89
Crosstales.BWF.Model.Source	107
Crosstales.BWF.EditorExt.UpdateCheck	111

Chapter 3

Class Index

3.1 Class List

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

Crosstales.BWF.EditorExt.AutoInitialize	15
Automatically adds the necessary BWF-prefabs to the current scene.	
Crosstales.BWF.Filter.BadWordFilter	15
Filter for bad words. The class can also replace all bad words inside a string.	
Crosstales.BWF.Manager.BadWordManager	19
Manager for bad words.	
Crosstales.BWF.EditorExt.BadWordManagerEditor	24
Custom editor for the 'BadWordManager'-class.	
Crosstales.BWF.EditorExt.BadwordMenu	25
Editor component for adding the various prefabs.	
Crosstales.BWF.Provider.BadWordProvider	25
Base class for bad word providers.	
Crosstales.BWF.Provider.BadWordProviderText	27
Text-file based bad word provider.	
Crosstales.BWF.Model.BadWords	28
Model for a source of bad words.	
HutongGames.PlayMaker.Actions.BaseBWFAction	29
Base class for BWF-actions in PlayMaker	
HutongGames.PlayMaker.Actions.BaseBWFActionString	31
Base class for BWF-String-actions in PlayMaker	
HutongGames.PlayMaker.Actions.BaseBWFActionUI	32
Base class for BWF-UI-actions in PlayMaker	
Crosstales.BWF.Filter.BaseFilter	33
Base class for all filters.	
Crosstales.BWF.Manager.BaseManager	37
Base class for all managers.	
Crosstales.BWF.Provider.BaseProvider	37
Base class for all providers.	
Crosstales.BWF.Test.BaseTest	40
Base class for all tests.	
Crosstales.BWF.BWFManager	42
BWF is a multi-manager for all available managers.	
Crosstales.BWF.Filter.CapitalizationFilter	47
Filter for excessive capitalization. The class can also replace all capitalizations inside a string.	
Crosstales.BWF.Manager.CapitalizationManager	50
Manager for excessive capitalization.	

Crosstales.BWF.EditorExt.CapitalizationManagerEditor	
Custom editor for the 'CapitalizationManager'-class.	54
Crosstales.BWF.EditorExt.ConfigBase	
Base class for editor windows.	55
Crosstales.BWF.EditorExt.ConfigLoader	
Loads the configuration of the asset.	56
Crosstales.BWF.EditorExt.ConfigPreferences	
Unity "Preferences" extension.	56
Crosstales.BWF.EditorExt.ConfigWindow	
Editor window extension.	56
Crosstales.BWF.Util.Constants	
Collected constants of very general utility for the asset.	57
Crosstales.BWF.PlayMaker.ContainsEditor	
Custom editor for the ContainsString-action.	62
HutongGames.PlayMaker.Actions.ContainsString	
Contains-action for strings in PlayMaker	63
CTExtensionMethods	
Various extension methods.	64
Crosstales.BWF.Filter.DomainFilter	
Filter for domains. The class can also replace all domains inside a string.	67
Crosstales.BWF.Manager.DomainManager	
Manager for domains.	71
Crosstales.BWF.EditorExt.DomainManagerEditor	
Custom editor for the 'DomainManager'-class.	76
Crosstales.BWF.Provider.DomainProvider	
Base class for domain providers.	76
Crosstales.BWF.Provider.DomainProviderText	
Text-file based domain provider.	78
Crosstales.BWF.Model.Domains	
Model for a source of domains.	79
Crosstales.BWF.EditorExt.EditorHelper	
Editor helper class.	80
Crosstales.BWF.Demo.GUIMain	
Main GUI controller.	82
Crosstales.BWF.Demo.GUISource	
Generates a scrollable list of sources.	83
Crosstales.BWF.Util.Helper	
Various helper functions.	84
HutongGames.PlayMaker.Actions.MarkString	
Mark-action for strings in PlayMaker	87
Crosstales.BWF.PlayMaker.MarkStringEditor	
Custom editor for the MarkString-action.	88
HutongGames.PlayMaker.Actions.MarkUI	
Mark-action for UI-elements in PlayMaker	88
Crosstales.BWF.PlayMaker.MarkUIEditor	
Custom editor for the MarkUI-action.	89
MultiThreadTest	89
Crosstales.BWF.Util.Proxy	
Handles HTTP/HTTPS Internet connections via proxy server.	90
Crosstales.BWF.Filter.PunctuationFilter	
Filter for excessive punctuation. The class can also replace all punctuation inside a string.	94
Crosstales.BWF.Manager.PunctuationManager	
Manager for excessive punctuation.	97
Crosstales.BWF.EditorExt.PunctuationManagerEditor	
Custom editor for the 'PunctuationManager'-class.	101
Crosstales.BWF.Demo.Util.RandomColor	
Random color changer.	102

Crosstales.BWF.Demo.Util.RandomRotator	
Random rotation changer.	102
Crosstales.BWF.Demo.Util.RandomScaler	
Random scale changer.	103
HutongGames.PlayMaker.Actions.ReplaceString	
Replace-action for strings in PlayMaker	104
Crosstales.BWF.PlayMaker.ReplaceStringEditor	
Custom editor for the ReplaceString-action.	105
HutongGames.PlayMaker.Actions.ReplaceUI	
Replace-action for UI-elements in PlayMaker	105
Crosstales.BWF.PlayMaker.ReplaceUIEditor	
Custom editor for the ReplaceUI-action.	106
Crosstales.BWF.Demo.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms.	107
Crosstales.BWF.Model.Source	
Base class for sources.	107
Crosstales.BWF.Demo.SourceEntry	
Wrapper for sources.	108
Crosstales.BWF.Test.TestContains	
Test for the 'Contains()' method.	109
Crosstales.BWF.Test.TestGetAll	
Test for the 'GetAll()' method.	110
Crosstales.BWF.Test.TestReplace	
Test for the 'Replace' method.	110
Crosstales.BWF.Test.TestReplaceAll	
Test for the 'ReplaceAll()' method.	111
Crosstales.BWF.EditorExt.UpdateCheck	
Checks for updates of the asset.	111

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

4.2 Crosstales.BWF Namespace Reference

Namespaces

Classes

- class [BWFFManager](#)
BWF is a multi-manager for all available managers.

4.3 Crosstales.BWF.Demo Namespace Reference

Namespaces

Classes

- class [GUIMain](#)
Main GUI controller.
- class [GUISource](#)
Generates a scrollable list of sources.
- class [SourceEntry](#)
Wrapper for sources.

4.4 Crosstales.BWF.Demo.Util Namespace Reference

Classes

- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.

4.5 Crosstales.BWF.EditorExt Namespace Reference

Classes

- class [AutoInitialize](#)
Automatically adds the necessary 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.
- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigLoader](#)
Loads the configuration of the asset.
- class [ConfigPreferences](#)
Unity "Preferences" extension.
- class [ConfigWindow](#)
Editor window extension.
- class [DomainManagerEditor](#)
Custom editor for the 'DomainManager'-class.
- class [EditorHelper](#)
Editor helper class.
- class [PunctuationManagerEditor](#)
Custom editor for the 'PunctuationManager'-class.
- class [UpdateCheck](#)
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 punctuation inside a string.

4.7 Crosstales.BWF.Manager Namespace Reference

Classes

- class [BadWordManager](#)
Manager 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.

4.11 Crosstales.BWF.Test Namespace Reference

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.

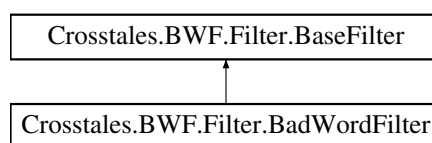
The documentation for this class was generated from the following file:

- 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:



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

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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>text</i>	Text containig bad words
<i>badWords</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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.

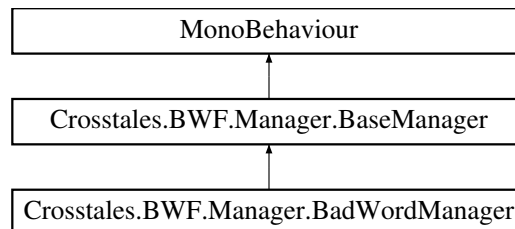
The documentation for this class was generated from the following file:

- 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:



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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>result</i>	out-parameter: true if a match was found
<i>testString</i>	Text to check
<i>sources</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>result</i>	out-parameter: List with all the matches
<i>testString</i>	Text to check
<i>sources</i>	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

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

<i>text</i>	Text containig bad words
<i>badWords</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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

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

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

Unmarks the text with a prefix and postfix.

Parameters

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

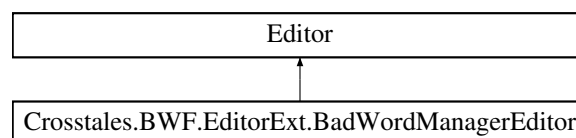
The documentation for this class was generated from the following file:

- `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`:



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.

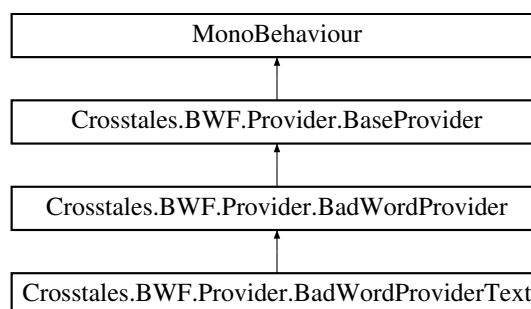
The documentation for this class was generated from the following file:

- 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.

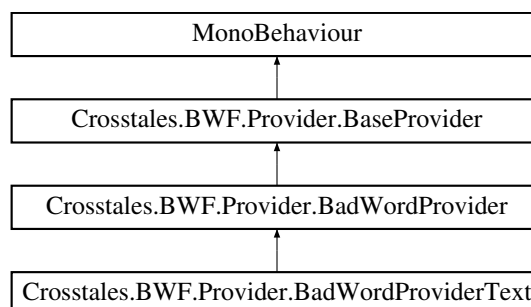
The documentation for this class was generated from the following file:

- 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

<i>source</i>	Source-object.
<i>badWordList</i>	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).

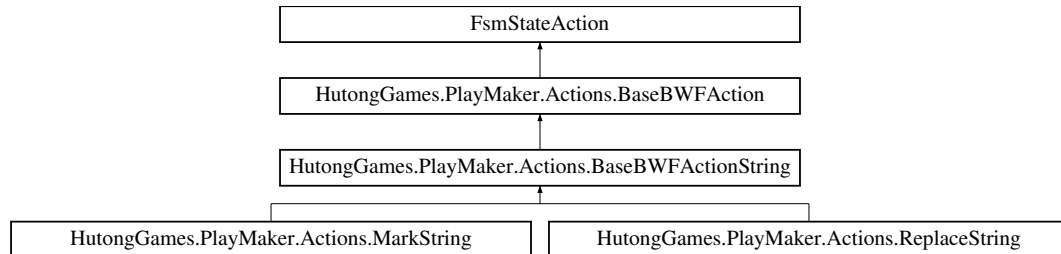
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstaes/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:



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.

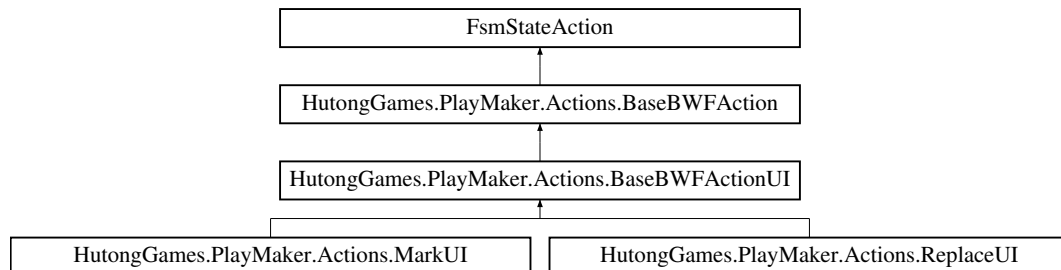
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstaes/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:



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.

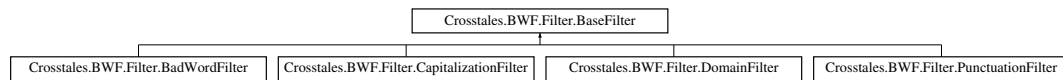
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstaes/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:



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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>text</i>	Text containig bad words
<i>badWords</i>	Bad words to mark
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	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

<i>text</i>	Text containig bad words
<i>badWords</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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 = "<color=red>", string postfix = "</color>") [virtual]`

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked bad words
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	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

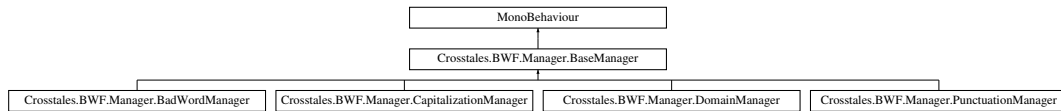
The documentation for this class was generated from the following file:

- `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 = "<color=red>"

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

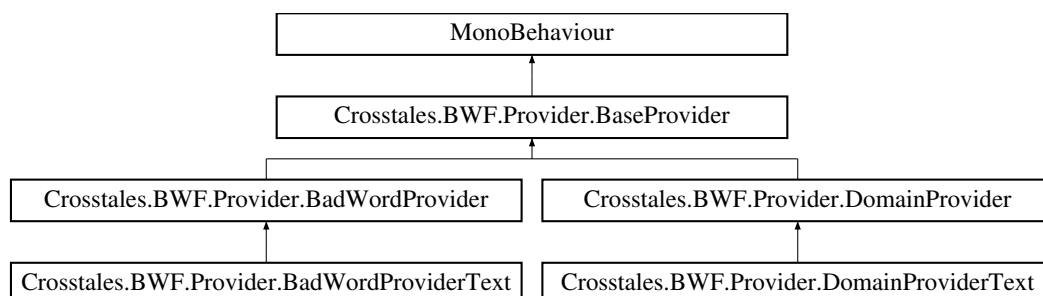
The documentation for this class was generated from the following file:

- 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.DomainProviderText](#).

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.

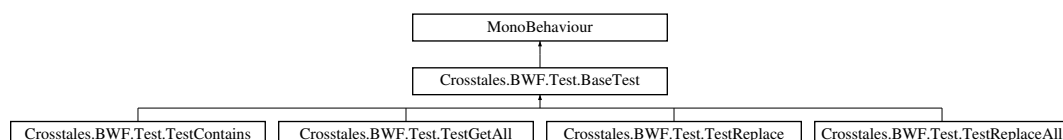
The documentation for this class was generated from the following file:

- 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** = "0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ.?!*"↵
- 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.

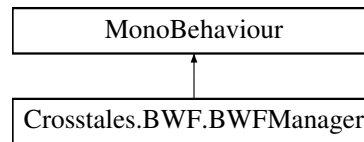
The documentation for this class was generated from the following file:

- 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:



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

<i>testString</i>	Text to check
<i>mask</i>	Active manager (default: ManagerMask.All, optional)
<i>sources</i>	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

<i>result</i>	out-parameter: true if a match was found
<i>testString</i>	Text to check
<i>mask</i>	Active manager (default: ManagerMask.All, optional)
<i>sources</i>	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

<i>mask</i>	Active manager (default: <code>ManagerMask.BadWord</code> , 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

<i>testString</i>	Text to check
<i>mask</i>	Active manager (default: <code>ManagerMask.All</code> , optional)
<i>sources</i>	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

<i>result</i>	out-parameter: List with all the matches
<i>testString</i>	Text to check
<i>mask</i>	Active manager (default: <code>ManagerMask.All</code> , optional)
<i>sources</i>	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

<i>mask</i>	Active manager (default: <code>ManagerMask.All</code> , optional)
-------------	---

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

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

Parameters

<i>text</i>	Text containig unwanted words
<i>unwantedWords</i>	Unwanted words to mark
<i>prefix</i>	Prefix for every found unwanted word (optional)
<i>postfix</i>	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

<i>text</i>	Text containig unwanted words
<i>mask</i>	Active manager (default: ManagerMask.All, optional)
<i>unwantedWords</i>	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

<i>testString</i>	Text to check
<i>mask</i>	Active manager (default: ManagerMask.All, optional)
<i>sources</i>	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

<i>result</i>	out-parameter: clean text
<i>testString</i>	Text to check
<i>mask</i>	Active manager (default: ManagerMask.All, optional)
<i>sources</i>	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

<i>mask</i>	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 = "<color=red>", string postfix = "</color>") [static]`

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked unwanted words
<i>prefix</i>	Prefix for every found unwanted word (optional)
<i>postfix</i>	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.

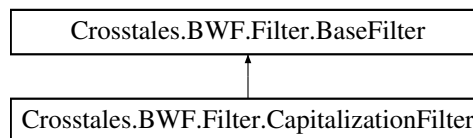
The documentation for this class was generated from the following file:

- 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:

**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

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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>text</i>	Text containig bad words
<i>badWords</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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.

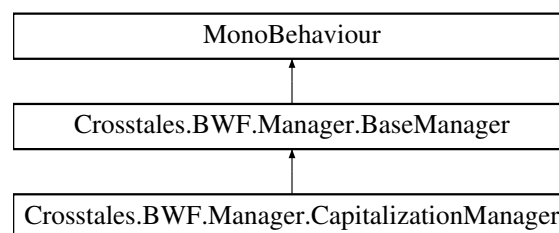
The documentation for this class was generated from the following file:

- 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

<i>testString</i>	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

<i>result</i>	out-parameter: true if a match was found
<i>testString</i>	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

<i>testString</i>	Text to check
-------------------	---------------

Returns

List with all the matches

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

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

Parameters

<i>result</i>	out-parameter: List with all the matches
<i>testString</i>	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 = "<color=red>", string postfix = "</color>")` [static]

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

Parameters

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

<i>text</i>	Text containig excessive capitalizations
<i>capitalWords</i>	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

<i>testString</i>	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

<i>result</i>	out-parameter: clean text
<i>testString</i>	Text to check

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

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked excessive capitalizations
<i>prefix</i>	Prefix for every found capitalization (default: bold and red, optional)
<i>postfix</i>	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.

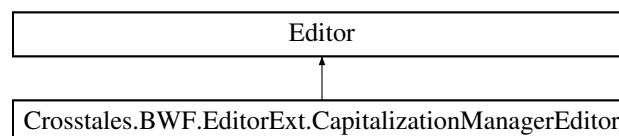
The documentation for this class was generated from the following file:

- 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.

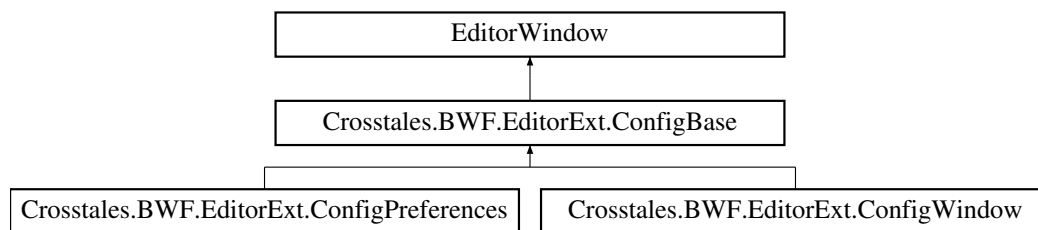
The documentation for this class was generated from the following file:

- 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.

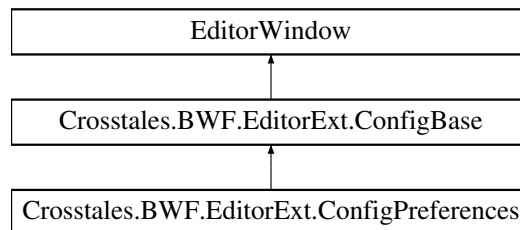
The documentation for this class was generated from the following file:

- 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:



Additional Inherited Members

5.22.1 Detailed Description

Unity "Preferences" extension.

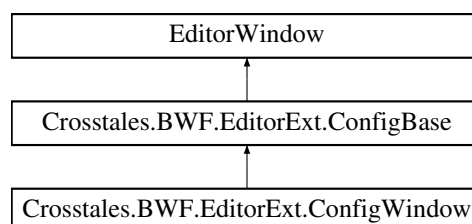
The documentation for this class was generated from the following file:

- 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:



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 SLOOOOOOOOOWWWW!).
- 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]`

<summary>Open 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.

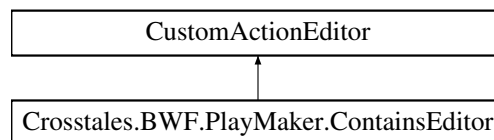
The documentation for this class was generated from the following file:

- 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.

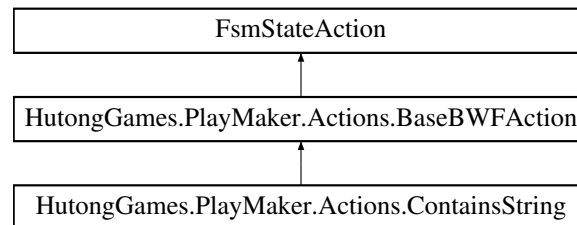
The documentation for this class was generated from the following file:

- 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:



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/crosstaes/BadWordFilter/3rd party/PlayMaker/Scripts/ContainsString.cs

5.27 CExtensionMethods 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 CExtensionMethods.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

<i>source</i>	Dictionary-instance.
<i>collection</i>	Dictionary to add.

5.27.2.2 `static bool CExtensionMethods.CTContains (this string str, string toCheck, StringComparison comp = StringComparison.OrdinalIgnoreCase) [static]`

Extension method for strings. Case insensitive contains.

Parameters

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

Returns

True if the string contains the given string.

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

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

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

Parameters

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

Returns

String with lines for all array entries.

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

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

Parameters

<i>list</i>	List-instance to dump.
-------------	------------------------

Returns

String with lines for all list entries.

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

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

Parameters

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

5.27.2.8 static void CExtensionMethods.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

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

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

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

Parameters

<i>mb</i>	MonoBehaviour-instance.
<i>methodName</i>	Mehod as Action.

Returns

True if the given method invoke is pending.

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

Extension method for Lists. Shuffles a List.

Parameters

<i>list</i>	List-instance to shuffle.
-------------	---------------------------

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

Extension method for Arrays. Shuffles an Array.

Parameters

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

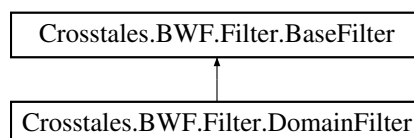
The documentation for this class was generated from the following file:

- 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:



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

<i>domainProvider</i>	List of all domain providers.
<i>replaceCharacters</i>	Replace characters for domains.
<i>markPrefix</i>	Prefix for every found domain.
<i>markPostfix</i>	Postfix for every found domain

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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>text</i>	Text containig bad words
<i>badWords</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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.

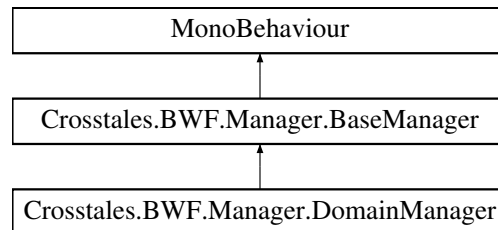
The documentation for this class was generated from the following file:

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

5.29 Crosstales.BWF.Manager.DomainManager Class Reference

[Manager](#) for domains.

Inheritance diagram for 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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>result</i>	out-parameter: true if a match was found
<i>testString</i>	Text to check
<i>sources</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>result</i>	out-parameter: List with all the matches
<i>testString</i>	Text to check
<i>sources</i>	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 = "<color=red>", string postfix = "</color>")` [static]

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

Parameters

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

<i>text</i>	Text containig domains
<i>domains</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>result</i>	out-parameter: clean text
<i>testString</i>	Text to check
<i>sources</i>	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

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

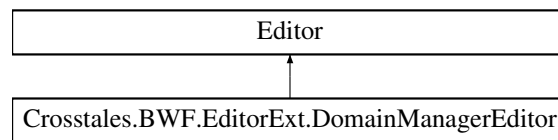
The documentation for this class was generated from the following file:

- 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:



Public Member Functions

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

5.30.1 Detailed Description

Custom editor for the 'DomainManager'-class.

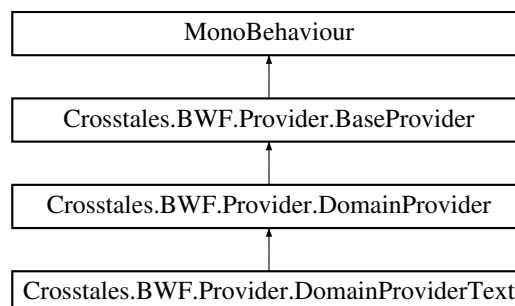
The documentation for this class was generated from the following file:

- 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:



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.

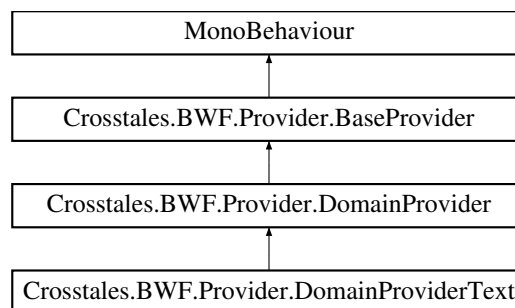
The documentation for this class was generated from the following file:

- 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:



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

<i>source</i>	Source-object.
<i>domainList</i>	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.

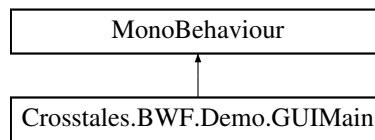
The documentation for this class was generated from the following file:

- 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:



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.

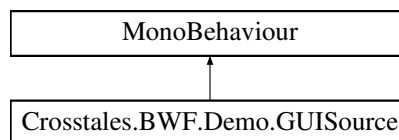
The documentation for this class was generated from the following file:

- 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:



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 splitChar= '#')
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

<i>replaceChars</i>	Valid character set for the replace string
<i>stringLength</i>	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

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

Returns

True if the current platform is supported.

5.37.2.3 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

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

<i>path</i>	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.

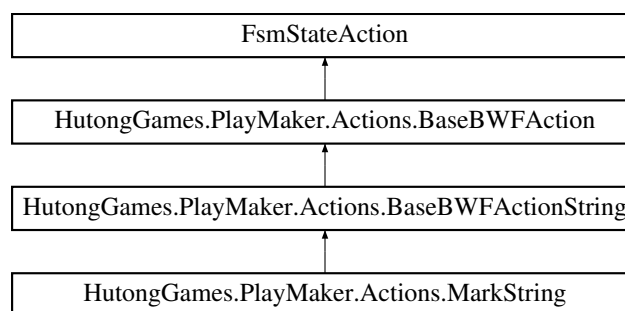
The documentation for this class was generated from the following file:

- 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:



Public Member Functions

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

Additional Inherited Members

5.38.1 Detailed Description

Mark-action for strings in [PlayMaker](#).

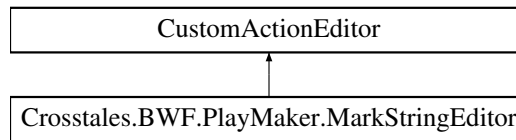
The documentation for this class was generated from the following file:

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

5.39 Crosstales.BWF.PlayMaker.MarkStringEditor Class Reference

Custom editor for the MarkString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkStringEditor:



Public Member Functions

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

5.39.1 Detailed Description

Custom editor for the MarkString-action.

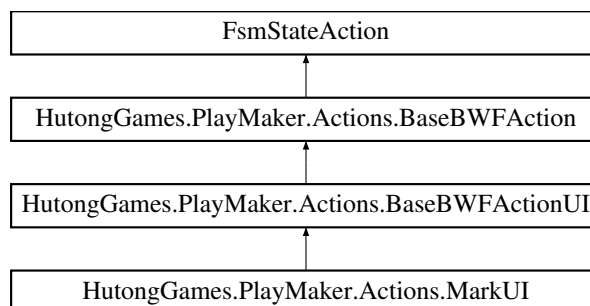
The documentation for this class was generated from the following file:

- 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:



Public Member Functions

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

Additional Inherited Members

5.40.1 Detailed Description

Mark-action for UI-elements in [PlayMaker](#).

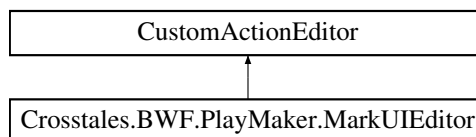
The documentation for this class was generated from the following file:

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

5.41 Crosstales.BWF.PlayMaker.MarkUIEditor Class Reference

Custom editor for the MarkUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkUIEditor:



Public Member Functions

- override bool **OnGUI** ()

5.41.1 Detailed Description

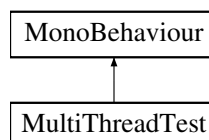
Custom editor for the MarkUI-action.

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

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

5.42 MultiThreadTest Class Reference

Inheritance diagram for MultiThreadTest:



Public Attributes

- string **DirtyText**

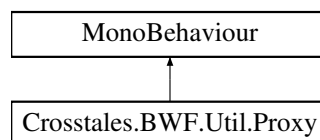
The documentation for this class was generated from the following file:

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

5.43 Crosstaes.BWF.Util.Proxy Class Reference

Handles HTTP/HTTPS Internet connections via proxy server.

Inheritance diagram for Crosstaes.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

<i>enabled</i>	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

<i>url</i>	URL (without protocol) or IP of the proxy server
------------	--

Parameters

<i>port</i>	Port of the proxy server
<i>username</i>	"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.EnableHTTPSPProxy (bool enabled = true)`

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

Parameters

<i>enabled</i>	Enable the proxy server (default = true, optional)
----------------	--

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

Enables or disables a proxy server for HTTPS connections.

Parameters

<i>url</i>	URL (without protocol) or IP of the proxy server
<i>port</i>	Port of the proxy server
<i>username</i>	"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.HTTPSPassword = string.Empty

Password for the proxy server (optional).

5.43.3.8 int Crosstales.BWF.Util.Proxy.HTTPSPort

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).

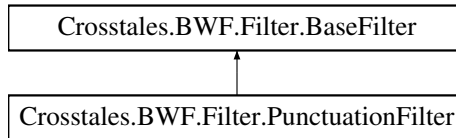
The documentation for this class was generated from the following file:

- D:/slauberberger/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 punctuation inside a string.

Inheritance diagram for 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 punctuation 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

<i>punctuationCharacterNumber</i>	Defines the number of allowed punctuations in a row.
<i>markPrefix</i>	Prefix for every found excessive punctuation.
<i>markPostfix</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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

<i>text</i>	Text containig bad words
<i>badWords</i>	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

<i>testString</i>	Text to check
<i>sources</i>	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.

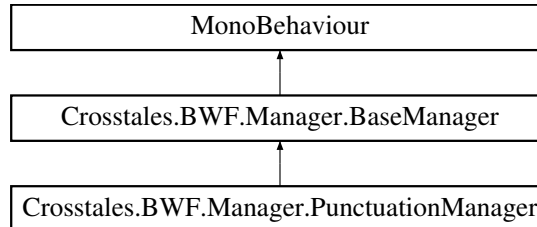
The documentation for this class was generated from the following file:

- 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:



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

<i>testString</i>	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

<i>result</i>	out-parameter: true if a match was found
<i>testString</i>	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

<i>testString</i>	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

<i>result</i>	out-parameter: List with all the matches
<i>testString</i>	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 = "<color=red>", string postfix = "</color>")` [static]

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

Parameters

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

<i>text</i>	Text containig excessive punctuations
<i>punctuations</i>	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

<i>testString</i>	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

<i>result</i>	out-parameter: clean text
<i>testString</i>	Text to check

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

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked excessive punctuations
<i>prefix</i>	Prefix for every found punctuation (default: bold and red, optional)
<i>postfix</i>	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.

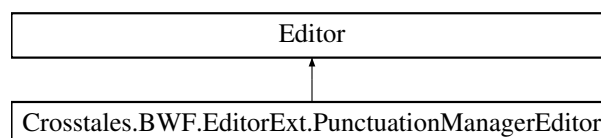
The documentation for this class was generated from the following file:

- `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:



Public Member Functions

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

5.46.1 Detailed Description

Custom editor for the 'PunctuationManager'-class.

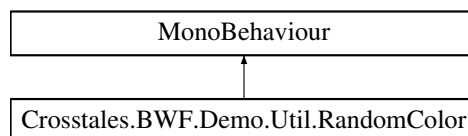
The documentation for this class was generated from the following file:

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

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

Random color changer.

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



Public Attributes

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

5.47.1 Detailed Description

Random color changer.

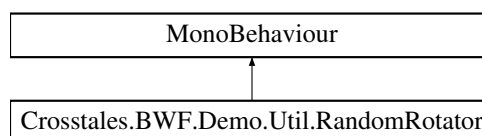
The documentation for this class was generated from the following file:

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

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

Random rotation changer.

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



Public Attributes

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

5.48.1 Detailed Description

Random rotation changer.

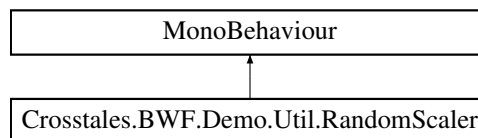
The documentation for this class was generated from the following file:

- 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:



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.

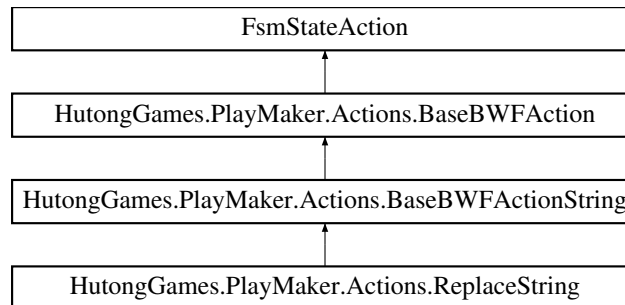
The documentation for this class was generated from the following file:

- 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:



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).

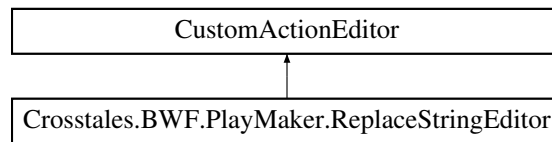
The documentation for this class was generated from the following file:

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

5.51 Crosstales.BWF.PlayMaker.ReplaceStringEditor Class Reference

Custom editor for the ReplaceString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceStringEditor:



Public Member Functions

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

5.51.1 Detailed Description

Custom editor for the ReplaceString-action.

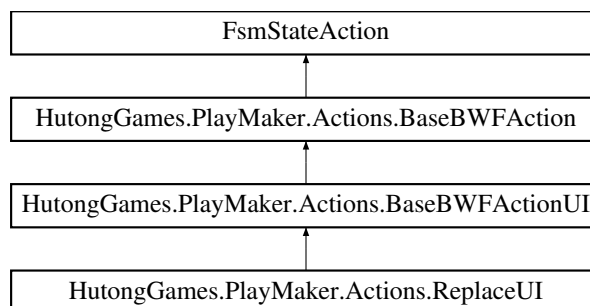
The documentation for this class was generated from the following file:

- 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:



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).

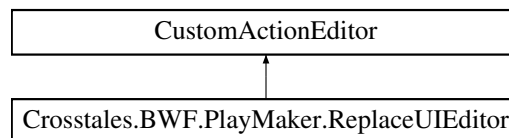
The documentation for this class was generated from the following file:

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

5.53 Crosstaes.BWF.PlayMaker.ReplaceUIEditor Class Reference

Custom editor for the ReplaceUI-action.

Inheritance diagram for Crosstaes.BWF.PlayMaker.ReplaceUIEditor:



Public Member Functions

- override bool **OnGUI** ()

5.53.1 Detailed Description

Custom editor for the ReplaceUI-action.

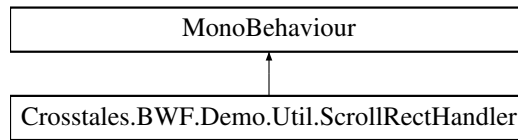
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstaes/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:



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://', 'https://', 'ftp://', 'mailto:', 'mailto:', 'mailto:' 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.).

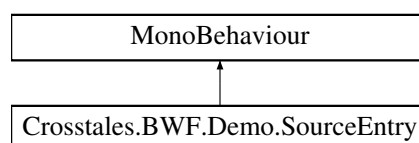
The documentation for this class was generated from the following file:

- 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.

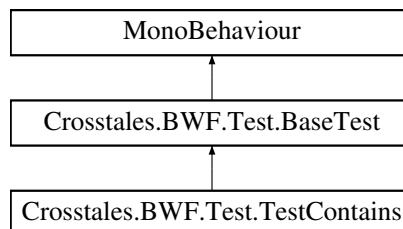
The documentation for this class was generated from the following file:

- 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:



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.

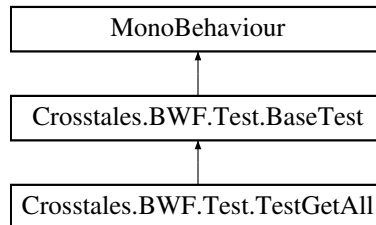
The documentation for this class was generated from the following file:

- 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:



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.

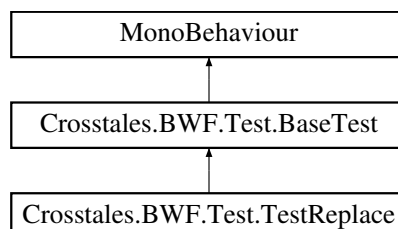
The documentation for this class was generated from the following file:

- 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:



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.

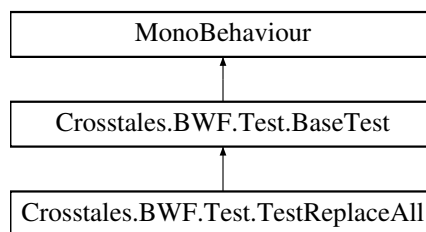
The documentation for this class was generated from the following file:

- 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:



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/crosstailes/BadWordFilter/Plugins/↔ Editor/UpdateCheck.cs

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