

File Browser

Native file browser for Windows and macOS



API

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Chapter 1

Namespace Index

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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

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Chapter 3

Class Index

3.1 Class List

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

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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

Classes

- class [ExtensionMethods](#)
Various extension methods.

4.2 Crosstales.Common Namespace Reference

Namespaces

4.3 Crosstales.Common.EditorTask Namespace Reference

Classes

- class [BaseCompileDefines](#)
Base for adding the given define symbols to PlayerSettings define symbols.
- class [BaseSetupResources](#)
Base for copying all resources to 'Editor Default Resources'.
- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseGAApi](#)
Base GA-wrapper API.

4.5 Crosstales.Common.Model Namespace Reference

Namespaces

4.6 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum [Platform](#) {
 Windows, OSX, Linux, IOS,
 Android, WSA, Web, Unsupported,
 MaryTTS }

All available platforms.

4.6.1 Enumeration Type Documentation

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

All available platforms.

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 [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTWebClient](#)
Specialized WebClient.
- class [PlatformController](#)
Enables or disable game objects for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.

4.8 Crosstales.FB Namespace Reference

Namespaces

Classes

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

4.9 Crosstales.FB.Demo Namespace Reference

Classes

- class [Examples](#)
Examples for all methods.
- class [GUIMain](#)
Main GUI component for all demo scenes.
- class [GUIScenes](#)
Main GUI scene manager for all demo scenes.

4.10 Crosstales.FB.EditorTask Namespace Reference

Classes

- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [ConfigLoader](#)
Loads the configuration at startup.
- class [ReminderCheck](#)
Reminds the customer to create an UAS review.
- class [ReminderCT](#)
Reminds the customer to visit our other assets.
- class [Tracer](#)
Gather some tracing data for the asset.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
 NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_PRO,
 UPDATE_VERSION, DEPRECATED }
All possible update stati.

4.10.1 Enumeration Type Documentation

4.10.1.1 enum Crosstales.FB.EditorTask.UpdateStatus [strong]

All possible update stati.

4.11 Crosstales.FB.EditorUtil Namespace Reference

Classes

- class [EditorConfig](#)
Editor configuration for the asset.
- class [EditorConstants](#)
Collected editor constants of very general utility for the asset.
- class [GAApi](#)
GA-wrapper API.

4.12 Crosstales.FB.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [Helper](#)
Various helper functions.

4.13 Crosstales.FB.Wrapper Namespace Reference

Classes

- class [FileBrowserBase](#)
Base class for all file browsers.
- class [FileBrowserGeneric](#)
File browser implementation for generic devices (currently NOT IMPLEMENTED).
- interface [IFileBrowser](#)
Interface for all file browsers.

4.14 Crosstales.UI Namespace Reference

Namespaces

Classes

- 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.

4.15 Crosstales.UI.Util Namespace Reference

Classes

- class [FPSDisplay](#)
Simple FPS-Counter.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.
- class [TakeScreenshot](#)
Take a screen shot of the application.

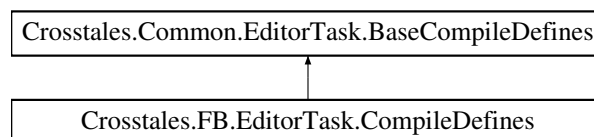
Chapter 5

Class Documentation

5.1 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Protected Member Functions

- static void **setCompileDefines** (string[] symbols)

5.1.1 Detailed Description

Base for adding the given define symbols to PlayerSettings define symbols.

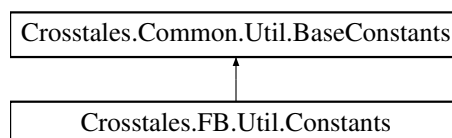
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Editor/Task/BaseCompileDefines.cs ↵

5.2 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Public Attributes

- const string **ASSET_AUTHOR** = "crosstales LLC"
Author of the asset.
- const string **ASSET_AUTHOR_URL** = "https://www.crosstales.com"
URL of the asset author.
- const string **ASSET_CT_URL** = "https://goo.gl/qwtXyb"
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_SOCIAL_XING** = "https://www.xing.com/companies/crosstales"
URL of the crosstales XING-profile.
- const string **ASSET_3P_PLAYMAKER** = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011IN↵GT"
URL of the 3rd party asset "PlayMaker".
- 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 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 Public Attributes

- static bool **DEV_DEBUG** = false
Development debug logging for the asset.
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ", "
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- static string **TEXT_TOSTRING_START** = "{"
- static string **PREFIX_HTTP** = "http://"
- static string **PREFIX_HTTPS** = "https://"

Properties

- static string **PREFIX_FILE** [get]

5.2.1 Detailed Description

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

5.2.2 Member Data Documentation

5.2.2.1 `const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011INGT"`

URL of the 3rd party asset "PlayMaker".

5.2.2.2 `const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC"`

Author of the asset.

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

URL of the asset author.

5.2.2.4 `const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://goo.gl/qwtXyb"`

URL of the crosstales assets in UAS.

5.2.2.5 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"`

URL of the crosstales Discord-channel.

5.2.2.6 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"`

URL of the crosstales Facebook-profile.

5.2.2.7 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"`

URL of the crosstales LinkedIn-profile.

5.2.2.8 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"`

URL of the crosstales Twitter-profile.

5.2.2.9 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_XING = "https://www.xing.com/companies/crosstales"`

URL of the crosstales XING-profile.

5.2.2.10 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"`

URL of the crosstales Youtube-profile.

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

Development debug logging for the asset.

5.2.2.12 `const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024`

Factor for giga bytes.

5.2.2.13 `const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024`

Factor for kilo bytes.

5.2.2.14 `const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024`

Factor for mega bytes.

5.2.2.15 `const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f`

Float value of 32768.

5.2.2.16 `const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0"`

ToString for no decimal places.

5.2.2.17 `const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%"`

ToString for percent.

5.2.2.18 `const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00"`

ToString for two decimal places.

5.2.2.19 `const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/"`

Path delimiter for Unix.

5.2.2.20 `const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\"`

Path delimiter for Windows.

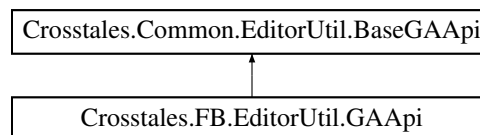
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs`

5.3 Crosstales.Common.EditorUtil.BaseGAApi Class Reference

Base GA-wrapper API.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseGAApi:



Static Public Member Functions

- static void [Event](#) (string name, string version, string category, string action, string label="", int value=0)
Tracks an event from the asset.

5.3.1 Detailed Description

Base GA-wrapper API.

5.3.2 Member Function Documentation

5.3.2.1 `static void Crosstales.Common.EditorUtil.BaseGAApi.Event (string name, string version, string category, string action, string label = " ", int value = 0) [static]`

Tracks an event from the asset.

Parameters

<i>category</i>	Specifies the event category.
<i>action</i>	Specifies the event action.
<i>label</i>	Specifies the event label.
<i>value</i>	Specifies the event value.

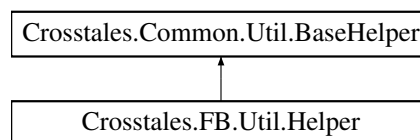
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Editor/Util/BaseGAApi.cs

5.4 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static bool [RemoteCertificateValidationCallback](#) (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path)
Validates a given file.
- static string [ValidURLFromFilePath](#) (string path)
Validates a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.

Parameters

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

*Returns**Clean URL*

- static string [ClearTags](#) (string text)
Cleans a given text from tags.
- static string [ClearSpaces](#) (string text)
Cleans a given text from multiple spaces.
- static string [ClearLineEndings](#) (string text)
Cleans a given text from line endings.
- 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)
Format byte-value to Human-Readable-Form.
- static string [FormatSecondsToHourMinSec](#) (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 bool [IsValidURL](#) (string url)
Checks if the URL is valid.
- static void [FileCopy](#) (string inputFile, string outputFile, bool move=false)
Copy or move a file.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")

Properties

- static bool [isInternetAvailable](#) [get]
Checks if an Internet connection is available.
- static bool [isWindowsPlatform](#) [get]
Checks if the current platform is Windows.
- static bool [isMacOSPlatform](#) [get]
Checks if the current platform is OSX.
- static bool [isLinuxPlatform](#) [get]
Checks if the current platform is Linux.
- static bool [isStandalonePlatform](#) [get]
Checks if the current platform is standalone (Windows, macOS or 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 [isWSAPlatform](#) [get]
Checks if the current platform is WSA.
- static bool [isWebGLPlatform](#) [get]
Checks if the current platform is WebGL.
- static bool [isWebPlayerPlatform](#) [get]
Checks if the current platform is WebPlayer.
- static bool [isWebPlatform](#) [get]

- Checks if the current platform is Web (WebPlayer or WebGL).*
 - static bool `isWindowsBasedPlatform` [get]
- Checks if the current platform is Windows-based (Windows standalone or WSA).*
 - static bool `isAppleBasedPlatform` [get]
- Checks if the current platform is Apple-based (macOS standalone or iOS).*
 - static bool `isEditor` [get]
- Checks if we are inside the Editor.*
 - static bool `isEditorMode` [get]
- Checks if we are in Editor mode.*
 - static `Model.Enum.Platform CurrentPlatform` [get]
- Returns the current platform.*

5.4.1 Detailed Description

Base for various helper functions.

5.4.2 Member Function Documentation

5.4.2.1 static string `Crosstales.Common.Util.BaseHelper.ClearLineEndings (string text)` [static]

Cleans a given text from line endings.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without line endings.

5.4.2.2 static string `Crosstales.Common.Util.BaseHelper.ClearSpaces (string text)` [static]

Cleans a given text from multiple spaces.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without multiple spaces.

5.4.2.3 static string `Crosstales.Common.Util.BaseHelper.ClearTags (string text)` [static]

Cleans a given text from tags.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without tags.

5.4.2.4 `static void Crosstales.Common.Util.BaseHelper.FileCopy (string inputFile, string outputFile, bool move = false)`
[static]

Copy or move a file.

Parameters

<i>inputFile</i>	Input file path
<i>outputFile</i>	Output file path
<i>move</i>	Move file instead of copy (default: false, optional)

5.4.2.5 `static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (long bytes)` [static]

Format byte-value to Human-Readable-Form.

Returns

Formatted byte-value in Human-Readable-Form.

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

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

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

Parameters

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

Returns

True if the current platform is supported.

5.4.2.8 static bool Crosstales.Common.Util.BaseHelper.IsValidURL (string url) [static]

Checks if the URL is valid.

Parameters

<i>url</i>	URL to check
------------	--------------

Returns

True if the URL is valid.

**5.4.2.9 static bool Crosstales.Common.Util.BaseHelper.RemoteCertificateValidationCallback (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Crypt←
ography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors) [static]**

HTTPS-certification callback.

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

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

Parameters

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

Returns

Splitted lines as array

5.4.2.11 static string Crosstales.Common.Util.BaseHelper.ValidateFile (string path) [static]

Validates a given file.

Parameters

<i>path</i>	File to validate
-------------	------------------

Returns

Valid file path

5.4.2.12 `static string Crosstales.Common.Util.BaseHelper.ValidatePath (string path, bool addEndDelimiter = true)`
[static]

Validates a given path and add missing slash.

Parameters

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	Add delimiter at the end of the path (optional, default: true)

Returns

Valid path

5.4.2.13 `static string Crosstales.Common.Util.BaseHelper.ValidURLFromFilePath (string path)` [static]

Validates a given file.

Parameters

<i>path</i>	File to validate
-------------	------------------

Returns

Valid file path

5.4.3 Property Documentation

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

Returns the current platform.

Returns

The current platform.

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.4.3.3 bool Crosstales.Common.Util.BaseHelper.isAppleBasedPlatform [static], [get]

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

Returns

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

5.4.3.4 bool Crosstales.Common.Util.BaseHelper.isEditor [static], [get]

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.4.3.5 bool Crosstales.Common.Util.BaseHelper.isEditorMode [static], [get]

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.4.3.6 bool Crosstales.Common.Util.BaseHelper.isInternetAvailable [static], [get]

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.4.3.7 bool Crosstales.Common.Util.BaseHelper.isiOSPlatform [static], [get]

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.4.3.10 bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform [static], [get]

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

Returns

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

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.4.3.12 bool Crosstales.Common.Util.BaseHelper.isWebPlatform [static], [get]

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

Returns

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

5.4.3.13 bool Crosstales.Common.Util.BaseHelper.isWebPlayerPlatform [static], [get]

Checks if the current platform is WebPlayer.

Returns

True if the current platform is WebPlayer.

5.4.3.14 bool Crosstales.Common.Util.BaseHelper.isWindowsBasedPlatform [static], [get]

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

Returns

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

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

5.5 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base for copying all resources to 'Editor Default Resources'.

Static Protected Member Functions

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

5.5.1 Detailed Description

Base for copying all resources to 'Editor Default Resources'.

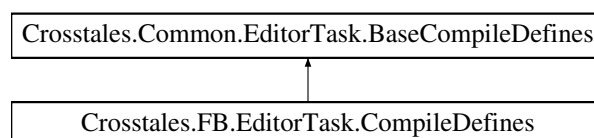
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Editor/Task/BaseSetupResources.cs

5.6 Crosstales.FB.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.FB.EditorTask.CompileDefines:



Additional Inherited Members

5.6.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Editor/↵
Task/CompileDefines.cs

5.7 Crosstales.FB.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changable variables to their default value.
- static void [Load](#) ()
Loads the all changable variables.
- static void [Save](#) ()
Saves the all changable variables.

Static Public Attributes

- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool [isLoading](#) = false
Is the configuration loaded?

5.7.1 Detailed Description

Configuration for the asset.

5.7.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.7.3 Member Data Documentation

5.7.3.1 bool Crosstales.FB.Util.Config.DEBUG = Constants.DEFAULT_DEBUG [static]

Enable or disable debug logging for the asset.

5.7.3.2 bool Crosstales.FB.Util.Config.isLoaded = false [static]

Is the configuration loaded?

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Util/Config.cs

5.8 Crosstales.FB.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.

5.8.1 Detailed Description

Loads the configuration at startup.

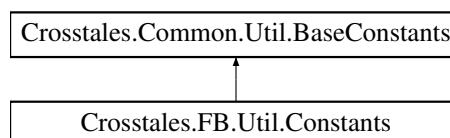
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Editor/↔ Task/ConfigLoader.cs

5.9 Crosstales.FB.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.FB.Util.Constants:



Public Attributes

- const string **ASSET_NAME** = "File Browser"
Name of the asset.
- const string **ASSET_VERSION** = "2018.2.0"
Version of the asset.
- const int **ASSET_BUILD** = 20180823
Build number of the asset.
- const string **ASSET_PRO_URL** = "https://www.assetstore.unity3d.com/#!/content/98713?aid=1011ING↵T&pubref=" + **ASSET_NAME**
URL of the PRO asset in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/fb_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "fb@crosstales.com"
Contact to the owner of the asset.
- const string **KEY_PREFIX** = "FILEBROWSER_CFG_"
- const string **KEY_DEBUG** = **KEY_PREFIX** + "DEBUG"

Static Public Attributes

- static readonly bool **isPro** = false
Is PRO-version?
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2017, 8, 1)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2018, 8, 23)
Change date of the asset (YYYY, MM, DD).

Additional Inherited Members

5.9.1 Detailed Description

Collected constants of very general utility for the asset.

5.9.2 Member Data Documentation

5.9.2.1 const int Crosstales.FB.Util.Constants.ASSET_BUILD = 20180823

Build number of the asset.

5.9.2.2 readonly System.DateTime Crosstales.FB.Util.Constants.ASSET_CHANGED = new System.DateTime(2018, 8, 23) [static]

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

5.9.2.3 `const string Crosstales.FB.Util.Constants.ASSET_CONTACT = "fb@crosstales.com"`

Contact to the owner of the asset.

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

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

5.9.2.5 `const string Crosstales.FB.Util.Constants.ASSET_NAME = "File Browser"`

Name of the asset.

5.9.2.6 `const string Crosstales.FB.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/98713?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the PRO asset in UAS.

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

URL for update-checks of the asset

5.9.2.8 `const string Crosstales.FB.Util.Constants.ASSET_VERSION = "2018.2.0"`

Version of the asset.

5.9.2.9 `readonly bool Crosstales.FB.Util.Constants.isPro = false` `[static]`

Is PRO-version?

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

- `D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Scripts/Util/Constants.cs`

5.10 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 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.

5.10.1 Detailed Description

Wrapper for the PlayerPrefs.

5.10.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

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

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

Allows to get a bool from a key.

Parameters

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

Returns

Value for the key.

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

Allows to get a float from a key.

Parameters

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

Returns

Value for the key.

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

Allows to get an int from a key.

Parameters

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

Returns

Value for the key.

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

Allows to get a string from a key.

Parameters

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

Returns

Value for the key.

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

Exists the key?

Parameters

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

Returns

Value for the key.

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

Saves all modifications.

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

Allows to set a bool for a key.

Parameters

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

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

Allows to set a float for a key.

Parameters

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

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

Allows to set an int for a key.

Parameters

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

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

Allows to set a string for a key.

Parameters

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

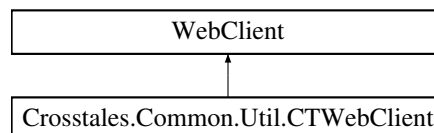
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Util/CT↔PlayerPrefs.cs

5.11 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

5.11.1 Detailed Description

Specialized WebClient.

5.11.2 Property Documentation

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

Connection limit for all WebClients

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

Timeout in milliseconds

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

- `D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs`

5.12 Crosstales.FB.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

- static void `Reset` ()
Resets all changable variables to their default value.
- static void `Load` ()
Loads the all changable variables.
- static void `Save` ()
Saves the all changable variables.

Static Public Attributes

- static bool `UPDATE_CHECK` = `EditorConstants.DEFAULT_UPDATE_CHECK`
Enable or disable update-checks for the asset.
- static bool `UPDATE_OPEN_UAS` = `EditorConstants.DEFAULT_UPDATE_OPEN_UAS`
Open the UAS-site when an update is found.
- static bool `REMINDER_CHECK` = `EditorConstants.DEFAULT_REMINDER_CHECK`
Enable or disable reminder-checks for the asset.
- static bool `CT_REMINDER_CHECK` = `EditorConstants.DEFAULT_CT_REMINDER_CHECK`
Enable or disable CT reminder-checks for the asset.
- static bool `TELEMETRY` = `EditorConstants.DEFAULT_TRACER`
Enable or disable anonymous telemetry data.
- static bool `isLoading` = `false`
Is the configuration loaded?

5.12.1 Detailed Description

Editor configuration for the asset.

5.12.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.12.3 Member Data Documentation

5.12.3.1 `bool Crosstales.FB.EditorUtil.EditorConfig.CT_REMINDER_CHECK = EditorConstants.DEFAULT_CT_REMINDER_CHECK [static]`

Enable or disable CT reminder-checks for the asset.

5.12.3.2 `bool Crosstales.FB.EditorUtil.EditorConfig.isLoaded = false [static]`

Is the configuration loaded?

5.12.3.3 `bool Crosstales.FB.EditorUtil.EditorConfig.REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_CHECK [static]`

Enable or disable reminder-checks for the asset.

5.12.3.4 `bool Crosstales.FB.EditorUtil.EditorConfig.TELEMTRY = EditorConstants.DEFAULT_TRACER [static]`

Enable or disable anonymous telemetry data.

5.12.3.5 `bool Crosstales.FB.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK [static]`

Enable or disable update-checks for the asset.

5.12.3.6 **bool** Crosstales.FB.EditorUtil.EditorConfig.UPDATE_OPEN_UAS = EditorConstants.DEFAULT_UPDATE_OPEN_UAS
[static]

Open the UAS-site when an update is found.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Editor/↵
Util/EditorConfig.cs

5.13 Crosstales.FB.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_UPDATE_OPEN_UAS** = Util.Constants.KEY_PREFIX + "UPDATE_OPEN_UAS"
- const string **KEY_REMINDER_CHECK** = Util.Constants.KEY_PREFIX + "REMINDER_CHECK"
- const string **KEY_CT_REMINDER_CHECK** = Util.Constants.KEY_PREFIX + "CT_REMINDER_CHECK"
- const string **KEY_TRACER** = Util.Constants.KEY_PREFIX + "TRACER"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_REMINDER_DATE** = Util.Constants.KEY_PREFIX + "REMINDER_DATE"
- const string **KEY_REMINDER_COUNT** = Util.Constants.KEY_PREFIX + "REMINDER_COUNT"
- const string **KEY_CT_REMINDER_DATE** = Util.Constants.KEY_PREFIX + "CT_REMINDER_DATE"
- const string **KEY_CT_REMINDER_COUNT** = Util.Constants.KEY_PREFIX + "CT_REMINDER_COUNT"
- const string **KEY_TRACER_DATE** = Util.Constants.KEY_PREFIX + "TRACER_DATE"
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_UPDATE_OPEN_UAS** = false
- const bool **DEFAULT_REMINDER_CHECK** = true
- const bool **DEFAULT_CT_REMINDER_CHECK** = true
- const bool **DEFAULT_TRACER** = true

Properties

- static string **ASSET_URL** [get]
Returns the URL of the asset in UAS.
- static System.Guid **ASSET_UID** [get]
Returns the UID of the asset.

5.13.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.13.2 Property Documentation

5.13.2.1 `System.Guid Crosstales.FB.EditorUtil.EditorConstants.ASSET_UID` `[static], [get]`

Returns the UID of the asset.

Returns

The UID of the asset.

5.13.2.2 `string Crosstales.FB.EditorUtil.EditorConstants.ASSET_URL` `[static], [get]`

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

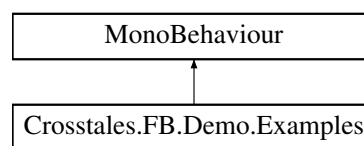
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Editor/↵ Util/EditorConstants.cs

5.14 Crosstales.FB.Demo.Examples Class Reference

[Examples](#) for all methods.

Inheritance diagram for Crosstales.FB.Demo.Examples:



Public Member Functions

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

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- Text **Error**

5.14.1 Detailed Description

[Examples](#) for all methods.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Demo/↵ Scripts/Examples.cs

5.15 Crosstales.FB.ExtensionFilter Struct Reference

Filter for extensions.

Public Member Functions

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

Public Attributes

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

5.15.1 Detailed Description

Filter for extensions.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Scripts/File↵ Browser.cs

5.16 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 [Reverse](#) (this string str)
Extension method for strings. Reverses a string.
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains any given string.
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains all given strings.
- static void [CTShuffle< T >](#) (this T[] array)
Extension method for Arrays. Shuffles an Array.
- static string [CTDump< T >](#) (this T[] array)
Extension method for Arrays. Dumps an array to a string.
- static string[] [CTToString< T >](#) (this T[] array)
Extension method for Arrays. Generates a string array with all entries (via ToString).
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for IList. Shuffles a List.
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for 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)
Extension method for IDictionary. Dumps a dictionary to a string.
- static void [CTAddRange< T, S >](#) (this System.Collections.Generic.IDictionary< T, S > source, System.Collections.Generic.IDictionary< T, S > collection)
Extension method for IDictionary. Adds a dictionary to an existing one.
- static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)
Extension method for Renderer. Determines if the renderer is visible from a certain camera.

5.16.1 Detailed Description

Various extension methods.

5.16.2 Member Function Documentation

- 5.16.2.1 **static void Crosstales.ExtensionMethods.CTAddRange< T, S > (this System.Collections.Generic.IDictionary< T, S > source, System.Collections.Generic.IDictionary< T, S > collection) [static]**

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

Parameters

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

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.16.2.5 `static string Crosstales.ExtensionMethods.CTDump< K, V > (this System.Collections.Generic.IDictionary< K, V > dict) [static]`

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

Parameters

<i>dict</i>	IDictionary-instance to dump.
-------------	-------------------------------

Returns

String with lines for all dictionary entries.

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

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

Parameters

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

Returns

String with lines for all array entries.

5.16.2.7 `static string Crosstales.ExtensionMethods.CTDump< T > (this System.Collections.Generic.ICollection< T > list) [static]`

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

Parameters

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

Returns

String with lines for all list entries.

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

5.16.2.9 static bool Crosstales.ExtensionMethods.CTIsVisibleFrom (this *Renderer* *renderer*, *Camera* *camera*) [static]

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

Parameters

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

Returns

True if the renderer is visible by the given camera.

5.16.2.10 static string Crosstales.ExtensionMethods.CTReplace (this string *str*, string *oldString*, string *newString*, System.StringComparison *comp* = System.StringComparison.OrdinalIgnoreCase) [static]

Extension method for strings. Case insensitive 'Replace'.

Parameters

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

Returns

Replaced string.

5.16.2.11 static void Crosstales.ExtensionMethods.CTShuffle< T > (this T[] *array*) [static]

Extension method for Arrays. Shuffles an Array.

Parameters

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

5.16.2.12 `static void Crosstales.ExtensionMethods.CTShuffle< T > (this System.Collections.Generic.IList< T > list)`
[static]

Extension method for IList. Shuffles a List.

Parameters

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

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

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

Parameters

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

Returns

String array with all entries (via ToString).

5.16.2.14 `static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > (this System.Collections.Generic.IList< T > list)` [static]

Extension method for IList. Generates a string list with all entries (via ToString).

Parameters

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

Returns

String list with all entries (via ToString).

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

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

Parameters

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

Returns

Converted string in title case.

5.16.2.16 `static string Crosstales.ExtensionMethods.Reverse (this string str)` [*static*]

Extension method for strings. Reverses a string.

Parameters

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

Returns

Reversed string.

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

- `D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Extension↔Methods.cs`

5.17 Crosstales.FB.FileBrowser Class Reference

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

Static Public Member Functions

- static string [OpenSingleFile](#) (string title, string directory, string extension)
Open native file browser for a single file.
- static string [OpenSingleFile](#) (string title, string directory, [ExtensionFilter](#)[] extensions)
Open native file browser for a single file.
- static string[] [OpenFiles](#) (string title, string directory, string extension, bool multiselect)
Open native file browser for multiple files.
- static string[] [OpenFiles](#) (string title, string directory, [ExtensionFilter](#)[] extensions, bool multiselect)
Open native file browser for multiple files.
- static string [OpenSingleFolder](#) (string title, string directory="")
Open native folder browser for a single folder.
- static string[] [OpenFolders](#) (string title, string directory="", bool multiselect=true)
Open native folder browser for multiple folders. NOTE: Multiple folder selection isn't supported on Windows!
- static string [SaveFile](#) (string title, string directory, string defaultName, string extension)
Open native save file browser

- static string [SaveFile](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions)
Open native save file browser
- static void [OpenFilesAsync](#) (string title, string directory, string extension, bool multiselect, Action< string[]> cb)
Open native file browser for multiple files.
- static void [OpenFilesAsync](#) (string title, string directory, [ExtensionFilter](#)[] extensions, bool multiselect, Action< string[]> cb)
Open native file browser for multiple files (async).
- static void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, Action< string[]> cb)
Open native folder browser for multiple folders (async).
- static void [SaveFileAsync](#) (string title, string directory, string defaultName, string extension, Action< string > cb)
Open native save file browser
- static void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, Action< string > cb)
Open native save file browser (async).

5.17.1 Detailed Description

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

5.17.2 Member Function Documentation

5.17.2.1 static string [] Crosstales.FB.FileBrowser.OpenFiles (string title, string directory, string extension, bool multiselect)
[static]

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extension</i>	Allowed extension
<i>multiselect</i>	Allow multiple file selection

Returns

Returns array of chosen files. Zero length array when cancelled

5.17.2.2 static string [] Crosstales.FB.FileBrowser.OpenFiles (string title, string directory, [ExtensionFilter](#)[] extensions, bool multiselect) [static]

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	Allow multiple file selection

Returns

Returns array of chosen files. Zero length array when cancelled

5.17.2.3 `static void Crosstales.FB.FileBrowser.OpenFilesAsync (string title, string directory, string extension, bool multiselect, Action< string[]> cb) [static]`

Open native file browser for multiple files.

Parameters

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

Returns

Returns array of chosen files. Zero length array when cancelled

5.17.2.4 `static void Crosstales.FB.FileBrowser.OpenFilesAsync (string title, string directory, ExtensionFilter[] extensions, bool multiselect, Action< string[]> cb) [static]`

Open native file browser for multiple files (async).

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	Allow multiple file selection
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen files. Zero length array when cancelled

5.17.2.5 `static string [] Crosstales.FB.FileBrowser.OpenFolders (string title, string directory = " ", bool multiselect = true) [static]`

Open native folder browser for multiple folders. NOTE: Multiple folder selection isn't supported on Windows!

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

5.17.2.6 `static void Crosstales.FB.FileBrowser.OpenFoldersAsync (string title, string directory, bool multiselect, Action<string[]> cb)` `[static]`

Open native folder browser for multiple folders (async).

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

5.17.2.7 `static string Crosstales.FB.FileBrowser.OpenSingleFile (string title, string directory, string extension)` `[static]`

Open native file browser for a single file.

Parameters

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

Returns

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

5.17.2.8 `static string Crosstales.FB.FileBrowser.OpenSingleFile (string title, string directory, ExtensionFilter[] extensions)` `[static]`

Open native file browser for a single file.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

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

5.17.2.9 `static string Crosstales.FB.FileBrowser.OpenSingleFolder (string title, string directory = " ") [static]`

Open native folder browser for a single folder.

Parameters

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

Returns

Returns a string of the chosen folder. Empty string when cancelled

5.17.2.10 `static string Crosstales.FB.FileBrowser.SaveFile (string title, string directory, string defaultName, string extension) [static]`

Open native save file browser

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extension</i>	File extension

Returns

Returns chosen file. Empty string when cancelled

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

Open native save file browser

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

5.17.2.12 `static void Crosstales.FB.FileBrowser.SaveFileAsync (string title, string directory, string defaultName, string extension, Action< string > cb) [static]`

Open native save file browser

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extension</i>	File extension
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Empty string when cancelled

5.17.2.13 `static void Crosstales.FB.FileBrowser.SaveFileAsync (string title, string directory, string defaultName, ExtensionFilter[] extensions, Action< string > cb) [static]`

Open native save file browser (async).

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

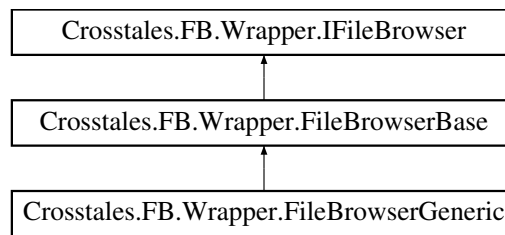
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Scripts/FileBrowser.cs

5.18 Crosstales.FB.Wrapper.FileBrowserBase Class Reference

Base class for all file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserBase:



Public Member Functions

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

5.18.1 Detailed Description

Base class for all file browsers.

5.18.2 Member Function Documentation

5.18.2.1 abstract string [] Crosstales.FB.Wrapper.FileBrowserBase.OpenFiles (string title, string directory, [ExtensionFilter\[\]](#) extensions, bool multiselect) [pure virtual]

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")
<i>multiselect</i>	Allow multiple file selection

Returns

Returns array of chosen files. Zero length array when cancelled

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

Implemented in [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

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

Open native file browser for multiple files (async).

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	Allow multiple file selection
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen files. Zero length array when cancelled

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

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

Open native folder browser for multiple folders.

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

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

Implemented in [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

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

Open native folder browser for multiple folders (async).

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

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

5.18.2.5 `string Crosstales.FB.Wrapper.FileBrowserBase.OpenSingleFile (string title, string directory, ExtensionFilter[] extensions)`

Open native file browser for a single file.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

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

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

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

Open native folder browser for a single folder.

Parameters

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

Returns

Returns a string of the chosen folder. Empty string when cancelled

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

5.18.2.7 **abstract** string Crosstales.FB.Wrapper.FileBrowserBase.SaveFile (string *title*, string *directory*, string *defaultName*, **ExtensionFilter**[] *extensions*) [pure virtual]

Open native save file browser.

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

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

Implemented in [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

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

Open native save file browser (async).

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

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

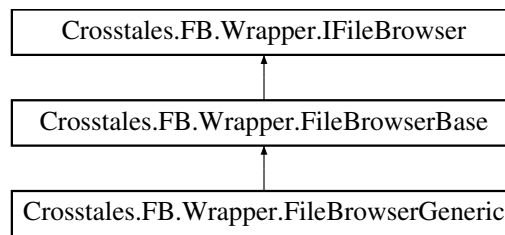
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Scripts/↔
Wrapper/FileBrowserBase.cs

5.19 Crosstales.FB.Wrapper.FileBrowserGeneric Class Reference

File browser implementation for generic devices (currently NOT IMPLEMENTED).

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserGeneric:



Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, [ExtensionFilter](#)[] extensions, bool multiselect)
Open native file browser for multiple files.
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- override string [SaveFile](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions)
Open native save file browser.
- override void **OpenFilesAsync** (string title, string directory, [ExtensionFilter](#)[] extensions, bool multiselect, Action< string[]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, Action< string > cb)

5.19.1 Detailed Description

File browser implementation for generic devices (currently NOT IMPLEMENTED).

5.19.2 Member Function Documentation

5.19.2.1 override string [] Crosstales.FB.Wrapper.FileBrowserGeneric.OpenFiles (string title, string directory, [ExtensionFilter](#)[] extensions, bool multiselect) [virtual]

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	Allow multiple file selection

Returns

Returns array of chosen files. Zero length array when cancelled

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

5.19.2.2 `override string [] Crosstales.FB.Wrapper.FileBrowserGeneric.OpenFolders (string title, string directory, bool multiselect) [virtual]`

Open native folder browser for multiple folders.

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

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

5.19.2.3 `override string Crosstales.FB.Wrapper.FileBrowserGeneric.SaveFile (string title, string directory, string defaultName, ExtensionFilter[] extensions) [virtual]`

Open native save file browser.

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

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

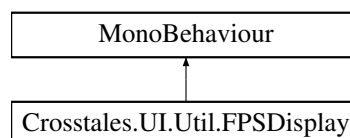
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Scripts/↵
Wrapper/FileBrowserGeneric.cs

5.20 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Member Functions

- void **Update** ()

Public Attributes

- Text **FPS**

5.20.1 Detailed Description

Simple FPS-Counter.

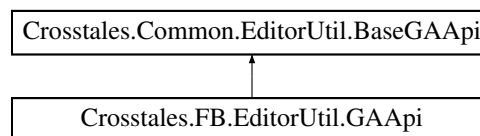
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/Util/FPSDisplay.cs

5.21 Crosstales.FB.EditorUtil.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstales.FB.EditorUtil.GAApi:



Static Public Member Functions

- static void **Event** (string category, string action, string label="", int value=0)
Tracks an event from the asset.

5.21.1 Detailed Description

GA-wrapper API.

5.21.2 Member Function Documentation

5.21.2.1 static void Crosstales.FB.EditorUtil.GAApi.Event (string category, string action, string label = " ", int value = 0)
[static]

Tracks an event from the asset.

Parameters

<i>category</i>	Specifies the event category.
<i>action</i>	Specifies the event action.
<i>label</i>	Specifies the event label.
<i>value</i>	Specifies the event value.

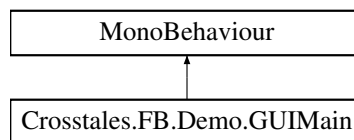
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Editor/Util/GA↔
Api.cs

5.22 Crosstales.FB.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.FB.Demo.GUIMain:



Public Member Functions

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

Public Attributes

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

5.22.1 Detailed Description

Main GUI component for all demo scenes.

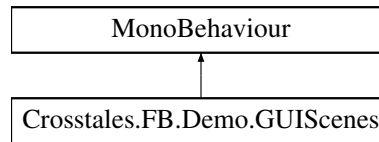
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Demo/↔
Scripts/GUIMain.cs

5.23 Crosstales.FB.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.FB.Demo.GUIScenes:



Public Member Functions

- void **LoadPreviousScene** ()
- void **LoadNextScene** ()

Public Attributes

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

5.23.1 Detailed Description

Main GUI scene manager for all demo scenes.

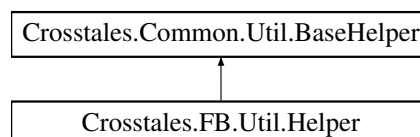
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Demo/Scripts/GUIScenes.cs`

5.24 Crosstales.FB.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.FB.Util.Helper:



Properties

- static bool **isSupportedPlatform** [get]
Checks if the current platform is supported.

Additional Inherited Members

5.24.1 Detailed Description

Various helper functions.

5.24.2 Property Documentation

5.24.2.1 bool Crosstales.FB.Util.Helper.isSupportedPlatform [static], [get]

Checks if the current platform is supported.

Returns

True if the current platform is supported.

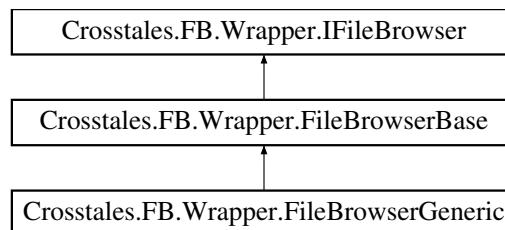
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Scripts/↵ Util/Helper.cs

5.25 Crosstales.FB.Wrapper.IFileBrowser Interface Reference

Interface for all file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.IFileBrowser:



Public Member Functions

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

5.25.1 Detailed Description

Interface for all file browsers.

5.25.2 Member Function Documentation

5.25.2.1 `string [] Crosstales.FB.Wrapper.IFileBrowser.OpenFiles (string title, string directory, ExtensionFilter[] extensions, bool multiselect)`

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	Allow multiple file selection

Returns

Returns array of chosen files. Zero length array when cancelled

Implemented in [Crosstales.FB.Wrapper.FileBrowserBase](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

5.25.2.2 `void Crosstales.FB.Wrapper.IFileBrowser.OpenFilesAsync (string title, string directory, ExtensionFilter[] extensions, bool multiselect, System.Action< string[] > cb)`

Open native file browser for multiple files (async).

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	Allow multiple file selection
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen files. Zero length array when cancelled

Implemented in [Crosstales.FB.Wrapper.FileBrowserBase](#).

5.25.2.3 `string [] Crosstales.FB.Wrapper.IFileBrowser.OpenFolders (string title, string directory, bool multiselect)`

Open native folder browser for multiple folders.

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

Implemented in [Crosstales.FB.Wrapper.FileBrowserBase](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

5.25.2.4 void Crosstales.FB.Wrapper.IFileBrowser.OpenFoldersAsync (string *title*, string *directory*, bool *multiselect*, System.Action< string[]> *cb*)

Open native folder browser for multiple folders (async).

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

Implemented in [Crosstales.FB.Wrapper.FileBrowserBase](#).

5.25.2.5 string Crosstales.FB.Wrapper.IFileBrowser.OpenSingleFile (string *title*, string *directory*, ExtensionFilter[] *extensions*)

Open native file browser for a single file.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

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

Implemented in [Crosstales.FB.Wrapper.FileBrowserBase](#).

5.25.2.6 string Crosstales.FB.Wrapper.IFileBrowser.OpenSingleFolder (string *title*, string *directory*)

Open native folder browser for a single folder.

Parameters

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

Returns

Returns a string of the chosen folder. Empty string when cancelled

Implemented in [Crosstales.FB.Wrapper.FileBrowserBase](#).

5.25.2.7 string Crosstales.FB.Wrapper.IFileBrowser.SaveFile (string *title*, string *directory*, string *defaultName*, **ExtensionFilter[]** *extensions*)

Open native save file browser.

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

Implemented in [Crosstales.FB.Wrapper.FileBrowserBase](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

5.25.2.8 void Crosstales.FB.Wrapper.IFileBrowser.SaveFileAsync (string *title*, string *directory*, string *defaultName*, **ExtensionFilter[]** *extensions*, System.Action< string > *cb*)

Open native save file browser (async).

Parameters

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

Returns

Returns chosen file. Empty string when cancelled

Implemented in [Crosstales.FB.Wrapper.FileBrowserBase](#).

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Scripts/↔
Wrapper/IFileBrowser.cs

5.26 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.26.1 Detailed Description

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

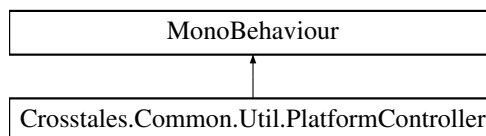
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Editor/Task/NY↔
Check.cs

5.27 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Member Functions

- virtual void **Start** ()

Public Attributes

- System.Collections.Generic.List< [Model.Enum.Platform](#) > [Platforms](#)
Selected platforms for the controller.
- bool **Active** = true
- GameObject[] [Objects](#)
Selected objects for the controller.

Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

Protected Attributes

- [Model.Enum.Platform](#) **currentPlatform**

5.27.1 Detailed Description

Enables or disable game objects for a given platform.

5.27.2 Member Data Documentation

5.27.2.1 `GameObject [] Crosstales.Common.Util.PlatformController.Objects`

Selected objects for the controller.

5.27.2.2 `System.Collections.Generic.List<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).

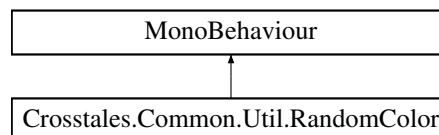
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Util/PlatformController.cs

5.28 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for `Crosstales.Common.Util.RandomColor`:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- Vector2 **ChangeInterval** = new Vector2(5, 15)
- float **Saturation** = 1f
- float **Value** = 1f
- float **Opacity** = 1f
- bool **ChangeMaterial** = false
- Material **Material**
- Vector2 **ColorRange** = new Vector2(0f, 360f)
- bool **GrayScale** = false

5.28.1 Detailed Description

Random color changer.

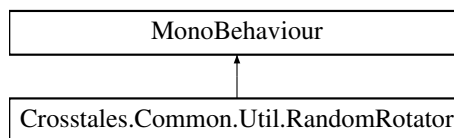
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Util/RandomColor.cs

5.29 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- Vector3 **Speed** = new Vector3(15, 15, 15)
- Vector2 **ChangeInterval** = new Vector2(10, 20)

5.29.1 Detailed Description

Random rotation changer.

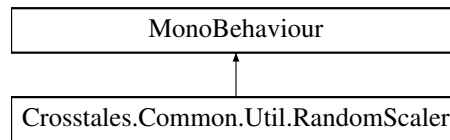
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

5.30 Crosstailes.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstailes.Common.Util.RandomScaler:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)
- bool **Uniform** = true
- Vector2 **ChangeInterval** = new Vector2(5, 15)

5.30.1 Detailed Description

Random scale changer.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstailes/Common/Scripts/Util/Random↔
Scaler.cs

5.31 Crosstailes.FB.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.31.1 Detailed Description

Reminds the customer to create an UAS review.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstailes/FileBrowser/Editor/↔
Task/ReminderCheck.cs

5.32 Crosstales.FB.EditorTask.ReminderCT Class Reference

Reminds the customer to visit our other assets.

5.32.1 Detailed Description

Reminds the customer to visit our other assets.

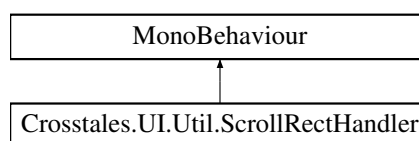
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Editor/↔ Task/ReminderCT.cs

5.33 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**

5.33.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

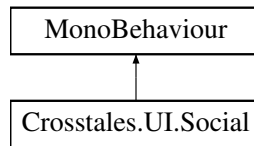
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/↔ Util/ScrollRectHandler.cs

5.34 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 **Xing** ()
- void **Youtube** ()

5.34.1 Detailed Description

[Crosstales](#) social media links.

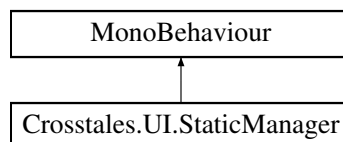
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/Social.↔
cs

5.35 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **Quit** ()
- void **OpenCrosstales** ()
- void **OpenAssetstore** ()

5.35.1 Detailed Description

Static Button Manager.

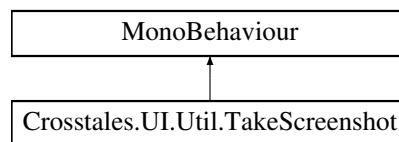
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/StaticManager.cs`

5.36 Crosstales.UI.Util.TakeScreenshot Class Reference

Take a screen shot of the application.

Inheritance diagram for Crosstales.UI.Util.TakeScreenshot:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- string **Prefix** = "CT_Screenshot"
- int **Scale** = 1
- KeyCode **KeyCode** = KeyCode.F8

5.36.1 Detailed Description

Take a screen shot of the application.

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

- `D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/Util/TakeScreenshot.cs`

5.37 Crosstales.FB.EditorTask.Tracer Class Reference

Gather some tracing data for the asset.

5.37.1 Detailed Description

Gather some tracing data for the asset.

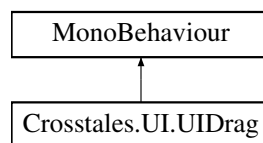
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Editor/↵ Task/Tracer.cs

5.38 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows arround.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void **BeginDrag** ()
- void **OnDrag** ()

5.38.1 Detailed Description

Allow to Drag the Windows arround.

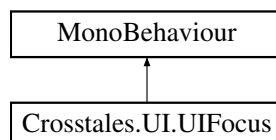
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/UI↵ Drag.cs

5.39 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void **Start** ()
- void **OnPanelEnter** ()

Public Attributes

- string **CanvasName** = "Canvas"

5.39.1 Detailed Description

Change the Focus on from a Window.

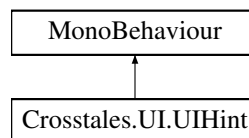
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/UI↔Focus.cs

5.40 Crosstales.UI.UIHint Class Reference

Controls a **UI** group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()
- IEnumerator **LerpAlphaDown** (float startAlphaValue, float endAlphaValue, float time, float delay, Canvas↔Group gameObjectToFade)
- IEnumerator **LerpAlphaUp** (float startAlphaValue, float endAlphaValue, float time, float delay, CanvasGroup gameObjectToFade)

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).

5.40.1 Detailed Description

Controls a [UI](#) group (hint).

5.40.2 Member Data Documentation

5.40.2.1 float Crosstales.UI.UIHint.Delay = 2f

Delay in seconds before fading (default: 2).

5.40.2.2 bool Crosstales.UI.UIHint.Disable = true

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

5.40.2.3 bool Crosstales.UI.UIHint.FadeAtStart = true

Fade at Start (default: true).

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

Fade time in seconds (default: 2).

5.40.2.5 CanvasGroup Crosstales.UI.UIHint.Group

Group to fade.

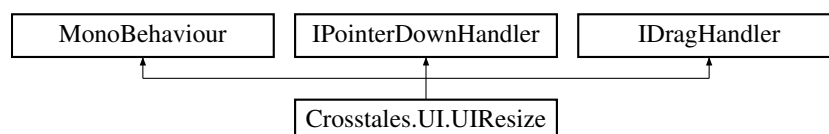
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/UIHint.cs`

5.41 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **Awake** ()
- 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.*

5.41.1 Detailed Description

Resize a **UI** element.

5.41.2 Member Data Documentation

5.41.2.1 Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)

Maximum size of the **UI** element.

5.41.2.2 Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)

Minimum size of the **UI** element.

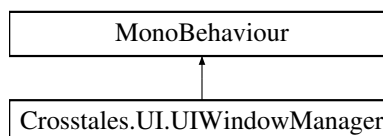
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/UI↔
Resize.cs

5.42 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void **Start** ()
- void **ChangeState** (GameObject x)

Public Attributes

- GameObject[] [Windows](#)
All Windows of the scene.

5.42.1 Detailed Description

Change the state of all Window panels.

5.42.2 Member Data Documentation

5.42.2.1 GameObject [] Crosstales.UI.UIWindowManager.Windows

All Windows of the scene.

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/UIWindowManager.cs

5.43 Crosstales.FB.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.43.1 Detailed Description

Checks for updates of the asset.

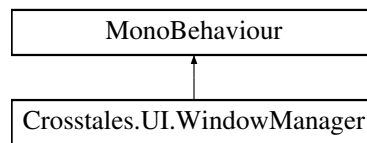
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Editor/Task/UpdateCheck.cs

5.44 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **SwitchPanel** ()
- void **OpenPanel** ()
- void **ClosePanel** ()

Public Attributes

- float **Speed** = 3f
Window movement speed (default: 3).
- GameObject[] **Dependencies**
Dependent GameObjects (active == open).

5.44.1 Detailed Description

Manager for a Window.

5.44.2 Member Data Documentation

5.44.2.1 GameObject [] Crosstales.UI.WindowManager.Dependencies

Dependent GameObjects (active == open).

5.44.2.2 float Crosstales.UI.WindowManager.Speed = 3f

Window movement speed (default: 3).

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

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/Window↵
Manager.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/>

6.2 AssetStore

<https://goo.gl/qwtXyb>

6.3 Forum

<https://forum.unity.com/threads/file-browser-native-file-browser-for-windows-and-macos.510403/>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/FileBrowser/FileBrowser-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demos

6.6.1 Windows

https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_win.zip

6.6.2 macOS

https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_mac.zip

6.7 Videos

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

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