Online Check PRO

Stay connected

API

Date: 15.03.2024
Version: 2024.1.1

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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

- class ExtensionMethods

  Various extension methods.

4.2 Crosstales.Common Namespace Reference

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Classes

- class BaseCompileDefines

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

  Base-class for all installers.
- class BaseSetupResources

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

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

  Search for the "Runtime File Browser" and add or remove the compile define "CT_RTFB".
- class SetupResources

  Moves all resources to 'Editor Default Resources'.

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class BaseEditorHelper

  Base for various Editor helper functions.

4.5 Crosstales.Common.Model Namespace Reference

4.6 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum Platform {
  Windows = 0, **OSX** = 1, **Linux** = 2, **IOS** = 3,
  Android = 4, **WSA** = 5, **Web** = 6, **Unsupported** = 7 }

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

  Typical audio sample rates.

4.6.1 Enumeration Type Documentation

4.6.1.1 Platform

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

All available platforms.

4.6.1.2 SampleRate

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

Typical audio sample rates.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class BaseConstants

  Base for collected constants of very general utility for the asset.
- class BaseHelper

  Base for various helper functions.
- class CTHelper

  Helper to reset the necessary settings.
- class CTHelperEditor
- class CTOWCompileDefines

  Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

- class CTPlayerPrefs

  Wrapper for the PlayerPrefs.
- class CTScreenshot

  Take screen shots inside an application.
- class CTWebClient

  Specialized WebClient.
- class FileHelper

  Various helper functions for the file system.
- class MemoryCacheStream

  Memory cache stream.
- class NetworkHelper

  Base for various helper functions for networking.
- class PlatformController

  Enables or disable game objects and scripts for a given platform.
- class RandomColor

  Random color changer.
- class RandomRotator

  Random rotation changer.
- class RandomScaler

  Random scale changer.
- class Singleton

  Base-class for all singletons.
- class SingletonHelper

  Helper-class for singletons.
- class XmlHelper

  Helper-class for XML.

4.8 Crosstales.Internal Namespace Reference

Classes

- class WebGLCopyAndPaste

  Allows copy and paste in WebGL.
- class WebGLCopyAndPasteAPI

4.9 Crosstales.OnlineCheck Namespace Reference

Classes

- class OnlineCheck

  Checks the Internet availability.
- class StatusChangeEvent

4.10 Crosstales.OnlineCheck.Data Namespace Reference

Classes

- class CustomCheck

  Data definition of a custom check.

4.11 Crosstales.OnlineCheck.Demo Namespace Reference

Classes

- class EventTester

  Simple test script for all UnityEvent-callbacks.
- class GUIMain

  Main GUI component for all demo scenes.
- class GUINetworkInfo

  GUI component for NetworkInfo.
- class GUIPing

  GUI component for PingCheck.
- class GUIScenes

  Main GUI scene manager for all demo scenes.
- class GUISpeed

  GUI component for SpeedTest.
- class GUISpeedNET

  GUI component for SpeedTestNET.
- class ZInstaller

  Installs the packages from Common and OnRadio.

4.12 Crosstales.OnlineCheck.Demo.Util Namespace Reference

Classes

- class ManageEndlessMode

  Enable or disable EndlessMode at startup.

4.13 Crosstales.OnlineCheck.EditorBuild Namespace Reference

Classes

- class SetAndroid

  Sets the required build parameters for Android.

4.14 Crosstales.OnlineCheck.EditorExtension Namespace Reference

Classes

- class CustomCheckEditor

  Custom editor for the 'CustomCheck'-class.
- class OnlineCheckEditor

  Custom editor for the 'OnlineCheck'-class.
- class PingCheckEditor

  Custom editor for the 'PingCheck'-class.
- class ProxyEditor

  Custom editor for the 'Proxy'-class.
- class SpeedTestEditor

  Custom editor for the 'SpeedTest'-class.
- class SpeedTestNETEditor

  Custom editor for the 'SpeedTestNET'-class.

4.15 Crosstales.OnlineCheck.EditorIntegration Namespace Reference

Classes

- class ConfigBase

  Base class for editor windows.
- class ConfigWindow

  Editor window extension.
- class OnlineCheckGameObject

  Editor component for the "Hierarchy"-menu.
- class OnlineCheckMenu

  Editor component for the "Tools"-menu.
- class PingCheckGameObject

  Editor component for the "Hierarchy"-menu.
- class PingCheckMenu

  Editor component for the "Tools"-menu.
- class ProxyameObject

  Editor component for the "Hierarchy"-menu.
- class ProxyMenu

  Editor component for the "Tools"-menu.
- class SpeedTestGameObject

  Editor component for the "Hierarchy"-menu.
- class SpeedTestMenu

  Editor component for the "Tools"-menu.
- class SpeedTestNETGameObject

  Editor component for the "Hierarchy"-menu.
- class SpeedTestNETMenu

  Editor component for the "Tools"-menu.

4.16 Crosstales.OnlineCheck.EditorIntegration.PingCheck Namespace Reference

Classes

- class ZInstaller

  Installs the Demos-package.

4.17 Crosstales.OnlineCheck.EditorIntegration.SpeedTest Namespace Reference

Classes

- class ZInstaller

  Installs the Demos-package.

4.18 Crosstales.OnlineCheck.EditorIntegration.SpeedTestNET Namespace Reference

Classes

- class ZInstaller

  Installs the Demos-package.

4.19 Crosstales.OnlineCheck.EditorTask Namespace Reference

Classes

- class AAAConfigLoader

  Loads the configuration at startup.
- class CompileDefines

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

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

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

  Checks for updates of the asset.

Enumerations

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

  All possible update stati.

4.19.1 Enumeration Type Documentation

4.19.1.1 UpdateStatus

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

All possible update stati.

4.20 Crosstales.OnlineCheck.EditorUtil Namespace Reference

Classes

- class EditorConfig

  Editor configuration for the asset.
- class EditorConstants

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

  Editor helper class.

4.21 Crosstales.OnlineCheck.Model Namespace Reference

Classes

- class NetworkInterface

  Model for a network interface.

4.22 Crosstales.OnlineCheck.PlayMaker Namespace Reference

Classes

- class CheckEditor

  Custom editor for the Check-action.

4.23 Crosstales.OnlineCheck.Tool Namespace Reference

Classes

- class Proxy

  Handles HTTP/HTTPS Internet connections via proxy server.

4.24 Crosstales.OnlineCheck.Tool.PingCheck Namespace Reference

Classes

- class PingCheck

  Checks the Ping to an Internet address.
- class PingCompleteEvent
- class SetupProject

  Setup the project to use PingCheck.

4.25 Crosstales.OnlineCheck.Tool.SpeedTest Namespace Reference

Classes

- class SetupProject

  Setup the project to use SpeedTest.
- class SpeedTest

  Test the download speed of the Internet connection.
- class SpeedTestCompleteEvent

4.26 Crosstales.OnlineCheck.Tool.SpeedTest.Model Namespace Reference

4.27 Crosstales.OnlineCheck.Tool.SpeedTest.Model.Enum Namespace Reference

Enumerations

- enum TestSize { **SMALL** = 0, **MEDIUM** = 1, **LARGE** = 2 }

  The file sizes for SpeedTest.

4.27.1 Enumeration Type Documentation

4.27.1.1 TestSize

```
enum Crosstales.OnlineCheck.Tool.SpeedTest.Model.Enum.TestSize  [strong]
```

The file sizes for SpeedTest.

4.28 Crosstales.OnlineCheck.Tool.SpeedTestNET Namespace Reference

Classes

- interface ISpeedTestClient

  Interface for the SpeedTestClient.
- class SetupProject

  Setup the project to use SpeedTestNET.
- class SpeedTestClient

  Implementation of a SpeedTestClient.
- class **SpeedTestHttpClient**

  Specialized HttpClient.
- class SpeedTestNET

  Test the down- and upload speed of the Internet connection.
- class SpeedTestNETCompleteEvent

4.29 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model Namespace Reference

Classes

- class Client

  Model for a client.
- class Coordinate

  Model for a geo coordinate.
- class Download

  Model for a download.
- class Server

  Model for a server.
- class ServerConfig

  Model for a server configuration.
- class ServersList

  Model for a server-list.
- class Settings

  Model for settings.
- class Times

  Model for times.
- class Upload

  Model for an upload.

4.30 Crosstales.OnlineCheck.Util Namespace Reference

Classes

- class Config

  Configuration for the asset.
- class Constants

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

  Context for the asset.
- class CTWebClientNotCached

  Specialized WebClient.
- class Helper

  Various helper functions.
- class NetworkInfo

  Provides extra information about the network environment.
- class SetupProject

  Setup the project to use OnlineCheck.

4.31 Crosstales.UI Namespace Reference

Classes

- class CompileDefines

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

  Crosstales social media links.
- class StaticManager

  Static Button Manager.
- class UIDrag

  Allow to Drag the Windows around.
- class UIFocus

  Change the Focus on from a Window.
- class UIHint

  Controls a UI group (hint).
- class UIResize

  Resize a UI element.
- class UIWindowManager

  Change the state of all Window panels.
- class WindowManager

  Manager for a Window.

4.32 Crosstales.UI.Audio Namespace Reference

Classes

- class AudioFilterController

  Controller for audio filters.
- class AudioSourceController

  Controller for AudioSources.

4.33 Crosstales.UI.Util Namespace Reference

Classes

- class FPSDisplay

  Simple FPS-Counter.
- class ScrollRectHandler

  Changes the sensitivity of ScrollRects under various platforms.

4.34 HutongGames Namespace Reference

4.35 HutongGames.PlayMaker Namespace Reference

4.36 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class BaseOCAction

  Base class for OnlineCheck-actions in PlayMaker.
- class Check

  Check-action for Internet availability in PlayMaker.

4.37 System Namespace Reference

4.38 System.Web Namespace Reference

Classes

- class HttpUtility

4.39 System.Web.Util Namespace Reference

Classes

- class HttpEncoder

Chapter 5

Class Documentation

5.1 Crosstales.OnlineCheck.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

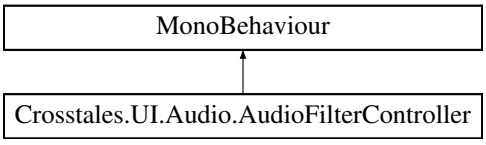
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Task/AAAConfigLoader.cs

5.2 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



Public Member Functions

- void FindAllAudioFilters ()

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

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

Public Attributes

- bool FindAllAudioFiltersOnStart = true

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

5.2.1 Detailed Description

Controller for audio filters.

5.2.2 Member Function Documentation

5.2.2.1 FindAllAudioFilters()

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

Finds all audio filters in the scene.

5.2.2.2 ResetAudioFilters()

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

Resets all audio filters.

5.2.3 Member Data Documentation

5.2.3.1 FindAllAudioFiltersOnStart

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

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

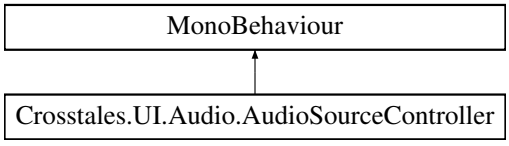
The documentation for this class was generated from the following file:

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

5.3 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



Public Member Functions

- void FindAllAudioSources ()

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

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

Public Attributes

- bool FindAllAudioSourcesOnStart = true

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

  Active controlled AudioSources.
- bool ResetAudioSourcesOnStart = true

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

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

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

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

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

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

5.3.1 Detailed Description

Controller for AudioSources.

5.3.2 Member Function Documentation

5.3.2.1 FindAllAudioSources()

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

Finds all audio sources in the scene.

5.3.2.2 ResetAllAudioSources()

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

Resets all audio sources.

5.3.3 Member Data Documentation

5.3.3.1 AudioSources

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

Active controlled AudioSources.

5.3.3.2 FindAllAudioSourcesOnStart

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

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

5.3.3.3 Loop

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

Loop on/off (default: false).

5.3.3.4 Mute

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

Mute on/off (default: false).

5.3.3.5 Pitch

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

Pitch of the audio (default: 1).

5.3.3.6 ResetAudioSourcesOnStart

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

Resets all active AudioSources (default: true).

5.3.3.7 StereoPan

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

Stereo pan of the audio (default: 0).

5.3.3.8 Volume

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

Volume of the audio (default: 1)

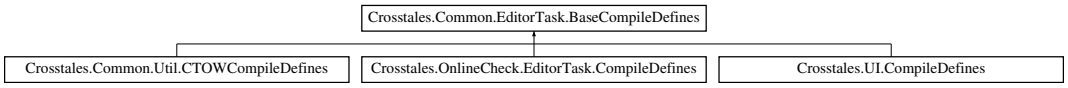
The documentation for this class was generated from the following file:

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

5.4 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Public Member Functions

- static void AddSymbolsToAllTargets (params string[ ] symbols)

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

  Removes the given symbols from the compiler defines.

Static Protected Member Functions

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

5.4.1 Detailed Description

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

5.4.2 Member Function Documentation

5.4.2.1 AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.

Parameters

symbols	Symbols to add to the compiler defines

5.4.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

Parameters

symbols	Symbols to remove from the compiler defines

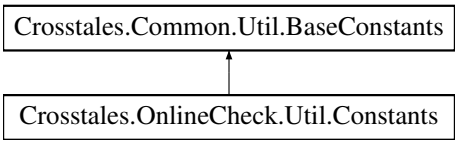
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Editor/Task/BaseCompileDefines.cs

5.5 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string COMMON_VERSION = "2024.1.1"

  Version of the Common.
- const int COMMON_BUILD = 20240226

  Build number of the Common.
- static readonly DateTime COMMON_CHANGED = new DateTime(2024, 3, 15)

  Change date of the Common (YYYY, MM, DD).
- const string ASSET_AUTHOR = "crosstales LLC"

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

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

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

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

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

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

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

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

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

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

  URL of the 3rd party asset "RockTomate".
- const string ASSET_3P_RTFB = "https://assetstore.unity.com/packages/slug/113006?aid=1011lNGT"

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

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

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

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

  URL of the "Online Check" asset.

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

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

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

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

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

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

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

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

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

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

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

  Float tolerance.
- const string FORMAT_TWO_DECIMAL_PLACES = "0.00"

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

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

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

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

  Path delimiter for Unix.
- static System.Text.RegularExpressions.Regex **REGEX_LINEENDINGS** => _regexLineEndings ?? (↩ _regexLineEndings = new System.Text.RegularExpressions.Regex(@"[\u000A\u000B\u000C\u000↩ D\u2028\u2029\u0085]+"))
- static System.Text.RegularExpressions.Regex **REGEX_EMAIL** => _regexEmail ?? (_regexEmail = new System.Text.RegularExpressions.Regex(@"^(?("")(""".+?""@)|(([0-9a-zA-Z]((\.(?!\.))|[-!#\$%&'*\+/=\?\^`\{\}\|~\w])*)(?<=[0-9a-zA-Z])@))(?(\[)(\[(\d{1,3}\.){3}\d{1,3}\])|(([0-9a-zA-Z][-\w]*[0-9a-zA-Z]\.)+[a-zA-Z]{2,6}))$"))
- static System.Text.RegularExpressions.Regex **REGEX_CREDITCARD** => _regexCreditCard ?? (_regex↩ CreditCard = new System.Text.RegularExpressions.Regex(@"^((\d{4}[-]?){3}\d{4})$"))
- static System.Text.RegularExpressions.Regex **REGEX_URL_WEB** => _regexUrlWeb ?? (_regexUrl↩ Web = new System.Text.RegularExpressions.Regex(@"^(ht|f)tp(s?)\:\/\/[0-9a-zA-Z]([-.\w]*[0-9a-zA-Z])*(:(0-9)*)*(\/?)([a-zA-Z0-9\-\.\?\,\'\/\\\+&%\$#_]*)?$"))
- static System.Text.RegularExpressions.Regex **REGEX_IP_ADDRESS** => _regexIPAddress ?? (_regexI↩ PAddress = new System.Text.RegularExpressions.Regex(@"^([0-9]{1,3}\.){3}[0-9]{1,3}$"))
- static System.Text.RegularExpressions.Regex **REGEX_INVALID_CHARS** => _regexInvalidChars ?? (_↩ regexInvalidChars = new System.Text.RegularExpressions.Regex(@"[^\w\.@-]"))
- static System.Text.RegularExpressions.Regex **REGEX_ALPHANUMERIC** => _regexAlpha ?? (_regex↩ Alpha = new System.Text.RegularExpressions.Regex(@"([A-Za-z0-9_]+)"))
- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_SPACES** => _regexCleanSpace ?? (_↩ regexCleanSpace = new System.Text.RegularExpressions.Regex(@"\s+"))

- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_TAGS** => _regexCleanTags ?? (_regex↩ CleanTags = new System.Text.RegularExpressions.Regex(@"<.*?>"))
- static System.Text.RegularExpressions.Regex **REGEX_DRIVE_LETTERS** => _regexDriveLetters ?? (_↩ regexDriveLetters = new System.Text.RegularExpressions.Regex(@"^[a-zA-Z]:"))
- static System.Text.RegularExpressions.Regex **REGEX_FILE** => _regexFile ?? (_regexFile = new System.↩ Text.RegularExpressions.Regex(@"^.*\.[\w]+$"))
- const string **ALPHABET_LATIN_UPPERCASE** = "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
- const string **ALPHABET_LATIN_LOWERCASE** = "abcdefghijklmnopqrstuvwxyz"
- const string **ALPHABET_EXT_UPPERCASE** = "ÀÂÄÆÇÈÉÊËÎÏÔŒÙÛÜ"
- const string **ALPHABET_EXT_LOWERCASE** = "àâäæçèéêëîïôœùûü"
- static readonly string **ALPHABET_LATIN** = $"{ALPHABET_LATIN_UPPERCASE}{ALPHABET_EXT_UP↩ PERCASE}{ALPHABET_LATIN_LOWERCASE}{ALPHABET_EXT_LOWERCASE}"
- const string **NUMBERS** = "0123456789"
- static readonly string **SIGNS** = $"{ALPHABET_LATIN}{NUMBERS}"
- static bool DEV_DEBUG = false

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

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

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

  Show the BWF banner.
- static bool SHOW_DJ_BANNER = true

  Show the DJ banner.
- static bool SHOW_FB_BANNER = true

  Show the FB banner.
- static bool SHOW_OC_BANNER = true

  Show the OC banner.
- static bool SHOW_RADIO_BANNER = true

  Show the Radio banner.
- static bool SHOW_RTV_BANNER = true

  Show the RTV banner.
- static bool SHOW_TB_BANNER = true

  Show the TB banner.
- static bool SHOW_TPB_BANNER = true

  Show the TPB banner.
- static bool SHOW_TPS_BANNER = true

  Show the TPS banner.
- static bool SHOW_TR_BANNER = true

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

  Application path.

Properties

- static string PREFIX_FILE [get]

  URL prefix for files.

5.5.1 Detailed Description

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

5.5.2 Member Data Documentation

5.5.2.1 APPLICATION_PATH

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

Application path.

5.5.2.2 ASSET_3P_PLAYMAKER

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

URL of the 3rd party asset "PlayMaker".

5.5.2.3 ASSET_3P_ROCKTOMATE

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

URL of the 3rd party asset "RockTomate".

5.5.2.4 ASSET_3P_RTFB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_RTFB = "https://assetstore.unity.↩
com/packages/slug/113006?aid=1011lNGT"  [static]
```

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

5.5.2.5 ASSET_3P_VOLUMETRIC_AUDIO

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

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

5.5.2.6 ASSET_AUTHOR

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

Author of the asset.

5.5.2.7 ASSET_AUTHOR_URL

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

URL of the asset author.

5.5.2.8 ASSET_BWF

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

URL of the "Badword Filter" asset.

5.5.2.9 ASSET_CT_URL

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

URL of the crosstales assets in UAS.

5.5.2.10 ASSET_DJ

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

URL of the "DJ" asset.

5.5.2.11 ASSET_FB

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

URL of the "File Browser" asset.

5.5.2.12 ASSET_OC

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

URL of the "Online Check" asset.

5.5.2.13 ASSET_RADIO

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

URL of the "Radio" asset.

5.5.2.14 ASSET_RTV

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

URL of the "RT-Voice" asset.

5.5.2.15 ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

5.5.2.16 ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

5.5.2.17 ASSET_SOCIAL_LINKEDIN

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

URL of the crosstales LinkedIn-profile.

5.5.2.18 ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

5.5.2.19 ASSET_SOCIAL_YOUTUBE

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

URL of the crosstales Youtube-profile.

5.5.2.20 ASSET_TB

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

URL of the "Turbo Backup" asset.

5.5.2.21 ASSET_TPB

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

URL of the "Turbo Builder" asset.

5.5.2.22 ASSET_TPS

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

URL of the "Turbo Switch" asset.

5.5.2.23 ASSET_TR

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

URL of the "True Random" asset.

5.5.2.24 CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

5.5.2.25 COMMON_BUILD

```
const int Crosstales.Common.Util.BaseConstants.COMMON_BUILD = 20240226  [static]
```

Build number of the Common.

5.5.2.26 COMMON_CHANGED

```
readonly DateTime Crosstales.Common.Util.BaseConstants.COMMON_CHANGED = new DateTime(2024, 3,
15)  [static]
```

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

5.5.2.27 COMMON_VERSION

```
const string Crosstales.Common.Util.BaseConstants.COMMON_VERSION = "2024.1.1"  [static]
```

Version of the Common.

5.5.2.28 DEV_DEBUG

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

Development debug logging for the asset.

5.5.2.29 FACTOR_GB

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

Factor for giga bytes.

5.5.2.30 FACTOR_KB

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

Factor for kilo bytes.

5.5.2.31 FACTOR_MB

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

Factor for mega bytes.

5.5.2.32 FLOAT_32768

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

Float value of 32768.

5.5.2.33 FLOAT_TOLERANCE

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

Float tolerance.

5.5.2.34 FORMAT_NO_DECIMAL_PLACES

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

ToString for no decimal places.

5.5.2.35 FORMAT_PERCENT

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

ToString for percent.

5.5.2.36 FORMAT_TWO_DECIMAL_PLACES

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

ToString for two decimal places.

5.5.2.37 PATH_DELIMITER_UNIX

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

Path delimiter for Unix.

5.5.2.38 PATH_DELIMITER_WINDOWS

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

Path delimiter for Windows.

5.5.2.39 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

5.5.2.40 SHOW_BWF_BANNER

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

Show the BWF banner.

5.5.2.41 SHOW_DJ_BANNER

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

Show the DJ banner.

5.5.2.42 SHOW_FB_BANNER

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

Show the FB banner.

5.5.2.43 SHOW_OC_BANNER

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

Show the OC banner.

5.5.2.44 SHOW_RADIO_BANNER

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

Show the Radio banner.

5.5.2.45 SHOW_RTV_BANNER

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

Show the RTV banner.

5.5.2.46 SHOW_TB_BANNER

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

Show the TB banner.

5.5.2.47 SHOW_TPB_BANNER

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

Show the TPB banner.

5.5.2.48 SHOW_TPS_BANNER

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

Show the TPS banner.

5.5.2.49 SHOW_TR_BANNER

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

Show the TR banner.

5.5.3 Property Documentation

5.5.3.1 PREFIX_FILE

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

URL prefix for files.

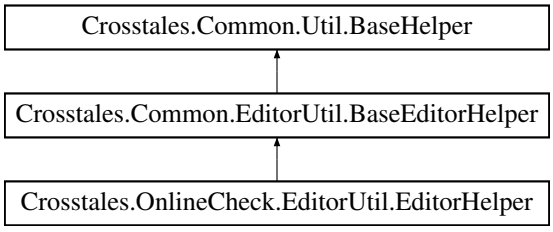
The documentation for this class was generated from the following file:

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

5.6 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void RestartUnity (string executeMethod="")

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

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

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

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

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

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

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

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

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

  Instantiates a prefab.

Static Public Attributes

- static Texture2D **Logo_Asset_BWF** => loadImage(ref logo_asset_bwf, "logo_asset_bwf.png")
- static Texture2D **Logo_Asset_DJ** => loadImage(ref logo_asset_dj, "logo_asset_dj.png")
- static Texture2D **Logo_Asset_FB** => loadImage(ref logo_asset_fb, "logo_asset_fb.png")
- static Texture2D **Logo_Asset_OC** => loadImage(ref logo_asset_oc, "logo_asset_oc.png")
- static Texture2D **Logo_Asset_Radio** => loadImage(ref logo_asset_radio, "logo_asset_radio.png")
- static Texture2D **Logo_Asset_RTV** => loadImage(ref logo_asset_rtv, "logo_asset_rtv.png")
- static Texture2D **Logo_Asset_TB** => loadImage(ref logo_asset_tb, "logo_asset_tb.png")
- static Texture2D **Logo_Asset_TPB** => loadImage(ref logo_asset_tpb, "logo_asset_tpb.png")
- static Texture2D **Logo_Asset_TPS** => loadImage(ref logo_asset_tps, "logo_asset_tps.png")
- static Texture2D **Logo_Asset_TR** => loadImage(ref logo_asset_tr, "logo_asset_tr.png")
- static Texture2D **Logo_CT** => loadImage(ref logo_ct, "logo_ct.png")
- static Texture2D **Logo_Unity** => loadImage(ref logo_unity, "logo_unity.png")
- static Texture2D **Icon_Save** => loadImage(ref icon_save, "icon_save.png")
- static Texture2D **Icon_Reset** => loadImage(ref icon_reset, "icon_reset.png")
- static Texture2D **Icon_Refresh** => loadImage(ref icon_refresh, "icon_refresh.png")
- static Texture2D **Icon_Delete** => loadImage(ref icon_delete, "icon_delete.png")
- static Texture2D **Icon_Folder** => loadImage(ref icon_folder, "icon_folder.png")
- static Texture2D **Icon_Plus** => loadImage(ref icon_plus, "icon_plus.png")
- static Texture2D **Icon_Minus** => loadImage(ref icon_minus, "icon_minus.png")
- static Texture2D **Icon_Manual** => loadImage(ref icon_manual, "icon_manual.png")
- static Texture2D **Icon_API** => loadImage(ref icon_api, "icon_api.png")
- static Texture2D **Icon_Forum** => loadImage(ref icon_forum, "icon_forum.png")
- static Texture2D **Icon_Product** => loadImage(ref icon_product, "icon_product.png")
- static Texture2D **Icon_Check** => loadImage(ref icon_check, "icon_check.png")
- static Texture2D **Social_Discord** => loadImage(ref social_Discord, "social_Discord.png")
- static Texture2D **Social_Facebook** => loadImage(ref social_Facebook, "social_Facebook.png")
- static Texture2D **Social_Twitter** => loadImage(ref social_Twitter, "social_Twitter.png")

- static Texture2D **Social_Youtube** => loadImage(ref social_Youtube, "social_Youtube.png")
- static Texture2D **Social_Linkedin** => loadImage(ref social_Linkedin, "social_Linkedin.png")
- static Texture2D **Video_Promo** => loadImage(ref video_promo, "video_promo.png")
- static Texture2D **Video_Tutorial** => loadImage(ref video_tutorial, "video_tutorial.png")
- static Texture2D **Icon_Videos** => loadImage(ref icon_videos, "icon_videos.png")
- static Texture2D **Icon_3p_Assets** => loadImage(ref icon_3p_assets, "icon_3p_assets.png")
- static Texture2D **Asset_PlayMaker** => loadImage(ref asset_PlayMaker, "asset_PlayMaker.png")
- static Texture2D **Asset_VolumetricAudio** => loadImage(ref asset_VolumetricAudio, "asset_Volumetric↩ Audio.png")
- static Texture2D **Asset_RockTomate** => loadImage(ref asset_rocktomate, "asset_rocktomate.png")
- static Texture2D **Asset_RTFB** => loadImage(ref asset_RTFB, "asset_RTFB.png")

Additional Inherited Members

5.6.1 Detailed Description

Base for various Editor helper functions.

5.6.2 Member Function Documentation

5.6.2.1 CreateAsset< T >()

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

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

Parameters

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

Returns

The new asset.

Type Constraints

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

5.6.2.2 FindAssetsByType< T >()

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

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T* : *Object

5.6.2.3 GetBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

Parameters

build	BuildTarget for a build name

Returns

The build name for a BuildTarget.

5.6.2.4 GetBuildTargetForBuildName()

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

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

Parameters

build	Build name, like 'win64'

Returns

The BuildTarget for a build name.

5.6.2.5 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

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

5.6.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

Parameters

target	BuildTarget to test

Returns

True if the BuildTarget is installed in Unity.

5.6.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.6.2.8 RefreshAssetDatabase()

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

Refreshes the asset database.

Parameters

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

5.6.2.9 RestartUnity()

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

Restart Unity.

Parameters

executeMethod	Executed method after the restart (optional)

5.6.2.10 SeparatorUI()

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

Shows a separator-UI.

Parameters

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

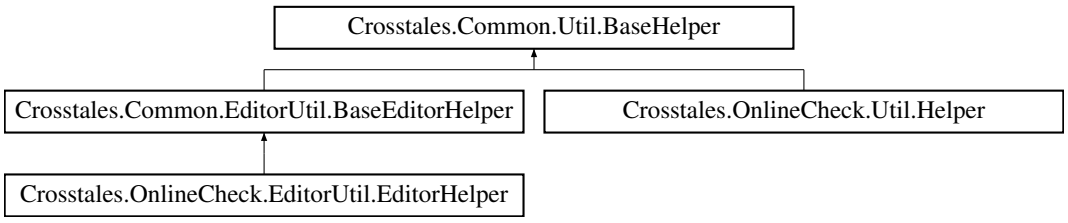
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Editor/Util/BaseEditorHelper.cs

5.7 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string CreateString (string generateChars, int stringLength)

  Creates a string of characters with a given length.
- static System.Collections.Generic.List< string > SplitStringToLines (string text, bool ignoreCommented↩ Lines=true, int skipHeaderLines=0, int skipFooterLines=0)

  Split the given text to lines and return it as list.
- static string FormatBytesToHRF (long bytes, bool useSI=false)

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

  Format seconds to Human-Readable-Form.
- static Color HSVToRGB (float h, float s, float v, float a=1f)

  Generate nice HSV colors. Based on https://gist.github.com/rje/6206099
- static string GenerateLoremIpsum (int length, int minSentences=1, int maxSentences=int.MaxValue, int min↩ Words=1, int maxWords=15)

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

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

  Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.
- static object InvokeMethod (string className, string methodName, System.Reflection.BindingFlags flags=System.Reflection.BindingFlags.Static|System.Reflection.BindingFlags.Public, params object[] parameters)

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

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

  Returns all arguments from the url or command line.
- static System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > > ParseJSON (string json)

  Parses a given JSON into a dictionary with key and values Note: this is a very basic implementation for simple JSON-strings - don't expect it to work with complex (e.g. nested) JSONs

Static Public Attributes

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

  Checks if we are in Editor mode.
- static bool isStandalonePlatform => isWindowsPlatform || isMacOSPlatform || isLinuxPlatform

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

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

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

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

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

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

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

  Checks if we are inside the Editor.

Static Protected Attributes

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

Properties

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

  The current culture of the application.
- static bool isIL2CPP `[get]`

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

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

  Returns the Android API level of the current device (Android only)".
- static bool isWindowsPlatform `[get]`

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

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

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

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

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

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

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

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

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

  Checks if the current platform is WebGL.
- static bool isWindowsEditor `[get]`

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

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

  Checks if we are inside the Linux Editor.

5.7.1 Detailed Description

Base for various helper functions.

5.7.2 Member Function Documentation

5.7.2.1 CreateString()

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

5.7.2.2 FormatBytesToHRF()

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

Format byte-value to Human-Readable-Form.

Parameters

bytes	Value in bytes
useSI	Use SI-system (optional, default: false)

Returns

Formatted byte-value in Human-Readable-Form.

5.7.2.3 FormatSecondsToHRF()

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

Format seconds to Human-Readable-Form.

Parameters

seconds	Value in seconds

Returns

Formatted seconds in Human-Readable-Form.

5.7.2.4 GenerateLoremIpsum()

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

Generates a "Lorem Ipsum" based on various parameters.

Parameters

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

Returns

"Lorem Ipsum" based on the given parameters.

5.7.2.5 GetArgument()

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

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

Parameters

name	Name for the argument

Returns

Argument for a name from the url or command line.

5.7.2.6 GetArguments()

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

Returns all arguments from the url or command line.

Returns

Arguments from the url or command line.

5.7.2.7 HSVToRGB()

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

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

Parameters

h	Hue
s	Saturation
v	Value
a	Alpha (optional)

Returns

True if the current platform is supported.

5.7.2.8 InvokeMethod()

```
static object Crosstales.Common.Util.BaseHelper.InvokeMethod (
            string className,
            string methodName,
            System.Reflection.BindingFlags flags = System.Reflection.BindingFlags.Static | System.Reflection.
            params object[] parameters )  [static]
```

Invokes a method on a full qualified class.

Parameters

className	Full qualified name of the class
methodName	Public static method of the class to execute
flags	Binding flags for the method (optional, default: static/public)
parameters	Parameters for the method (optional)

5.7.2.9 ISO639ToLanguage()

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

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

Parameters

isoCode	ISO639-1 code to convert.

Returns

"SystemLanguage for the given ISO639-1 code.

5.7.2.10 LanguageToISO639()

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

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

Parameters

language	SystemLanguage to convert.

Returns

"ISO639-1 code for the given SystemLanguage.

5.7.2.11 ParseJSON()

```
static System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<string>
> Crosstales.Common.Util.BaseHelper.ParseJSON (
            string json )  [static]
```

Parses a given JSON into a dictionary with key and values Note: this is a very basic implementation for simple JSON-strings - don't expect it to work with complex (e.g. nested) JSONs

Parameters

json	JSON-string to parse

Returns

Dictionary with key and values from the JSON-string

5.7.2.12 SplitStringToLines()

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

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

Parameters

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

Returns

Splitted lines as array

5.7.3 Member Data Documentation

5.7.3.1 isAppleBasedPlatform

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

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

Returns

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

5.7.3.2 isEditor

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.7.3.3 isEditorMode

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.7.3.4 isIOSBasedPlatform

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

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

Returns

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

5.7.3.5 isMobilePlatform

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

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

Returns

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

5.7.3.6 isStandalonePlatform

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

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

Returns

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

5.7.3.7 isWebPlatform

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

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

Returns

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

5.7.3.8 isWindowsBasedPlatform

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

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

Returns

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

5.7.3.9 isWSABasedPlatform

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

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

Returns

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

5.7.4 Property Documentation

5.7.4.1 AndroidAPILevel

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

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

Returns

The Android API level of the current device.

5.7.4.2 BaseCulture

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

The current culture of the application.

Returns

Culture of the application.

5.7.4.3 CurrentPlatform

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

Returns the current platform.

Returns

The current platform.

5.7.4.4 isAndroidPlatform

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.7.4.5 isIL2CPP

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

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.7.4.6 isIOSPlatform

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.7.4.7 isLinuxEditor

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

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.7.4.8 isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.7.4.9 isMacOSEditor

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

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.7.4.10 isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.7.4.11 isPS4Platform

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

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.7.4.12 isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.7.4.13 isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.7.4.14 isWindowsEditor

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

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.7.4.15 isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.7.4.16 isWSAPlatform

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.7.4.17 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

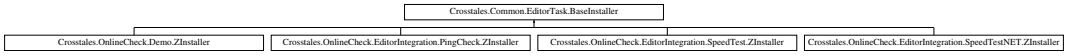
The documentation for this class was generated from the following file:

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

5.8 Crosstales.Common.EditorTask.BaseInstaller Class Reference

Base-class for all installers.

Inheritance diagram for Crosstales.Common.EditorTask.BaseInstaller:



Static Public Member Functions

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

Static Protected Member Functions

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

5.8.1 Detailed Description

Base-class for all installers.

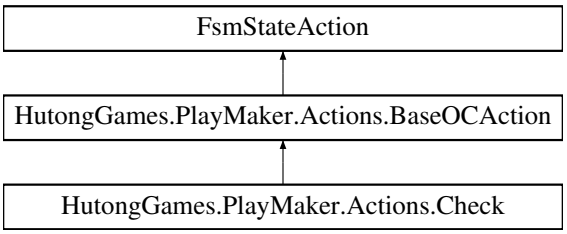
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Editor/Task/BaseInstaller.cs

5.9 HutongGames.PlayMaker.Actions.BaseOCAction Class Reference

Base class for OnlineCheck-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseOCAction:



Public Attributes

- FsmEvent **sendEvent**

5.9.1 Detailed Description

Base class for OnlineCheck-actions in PlayMaker.

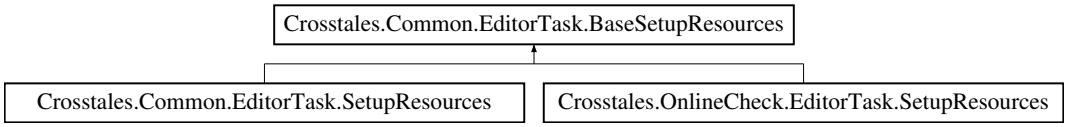
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/3rd party/PlayMaker/Scripts/BaseOCAction.cs

5.10 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

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

5.10.1 Detailed Description

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

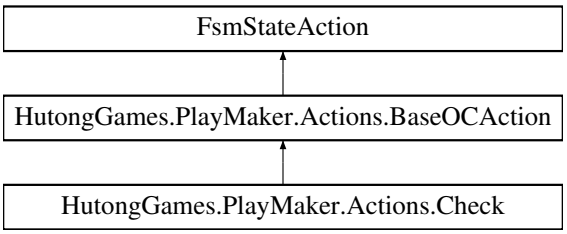
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Editor/Task/BaseSetupResources.cs

5.11 HutongGames.PlayMaker.Actions.Check Class Reference

Check-action for Internet availability in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Check:



Public Member Functions

- override void **Awake** ()
- override void **OnEnter** ()

Public Attributes

- FsmInt IntervalMin = 4

  Minimum delay between checks in seconds (default: 4, range: 3 - 120).
- FsmInt IntervalMax = 10

  Maximum delay between checks in seconds (default: 10, range: 4 - 120).
- FsmInt Timeout = 2

  Timeout for every check in seconds (default: 2, range: 1 - 20).
- FsmBool isInternetAvailable

  Checks if an Internet connection is available (output variable).

5.11.1 Detailed Description

Check-action for Internet availability in PlayMaker.

5.11.2 Member Data Documentation

5.11.2.1 IntervalMax

```
FsmInt HutongGames.PlayMaker.Actions.Check.IntervalMax = 10
```

Maximum delay between checks in seconds (default: 10, range: 4 - 120).

5.11.2.2 IntervalMin

```
FsmInt HutongGames.PlayMaker.Actions.Check.IntervalMin = 4
```

Minimum delay between checks in seconds (default: 4, range: 3 - 120).

5.11.2.3 isInternetAvailable

```
FsmBool HutongGames.PlayMaker.Actions.Check.isInternetAvailable
```

Checks if an Internet connection is available (output variable).

5.11.2.4 Timeout

```
FsmInt HutongGames.PlayMaker.Actions.Check.Timeout = 2
```

Timeout for every check in seconds (default: 2, range: 1 - 20).

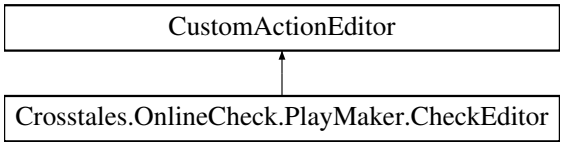
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/3rd party/PlayMaker/Scripts/Check.cs

5.12 Crosstales.OnlineCheck.PlayMaker.CheckEditor Class Reference

Custom editor for the Check-action.

Inheritance diagram for Crosstales.OnlineCheck.PlayMaker.CheckEditor:



Public Member Functions

- override bool **OnGUI** ()

5.12.1 Detailed Description

Custom editor for the Check-action.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/3rd party/PlayMaker/Scripts/Editor/CheckEditor.cs

5.13 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Client Class Reference

Model for a client.

Public Attributes

- Coordinate **GeoCoordinate** => geoCoordinate.Value

Properties

- string **Ip** `[get, set]`
- double **Latitude** `[get, set]`
- double **Longitude** `[get, set]`
- string **Isp** `[get, set]`
- double **IspRating** `[get, set]`
- double **Rating** `[get, set]`
- int **IspAvarageDownloadSpeed** `[get, set]`
- int **IspAvarageUploadSpeed** `[get, set]`

5.13.1 Detailed Description

Model for a client.

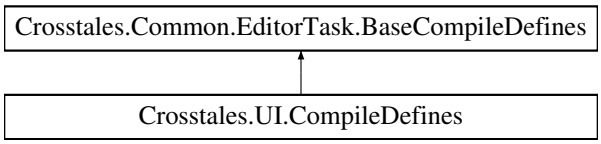
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/Client.cs

5.14 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



Additional Inherited Members

5.14.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

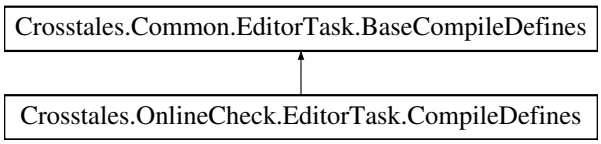
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/Editor/CompileDefines.cs

5.15 Crosstales.OnlineCheck.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.OnlineCheck.EditorTask.CompileDefines:



Additional Inherited Members

5.15.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Task/CompileDefines.cs

5.16 Crosstales.OnlineCheck.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void Reset ()

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

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

  Saves the all changeable variables.

Static Public Attributes

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

  Enable or disable debug logging for the asset.
- static bool isLoaded

  Is the configuration loaded?

5.16.1 Detailed Description

Configuration for the asset.

5.16.2 Member Function Documentation

5.16.2.1 Load()

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

Loads the all changeable variables.

5.16.2.2 Reset()

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

Resets all changeable variables to their default value.

5.16.2.3 Save()

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

Saves the all changeable variables.

5.16.3 Member Data Documentation

5.16.3.1 DEBUG

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

Enable or disable debug logging for the asset.

5.16.3.2 isLoaded

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

Is the configuration loaded?

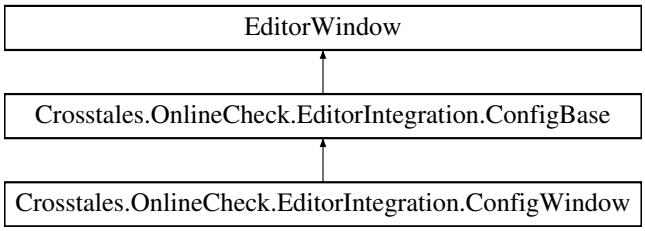
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Util/Config.cs

5.17 Crosstales.OnlineCheck.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.17.1 Detailed Description

Base class for editor windows.

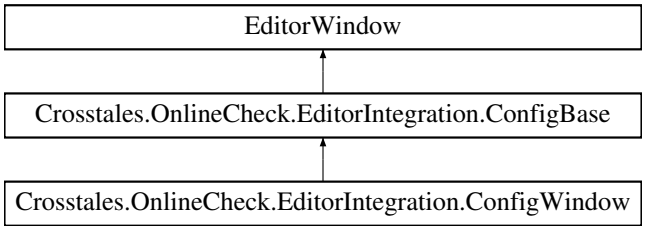
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Integration/ConfigBase.cs

5.18 Crosstales.OnlineCheck.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.ConfigWindow:



Static Public Member Functions

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

Additional Inherited Members

5.18.1 Detailed Description

Editor window extension.

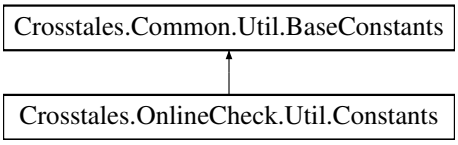
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Integration/ConfigWindow.cs

5.19 Crosstales.OnlineCheck.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.OnlineCheck.Util.Constants:



Static Public Attributes

- const string ASSET_NAME = "Online Check PRO"

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

  Short name of the asset.
- const string ASSET_VERSION = "2024.1.1"

  Version of the asset.
- const int ASSET_BUILD = 20240315

  Build number of the asset.
- static readonly System.DateTime ASSET_CREATED = new System.DateTime(2017, 5, 4)

  Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime ASSET_CHANGED = new System.DateTime(2024, 3, 15)

  Change date of the asset (YYYY, MM, DD).
- const string ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/74688?aid=1011lNGT"

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

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

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

  URL of the asset manual.
- const string ASSET_API_URL = "https://crosstales.com/media/data/assets/OnlineCheck/api"

  URL of the asset API.
- const string ASSET_FORUM_URL = "https://forum.unity.com/threads/online-check-pro-verify-internet-reachability.472558/"

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

  URL of the asset in crosstales.
- const string ASSET_VIDEO_PROMO = "https://youtu.be/pPvKE-eyxV4?list=PLgtonIOr6Tb41XTMee↩Z836tjHlKgOO84S"

  URL of the promotion video of the asset (Youtube).
- const string ASSET_VIDEO_TUTORIAL = "https://youtu.be/bNdafUNcs68?list=PLgtonIOr6Tb41XTMee↩Z836tjHlKgOO84S"

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

- const string ONLINECHECK_SCENE_OBJECT_NAME = "OnlineCheck"

  OnlineCheck prefab scene name.
- const string PROXY_SCENE_OBJECT_NAME = "Proxy"

  Proxy prefab scene name.
- const string PINGCHECK_SCENE_OBJECT_NAME = "PingCheck"

  PingCheck prefab scene name.
- const string SPEEDTEST_SCENE_OBJECT_NAME = "SpeedTest"

  SpeedTest prefab scene name.
- const string SPEEDTESTNET_SCENE_OBJECT_NAME = "SpeedTestNET"

  SpeedTestNET prefab scene name.
- const string **TAB** = "\t\t"

Additional Inherited Members

5.19.1 Detailed Description

Collected constants of very general utility for the asset.

5.19.2 Member Data Documentation

5.19.2.1 ASSET_API_URL

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_API_URL = "https://crosstales.↩
com/media/data/assets/OnlineCheck/api"  [static]
```

URL of the asset API.

5.19.2.2 ASSET_BUILD

```
const int Crosstales.OnlineCheck.Util.Constants.ASSET_BUILD = 20240315  [static]
```

Build number of the asset.

5.19.2.3 ASSET_CHANGED

```
readonly System.DateTime Crosstales.OnlineCheck.Util.Constants.ASSET_CHANGED = new System.↩
DateTime(2024, 3, 15)  [static]
```

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

5.19.2.4 ASSET_CONTACT

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_CONTACT = "onlinecheck@crosstales.↩
com"  [static]
```

Contact to the owner of the asset.

5.19.2.5 ASSET_CREATED

```
readonly System.DateTime Crosstales.OnlineCheck.Util.Constants.ASSET_CREATED = new System.↩
DateTime(2017, 5, 4)  [static]
```

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

5.19.2.6 ASSET_FORUM_URL

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.↩
com/threads/online-check-pro-verify-internet-reachability.472558/"  [static]
```

URL of the asset forum.

5.19.2.7 ASSET_MANUAL_URL

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

URL of the asset manual.

5.19.2.8 ASSET_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_NAME = "Online Check PRO"  [static]
```

Name of the asset.

5.19.2.9 ASSET_NAME_SHORT

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

Short name of the asset.

5.19.2.10 ASSET_PRO_URL

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

URL of the PRO asset in UAS.

5.19.2.11 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

5.19.2.12 ASSET_VERSION

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_VERSION = "2024.1.1"  [static]
```

Version of the asset.

5.19.2.13 ASSET_VIDEO_PROMO

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/pPv↩
KE-eyxV4?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

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

5.19.2.14 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.↩
be/bNdafUNcs68?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

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

5.19.2.15 ASSET_WEB_URL

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

URL of the asset in crosstales.

5.19.2.16 ONLINECHECK_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.ONLINECHECK_SCENE_OBJECT_NAME = "Online↩
Check"  [static]
```

OnlineCheck prefab scene name.

5.19.2.17 PINGCHECK_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.PINGCHECK_SCENE_OBJECT_NAME = "PingCheck"
[static]
```

PingCheck prefab scene name.

5.19.2.18 PROXY_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.PROXY_SCENE_OBJECT_NAME = "Proxy"  [static]
```

Proxy prefab scene name.

5.19.2.19 SPEEDTEST_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.SPEEDTEST_SCENE_OBJECT_NAME = "SpeedTest"
[static]
```

SpeedTest prefab scene name.

5.19.2.20 SPEEDTESTNET_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.SPEEDTESTNET_SCENE_OBJECT_NAME = "Speed↩
TestNET"  [static]
```

SpeedTestNET prefab scene name.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Util/Constants.cs

5.20 Crosstales.OnlineCheck.Util.Context Class Reference

Context for the asset.

Static Public Attributes

- static int NumberOfChecks = 0

  The current total number of checks.
- static float Runtime = 0f

  Time since start of the scene.
- static float Uptime = 0f

  The current total of Internet availability uptime.
- static float ChecksPerMinute => NumberOfChecks / (Runtime / 60f)

  Calculates checks per minute.
- static float Downtime => Runtime - Uptime

  Calculates Internet unavailability.

5.20.1 Detailed Description

Context for the asset.

5.20.2 Member Data Documentation

5.20.2.1 ChecksPerMinute

```
float Crosstales.OnlineCheck.Util.Context.ChecksPerMinute => NumberOfChecks / (Runtime / 60f)
[static]
```

Calculates checks per minute.

Returns

Returns checks done within 60 seconds

5.20.2.2 Downtime

```
float Crosstales.OnlineCheck.Util.Context.Downtime => Runtime - Uptime  [static]
```

Calculates Internet unavailability.

Returns

Returns downtime in seconds.

5.20.2.3 NumberOfChecks

```
int Crosstales.OnlineCheck.Util.Context.NumberOfChecks = 0  [static]
```

The current total number of checks.

5.20.2.4 Runtime

```
float Crosstales.OnlineCheck.Util.Context.Runtime = 0f  [static]
```

Time since start of the scene.

5.20.2.5 Uptime

```
float Crosstales.OnlineCheck.Util.Context.Uptime = 0f  [static]
```

The current total of Internet availability uptime.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Util/Context.cs

5.21 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Coordinate Class Reference

Model for a geo coordinate.

Public Member Functions

- **Coordinate** (double latitude, double longitude)
- double **GetDistanceTo** (Coordinate other)

Properties

- double **Latitude** `[get]`
- double **Longitude** `[get]`

5.21.1 Detailed Description

Model for a geo coordinate.

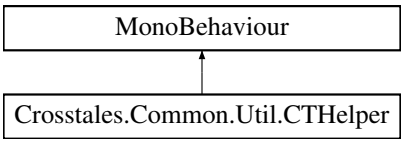
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/Coordinate.cs

5.22 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:



Properties

- static CTHelper **Instance** `[get]`

5.22.1 Detailed Description

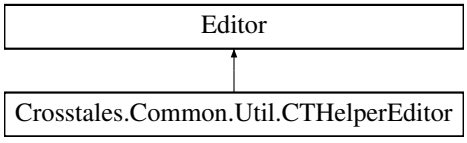
Helper to reset the necessary settings.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/CTHelper.cs

5.23 Crosstales.Common.Util.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.CTHelperEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

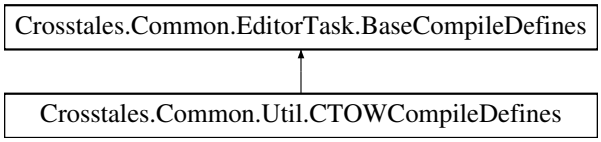
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/CTHelper.cs

5.24 Crosstales.Common.Util.CTOWCompileDefines Class Reference

Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTOWCompileDefines:



Additional Inherited Members

5.24.1 Detailed Description

Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/CT↩ OpenWindow/Editor/CTOWCompileDefines.cs

5.25 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool HasKey (string key)

  Exists the key?
- static void DeleteAll ()

  Deletes all keys.
- static void DeleteKey (string key)

  Delete the key.
- static void Save ()

  Saves all modifications.
- static string GetString (string key)

  Allows to get a string from a key.
- static float GetFloat (string key)

  Allows to get a float from a key.
- static int GetInt (string key)

  Allows to get an int from a key.
- static bool GetBool (string key)

  Allows to get a bool from a key.
- static System.DateTime GetDate (string key)

  Allows to get a DateTime from a key.
- static Vector2 GetVector2 (string key)

  Allows to get a Vector2 from a key.
- static Vector3 GetVector3 (string key)

  Allows to get a Vector3 from a key.
- static Vector4 GetVector4 (string key)

  Allows to get a Vector4 from a key.
- static Quaternion GetQuaternion (string key)

  Allows to get a Quaternion from a key.
- static Color GetColor (string key)

  Allows to get a Color from a key.
- static SystemLanguage GetLanguage (string key)

  Allows to get a SystemLanguage from a key.
- static void SetString (string key, string value)

  Allows to set a string for a key.
- static void SetFloat (string key, float value)

  Allows to set a float for a key.
- static void SetInt (string key, int value)

  Allows to set an int for a key.
- static void SetBool (string key, bool value)

  Allows to set a bool for a key.
- static void SetDate (string key, System.DateTime value)

  Allows to set a DateTime for a key.
- static void SetVector2 (string key, Vector2 value)

  Allows to set a Vector2 for a key.
- static void SetVector3 (string key, Vector3 value)

  Allows to set a Vector3 for a key.
- static void SetVector4 (string key, Vector4 value)

  Allows to set a Vector4 for a key.
- static void SetQuaternion (string key, Quaternion value)

  Allows to set a Quaternion for a key.
- static void SetColor (string key, Color value)

  Allows to set a Color for a key.
- static void SetLanguage (string key, SystemLanguage language)

  Allows to set a SystemLanguage for a key.

5.25.1 Detailed Description

Wrapper for the PlayerPrefs.

5.25.2 Member Function Documentation

5.25.2.1 DeleteAll()

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

Deletes all keys.

5.25.2.2 DeleteKey()

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

Delete the key.

Parameters

key	Key to delete in the PlayerPrefs.

5.25.2.3 GetBool()

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

Allows to get a bool from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.4 GetColor()

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

Allows to get a Color from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.5 GetDate()

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

Allows to get a DateTime from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.6 GetFloat()

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

Allows to get a float from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.7 GetInt()

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

Allows to get an int from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.8 GetLanguage()

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

Allows to get a SystemLanguage from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.9 GetQuaternion()

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

Allows to get a Quaternion from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.10 GetString()

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

Allows to get a string from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.11 GetVector2()

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

Allows to get a Vector2 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.12 GetVector3()

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

Allows to get a Vector3 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.13 GetVector4()

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

Allows to get a Vector4 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.14 HasKey()

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

Exists the key?

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.25.2.15 Save()

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

Saves all modifications.

5.25.2.16 SetBool()

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

Allows to set a bool for a key.

Parameters

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

5.25.2.17 SetColor()

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

Allows to set a Color for a key.

Parameters

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

5.25.2.18 SetDate()

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

Allows to set a DateTime for a key.

Parameters

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

5.25.2.19 SetFloat()

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

Allows to set a float for a key.

Parameters

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

5.25.2.20 SetInt()

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

Allows to set an int for a key.

Parameters

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

5.25.2.21 SetLanguage()

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

Allows to set a SystemLanguage for a key.

Parameters

key	Key for the PlayerPrefs.
language	Value for the PlayerPrefs.

5.25.2.22 SetQuaternion()

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

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

Allows to set a Quaternion for a key.

Parameters

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

5.25.2.23 SetString()

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

Allows to set a string for a key.

Parameters

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

5.25.2.24 SetVector2()

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

Allows to set a Vector2 for a key.

Parameters

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

5.25.2.25 SetVector3()

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

Allows to set a Vector3 for a key.

Parameters

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

5.25.2.26 SetVector4()

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

Allows to set a Vector4 for a key.

Parameters

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

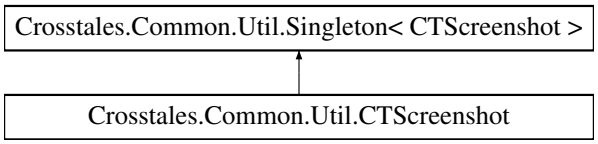
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/CTPlayerPrefs.cs

5.26 Crosstales.Common.Util.CTScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.CTScreenshot:



Public Member Functions

- void Capture ()

  Capture the screen.
- void **Start** ()

Public Attributes

- string Prefix = "CT_Screenshot"

  Prefix for the generate file names.
- int Scale = 1

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

  summary>Show file location (default: true).
- bool **ShowFileLocation** = true

Additional Inherited Members

5.26.1 Detailed Description

Take screen shots inside an application.

5.26.2 Member Function Documentation

5.26.2.1 Capture()

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

Capture the screen.

5.26.3 Member Data Documentation

5.26.3.1 KeyCode

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

summary>Show file location (default: true).

5.26.3.2 Prefix

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

Prefix for the generate file names.

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

5.26.3.3 Scale

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

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

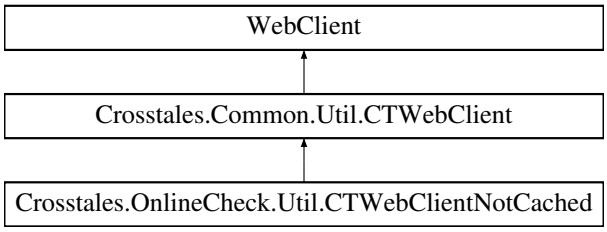
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/CT↩ Screenshot/Scripts/CTScreenshot.cs

5.27 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (string uri)

Protected Member Functions

- override System.Net.WebRequest **GetWebRequest** (System.Uri uri)

Properties

- int Timeout `[get, set]`
  Timeout in milliseconds
- int ConnectionLimit `[get, set]`
  Connection limit for all WebClients

5.27.1 Detailed Description

Specialized WebClient.

5.27.2 Property Documentation

5.27.2.1 ConnectionLimit

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

Connection limit for all WebClients

5.27.2.2 Timeout

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

Timeout in milliseconds

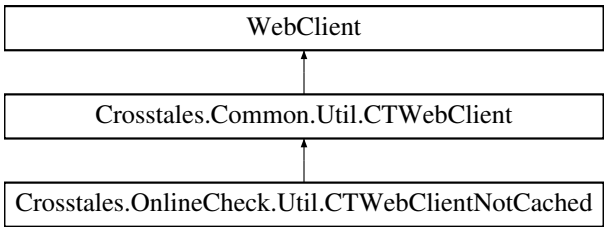
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

5.28 Crosstales.OnlineCheck.Util.CTWebClientNotCached Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.OnlineCheck.Util.CTWebClientNotCached:



Public Member Functions

- **CTWebClientNotCached** (int timeout, int connectionLimit=20)

Protected Member Functions

- override System.Net.WebRequest **GetWebRequest** (System.Uri uri)

Additional Inherited Members

5.28.1 Detailed Description

Specialized WebClient.

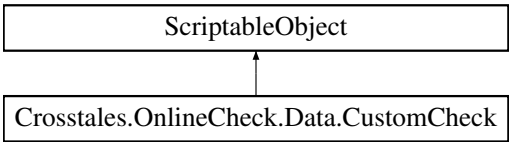
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Util/CTWebClientNotCached.cs

5.29 Crosstales.OnlineCheck.Data.CustomCheck Class Reference

Data definition of a custom check.

Inheritance diagram for Crosstales.OnlineCheck.Data.CustomCheck:



Public Member Functions

- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Properties

- string URL `[get, set]`

  Custom URL to perform the Internet availability tests e.g. `https://mydomain.com/connect.txt`. The host should be https-based and provide an 'Access-Control-Allow-Origin' header.
- string ExpectedData `[get, set]`

  Expected data from the custom URL (as string).
- bool DataMustBeEquals `[get, set]`

  Compares the custom data with 'equals' to the expected data.
- bool UseOnlyCustom `[get, set]`

  Use only the custom url for Internet availability tests and ignores all built-in checks.
- bool ShowErrors `[get, set]`

  Displays all connection errors.
- int HeaderSize `[get, set]`

  Size of the request header.

5.29.1 Detailed Description

Data definition of a custom check.

5.29.2 Property Documentation

5.29.2.1 DataMustBeEquals

```
bool Crosstales.OnlineCheck.Data.CustomCheck.DataMustBeEquals  [get], [set]
```

Compares the custom data with 'equals' to the expected data.

5.29.2.2 ExpectedData

```
string Crosstales.OnlineCheck.Data.CustomCheck.ExpectedData  [get], [set]
```

Expected data from the custom URL (as string).

5.29.2.3 HeaderSize

```
int Crosstales.OnlineCheck.Data.CustomCheck.HeaderSize  [get], [set]
```

Size of the request header.

5.29.2.4 ShowErrors

```
bool Crosstales.OnlineCheck.Data.CustomCheck.ShowErrors  [get], [set]
```

Displays all connection errors.

5.29.2.5 URL

```
string Crosstales.OnlineCheck.Data.CustomCheck.URL  [get], [set]
```

Custom URL to perform the Internet availability tests e.g. https://mydomain.com/connect.txt. The host should be https-based and provide an 'Access-Control-Allow-Origin' header.

5.29.2.6 UseOnlyCustom

```
bool Crosstales.OnlineCheck.Data.CustomCheck.UseOnlyCustom  [get], [set]
```

Use only the custom url for Internet availability tests and ignores all built-in checks.

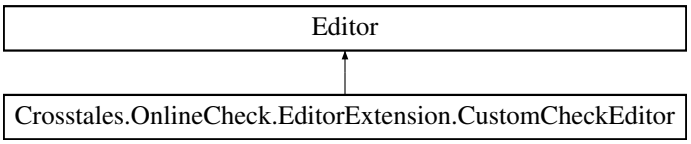
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Data/CustomCheck.cs

5.30 Crosstales.OnlineCheck.EditorExtension.CustomCheckEditor Class Reference

Custom editor for the 'CustomCheck'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.CustomCheckEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.30.1 Detailed Description

Custom editor for the 'CustomCheck'-class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Extension/CustomCheckEditor.cs

5.31 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Download Class Reference

Model for a download.

Properties

- int **TestLength** `[get, set]`
- string **InitialTest** `[get, set]`
- string **MinTestSize** `[get, set]`
- int **ThreadsPerUrl** `[get, set]`

5.31.1 Detailed Description

Model for a download.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTestNET/Scripts/Model/Download.cs

5.32 Crosstales.OnlineCheck.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

- static void Reset ()

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

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

  Saves the all changeable variables.

Static Public Attributes

- static bool UPDATE_CHECK = Crosstales.OnlineCheck.EditorUtil.EditorConstants.DEFAULT_UPDATE_CHECK

  Enable or disable update-checks for the asset.
- static bool COMPILE_DEFINES = Crosstales.OnlineCheck.EditorUtil.EditorConstants.DEFAULT_COMPILE_DEFINES

  Enable or disable adding compile define "CT_OC" for the asset.
- static bool HIERARCHY_ICON = Crosstales.OnlineCheck.EditorUtil.EditorConstants.DEFAULT_HIERARCHY_ICON

  Enable or disable the icon in the hierarchy.
- static bool isLoaded

  Is the configuration loaded?
- static string PREFAB_PATH => ASSET_PATH + Crosstales.OnlineCheck.EditorUtil.EditorConstants.PREFAB_SUBPATH

  Returns the path of the prefabs.

Properties

- static string ASSET_PATH [get]

  Returns the path to the asset inside the Unity project.

5.32.1 Detailed Description

Editor configuration for the asset.

5.32.2 Member Function Documentation

5.32.2.1 Load()

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

Loads the all changeable variables.

5.32.2.2 Reset()

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

Resets all changeable variables to their default value.

5.32.2.3 Save()

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

Saves the all changeable variables.

5.32.3 Member Data Documentation

5.32.3.1 COMPILE_DEFINES

```
bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.COMPILE_DEFINES = Crosstales.Online↩
Check.EditorUtil.EditorConstants.DEFAULT_COMPILE_DEFINES [static]
```

Enable or disable adding compile define "CT_OC" for the asset.

5.32.3.2 HIERARCHY_ICON

```
bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.HIERARCHY_ICON = Crosstales.OnlineCheck.↩
EditorUtil.EditorConstants.DEFAULT_HIERARCHY_ICON  [static]
```

Enable or disable the icon in the hierarchy.

5.32.3.3 isLoaded

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

Is the configuration loaded?

5.32.3.4 PREFAB_PATH

```
string Crosstales.OnlineCheck.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + Crosstales.OnlineCheck.Edito
[static]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

5.32.3.5 UPDATE_CHECK

```
bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.UPDATE_CHECK = Crosstales.OnlineCheck.↩
EditorUtil.EditorConstants.DEFAULT_UPDATE_CHECK  [static]
```

Enable or disable update-checks for the asset.

5.32.4 Property Documentation

5.32.4.1 ASSET_PATH

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

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Util/EditorConfig.cs

5.33 Crosstales.OnlineCheck.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = Constants.KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_HIERARCHY_ICON** = Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/OnlineCheck/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string PREFAB_SUBPATH = "Resources/Prefabs/"

  Sub-path to the prefabs.
- static string ASSET_URL => Constants.ASSET_PRO_URL

  Returns the URL of the asset in UAS.
- static string ASSET_ID => "74688"

  Returns the ID of the asset in UAS.
- static System.Guid ASSET_UID => new System.Guid("8d9c788b-065f-410e-ba67-f44e997d1a9c")

  Returns the UID of the asset.

5.33.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.33.2 Member Data Documentation

5.33.2.1 ASSET_ID

```
string Crosstales.OnlineCheck.EditorUtil.EditorConstants.ASSET_ID => "74688"  [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.33.2.2 ASSET_UID

```
System.Guid Crosstales.OnlineCheck.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("8d9c788b-065f-410e
[static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.33.2.3 ASSET_URL

```
string Crosstales.OnlineCheck.EditorUtil.EditorConstants.ASSET_URL => Constants.ASSET_PRO_URL
[static]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.33.2.4 PREFAB_SUBPATH

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

Sub-path to the prefabs.

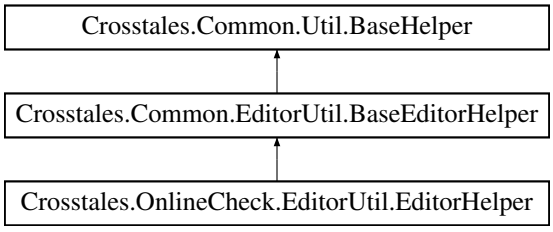
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Util/EditorConstants.cs

5.34 Crosstales.OnlineCheck.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.OnlineCheck.EditorUtil.EditorHelper:



Static Public Member Functions

- static void OCUnavailable ()

  Shows an "Online Check unavailable"-UI.
- static void InstantiatePrefab (string prefabName)

  Instantiates a prefab.

Static Public Attributes

- const int GO_ID = 29

  Start index inside the "GameObject"-menu.
- const int MENU_ID = 11415

  Start index inside the "Tools"-menu.
- static Texture2D **Logo_Asset** => loadImage(ref logo_asset, "logo_asset_pro.png")
- static Texture2D **Logo_Asset_Small** => loadImage(ref logo_asset_small, "logo_asset_small_pro.png")
- static bool isOnlineCheckInScene => GameObject.FindFirstObjectByType<OnlineCheck>() != null

  Checks if the 'OnlineCheck'-prefab is in the scene.
- static bool isProxyInScene => GameObject.FindFirstObjectByType<Tool.Proxy>() != null

  Checks if the 'Proxy'-prefab is in the scene.
- static bool isPingInScene => GameObject.Find(Constants.PINGCHECK_SCENE_OBJECT_NAME) != null

  Checks if the 'PingCheck'-prefab is in the scene.
- static bool isSpeedTestInScene => GameObject.Find(Constants.SPEEDTEST_SCENE_OBJECT_NAME) != null

  Checks if the 'SpeedTest'-prefab is in the scene.
- static bool isSpeedTestNETInScene => GameObject.Find(Constants.SPEEDTESTNET_SCENE_OBJECT_NAME) != null

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

Additional Inherited Members

5.34.1 Detailed Description

Editor helper class.

5.34.2 Member Function Documentation

5.34.2.1 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

prefabName	Name of the prefab.

5.34.2.2 OCUnavailable()

```
static void Crosstales.OnlineCheck.EditorUtil.EditorHelper.OCUnavailable ( )  [static]
```

Shows an "Online Check unavailable"-UI.

5.34.3 Member Data Documentation

5.34.3.1 GO_ID

```
const int Crosstales.OnlineCheck.EditorUtil.EditorHelper.GO_ID = 29  [static]
```

Start index inside the "GameObject"-menu.

5.34.3.2 isOnlineCheckInScene

```
static bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isOnlineCheckInScene => Game↩
Object.FindFirstObjectByType<OnlineCheck>() != null  [static]
```

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

Returns

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

5.34.3.3 isPingInScene

```
bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isPingInScene => GameObject.Find(Constants.↩
PINGCHECK_SCENE_OBJECT_NAME) != null  [static]
```

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

Returns

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

5.34.3.4 isProxyInScene

```
static bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isProxyInScene => GameObject.Find↩
FirstObjectByType<Tool.Proxy>() != null  [static]
```

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

Returns

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

5.34.3.5 isSpeedTestInScene

```
bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isSpeedTestInScene => GameObject.Find(Constants.↩
SPEEDTEST_SCENE_OBJECT_NAME) != null  [static]
```

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

Returns

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

5.34.3.6 isSpeedTestNETInScene

```
bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isSpeedTestNETInScene => GameObject.↩
Find(Constants.SPEEDTESTNET_SCENE_OBJECT_NAME) != null  [static]
```

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

Returns

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

5.34.3.7 MENU_ID

```
const int Crosstales.OnlineCheck.EditorUtil.EditorHelper.MENU_ID = 11415  [static]
```

Start index inside the "Tools"-menu.

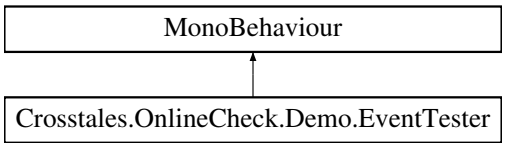
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Util/EditorHelper.cs

5.35 Crosstales.OnlineCheck.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.OnlineCheck.Demo.EventTester:



Public Member Functions

- void **OnStatusChange** (bool isConnected)
- void **OnPingComplete** (float time)
- void **OnSpeedTestComplete** (double duration, double speed)
- void **OnSpeedTestNETComplete** (double duration, double speed, double uploadspeed)

5.35.1 Detailed Description

Simple test script for all UnityEvent-callbacks.

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

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

5.36 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string CTToTitleCase (this string str)

  Extension method for strings. Converts a string to title case (first letter uppercase).
- static string CTReverse (this string str)

  Extension method for strings. Reverses a string.
- static string CTReplace (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

  Extension method for strings. Default: case insensitive 'Replace'.
- static string CTRemoveChars (this string str, params char[] removeChars)

  Extension method for strings. Removes characters from a string
- static bool CTEquals (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

  Extension method for strings. Default: case insensitive 'Equals'.

- static bool CTContains (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

  Extension method for strings. Checks if the string is an IPv4 address.
- static bool CTIsIPv4 (this string str)

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

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

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

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

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

  Extension method for strings. Checks if the string has invalid characters.
- static bool CTHasInvalidChars (this string str)

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

  Extension method for strings. Checks if the string starts with another string.

- static bool CTEndsWith (this string str, string toCheck, System.StringComparison comp=System.String↩ Comparison.OrdinalIgnoreCase)

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

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

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

  Extension method for strings. Returns the index of the first occurence of a given string.
- static string CTToBase64 (this string str, System.Text.Encoding encoding=null)

  Extension method for strings. Converts the value of a string to a Base64-string.
- static string CTFromBase64 (this string str, System.Text.Encoding encoding=null)

  Extension method for strings. Converts the value of a Base64-string to a string.
- static byte[ ] CTFromBase64ToByteArray (this string str)

  Extension method for strings. Converts the value of a Base64-string to a byte-array.
- static string CTToHex (this string str, bool addPrefix=false)

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

  Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).
- static Color32 CTHexToColor32 (this string hexString)

  Extension method for strings. Converts the Hex-value of a string to a Color32.
- static Color CTHexToColor (this string hexString)

  Extension method for strings. Converts the Hex-value of a string to a Color.
- static byte[ ] CTToByteArray (this string str, System.Text.Encoding encoding=null)

  Extension method for strings. Converts the value of a string to a byte-array.
- static string CTClearTags (this string str)

  Extension method for strings. Cleans a given text from tags.
- static string CTClearSpaces (this string str)

  Extension method for strings. Cleans a given text from multiple spaces.
- static string CTClearLineEndings (this string str)

  Extension method for strings. Cleans a given text from line endings.
- static void CTShuffle< T > (this T[ ] array, int seed=0)

  Extension method for arrays. Shuffles an array.
- static string CTDump< T > (this T[ ] array, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")

  Extension method for arrays. Dumps an array to a string.
- static string CTDump (this Quaternion[ ] array)

  Extension method for Quaternion-arrays. Dumps an array to a string.
- static string CTDump (this Vector2[ ] array)

  Extension method for Vector2-arrays. Dumps an array to a string.
- static string CTDump (this Vector3[ ] array)

  Extension method for Vector3-arrays. Dumps an array to a string.
- static string CTDump (this Vector4[ ] array)

  Extension method for Vector4-arrays. Dumps an array to a string.
- static string[ ] CTToStringArray< T > (this T[ ] array)

  Extension method for arrays. Generates a string array with all entries (via ToString).
- static float[ ] CTToFloatArray (this byte[ ] array, int count=0)

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

- static byte[ ] CTToByteArray (this float[ ] array, int count=0)

  Extension method for float-arrays. Converts a float-array to a byte-array.
- static Texture2D CTToTexture (this byte[ ] data, Texture2D supportTexture=null)

  Extension method for byte-arrays. Converts a byte-array to a Texture. Supported image formats: PNG and JPG.
- static Sprite CTToSprite (this byte[ ] data, Texture2D supportTexture=null)

  Extension method for byte-arrays. Converts a byte-array to a Sprite. Supported image formats: PNG and JPG.
- static string CTToString (this byte[ ] data, System.Text.Encoding encoding=null)

  Extension method for byte-arrays. Converts a byte-array to a string.
- static string CTToBase64 (this byte[ ] data)

  Extension method for byte-arrays. Converts a byte-array to a Base64-string.
- static T[ ] GetColumn< T > (this T[,] matrix, int columnNumber)

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

  Extension method for 2D-arrays. Returns the row of a 2D-array as array.
- static void CTShuffle< T > (this System.Collections.Generic.IList< T > list, int seed=0)

  Extension method for IList. Shuffles a List.
- static string CTDump< T > (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")

  Extension method for IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Quaternion > list)

  Extension method for Quaternion-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector2 > list)

  Extension method for Vector2-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector3 > list)

  Extension method for Vector3-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector4 > list)

  Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > CTToString< T > (this System.Collections.Generic.IList< T > list)

  Extension method for IList. Generates a string list with all entries (via ToString).
- static string CTDump< K, V > (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")

  Extension method for IDictionary. Dumps a dictionary to a string.
- static void CTAddRange< K, V > (this System.Collections.Generic.IDictionary< K, V > dict, System.↩ Collections.Generic.IDictionary< K, V > collection)

  Extension method for IDictionary. Adds a dictionary to an existing one.
- static byte[ ] CTReadFully (this System.IO.Stream input)

  Extension method for Stream. Reads the full content of a Stream.
- static string CTToHexRGB (this Color32 input)

  Extension method for Color32. Converts the value of a color to a RGB Hex-string.
- static string CTToHexRGB (this Color input)

  Extension method for Color. Converts the value of a color to a RGB Hex-string.
- static string CTToHexRGBA (this Color32 input)

  Extension method for Color32. Converts the value of a color to a RGBA Hex-string.
- static string CTToHexRGBA (this Color input)

  Extension method for Color. Converts the value of a color to a RGBA Hex-string.
- static Vector3 CTVector3 (this Color32 color)

  Extension method for Color32. Convert it to a Vector3.
- static Vector3 CTVector3 (this Color color)

  Extension method for Color. Convert it to a Vector3.
- static Vector4 CTVector4 (this Color32 color)

Extension method for Color32. Convert it to a Vector4.

- static Vector4 CTVector4 (this Color color)

  Extension method for Color. Convert it to a Vector4.
- static Vector2 CTMultiply (this Vector2 a, Vector2 b)

  Allows you to multiply two Vector2s together, something Unity sorely lacks by default.
- static Vector3 CTMultiply (this Vector3 a, Vector3 b)

  Allows you to multiply two Vector3s together, something Unity sorely lacks by default.
- static Vector3 CTFlatten (this Vector3 a)

  Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.
- static Quaternion CTQuaternion (this Vector3 eulerAngle)

  Extension method for Vector3. Convert it to a Quaternion.
- static Color CTColorRGB (this Vector3 rgb, float alpha=1f)

  Extension method for Vector3. Convert it to a Color.
- static Vector4 CTMultiply (this Vector4 a, Vector4 b)

  Allows you to multiply two Vector4s together, something Unity sorely lacks by default.
- static Quaternion CTQuaternion (this Vector4 angle)

  Extension method for Vector4. Convert it to a Quaternion.
- static Color CTColorRGBA (this Vector4 rgba)

  Extension method for Vector4. Convert it to a Color.
- static Vector3 CTVector3 (this Quaternion angle)

  Extension method for Quaternion. Convert it to a Vector3.
- static Vector4 CTVector4 (this Quaternion angle)

  Extension method for Quaternion. Convert it to a Vector4.
- static Vector3 CTCorrectLossyScale (this Canvas canvas)

  Extension method for Canvas. Convert current resolution scale.
- static void CTGetLocalCorners (this RectTransform transform, Vector3[ ] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)

  Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.
- static Vector3[ ] CTGetLocalCorners (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)

  Extension method for RectTransform. Returns the local corners of a RectTransform.
- static void CTGetScreenCorners (this RectTransform transform, Vector3[ ] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)

  Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.
- static Vector3[ ] CTGetScreenCorners (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)

  Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.
- static Bounds CTGetBounds (this RectTransform transform, float uiScaleFactor=1f)

  Extension method for RectTransform. Returns the bounds of a RectTransform including the children.
- static void CTSetLeft (this RectTransform transform, float value)

  Extension method for RectTransform. Sets the Left-property of a RectTransform.
- static void CTSetRight (this RectTransform transform, float value)

  Extension method for RectTransform. Sets the Right-property of a RectTransform.
- static void CTSetTop (this RectTransform transform, float value)

  Extension method for RectTransform. Sets the Top-property of a RectTransform.
- static void CTSetBottom (this RectTransform transform, float value)

  Extension method for RectTransform. Sets the Bottom-property of a RectTransform.
- static float CTGetLeft (this RectTransform transform)

  Extension method for RectTransform. Gets the Left-property of a RectTransform.
- static float CTGetRight (this RectTransform transform)

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

- static float CTGetTop (this RectTransform transform)

  Extension method for RectTransform. Gets the Top-property of a RectTransform.
- static float CTGetBottom (this RectTransform transform)

  Extension method for RectTransform. Gets the Bottom-property of a RectTransform.
- static Vector4 CTGetLRTB (this RectTransform transform)

  Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.
- static void CTSetLRTB (this RectTransform transform, Vector4 lrtb)

  Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.
- static System.Collections.Generic.List< GameObject > CTFindAll (this Component component, string name, int maxDepth=0)

  Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects
- static System.Collections.Generic.List< T > CTFindAll< T > (this Component component, string name)

  Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects
- static GameObject CTFind (this MonoBehaviour mb, string name)

  Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject
- static T CTFind< T > (this MonoBehaviour mb, string name)

  Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.
- static GameObject CTFind (this GameObject go, string name)

  Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject
- static T CTFind< T > (this GameObject go, string name)

  Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.
- static Bounds CTGetBounds (this GameObject go)

  Extension method for GameObject. Returns the bounds of a GameObject including the children.
- static Transform CTFind (this Transform transform, string name)

  Extension method for Transform. Recursively searches all children of a parent transform for specific named transform
- static T CTFind< T > (this Transform transform, string name)

  Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.
- static byte[ ] CTToPNG (this Sprite sprite)

  Extension method for Sprite. Converts a Sprite to a PNG byte-array.
- static byte[ ] CTToJPG (this Sprite sprite)

  Extension method for Sprite. Converts a Sprite to a JPG byte-array.
- static byte[ ] CTToTGA (this Sprite sprite)

  Extension method for Sprite. Converts a Sprite to a TGA byte-array.
- static byte[ ] CTToEXR (this Sprite sprite)

  Extension method for Sprite. Converts a Sprite to a EXR byte-array.
- static byte[ ] CTToPNG (this Texture2D texture)

  Extension method for Texture. Converts a Texture to a PNG byte-array.
- static byte[ ] CTToJPG (this Texture2D texture)

  Extension method for Texture. Converts a Texture to a JPG byte-array.
- static byte[ ] CTToTGA (this Texture2D texture)

  Extension method for Texture. Converts a Texture to a TGA byte-array.
- static byte[ ] CTToEXR (this Texture2D texture)

  Extension method for Texture. Converts a Texture to a EXR byte-array.
- static Sprite CTToSprite (this Texture2D texture, float pixelsPerUnit=100f)

  Extension method for Texture. Converts a Texture to a Sprite.

- static Texture2D CTRotate90 (this Texture2D texture)

  Extension method for Texture. Rotates a Texture by 90 degrees.
- static Texture2D CTRotate180 (this Texture2D texture)

  Extension method for Texture. Rotates a Texture by 180 degrees.
- static Texture2D CTRotate270 (this Texture2D texture)

  Extension method for Texture. Rotates a Texture by 270 degrees.
- static Texture2D CTToTexture2D (this Texture texture)

  Extension method for Texture. Convert a Texture to a Texture2D
- static Texture2D CTToTexture2D (this WebCamTexture texture)

  Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D
- static Texture2D CTFlipHorizontal (this Texture2D texture)

  Extension method for Texture. Flips a Texture2D horizontally
- static Texture2D CTFlipVertical (this Texture2D texture)

  Extension method for Texture. Flips a Texture2D vertically
- static bool CTHasActiveClip (this AudioSource source)

  Extension method for AudioSource. Determines if an AudioSource has an active clip.
- static void CTAbort (this System.Threading.Thread thread, bool silent=true)

  Extension method for Thread. Aborts a Thread safely and optional silently
- static bool CTIsVisibleFrom (this Renderer renderer, Camera camera)

  Extension method for Renderer. Determines if the renderer is visible from a certain camera.

5.36.1 Detailed Description

Various extension methods.

5.36.2 Member Function Documentation

5.36.2.1 CTAbort()

```
static void Crosstales.ExtensionMethods.CTAbort (
            this System.Threading.Thread thread,
            bool silent = true )  [static]
```

Extension method for Thread. Aborts a Thread safely and optional silently

Parameters

thread	Thread to abort.
silent	Silently abort the Thread (optional, default: true).

5.36.2.2 CTAddNewLines()

```
static string Crosstales.ExtensionMethods.CTAddNewLines (
            this string str,
```

```
            string replacement = "#nl#",
            string newLine = null )  [static]
```

Extension method for strings. Replaces a given string pattern with new lines in a string.

Parameters

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

Returns

Replaced string with new lines.

5.36.2.3 CTAddRange< K, V >()

```
static void Crosstales.ExtensionMethods.CTAddRange< K, V > (
            this System.Collections.Generic.IDictionary< K, V > dict,
            System.Collections.Generic.IDictionary< K, V > collection )  [static]
```

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

Parameters

dict	IDictionary-instance.
collection	Dictionary to add.

5.36.2.4 CTClearLineEndings()

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

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

Parameters

str	Input to clean.

Returns

Clean text without line endings.

5.36.2.5 CTClearSpaces()

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

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

Parameters

str	Input to clean.

Returns

Clean text without multiple spaces.

5.36.2.6 CTClearTags()

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

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

Parameters

str	Input to clean.

Returns

Clean text without tags.

5.36.2.7 CTColorRGB()

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

Extension method for Vector3. Convert it to a Color.

Parameters

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

Returns

Color from RGB.

5.36.2.8 CTColorRGBA()

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

Extension method for Vector4. Convert it to a Color.

Parameters

rgba	Vector4-instance to convert (RGBA = xyzw).

Returns

Color from RGBA.

5.36.2.9 CTContains()

```
static bool Crosstales.ExtensionMethods.CTContains (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Default: case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

5.36.2.10 CTContainsAll()

```
static bool Crosstales.ExtensionMethods.CTContainsAll (
            this string str,
```

```
string searchTerms,
char splitChar = ' ' )  [static]
```

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

5.36.2.11 CTContainsAny()

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.36.2.12 CTCorrectLossyScale()

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

Extension method for Canvas. Convert current resolution scale.

Parameters

canvas	Canvas to convert.

Returns

Vector3 with the correct scale.

5.36.2.13 CTDump() [1/8]

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

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

Parameters

array	Quaternion-array-instance to dump.

Returns

String with lines for all array entries.

5.36.2.14 CTDump() [2/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this System.Collections.Generic.IList< Quaternion > list )  [static]
```

Extension method for Quaternion-IList. Dumps a list to a string.

Parameters

list	Quaternion-IList-instance to dump.

Returns

String with lines for all list entries.

5.36.2.15 CTDump() [3/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this System.Collections.Generic.IList< Vector2 > list )  [static]
```

Extension method for Vector2-IList. Dumps a list to a string.

Parameters

list	Vector2-IList-instance to dump.

Returns

String with lines for all list entries.

5.36.2.16 CTDump() [4/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this System.Collections.Generic.IList< Vector3 > list )  [static]
```

Extension method for Vector3-IList. Dumps a list to a string.

Parameters

list	Vector3-IList-instance to dump.

Returns

String with lines for all list entries.

5.36.2.17 CTDump() [5/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this System.Collections.Generic.IList< Vector4 > list )  [static]
```

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

list	Vector4-IList-instance to dump.

Returns

String with lines for all list entries.

5.36.2.18 CTDump() [6/8]

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

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

Parameters

array	Vector2-array-instance to dump.

Returns

String with lines for all array entries.

5.36.2.19 CTDump() [7/8]

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

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

Parameters

array	Vector3-array-instance to dump.

Returns

String with lines for all array entries.

5.36.2.20 CTDump() [8/8]

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

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

Parameters

array	Vector4-array-instance to dump.

Returns

String with lines for all array entries.

5.36.2.21 CTDump< K, V >()

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (
            this System.Collections.Generic.IDictionary< K, V > dict,
            string prefix = "",
            string postfix = "",
            bool appendNewLine = true,
            string delimiter = "; " )  [static]
```

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

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

Returns

String with lines for all dictionary entries.

5.36.2.22 CTDump< T >() [1/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
            this System.Collections.Generic.IList< T > list,
            string prefix = "",
            string postfix = "",
            bool appendNewLine = true,
            string delimiter = "; " )  [static]
```

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

Parameters

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

Returns

String with lines for all list entries.

5.36.2.23 CTDump< T >() [2/2]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.36.2.24 CTEndsWith()

```
static bool Crosstales.ExtensionMethods.CTEndsWith (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Checks if the string ends with another string.

Parameters

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

Returns

True if the string is integer.

5.36.2.25 CTEquals()

```
static bool Crosstales.ExtensionMethods.CTEquals (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Default: case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

5.36.2.26 CTFind() [1/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (
            this GameObject go,
            string name )  [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject

Parameters

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

Returns

GameObject with the given name or null.

5.36.2.27 CTFind() [2/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (
            this MonoBehaviour mb,
            string name )  [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject

Parameters

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

Returns

GameObject with the given name or null.

5.36.2.28 CTFind() [3/3]

```
static Transform Crosstales.ExtensionMethods.CTFind (
            this Transform transform,
            string name )  [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

transform	Parent of the current children.
name	Name of the transform.

Returns

Transform with the given name or null.

5.36.2.29 CTFind< T >() [1/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
            this GameObject go,
            string name )  [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.

Parameters

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

Returns

Component with the given type or null.

5.36.2.30 CTFind< T >() [2/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
            this MonoBehaviour mb,
            string name )  [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.

Parameters

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

Returns

Component with the given type or null.

5.36.2.31 CTFind< T >() [3/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
            this Transform transform,
            string name )  [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.

Parameters

transform	Parent of the current children.
name	Name of the transform.

Returns

Component with the given type or null.

5.36.2.32 CTFindAll()

```
static System.Collections.Generic.List<GameObject> Crosstales.ExtensionMethods.CTFindAll (
            this Component component,
            string name,
            int maxDepth = 0 )  [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

Parameters

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

Returns

List of GameObjects with the given name or empty list.

5.36.2.33 CTFindAll< T >()

```
static System.Collections.Generic.List<T> Crosstales.ExtensionMethods.CTFindAll< T > (
            this Component component,
            string name )  [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

Parameters

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

Returns

List of GameObjects with the given name or empty list.

Type Constraints

T **:** ***Component***

5.36.2.34 CTFlatten()

```
static Vector3 Crosstales.ExtensionMethods.CTFlatten (
            this Vector3 a )  [static]
```

Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.

5.36.2.35 CTFlipHorizontal()

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

Extension method for Texture. Flips a Texture2D horizontally

Parameters

texture	Texture to flip.

Returns

Horizontally flipped Texture2D.

5.36.2.36 CTFlipVertical()

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

Extension method for Texture. Flips a Texture2D vertically

Parameters

texture	Texture to flip.

Returns

Vertically flipped Texture2D.

5.36.2.37 CTFromBase64()

```
static string Crosstales.ExtensionMethods.CTFromBase64 (
            this string str,
            System.Text.Encoding encoding = null )  [static]
```

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

Parameters

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

Returns

Base64-string value as converted string.

5.36.2.38 CTFromBase64ToByteArray()

```
static byte [] Crosstales.ExtensionMethods.CTFromBase64ToByteArray (
            this string str )  [static]
```

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

Parameters

str	Input Base64-string.

Returns

Base64-Byte-array from the Base64-string.

5.36.2.39 CTGetBottom()

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

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

Parameters

transform	RectTransform to get the Bottom-property.

Returns

Bottom-property of the RectTransform.

5.36.2.40 CTGetBounds() [1/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
            this GameObject go )  [static]
```

Extension method for GameObject. Returns the bounds of a GameObject including the children.

Parameters

go	GameObject to calculate the bounds.

Returns

Bounds of the GameObject.

5.36.2.41 CTGetBounds() [2/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
            this RectTransform transform,
            float uiScaleFactor = 1f )  [static]
```

Extension method for RectTransform. Returns the bounds of a RectTransform including the children.

Parameters

transform	RectTransform to calculate the bounds.
uiScaleFactor	Scale of the UI (optional, default: 1.0).

Returns

Bounds of the RectTransform.

5.36.2.42 CTGetLeft()

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

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

Parameters

transform	RectTransform to get the Left-property.

Returns

Left-property of the RectTransform.

5.36.2.43 CTGetLocalCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetLocalCorners (
            this RectTransform transform,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Returns the local corners of a RectTransform.

Parameters

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

Returns

Array of the four local corners of the RectTransform.

5.36.2.44 CTGetLocalCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetLocalCorners (
            this RectTransform transform,
            Vector3[] fourCornersArray,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.

Parameters

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

5.36.2.45 CTGetLRTB()

```
static Vector4 Crosstales.ExtensionMethods.CTGetLRTB (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.

Parameters

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

Returns

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

5.36.2.46 CTGetRight()

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

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

Parameters

transform	RectTransform to get the Right-property.

Returns

Right-property of the RectTransform.

5.36.2.47 CTGetScreenCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetScreenCorners (
            this RectTransform transform,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.

Parameters

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

Returns

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

5.36.2.48 CTGetScreenCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetScreenCorners (
            this RectTransform transform,
            Vector3[] fourCornersArray,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.

Parameters

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

5.36.2.49 CTGetTop()

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

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

Parameters

transform	RectTransform to get the Top-property.

Returns

Top-property of the RectTransform.

5.36.2.50 CTHasActiveClip()

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

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

Parameters

source	AudioSource to check.

Returns

True if the AudioSource has an active clip.

5.36.2.51 CThasInvalidChars()

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

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

Parameters

str	String-instance.

Returns

True if the string has invalid characters.

5.36.2.52 CTHasInvalidChars()

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

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

Parameters

str	String-instance.

Returns

True if the string has invalid characters.

5.36.2.53 CThasLineEndings()

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

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

Parameters

str	String-instance.

Returns

True if the string has line endings.

5.36.2.54 CTHasLineEndings()

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

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

Parameters

str	String-instance.

Returns

True if the string has line endings.

5.36.2.55 CTHexToColor()

```
static Color Crosstales.ExtensionMethods.CTHexToColor (
            this string hexString )  [static]
```

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

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as Color.

5.36.2.56 CTHexToColor32()

```
static Color32 Crosstales.ExtensionMethods.CTHexToColor32 (
            this string hexString )  [static]
```

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

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as Color32.

5.36.2.57 CTHexToString()

```
static string Crosstales.ExtensionMethods.CTHexToString (
            this string hexString )  [static]
```

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

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as converted string.

5.36.2.58 CTIndexOf() [1/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (
            this string str,
            string toCheck,
            int startIndex,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

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

Parameters

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

Returns

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

5.36.2.59 CTIndexOf() [2/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

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

Parameters

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

Returns

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

5.36.2.60 CTisAlphanumeric()

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

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

Parameters

str	String-instance.

Returns

True if the string is alphanumeric.

5.36.2.61 CTIsAlphanumeric()

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

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

Parameters

str	String-instance.

Returns

True if the string is alphanumeric.

5.36.2.62 CTisCreditcard()

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

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

Parameters

str	String-instance.

Returns

True if the string is a creditcard.

5.36.2.63 CTIsCreditcard()

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

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

Parameters

str	String-instance.

Returns

True if the string is a creditcard.

5.36.2.64 CTisEmail()

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

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

Parameters

str	String-instance.

Returns

True if the string is an email address.

5.36.2.65 CTIsEmail()

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

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

Parameters

str	String-instance.

Returns

True if the string is an email address.

5.36.2.66 CTisInteger()

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

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

Parameters

str	String-instance.

Returns

True if the string is integer.

5.36.2.67 CTIsInteger()

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

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

Parameters

str	String-instance.

Returns

True if the string is integer.

5.36.2.68 CTisIPv4()

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

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

Parameters

str	String-instance.

Returns

True if the string is an IPv4 address.

5.36.2.69 CTIsIPv4()

```
static bool Crosstales.ExtensionMethods.CTIsIPv4 (
            this string str )  [static]
```

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

Parameters

str	String-instance.

Returns

True if the string is an IPv4 address.

5.36.2.70 CTisNumeric()

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

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

Parameters

str	String-instance.

Returns

True if the string is numeric.

5.36.2.71 CTIsNumeric()

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

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

Parameters

str	String-instance.

Returns

True if the string is numeric.

5.36.2.72 CTIsVisibleFrom()

```
static bool Crosstales.ExtensionMethods.CTIsVisibleFrom (
            this Renderer renderer,
            Camera camera )  [static]
```

Extension method for Renderer. Determines if the renderer is visible from a certain camera.

Parameters

renderer	Renderer to test the visibility.
camera	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.36.2.73 CTisWebsite()

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

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

Parameters

str	String-instance.

Returns

True if the string is a website address.

5.36.2.74 CTIsWebsite()

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

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

Parameters

str	String-instance.

Returns

True if the string is a website address.

5.36.2.75 CTLastIndexOf()

```
static int Crosstales.ExtensionMethods.CTLastIndexOf (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

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

Parameters

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

Returns

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

5.36.2.76 CTMultiply() [1/3]

```
static Vector2 Crosstales.ExtensionMethods.CTMultiply (
            this Vector2 a,
            Vector2 b )  [static]
```

Allows you to multiply two Vector2s together, something Unity sorely lacks by default.

Parameters

a	First vector
b	Second vector

Returns

The ax∗bx, ay∗by result.

5.36.2.77 CTMultiply() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTMultiply (
            this Vector3 a,
            Vector3 b )  [static]
```

Allows you to multiply two Vector3s together, something Unity sorely lacks by default.

Parameters

a	First vector
b	Second vector

Returns

The ax∗bx, ay∗by, az∗bz result.

5.36.2.78 CTMultiply() [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTMultiply (
            this Vector4 a,
            Vector4 b )  [static]
```

Allows you to multiply two Vector4s together, something Unity sorely lacks by default.

Parameters

a	First vector
b	Second vector

Returns

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

5.36.2.79 CTQuaternion() [1/2]

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

Extension method for Vector3. Convert it to a Quaternion.

Parameters

eulerAngle	Vector3-instance to convert.

Returns

Quaternion from euler angles.

5.36.2.80 CTQuaternion() [2/2]

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

Extension method for Vector4. Convert it to a Quaternion.

Parameters

angle	Vector4-instance to convert.

Returns

Quaternion from Vector4.

5.36.2.81 CTReadFully()

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

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

Parameters

input	Stream-instance to read.

Returns

Byte-array of the Stream content.

5.36.2.82 CTRemoveChars()

```
static string Crosstales.ExtensionMethods.CTRemoveChars (
            this string str,
            params char[] removeChars )  [static]
```

Extension method for strings. Removes characters from a string

Parameters

str	String-instance.
removeChars	Characters to remove.

Returns

String without the given characters.

5.36.2.83 CTRemoveNewLines()

```
static string Crosstales.ExtensionMethods.CTRemoveNewLines (
            this string str,
            string replacement = "#nl#",
            string newLine = null )  [static]
```

Extension method for strings. Replaces new lines with a replacement string pattern.

Parameters

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

Returns

Replaced string without new lines.

5.36.2.84 CTReplace()

```
static string Crosstales.ExtensionMethods.CTReplace (
            this string str,
            string oldString,
            string newString,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Default: case insensitive 'Replace'.

Parameters

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

Returns

Replaced string.

5.36.2.85 CTReverse()

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

Extension method for strings. Reverses a string.

Parameters

str	String-instance.

Returns

Reversed string.

5.36.2.86 CTRotate180()

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

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

Parameters

texture	Texture to rotate.

Returns

Rotated Texture.

5.36.2.87 CTRotate270()

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

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

Parameters

texture	Texture to rotate.

Returns

Rotated Texture.

5.36.2.88 CTRotate90()

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

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

Parameters

texture	Texture to rotate.

Returns

Rotated Texture.

5.36.2.89 CTSetBottom()

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

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

Parameters

transform	RectTransform to set the Bottom-property.
value	Value for the Bottom-property.

5.36.2.90 CTSetLeft()

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

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

Parameters

transform	RectTransform to set the Left-property.
value	Value for the Left-property.

5.36.2.91 CTSetLRTB()

```
static void Crosstales.ExtensionMethods.CTSetLRTB (
            this RectTransform transform,
            Vector4 lrtb )  [static]
```

Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.

Parameters

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

5.36.2.92 CTSetRight()

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

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

Parameters

transform	RectTransform to set the Right-property.
value	Value for the Right-property.

5.36.2.93 CTSetTop()

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

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

Parameters

transform	RectTransform to set the Top-property.
value	Value for the Top-property.

5.36.2.94 CTShuffle< T >() [1/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
            this System.Collections.Generic.IList< T > list,
            int seed = 0 )  [static]
```

Extension method for IList. Shuffles a List.

Parameters

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

5.36.2.95 CTShuffle< T >() [2/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
            this T[] array,
            int seed = 0 )  [static]
```

Extension method for arrays. Shuffles an array.

Parameters

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

5.36.2.96 CTStartsWith()

```
static bool Crosstales.ExtensionMethods.CTStartsWith (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Checks if the string starts with another string.

Parameters

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

Returns

True if the string is integer.

5.36.2.97 CTToBase64() [1/2]

```
static string Crosstales.ExtensionMethods.CTToBase64 (
            this byte[] data )  [static]
```

Extension method for byte-arrays. Converts a byte-array to a Base64-string.

Parameters

data	Input as byte-array.

Returns

Base64-string from the byte-array.

5.36.2.98 CTToBase64() [2/2]

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

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

Parameters

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

Returns

String value as converted Base64-string.

5.36.2.99 CTToByteArray() [1/2]

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

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

Parameters

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

Returns

Converted byte-array.

5.36.2.100 CTToByteArray() [2/2]

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

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

Parameters

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

Returns

Byte-array with the string.

5.36.2.101 CTToEXR() [1/2]

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

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

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as EXR byte-array.

5.36.2.102 CTToEXR() [2/2]

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

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

Parameters

texture	Texture to convert.

Returns

Converted Texture as EXR byte-array.

5.36.2.103 CTToFloatArray()

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

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

Parameters

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

Returns

Converted float-array.

5.36.2.104 CTToHex()

```
static string Crosstales.ExtensionMethods.CTToHex (
            this string str,
            bool addPrefix = false )  [static]
```

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

Parameters

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

Returns

String value as converted Hex-string.

5.36.2.105 CTToHexRGB() [1/2]

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

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

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBB").

5.36.2.106 CTToHexRGB() [2/2]

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

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

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBB").

5.36.2.107 CTToHexRGBA() [1/2]

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

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

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBBAA").

5.36.2.108 CTToHexRGBA() [2/2]

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

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

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBBAA").

5.36.2.109 CTToJPG() [1/2]

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

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

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as JPG byte-array.

5.36.2.110 CTToJPG() [2/2]

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

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

Parameters

texture	Texture to convert.

Returns

Converted Texture as JPG byte-array.

5.36.2.111 CTToPNG() [1/2]

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

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

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as PNG byte-array.

5.36.2.112 CTToPNG() [2/2]

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

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

Parameters

texture	Texture to convert.

Returns

Converted Texture as PNG byte-array.

5.36.2.113 CTToSprite() [1/2]

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (
            this byte[] data,
            Texture2D supportTexture = null )  [static]
```

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

Parameters

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

Returns

Converted Sprite.

5.36.2.114 CTToSprite() [2/2]

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (
            this Texture2D texture,
            float pixelsPerUnit = 100f )  [static]
```

Extension method for Texture. Converts a Texture to a Sprite.

Parameters

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

Returns

Converted Texture as Sprite.

5.36.2.115 CTToString()

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

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

Parameters

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

Returns

Byte-array with the string.

5.36.2.116 CTToString< T >()

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > (
            this System.Collections.Generic.IList< T > list )  [static]
```

Extension method for IList. Generates a string list with all entries (via ToString).

Parameters

list	IList-instance to ToString.

Returns

String list with all entries (via ToString).

5.36.2.117 CTToStringArray< T >()

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

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

Parameters

array	Array-instance to ToString.

Returns

String array with all entries (via ToString).

5.36.2.118 CTToTexture()

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture (
            this byte[] data,
            Texture2D supportTexture = null )  [static]
```

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

Parameters

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

Returns

Converted Texture.

5.36.2.119 CTToTexture2D() [1/2]

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

Extension method for Texture. Convert a Texture to a Texture2D

Parameters

texture	Texture to convert.

Returns

Converted Texture2D.

5.36.2.120 CTToTexture2D() [2/2]

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

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

Parameters

texture	WebCamTexture to convert.

Returns

Converted Texture2D.

5.36.2.121 CTToTGA() [1/2]

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

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

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as TGA byte-array.

5.36.2.122 CTToTGA() [2/2]

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

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

Parameters

texture	Texture to convert.

Returns

Converted Texture as TGA byte-array.

5.36.2.123 CTToTitleCase()

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

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

Parameters

str	String-instance.

Returns

Converted string in title case.

5.36.2.124 CTVector3() [1/3]

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

Extension method for Color. Convert it to a Vector3.

Parameters

color	Color-instance to convert.

Returns

Vector3 from color.

5.36.2.125 CTVector3() [2/3]

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

Extension method for Color32. Convert it to a Vector3.

Parameters

color	Color-instance to convert.

Returns

Vector3 from color.

5.36.2.126 CTVector3() [3/3]

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

Extension method for Quaternion. Convert it to a Vector3.

Parameters

angle	Quaternion-instance to convert.

Returns

Vector3 from Quaternion.

5.36.2.127 CTVector4() [1/3]

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

Extension method for Color. Convert it to a Vector4.

Parameters

color	Color-instance to convert.

Returns

Vector4 from color.

5.36.2.128 CTVector4() [2/3]

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

Extension method for Color32. Convert it to a Vector4.

Parameters

color	Color-instance to convert.

Returns

Vector4 from color.

5.36.2.129 CTVector4() [3/3]

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

Extension method for Quaternion. Convert it to a Vector4.

Parameters

angle	Quaternion-instance to convert.

Returns

Vector4 from Quaternion.

5.36.2.130 GetColumn< T >()

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

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

Parameters

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

Returns

Column of a 2D-array as array.

5.36.2.131 GetRow< T >()

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

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

Parameters

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

Returns

Row of a 2D-array as array.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/ExtensionMethods.cs

5.37 Crosstales.Common.Util.FileHelper Class Reference

Various helper functions for the file system.

Static Public Member Functions

- static bool isUnixPath (string path)

  Checks if the given path is from a Unix-device
- static bool isWindowsPath (string path)

  Checks if the given path is from a Windows-device
- static bool isUNCPath (string path)

Checks if the given path is UNC

- static bool isURL (string path)

  Checks if the given path is an URL
- static string ValidatePath (string path, bool addEndDelimiter=true, bool preserveFile=true, bool removeInvalidChars=true)

  Validates a given path and add missing slash.
- static string ValidateFile (string path, bool removeInvalidChars=true)

  Validates a given file.
- static bool HasPathInvalidChars (string path, bool ignoreNullOrEmpty=true)

  Checks a given path for invalid characters
- static bool HasFileInvalidChars (string file, bool ignoreNullOrEmpty=true)

  Checks a given file for invalid characters
- static string[ ] GetFilesForName (string path, bool isRecursive=false, params string[ ] filenames)

  Find files inside a path.
- static string[ ] GetFiles (string path, bool isRecursive=false, params string[ ] extensions)

  Find files inside a path.
- static string[ ] GetDirectories (string path, bool isRecursive=false)

  Find directories inside.
- static string[ ] GetDrives ()

  Find all logical drives.
- static bool CopyDirectory (string sourceDir, string destDir, bool move=false, bool moveSafe=true)

  Copy or move a directory.
- static bool CopyFile (string sourceFile, string destFile, bool move=false, bool moveSafe=true)

  Copy or move a file.
- static bool MoveDirectory (string sourceDir, string destDir)

  Move a directory.
- static bool MoveFile (string sourceFile, string destFile)

  Move a file.
- static string RenameDirectory (string path, string newName)

  Renames a directory in a path.
- static string RenameFile (string path, string newName)

  Renames a file in a path.
- static bool DeleteFile (string file)

  Delete a file.
- static bool DeleteDirectory (string dir)

  Delete a directory.
- static bool ExistsFile (string file)

  Checks if the directory exists.
- static bool ExistsDirectory (string path)

  Checks if the directory exists.
- static string CreateDirectory (string path, string folderName)

  Creates a directory in a given path.
- static bool CreateDirectory (string path)

  Creates a directory.
- static string CreateFile (string path, string fileName)

  Creates a file in a given path.
- static bool CreateFile (string path)

  Creates a file.
- static bool isDirectory (string path, bool checkForExtensions=true)

  Checks if the path is a directory.
- static bool isFile (string path, bool checkForExtensions=true)

Checks if the path is a file.

- static bool isRoot (string path)

  Checks if the path is the root.
- static string GetFileName (string path, bool removeInvalidChars=true)

  Returns the file name for the path.
- static string GetCurrentDirectoryName (string path)

  Returns the current directory name for the path.
- static string GetDirectoryName (string path)

  Returns the directory name for the path.
- static long GetFilesize (string path)

  Returns the size of a file.
- static string GetExtension (string path)

  Returns the extension of a file.
- static System.DateTime GetLastModifiedDate (string path)

  Returns the size of a file.
- static string ReadAllText (string sourceFile, System.Text.Encoding encoding=null)

  Reads the text of a file.
- static string[ ] ReadAllLines (string sourceFile, System.Text.Encoding encoding=null)

  Reads all lines of text from a file.
- static byte[ ] ReadAllBytes (string sourceFile)

  Reads the bytes of a file.
- static bool WriteAllText (string destFile, string text, System.Text.Encoding encoding=null)

  Writes text to a file.
- static bool WriteAllLines (string destFile, string[ ] lines, System.Text.Encoding encoding=null)

  Writes all lines of text to a file.
- static bool WriteAllBytes (string destFile, byte[ ] data)

  Writes bytes to a file.
- static bool ShowPath (string path)

  Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms
- static bool ShowFile (string file)

  Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms
- static bool OpenFile (string file)

  Opens a file with the OS default application. NOTE: only works for standalone platforms
- static bool PathHasInvalidChars (string path)

  Checks a given path for invalid characters
- static bool FileHasInvalidChars (string file)

  Checks a given file for invalid characters
- static bool CopyPath (string sourceDir, string destDir, bool move=false)

  Copy or move a directory.
- static bool MovePath (string sourceDir, string destDir)

  Move a directory.

Static Public Attributes

- static string ApplicationDataPath => _applicationDataPath

  Returns the Unity application data path.
- static string ApplicationTempPath => _applicationTempPath

  Returns the Unity application temporary path.
- static string ApplicationPersistentPath => _applicationPersistentPath

  Returns the Unity application persistent path.
- static string TempFile => System.IO.Path.GetTempFileName()

  Returns a temporary file.
- static string TempPath => System.IO.Path.GetTempPath()

  Returns the temporary directory path from the device.

Properties

- static string StreamingAssetsPath [get]

  Returns the path to the the "Streaming Assets".

5.37.1 Detailed Description

Various helper functions for the file system.

5.37.2 Member Function Documentation

5.37.2.1 CopyDirectory()

```
static bool Crosstales.Common.Util.FileHelper.CopyDirectory (
            string sourceDir,
            string destDir,
            bool move = false,
            bool moveSafe = true )  [static]
```

Copy or move a directory.

Parameters

sourceDir	Source directory path
destDir	Destination directory path
move	Move directory instead of copy (optional, default: false)
moveSafe	Moves a directory in a safe, but slower way (optional, default: true)

Returns

True if the operation was successful

5.37.2.2 CopyFile()

```
static bool Crosstales.Common.Util.FileHelper.CopyFile (
            string sourceFile,
            string destFile,
            bool move = false,
            bool moveSafe = true )  [static]
```

Copy or move a file.

Parameters

sourceFile	Source file path
destFile	Destination file path
move	Move file instead of copy (optional, default: false)
moveSafe	Moves a file in a safe, but slower way (optional, default: true)

Returns

True if the operation was successful

5.37.2.3 CopyPath()

```
static bool Crosstales.Common.Util.FileHelper.CopyPath (
            string sourceDir,
            string destDir,
            bool move = false )  [static]
```

Copy or move a directory.

Parameters

sourceDir	Source directory path
destDir	Destination directory path
move	Move directory instead of copy (optional, default: false)

Returns

True if the operation was successful

5.37.2.4 CreateDirectory() [1/2]

```
static bool Crosstales.Common.Util.FileHelper.CreateDirectory (
            string path )  [static]
```

Creates a directory.

Parameters

path	Path to the directory to create

Returns

True if the operation was successful

5.37.2.5 CreateDirectory() [2/2]

```
static string Crosstales.Common.Util.FileHelper.CreateDirectory (
            string path,
            string folderName ) [static]
```

Creates a directory in a given path.

Parameters

path	Path for the directory
folderName	New folder

5.37.2.6 CreateFile() [1/2]

```
static bool Crosstales.Common.Util.FileHelper.CreateFile (
            string path ) [static]
```

Creates a file.

Parameters

path	Path to the file to create

Returns

True if the operation was successful

5.37.2.7 CreateFile() [2/2]

```
static string Crosstales.Common.Util.FileHelper.CreateFile (
            string path,
            string fileName ) [static]
```

Creates a file in a given path.

Parameters

path	Path for the file
fileName	New file

5.37.2.8 DeleteDirectory()

```
static bool Crosstales.Common.Util.FileHelper.DeleteDirectory (
            string dir )  [static]
```

Delete a directory.

Parameters

dir	Directory to delete

Returns

True if the operation was successful

5.37.2.9 DeleteFile()

```
static bool Crosstales.Common.Util.FileHelper.DeleteFile (
            string file )  [static]
```

Delete a file.

Parameters

file	File to delete

Returns

True if the operation was successful

5.37.2.10 ExistsDirectory()

```
static bool Crosstales.Common.Util.FileHelper.ExistsDirectory (
            string path )  [static]
```

Checks if the directory exists.

Returns

True if the directory exists

5.37.2.11 ExistsFile()

```
static bool Crosstales.Common.Util.FileHelper.ExistsFile (
            string file ) [static]
```

Checks if the directory exists.

Returns

True if the directory exists

5.37.2.12 FileHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.FileHasInvalidChars (
            string file ) [static]
```

Checks a given file for invalid characters

Parameters

file	File to check for invalid characters

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.37.2.13 GetCurrentDirectoryName()

```
static string Crosstales.Common.Util.FileHelper.GetCurrentDirectoryName (
            string path ) [static]
```

Returns the current directory name for the path.

Parameters

path	Path to the directory

Returns

Current directory name for the path

5.37.2.14 GetDirectories()

```
static string [] Crosstales.Common.Util.FileHelper.GetDirectories (
            string path,
            bool isRecursive = false )  [static]
```

Find directories inside.

Parameters

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

Returns

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

5.37.2.15 GetDirectoryName()

```
static string Crosstales.Common.Util.FileHelper.GetDirectoryName (
            string path )  [static]
```

Returns the directory name for the path.

Parameters

path	Path to the directory

Returns

Directory name for the path

5.37.2.16 GetDrives()

```
static string [] Crosstales.Common.Util.FileHelper.GetDrives ( )  [static]
```

Find all logical drives.

Returns

Returns array of the found drives. Zero length array when an error occured.

5.37.2.17 GetExtension()

```
static string Crosstales.Common.Util.FileHelper.GetExtension (
            string path )  [static]
```

Returns the extension of a file.

Parameters

path	Path to the file

Returns

Extension of the file

5.37.2.18 GetFileName()

```
static string Crosstales.Common.Util.FileHelper.GetFileName (
            string path,
            bool removeInvalidChars = true )  [static]
```

Returns the file name for the path.

Parameters

path	Path to the file
removeInvalidChars	Removes invalid characters in the file name (optional, default: true)

Returns

File name for the path

5.37.2.19 GetFiles()

```
static string [] Crosstales.Common.Util.FileHelper.GetFiles (
            string path,
            bool isRecursive = false,
            params string[] extensions )  [static]
```

Find files inside a path.

Parameters

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

Returns

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

5.37.2.20 GetFilesForName()

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
            string path,
            bool isRecursive = false,
            params string[] filenames )  [static]
```

Find files inside a path.

Parameters

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

Returns

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

5.37.2.21 GetFilesize()

```
static long Crosstales.Common.Util.FileHelper.GetFilesize (
            string path )  [static]
```

Returns the size of a file.

Parameters

path	Path of the file

Returns

Size for the file

5.37.2.22 GetLastModifiedDate()

```
static System.DateTime Crosstales.Common.Util.FileHelper.GetLastModifiedDate (
            string path )  [static]
```

Returns the size of a file.

Parameters

path	Path to the file

Returns

Size for the file

5.37.2.23 HasFileInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasFileInvalidChars (
            string file,
            bool ignoreNullOrEmpty = true )  [static]
```

Checks a given file for invalid characters

Parameters

file	File to check for invalid characters
ignoreNullOrEmpty	If set to true, return false for null or empty paths (optional, default: true)

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.37.2.24 HasPathInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasPathInvalidChars (
            string path,
            bool ignoreNullOrEmpty = true )  [static]
```

Checks a given path for invalid characters

Parameters

path	Path to check for invalid characters
ignoreNullOrEmpty	If set to true, return false for null or empty paths (optional, default: true)

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.37.2.25 isDirectory()

```
static bool Crosstales.Common.Util.FileHelper.isDirectory (
            string path,
            bool checkForExtensions = true )  [static]
```

Checks if the path is a directory.

Parameters

path	Path to the directory
checkForExtensions	Check for extensions (optional, default: true)

Returns

True if the path is a directory

5.37.2.26 isFile()

```
static bool Crosstales.Common.Util.FileHelper.isFile (
            string path,
            bool checkForExtensions = true )  [static]
```

Checks if the path is a file.

Parameters

path	Path to the file
checkForExtensions	Check for extensions (optional, default: true)

Returns

True if the path is a file

5.37.2.27 isRoot()

```
static bool Crosstales.Common.Util.FileHelper.isRoot (
            string path )  [static]
```

Checks if the path is the root.

Parameters

path	Possible root

Returns

True if the path is the root

5.37.2.28 isUNCPath()

```
static bool Crosstales.Common.Util.FileHelper.isUNCPath (
            string path )  [static]
```

Checks if the given path is UNC

Parameters

path	Path to check

Returns

True if the given path is UNC

5.37.2.29 isUnixPath()

```
static bool Crosstales.Common.Util.FileHelper.isUnixPath (
            string path )  [static]
```

Checks if the given path is from a Unix-device

Parameters

path	Path to check

Returns

True if the given path is from a Unix-device

5.37.2.30 isURL()

```
static bool Crosstales.Common.Util.FileHelper.isURL (
            string path )  [static]
```

Checks if the given path is an URL

Parameters

path	Path to check

Returns

True if the given path is an URL

5.37.2.31 isWindowsPath()

```
static bool Crosstales.Common.Util.FileHelper.isWindowsPath (
            string path )  [static]
```

Checks if the given path is from a Windows-device

Parameters

path	Path to check

Returns

True if the given path is from a Windows-device

5.37.2.32 MoveDirectory()

```
static bool Crosstales.Common.Util.FileHelper.MoveDirectory (
            string sourceDir,
            string destDir )  [static]
```

Move a directory.

Parameters

sourceDir	Source directory path
destDir	Destination directory path

Returns

True if the operation was successful

5.37.2.33 MoveFile()

```
static bool Crosstales.Common.Util.FileHelper.MoveFile (
            string sourceFile,
            string destFile )  [static]
```

Move a file.

Parameters

sourceFile	Source file path
destFile	Destination file path

Returns

True if the operation was successful

5.37.2.34 MovePath()

```
static bool Crosstales.Common.Util.FileHelper.MovePath (
            string sourceDir,
            string destDir )  [static]
```

Move a directory.

Parameters

sourceDir	Source directory path
destDir	Destination directory path

Returns

True if the operation was successful

5.37.2.35 OpenFile()

```
static bool Crosstales.Common.Util.FileHelper.OpenFile (
            string file )  [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

Parameters

file	File path

Returns

True if the operation was successful

5.37.2.36 PathHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.PathHasInvalidChars (
            string path )  [static]
```

Checks a given path for invalid characters

Parameters

path	Path to check for invalid characters

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.37.2.37 ReadAllBytes()

```
static byte [] Crosstales.Common.Util.FileHelper.ReadAllBytes (
            string sourceFile )  [static]
```

Reads the bytes of a file.

Parameters

sourceFile	Source file path

Returns

Byte-content of the file

5.37.2.38 ReadAllLines()

```
static string [] Crosstales.Common.Util.FileHelper.ReadAllLines (
            string sourceFile,
            System.Text.Encoding encoding = null )  [static]
```

Reads all lines of text from a file.

Parameters

sourceFile	Source file path
encoding	Encoding of the text (optional, default: UTF8)

Returns

Array of text lines from the file

5.37.2.39 ReadAllText()

```
static string Crosstales.Common.Util.FileHelper.ReadAllText (
            string sourceFile,
            System.Text.Encoding encoding = null )  [static]
```

Reads the text of a file.

Parameters

sourceFile	Source file path
encoding	Encoding of the text (optional, default: UTF8)

Returns

Text-content of the file

5.37.2.40 RenameDirectory()

```
static string Crosstales.Common.Util.FileHelper.RenameDirectory (
            string path,
            string newName )  [static]
```

Renames a directory in a path.

Parameters

path	Path to the directory
newName	New name for the directory

Returns

New path of the directory

5.37.2.41 RenameFile()

```
static string Crosstales.Common.Util.FileHelper.RenameFile (
            string path,
            string newName )  [static]
```

Renames a file in a path.

Parameters

path	Path to the file
newName	New name for the file

Returns

New path of the file

5.37.2.42 ShowFile()

```
static bool Crosstales.Common.Util.FileHelper.ShowFile (
            string file )  [static]
```

Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms

Returns

True if the operation was successful

5.37.2.43 ShowPath()

```
static bool Crosstales.Common.Util.FileHelper.ShowPath (
            string path )  [static]
```

Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms

Returns

True if the operation was successful

5.37.2.44 ValidateFile()

```
static string Crosstales.Common.Util.FileHelper.ValidateFile (
            string path,
            bool removeInvalidChars = true )  [static]
```

Validates a given file.

Parameters

path	File to validate
removeInvalidChars	Removes invalid characters in the file name (optional, default: true)

Returns

Valid file path

5.37.2.45 ValidatePath()

```
static string Crosstales.Common.Util.FileHelper.ValidatePath (
            string path,
            bool addEndDelimiter = true,
            bool preserveFile = true,
            bool removeInvalidChars = true )  [static]
```

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

5.37.2.46 WriteAllBytes()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllBytes (
            string destFile,
            byte[] data )  [static]
```

Writes bytes to a file.

Parameters

destFile	Destination file path
data	Byte-content to write

Returns

True if the operation was successful

5.37.2.47 WriteAllLines()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllLines (
            string destFile,
            string[] lines,
            System.Text.Encoding encoding = null )  [static]
```

Writes all lines of text to a file.

Parameters

destFile	Destination file path
lines	Array of text lines to write
encoding	Encoding of the text (optional, default: UTF8)

Returns

True if the operation was successful

5.37.2.48 WriteAllText()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllText (
            string destFile,
            string text,
            System.Text.Encoding encoding = null )  [static]
```

Writes text to a file.

Parameters

destFile	Destination file path
text	Text-content to write
encoding	Encoding of the text (optional, default: UTF8)

Returns

True if the operation was successful

5.37.3 Member Data Documentation

5.37.3.1 ApplicationDataPath

```
string Crosstales.Common.Util.FileHelper.ApplicationDataPath => _applicationDataPath  [static]
```

Returns the Unity application data path.

Returns

Unity application data path

5.37.3.2 ApplicationPersistentPath

```
string Crosstales.Common.Util.FileHelper.ApplicationPersistentPath => _applicationPersistent↩
Path  [static]
```

Returns the Unity application persistent path.

Returns

Unity application persistent path

5.37.3.3 ApplicationTempPath

```
string Crosstales.Common.Util.FileHelper.ApplicationTempPath => _applicationTempPath  [static]
```

Returns the Unity application temporary path.

Returns

Unity application temporary path

5.37.3.4 TempFile

```
string Crosstales.Common.Util.FileHelper.TempFile => System.IO.Path.GetTempFileName()  [static]
```

Returns a temporary file.

Returns

Temporary file

5.37.3.5 TempPath

```
string Crosstales.Common.Util.FileHelper.TempPath => System.IO.Path.GetTempPath()  [static]
```

Returns the temporary directory path from the device.

Returns

Temporary directory path of the device

5.37.4 Property Documentation

5.37.4.1 StreamingAssetsPath

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

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

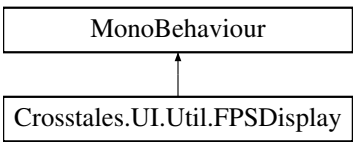
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/FileHelper.cs

5.38 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Attributes

- Text FPS

  Text component to display the FPS.
- int FrameUpdate = 5

  Update every set frame (default: 5).
- KeyCode **Key** = KeyCode.None

5.38.1 Detailed Description

Simple FPS-Counter.

5.38.2 Member Data Documentation

5.38.2.1 FPS

```
Text Crosstales.UI.Util.FPSDisplay.FPS
```

Text component to display the FPS.

5.38.2.2 FrameUpdate

```
int Crosstales.UI.Util.FPSDisplay.FrameUpdate = 5
```

Update every set frame (default: 5).

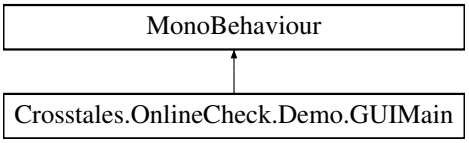
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/Util/FPSDisplay.cs

5.39 Crosstales.OnlineCheck.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUIMain:



Public Member Functions

- void **Check** ()
- void **ChangeIntervalMin** ()
- void **ChangeIntervalMax** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**
- Image **Status**
- Slider **MinimumSlider**
- Slider **MaximumSlider**
- Text **MinValue**
- Text **MaxValue**
- Text **Available**
- Text **Reachability**
- Text **LastCheck**
- Text **Total**
- Text **PerMinute**
- Text **Data**
- Text **Runtime**
- Text **Uptime**
- Text **Downtime**

5.39.1 Detailed Description

Main GUI component for all demo scenes.

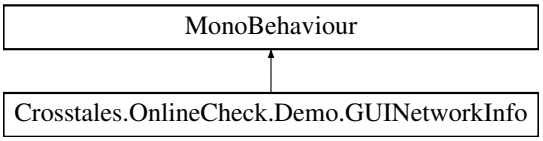
The documentation for this class was generated from the following file:

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

5.40 Crosstales.OnlineCheck.Demo.GUINetworkInfo Class Reference

GUI component for NetworkInfo.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUINetworkInfo:



Public Member Functions

- void **Refresh** ()

Public Attributes

- Text **Result**

5.40.1 Detailed Description

GUI component for NetworkInfo.

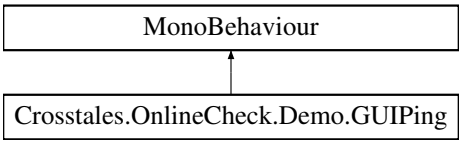
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Demos/Scripts/GUINetworkInfo.cs

5.41 Crosstales.OnlineCheck.Demo.GUIPing Class Reference

GUI component for PingCheck.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUIPing:



Public Member Functions

- void **Ping** ()

Public Attributes

- string **Host** = "google.com"
- InputField **Hostname**
- Text **Result**
- Button **CheckButton**

5.41.1 Detailed Description

GUI component for PingCheck.

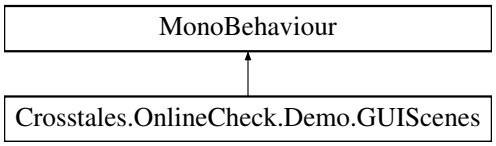
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ PingCheck/Demo/Scripts/GUIPing.cs

5.42 Crosstales.OnlineCheck.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUIScenes:



Public Member Functions

- void LoadPreviousScene ()

  Load previous scene.
- void LoadNextScene ()

  Load next scene.
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void Quit ()

  Quit the application.

Public Attributes

- string PreviousScene

  Name of the previous scene.
- string NextScene

  Name of the next scene.

5.42.1 Detailed Description

Main GUI scene manager for all demo scenes.

5.42.2 Member Function Documentation

5.42.2.1 LoadNextScene()

```
void Crosstales.OnlineCheck.Demo.GUIScenes.LoadNextScene ( )
```

Load next scene.

5.42.2.2 LoadPreviousScene()

```
void Crosstales.OnlineCheck.Demo.GUIScenes.LoadPreviousScene ( )
```

Load previous scene.

5.42.2.3 Quit()

```
void Crosstales.OnlineCheck.Demo.GUIScenes.Quit ( )
```

Quit the application.

5.42.3 Member Data Documentation

5.42.3.1 NextScene

```
string Crosstales.OnlineCheck.Demo.GUIScenes.NextScene
```

Name of the next scene.

5.42.3.2 PreviousScene

```
string Crosstales.OnlineCheck.Demo.GUIScenes.PreviousScene
```

Name of the previous scene.

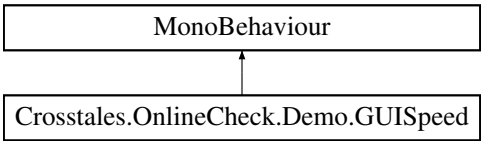
The documentation for this class was generated from the following file:

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

5.43 Crosstales.OnlineCheck.Demo.GUISpeed Class Reference

GUI component for SpeedTest.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUISpeed:



Public Member Functions

- void **Test** ()
- void **SetSize** (int value)

Public Attributes

- Text **Result**
- Button **CheckButton**

5.43.1 Detailed Description

GUI component for SpeedTest.

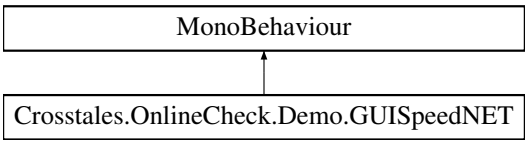
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTest/Demo/Scripts/GUISpeed.cs

5.44 Crosstales.OnlineCheck.Demo.GUISpeedNET Class Reference

GUI component for SpeedTestNET.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUISpeedNET:



Public Member Functions

- void **Test** ()

Public Attributes

- Text **Result**
- Button **CheckButton**

5.44.1 Detailed Description

GUI component for SpeedTestNET.

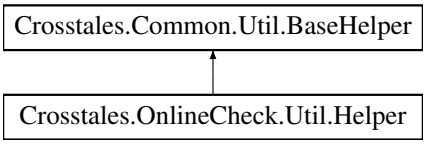
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Demo/Scripts/GUISpeedNET.cs

5.45 Crosstales.OnlineCheck.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.OnlineCheck.Util.Helper:



Static Public Member Functions

- static void CreateCustomCheck ()

  Creates a custom check asset.

Additional Inherited Members

5.45.1 Detailed Description

Various helper functions.

5.45.2 Member Function Documentation

5.45.2.1 CreateCustomCheck()

```
static void Crosstales.OnlineCheck.Util.Helper.CreateCustomCheck ( )  [static]
```

Creates a custom check asset.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Util/Helper.cs

5.46 System.Web.Util.HttpEncoder Class Reference

Static Public Attributes

- static HttpEncoder **Default** => defaultEncoder.Value

Properties

- static HttpEncoder???? **Current** `[get, set]`

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Mono/HttpEncoder.cs

5.47 System.Web.HttpUtility Class Reference

Static Public Member Functions

- static void **HtmlAttributeEncode** (string s, TextWriter output)
- static string **HtmlAttributeEncode** (string s)
- static string **UrlDecode** (string str)
- static string **UrlDecode** (string str, Encoding e)
- static string **UrlDecode** (byte[ ] bytes, Encoding e)
- static string **UrlDecode** (byte[ ] bytes, int offset, int count, Encoding e)
- static byte[ ] **UrlDecodeToBytes** (byte[ ] bytes)
- static byte[ ] **UrlDecodeToBytes** (string str)
- static byte[ ] **UrlDecodeToBytes** (string str, Encoding e)
- static byte[ ] **UrlDecodeToBytes** (byte[ ] bytes, int offset, int count)
- static string **UrlEncode** (string str)
- static string **UrlEncode** (string str, Encoding e)
- static string **UrlEncode** (byte[ ] bytes)
- static string **UrlEncode** (byte[ ] bytes, int offset, int count)
- static byte[ ] **UrlEncodeToBytes** (string str)
- static byte[ ] **UrlEncodeToBytes** (string str, Encoding e)
- static byte[ ] **UrlEncodeToBytes** (byte[ ] bytes)
- static byte[ ] **UrlEncodeToBytes** (byte[ ] bytes, int offset, int count)
- static string **UrlEncodeUnicode** (string str)
- static byte[ ] **UrlEncodeUnicodeToBytes** (string str)
- static string HtmlDecode (string s)

  Decodes an HTML-encoded string and returns the decoded string.
- static void HtmlDecode (string s, TextWriter output)

  Decodes an HTML-encoded string and sends the resulting output to a TextWriter output stream.
- static string **HtmlEncode** (string s)
- static void HtmlEncode (string s, TextWriter output)

  HTML-encodes a string and sends the resulting output to a TextWriter output stream.
- static string **HtmlEncode** (object value)
- static string **JavaScriptStringEncode** (string value)
- static string **JavaScriptStringEncode** (string value, bool addDoubleQuotes)
- static string **UrlPathEncode** (string str)
- static NameValueCollection **ParseQueryString** (string query)
- static NameValueCollection **ParseQueryString** (string query, Encoding encoding)

5.47.1 Member Function Documentation

5.47.1.1 HtmlDecode() `[1/2]`

```
static string System.Web.HttpUtility.HtmlDecode (
            string s )  [static]
```

Decodes an HTML-encoded string and returns the decoded string.

Parameters

s	The HTML string to decode.

Returns

The decoded text.

5.47.1.2 HtmlDecode() [2/2]

```
static void System.Web.HttpUtility.HtmlDecode (
            string s,
            TextWriter output )  [static]
```

Decodes an HTML-encoded string and sends the resulting output to a TextWriter output stream.

Parameters

s	The HTML string to decode
output	The TextWriter output stream containing the decoded string.

5.47.1.3 HtmlEncode()

```
static void System.Web.HttpUtility.HtmlEncode (
            string s,
            TextWriter output )  [static]
```

HTML-encodes a string and sends the resulting output to a TextWriter output stream.

Parameters

s	The string to encode.
output	The TextWriter output stream containing the encoded string.

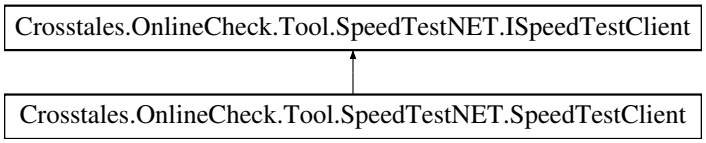
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Mono/HttpUtility.cs

5.48 Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient Interface Reference

Interface for the SpeedTestClient.

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient:



Public Member Functions

- Settings GetSettings ()

  Download SpeedTest.net settings
- int TestServerLatency (Server server, int retryCount=3)

  Test latency (ping) to server
- double TestDownloadSpeed (Server server, int simultaneousDownloads=2, int retryCount=2)

  Test download speed to server
- double TestUploadSpeed (Server server, int simultaneousUploads=2, int retryCount=2)

  Test upload speed to server

5.48.1 Detailed Description

Interface for the SpeedTestClient.

5.48.2 Member Function Documentation

5.48.2.1 GetSettings()

```
Settings Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.GetSettings ( )
```

Download SpeedTest.net settings

Returns

SpeedTest.net settings

Implemented in Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.

5.48.2.2 TestDownloadSpeed()

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.TestDownloadSpeed (
            Server server,
            int simultaneousDownloads = 2,
            int retryCount = 2 )
```

Test download speed to server

Returns

Download speed in Kbps

Implemented in Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.

5.48.2.3 TestServerLatency()

```
int Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.TestServerLatency (
            Server server,
            int retryCount = 3 )
```

Test latency (ping) to server

Returns

Latency in milliseconds (ms)

Implemented in Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.

5.48.2.4 TestUploadSpeed()

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.TestUploadSpeed (
            Server server,
            int simultaneousUploads = 2,
            int retryCount = 2 )
```

Test upload speed to server

Returns

Upload speed in Kbps

Implemented in Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.

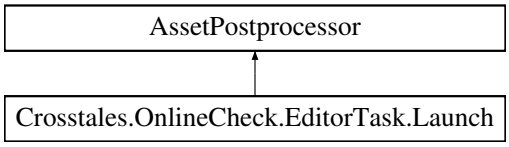
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/ISpeedTestClient.cs

5.49 Crosstales.OnlineCheck.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.OnlineCheck.EditorTask.Launch:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[ ] importedAssets, string[ ] deletedAssets, string[ ] moved↩ Assets, string[ ] movedFromAssetPaths)

5.49.1 Detailed Description

Show the configuration window on the first launch.

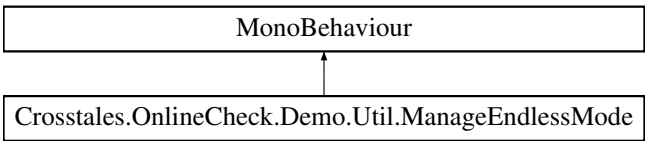
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Task/Launch.cs

5.50 Crosstales.OnlineCheck.Demo.Util.ManageEndlessMode Class Reference

Enable or disable EndlessMode at startup.

Inheritance diagram for Crosstales.OnlineCheck.Demo.Util.ManageEndlessMode:



Public Member Functions

- void **Start** ()

Public Attributes

- bool **EndlessMode**

5.50.1 Detailed Description

Enable or disable EndlessMode at startup.

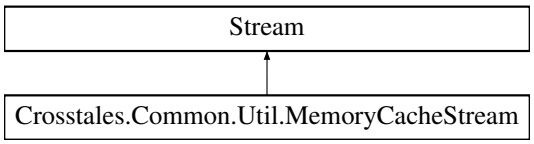
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Demos/Scripts/Util/ManageEndlessMode.cs

5.51 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



Public Member Functions

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

  Constructor with a specified cache size.
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[ ] buffer, int offset, int count)
- override void **Write** (byte[ ] buffer, int offset, int count)

Public Attributes

- override bool CanRead => true

  Gets a flag flag that indicates if the stream is readable (always true).
- override bool CanSeek => true

  Gets a flag flag that indicates if the stream is seekable (always true).
- override bool CanWrite => true

  Gets a flag flag that indicates if the stream is seekable (always true).
- override long Length => _length

  Gets the current stream length.

Properties

- override long Position `[get, set]`

  Gets or sets the current stream position.

5.51.1 Detailed Description

Memory cache stream.

5.51.2 Constructor & Destructor Documentation

5.51.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
            int cacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_KB,
            int maxCacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_MB )
```

Constructor with a specified cache size.

Parameters

cacheSize	Cache size of the stream in bytes.
maxCacheSize	Maximum cache size of the stream in bytes.

5.51.3 Member Data Documentation

5.51.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

5.51.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.51.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.51.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => _length
```

Gets the current stream length.

5.51.4 Property Documentation

5.51.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position  [get], [set]
```

Gets or sets the current stream position.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/MemoryCacheStream.cs

5.52 Crosstales.Common.Util.NetworkHelper Class Reference

Base for various helper functions for networking.

Static Public Member Functions

- static bool OpenURL (string url)

  Opens the given URL with the file explorer or browser.
- static bool RemoteCertificateValidationCallback (object sender, System.Security.Cryptography.X509↩ Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)

  HTTPS-certification callback.
- static string GetURLFromFile (string path)

  Returns the URL of a given file.
- static string ValidateURL (string url, bool removeProtocol=false, bool removeWWW=true, bool remove↩ Slash=true)

  Validates a given URL.
- static bool isURL (string url)

  Checks if the input is an URL.
- static bool isIPv4 (string ip)

  Checks if the input is an IPv4 address.
- static string GetIP (string host)

  Returns the IP of a given host name.
- static string ValidURLFromFilePath (string path)

  Returns the URL of a given file.
- static string CleanUrl (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)

  Cleans a given URL.
- static bool isValidURL (string url)

  Checks if the URL is valid.

Static Protected Attributes

- const string **FILE_PREFIX** = "file://"
- const string **CONTENT_PREFIX** = "content://"

Properties

- static bool isInternetAvailable `[get]`

  Checks if an Internet connection is available.

5.52.1 Detailed Description

Base for various helper functions for networking.

5.52.2 Member Function Documentation

5.52.2.1 CleanUrl()

```
static string Crosstales.Common.Util.NetworkHelper.CleanUrl (
            string url,
            bool removeProtocol = true,
            bool removeWWW = true,
            bool removeSlash = true )  [static]
```

Cleans a given URL.

Parameters

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

Returns

Clean URL

5.52.2.2 GetIP()

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

Returns the IP of a given host name.

Parameters

host	Host name

Returns

IP of a given host name.

5.52.2.3 GetURLFromFile()

```
static string Crosstales.Common.Util.NetworkHelper.GetURLFromFile (
            string path )  [static]
```

Returns the URL of a given file.

Parameters

path	File path

Returns

URL of the file path

5.52.2.4 isIPv4()

```
static bool Crosstales.Common.Util.NetworkHelper.isIPv4 (
            string ip )  [static]
```

Checks if the input is an IPv4 address.

Parameters

url	Input as possible IPv4

Returns

True if the given path is an IPv4 address

5.52.2.5 isURL()

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

Checks if the input is an URL.

Parameters

url	Input as possible URL

Returns

True if the given path is an URL

5.52.2.6 isValidURL()

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

Checks if the URL is valid.

Parameters

url	URL to check

Returns

True if the URL is valid.

5.52.2.7 OpenURL()

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

Opens the given URL with the file explorer or browser.

Parameters

url	URL to open

Returns

True if the operation was successful

5.52.2.8 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.NetworkHelper.RemoteCertificateValidationCallback (
            object sender,
```

```
            System.Security.Cryptography.X509Certificates.X509Certificate certificate,
            System.Security.Cryptography.X509Certificates.X509Chain chain,
            System.Net.Security.SslPolicyErrors sslPolicyErrors )  [static]
```

HTTPS-certification callback.

5.52.2.9 ValidateURL()

```
static string Crosstales.Common.Util.NetworkHelper.ValidateURL (
            string url,
            bool removeProtocol = false,
            bool removeWWW = true,
            bool removeSlash = true )  [static]
```

Validates a given URL.

Parameters

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

Returns

Clean URL

5.52.2.10 ValidURLFromFilePath()

```
static string Crosstales.Common.Util.NetworkHelper.ValidURLFromFilePath (
            string path )  [static]
```

Returns the URL of a given file.

Parameters

path	File path

Returns

URL of the file path

5.52.3 Property Documentation

5.52.3.1 isInternetAvailable

```
bool Crosstales.Common.Util.NetworkHelper.isInternetAvailable [static], [get]
```

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/NetworkHelper.cs

5.53 Crosstales.OnlineCheck.Util.NetworkInfo Class Reference

Provides extra information about the network environment.

Static Public Member Functions

- static void Refresh ()
  Refresh the network information.
- static System.Collections.Generic.List< NetworkInterface > getNetworkInterfaces (bool activeOnly=true)
  Returns a list of all available network interfaces.

Static Public Attributes

- static string LastPublicIP => publicIpCache ?? (publicIpCache = PublicIP)
  Returns the last public IP.
- static bool isPlatformSupported => !Helper.isWebPlatform && !Helper.isWSABasedPlatform
  Indicates if NetworkInfo is supporting the current platform.

Properties

- static string PublicIP [get]
  Returns the public IP of the Internet connection.
- static System.Collections.Generic.List< NetworkInterface > LastNetworkInterfaces [get]
  Returns the last list of network interfaces.

5.53.1 Detailed Description

Provides extra information about the network environment.

5.53.2 Member Function Documentation

5.53.2.1 getNetworkInterfaces()

```
static System.Collections.Generic.List<NetworkInterface> Crosstales.OnlineCheck.Util.Network↩
Info.getNetworkInterfaces (
            bool activeOnly = true ) [static]
```

Returns a list of all available network interfaces.

Parameters

activeOnly	Search only for active network interfaces (optional)

Returns

List of network interfaces.

5.53.2.2 Refresh()

```
static void Crosstales.OnlineCheck.Util.NetworkInfo.Refresh ( )  [static]
```

Refresh the network information.

5.53.3 Member Data Documentation

5.53.3.1 isPlatformSupported

```
bool Crosstales.OnlineCheck.Util.NetworkInfo.isPlatformSupported => !Helper.isWebPlatform &&
!Helper.isWSABasedPlatform  [static]
```

Indicates if NetworkInfo is supporting the current platform.

Returns

True if NetworkInfo supports current platform.

5.53.3.2 LastPublicIP

```
string Crosstales.OnlineCheck.Util.NetworkInfo.LastPublicIP => publicIpCache ??  (publicIp↩
Cache = PublicIP)  [static]
```

Returns the last public IP.

Returns

Last public IP.

5.53.4 Property Documentation

5.53.4.1 LastNetworkInterfaces

```
System.Collections.Generic.List<NetworkInterface> Crosstales.OnlineCheck.Util.NetworkInfo.↩
LastNetworkInterfaces  [static], [get]
```

Returns the last list of network interfaces.

Returns

Last list of network interfaces.

5.53.4.2 PublicIP

```
string Crosstales.OnlineCheck.Util.NetworkInfo.PublicIP  [static], [get]
```

Returns the public IP of the Internet connection.

Returns

Public IP of the Internet connection.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Util/NetworkInfo.cs

5.54 Crosstales.OnlineCheck.Model.NetworkInterface Class Reference

Model for a network interface.

Public Member Functions

- **NetworkInterface** (string id, string name, System.Net.NetworkInformation.NetworkInterfaceType type, System.Net.IPAddress address, System.Net.IPAddress mask, string macAddress, System.Net.IPAddress gateway, long speed, System.Net.NetworkInformation.OperationalStatus status)
- override string **ToString** ()

Public Attributes

- readonly string Id

  Id of the network interface.
- readonly string Name

  Name of the network interface.
- readonly System.Net.NetworkInformation.NetworkInterfaceType Type

  Type of the network interface.
- readonly System.Net.IPAddress Address

  Address of the network interface.
- readonly System.Net.IPAddress Mask

  Mask of the network interface.
- readonly string MacAddress

  MAC address of the network interface.
- readonly System.Net.IPAddress Gateway

  Gateway of the network interface.
- readonly long Speed

  Speed of the network interface in bits-per-second (bps).
- readonly System.Net.NetworkInformation.OperationalStatus Status

  Status of the network interface.

5.54.1 Detailed Description

Model for a network interface.

5.54.2 Member Data Documentation

5.54.2.1 Address

```
readonly System.Net.IPAddress Crosstales.OnlineCheck.Model.NetworkInterface.Address
```

Address of the network interface.

5.54.2.2 Gateway

```
readonly System.Net.IPAddress Crosstales.OnlineCheck.Model.NetworkInterface.Gateway
```

Gateway of the network interface.

5.54.2.3 Id

```
readonly string Crosstales.OnlineCheck.Model.NetworkInterface.Id
```

Id of the network interface.

5.54.2.4 MacAddress

```
readonly string Crosstales.OnlineCheck.Model.NetworkInterface.MacAddress
```

MAC address of the network interface.

5.54.2.5 Mask

```
readonly System.Net.IPAddress Crosstales.OnlineCheck.Model.NetworkInterface.Mask
```

Mask of the network interface.

5.54.2.6 Name

```
readonly string Crosstales.OnlineCheck.Model.NetworkInterface.Name
```

Name of the network interface.

5.54.2.7 Speed

```
readonly long Crosstales.OnlineCheck.Model.NetworkInterface.Speed
```

Speed of the network interface in bits-per-second (bps).

5.54.2.8 Status

```
readonly System.Net.NetworkInformation.OperationalStatus Crosstales.OnlineCheck.Model.Network↩
Interface.Status
```

Status of the network interface.

5.54.2.9 Type

```
readonly System.Net.NetworkInformation.NetworkInterfaceType Crosstales.OnlineCheck.Model.↩
NetworkInterface.Type
```

Type of the network interface.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Model/NetworkInterface.cs

5.55 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.55.1 Detailed Description

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

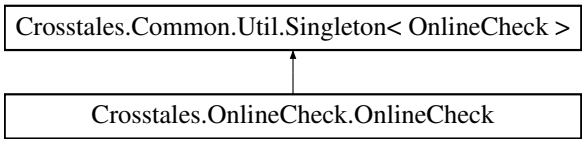
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Editor/Task/NYCheck.cs

5.56 Crosstales.OnlineCheck.OnlineCheck Class Reference

Checks the Internet availability.

Inheritance diagram for Crosstales.OnlineCheck.OnlineCheck:



Public Member Functions

- delegate void OnlineStatusChange (bool isConnected)

  Callback to determine whether the online status has changed or not.
- delegate void NetworkReachabilityChange (NetworkReachability networkReachability)

  Callback to determine whether the network reachability has changed or not.
- delegate void OnlineCheckComplete (bool isConnected, NetworkReachability networkReachability)

  Callback to determine whether the checks have completed or not.
- void Refresh (bool triggerCallbacks=false)

  Checks for Internet availability.
- IEnumerator RefreshYield (bool triggerCallbacks=false)

  Checks for Internet availability as an IEnumerator.

Static Public Member Functions

- static void ResetObject ()

  Resets this object.

Public Attributes

- NetworkReachability NetworkReachability => networkReachability

  Returns the network reachability.
- bool isBusy => isRunning

  Returns true if OnlineCheck is busy.
- float LastCheckRTT => LastCheckRTTMilliseconds / 1000f

  Returns the round trip time of the last successful availability check in seconds. Note: This value is only accurate if used with "ForceWWW" disabled.
- StatusChangeEvent **OnStatusChange**

Protected Member Functions

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

Properties

- bool EndlessMode `[get, set]`

  Continuously check for Internet availability within given intervals.
- int? IntervalMin `[get, set]`

  Minimum delay between checks in seconds (range: 3 - 59).
- int? IntervalMax `[get, set]`

  Maximum delay between checks in seconds (range: 4 - 60).
- int? Timeout `[get, set]`

  Timeout for every check in seconds (range: 1 - 10).
- bool ForceWWW `[get, set]`

  Force UnityWebRequest instead of WebClient.
- CustomCheck CustomCheck `[get, set]`

  Use a custom configuration for the checks.
- bool Google204 `[get, set]`

  Enable or disable the 'Google 204' check (279 Bytes).
- bool GoogleBlank `[get, set]`

  Enable or disable the 'Google Blank' check (831 Bytes).
- bool Microsoft `[get, set]`

  Enable or disable the 'Microsoft' check (184 Bytes).
- bool Apple `[get, set]`

  Enable or disable the 'Apple' check (??? Bytes).
- bool Ubuntu `[get, set]`

  Enable or disable the 'Ubuntu' check (1001 Bytes).
- bool RunOnStart `[get, set]`

  Start at runtime.
- float Delay `[get, set]`

  Delay in seconds until the OnlineCheck starts checking.

- bool isInternetAvailable [get]

  Returns true if an Internet connection is available.
- string NetworkReachabilityShort [get]

  Returns the network reachability in shorter form.
- System.DateTime LastCheck [get]

  Returns the time of the last availability check.
- long DataDownloaded [get]

  Returns the total download size in bytes for the current session.
- int LastCheckRTTMilliseconds [get]

  Returns the round trip time of the last successful availability check in milliseconds. Note: This value is only accurate if used with "ForceWWW" disabled.

Events

- OnlineStatusChange OnOnlineStatusChange

  An event triggered whenever the Internet connection status changes.
- NetworkReachabilityChange OnNetworkReachabilityChange

  An event triggered whenever the network reachability changes.
- OnlineCheckComplete OnOnlineCheckComplete

  An event triggered whenever the Internet connection check is completed.

Additional Inherited Members

5.56.1 Detailed Description

Checks the Internet availability.

5.56.2 Member Function Documentation

5.56.2.1 NetworkReachabilityChange()

```
delegate void Crosstales.OnlineCheck.OnlineCheck.NetworkReachabilityChange (
            NetworkReachability networkReachability )
```

Callback to determine whether the network reachability has changed or not.

5.56.2.2 OnlineCheckComplete()

```
delegate void Crosstales.OnlineCheck.OnlineCheck.OnlineCheckComplete (
            bool isConnected,
            NetworkReachability networkReachability )
```

Callback to determine whether the checks have completed or not.

5.56.2.3 OnlineStatusChange()

```
delegate void Crosstales.OnlineCheck.OnlineCheck.OnlineStatusChange (
            bool isConnected )
```

Callback to determine whether the online status has changed or not.

5.56.2.4 Refresh()

```
void Crosstales.OnlineCheck.OnlineCheck.Refresh (
            bool triggerCallbacks = false )
```

Checks for Internet availability.

Parameters

triggerCallbacks	Always trigger the callbacks (default: false, optional)

5.56.2.5 RefreshYield()

```
IEnumerator Crosstales.OnlineCheck.OnlineCheck.RefreshYield (
            bool triggerCallbacks = false )
```

Checks for Internet availability as an IEnumerator.

Parameters

triggerCallbacks	Always trigger the callbacks (default: false, optional)

5.56.2.6 ResetObject()

```
static void Crosstales.OnlineCheck.OnlineCheck.ResetObject ( )  [static]
```

Resets this object.

5.56.3 Member Data Documentation

5.56.3.1 isBusy

```
bool Crosstales.OnlineCheck.OnlineCheck.isBusy => isRunning
```

Returns true if OnlineCheck is busy.

Returns

True if if OnlineCheck is busy.

5.56.3.2 LastCheckRTT

```
float Crosstales.OnlineCheck.OnlineCheck.LastCheckRTT => LastCheckRTTMilliseconds / 1000f
```

Returns the round trip time of the last successful availability check in seconds. Note: This value is only accurate if used with "ForceWWW" disabled.

Returns

Round trip time of the last successful availability check in seconds.

5.56.3.3 NetworkReachability

```
NetworkReachability Crosstales.OnlineCheck.OnlineCheck.NetworkReachability => networkReachability
```

Returns the network reachability.

Returns

The Internet reachability.

5.56.4 Property Documentation

5.56.4.1 Apple

```
bool Crosstales.OnlineCheck.OnlineCheck.Apple  [get], [set]
```

Enable or disable the 'Apple' check (??? Bytes).

5.56.4.2 CustomCheck

```
CustomCheck Crosstales.OnlineCheck.OnlineCheck.CustomCheck [get], [set]
```

Use a custom configuration for the checks.

5.56.4.3 DataDownloaded

```
long Crosstales.OnlineCheck.OnlineCheck.DataDownloaded [get]
```

Returns the total download size in bytes for the current session.

Returns

Download size in bytes.

5.56.4.4 Delay

```
float Crosstales.OnlineCheck.OnlineCheck.Delay [get], [set]
```

Delay in seconds until the OnlineCheck starts checking.

5.56.4.5 EndlessMode

```
bool Crosstales.OnlineCheck.OnlineCheck.EndlessMode [get], [set]
```

Continuously check for Internet availability within given intervals.

5.56.4.6 ForceWWW

```
bool Crosstales.OnlineCheck.OnlineCheck.ForceWWW [get], [set]
```

Force UnityWebRequest instead of WebClient.

5.56.4.7 Google204

```
bool Crosstales.OnlineCheck.OnlineCheck.Google204 [get], [set]
```

Enable or disable the 'Google 204' check (279 Bytes).

5.56.4.8 GoogleBlank

```
bool Crosstales.OnlineCheck.OnlineCheck.GoogleBlank [get], [set]
```

Enable or disable the 'Google Blank' check (831 Bytes).

5.56.4.9 IntervalMax

```
int? Crosstales.OnlineCheck.OnlineCheck.IntervalMax [get], [set]
```

Maximum delay between checks in seconds (range: 4 - 60).

5.56.4.10 IntervalMin

```
int? Crosstales.OnlineCheck.OnlineCheck.IntervalMin [get], [set]
```

Minimum delay between checks in seconds (range: 3 - 59).

5.56.4.11 isInternetAvailable

```
bool Crosstales.OnlineCheck.OnlineCheck.isInternetAvailable [get]
```

Returns true if an Internet connection is available.

Returns

True if an Internet connection is available.

5.56.4.12 LastCheck

```
System.DateTime Crosstales.OnlineCheck.OnlineCheck.LastCheck [get]
```

Returns the time of the last availability check.

Returns

Time of the last availability check.

5.56.4.13 LastCheckRTTMilliseconds

```
int Crosstales.OnlineCheck.OnlineCheck.LastCheckRTTMilliseconds  [get]
```

Returns the round trip time of the last successful availability check in milliseconds. Note: This value is only accurate if used with "ForceWWW" disabled.

Returns

Round trip time of the last successful availability check in milliseconds.

5.56.4.14 Microsoft

```
bool Crosstales.OnlineCheck.OnlineCheck.Microsoft  [get], [set]
```

Enable or disable the 'Microsoft' check (184 Bytes).

5.56.4.15 NetworkReachabilityShort

```
string Crosstales.OnlineCheck.OnlineCheck.NetworkReachabilityShort  [get]
```

Returns the network reachability in shorter form.

Returns

The Internet reachability in shorter form.

5.56.4.16 RunOnStart

```
bool Crosstales.OnlineCheck.OnlineCheck.RunOnStart  [get], [set]
```

Start at runtime.

5.56.4.17 Timeout

```
int?  Crosstales.OnlineCheck.OnlineCheck.Timeout  [get], [set]
```

Timeout for every check in seconds (range: 1 - 10).

5.56.4.18 Ubuntu

```
bool Crosstales.OnlineCheck.OnlineCheck.Ubuntu  [get], [set]
```

Enable or disable the 'Ubuntu' check (1001 Bytes).

5.56.5 Event Documentation

5.56.5.1 OnNetworkReachabilityChange

```
NetworkReachabilityChange Crosstales.OnlineCheck.OnlineCheck.OnNetworkReachabilityChange
```

An event triggered whenever the network reachability changes.

5.56.5.2 OnOnlineCheckComplete

```
OnlineCheckComplete Crosstales.OnlineCheck.OnlineCheck.OnOnlineCheckComplete
```

An event triggered whenever the Internet connection check is completed.

5.56.5.3 OnOnlineStatusChange

```
OnlineStatusChange Crosstales.OnlineCheck.OnlineCheck.OnOnlineStatusChange
```

An event triggered whenever the Internet connection status changes.

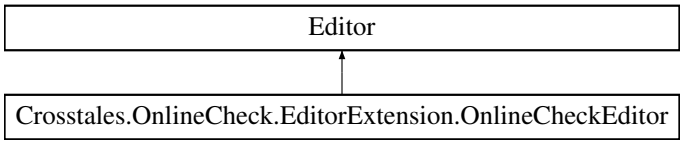
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/OnlineCheck.cs

5.57 Crosstales.OnlineCheck.EditorExtension.OnlineCheckEditor Class Reference

Custom editor for the 'OnlineCheck'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.OnlineCheckEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.57.1 Detailed Description

Custom editor for the 'OnlineCheck'-class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Extension/OnlineCheckEditor.cs

5.58 Crosstales.OnlineCheck.EditorIntegration.OnlineCheckGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.58.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Integration/OnlineCheckGameObject.cs

5.59 Crosstales.OnlineCheck.EditorIntegration.OnlineCheckMenu Class Reference

Editor component for the "Tools"-menu.

Static Public Member Functions

- static void **CreateCustomCheck** ()

5.59.1 Detailed Description

Editor component for the "Tools"-menu.

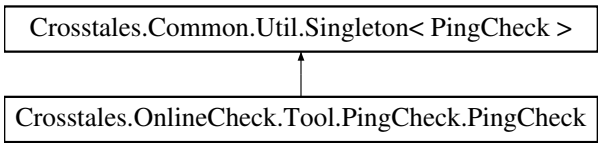
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Integration/OnlineCheckMenu.cs

5.60 Crosstales.OnlineCheck.Tool.PingCheck.PingCheck Class Reference

Checks the Ping to an Internet address.

Inheritance diagram for Crosstales.OnlineCheck.Tool.PingCheck.PingCheck:



Public Member Functions

- delegate void PingCompleted (string host, string ip, float time, bool didTimeOut)

  Callback to determine whether the Ping-call has completed.
- void Ping ()

  Checks the ping with the 'HostName'-variable.
- void Ping (string hostname)

  Checks the ping with the given host name.

Public Attributes

- PingCompleteEvent **OnPingComplete**
- float LastPingTime => LastPingTimeMilliseconds / 1000f

  Returns the last ping time in seconds.
- bool isPlatformSupported => !Crosstales.OnlineCheck.Util.Helper.isWebPlatform

  Indicates if PingCheck is supporting the current platform.

Protected Member Functions

- override void **Awake** ()

Properties

- string HostName `[get, set]`

  Hostname or IP for the Ping.
- float Timeout `[get, set]`

  Timeout for the Ping in seconds (default: 3, range: 1 - 10).
- bool RunOnStart `[get, set]`

  Start at runtime.
- string LastHost `[get]`

  Returns the last host.
- string LastIP `[get]`

  Returns the last IP.
- int LastPingTimeMilliseconds `[get]`

  Returns the last ping time in milliseconds.
- bool isBusy `[get]`

  Returns true if SpeedTest is busy.

Events

- PingCompleted OnPingCompleted

  An event triggered whenever the Ping-call has completed.

Additional Inherited Members

5.60.1 Detailed Description

Checks the Ping to an Internet address.

5.60.2 Member Function Documentation

5.60.2.1 Ping() [1/2]

```
void Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.Ping ( )
```

Checks the ping with the 'HostName'-variable.

5.60.2.2 Ping() [2/2]

```
void Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.Ping (
            string hostname )
```

Checks the ping with the given host name.

Parameters

hostname	Host name or IP for the ping

5.60.2.3 PingCompleted()

```
delegate void Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.PingCompleted (
            string host,
            string ip,
            float time,
            bool didTimeOut )
```

Callback to determine whether the Ping-call has completed.

5.60.3 Member Data Documentation

5.60.3.1 isPlatformSupported

```
bool Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.isPlatformSupported => !Crosstales.OnlineCheck.Util.Helpe
```

Indicates if PingCheck is supporting the current platform.

Returns

True if PingCheck supports current platform.

5.60.3.2 LastPingTime

```
float Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.LastPingTime => LastPingTimeMilliseconds
/ 1000f
```

Returns the last ping time in seconds.

Returns

Last ping time in seconds.

5.60.4 Property Documentation

5.60.4.1 HostName

```
string Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.HostName  [get], [set]
```

Hostname or IP for the Ping.

5.60.4.2 isBusy

```
bool Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.isBusy  [get]
```

Returns true if SpeedTest is busy.

Returns

True if if SpeedTest is busy.

5.60.4.3 LastHost

```
string Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.LastHost  [get]
```

Returns the last host.

Returns

Last host.

5.60.4.4 LastIP

```
string Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.LastIP  [get]
```

Returns the last IP.

Returns

Last IP.

5.60.4.5 LastPingTimeMilliseconds

```
int Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.LastPingTimeMilliseconds  [get]
```

Returns the last ping time in milliseconds.

Returns

Last ping time in milliseconds.

5.60.4.6 RunOnStart

```
bool Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.RunOnStart  [get], [set]
```

Start at runtime.

5.60.4.7 Timeout

```
float Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.Timeout  [get], [set]
```

Timeout for the Ping in seconds (default: 3, range: 1 - 10).

5.60.5 Event Documentation

5.60.5.1 OnPingCompleted

```
PingCompleted Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.OnPingCompleted
```

An event triggered whenever the Ping-call has completed.

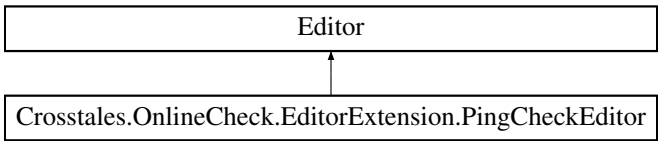
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ PingCheck/Scripts/PingCheck.cs

5.61 Crosstales.OnlineCheck.EditorExtension.PingCheckEditor Class Reference

Custom editor for the 'PingCheck'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.PingCheckEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.61.1 Detailed Description

Custom editor for the 'PingCheck'-class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ PingCheck/Scripts/Editor/PingCheckEditor.cs

5.62 Crosstales.OnlineCheck.EditorIntegration.PingCheckGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.62.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ PingCheck/Scripts/Editor/PingCheckGameObject.cs

5.63 Crosstales.OnlineCheck.EditorIntegration.PingCheckMenu Class Reference

Editor component for the "Tools"-menu.

5.63.1 Detailed Description

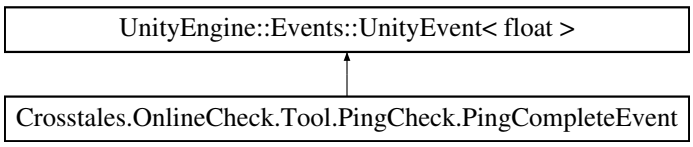
Editor component for the "Tools"-menu.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ PingCheck/Scripts/Editor/PingCheckMenu.cs

5.64 Crosstales.OnlineCheck.Tool.PingCheck.PingCompleteEvent Class Reference

Inheritance diagram for Crosstales.OnlineCheck.Tool.PingCheck.PingCompleteEvent:



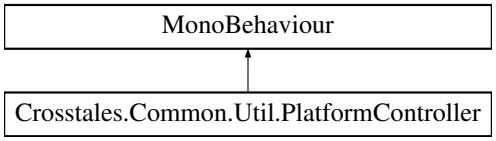
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ PingCheck/Scripts/PingCheck.cs

5.65 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects and scripts for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Attributes

- System.Collections.Generic.List< Crosstales.Common.Model.Enum.Platform > Platforms
  Selected platforms for the controller.
- bool Active = true
  summary>Selected objects for the controller.
- GameObject[ ] Objects
  summary>Selected scripts for the controller.
- MonoBehaviour[ ] **Scripts**

Protected Member Functions

- virtual void **Awake** ()
- void **selectPlatform** ()
- void **activateGameObjects** ()
- void **activateScripts** ()

Protected Attributes

- Crosstales.Common.Model.Enum.Platform **_currentPlatform**

5.65.1 Detailed Description

Enables or disable game objects and scripts for a given platform.

5.65.2 Member Data Documentation

5.65.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.65.2.2 Objects

```
GameObject [] Crosstales.Common.Util.PlatformController.Objects
```

summary>Selected scripts for the controller.

5.65.2.3 Platforms

```
System.Collections.Generic.List<Crosstales.Common.Model.Enum.Platform> Crosstales.Common.↩
Util.PlatformController.Platforms
```

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

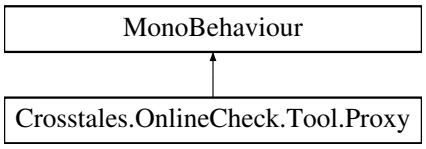
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↩ PlatformController/Scripts/PlatformController.cs

5.66 Crosstales.OnlineCheck.Tool.Proxy Class Reference

Handles HTTP/HTTPS Internet connections via proxy server.

Inheritance diagram for Crosstales.OnlineCheck.Tool.Proxy:



Public Member Functions

- void EnableHTTPProxy ()

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

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

Static Public Member Functions

- static void EnableHTTPProxy (string url, int port, string username="", string password="", string url↩ Protocol="")

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

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

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

  Disables the proxy server for HTTPS connections.

Public Attributes

- string HTTPProxyURL

  URL (without protocol) or IP of the proxy server.
- int HTTPProxyPort = 8080

  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 = 8443

  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

  Enable the proxy on awake (default: false).

Properties

- static bool hasHTTPProxy `[get]`

  Is HTTP-proxy enabled?
- static bool hasHTTPSProxy `[get]`

  Is HTTPS-proxy enabled?

5.66.1 Detailed Description

Handles HTTP/HTTPS Internet connections via proxy server.

5.66.2 Member Function Documentation

5.66.2.1 DisableHTTPProxy()

```
static void Crosstales.OnlineCheck.Tool.Proxy.DisableHTTPProxy ( )  [static]
```

Disables the proxy server for HTTP connections.

5.66.2.2 DisableHTTPSProxy()

```
static void Crosstales.OnlineCheck.Tool.Proxy.DisableHTTPSProxy ( )  [static]
```

Disables the proxy server for HTTPS connections.

5.66.2.3 EnableHTTPProxy() [1/2]

```
void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPProxy ( )
```

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

5.66.2.4 EnableHTTPProxy() [2/2]

```
static void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPProxy (
            string url,
            int port,
            string username = "",
            string password = "",
            string urlProtocol = "" )  [static]
```

Enables or disables a proxy server for HTTP connections.

Parameters

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

5.66.2.5 EnableHTTPSProxy() [1/2]

```
void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPSProxy ( )
```

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

5.66.2.6 EnableHTTPSProxy() [2/2]

```
static void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPSProxy (
            string url,
            int port,
            string username = "",
            string password = "",
            string urlProtocol = "" )  [static]
```

Enables or disables a proxy server for HTTPS connections.

Parameters

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

5.66.3 Member Data Documentation

5.66.3.1 EnableOnAwake

```
bool Crosstales.OnlineCheck.Tool.Proxy.EnableOnAwake
```

Enable the proxy on awake (default: false).

5.66.3.2 HTTPProxyPassword

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyPassword = string.Empty
```

Password for the proxy server (optional).

5.66.3.3 HTTPProxyPort

```
int Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyPort = 8080
```

Port of the proxy server.

5.66.3.4 HTTPProxyURL

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyURL
```

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

5.66.3.5 HTTPProxyURLProtocol

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyURLProtocol = string.Empty
```

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

5.66.3.6 HTTPProxyUsername

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyUsername = string.Empty
```

Username for the proxy server (optional).

5.66.3.7 HTTPSProxyPassword

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyPassword = string.Empty
```

Password for the proxy server (optional).

5.66.3.8 HTTPSProxyPort

```
int Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyPort = 8443
```

Port of the proxy server.

5.66.3.9 HTTPSProxyURL

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyURL
```

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

5.66.3.10 HTTPSProxyURLProtocol

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyURLProtocol = string.Empty
```

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

5.66.3.11 HTTPSProxyUsername

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyUsername = string.Empty
```

Username for the proxy server (optional).

5.66.4 Property Documentation

5.66.4.1 hasHTTPProxy

```
bool Crosstales.OnlineCheck.Tool.Proxy.hasHTTPProxy  [static], [get]
```

Is HTTP-proxy enabled?

Returns

True if the HTTP-proxy is enabled.

5.66.4.2 hasHTTPSProxy

```
bool Crosstales.OnlineCheck.Tool.Proxy.hasHTTPSProxy  [static], [get]
```

Is HTTPS-proxy enabled?

Returns

True if the HTTPS-proxy is enabled.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ Proxy/Scripts/Proxy.cs

5.67 Crosstales.OnlineCheck.EditorIntegration.ProxyameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.67.1 Detailed Description

Editor component for the "Hierarchy"-menu.

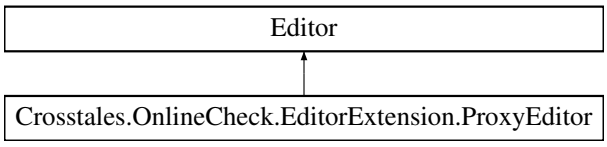
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ Proxy/Scripts/Editor/ProxyGameObject.cs

5.68 Crosstales.OnlineCheck.EditorExtension.ProxyEditor Class Reference

Custom editor for the 'Proxy'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.ProxyEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.68.1 Detailed Description

Custom editor for the 'Proxy'-class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ Proxy/Scripts/Editor/ProxyEditor.cs

5.69 Crosstales.OnlineCheck.EditorIntegration.ProxyMenu Class Reference

Editor component for the "Tools"-menu.

5.69.1 Detailed Description

Editor component for the "Tools"-menu.

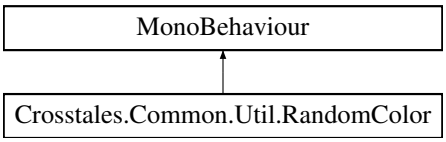
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ Proxy/Scripts/Editor/ProxyMenu.cs

5.70 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Attributes

- bool UseInterval = true

  Use intervals to change the color (default: true).
- Vector2 ChangeInterval = new Vector2(5, 10)

  summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 HueRange = new Vector2(0f, 1f)

  summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 SaturationRange = new Vector2(1f, 1f)

  summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 ValueRange = new Vector2(1f, 1f)

  summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 AlphaRange = new Vector2(1f, 1f)

  summary>Use gray scale colors (default: false).
- bool GrayScale

  summary>Modify the color of a material instead of the Renderer (default: not set, optional).
- Material Material

  summary>Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart**

5.70.1 Detailed Description

Random color changer.

5.70.2 Member Data Documentation

5.70.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

5.70.2.2 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.70.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.70.2.4 HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.70.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.70.2.6 SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.70.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.70.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

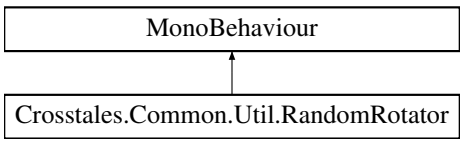
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↩ Random/Scripts/RandomColor.cs

5.71 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Attributes

- bool UseInterval = true

  Use intervals to change the rotation (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

  summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 SpeedMin = new Vector3(5, 5, 5)

  summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 SpeedMax = new Vector3(15, 15, 15)

  summary>Set the object to a random rotation at Start (default: false).
- bool RandomRotationAtStart

  summary>Random change interval per axis (default: true).
- bool RandomChangeIntervalPerAxis = true

  summary>Random direction per axis (default: true).
- bool **RandomDirectionPerAxis** = true

5.71.1 Detailed Description

Random rotation changer.

5.71.2 Member Data Documentation

5.71.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.71.2.2 RandomChangeIntervalPerAxis

```
bool Crosstales.Common.Util.RandomRotator.RandomChangeIntervalPerAxis = true
```

summary>Random direction per axis (default: true).

5.71.2.3 RandomRotationAtStart

```
bool Crosstales.Common.Util.RandomRotator.RandomRotationAtStart
```

summary>Random change interval per axis (default: true).

5.71.2.4 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.71.2.5 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.71.2.6 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

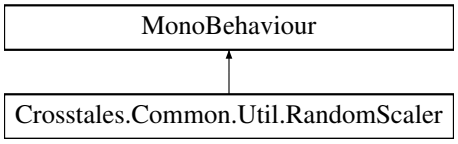
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↩ Random/Scripts/RandomRotator.cs

5.72 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Attributes

- bool UseInterval = true

  Use intervals to change the scale (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

  summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)

  summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMax = new Vector3(3, 3, 3)

  summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool Uniform = true

  summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart**

5.72.1 Detailed Description

Random scale changer.

5.72.2 Member Data Documentation

5.72.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

5.72.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.72.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary>Maximum scale per axis (default: 0.1 for all axis).

5.72.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.72.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

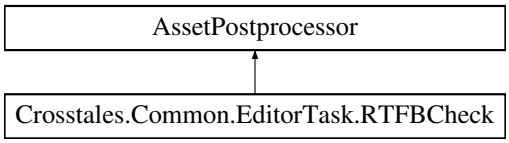
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↩ Random/Scripts/RandomScaler.cs

5.73 Crosstales.Common.EditorTask.RTFBCheck Class Reference

Search for the "Runtime File Browser" and add or remove the compile define "CT_RTFB".

Inheritance diagram for Crosstales.Common.EditorTask.RTFBCheck:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[ ] importedAssets, string[ ] deletedAssets, string[ ] moved↩ Assets, string[ ] movedFromAssetPaths)

5.73.1 Detailed Description

Search for the "Runtime File Browser" and add or remove the compile define "CT_RTFB".

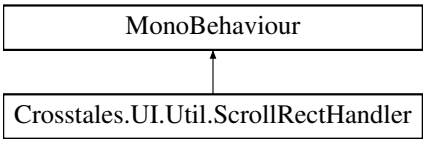
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Editor/Task/RTFBCheck.cs

5.74 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.74.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/Util/ScrollRectHandler.cs

5.75 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Server Class Reference

Model for a server.

Public Member Functions

- override string **ToString** ()

Public Attributes

- Coordinate **GeoCoordinate** => geoCoordinate.Value

Properties

- int **Id** `[get, set]`
- string **Name** `[get, set]`
- string **Country** `[get, set]`
- string **Sponsor** `[get, set]`
- string **Host** `[get, set]`
- string **Url** `[get, set]`
- double **Latitude** `[get, set]`
- double **Longitude** `[get, set]`
- double **Distance** `[get, set]`
- int **Latency** `[get, set]`

5.75.1 Detailed Description

Model for a server.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/Server.cs

5.76 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.ServerConfig Class Reference

Model for a server configuration.

Properties

- string **IgnoreIds** `[get, set]`

5.76.1 Detailed Description

Model for a server configuration.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTestNET/Scripts/Model/ServerConfig.cs

5.77 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.ServersList Class Reference

Model for a server-list.

Public Member Functions

- void **CalculateDistances** (Coordinate clientCoordinate)

Properties

- List< Server > **Servers** `[get, set]`

5.77.1 Detailed Description

Model for a server-list.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTestNET/Scripts/Model/ServersList.cs

5.78 Crosstales.OnlineCheck.EditorBuild.SetAndroid Class Reference

Sets the required build parameters for Android.

5.78.1 Detailed Description

Sets the required build parameters for Android.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Builder/SetAndroid.cs

5.79 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Settings Class Reference

Model for settings.

Properties

- Client **Client** `[get, set]`
- Times **Times** `[get, set]`
- Download **Download** `[get, set]`
- Upload **Upload** `[get, set]`
- ServerConfig **ServerConfig** `[get, set]`
- List< Server > **Servers** `[get, set]`

5.79.1 Detailed Description

Model for settings.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/Settings.cs

5.80 Crosstales.OnlineCheck.Tool.PingCheck.SetupProject Class Reference

Setup the project to use PingCheck.

5.80.1 Detailed Description

Setup the project to use PingCheck.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ PingCheck/Scripts/SetupProject.cs

5.81 Crosstales.OnlineCheck.Tool.SpeedTest.SetupProject Class Reference

Setup the project to use SpeedTest.

5.81.1 Detailed Description

Setup the project to use SpeedTest.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTest/Scripts/SetupProject.cs

5.82 Crosstales.OnlineCheck.Tool.SpeedTestNET.SetupProject Class Reference

Setup the project to use SpeedTestNET.

5.82.1 Detailed Description

Setup the project to use SpeedTestNET.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTestNET/Scripts/SetupProject.cs

5.83 Crosstales.OnlineCheck.Util.SetupProject Class Reference

Setup the project to use OnlineCheck.

5.83.1 Detailed Description

Setup the project to use OnlineCheck.

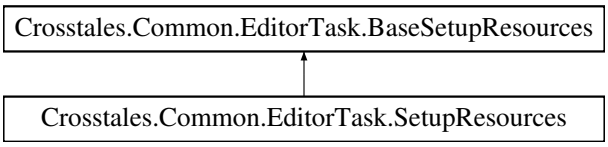
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Scripts/Util/SetupProject.cs

5.84 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.84.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

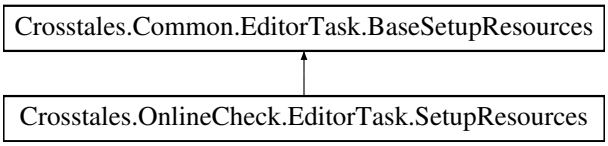
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Editor/Task/SetupResources.cs

5.85 Crosstales.OnlineCheck.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.OnlineCheck.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.85.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

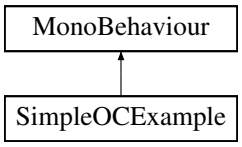
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Task/SetupResources.cs

5.86 SimpleOCExample Class Reference

Simple example to demonstrate the basic usage of OnlineCheck.

Inheritance diagram for SimpleOCExample:



Public Member Functions

- void **Check** ()

Public Attributes

- Text **Result**

5.86.1 Detailed Description

Simple example to demonstrate the basic usage of OnlineCheck.

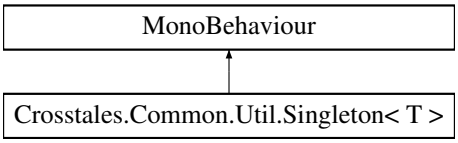
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Demos/Scripts/SimpleOCExample.cs

5.87 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:



Static Public Member Functions

- static void CreateInstance (bool searchExistingGameObject=true, bool deleteExistingInstance=false)

  Creates an instance of this object.
- static void DeleteInstance ()

  Deletes the instance of this object.

Static Public Attributes

- static string PrefabPath

  Fully qualified prefab path.
- static string GameObjectName = typeof(T).Name

  Name of the gameobject in the scene.

Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnDestroy** ()
- virtual void **OnApplicationQuit** ()

Static Protected Attributes

- static T **instance**

Properties

- static T Instance `[get, protected set]`

  Returns the singleton instance of this class.
- bool DontDestroy `[get, set]`

  Don't destroy gameobject during scene switches.

5.87.1 Detailed Description

Base-class for all singletons.

Type Constraints

T **:** ***Singleton*** **<** ***T*** **>**

5.87.2 Member Function Documentation

5.87.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (
            bool searchExistingGameObject = true,
            bool deleteExistingInstance = false )  [static]
```

Creates an instance of this object.

Parameters

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

5.87.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( )  [static]
```

Deletes the instance of this object.

5.87.3 Member Data Documentation

5.87.3.1 GameObjectName

```
string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name  [static]
```

Name of the gameobject in the scene.

5.87.3.2 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath [static]
```

Fully qualified prefab path.

5.87.4 Property Documentation

5.87.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

5.87.4.2 Instance

```
T Crosstales.Common.Util.Singleton< T >.Instance [static], [get], [protected set]
```

Returns the singleton instance of this class.

Returns

Singleton instance of this class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/Singleton.cs

5.88 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

Properties

- static bool **isQuitting** = false [get, set]

5.88.1 Detailed Description

Helper-class for singletons.

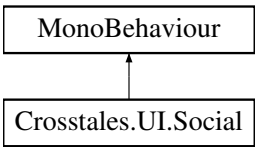
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↩ Util/Singleton.cs

5.89 Crosstales.UI.Social Class Reference

Crosstales social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.89.1 Detailed Description

Crosstales social media links.

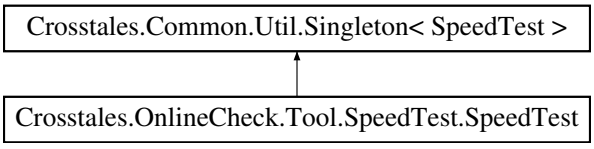
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/Social.cs

5.90 Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest Class Reference

Test the download speed of the Internet connection.

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest:



Public Member Functions

- delegate void TestCompleted (string url, long dataSize, double duration, double speed)

  Callback to determine whether the speed test has completed.
- void Test ()

  Checks the Internet download speed with the 'DataSize'-variable.
- void Test (TestSize size)

  Checks the Internet download speed with a given data size.
- void Test (string url)

  Checks the Internet download speed with a given url.

Public Attributes

- SpeedTestCompleteEvent **OnSpeedTestComplete**
- double LastDataSizeMB => (double)LastDataSize / 8 / 1024 / 1024

  Returns the last data size in mega bytes (MB).
- double LastSpeedMBps => LastSpeed / 8 / 1024 / 1024

  Returns the last test speed in mega bytes-per-second (MBps).
- bool isPlatformSupported => !Helper.isWebPlatform && !Helper.isWSABasedPlatform

  Indicates if SpeedTest is supporting the current platform.

Protected Member Functions

- override void **OnApplicationQuit** ()

Properties

- TestSize DataSize `[get, set]`

  Data size for the speed test.
- string SmallUrl `[get, set]`

  URL for the small data speed test.
- string MediumUrl `[get, set]`

  URL for the medium data speed test.
- string LargeUrl `[get, set]`

  URL for the large data speed test.
- bool RunOnStart `[get, set]`

  Start at runtime.
- string LastURL `[get]`

  Returns the last URL.
- long LastDataSize `[get]`

  Returns the last data size in bits.
- double LastDuration `[get]`

  Returns the last test duration size seconds.
- double LastSpeed `[get]`

  Returns the last test speed in bits-per-second (bps).
- bool isBusy `[get]`

  Returns true if SpeedTest is busy.

Events

- TestCompleted OnTestCompleted

  An event triggered whenever the speed test has completed.

Additional Inherited Members

5.90.1 Detailed Description

Test the download speed of the Internet connection.

5.90.2 Member Function Documentation

5.90.2.1 Test() [1/3]

```
void Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.Test ( )
```

Checks the Internet download speed with the 'DataSize'-variable.

5.90.2.2 Test() [2/3]

```
void Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.Test (
            string url )
```

Checks the Internet download speed with a given url.

Parameters

url	URL for the test

5.90.2.3 Test() [3/3]

```
void Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.Test (
            TestSize size )
```

Checks the Internet download speed with a given data size.

Parameters

size	Data size for the test

5.90.2.4 TestCompleted()

```
delegate void Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.TestCompleted (
            string url,
            long dataSize,
            double duration,
            double speed )
```

Callback to determine whether the speed test has completed.

5.90.3 Member Data Documentation

5.90.3.1 isPlatformSupported

```
bool Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.isPlatformSupported => !Helper.isWeb↩
Platform && !Helper.isWSABasedPlatform
```

Indicates if SpeedTest is supporting the current platform.

Returns

True if SpeedTest supports current platform.

5.90.3.2 LastDataSizeMB

```
double Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LastDataSizeMB => (double)LastDataSize
/ 8 / 1024 / 1024
```

Returns the last data size in mega bytes (MB).

Returns

Last data size in mega bytes (MB).

5.90.3.3 LastSpeedMBps

```
double Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LastSpeedMBps => LastSpeed / 8 / 1024 /
1024
```

Returns the last test speed in mega bytes-per-second (MBps).

Returns

Last test speed in mega bytes-per-second (MBps).

5.90.4 Property Documentation

5.90.4.1 DataSize

```
TestSize Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.DataSize  [get], [set]
```

Data size for the speed test.

5.90.4.2 isBusy

```
bool Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.isBusy  [get]
```

Returns true if SpeedTest is busy.

Returns

True if if SpeedTest is busy.

5.90.4.3 LargeUrl

```
string Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LargeUrl  [get], [set]
```

URL for the large data speed test.

5.90.4.4 LastDataSize

```
long Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LastDataSize  [get]
```

Returns the last data size in bits.

Returns

Last data size in bits.

5.90.4.5 LastDuration

```
double Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LastDuration [get]
```

Returns the last test duration size seconds.

Returns

Last test duration size seconds.

5.90.4.6 LastSpeed

```
double Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LastSpeed [get]
```

Returns the last test speed in bits-per-second (bps).

Returns

Last test speed in bits-per-second (bps).

5.90.4.7 LastURL

```
string Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LastURL [get]
```

Returns the last URL.

Returns

Last URL.

5.90.4.8 MediumUrl

```
string Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.MediumUrl [get], [set]
```

URL for the medium data speed test.

5.90.4.9 RunOnStart

```
bool Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.RunOnStart [get], [set]
```

Start at runtime.

5.90.4.10 SmallUrl

```
string Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.SmallUrl  [get], [set]
```

URL for the small data speed test.

5.90.5 Event Documentation

5.90.5.1 OnTestCompleted

```
TestCompleted Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.OnTestCompleted
```

An event triggered whenever the speed test has completed.

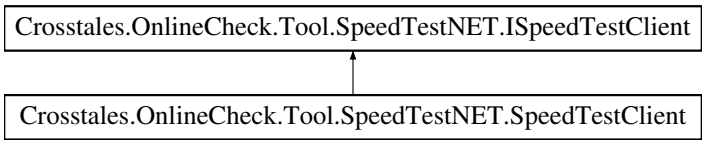
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTest/Scripts/SpeedTest.cs

5.91 Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient Class Reference

Implementation of a SpeedTestClient.

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient:



Public Member Functions

- Settings GetSettings ()
- int TestServerLatency (Server server, int retryCount=3)

  Test latency (ping) to server
- double TestDownloadSpeed (Server server, int simultaneousDownloads=2, int retryCount=2)

  Test download speed to server
- double TestUploadSpeed (Server server, int simultaneousUploads=2, int retryCount=2)

  Test upload speed to server

5.91.1 Detailed Description

Implementation of a SpeedTestClient.

5.91.2 Member Function Documentation

5.91.2.1 GetSettings()

```
Settings Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.GetSettings ( )
```

Download SpeedTest.net settings

Exceptions

InvalidOperationException	

Implements Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.

5.91.2.2 TestDownloadSpeed()

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.TestDownloadSpeed (
            Server server,
            int simultaneousDownloads = 2,
            int retryCount = 2 )
```

Test download speed to server

Returns

Download speed in Kbps

Implements Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.

5.91.2.3 TestUploadSpeed()

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.TestUploadSpeed (
            Server server,
            int simultaneousUploads = 2,
            int retryCount = 2 )
```

Test upload speed to server

Returns

Upload speed in Kbps

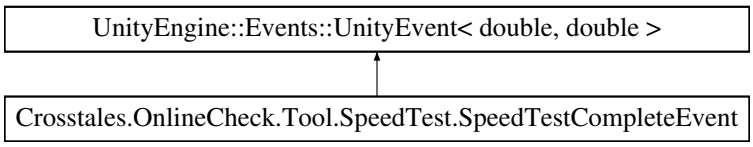
Implements Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/SpeedTestClient.cs

5.92 Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTestCompleteEvent Class Reference

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTestCompleteEvent:



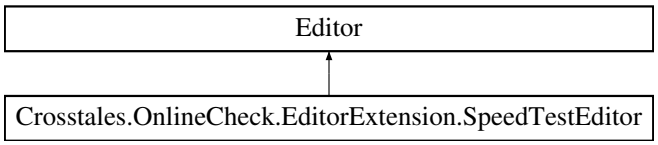
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTest/Scripts/SpeedTest.cs

5.93 Crosstales.OnlineCheck.EditorExtension.SpeedTestEditor Class Reference

Custom editor for the 'SpeedTest'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.SpeedTestEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.93.1 Detailed Description

Custom editor for the 'SpeedTest'-class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTest/Scripts/Editor/SpeedTestEditor.cs

5.94 Crosstales.OnlineCheck.EditorIntegration.SpeedTestGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.94.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTest/Scripts/Editor/SpeedTestGameObject.cs

5.95 Crosstales.OnlineCheck.EditorIntegration.SpeedTestMenu Class Reference

Editor component for the "Tools"-menu.

5.95.1 Detailed Description

Editor component for the "Tools"-menu.

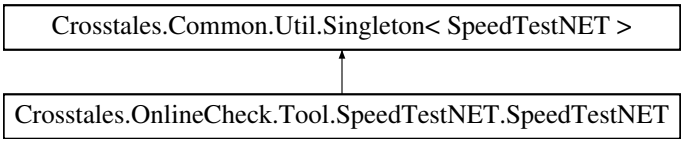
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTest/Scripts/Editor/SpeedTestMenu.cs

5.96 Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET Class Reference

Test the down- and upload speed of the Internet connection.

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET:



Public Member Functions

- delegate void TestCompleted (Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Server server, double duration, double downloadspeed, double uploadspeed)

  Callback to determine whether the speed test has completed.
- void Test ()

  Checks the Internet down- and upload speed.
- void **Start** ()

Public Attributes

- SpeedTestNETCompleteEvent **OnSpeedTestComplete**
- double LastDownloadSpeedMBps => LastDownloadSpeed / 8 / 1024 / 1024

  Returns the last download speed in mega bytes-per-second (MBps).
- double LastUploadSpeedMBps => LastUploadSpeed / 8 / 1024 / 1024

  Returns the last upload speed in mega bytes-per-second (MBps).
- bool isPlatformSupported => !Helper.isWebPlatform && !Helper.isWSABasedPlatform

  Indicates if SpeedTestNET is supporting the current platform.

Protected Member Functions

- override void **OnApplicationQuit** ()

Properties

- bool TestDownload `[get, set]`

  Test the download speed.
- bool TestUpload `[get, set]`

  Test the upload speed.
- bool RunOnStart `[get, set]`

  Start at runtime.
- Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Server LastServer `[get]`

  Returns the last used server.
- double LastDuration `[get]`

  Returns the last test duration size seconds.
- double LastDownloadSpeed `[get]`

  Returns the last download speed in bits-per-second (bps).
- double LastUploadSpeed `[get]`

  Returns the last upload speed in bits-per-second (bps).
- bool isBusy `[get]`

  Returns true if SpeedTest is busy.

Events

- TestCompleted OnTestCompleted

  An event triggered whenever the speed test has completed.

Additional Inherited Members

5.96.1 Detailed Description

Test the down- and upload speed of the Internet connection.

5.96.2 Member Function Documentation

5.96.2.1 Test()

```
void Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.Test ( )
```

Checks the Internet down- and upload speed.

5.96.2.2 TestCompleted()

```
delegate void Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.TestCompleted (
            Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Server server,
            double duration,
            double downloadspeed,
            double uploadspeed )
```

Callback to determine whether the speed test has completed.

5.96.3 Member Data Documentation

5.96.3.1 isPlatformSupported

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.isPlatformSupported => !Helper.is↩
WebPlatform && !Helper.isWSABasedPlatform
```

Indicates if SpeedTestNET is supporting the current platform.

Returns

True if SpeedTestNET supports current platform.

5.96.3.2 LastDownloadSpeedMBps

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastDownloadSpeedMBps => LastDownloadSpeed
/ 8 / 1024 / 1024
```

Returns the last download speed in mega bytes-per-second (MBps).

Returns

Last test download in mega bytes-per-second (MBps).

5.96.3.3 LastUploadSpeedMBps

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastUploadSpeedMBps => LastUploadSpeed
/ 8 / 1024 / 1024
```

Returns the last upload speed in mega bytes-per-second (MBps).

Returns

Last test upload in mega bytes-per-second (MBps).

5.96.4 Property Documentation

5.96.4.1 isBusy

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.isBusy  [get]
```

Returns true if SpeedTest is busy.

Returns

True if if SpeedTest is busy.

5.96.4.2 LastDownloadSpeed

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastDownloadSpeed  [get]
```

Returns the last download speed in bits-per-second (bps).

Returns

Last download speed in bits-per-second (bps).

5.96.4.3 LastDuration

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastDuration  [get]
```

Returns the last test duration size seconds.

Returns

Last test duration size seconds.

5.96.4.4 LastServer

```
Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Server Crosstales.OnlineCheck.Tool.SpeedTestN↩
ET.SpeedTestNET.LastServer [get]
```

Returns the last used server.

Returns

Last used server.

5.96.4.5 LastUploadSpeed

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastUploadSpeed [get]
```

Returns the last upload speed in bits-per-second (bps).

Returns

Last upload speed in bits-per-second (bps).

5.96.4.6 RunOnStart

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.RunOnStart [get], [set]
```

Start at runtime.

5.96.4.7 TestDownload

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.TestDownload [get], [set]
```

Test the download speed.

5.96.4.8 TestUpload

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.TestUpload [get], [set]
```

Test the upload speed.

5.96.5 Event Documentation

5.96.5.1 OnTestCompleted

```
TestCompleted Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.OnTestCompleted
```

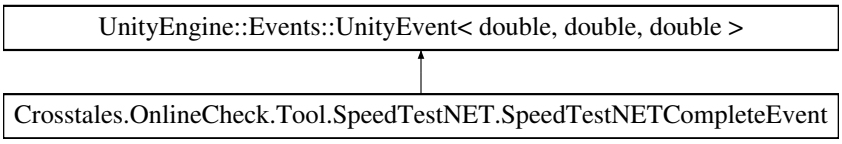
An event triggered whenever the speed test has completed.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTestNET/Scripts/SpeedTestNET.cs

5.97 Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNETCompleteEvent Class Reference

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNETCompleteEvent:



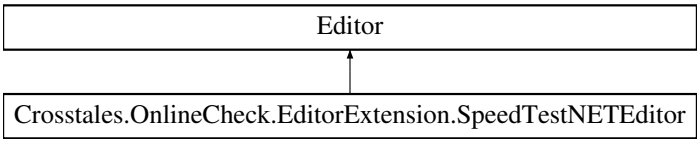
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTestNET/Scripts/SpeedTestNET.cs

5.98 Crosstales.OnlineCheck.EditorExtension.SpeedTestNETEditor Class Reference

Custom editor for the 'SpeedTestNET'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.SpeedTestNETEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.98.1 Detailed Description

Custom editor for the 'SpeedTestNET'-class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTestNET/Scripts/Editor/SpeedTestNETEditor.cs

5.99 Crosstales.OnlineCheck.EditorIntegration.SpeedTestNETGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.99.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTestNET/Scripts/Editor/SpeedTestNETGameObject.cs

5.100 Crosstales.OnlineCheck.EditorIntegration.SpeedTestNETMenu Class Reference

Editor component for the "Tools"-menu.

5.100.1 Detailed Description

Editor component for the "Tools"-menu.

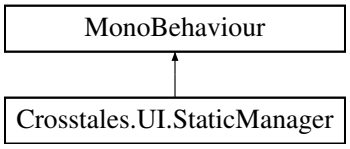
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/SpeedTestNET/Scripts/Editor/SpeedTestNETMenu.cs

5.101 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.101.1 Detailed Description

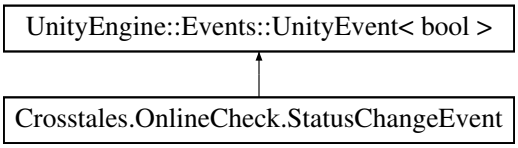
Static Button Manager.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/StaticManager.cs

5.102 Crosstales.OnlineCheck.StatusChangeEvent Class Reference

Inheritance diagram for Crosstales.OnlineCheck.StatusChangeEvent:



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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/OnlineCheck.cs

5.103 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Times Class Reference

Model for times.

Properties

- int **Download1** `[get, set]`
- int **Download2** `[get, set]`
- int **Download3** `[get, set]`
- int **Upload1** `[get, set]`
- int **Upload2** `[get, set]`
- int **Upload3** `[get, set]`

5.103.1 Detailed Description

Model for times.

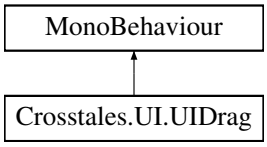
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/Times.cs

5.104 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void **OnDrag** ()

5.104.1 Detailed Description

Allow to Drag the Windows around.

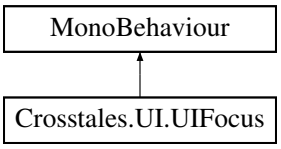
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/UIDrag.cs

5.105 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void OnPanelEnter ()

  Panel entered.

Public Attributes

- string ManagerName = "Canvas"

  Name of the gameobject containing the UIWindowManager.

5.105.1 Detailed Description

Change the Focus on from a Window.

5.105.2 Member Function Documentation

5.105.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.105.3 Member Data Documentation

5.105.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the UIWindowManager.

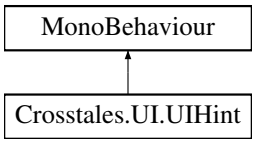
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/UIFocus.cs

5.106 Crosstales.UI.UIHint Class Reference

Controls a UI group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup Group

  Group to fade.
- float Delay = 2f

  Delay in seconds before fading (default: 2).
- float FadeTime = 2f

  Fade time in seconds (default: 2).
- bool Disable = true

  Disable UI element after the fade (default: true).
- bool FadeAtStart = true

  Fade at Start (default: true).

5.106.1 Detailed Description

Controls a UI group (hint).

5.106.2 Member Data Documentation

5.106.2.1 Delay

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

Delay in seconds before fading (default: 2).

5.106.2.2 Disable

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

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

5.106.2.3 FadeAtStart

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

Fade at Start (default: true).

5.106.2.4 FadeTime

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

Fade time in seconds (default: 2).

5.106.2.5 Group

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

Group to fade.

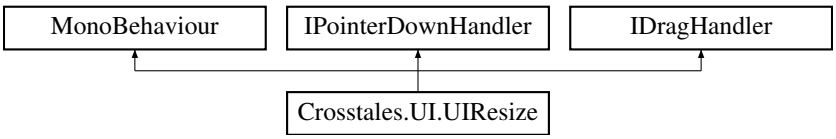
The documentation for this class was generated from the following file:

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

5.107 Crosstales.UI.UIResize Class Reference

Resize a UI element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

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

Public Attributes

- Vector2 MinSize = new Vector2(300, 160)

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

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

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

  Resize speed (default: 2).

5.107.1 Detailed Description

Resize a UI element.

5.107.2 Member Data Documentation

5.107.2.1 IgnoreMaxSize

```
bool Crosstales.UI.UIResize.IgnoreMaxSize = false
```

Ignore maximum size of the UI element (default: false).

5.107.2.2 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the UI element.

5.107.2.3 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the UI element.

5.107.2.4 SpeedFactor

```
float Crosstales.UI.UIResize.SpeedFactor = 2
```

Resize speed (default: 2).

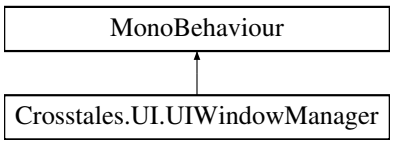
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/UIResize.cs

5.108 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void ChangeState (GameObject active)

  Change the state of all windows.

Public Attributes

- GameObject[ ] Windows

  All Windows of the scene.

5.108.1 Detailed Description

Change the state of all Window panels.

5.108.2 Member Function Documentation

5.108.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
            GameObject active )
```

Change the state of all windows.

Parameters

active	Active window.

5.108.3 Member Data Documentation

5.108.3.1 Windows

```
GameObject [] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/UIWindowManager.cs

5.109 Crosstales.OnlineCheck.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out UpdateStatus st)
- static void **UpdateCheckWithDialog** ()

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.109.1 Detailed Description

Checks for updates of the asset.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Scripts/Editor/Task/UpdateCheck.cs

5.110 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Upload Class Reference

Model for an upload.

Properties

- int **TestLength** `[get, set]`
- int **Ratio** `[get, set]`
- int **InitialTest** `[get, set]`
- string **MinTestSize** `[get, set]`
- int **Threads** `[get, set]`
- string **MaxChunkSize** `[get, set]`
- string **MaxChunkCount** `[get, set]`
- int **ThreadsPerUrl** `[get, set]`

5.110.1 Detailed Description

Model for an upload.

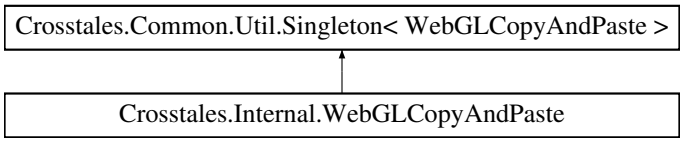
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Model/Upload.cs

5.111 Crosstales.Internal.WebGLCopyAndPaste Class Reference

Allows copy and paste in WebGL.

Inheritance diagram for Crosstales.Internal.WebGLCopyAndPaste:



Public Member Functions

- delegate void **StringCallback** (string content)

Static Public Member Functions

- static void **GetClipboard** (string key)
- static void **ReceivePaste** (string str)

Additional Inherited Members

5.111.1 Detailed Description

Allows copy and paste in WebGL.

Based on https://github.com/greggman/unity-webgl-copy-and-paste

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↩ WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.112 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference

Static Public Member Functions

- static void **Init** ()
- static void **PassCopyToBrowser** (string str)

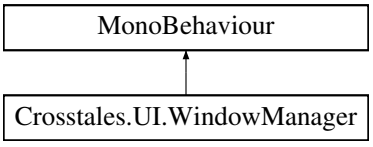
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↩ WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.113 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **ClosePanel** ()

Public Attributes

- float Speed = 3f

  Window movement speed (default: 3).
- GameObject[ ] Dependencies

  Dependent GameObjects (active == open).
- bool ClosedAtStart = true

  Close the window at Start (default: true).

5.113.1 Detailed Description

Manager for a Window.

5.113.2 Member Data Documentation

5.113.2.1 ClosedAtStart

```
bool Crosstales.UI.WindowManager.ClosedAtStart = true
```

Close the window at Start (default: true).

5.113.2.2 Dependencies

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

5.113.2.3 Speed

```
float Crosstales.UI.WindowManager.Speed = 3f
```

Window movement speed (default: 3).

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↩ Scripts/WindowManager.cs

5.114 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void SerializeToFile< T > (T obj, string filename)

  Serialize an object to a XML-file.
- static string SerializeToString< T > (T obj)

  Serialize an object to a XML-string.
- static byte[ ] SerializeToByteArray< T > (T obj)

  Serialize an object to a XML byte-array.
- static T DeserializeFromFile< T > (string filename, bool skipBOM=false)

  Deserialize a XML-file to an object.
- static T DeserializeFromString< T > (string xmlAsString, bool skipBOM=true)

  Deserialize a XML-string to an object.
- static T DeserializeFromByteArray< T > (byte[ ] data)

  Deserialize a XML byte-array to an object.
- static T DeserializeFromResource< T > (string resourceName, bool skipBOM=true)

  Deserialize a Unity XML resource (TextAsset) to an object.

5.114.1 Detailed Description

Helper-class for XML.

5.114.2 Member Function Documentation

5.114.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromByteArray< T > (
            byte[] data ) [static]
```

Deserialize a XML byte-array to an object.

Parameters

data	XML of the object

Returns

Object

5.114.2.2 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (
            string filename,
            bool skipBOM = false )  [static]
```

Deserialize a XML-file to an object.

Parameters

filename	XML-file of the object
skipBOM	Skip BOM (optional, default: false)

Returns

Object

5.114.2.3 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (
            string resourceName,
            bool skipBOM = true )  [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

resourceName	Name of the resource
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.114.2.4 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (
            string xmlAsString,
            bool skipBOM = true )  [static]
```

Deserialize a XML-string to an object.

Parameters

xmlAsString	XML of the object
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.114.2.5 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.XmlHelper.SerializeToByteArray< T > (
            T obj )  [static]
```

Serialize an object to a XML byte-array.

Parameters

obj	Object to serialize.

Returns

Object as byte-array

5.114.2.6 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (
            T obj,
            string filename )  [static]
```

Serialize an object to a XML-file.

Parameters

obj	Object to serialize.
filename	File name of the XML.

5.114.2.7 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (
            T obj )  [static]
```

Serialize an object to a XML-string.

Parameters

obj	Object to serialize.

Returns

Object as XML-string

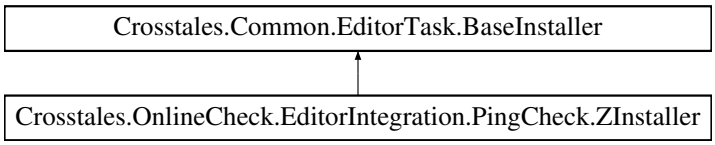
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/Util/XmlHelper.cs

5.115 Crosstales.OnlineCheck.EditorIntegration.PingCheck.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.PingCheck.ZInstaller:



Additional Inherited Members

5.115.1 Detailed Description

Installs the Demos-package.

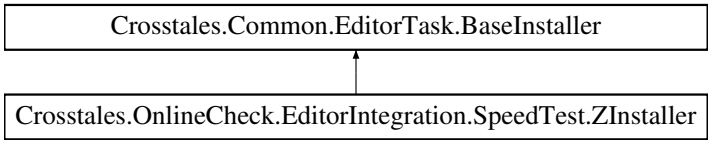
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/PingCheck/Scripts/Editor/ZInstaller.cs

5.116 Crosstales.OnlineCheck.EditorIntegration.SpeedTest.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.SpeedTest.ZInstaller:



Additional Inherited Members

5.116.1 Detailed Description

Installs the Demos-package.

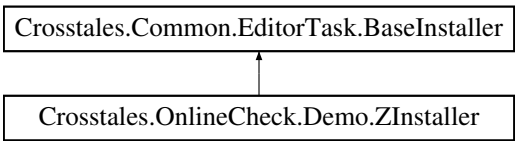
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTest/Scripts/Editor/ZInstaller.cs

5.117 Crosstales.OnlineCheck.Demo.ZInstaller Class Reference

Installs the packages from Common and OnRadio.

Inheritance diagram for Crosstales.OnlineCheck.Demo.ZInstaller:



Additional Inherited Members

5.117.1 Detailed Description

Installs the packages from Common and OnRadio.

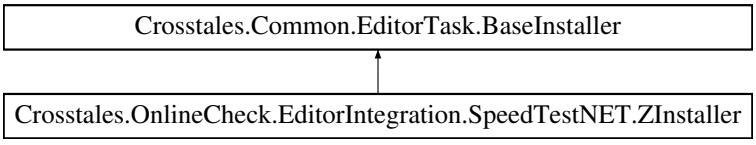
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↩ Demos/Scripts/Editor/ZInstaller.cs

5.118 Crosstales.OnlineCheck.EditorIntegration.SpeedTestNET.Z↩ Installer Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.SpeedTestNET.ZInstaller:



Additional Inherited Members

5.118.1 Detailed Description

Installs the Demos-package.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↩ SpeedTestNET/Scripts/Editor/ZInstaller.cs

Chapter 6

More information

6.1 Homepage

https://www.crosstales.com/en/portfolio/OnlineCheck/

6.2 AssetStore

https://assetstore.unity.com/lists/crosstales-42213?aid=1011lNGT

6.3 Forum

https://goo.gl/9XH5Ke

6.4 Documentation

https://www.crosstales.com/media/data/assets/OnlineCheck/OnlineCheck-doc.pdf

6.5 Discord

https://discord.gg/ZbZ2sh4

6.6 Demos

6.6.1 WebGL

https://www.crosstales.com/media/data/assets/OnlineCheck/webgl/

6.6.2 Windows

https://drive.google.com/file/d/1J_a0Jn2UeYR9Vg2Pa_gNVv676xxXDooW/view?usp=sharing

6.6.3 macOS

https://drive.google.com/file/d/1JYQ8QhmG7yTTtiX1K9LzYrUxtVkSjuAy/view?usp=sharing

6.6.4 Linux

https://drive.google.com/file/d/1JcYflIjaNdxxQkZl-iy1eDbT2Z5BaWY0/view?usp=sharing

6.6.5 Android

https://drive.google.com/file/d/1JiY96hHyvyNF4COwZu5erIhuAlGWsJtH/view?usp=sharing

6.7 Videos

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

6.7.1 Promotion

https://youtu.be/pPvKE-eyxV4?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

6.7.2 Tutorial

https://youtu.be/bNdafUNcs68?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

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