Turbo Switch PRO

Hearing is understanding

API

Date: 15.04.2020
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Chapter 1

Namespace Index

1.1 Packages

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

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Chapter 3

Class Index

3.1 Class List

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

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

- class ExtensionMethods

    Various extension methods.

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.EditorTask Namespace Reference

Classes

- class BaseCompileDefines

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

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

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

    Copies all resources to 'Editor Default Resources'.

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class BaseEditorHelper

    Base for various Editor helper functions.

4.5   Crosstales.Common.Model Namespace Reference

4.6   Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum Platform {
  Windows, **OSX**, **Linux**, **IOS**,
  Android, **WSA**, **Web**, **Unsupported**,
  MaryTTS }

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

  Typical audio sample rates.

4.6.1   Enumeration Type Documentation

4.6.1.1   Platform

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

All available platforms.

4.6.1.2   SampleRate

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

Typical audio sample rates.

4.7   Crosstales.Common.Util Namespace Reference

Classes

- class BackgroundController

  Enables or disable game objects on Android or iOS in the background.
- 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 CTProcess

    Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

- class CTProcessStartInfo

    Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStart↩ Info"-class with the most important properties).

- class CTWebClient

    Specialized WebClient.

- class FFTAnalyzer

    FFT analyzer for an audio channel.

- class FreeCam

    A simple free camera to be added to a Unity game object.

- class **NativeMethods**

    Native methods (bridge to Windows).

- 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.

- class SerializableDictionary

    Serializable Dictionary-class for XML.

- class SerializeDeSerialize

    Serialize and deserialize objects to/from binary files.

- class SpectrumVisualizer

    Simple spectrum visualizer.

- class SurviveSceneSwitch

    Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

- class TakeScreenshot

    Take screen shots inside an application.

- class XmlHelper

    Helper-class for XML.

4.8   Crosstales.TPS Namespace Reference

Classes

- class Switcher

    Platform switcher.

4.9   Crosstales.TPS.EditorIntegration Namespace Reference

Classes

- class ConfigBase

    Base class for editor windows.

- class ConfigPreferences

    Unity "Preferences" extension.

- class ConfigWindow

    Editor window extension.

4.10 Crosstales.TPS.EditorTask Namespace Reference

Classes

- class CompileDefines

    Adds the given define symbols to PlayerSettings define symbols.

4.11 Crosstales.TPS.Example Namespace Reference

Classes

- class TPSMenu

    Example editor integration of Turbo Switch for your own scripts.

4.12 Crosstales.TPS.Task Namespace Reference

Classes

- class DisableUnityCacheServer

    Disables the Unity cache server.

- class Launch

    Show the configuration window on the first launch.

- class SetupResources

    Copies all resources to 'Editor Default Resources'.

- class SetupUnity

    Setup Unity after a switch.

- class UpdateCheck

    Checks for updates of the asset.

Enumerations

- enum UpdateStatus {
  NOT_CHECKED, **NO_UPDATE**, **UPDATE**, **UPDATE_PRO**,
  UPDATE_VERSION, **DEPRECATED**, **V2019** }

    All possible update stati.

4.12.1 Enumeration Type Documentation

4.12.1.1 UpdateStatus

enum `Crosstales.TPS.Task.UpdateStatus` [strong]

All possible update stati.

4.13   Crosstales.TPS.Util Namespace Reference

Classes

- class Config

  Configuration for the asset.

- class Constants

  Collected constants of very general utility for the asset.

- class CTLogger

  Logger for the asset.

- class Helper

  Various helper functions.

Chapter 5

Class Documentation

5.1 Crosstales.Common.Util.BackgroundController Class Reference

Enables or disable game objects on Android or iOS in the background.

Inheritance diagram for Crosstales.Common.Util.BackgroundController:

```
┌─────────────────────────────────────────────────┐
│                 MonoBehaviour                    │
└─────────────────────────────────────────────────┘
                         ▲
                         │
┌─────────────────────────────────────────────────┐
│  Crosstales.Common.Util.BackgroundController     │
└─────────────────────────────────────────────────┘
```
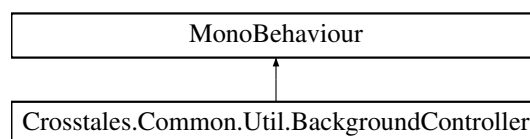
Public Member Functions

- void **Start** ()
- void **FixedUpdate** ()

Public Attributes

- GameObject[ ] Objects

    Selected objects to disable in the background for the controller.

5.1.1 Detailed Description

Enables or disable game objects on Android or iOS in the background.

5.1.2 Member Data Documentation

```
GameObject [] Crosstales.Common.Util.BackgroundController.Objects
```

Selected objects to disable in the background for the controller.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/Background←
  Controller.cs

5.2 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:

```
┌─────────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseCompileDefines      │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│ Crosstales.TPS.EditorTask.CompileDefines             │
└─────────────────────────────────────────────────────┘
```

Static Public Member Functions

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

Static Protected Member Functions

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

5.2.1 Detailed Description

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

5.2.2 Member Function Documentation

5.2.2.1 AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.

Parameters

symbols	Symbols to add to the compiler defines

5.2.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

Parameters

symbols	Symbols to remove from the compiler defines

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Editor/Task/Base↩
  CompileDefines.cs

5.3 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:

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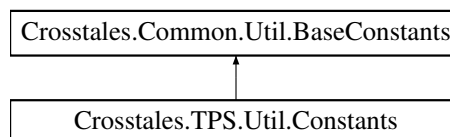
Static Public Attributes

- const string ASSET_AUTHOR = "crosstales LLC"

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

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

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

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

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

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

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

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

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

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

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

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

  URL of the "Online Check" asset.
- const string ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011lNGT"

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

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

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

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

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

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

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

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

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

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

  Float tolerance.
- const string FORMAT_TWO_DECIMAL_PLACES = "0.00"

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

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

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

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

  Path delimiter for Unix.
- static bool DEV_DEBUG = false

  Development debug logging for the asset.
- static string **TEXT_TOSTRING_START** = " {"

- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = "', "
- static string **TEXT_TOSTRING_DELIMITER_END** = "'"
- static string **PREFIX_HTTP** = "http://"
- static string **PREFIX_HTTPS** = "https://"
- static int PROCESS_KILL_TIME = 5000

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

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

  Show the BWF banner.
- static bool SHOW_DJ_BANNER = true

  Show the DJ banner.
- static bool SHOW_FB_BANNER = true

  Show the FB banner.
- static bool SHOW_OC_BANNER = true

  Show the OC banner.
- static bool SHOW_RADIO_BANNER = true

  Show the Radio banner.
- static bool SHOW_RTV_BANNER = true

  Show the RTV banner.
- static bool SHOW_TB_BANNER = true

  Show the TB banner.
- static bool SHOW_TPB_BANNER = true

  Show the TPB banner.
- static bool SHOW_TPS_BANNER = true

  Show the TPS banner.
- static bool SHOW_TR_BANNER = true

  Show the TR banner.

Properties

- static string PREFIX_FILE `[get]`

  URL prefix for files.
- static string APPLICATION_PATH `[get]`

  Application path.

5.3.1   Detailed Description

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

5.3.2   Member Data Documentation

5.3.2.1 ASSET_3P_PLAYMAKER

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

URL of the 3rd party asset "PlayMaker".

5.3.2.2 ASSET_AUTHOR

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

Author of the asset.

5.3.2.3 ASSET_AUTHOR_URL

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

URL of the asset author.

5.3.2.4 ASSET_BWF

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

URL of the "Badword Filter" asset.

5.3.2.5 ASSET_CT_URL

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

URL of the crosstales assets in UAS.

5.3.2.6 ASSET_DJ

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

URL of the "DJ" asset.

5.3.2.7 ASSET_FB

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

URL of the "File Browser" asset.

5.3.2.8 ASSET_OC

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

URL of the "Online Check" asset.

5.3.2.9 ASSET_RADIO

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

URL of the "Radio" asset.

5.3.2.10 ASSET_RTV

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

URL of the "RT-Voice" asset.

5.3.2.11 ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

5.3.2.12 ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

5.3.2.13 ASSET_SOCIAL_LINKEDIN

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

URL of the crosstales LinkedIn-profile.

5.3.2.14 ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

5.3.2.15 ASSET_SOCIAL_YOUTUBE

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

URL of the crosstales Youtube-profile.

5.3.2.16 ASSET_TB

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

URL of the "Turbo Backup" asset.

5.3.2.17 ASSET_TPB

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

URL of the "Turbo Builder" asset.

5.3.2.18 ASSET_TPS

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

URL of the "Turbo Switch" asset.

5.3.2.19　ASSET_TR

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

URL of the "True Random" asset.

5.3.2.20　CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

5.3.2.21　DEV_DEBUG

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

Development debug logging for the asset.

5.3.2.22　FACTOR_GB

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

Factor for giga bytes.

5.3.2.23　FACTOR_KB

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

Factor for kilo bytes.

5.3.2.24　FACTOR_MB

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

Factor for mega bytes.

5.3.2.25   FLOAT_32768

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

Float value of 32768.

5.3.2.26   FLOAT_TOLERANCE

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

Float tolerance.

5.3.2.27   FORMAT_NO_DECIMAL_PLACES

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

ToString for no decimal places.

5.3.2.28   FORMAT_PERCENT

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

ToString for percent.

5.3.2.29   FORMAT_TWO_DECIMAL_PLACES

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

ToString for two decimal places.

5.3.2.30   PATH_DELIMITER_UNIX

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

Path delimiter for Unix.

5.3.2.31 PATH_DELIMITER_WINDOWS

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

Path delimiter for Windows.

5.3.2.32 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

5.3.2.33 SHOW_BWF_BANNER

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

Show the BWF banner.

5.3.2.34 SHOW_DJ_BANNER

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

Show the DJ banner.

5.3.2.35 SHOW_FB_BANNER

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

Show the FB banner.

5.3.2.36 SHOW_OC_BANNER

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

Show the OC banner.

5.3.2.37 SHOW_RADIO_BANNER

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

Show the Radio banner.

5.3.2.38 SHOW_RTV_BANNER

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

Show the RTV banner.

5.3.2.39 SHOW_TB_BANNER

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

Show the TB banner.

5.3.2.40 SHOW_TPB_BANNER

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

Show the TPB banner.

5.3.2.41 SHOW_TPS_BANNER

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

Show the TPS banner.

5.3.2.42 SHOW_TR_BANNER

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

Show the TR banner.

5.3.3 Property Documentation

5.3.3.1 APPLICATION_PATH

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

Application path.

5.3.3.2 PREFIX_FILE

```
string Crosstales.Common.Util.BaseConstants.PREFIX_FILE  [static], [get]
```
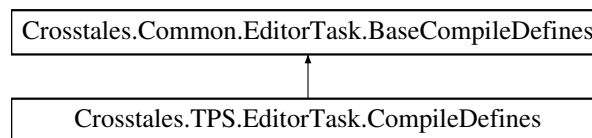
URL prefix for files.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/Base↩
  Constants.cs

5.4 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:

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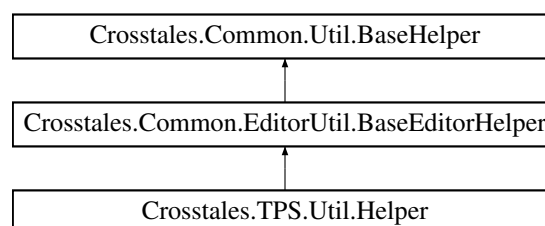
Static Public Member Functions

- static void RestartUnity (string executeMethod="")

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

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

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

  Refreshes the asset database.
- static void InvokeMethod (string className, string methodName, params object[ ] parameters)

  Invokes a public static method on a full qualified class.
- static bool isValidBuildTarget (BuildTarget target)

  Returns the true if the BuildTarget is installed in Unity.
- static string getCLIArgument (string name)

  Returns an argument for a name from the command line.
- static BuildTarget getBuildTargetForBuildName (string build)

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

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

  Returns assets for a certain type.

Properties

- static Texture2D **Logo_Asset_BWF** [get]
- static Texture2D **Logo_Asset_DJ** [get]
- static Texture2D **Logo_Asset_FB** [get]
- static Texture2D **Logo_Asset_OC** [get]
- static Texture2D **Logo_Asset_Radio** [get]
- static Texture2D **Logo_Asset_RTV** [get]
- static Texture2D **Logo_Asset_TB** [get]
- static Texture2D **Logo_Asset_TPB** [get]
- static Texture2D **Logo_Asset_TPS** [get]
- static Texture2D **Logo_Asset_TR** [get]
- static Texture2D **Logo_CT** [get]
- static Texture2D **Logo_Unity** [get]
- static Texture2D **Icon_Save** [get]
- static Texture2D **Icon_Reset** [get]
- static Texture2D **Icon_Refresh** [get]
- static Texture2D **Icon_Delete** [get]
- static Texture2D **Icon_Folder** [get]
- static Texture2D **Icon_Plus** [get]
- static Texture2D **Icon_Minus** [get]
- static Texture2D **Icon_Manual** [get]
- static Texture2D **Icon_API** [get]
- static Texture2D **Icon_Forum** [get]
- static Texture2D **Icon_Product** [get]
- static Texture2D **Icon_Check** [get]
- static Texture2D **Social_Discord** [get]
- static Texture2D **Social_Facebook** [get]
- static Texture2D **Social_Twitter** [get]

- static Texture2D **Social_Youtube** [get]
- static Texture2D **Social_Linkedin** [get]
- static Texture2D **Video_Promo** [get]
- static Texture2D **Video_Tutorial** [get]
- static Texture2D **Icon_Videos** [get]
- static Texture2D **Icon_3p_Assets** [get]
- static Texture2D **Asset_PlayMaker** [get]

Additional Inherited Members

5.4.1 Detailed Description

Base for various Editor helper functions.

5.4.2 Member Function Documentation

5.4.2.1 FindAssetsByType< T >()

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

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T : *Object*

5.4.2.2 getBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

Parameters

build	BuildTarget for a build name

Returns

The build name for a BuildTarget.

5.4.2.3 getBuildTargetForBuildName()

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

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

Parameters

build	Build name, like 'win64'

Returns

The BuildTarget for a build name.

5.4.2.4 getCLIArgument()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getCLIArgument (
            string name )  [static]
```

Returns an argument for a name from the command line.

Parameters

name	Name for the argument

Returns

True if the BuildTarget is installed in Unity.

5.4.2.5 InvokeMethod()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InvokeMethod (
            string className,
            string methodName,
            params object[] parameters )  [static]
```

Invokes a public static method on a full qualified class.

Parameters

className	Full qualified name of the class
methodName	Public static method of the class to execute
parameters	Parameters for the method (optional)

5.4.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

Parameters

target	BuildTarget to test

Returns

True if the BuildTarget is installed in Unity.

5.4.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.4.2.8 RefreshAssetDatabase()

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

Refreshes the asset database.

Parameters

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

5.4.2.9   RestartUnity()

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

Restart Unity.

Parameters

executeMethod	Executed method after the restart (optional)

5.4.2.10   SeparatorUI()

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

Shows a separator-UI.

Parameters

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

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Editor/Util/BaseEditor↩Helper.cs

5.5   Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:

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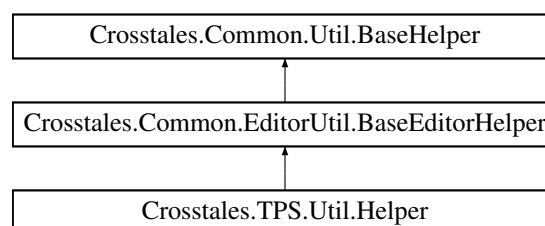
Static Public Member Functions

- static string CreateString (string replaceChars, int stringLength)

  Creates a string of characters with a given length.

- static bool hasActiveClip (AudioSource source)

  Determines if an AudioSource has an active clip.

- 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[ ] GetFiles (string path, bool isRecursive=false, params string[ ] extensions)

  Find files inside a path.

- static string[ ] GetDirectories (string path, bool isRecursive=false)

  Find directories inside.

- static string ValidURLFromFilePath (string path)

  Validates a given file.

- static string CleanUrl (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)

  Cleans a given URL.

- static 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 void ShowFileLocation (string file)

  Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms

- static void OpenFile (string file)

  Opens a file with the OS default application. NOTE: only works for standalone platforms

- static string getIP (string host)

  Returns the IP of a given host name.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture**

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex**
- static readonly System.Random **rnd** = new System.Random()
- const string **file_prefix** = "file://"

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 isTvOSPlatform `[get]`

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

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

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

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

  Checks if the current platform is WebGL.
- static bool 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, WSA or XboxOne).
- static bool isWSABasedPlatform `[get]`

  Checks if the current platform is WSA-based (WSA or XboxOne).
- static bool isAppleBasedPlatform `[get]`

  Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).
- static bool isIOSBasedPlatform `[get]`

  Checks if the current platform is iOS-based (iOS or tvOS).
- static bool isEditor `[get]`

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

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

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

Checks if we are inside the Linux Editor.
- static bool isEditorMode `[get]`

  Checks if we are in Editor mode.
- static bool isIL2CPP `[get]`

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

  Returns the current platform.
- static string StreamingAssetsPath `[get]`

  Returns the path to the the "Streaming Assets".

5.5.1 Detailed Description

Base for various helper functions.

5.5.2 Member Function Documentation

5.5.2.1 CleanUrl()

```
static string Crosstales.Common.Util.BaseHelper.CleanUrl (
          string url,
          bool removeProtocol = true,
          bool removeWWW = true,
          bool removeSlash = true )  [static]
```

Cleans a given URL.

Parameters

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

Returns

Clean URL

5.5.2.2 ClearLineEndings()

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

Cleans a given text from line endings.

Parameters

text	Text to clean.

Returns

    Clean text without line endings.

5.5.2.3 ClearSpaces()

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

Cleans a given text from multiple spaces.

Parameters

text	Text to clean.

Returns

    Clean text without multiple spaces.

5.5.2.4 ClearTags()

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

Cleans a given text from tags.

Parameters

text	Text to clean.

Returns

    Clean text without tags.

5.5.2.5 CreateString()

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

5.5.2.6 FileCopy()

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

Copy or move a file.

Parameters

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

5.5.2.7 FormatBytesToHRF()

```
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.

5.5.2.8 FormatSecondsToHourMinSec()

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.5.2.9 GetDirectories()

```
static string [] Crosstales.Common.Util.BaseHelper.GetDirectories (
            string path,
            bool isRecursive = false ) [static]
```

Find directories inside.

Parameters

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

Returns

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

5.5.2.10 GetFiles()

```
static string [] Crosstales.Common.Util.BaseHelper.GetFiles (
            string path,
            bool isRecursive = false,
            params string[] extensions ) [static]
```

Find files inside a path.

Parameters

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

Returns

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

5.5.2.11 getIP()

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

Returns the IP of a given host name.

Parameters

host	Host name

Returns

IP of a given host name.

5.5.2.12   hasActiveClip()

```
static bool Crosstales.Common.Util.BaseHelper.hasActiveClip (
            AudioSource source )  [static]
```

Determines if an AudioSource has an active clip.

Parameters

source	AudioSource to check.

Returns

True if the AudioSource has an active clip.

5.5.2.13   HSVToRGB()

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

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

Parameters

h	Hue
s	Saturation
v	Value
a	Alpha (optional)

Returns

True if the current platform is supported.

5.5.2.14 isValidURL()

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

Checks if the URL is valid.

Parameters

url	URL to check

Returns

  True if the URL is valid.

5.5.2.15 OpenFile()

```
static void Crosstales.Common.Util.BaseHelper.OpenFile (
            string file )  [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

Parameters

file	File path

5.5.2.16 RemoteCertificateValidationCallback()

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

HTTPS-certification callback.

5.5.2.17 ShowFileLocation()

```
static void Crosstales.Common.Util.BaseHelper.ShowFileLocation (
            string file )  [static]
```

Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms

Parameters

file	File path

5.5.2.18 SplitStringToLines()

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

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

Parameters

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

Returns

Splitted lines as array

5.5.2.19 ValidateFile()

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

Validates a given file.

Parameters

path	File to validate

Returns

Valid file path

5.5.2.20 ValidatePath()

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

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

5.5.2.21 ValidURLFromFilePath()

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

Validates a given file.

Parameters

path	File to validate

Returns

Valid file path

5.5.3 Member Data Documentation

5.5.3.1 BaseCulture

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

Initial value:
```
=
        new System.Globalization.CultureInfo("en-US")
```

5.5.3.2 cleanSpacesRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanSpaces↩
Regex [static], [protected]

Initial value:
=
```
          new System.Text.RegularExpressions.Regex(@"\s+")
```

5.5.3.3 cleanTagsRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanTagsRegex
[static], [protected]

Initial value:
=
```
          new System.Text.RegularExpressions.Regex(@"<.*?>")
```

5.5.3.4 lineEndingsRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.lineEndings↩
Regex [static], [protected]

Initial value:
=
```
          new System.Text.RegularExpressions.Regex(@"\r\n|\r|\n")
```

5.5.4 Property Documentation

5.5.4.1 CurrentPlatform

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

Returns the current platform.

Returns

The current platform.

5.5.4.2   isAndroidPlatform

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

Checks if the current platform is Android.

Returns

    True if the current platform is Android.

5.5.4.3   isAppleBasedPlatform

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

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

Returns

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

5.5.4.4   isEditor

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

Checks if we are inside the Editor.

Returns

    True if we are inside the Editor.

5.5.4.5   isEditorMode

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

Checks if we are in Editor mode.

Returns

    True if in Editor mode.

5.5.4.6   isIL2CPP

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

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.5.4.7   isInternetAvailable

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.5.4.8   isIOSBasedPlatform

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

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

Returns

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

5.5.4.9   isIOSPlatform

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.5.4.10   isLinuxEditor

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

Checks if we are inside the Linux Editor.

Returns

    True if we are inside the Linux Editor.

5.5.4.11   isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

    True if the current platform is Linux.

5.5.4.12   isMacOSEditor

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

Checks if we are inside the macOS Editor.

Returns

    True if we are inside the macOS Editor.

5.5.4.13   isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

    True if the current platform is OSX.

5.5.4.14 isPS4Platform

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

Checks if the current platform is PS4.

Returns

> True if the current platform is PS4.

5.5.4.15 isStandalonePlatform

```
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).

5.5.4.16 isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

> True if the current platform is tvOS.

5.5.4.17 isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

> True if the current platform is WebGL.

5.5.4.18 isWebPlatform

`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).

5.5.4.19 isWindowsBasedPlatform

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

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

Returns

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

5.5.4.20 isWindowsEditor

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

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.5.4.21 isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.5.4.22 isWSABasedPlatform

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

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

Returns

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

5.5.4.23 isWSAPlatform

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

Checks if the current platform is WSA.

Returns

> True if the current platform is WSA.

5.5.4.24 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

Returns

> True if the current platform is XboxOne.

5.5.4.25 StreamingAssetsPath

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

Returns the path to the the "Streaming Assets".

Returns

> The path to the the "Streaming Assets".

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/Base←
  Helper.cs

5.6 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:

```
┌─────────────────────────────────────────────────────────┐
│   Crosstales.Common.EditorTask.BaseSetupResources        │
└─────────────────────────────────────────────────────────┘
                            ▲
            ┌───────────────┴───────────────┐
┌───────────────────────────────────┐  ┌──────────────────────────────────┐
│ Crosstales.Common.EditorTask.      │  │ Crosstales.TPS.Task.             │
│ SetupResources                     │  │ SetupResources                   │
└───────────────────────────────────┘  └──────────────────────────────────┘
```

Static Protected Member Functions

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

5.6.1 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/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Editor/Task/BaseSetup↩
  Resources.cs

5.7 Crosstales.TPS.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.TPS.EditorTask.CompileDefines:

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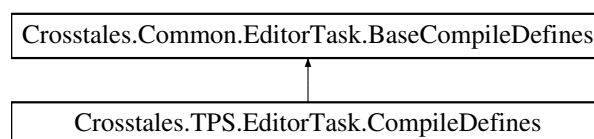
Additional Inherited Members

5.7.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.
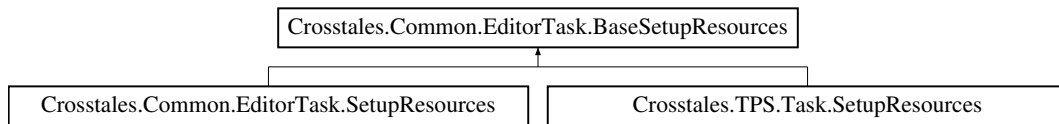
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Task/Compile↩
  Defines.cs

5.8 Crosstales.TPS.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void Reset ()

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

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

  Saves the all changeable variables.

Static Public Attributes

- static bool CUSTOM_PATH_CACHE = Constants.DEFAULT_CUSTOM_PATH_CACHE

  Enable or disable custom location for the cache.
- static int VCS = Constants.DEFAULT_VCS

  Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial, 4 = Collab, 5 = PlasticSCM).
- static bool USE_LEGACY = Constants.DEFAULT_USE_LEGACY

  Uses the legacy switch function.
- static bool BATCHMODE = Constants.DEFAULT_BATCHMODE

  Enable or disable batch mode for CLI operations.
- static bool QUIT = Constants.DEFAULT_QUIT

  Enable or disable quit Unity Editor for CLI operations.
- static bool NO_GRAPHICS = Constants.DEFAULT_NO_GRAPHICS

  Enable or disable graphics device in Unity Editor for CLI operations.
- static string EXECUTE_METHOD_PRE_SWITCH = string.Empty

  Execute static method 'ClassName.MethodName' in Unity before a switch.
- static string EXECUTE_METHOD = string.Empty

  Execute static method 'ClassName.MethodName' in Unity after a switch.
- static bool COPY_ASSETS = Constants.DEFAULT_COPY_ASSETS

  Enable or disable copying the 'Assets'-folder.
- static bool COPY_LIBRARY = Constants.DEFAULT_COPY_LIBRARY

  Enable or disable copying the 'Library'-folder.
- static bool COPY_SETTINGS = Constants.DEFAULT_COPY_SETTINGS

  Enable or disable copying the 'ProjectSettings'-folder.
- static bool DELETE_LOCKFILE = Constants.DEFAULT_DELETE_LOCKFILE

  Enable or disable deleting the 'UnityLockfile'.
- static bool CONFIRM_SWITCH = Constants.DEFAULT_CONFIRM_SWITCH

  Enable or disable the switch confirmation dialog.
- static bool DEBUG = Constants.DEFAULT_DEBUG

  Enable or disable debug logging for the asset.
- static bool UPDATE_CHECK = Constants.DEFAULT_UPDATE_CHECK

  Enable or disable update-checks for the asset.
- static bool PLATFORM_WINDOWS

  Enable or disable the Windows platform.
- static bool PLATFORM_MAC

  Enable or disable the macOS platform.

- static bool PLATFORM_LINUX

  Enable or disable the Linux platform.

- static bool PLATFORM_ANDROID

  Enable or disable the Android platform.

- static bool PLATFORM_IOS

  Enable or disable the iOS platform.

- static bool PLATFORM_WSA

  Enable or disable the WSA platform.

- static bool PLATFORM_WEBGL

  Enable or disable the WebGL platform.

- static bool PLATFORM_TVOS

  Enable or disable the tvOS platform.

- static bool PLATFORM_PS4

  Enable or disable the PS4 platform.

- static bool PLATFORM_XBOXONE

  Enable or disable the XBoxOne platform.

- static bool PLATFORM_SWITCH

  Enable or disable the Nintendo Switch platform.

- static bool PLATFORM_WIIU

  Enable or disable the WiiU platform.

- static bool PLATFORM_3DS

  Enable or disable the 3DS platform.

- static bool PLATFORM_PSP2

  Enable or disable the PSP2 (Vita) platform.

- static int ARCH_WINDOWS = Constants.DEFAULT_ARCH_WINDOWS

  Architecture of the Windows platform.

- static int ARCH_LINUX = Constants.DEFAULT_ARCH_LINUX

  Architecture of the Linux platform.

- static int TEX_ANDROID = Constants.DEFAULT_TEX_ANDROID

  Texture format of the Android platform.

- static bool SHOW_DELETE = false

  Shows or hides the delete button for the cache.

- static bool SHOW_COLUMN_PLATFORM = Constants.DEFAULT_SHOW_COLUMN_PLATFORM

  Shows or hides the column for the platform.

- static bool SHOW_COLUMN_PLATFORM_LOGO = Constants.DEFAULT_SHOW_COLUMN_PLATFOR↩
  M_LOGO

  Shows or hides the column for the platform.

- static bool SHOW_COLUMN_ARCHITECTURE = Constants.DEFAULT_SHOW_COLUMN_ARCHITECT↩
  URE

  Shows or hides the column for the architecture.

- static bool SHOW_COLUMN_TEXTURE = Constants.DEFAULT_SHOW_COLUMN_TEXTURE

  Shows or hides the column for the texture format.

- static bool SHOW_COLUMN_CACHE = Constants.DEFAULT_SHOW_COLUMN_CACHE

  Shows or hides the column for the cache.

- static System.DateTime SWITCH_DATE

  Last switch date.

- static System.DateTime SETUP_DATE

  Last setup date.

- static bool isLoaded = false

  Is the configuration loaded?

Properties

- static string? **PATH_CACHE** `[get, set]`
- static string ASSET_PATH `[get]`

  Returns the path to the asset inside the Unity project.

5.8.1 Detailed Description

Configuration for the asset.

5.8.2 Member Function Documentation

5.8.2.1 Load()

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

Loads the all changeable variables.

5.8.2.2 Reset()

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

Resets all changeable variables to their default value.

5.8.2.3 Save()

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

Saves the all changeable variables.

5.8.3 Member Data Documentation

5.8.3.1 ARCH_LINUX

```
int Crosstales.TPS.Util.Config.ARCH_LINUX = Constants.DEFAULT_ARCH_LINUX [static]
```

Architecture of the Linux platform.

5.8.3.2 ARCH_WINDOWS

```
int Crosstales.TPS.Util.Config.ARCH_WINDOWS = Constants.DEFAULT_ARCH_WINDOWS [static]
```

Architecture of the Windows platform.

5.8.3.3 BATCHMODE

```
bool Crosstales.TPS.Util.Config.BATCHMODE = Constants.DEFAULT_BATCHMODE [static]
```

Enable or disable batch mode for CLI operations.

5.8.3.4 CONFIRM_SWITCH

```
bool Crosstales.TPS.Util.Config.CONFIRM_SWITCH = Constants.DEFAULT_CONFIRM_SWITCH [static]
```

Enable or disable the switch confirmation dialog.

5.8.3.5 COPY_ASSETS

```
bool Crosstales.TPS.Util.Config.COPY_ASSETS = Constants.DEFAULT_COPY_ASSETS [static]
```

Enable or disable copying the 'Assets'-folder.

5.8.3.6 COPY_LIBRARY

```
bool Crosstales.TPS.Util.Config.COPY_LIBRARY = Constants.DEFAULT_COPY_LIBRARY [static]
```

Enable or disable copying the 'Library'-folder.

5.8.3.7 COPY_SETTINGS

```
bool Crosstales.TPS.Util.Config.COPY_SETTINGS = Constants.DEFAULT_COPY_SETTINGS [static]
```

Enable or disable copying the 'ProjectSettings'-folder.

5.8.3.8 CUSTOM_PATH_CACHE

```
bool Crosstales.TPS.Util.Config.CUSTOM_PATH_CACHE = Constants.DEFAULT_CUSTOM_PATH_CACHE  [static]
```

Enable or disable custom location for the cache.

5.8.3.9 DEBUG

```
bool Crosstales.TPS.Util.Config.DEBUG = Constants.DEFAULT_DEBUG  [static]
```

Enable or disable debug logging for the asset.

5.8.3.10 DELETE_LOCKFILE

```
bool Crosstales.TPS.Util.Config.DELETE_LOCKFILE = Constants.DEFAULT_DELETE_LOCKFILE  [static]
```

Enable or disable deleting the 'UnityLockfile'.

5.8.3.11 EXECUTE_METHOD

```
string Crosstales.TPS.Util.Config.EXECUTE_METHOD = string.Empty  [static]
```

Execute static method 'ClassName.MethodName' in Unity after a switch.

5.8.3.12 EXECUTE_METHOD_PRE_SWITCH

```
string Crosstales.TPS.Util.Config.EXECUTE_METHOD_PRE_SWITCH = string.Empty  [static]
```

Execute static method 'ClassName.MethodName' in Unity before a switch.

5.8.3.13 isLoaded

```
bool Crosstales.TPS.Util.Config.isLoaded = false  [static]
```

Is the configuration loaded?

5.8.3.14 NO_GRAPHICS

```
bool Crosstales.TPS.Util.Config.NO_GRAPHICS = Constants.DEFAULT_NO_GRAPHICS  [static]
```

Enable or disable graphics device in Unity Editor for CLI operations.

5.8.3.15 PLATFORM_3DS

```
bool Crosstales.TPS.Util.Config.PLATFORM_3DS  [static]
```

Enable or disable the 3DS platform.

5.8.3.16 PLATFORM_ANDROID

```
bool Crosstales.TPS.Util.Config.PLATFORM_ANDROID  [static]
```

Enable or disable the Android platform.

5.8.3.17 PLATFORM_IOS

```
bool Crosstales.TPS.Util.Config.PLATFORM_IOS  [static]
```

Enable or disable the iOS platform.

5.8.3.18 PLATFORM_LINUX

```
bool Crosstales.TPS.Util.Config.PLATFORM_LINUX  [static]
```

Enable or disable the Linux platform.

5.8.3.19 PLATFORM_MAC

```
bool Crosstales.TPS.Util.Config.PLATFORM_MAC  [static]
```

Enable or disable the macOS platform.

5.8.3.20 PLATFORM_PS4

`bool Crosstales.TPS.Util.Config.PLATFORM_PS4  [static]`

Enable or disable the PS4 platform.

5.8.3.21 PLATFORM_PSP2

`bool Crosstales.TPS.Util.Config.PLATFORM_PSP2  [static]`

Enable or disable the PSP2 (Vita) platform.

5.8.3.22 PLATFORM_SWITCH

`bool Crosstales.TPS.Util.Config.PLATFORM_SWITCH  [static]`

Enable or disable the Nintendo Switch platform.

5.8.3.23 PLATFORM_TVOS

`bool Crosstales.TPS.Util.Config.PLATFORM_TVOS  [static]`

Enable or disable the tvOS platform.

5.8.3.24 PLATFORM_WEBGL

`bool Crosstales.TPS.Util.Config.PLATFORM_WEBGL  [static]`

Enable or disable the WebGL platform.

5.8.3.25 PLATFORM_WIIU

`bool Crosstales.TPS.Util.Config.PLATFORM_WIIU  [static]`

Enable or disable the WiiU platform.

5.8.3.26 PLATFORM_WINDOWS

`bool Crosstales.TPS.Util.Config.PLATFORM_WINDOWS  [static]`

Enable or disable the Windows platform.

5.8.3.27 PLATFORM_WSA

`bool Crosstales.TPS.Util.Config.PLATFORM_WSA  [static]`

Enable or disable the WSA platform.

5.8.3.28 PLATFORM_XBOXONE

`bool Crosstales.TPS.Util.Config.PLATFORM_XBOXONE  [static]`

Enable or disable the XBoxOne platform.

5.8.3.29 QUIT

`bool Crosstales.TPS.Util.Config.QUIT = Constants.DEFAULT_QUIT  [static]`

Enable or disable quit Unity Editor for CLI operations.

5.8.3.30 SETUP_DATE

`System.DateTime Crosstales.TPS.Util.Config.SETUP_DATE  [static]`

Last setup date.

5.8.3.31 SHOW_COLUMN_ARCHITECTURE

`bool Crosstales.TPS.Util.Config.SHOW_COLUMN_ARCHITECTURE = Constants.DEFAULT_SHOW_COLUMN_ARC↩`
`HITECTURE  [static]`

Shows or hides the column for the architecture.

5.8.3.32 SHOW_COLUMN_CACHE

```
bool Crosstales.TPS.Util.Config.SHOW_COLUMN_CACHE = Constants.DEFAULT_SHOW_COLUMN_CACHE  [static]
```

Shows or hides the column for the cache.

5.8.3.33 SHOW_COLUMN_PLATFORM

```
bool Crosstales.TPS.Util.Config.SHOW_COLUMN_PLATFORM = Constants.DEFAULT_SHOW_COLUMN_PLATFORM
[static]
```

Shows or hides the column for the platform.

5.8.3.34 SHOW_COLUMN_PLATFORM_LOGO

```
bool Crosstales.TPS.Util.Config.SHOW_COLUMN_PLATFORM_LOGO = Constants.DEFAULT_SHOW_COLUMN_PL↩
ATFORM_LOGO  [static]
```

Shows or hides the column for the platform.

5.8.3.35 SHOW_COLUMN_TEXTURE

```
bool Crosstales.TPS.Util.Config.SHOW_COLUMN_TEXTURE = Constants.DEFAULT_SHOW_COLUMN_TEXTURE
[static]
```

Shows or hides the column for the texture format.

5.8.3.36 SHOW_DELETE

```
bool Crosstales.TPS.Util.Config.SHOW_DELETE = false  [static]
```

Shows or hides the delete button for the cache.

5.8.3.37 SWITCH_DATE

```
System.DateTime Crosstales.TPS.Util.Config.SWITCH_DATE  [static]
```

Last switch date.

5.8.3.38 TEX_ANDROID

```
int Crosstales.TPS.Util.Config.TEX_ANDROID = Constants.DEFAULT_TEX_ANDROID  [static]
```

Texture format of the Android platform.

5.8.3.39 UPDATE_CHECK

```
bool Crosstales.TPS.Util.Config.UPDATE_CHECK = Constants.DEFAULT_UPDATE_CHECK  [static]
```

Enable or disable update-checks for the asset.

5.8.3.40 USE_LEGACY

```
bool Crosstales.TPS.Util.Config.USE_LEGACY = Constants.DEFAULT_USE_LEGACY  [static]
```

Uses the legacy switch function.

5.8.3.41 VCS

```
int Crosstales.TPS.Util.Config.VCS = Constants.DEFAULT_VCS  [static]
```

Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial, 4 = Collab, 5 = PlasticSCM).

5.8.4 Property Documentation

5.8.4.1 ASSET_PATH

```
string Crosstales.TPS.Util.Config.ASSET_PATH  [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Util/Config.cs

5.9   Crosstales.TPS.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.TPS.EditorIntegration.ConfigBase:

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

Protected Member Functions

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

Static Protected Member Functions

- static void **init** ()
- static void **save** ()

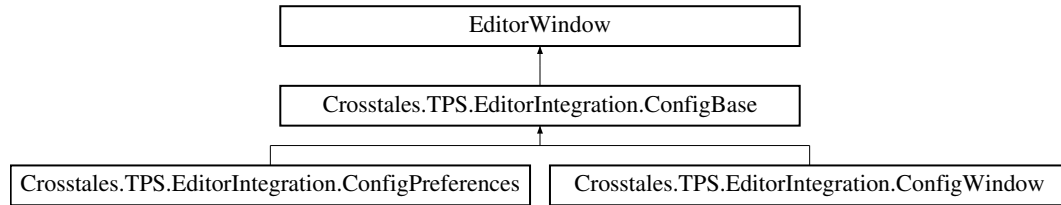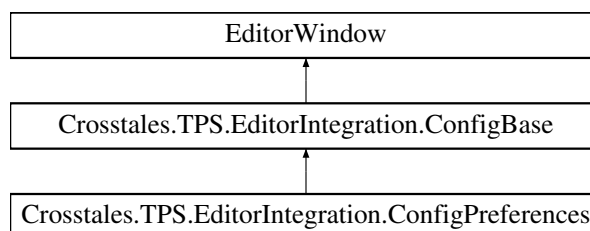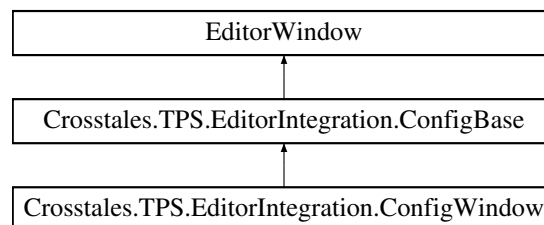### 5.9.1   Detailed Description

Base class for editor windows.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Integration/Config←
  Base.cs

5.10   Crosstales.TPS.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.TPS.EditorIntegration.ConfigPreferences:

```
                ┌─────────────────────────────────────────────┐
                │               EditorWindow                  │
                └─────────────────────────────────────────────┘
                                    ▲
                ┌─────────────────────────────────────────────┐
                │   Crosstales.TPS.EditorIntegration.ConfigBase │
                └─────────────────────────────────────────────┘
                                    ▲
                ┌─────────────────────────────────────────────┐
                │ Crosstales.TPS.EditorIntegration.ConfigPreferences │
                └─────────────────────────────────────────────┘
```

Additional Inherited Members

5.10.1   Detailed Description
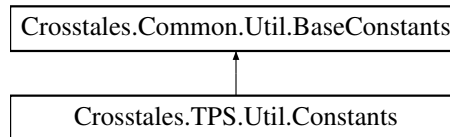
Unity "Preferences" extension.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Integration/Config↩
Preferences.cs

5.11   Crosstales.TPS.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TPS.EditorIntegration.ConfigWindow:

```
┌─────────────────────────────────────────────────────┐
│                    EditorWindow                     │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│      Crosstales.TPS.EditorIntegration.ConfigBase    │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│    Crosstales.TPS.EditorIntegration.ConfigWindow    │
└─────────────────────────────────────────────────────┘
```

Public Member Functions

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

Static Public Member Functions

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

Additional Inherited Members

5.11.1   Detailed Description

Editor window extension.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Integration/Config↩
Window.cs

5.12   Crosstales.TPS.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.TPS.Util.Constants:

```
┌─────────────────────────────────────────┐
│  Crosstales.Common.Util.BaseConstants    │
└─────────────────────────────────────────┘
                     ▲
                     │
┌─────────────────────────────────────────┐
│      Crosstales.TPS.Util.Constants       │
└─────────────────────────────────────────┘
```

Static Public Attributes

- const string ASSET_NAME = "Turbo Switch PRO"

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

  Short name of the asset.
- const string ASSET_VERSION = "2020.2.1"

  Version of the asset.
- const int ASSET_BUILD = 20200415

  Build number of the asset.
- static readonly System.DateTime ASSET_CREATED = new System.DateTime(2016, 9, 22)

  Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime ASSET_CHANGED = new System.DateTime(2020, 4, 15)

  Change date of the asset (YYYY, MM, DD).
- const string ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/60040?aid=1011lNGT"

  URL of the PRO asset in UAS.
- const string ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/60040?aid=1011lNGT"

  URL of the 2019 asset in UAS.
- const string ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/tps_versions.txt"

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

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

  URL of the asset manual.
- const string ASSET_API_URL = "http://www.crosstales.com/en/assets/tps/api/"

  URL of the asset API.
- const string ASSET_FORUM_URL = "https://forum.unity3d.com/threads/turbo-platform-switch.434860/"

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

  URL of the asset in crosstales.
- const string ASSET_VIDEO_PROMO = "https://youtu.be/rb1cqypznEg?list=PLgtonIOr6Tb41XTMeeZ836tj↩ HlKgOO84S"

  URL of the promotion video of the asset (Youtube).
- const string ASSET_VIDEO_TUTORIAL = "https://youtu.be/J2zh0EjmrjQ?list=PLgtonIOr6Tb41XTMee↩ Z836tjHlKgOO84S"

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

- const string ASSET_3P_ROCKTOMATE = "https://assetstore.unity.com/packages/slug/156311?aid=1011l↩ NGT"

    URL of the asset in crosstales.
- const string **KEY_VCS** = "CT_CFG_VCS"
- const string **KEY_CUSTOM_PATH_CACHE** = KEY_PREFIX + "CUSTOM_PATH_CACHE"
- const string **KEY_PATH_CACHE** = KEY_PREFIX + "PATH_CACHE"
- const string **KEY_USE_LEGACY** = KEY_PREFIX + "USE_LEGACY"
- const string **KEY_BATCHMODE** = KEY_PREFIX + "BATCHMODE"
- const string **KEY_QUIT** = KEY_PREFIX + "QUIT"
- const string **KEY_NO_GRAPHICS** = KEY_PREFIX + "NO_GRAPHICS"
- const string **KEY_EXECUTE_METHOD_PRE_SWITCH** = KEY_PREFIX + "EXECUTE_METHOD_PRE_↩ SWITCH"
- const string **KEY_EXECUTE_METHOD** = KEY_PREFIX + "EXECUTE_METHOD"
- const string **KEY_COPY_ASSETS** = KEY_PREFIX + "COPY_ASSETS"
- const string **KEY_COPY_LIBRARY** = KEY_PREFIX + "COPY_LIBRARY"
- const string **KEY_COPY_SETTINGS** = KEY_PREFIX + "COPY_SETTINGS"
- const string **KEY_DELETE_LOCKFILE** = KEY_PREFIX + "DELETE_LOCKFILE"
- const string **KEY_CONFIRM_SWITCH** = KEY_PREFIX + "CONFIRM_SWITCH"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_UPDATE_CHECK** = KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_UPDATE_OPEN_UAS** = KEY_PREFIX + "UPDATE_OPEN_UAS"
- const string **KEY_PLATFORM_WINDOWS** = KEY_PREFIX + "PLATFORM_WINDOWS"
- const string **KEY_PLATFORM_MAC** = KEY_PREFIX + "PLATFORM_MAC"
- const string **KEY_PLATFORM_LINUX** = KEY_PREFIX + "PLATFORM_LINUX"
- const string **KEY_PLATFORM_ANDROID** = KEY_PREFIX + "PLATFORM_ANDROID"
- const string **KEY_PLATFORM_IOS** = KEY_PREFIX + "PLATFORM_IOS"
- const string **KEY_PLATFORM_WSA** = KEY_PREFIX + "PLATFORM_WSA"
- const string **KEY_PLATFORM_WEBGL** = KEY_PREFIX + "PLATFORM_WEBGL"
- const string **KEY_PLATFORM_TVOS** = KEY_PREFIX + "PLATFORM_TVOS"
- const string **KEY_PLATFORM_PS4** = KEY_PREFIX + "PLATFORM_PS4"
- const string **KEY_PLATFORM_XBOXONE** = KEY_PREFIX + "PLATFORM_XBOXONE"
- const string **KEY_PLATFORM_SWITCH** = KEY_PREFIX + "PLATFORM_SWITCH"
- const string **KEY_PLATFORM_WIIU** = KEY_PREFIX + "PLATFORM_WIIU"
- const string **KEY_PLATFORM_3DS** = KEY_PREFIX + "PLATFORM_3DS"
- const string **KEY_PLATFORM_PSP2** = KEY_PREFIX + "PLATFORM_PSP2"
- const string **KEY_ARCH_WINDOWS** = KEY_PREFIX + "ARCH_WINDOWS"
- const string **KEY_ARCH_LINUX** = KEY_PREFIX + "ARCH_LINUX"
- const string **KEY_TEX_ANDROID** = KEY_PREFIX + "TEX_ANDROID"
- const string **KEY_SHOW_COLUMN_PLATFORM** = KEY_PREFIX + "SHOW_COLUMN_PLATFORM"
- const string **KEY_SHOW_COLUMN_ARCHITECTURE** = KEY_PREFIX + "SHOW_COLUMN_ARCHITE↩ CTURE"
- const string **KEY_SHOW_COLUMN_TEXTURE** = KEY_PREFIX + "SHOW_COLUMN_TEXTURE"
- const string **KEY_SHOW_COLUMN_CACHE** = KEY_PREFIX + "SHOW_COLUMN_CACHE"
- const string **KEY_SWITCH_DATE** = KEY_PREFIX + "SWITCH_DATE"
- const string **KEY_SETUP_DATE** = KEY_PREFIX + "SETUP_DATE"
- const string **KEY_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_LAUNCH** = KEY_PREFIX + "LAUNCH"
- const string **CACHE_DIRNAME** = "TPS_cache"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/TurboSwitch/"
- static readonly string **DEFAULT_PATH_CACHE** = Helper.ValidatePath(APPLICATION_PATH + CACHE↩ _DIRNAME)
- const bool **DEFAULT_CUSTOM_PATH_CACHE** = false
- const int **DEFAULT_VCS** = 1
- const bool **DEFAULT_USE_LEGACY** = false
- const bool **DEFAULT_BATCHMODE** = false

- const bool **DEFAULT_QUIT** = true
- const bool **DEFAULT_NO_GRAPHICS** = false
- const bool **DEFAULT_DELETE_LOCKFILE** = true
- const bool **DEFAULT_COPY_ASSETS** = false
- const bool **DEFAULT_COPY_LIBRARY** = true
- const bool **DEFAULT_COPY_SETTINGS** = false
- const bool **DEFAULT_CONFIRM_SWITCH** = true
- const bool **DEFAULT_UPDATE_CHECK** = false
- const int **DEFAULT_ARCH_WINDOWS** = 1
- const int **DEFAULT_ARCH_LINUX** = 1
- const int **DEFAULT_TEX_ANDROID** = 0
- const bool **DEFAULT_SHOW_COLUMN_PLATFORM** = true
- const bool **DEFAULT_SHOW_COLUMN_PLATFORM_LOGO** = false
- const bool **DEFAULT_SHOW_COLUMN_ARCHITECTURE** = true
- const bool **DEFAULT_SHOW_COLUMN_TEXTURE** = false
- const bool **DEFAULT_SHOW_COLUMN_CACHE** = true

Properties

- static string ASSET_URL `[get]`

  Returns the URL of the asset in UAS.
- static string ASSET_ID `[get]`

  Returns the ID of the asset in UAS.
- static System.Guid ASSET_UID `[get]`

  Returns the UID of the asset.

5.12.1 Detailed Description

Collected constants of very general utility for the asset.

5.12.2 Member Data Documentation

5.12.2.1 ASSET_2019_URL

```
const string Crosstales.TPS.Util.Constants.ASSET_2019_URL = "https://www.assetstore.unity3d.←
com/#!/content/60040?aid=1011lNGT" [static]
```

URL of the 2019 asset in UAS.

5.12.2.2 ASSET_3P_ROCKTOMATE

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

URL of the asset in crosstales.

5.12.2.3 ASSET_API_URL

```
const string Crosstales.TPS.Util.Constants.ASSET_API_URL = "http://www.crosstales.com/en/assets/tps/api/"
[static]
```

URL of the asset API.

5.12.2.4 ASSET_BUILD

```
const int Crosstales.TPS.Util.Constants.ASSET_BUILD = 20200415  [static]
```

Build number of the asset.

5.12.2.5 ASSET_CHANGED

```
readonly System.DateTime Crosstales.TPS.Util.Constants.ASSET_CHANGED = new System.DateTime(2020,
4, 15)  [static]
```

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

5.12.2.6 ASSET_CONTACT

```
const string Crosstales.TPS.Util.Constants.ASSET_CONTACT = "tps@crosstales.com"  [static]
```

Contact to the owner of the asset.

5.12.2.7 ASSET_CREATED

```
readonly System.DateTime Crosstales.TPS.Util.Constants.ASSET_CREATED = new System.DateTime(2016,
9, 22)  [static]
```

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

5.12.2.8 ASSET_FORUM_URL

```
const string Crosstales.TPS.Util.Constants.ASSET_FORUM_URL = "https://forum.unity3d.com/threads/turbo-platform
434860/"  [static]
```

URL of the asset forum.

5.12.2.9 ASSET_MANUAL_URL

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

URL of the asset manual.

5.12.2.10 ASSET_NAME

```
const string Crosstales.TPS.Util.Constants.ASSET_NAME = "Turbo Switch PRO"  [static]
```

Name of the asset.

5.12.2.11 ASSET_NAME_SHORT

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

Short name of the asset.

5.12.2.12 ASSET_PRO_URL

```
const string Crosstales.TPS.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/60040?a
NGT"  [static]
```

URL of the PRO asset in UAS.

5.12.2.13 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

5.12.2.14 ASSET_VERSION

```
const string Crosstales.TPS.Util.Constants.ASSET_VERSION = "2020.2.1"  [static]
```

Version of the asset.

5.12.2.15 ASSET_VIDEO_PROMO

```
const string Crosstales.TPS.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/rb1cqypzn↩
Eg?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

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

5.12.2.16 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.TPS.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/J2zh0↩
EjmrjQ?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

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

5.12.2.17 ASSET_WEB_URL

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

URL of the asset in crosstales.

5.12.3 Property Documentation

5.12.3.1 ASSET_ID

```
string Crosstales.TPS.Util.Constants.ASSET_ID  [static], [get]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.12.3.2 ASSET_UID

```
System.Guid Crosstales.TPS.Util.Constants.ASSET_UID  [static], [get]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.12.3.3   ASSET_URL

string Crosstales.TPS.Util.Constants.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/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Util/Constants.←
cs

5.13   Crosstales.TPS.Util.CTLogger Class Reference

Logger for the asset.

Static Public Member Functions

- static void **Log** (string log)
- static void **BeforeSwitch** ()
- static void **AfterSwitch** ()

5.13.1   Detailed Description

Logger for the asset.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Util/CT←
Logger.cs

5.14   Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool HasKey (string key)

  Exists the key?
- static void DeleteAll ()

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

  Delete the key.
- static void Save ()

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

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

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

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

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

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

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

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

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

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

  Allows to set a DateTime for a key.

5.14.1   Detailed Description

Wrapper for the PlayerPrefs.

5.14.2   Member Function Documentation

5.14.2.1   DeleteAll()

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

Deletes all keys.

5.14.2.2   DeleteKey()

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

Delete the key.

Parameters

key	Key to delete in the PlayerPrefs.

5.14.2.3   GetBool()

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

Allows to get a bool from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.14.2.4   GetDate()

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

Allows to get a DateTime from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.14.2.5   GetFloat()

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

Allows to get a float from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.14.2.6   GetInt()

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

Allows to get an int from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.14.2.7   GetString()

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

Allows to get a string from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.14.2.8   HasKey()

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

Exists the key?

Parameters

key	Key for the PlayerPrefs.

Returns

>   Value for the key.

5.14.2.9   Save()

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

Saves all modifications.

5.14.2.10   SetBool()

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

Allows to set a bool for a key.

Parameters

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

5.14.2.11   SetDate()

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

Allows to set a DateTime for a key.

Parameters

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

5.14.2.12   SetFloat()

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

Allows to set a float for a key.

Parameters

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

5.14.2.13   SetInt()

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

Allows to set an int for a key.

Parameters

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

5.14.2.14   SetString()

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

Allows to set a string for a key.

Parameters

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

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayer←
  Prefs.cs

5.15   Crosstales.Common.Util.CTProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTProcess:

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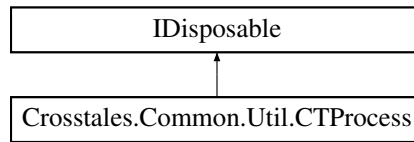
Public Member Functions

- void Start ()

    Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

- void Start (CTProcessStartInfo info)

    Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

- void Kill ()

    Immediately stops the associated process.

- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()
- void Start ()

    Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

- void Start (CTProcessStartInfo info)

    Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

- void Kill ()

    Immediately stops the associated process.

- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

Properties

- IntPtr Handle `[get]`

    Gets the native handle of the associated process.

- int Id `[get]`

    Gets the unique identifier for the associated process.

- CTProcessStartInfo StartInfo `[get, set]`

    Gets or sets the properties to pass to the Start() method of the Process.

- bool HasExited `[get]`

    Gets a value indicating whether the associated process has been terminated.

- uint ExitCode `[get]`

Gets the value that the associated process specified when it terminated.

- DateTime StartTime `[get]`

  Gets the time that the associated process was started.
- DateTime ExitTime `[get]`

  Gets the time that the associated process exited.
- System.IO.StreamReader StandardOutput `[get]`

  Gets a stream used to read the textual output of the application.
- System.IO.StreamReader StandardError `[get]`

  Gets a stream used to read the error output of the application.
- bool isBusy `[get]`

  Gets a value indicating whether the associated process has been busy.
- EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

5.15.1   Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

5.15.2   Member Function Documentation

5.15.2.1   Kill() [1/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.15.2.2   Kill() [2/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.15.2.3   Start() [1/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.15.2.4 Start() [2/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.15.2.5 Start() [3/4]

```
void Crosstales.Common.Util.CTProcess.Start (
            CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.15.2.6 Start() [4/4]

```
void Crosstales.Common.Util.CTProcess.Start (
            CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.15.3 Property Documentation

5.15.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode  [get]
```

Gets the value that the associated process specified when it terminated.

5.15.3.2 ExitTime

```
DateTime Crosstales.Common.Util.CTProcess.ExitTime  [get]
```

Gets the time that the associated process exited.

5.15.3.3 Handle

`IntPtr Crosstales.Common.Util.CTProcess.Handle [get]`

Gets the native handle of the associated process.

5.15.3.4 HasExited

`bool Crosstales.Common.Util.CTProcess.HasExited [get]`

Gets a value indicating whether the associated process has been terminated.

5.15.3.5 Id

`int Crosstales.Common.Util.CTProcess.Id [get]`

Gets the unique identifier for the associated process.

5.15.3.6 isBusy

`bool Crosstales.Common.Util.CTProcess.isBusy [get]`

Gets a value indicating whether the associated process has been busy.

5.15.3.7 StandardError

`System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError [get]`

Gets a stream used to read the error output of the application.

5.15.3.8 StandardOutput

`System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput [get]`

Gets a stream used to read the textual output of the application.

5.15.3.9   StartInfo

CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo [get], [set]

Gets or sets the properties to pass to the Start() method of the Process.

5.15.3.10   StartTime

DateTime Crosstales.Common.Util.CTProcess.StartTime [get]

Gets the time that the associated process was started.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/CTProcess.cs

5.16   Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↩
StartInfo"-class with the most important properties).

Properties

- bool UseThread [get, set]

  Gets or sets the application to be threaded.
- bool UseCmdExecute [get, set]

  Gets or sets the application to be started in cmd (command prompt).
- string FileName [get, set]

  Gets or sets the application or document to start.
- string Arguments [get, set]

  Gets or sets the set of command-line arguments to use when starting the application.
- bool CreateNoWindow [get, set]

  Gets or sets a value indicating whether to start the process in a new window.
- string WorkingDirectory [get, set]

  Gets or sets the working directory for the process to be started.
- bool RedirectStandardOutput [get, set]

  Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.
- bool RedirectStandardError [get, set]

  Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.
- System.Text.Encoding StandardOutputEncoding [get, set]

  Gets or sets the preferred encoding for standard output (UTF8 per default).
- System.Text.Encoding StandardErrorEncoding [get, set]

  Gets or sets the preferred encoding for error output (UTF8 per default).
- bool UseShellExecute [get, set]

  Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.16.1   Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↩
StartInfo"-class with the most important properties).

5.16.2   Property Documentation

5.16.2.1   Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments  [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

5.16.2.2   CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow  [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

5.16.2.3   FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName  [get], [set]
```

Gets or sets the application or document to start.

5.16.2.4   RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError  [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

5.16.2.5   RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput  [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

5.16.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding  [get],
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

5.16.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding  [get],
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

5.16.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute  [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

5.16.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute  [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.16.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread  [get], [set]
```

Gets or sets the application to be threaded.

5.16.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory  [get], [set]
```

Gets or sets the working directory for the process to be started.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/CTProcess.cs

5.17 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:

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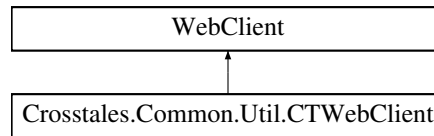
Public Member Functions

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

Protected Member Functions

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

Properties

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

5.17.1 Detailed Description

Specialized WebClient.

5.17.2 Property Documentation

5.17.2.1 ConnectionLimit

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

Connection limit for all WebClients

5.17.2.2 Timeout

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

Timeout in milliseconds

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/CTWeb↩
  Client.cs

5.18 Crosstales.TPS.Task.DisableUnityCacheServer Class Reference

Disables the Unity cache server.

5.18.1 Detailed Description

Disables the Unity cache server.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Task/Disable↩
  UnityCacheServer.cs

5.19 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string CTToTitleCase (this string str)

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

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

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

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

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

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

Extension method for strings. Contains all given strings.

- static bool CTisNumeric (this string str)

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

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

  Extension method for Arrays. Shuffles an Array.

- static string CTDump< T > (this T[ ] array, string prefix="", string postfix="")

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

- static string CTDump (this Quaternion[ ] array)

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

- static string CTDump (this Vector2[ ] array)

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

- static string CTDump (this Vector3[ ] array)

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

- static string CTDump (this Vector4[ ] array)

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

- static string[ ] 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, int seed=0)

  Extension method for IList. Shuffles a List.

- static string CTDump< T > (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="")

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

- static string CTDump (this System.Collections.Generic.IList< Quaternion > list)

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

- static string CTDump (this System.Collections.Generic.IList< Vector2 > list)

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

- static string CTDump (this System.Collections.Generic.IList< Vector3 > list)

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

- static string CTDump (this System.Collections.Generic.IList< Vector4 > list)

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

- static System.Collections.Generic.List< string > CTToString< T > (this System.Collections.Generic.IList< T > list)

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

- static string CTDump< K, V > (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="")

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

- static void CTAddRange< K, V > (this System.Collections.Generic.IDictionary< K, V > source, System.↩ Collections.Generic.IDictionary< K, V > 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.

- static Transform CTDeepSearch (Transform parent, string name)

  Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

5.19.1 Detailed Description

Various extension methods.

5.19.2 Member Function Documentation

5.19.2.1   CTAddRange< K, V >()

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

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

Parameters

source	IDictionary-instance.
collection	Dictionary to add.

5.19.2.2   CTContains()

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

5.19.2.3   CTContainsAll()

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

5.19.2.4 CTContainsAny()

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.19.2.5 CTDeepSearch()

```
static Transform Crosstales.ExtensionMethods.CTDeepSearch (
            Transform parent,
            string name )  [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

parent	Parent of the current children.
name	Name of the transform.

Returns

> True if the renderer is visible by the given camera.

5.19.2.6 **CTDump()** [1/8]

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

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

Parameters

array	Quaternion-Array-instance to dump.

Returns

String with lines for all array entries.

5.19.2.7 **CTDump()** [2/8]

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

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

Parameters

list	Quaternion-IList-instance to dump.

Returns

String with lines for all list entries.

5.19.2.8 **CTDump()** [3/8]

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

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

Parameters

list	Vector2-IList-instance to dump.

Returns

String with lines for all list entries.

5.19.2.9 CTDump() [4/8]

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

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

Parameters

list	Vector3-IList-instance to dump.

Returns

String with lines for all list entries.

5.19.2.10 CTDump() [5/8]

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

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

Parameters

list	Vector4-IList-instance to dump.

Returns

String with lines for all list entries.

5.19.2.11 CTDump() [6/8]

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

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

Parameters

array	Vector2-Array-instance to dump.

Returns

     String with lines for all array entries.

5.19.2.12   CTDump() [7/8]

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

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

Parameters

array	Vector3-Array-instance to dump.

Returns

     String with lines for all array entries.

5.19.2.13   CTDump() [8/8]

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

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

Parameters

array	Vector4-Array-instance to dump.

Returns

     String with lines for all array entries.

5.19.2.14   CTDump$<$ K, V $>$()

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

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

Parameters

dict	IDictionary-instance to dump.
prefix	Prefix for every element (default: empty, optional).
postfix	Postfix for every element (default: empty, optional).

Returns

String with lines for all dictionary entries.

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

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

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

Parameters

list	IList-instance to dump.
prefix	Prefix for every element (default: empty, optional).
postfix	Postfix for every element (default: empty, optional).

Returns

String with lines for all list entries.

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

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

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

Parameters

array	Array-instance to dump.
prefix	Prefix for every element (default: empty, optional).
postfix	Postfix for every element (default: empty, optional).

Returns

String with lines for all array entries.

5.19.2.17 CTEquals()

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

5.19.2.18 CTisNumeric()

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

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

Parameters

str	String-instance.

Returns

True if the string is numeric.

5.19.2.19 CTIsVisibleFrom()

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

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

Parameters

renderer	Renderer to test the visibility.
camera	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.19.2.20 CTReplace()

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

Extension method for strings. Case insensitive 'Replace'.

Parameters

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

Returns

Replaced string.

5.19.2.21 CTReverse()

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

Extension method for strings. Reverses a string.

Parameters

str	String-instance.

Returns

Reversed string.

5.19.2.22 CTShuffle< T >() [1/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
            this System.Collections.Generic.IList< T > list,
            int seed = 0 )  [static]
```

Extension method for IList. Shuffles a List.

Parameters

list	IList-instance to shuffle.
seed	Seed for the PRNG (default: 0 (=standard), optional)

5.19.2.23 CTShuffle< T >() [2/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
            this T[] array,
            int seed = 0 )  [static]
```

Extension method for Arrays. Shuffles an Array.

Parameters

array	Array-instance to shuffle.
seed	Seed for the PRNG (default: 0 (=standard), optional)

5.19.2.24 CTToString< T >() [1/2]

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

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

Parameters

list	IList-instance to ToString.

Returns

String list with all entries (via ToString).

5.19.2.25 CTToString< **T** >**()** `[2/2]`

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

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

Parameters

array	Array-instance to ToString.

Returns

String array with all entries (via ToString).

5.19.2.26 CTToTitleCase()

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

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

Parameters

str	String-instance.

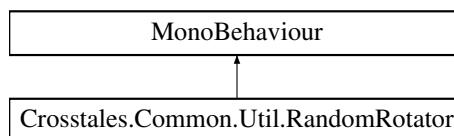**Returns**

Converted string in title case.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Extension↩
  Methods.cs

5.20   Crosstales.Common.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Util.FFTAnalyzer:

```
        ┌─────────────────────────────────────┐
        │            MonoBehaviour             │
        └─────────────────────────────────────┘
                          ▲
        ┌─────────────────────────────────────┐
        │ Crosstales.Common.Util.FFTAnalyzer   │
        └─────────────────────────────────────┘
```
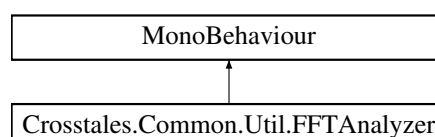
Public Member Functions

- void **Update** ()

Public Attributes

- float[ ] Samples = new float[256]

  Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).
- int Channel = 0

  summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.20.1   Detailed Description

FFT analyzer for an audio channel.

5.20.2   Member Data Documentation

5.20.2.1   Channel

```
int Crosstales.Common.Util.FFTAnalyzer.Channel = 0
```

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

5.20.2.2   Samples

```
float [] Crosstales.Common.Util.FFTAnalyzer.Samples = new float[256]
```

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

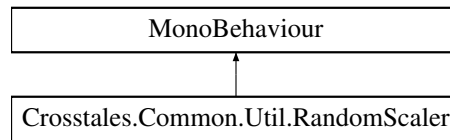summary>Analyzed channel (0 = right, 1 = left, default: 0).

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/FFTAnalyzer.←
  cs

5.21 Crosstales.Common.Util.FreeCam Class Reference

A simple free camera to be added to a Unity game object.

Inheritance diagram for Crosstales.Common.Util.FreeCam:

```
┌─────────────────────────────────────┐
│            MonoBehaviour             │
└─────────────────────────────────────┘
                   ▲
                   │
┌─────────────────────────────────────┐
│  Crosstales.Common.Util.FreeCam      │
└─────────────────────────────────────┘
```
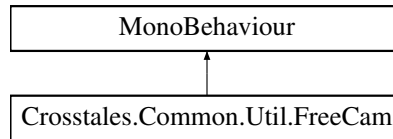
Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDisable** ()
- void StartLooking ()

    Enable free looking.
- void StopLooking ()

    Disable free looking.

Public Attributes

- float MovementSpeed = 10f

    Normal speed of camera movement.
- float FastMovementSpeed = 100f

    Speed of camera movement when shift is held down.
- float FreeLookSensitivity = 3f

    Sensitivity for free look.
- float ZoomSensitivity = 10f

    Amount to zoom the camera when using the mouse wheel.
- float FastZoomSensitivity = 50f

    Amount to zoom the camera when using the mouse wheel (fast mode).

5.21.1 Detailed Description

A simple free camera to be added to a Unity game object.

Keys: wasd / arrows - movement q/e - up/down (local space) r/f - up/down (world space) pageup/pagedown - up/down (world space) hold shift - enable fast movement mode right mouse - enable free look mouse - free look / rotation

5.21.2 Member Function Documentation

5.21.2.1 StartLooking()

```
void Crosstales.Common.Util.FreeCam.StartLooking ( )
```

Enable free looking.

5.21.2.2 StopLooking()

```
void Crosstales.Common.Util.FreeCam.StopLooking ( )
```

Disable free looking.

5.21.3 Member Data Documentation

5.21.3.1 FastMovementSpeed

```
float Crosstales.Common.Util.FreeCam.FastMovementSpeed = 100f
```

Speed of camera movement when shift is held down.

5.21.3.2 FastZoomSensitivity

```
float Crosstales.Common.Util.FreeCam.FastZoomSensitivity = 50f
```

Amount to zoom the camera when using the mouse wheel (fast mode).

5.21.3.3 FreeLookSensitivity

```
float Crosstales.Common.Util.FreeCam.FreeLookSensitivity = 3f
```

Sensitivity for free look.

5.21.3.4 MovementSpeed

```
float Crosstales.Common.Util.FreeCam.MovementSpeed = 10f
```

Normal speed of camera movement.

5.21.3.5 ZoomSensitivity

`float Crosstales.Common.Util.FreeCam.ZoomSensitivity = 10f`

Amount to zoom the camera when using the mouse wheel.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/FreeCam.cs

5.22 Crosstales.TPS.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.TPS.Util.Helper:

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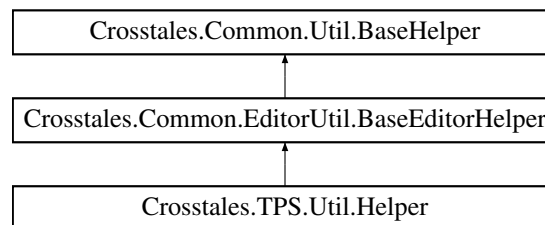
Static Public Member Functions

- static bool SwitchPlatform (BuildTarget target, MobileTextureSubtarget subTarget=MobileTextureSubtarget.↩
  Generic)

    Switches the current platform to the target (legacy implementation).
- static bool SwitchPlatformNew (BuildTarget target, MobileTextureSubtarget subTarget=MobileTexture↩
  Subtarget.Generic)

    Switches the current platform to the target.
- static bool isCached (BuildTarget target, MobileTextureSubtarget subTarget=MobileTextureSubtarget.↩
  Generic)

    Checks if a platform is already cached.
- static void DeleteCacheFromTarget (BuildTarget target, MobileTextureSubtarget subTarget=MobileTexture↩
  Subtarget.Generic)

    Deletes a cache for a target platform.
- static void DeleteCache ()

    Delete the cache for all platforms.
- static void SetAndroidTexture ()

    Sets the texture format under Android.
- static void **SetAndroidTexture** ()

Static Public Attributes

- static bool **isDeleting** = false

Properties

- static Texture2D **Logo_Asset** [get]
- static Texture2D **Logo_Asset_Small** [get]
- static Texture2D **Icon_Show** [get]
- static Texture2D **Icon_Delete_Big** [get]
- static Texture2D **Logo_Windows** [get]
- static Texture2D **Logo_Mac** [get]
- static Texture2D **Logo_Linux** [get]
- static Texture2D **Logo_Ios** [get]
- static Texture2D **Logo_Android** [get]
- static Texture2D **Logo_Wsa** [get]
- static Texture2D **Logo_Webgl** [get]
- static Texture2D **Logo_Tvos** [get]
- static Texture2D **Logo_Ps4** [get]
- static Texture2D **Logo_Xboxone** [get]
- static Texture2D **Logo_Switch** [get]
- static Texture2D **Logo_Wiiu** [get]
- static Texture2D **Logo_3ds** [get]
- static Texture2D **Logo_Psp** [get]
- static Texture2D **Icon_Cachefull** [get]
- static Texture2D **Icon_Cacheempty** [get]
- static Texture2D **Asset_RockTomate** [get]
- static bool hasActiveArchitecturePlatforms [get]

    Checks if the user has selected any architecture platforms.
- static bool hasActiveTexturePlatforms [get]

    Checks if the user has selected any texture platforms.
- static bool hasCache [get]

    Checks if a cache for the project exists.
- static string?? CacheInfo [get]

    Scans the total cache usage of TPS.
- static bool hasActivePlatforms [get]

    Returns if there is a platform enabled.

Additional Inherited Members

5.22.1   Detailed Description

Various helper functions.

5.22.2   Member Function Documentation

5.22.2.1   DeleteCache()

```
static void Crosstales.TPS.Util.Helper.DeleteCache ( )  [static]
```

Delete the cache for all platforms.

5.22.2.2 DeleteCacheFromTarget()

```
static void Crosstales.TPS.Util.Helper.DeleteCacheFromTarget (
            BuildTarget target,
            MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic )  [static]
```

Deletes a cache for a target platform.

Parameters

target	Platform to delete the cache
subTarget	Texture format (Android, optional)

5.22.2.3 isCached()

```
static bool Crosstales.TPS.Util.Helper.isCached (
            BuildTarget target,
            MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic )  [static]
```

Checks if a platform is already cached.

Parameters

target	Platform to check
subTarget	Texture format (Android, optional)

Returns

True if the platform is already cached

5.22.2.4 SetAndroidTexture()

```
static void Crosstales.TPS.Util.Helper.SetAndroidTexture ( )  [static]
```

Sets the texture format under Android.

5.22.2.5 SwitchPlatform()

```
static bool Crosstales.TPS.Util.Helper.SwitchPlatform (
            BuildTarget target,
            MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic )  [static]
```

Switches the current platform to the target (legacy implementation).

Parameters

target	Target platform for the switch
subTarget	Texture format (Android, optional)

Returns

True if the switch was successful.

5.22.2.6   SwitchPlatformNew()

```
static bool Crosstales.TPS.Util.Helper.SwitchPlatformNew (
            BuildTarget target,
            MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic ) [static]
```

Switches the current platform to the target.

Parameters

target	Target platform for the switch
subTarget	Texture format (Android, optional)

Returns

True if the switch was successful.

5.22.3   Property Documentation

5.22.3.1   CacheInfo

```
string??  Crosstales.TPS.Util.Helper.CacheInfo  [static], [get]
```

Scans the total cache usage of TPS.

Returns

Total cache usage information.

5.22.3.2 hasActiveArchitecturePlatforms

```
bool Crosstales.TPS.Util.Helper.hasActiveArchitecturePlatforms  [static], [get]
```

Checks if the user has selected any architecture platforms.

Returns

True if the user has selected any architecture platforms.

5.22.3.3 hasActivePlatforms

```
bool Crosstales.TPS.Util.Helper.hasActivePlatforms  [static], [get]
```

Returns if there is a platform enabled.

Returns

True if there is a platform enabled.

5.22.3.4 hasActiveTexturePlatforms

```
bool Crosstales.TPS.Util.Helper.hasActiveTexturePlatforms  [static], [get]
```

Checks if the user has selected any texture platforms.

Returns

True if the user has selected any texture platforms.

5.22.3.5 hasCache

```
bool Crosstales.TPS.Util.Helper.hasCache  [static], [get]
```

Checks if a cache for the project exists.

Returns

True if a cache for the project exists

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Util/Helper.cs

5.23 Crosstales.TPS.Task.Launch Class Reference

Show the configuration window on the first launch.

5.23.1 Detailed Description

Show the configuration window on the first launch.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Task/Launch.cs

5.24 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.24.1 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/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Editor/Task/NYCheck.cs

5.25 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:
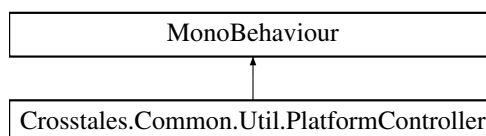
Public Member Functions

- virtual void **Start** ()

Public Attributes

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

Protected Member Functions

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

Protected Attributes

- Model.Enum.Platform **currentPlatform**

5.25.1   Detailed Description

Enables or disable game objects for a given platform.

5.25.2   Member Data Documentation

5.25.2.1   Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.25.2.2   Platforms

```
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/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/Platform←
  Controller.cs

5.26   Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:
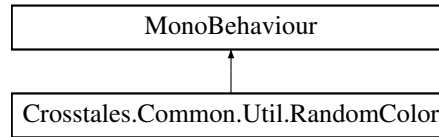
```
┌─────────────────────────────────────┐
│         MonoBehaviour               │
└─────────────────────────────────────┘
                  ▲
                  │
┌─────────────────────────────────────┐
│ Crosstales.Common.Util.RandomColor  │
└─────────────────────────────────────┘
```

Public Member Functions

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

Public Attributes

- bool UseInterval = true

    Use intervals to change the color (default: true).
- Vector2 ChangeInterval = new Vector2(5, 10)

    summary⟩Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 HueRange = new Vector2(0f, 1f)

    summary⟩Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 SaturationRange = new Vector2(1f, 1f)

    summary⟩Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 ValueRange = new Vector2(1f, 1f)

    summary⟩Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 AlphaRange = new Vector2(1f, 1f)

    summary⟩Use gray scale colors (default: false).
- bool GrayScale = false

    summary⟩Modify the color of a material instead of the Renderer (default: not set, optional).
- Material Material

    summary⟩Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart** = false

5.26.1   Detailed Description

Random color changer.

5.26.2   Member Data Documentation

5.26.2.1 AlphaRange

`Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)`

summary>Use gray scale colors (default: false).

5.26.2.2 ChangeInterval

`Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)`

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.26.2.3 GrayScale

`bool Crosstales.Common.Util.RandomColor.GrayScale = false`

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.26.2.4 HueRange

`Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)`

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.26.2.5 Material

`Material Crosstales.Common.Util.RandomColor.Material`

summary>Set the object to a random color at Start (default: false).

5.26.2.6 SaturationRange

`Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)`

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.26.2.7   UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.26.2.8   ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/Random↩
Color.cs

5.27   Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:

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

Public Member Functions

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

Public Attributes

- bool UseInterval = true

  Use intervals to change the rotation (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

  summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 SpeedMin = new Vector3(5, 5, 5)

  summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 SpeedMax = new Vector3(15, 15, 15)

  summary>Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart** = false

5.27.1 Detailed Description

Random rotation changer.

5.27.2 Member Data Documentation

5.27.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.27.2.2 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.27.2.3 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.27.2.4 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/Random←↩
  Rotator.cs

5.28   Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:

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

Public Member Functions

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

Public Attributes

- bool UseInterval = true

  Use intervals to change the scale (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

  summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)

  summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMax = new Vector3(3, 3, 3)

  summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool Uniform = true

  summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart** = false

5.28.1   Detailed Description

Random scale changer.

5.28.2   Member Data Documentation

5.28.2.1   ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

5.28.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary$>$Uniform scaling for all axis (x-axis values will be used, default: true).

5.28.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary$>$Maximum scale per axis (default: 0.1 for all axis).

5.28.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary$>$Set the object to a random scale at Start (default: false).

5.28.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary$>$Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/Random$\hookleftarrow$
  Scaler.cs

5.29 Crosstales.Common.Util.SerializableDictionary$<$ TKey, TVal $>$ Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary$<$ TKey, TVal $>$:

Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.↩
  Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.↩
  StreamingContext context)

5.29.1   Detailed Description

Serializable Dictionary-class for XML.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/Serializable↩
  Dictionary.cs

5.30   Crosstales.Common.Util.SerializeDeSerialize Class Reference

Serialize and deserialize objects to/from binary files.

Static Public Member Functions

- static void SerializeToFile< T > (T obj, string filename)
  Serialize an object to a byte-array.
- static byte[ ] SerializeToByteArray< T > (T obj)
  Serialize an object to a byte-array.
- static T DeserializeFromFile< T > (string filename)
  Deserialize a binary-file to an object.
- static T DeserializeFromByteArray< T > (byte[ ] data)
  Deserialize a byte-array to an object.

5.30.1   Detailed Description

Serialize and deserialize objects to/from binary files.

5.30.2   Member Function Documentation

5.30.2.1   DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > (
            byte[] data ) [static]
```

Deserialize a byte-array to an object.

Parameters

data	Byte-array of the object

Returns

Object

5.30.2.2   DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > (
            string filename )  [static]
```

Deserialize a binary-file to an object.

Parameters

filename	Binary-file of the object

Returns

Object

5.30.2.3   SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< T > (
            T obj )  [static]
```

Serialize an object to a byte-array.

Parameters

obj	Object to serialize.

Returns

Byte-array of the object

5.30.2.4   SerializeToFile< T >()

```
static void Crosstales.Common.Util.SerializeDeSerialize.SerializeToFile< T > (
            T obj,
            string filename )  [static]
```

Serialize an object to a byte-array.

Parameters

obj	Object to serialize.
filename	Binary-file for the object

Returns

   Byte-array of the object

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/SerializeDe↩
  Serialize.cs

5.31   Crosstales.TPS.Task.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.TPS.Task.SetupResources:

```
┌────────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseSetupResources     │
└────────────────────────────────────────────────────┘
                          ▲
┌────────────────────────────────────────────────────┐
│      Crosstales.TPS.Task.SetupResources             │
└────────────────────────────────────────────────────┘
```
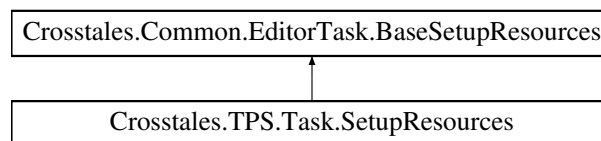
Additional Inherited Members

5.31.1   Detailed Description

Copies all resources to 'Editor Default Resources'.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Task/Setup↩
  Resources.cs

5.32   Crosstales.Common.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:

```
┌────────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseSetupResources     │
└────────────────────────────────────────────────────┘
                          ▲
┌────────────────────────────────────────────────────┐
│   Crosstales.Common.EditorTask.SetupResources       │
└────────────────────────────────────────────────────┘
```
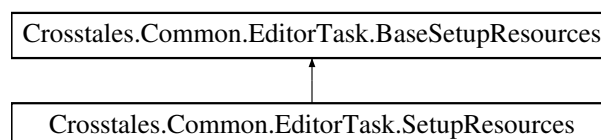
Additional Inherited Members

5.32.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Editor/Task/Setup↩Resources.cs

5.33 Crosstales.TPS.Task.SetupUnity Class Reference

Setup Unity after a switch.

5.33.1 Detailed Description

Setup Unity after a switch.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Task/Setup↩Unity.cs

5.34 Crosstales.Common.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Util.SpectrumVisualizer:

```
┌─────────────────────────────────────────────┐
│                MonoBehaviour                 │
└─────────────────────────────────────────────┘
                       ▲
                       │
┌─────────────────────────────────────────────┐
│  Crosstales.Common.Util.SpectrumVisualizer   │
└─────────────────────────────────────────────┘
```
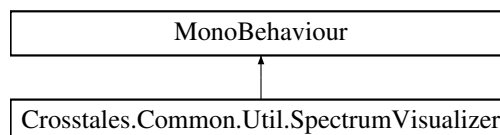
Public Member Functions

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

Public Attributes

- FFTAnalyzer Analyzer

    FFT-analyzer with the spectrum data.
- GameObject VisualPrefab

    summary>Width per prefab.
- float Width = 0.075f

    summary>Gain-power for the frequency.
- float Gain = 70f

    summary>Frequency band from left-to-right (default: true).
- bool LeftToRight = true

    summary>Opacity of the material of the prefab (default: 1).
- float **Opacity** = 1f

5.34.1   Detailed Description

Simple spectrum visualizer.

5.34.2   Member Data Documentation

5.34.2.1   Analyzer

FFTAnalyzer Crosstales.Common.Util.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

5.34.2.2   Gain

float Crosstales.Common.Util.SpectrumVisualizer.Gain = 70f

summary>Frequency band from left-to-right (default: true).

5.34.2.3   LeftToRight

bool Crosstales.Common.Util.SpectrumVisualizer.LeftToRight = true

summary>Opacity of the material of the prefab (default: 1).

5.34.2.4 VisualPrefab

GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab

summary>Width per prefab.

5.34.2.5 Width

float Crosstales.Common.Util.SpectrumVisualizer.Width = 0.075f

summary>Gain-power for the frequency.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/Spectrum↩
Visualizer.cs

5.35 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:

```
┌─────────────────────────────────────────┐
│             MonoBehaviour                │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│ Crosstales.Common.Util.SurviveSceneSwitch │
└─────────────────────────────────────────┘
```
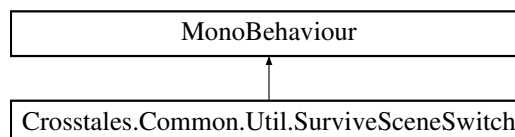
Public Member Functions

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

Public Attributes

- GameObject[ ] Survivors

    Objects which have to survive a scene switch.
- bool DontDestroy = true

    Don't destroy gameobject during scene switches (default: true).

5.35.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

5.35.2 Member Data Documentation

5.35.2.1 DontDestroy

```
bool Crosstales.Common.Util.SurviveSceneSwitch.DontDestroy = true
```

Don't destroy gameobject during scene switches (default: true).

5.35.2.2 Survivors

```
GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors
```

Objects which have to survive a scene switch.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Tool/Survive↩
  SceneSwitch.cs

5.36 Crosstales.TPS.Switcher Class Reference

Platform switcher.

Static Public Member Functions

- static void SwitchCLI ()

  Switches the current platform to the target via CLI.
- static bool Switch (string build, string executeMethod="", bool batchmode=false, bool quit=true, bool no↩
  Graphics=false, bool copySettings=false)

  Switches the current platform to the target.
- static bool Switch (BuildTarget target, MobileTextureSubtarget subTarget=MobileTextureSubtarget.Generic)

  Switches the current platform to the target.
- static void SayHello ()

  Test switching with an execute method.
- static void MethodBeforeSwitch ()

  Test method (before switching).
- static void MethodAfterSwitch ()

  Test method (after switching).

Static Public Attributes

- static BuildTarget CurrentSwitchTarget = BuildTarget.NoTarget

    The current switch target.

5.36.1 Detailed Description

Platform switcher.

5.36.2 Member Function Documentation

5.36.2.1 MethodAfterSwitch()

```
static void Crosstales.TPS.Switcher.MethodAfterSwitch ( )  [static]
```

Test method (after switching).

5.36.2.2 MethodBeforeSwitch()

```
static void Crosstales.TPS.Switcher.MethodBeforeSwitch ( )  [static]
```

Test method (before switching).

5.36.2.3 SayHello()

```
static void Crosstales.TPS.Switcher.SayHello ( )  [static]
```

Test switching with an execute method.

5.36.2.4 Switch() [1/2]

```
static bool Crosstales.TPS.Switcher.Switch (
            BuildTarget target,
            MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic )  [static]
```

Switches the current platform to the target.

Parameters

target	Target platform for the switch
subTarget	Texture format (Android, optional)

Returns

True if the switch was successful.

5.36.2.5 Switch() [2/2]

```
static bool Crosstales.TPS.Switcher.Switch (
          string build,
          string executeMethod = "",
          bool batchmode = false,
          bool quit = true,
          bool noGraphics = false,
          bool copySettings = false )  [static]
```

Switches the current platform to the target.

Parameters

build	Build type name for Unity, like 'win64'
executeMethod	Execute method after switch (optional)
batchmode	Start Unity in batch-mode (default: false, optional)
quit	Quit Unity in batch-mode (default: true, optional)
noGraphics	Disable graphic devices in batch-mode (default: false, optional)
copySettings	Copy the project settings (default: false, optional)

Returns

True if the switch was successful.

5.36.2.6 SwitchCLI()

```
static void Crosstales.TPS.Switcher.SwitchCLI ( )  [static]
```

Switches the current platform to the target via CLI.

5.36.3 Member Data Documentation

5.36.3.1 CurrentSwitchTarget

```
BuildTarget Crosstales.TPS.Switcher.CurrentSwitchTarget = BuildTarget.NoTarget  [static]
```

The current switch target.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Switcher.cs

5.37 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:

```
┌─────────────────────────────────────────────┐
│               MonoBehaviour                  │
└─────────────────────────────────────────────┘
                       ▲
                       │
┌─────────────────────────────────────────────┐
│   Crosstales.Common.Util.TakeScreenshot      │
└─────────────────────────────────────────────┘
```
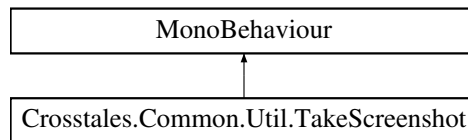
Public Member Functions

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

  Capture the screen.

- void **Start** ()

Public Attributes

- string Prefix = "CT_Screenshot"

  Prefix for the generate file names.

- int Scale = 1

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

- KeyCode KeyCode = KeyCode.F8

  summary>Show file location (default: true).

- bool **ShowFileLocation** = true

5.37.1 Detailed Description

Take screen shots inside an application.

5.37.2 Member Function Documentation

5.37.2.1   Capture()

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

Capture the screen.

5.37.3   Member Data Documentation

5.37.3.1   KeyCode

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

summary>Show file location (default: true).

5.37.3.2   Prefix

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

Prefix for the generate file names.

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

5.37.3.3   Scale

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

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

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Tool/Take←-
  Screenshot.cs

5.38   Crosstales.TPS.Example.TPSMenu Class Reference

Example editor integration of Turbo Switch for your own scripts.

Static Public Member Functions

- static void **SwitchWindows** ()
- static void **SwitchAndroid** ()

5.38.1 Detailed Description

Example editor integration of Turbo Switch for your own scripts.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Example Integration/↩
  Editor/TPSMenu.cs

5.39 Crosstales.TPS.Task.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

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

Static Public Attributes

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

5.39.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Editor/Task/Update↩
  Check.cs

5.40 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void SerializeToFile< T > (T obj, string filename)

  Serialize an object to an XML-file.
- static T DeserializeFromFile< T > (string filename, bool skipBOM=false)

  Deserialize a XML-file to an object.
- static string SerializeToString< T > (T obj)

  Serialize an object to an XML-string.
- static T DeserializeFromString< T > (string xmlAsString, bool skipBOM=true)

  Deserialize a XML-string to an object.
- static T DeserializeFromResource< T > (string resourceName, bool skipBOM=true)

  Deserialize a Unity XML resource (TextAsset) to an object.

5.40.1 Detailed Description

Helper-class for XML.

5.40.2 Member Function Documentation

5.40.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (
            string filename,
            bool skipBOM = false )  [static]
```

Deserialize a XML-file to an object.

Parameters

filename	XML-file of the object
skipBOM	Skip BOM (optional, default: false)

Returns

   Object

5.40.2.2 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (
            string resourceName,
            bool skipBOM = true )  [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

resourceName	Name of the resource
skipBOM	Skip BOM (optional, default: true)

Returns

   Object

5.40.2.3   DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (
            string xmlAsString,
            bool skipBOM = true )  [static]
```

Deserialize a XML-string to an object.

Parameters

xmlAsString	XML of the object
skipBOM	Skip BOM (optional, default: true)

Returns

> Object

5.40.2.4   SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (
            T obj,
            string filename )  [static]
```

Serialize an object to an XML-file.

Parameters

obj	Object to serialize.
filename	File name of the XML.

5.40.2.5   SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (
            T obj )  [static]
```

Serialize an object to an XML-string.

Parameters

obj	Object to serialize.

Returns

> Object as XML-stringValid path

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

- D:/slaubenberger/git/assets/TPS/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/XmlHelper.cs

Chapter 6

More information

6.1 Homepage

https://www.crosstales.com/en/portfolio/tps/

6.2 AssetStore

https://assetstore.unity.com/lists/crosstales-42213?aid=1011lNGT

6.3 Forum

https://forum.unity.com/threads/turbo-switch-pro-fast-and-save-platform-switches.434860/

6.4 Documentation

https://www.crosstales.com/media/data/assets/tps/TurboSwitch-doc.pdf

6.5 Discord

https://discord.gg/ZbZ2sh4

6.6 Videos

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

6.6.1 Promotion

https://youtu.be/rb1cqypznEg?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

6.6.2 Tutorial

https://youtu.be/J2zh0EjmrjQ?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

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