

Online Check PRO

Stay connected



API

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Contents

1	Namespace Index	1
1.1	Packages	1
2	Hierarchical Index	3
2.1	Class Hierarchy	3
3	Class Index	5
3.1	Class List	5
4	Namespace Documentation	7
4.1	Crosstales Namespace Reference	7
4.2	Crosstales.Common Namespace Reference	7
4.3	Crosstales.Common.Model Namespace Reference	7
4.4	Crosstales.Common.Model.Enum Namespace Reference	7
4.4.1	Enumeration Type Documentation	8
4.4.1.1	Platform	8
4.5	Crosstales.Common.Util Namespace Reference	8
4.6	Crosstales.OnlineCheck Namespace Reference	9
4.7	Crosstales.OnlineCheck.Data Namespace Reference	9
4.8	Crosstales.OnlineCheck.Demo Namespace Reference	9
4.9	Crosstales.OnlineCheck.Demo.Util Namespace Reference	9
4.10	Crosstales.OnlineCheck.Tool Namespace Reference	9
4.11	Crosstales.OnlineCheck.Util Namespace Reference	10
4.12	Crosstales.UI Namespace Reference	10
4.13	Crosstales.UI.Util Namespace Reference	10
4.14	HutongGames Namespace Reference	11
4.15	HutongGames.PlayMaker Namespace Reference	11
4.16	HutongGames.PlayMaker.Actions Namespace Reference	11

5	Class Documentation	13
5.1	Crosstales.UI.Util.AudioFilterController Class Reference	13
5.1.1	Detailed Description	14
5.1.2	Member Function Documentation	14
5.1.2.1	FindAllAudioFilters()	14
5.1.2.2	ResetAudioFilters()	14
5.1.3	Member Data Documentation	14
5.1.3.1	FindAllAudioFiltersOnStart	14
5.2	Crosstales.UI.Util.AudioSourceController Class Reference	15
5.2.1	Detailed Description	15
5.2.2	Member Function Documentation	16
5.2.2.1	FindAllAudioSources()	16
5.2.2.2	ResetAllAudioSources()	16
5.2.3	Member Data Documentation	16
5.2.3.1	AudioSources	16
5.2.3.2	FindAllAudioSourcesOnStart	16
5.2.3.3	Loop	16
5.2.3.4	Mute	16
5.2.3.5	Pitch	16
5.2.3.6	ResetAudioSourcesOnStart	16
5.2.3.7	StereoPan	16
5.2.3.8	Volume	17
5.3	Crosstales.Common.Util.BackgroundController Class Reference	17
5.3.1	Detailed Description	17
5.3.2	Member Data Documentation	17
5.3.2.1	Objects	17
5.4	Crosstales.Common.Util.BaseConstants Class Reference	18
5.4.1	Detailed Description	20
5.4.2	Member Data Documentation	20
5.4.2.1	ASSET_3P_PLAYMAKER	20

5.4.2.2	ASSET_AUTHOR	20
5.4.2.3	ASSET_AUTHOR_URL	20
5.4.2.4	ASSET_BWF	20
5.4.2.5	ASSET_CT_URL	20
5.4.2.6	ASSET_DJ	21
5.4.2.7	ASSET_FB	21
5.4.2.8	ASSET_OC	21
5.4.2.9	ASSET_RADIO	21
5.4.2.10	ASSET_RTV	21
5.4.2.11	ASSET_SOCIAL_DISCORD	21
5.4.2.12	ASSET_SOCIAL_FACEBOOK	21
5.4.2.13	ASSET_SOCIAL_LINKEDIN	21
5.4.2.14	ASSET_SOCIAL_TWITTER	21
5.4.2.15	ASSET_SOCIAL_YOUTUBE	22
5.4.2.16	ASSET_TB	22
5.4.2.17	ASSET_TPB	22
5.4.2.18	ASSET_TPS	22
5.4.2.19	ASSET_TR	22
5.4.2.20	CMD_WINDOWS_PATH	22
5.4.2.21	DEV_DEBUG	22
5.4.2.22	FACTOR_GB	22
5.4.2.23	FACTOR_KB	22
5.4.2.24	FACTOR_MB	23
5.4.2.25	FLOAT_32768	23
5.4.2.26	FORMAT_NO_DECIMAL_PLACES	23
5.4.2.27	FORMAT_PERCENT	23
5.4.2.28	FORMAT_TWO_DECIMAL_PLACES	23
5.4.2.29	PATH_DELIMITER_UNIX	23
5.4.2.30	PATH_DELIMITER_WINDOWS	23
5.4.2.31	PROCESS_KILL_TIME	23

5.4.2.32	SHOW_BWF_BANNER	23
5.4.2.33	SHOW_DJ_BANNER	23
5.4.2.34	SHOW_FB_BANNER	24
5.4.2.35	SHOW_OC_BANNER	24
5.4.2.36	SHOW_RADIO_BANNER	24
5.4.2.37	SHOW_RTV_BANNER	24
5.4.2.38	SHOW_TB_BANNER	24
5.4.2.39	SHOW_TPB_BANNER	24
5.4.2.40	SHOW_TPS_BANNER	24
5.4.2.41	SHOW_TR_BANNER	24
5.4.3	Property Documentation	24
5.4.3.1	APPLICATION_PATH	24
5.4.3.2	PREFIX_FILE	25
5.5	Crosstales.Common.Util.BaseHelper Class Reference	25
5.5.1	Detailed Description	28
5.5.2	Member Function Documentation	28
5.5.2.1	ClearLineEndings(string text)	28
5.5.2.2	ClearSpaces(string text)	28
5.5.2.3	ClearTags(string text)	28
5.5.2.4	CreateString(string replaceChars, int stringLength)	28
5.5.2.5	FileCopy(string inputFile, string outputFile, bool move=false)	29
5.5.2.6	FormatBytesToHRF(long bytes)	29
5.5.2.7	FormatSecondsToHourMinSec(double seconds)	29
5.5.2.8	GetDirectories(string path, bool isRecursive=false)	29
5.5.2.9	GetFiles(string path, bool isRecursive=false, params string[] extensions)	30
5.5.2.10	hasActiveClip(AudioSource source)	30
5.5.2.11	HSVToRGB(float h, float s, float v, float a=1f)	30
5.5.2.12	IsValidURL(string url)	31
5.5.2.13	RemoteCertificateValidationCallback(System.Object sender, System.Security.Crypto- graphy.X509Certificates.X509Certificate certificate, System.Security.Crypto- graphy.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)	31

5.5.2.14	SplitStringToLines(string text, bool ignoreCommentedLines=true, int skipHeaderLines=0, int skipFooterLines=0)	31
5.5.2.15	ValidateFile(string path)	31
5.5.2.16	ValidatePath(string path, bool addEndDelimiter=true)	32
5.5.2.17	ValidURLFromFilePath(string path)	32
5.5.3	Property Documentation	32
5.5.3.1	CurrentPlatform	32
5.5.3.2	isAndroidPlatform	32
5.5.3.3	isAppleBasedPlatform	33
5.5.3.4	isEditor	33
5.5.3.5	isEditorMode	33
5.5.3.6	isIL2CPP	33
5.5.3.7	isInternetAvailable	33
5.5.3.8	isIOSBasedPlatform	33
5.5.3.9	isIOSPlatform	34
5.5.3.10	isLinuxEditor	34
5.5.3.11	isLinuxPlatform	34
5.5.3.12	isMacOSEditor	34
5.5.3.13	isMacOSPlatform	34
5.5.3.14	isPS4Platform	34
5.5.3.15	isStandalonePlatform	35
5.5.3.16	isTvOSPlatform	35
5.5.3.17	isWebGLPlatform	35
5.5.3.18	isWebPlatform	35
5.5.3.19	isWindowsBasedPlatform	35
5.5.3.20	isWindowsEditor	35
5.5.3.21	isWindowsPlatform	36
5.5.3.22	isWSABasedPlatform	36
5.5.3.23	isWSAPlatform	36
5.5.3.24	isXboxOnePlatform	36
5.5.3.25	StreamingAssetsPath	36

5.6	HutongGames.PlayMaker.Actions.BaseOCAction Class Reference	37
5.6.1	Detailed Description	37
5.7	HutongGames.PlayMaker.Actions.Check Class Reference	37
5.7.1	Detailed Description	38
5.7.2	Member Data Documentation	38
5.7.2.1	IntervalMax	38
5.7.2.2	IntervalMin	38
5.7.2.3	isInternetAvailable	38
5.7.2.4	Timeout	38
5.8	Crosstales.OnlineCheck.Util.Config Class Reference	38
5.8.1	Detailed Description	39
5.8.2	Member Function Documentation	39
5.8.2.1	Load()	39
5.8.2.2	Reset()	39
5.8.2.3	Save()	39
5.8.3	Member Data Documentation	39
5.8.3.1	DEBUG	39
5.8.3.2	ENSURE_NAME	40
5.8.3.3	isLoadingd	40
5.9	Crosstales.OnlineCheck.Util.Constants Class Reference	40
5.9.1	Detailed Description	41
5.9.2	Member Data Documentation	41
5.9.2.1	ASSET_2019_URL	41
5.9.2.2	ASSET_API_URL	41
5.9.2.3	ASSET_BUILD	42
5.9.2.4	ASSET_CHANGED	42
5.9.2.5	ASSET_CONTACT	42
5.9.2.6	ASSET_CREATED	42
5.9.2.7	ASSET_FORUM_URL	42
5.9.2.8	ASSET_MANUAL_URL	42

5.9.2.9	ASSET_NAME	42
5.9.2.10	ASSET_NAME_SHORT	42
5.9.2.11	ASSET_PRO_URL	42
5.9.2.12	ASSET_UPDATE_CHECK_URL	43
5.9.2.13	ASSET_VERSION	43
5.9.2.14	ASSET_VIDEO_PROMO	43
5.9.2.15	ASSET_VIDEO_TUTORIAL	43
5.9.2.16	ASSET_WEB_URL	43
5.9.2.17	ONLINECHECK_SCENE_OBJECT_NAME	43
5.9.2.18	PROXY_SCENE_OBJECT_NAME	43
5.10	Crosstales.OnlineCheck.Util.Context Class Reference	43
5.10.1	Detailed Description	44
5.10.2	Member Data Documentation	44
5.10.2.1	NumberOfChecks	44
5.10.2.2	Runtime	44
5.10.2.3	Uptime	44
5.10.3	Property Documentation	44
5.10.3.1	ChecksPerMinute	44
5.10.3.2	Downtime	45
5.11	Crosstales.Common.Util.CTPlayerPrefs Class Reference	45
5.11.1	Detailed Description	46
5.11.2	Member Function Documentation	46
5.11.2.1	DeleteAll()	46
5.11.2.2	DeleteKey(string key)	46
5.11.2.3	GetBool(string key)	46
5.11.2.4	GetDate(string key)	46
5.11.2.5	GetFloat(string key)	47
5.11.2.6	GetInt(string key)	47
5.11.2.7	GetString(string key)	47
5.11.2.8	HasKey(string key)	47

5.11.2.9	Save()	48
5.11.2.10	SetBool(string key, bool value)	48
5.11.2.11	SetDate(string key, System.DateTime value)	48
5.11.2.12	SetFloat(string key, float value)	48
5.11.2.13	SetInt(string key, int value)	48
5.11.2.14	SetString(string key, string value)	49
5.12	Crosstales.Common.Util.CTWebClient Class Reference	49
5.12.1	Detailed Description	49
5.12.2	Property Documentation	50
5.12.2.1	ConnectionLimit	50
5.12.2.2	Timeout	50
5.13	Crosstales.OnlineCheck.Util.CTWebClientNotCached Class Reference	50
5.13.1	Detailed Description	50
5.14	Crosstales.OnlineCheck.Data.CustomCheck Class Reference	51
5.14.1	Detailed Description	51
5.14.2	Member Data Documentation	51
5.14.2.1	DataMustBeEquals	51
5.14.2.2	ExpectedData	51
5.14.2.3	ShowErrors	52
5.14.2.4	URL	52
5.14.2.5	UseOnlyCustom	52
5.15	Crosstales.ExtensionMethods Class Reference	52
5.15.1	Detailed Description	53
5.15.2	Member Function Documentation	53
5.15.2.1	CTAddRange< K, V >(this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection)	53
5.15.2.2	CTContains(this string str, string toCheck, System.StringComparison comp=↵ System.StringComparison.OrdinalIgnoreCase)	54
5.15.2.3	CTContainsAll(this string str, string searchTerms, char splitChar= ' ')	54
5.15.2.4	CTContainsAny(this string str, string searchTerms, char splitChar= ' ')	54
5.15.2.5	CTDump(this Quaternion[] array)	55

5.15.2.6	CTDump(this Vector2[] array)	55
5.15.2.7	CTDump(this Vector3[] array)	55
5.15.2.8	CTDump(this Vector4[] array)	55
5.15.2.9	CTDump(this System.Collections.Generic.IList< Quaternion > list)	56
5.15.2.10	CTDump(this System.Collections.Generic.IList< Vector2 > list)	56
5.15.2.11	CTDump(this System.Collections.Generic.IList< Vector3 > list)	56
5.15.2.12	CTDump(this System.Collections.Generic.IList< Vector4 > list)	56
5.15.2.13	CTDump< K, V >(this System.Collections.Generic.IDictionary< K, V > dict, string prefix="'", string postfix="'")	57
5.15.2.14	CTDump< T >(this T[] array, string prefix="'", string postfix="'")	57
5.15.2.15	CTDump< T >(this System.Collections.Generic.IList< T > list, string prefix="'", string postfix="'")	57
5.15.2.16	CTEquals(this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)	58
5.15.2.17	CTIsVisibleFrom(this Renderer renderer, Camera camera)	58
5.15.2.18	CTReplace(this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)	58
5.15.2.19	CTReverse(this string str)	59
5.15.2.20	CTShuffle< T >(this T[] array, int seed=0)	59
5.15.2.21	CTShuffle< T >(this System.Collections.Generic.IList< T > list, int seed=0)	59
5.15.2.22	CTToString< T >(this T[] array)	59
5.15.2.23	CTToString< T >(this System.Collections.Generic.IList< T > list)	60
5.15.2.24	CTToTitleCase(this string str)	60
5.16	Crosstales.Common.Util.FFTAnalyzer Class Reference	60
5.16.1	Detailed Description	61
5.16.2	Member Data Documentation	61
5.16.2.1	Channel	61
5.16.2.2	Samples	61
5.17	Crosstales.UI.Util.FPSDisplay Class Reference	61
5.17.1	Detailed Description	62
5.17.2	Member Data Documentation	62
5.17.2.1	FPS	62

5.18	Crosstales.Common.Util.FreeCam Class Reference	62
5.18.1	Detailed Description	63
5.18.2	Member Function Documentation	63
5.18.2.1	StartLooking()	63
5.18.2.2	StopLooking()	63
5.18.3	Member Data Documentation	63
5.18.3.1	FastMovementSpeed	63
5.18.3.2	FastZoomSensitivity	63
5.18.3.3	FreeLookSensitivity	63
5.18.3.4	MovementSpeed	64
5.18.3.5	ZoomSensitivity	64
5.19	Crosstales.OnlineCheck.Demo.GUIMain Class Reference	64
5.19.1	Detailed Description	65
5.20	Crosstales.OnlineCheck.Demo.GUIScenes Class Reference	65
5.20.1	Detailed Description	65
5.20.2	Member Function Documentation	66
5.20.2.1	LoadNextScene()	66
5.20.2.2	LoadPreviousScene()	66
5.20.2.3	Quit()	66
5.20.3	Member Data Documentation	66
5.20.3.1	NextScene	66
5.20.3.2	PreviousScene	66
5.21	Crosstales.OnlineCheck.Util.Helper Class Reference	66
5.21.1	Detailed Description	67
5.22	Crosstales.OnlineCheck.Demo.Util.ManageEndlessMode Class Reference	67
5.22.1	Detailed Description	67
5.23	Crosstales.OnlineCheck.OnlineCheck Class Reference	67
5.23.1	Detailed Description	69
5.23.2	Member Function Documentation	69
5.23.2.1	NetworkReachabilityChange(NetworkReachability networkReachability)	69

5.23.2.2	OnlineCheckComplete(bool isConnected, NetworkReachability network↔ Reachability)	69
5.23.2.3	OnlineStatusChange(bool isConnected)	69
5.23.2.4	Refresh()	70
5.23.2.5	RefreshYield()	70
5.23.2.6	Reset()	70
5.23.3	Member Data Documentation	70
5.23.3.1	Delay	70
5.23.3.2	DontDestroy	70
5.23.3.3	EndlessMode	70
5.23.3.4	ForceWWW	70
5.23.3.5	IntervalMax	70
5.23.3.6	IntervalMin	70
5.23.3.7	RunOnStart	70
5.23.3.8	Timeout	71
5.23.4	Property Documentation	71
5.23.4.1	CheckIntervalMax	71
5.23.4.2	CheckIntervalMin	71
5.23.4.3	CheckTimeout	71
5.23.4.4	CurrentCustomCheck	71
5.23.4.5	DataDownloaded	71
5.23.4.6	isEndlessMode	71
5.23.4.7	isForceWWW	71
5.23.4.8	isInternetAvailable	72
5.23.4.9	LastCheck	72
5.23.4.10	NetworkReachability	72
5.23.4.11	OnNetworkReachabilityChange	72
5.23.4.12	OnOnlineCheckComplete	72
5.23.4.13	OnOnlineStatusChange	72
5.24	Crosstales.Common.Util.PlatformController Class Reference	73
5.24.1	Detailed Description	73

5.24.2	Member Data Documentation	73
5.24.2.1	Objects	73
5.24.2.2	Platforms	74
5.25	Crosstales.OnlineCheck.Tool.Proxy Class Reference	74
5.25.1	Detailed Description	75
5.25.2	Member Function Documentation	75
5.25.2.1	DisableHTTPProxy()	75
5.25.2.2	DisableHTTPSPProxy()	75
5.25.2.3	EnableHTTPProxy(bool enabled=true)	75
5.25.2.4	EnableHTTPProxy(string url, int port, string username="","", string password="","", string urlProtocol="")	76
5.25.2.5	EnableHTTPSPProxy(bool enabled=true)	76
5.25.2.6	EnableHTTPSPProxy(string url, int port, string username="","", string pass- word="","", string urlProtocol="")	76
5.25.3	Member Data Documentation	76
5.25.3.1	EnableOnAwake	76
5.25.3.2	HTTPProxyPassword	77
5.25.3.3	HTTPProxyPort	77
5.25.3.4	HTTPProxyURL	77
5.25.3.5	HTTPProxyURLProtocol	77
5.25.3.6	HTTPProxyUsername	77
5.25.3.7	HTTPSPProxyPassword	77
5.25.3.8	HTTPSPProxyPort	77
5.25.3.9	HTTPSPProxyURL	77
5.25.3.10	HTTPSPProxyURLProtocol	77
5.25.3.11	HTTPSPProxyUsername	77
5.25.4	Property Documentation	78
5.25.4.1	hasHTTPProxy	78
5.25.4.2	hasHTTPSPProxy	78
5.26	Crosstales.Common.Util.RandomColor Class Reference	78
5.26.1	Detailed Description	79

5.26.2	Member Data Documentation	79
5.26.2.1	AlphaRange	79
5.26.2.2	ChangeInterval	79
5.26.2.3	GrayScale	79
5.26.2.4	HueRange	79
5.26.2.5	Material	79
5.26.2.6	SaturationRange	80
5.26.2.7	UseInterval	80
5.26.2.8	ValueRange	80
5.27	Crosstales.Common.Util.RandomRotator Class Reference	80
5.27.1	Detailed Description	81
5.27.2	Member Data Documentation	81
5.27.2.1	ChangeInterval	81
5.27.2.2	SpeedMax	81
5.27.2.3	SpeedMin	81
5.27.2.4	UseInterval	81
5.28	Crosstales.Common.Util.RandomScaler Class Reference	81
5.28.1	Detailed Description	82
5.28.2	Member Data Documentation	82
5.28.2.1	ChangeInterval	82
5.28.2.2	ScaleMax	82
5.28.2.3	ScaleMin	82
5.28.2.4	Uniform	82
5.28.2.5	UseInterval	82
5.29	Crosstales.UI.Util.ScrollRectHandler Class Reference	83
5.29.1	Detailed Description	83
5.30	Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference	83
5.30.1	Detailed Description	84
5.31	Crosstales.Common.Util.SerializeDeSerialize Class Reference	84
5.31.1	Detailed Description	84

5.31.2	Member Function Documentation	84
5.31.2.1	DeserializeFromByteArray< T >(byte[] data)	84
5.31.2.2	DeserializeFromFile< T >(string filename)	85
5.31.2.3	SerializeToByteArray< T >(T obj)	85
5.31.2.4	SerializeToFile< T >(T obj, string filename)	85
5.32	Crosstales.UI.Social Class Reference	86
5.32.1	Detailed Description	86
5.33	Crosstales.Common.Util.SpectrumVisualizer Class Reference	86
5.33.1	Detailed Description	87
5.33.2	Member Data Documentation	87
5.33.2.1	Analyzer	87
5.33.2.2	Gain	87
5.33.2.3	LeftToRight	87
5.33.2.4	VisualPrefab	87
5.33.2.5	Width	88
5.34	Crosstales.UI.StaticManager Class Reference	88
5.34.1	Detailed Description	88
5.34.2	Member Function Documentation	88
5.34.2.1	OpenCrosstales()	88
5.34.2.2	Quit()	88
5.35	Crosstales.Common.Util.SurviveSceneSwitch Class Reference	89
5.35.1	Detailed Description	89
5.35.2	Member Data Documentation	89
5.35.2.1	DontDestroy	89
5.35.2.2	Survivors	89
5.36	Crosstales.Common.Util.TakeScreenshot Class Reference	90
5.36.1	Detailed Description	90
5.36.2	Member Function Documentation	90
5.36.2.1	Update()	90
5.36.3	Member Data Documentation	90

5.36.3.1	Prefix	90
5.36.3.2	Scale	91
5.37	Crosstales.UI.UIDrag Class Reference	91
5.37.1	Detailed Description	91
5.37.2	Member Function Documentation	91
5.37.2.1	BeginDrag()	91
5.37.2.2	Start()	91
5.38	Crosstales.UI.UIFocus Class Reference	92
5.38.1	Detailed Description	92
5.38.2	Member Function Documentation	92
5.38.2.1	Start()	92
5.38.3	Member Data Documentation	92
5.38.3.1	ManagerName	92
5.39	Crosstales.UI.UIHint Class Reference	93
5.39.1	Detailed Description	93
5.39.2	Member Data Documentation	93
5.39.2.1	Delay	93
5.39.2.2	Disable	93
5.39.2.3	FadeAtStart	94
5.39.2.4	FadeTime	94
5.39.2.5	Group	94
5.40	Crosstales.UI.UIResize Class Reference	94
5.40.1	Detailed Description	94
5.40.2	Member Data Documentation	95
5.40.2.1	MaxSize	95
5.40.2.2	MinSize	95
5.41	Crosstales.UI.UIWindowManager Class Reference	95
5.41.1	Detailed Description	95
5.41.2	Member Function Documentation	95
5.41.2.1	Start()	95

5.41.3	Member Data Documentation	96
5.41.3.1	Windows	96
5.42	Crosstales.UI.WindowManager Class Reference	96
5.42.1	Detailed Description	97
5.42.2	Member Function Documentation	97
5.42.2.1	OpenPanel()	97
5.42.2.2	SwitchPanel()	97
5.42.2.3	Update()	97
5.42.3	Member Data Documentation	97
5.42.3.1	Dependencies	97
5.42.3.2	Speed	97
5.43	Crosstales.Common.Util.XmlHelper Class Reference	97
5.43.1	Detailed Description	98
5.43.2	Member Function Documentation	98
5.43.2.1	DeserializeFromFile< T >(string filename, bool skipBOM=false)	98
5.43.2.2	DeserializeFromResource< T >(string resourceName, bool skipBOM=true)	98
5.43.2.3	DeserializeFromString< T >(string xmlAsString, bool skipBOM=true)	99
5.43.2.4	SerializeToFile< T >(T obj, string filename)	99
5.43.2.5	SerializeToString< T >(T obj)	99
6	More information	101
6.1	Homepage	101
6.2	AssetStore	101
6.3	Forum	101
6.4	Documentation	101
6.5	Discord	101
6.6	Demos	101
6.6.1	WebGL	101
6.6.2	Windows	102
6.6.3	macOS	102
6.6.4	Linux	102
6.6.5	Android	102
6.7	Videos	102
6.7.1	Promotion	102
6.7.2	Tutorial	102
	Index	103

Chapter 1

Namespace Index

1.1 Packages

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

Crosstales	7
Crosstales.Common	7
Crosstales.Common.Model	7
Crosstales.Common.Model.Enum	7
Crosstales.Common.Util	8
Crosstales.OnlineCheck	9
Crosstales.OnlineCheck.Data	9
Crosstales.OnlineCheck.Demo	9
Crosstales.OnlineCheck.Demo.Util	9
Crosstales.OnlineCheck.Tool	9
Crosstales.OnlineCheck.Util	10
Crosstales.UI	10
Crosstales.UI.Util	10
HutongGames	11
HutongGames.PlayMaker	11
HutongGames.PlayMaker.Actions	11

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Crosstales.Common.Util.BaseConstants	18
Crosstales.OnlineCheck.Util.Constants	40
Crosstales.Common.Util.BaseHelper	25
Crosstales.OnlineCheck.Util.Helper	66
Crosstales.OnlineCheck.Util.Config	38
Crosstales.OnlineCheck.Util.Context	43
Crosstales.Common.Util.CTPlayerPrefs	45
Dictionary	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	83
Crosstales.ExtensionMethods	52
FsmStateAction	
HutongGames.PlayMaker.Actions.BaseOCAction	37
HutongGames.PlayMaker.Actions.Check	37
IDragHandler	
Crosstales.UI.UIResize	94
IPointerDownHandler	
Crosstales.UI.UIResize	94
ISerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	83
IXmlSerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	83
MonoBehaviour	
Crosstales.Common.Util.BackgroundController	17
Crosstales.Common.Util.FFTAnalyzer	60
Crosstales.Common.Util.FreeCam	62
Crosstales.Common.Util.PlatformController	73
Crosstales.Common.Util.RandomColor	78
Crosstales.Common.Util.RandomRotator	80
Crosstales.Common.Util.RandomScaler	81
Crosstales.Common.Util.SpectrumVisualizer	86
Crosstales.Common.Util.SurviveSceneSwitch	89
Crosstales.Common.Util.TakeScreenshot	90
Crosstales.OnlineCheck.Demo.GUIMain	64
Crosstales.OnlineCheck.Demo.GUIScenes	65
Crosstales.OnlineCheck.Demo.Util.ManageEndlessMode	67

Crosstales.OnlineCheck.OnlineCheck	67
Crosstales.OnlineCheck.Tool.Proxy	74
Crosstales.UI.Social	86
Crosstales.UI.StaticManager	88
Crosstales.UI.UIDrag	91
Crosstales.UI.UIFocus	92
Crosstales.UI.UIHint	93
Crosstales.UI.UIResize	94
Crosstales.UI.UIWindowManager	95
Crosstales.UI.Util.AudioFilterController	13
Crosstales.UI.Util.AudioSourceController	15
Crosstales.UI.Util.FPSDisplay	61
Crosstales.UI.Util.ScrollRectHandler	83
Crosstales.UI.WindowManager	96
ScriptableObject	
Crosstales.OnlineCheck.Data.CustomCheck	51
Crosstales.Common.Util.SerializableDictionary< string, string >	83
Crosstales.Common.Util.SerializeDeSerialize	84
WebClient	
Crosstales.Common.Util.CTWebClient	49
Crosstales.OnlineCheck.Util.CTWebClientNotCached	50
Crosstales.Common.Util.XmlHelper	97

Chapter 3

Class Index

3.1 Class List

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

Crosstales.UI.Util.AudioFilterController	
Controller for audio filters.	13
Crosstales.UI.Util.AudioSourceController	
Controller for AudioSources.	15
Crosstales.Common.Util.BackgroundController	
Enables or disable game objects on Android or iOS in the background.	17
Crosstales.Common.Util.BaseConstants	
Base for collected constants of very general utility for the asset.	18
Crosstales.Common.Util.BaseHelper	
Base for various helper functions.	25
HutongGames.PlayMaker.Actions.BaseOCAction	
Base class for OnlineCheck-actions in PlayMaker	37
HutongGames.PlayMaker.Actions.Check	
Check-action for Internet availability in PlayMaker	37
Crosstales.OnlineCheck.Util.Config	
Configuration for the asset.	38
Crosstales.OnlineCheck.Util.Constants	
Collected constants of very general utility for the asset.	40
Crosstales.OnlineCheck.Util.Context	
Context for the asset.	43
Crosstales.Common.Util.CTPlayerPrefs	
Wrapper for the PlayerPrefs.	45
Crosstales.Common.Util.CTWebClient	
Specialized WebClient.	49
Crosstales.OnlineCheck.Util.CTWebClientNotCached	
Specialized WebClient.	50
Crosstales.OnlineCheck.Data.CustomCheck	
Data definition of a custom check.	51
Crosstales.ExtensionMethods	
Various extension methods.	52
Crosstales.Common.Util.FFTAnalyzer	
FFT analyzer for an audio channel.	60
Crosstales.UI.Util.FPSDisplay	
Simple FPS-Counter.	61
Crosstales.Common.Util.FreeCam	
A simple free camera to be added to a Unity game object	62

Crosstales.OnlineCheck.Demo.GUIMain	
Main GUI component for all demo scenes.	64
Crosstales.OnlineCheck.Demo.GUIScenes	
Main GUI scene manager for all demo scenes.	65
Crosstales.OnlineCheck.Util.Helper	
Various helper functions.	66
Crosstales.OnlineCheck.Demo.Util.ManageEndlessMode	
Enable or disable EndlessMode at startup.	67
Crosstales.OnlineCheck.OnlineCheck	
Checks the Internet availability.	67
Crosstales.Common.Util.PlatformController	
Enables or disable game objects for a given platform.	73
Crosstales.OnlineCheck.Tool.Proxy	
Handles HTTP/HTTPS Internet connections via proxy server.	74
Crosstales.Common.Util.RandomColor	
Random color changer.	78
Crosstales.Common.Util.RandomRotator	
Random rotation changer.	80
Crosstales.Common.Util.RandomScaler	
Random scale changer.	81
Crosstales.UI.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms.	83
Crosstales.Common.Util.SerializableDictionary< TKey, TValue >	
Serializable Dictionary-class for XML.	83
Crosstales.Common.Util.SerializeDeSerialize	
Serialize and deserialize objects to/from binary files.	84
Crosstales.UI.Social	
Crosstales social media links.	86
Crosstales.Common.Util.SpectrumVisualizer	
Simple spectrum visualizer.	86
Crosstales.UI.StaticManager	
Static Button Manager.	88
Crosstales.Common.Util.SurviveSceneSwitch	
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.	89
Crosstales.Common.Util.TakeScreenshot	
Take screen shots inside an application.	90
Crosstales.UI.UIDrag	
Allow to Drag the Windows around.	91
Crosstales.UI.UIFocus	
Change the Focus on from a Window.	92
Crosstales.UI.UIHint	
Controls a UI group (hint).	93
Crosstales.UI.UIResize	
Resize a UI element.	94
Crosstales.UI.UIWindowManager	
Change the state of all Window panels.	95
Crosstales.UI.WindowManager	
Manager for a Window.	96
Crosstales.Common.Util.XmlHelper	
Helper-class for XML.	97

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

Classes

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

4.2 Crosstales.Common Namespace Reference

Namespaces

4.3 Crosstales.Common.Model Namespace Reference

Namespaces

4.4 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

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

4.4.1 Enumeration Type Documentation

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

All available platforms.

4.5 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 [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 [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.

4.6 Crosstales.OnlineCheck Namespace Reference

Namespaces

Classes

- class [OnlineCheck](#)
Checks the Internet availabilty.

4.7 Crosstales.OnlineCheck.Data Namespace Reference

Classes

- class [CustomCheck](#)
Data definition of a custom check.

4.8 Crosstales.OnlineCheck.Demo Namespace Reference

Namespaces

Classes

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

4.9 Crosstales.OnlineCheck.Demo.Util Namespace Reference

Classes

- class [ManageEndlessMode](#)
Enable or disable EndlessMode at startup.

4.10 Crosstales.OnlineCheck.Tool Namespace Reference

Classes

- class [Proxy](#)
Handles HTTP/HTTPS Internet connections via proxy server.

4.11 Crosstales.OnlineCheck.Util Namespace Reference

Classes

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

4.12 Crosstales.UI Namespace Reference

Namespaces

Classes

- class [Social](#)
Crosstales social media links.
- class [StaticManager](#)
Static Button Manager.
- class [UIDrag](#)
Allow to Drag the Windows around.
- class [UIFocus](#)
Change the Focus on from a Window.
- class [UIHint](#)
Controls a UI group (hint).
- class [UIResize](#)
Resize a UI element.
- class [UIWindowManager](#)
Change the state of all Window panels.
- class [WindowManager](#)
Manager for a Window.

4.13 Crosstales.UI.Util Namespace Reference

Classes

- class [AudioFilterController](#)
Controller for audio filters.
- class [AudioSourceController](#)
Controller for AudioSources.
- class [FPSDisplay](#)
Simple FPS-Counter.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.

4.14 HutongGames Namespace Reference

Namespaces

4.15 HutongGames.PlayMaker Namespace Reference

Namespaces

4.16 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class [BaseOCAction](#)
Base class for OnlineCheck-actions in [PlayMaker](#).
- class [Check](#)
Check-action for Internet availability in [PlayMaker](#).

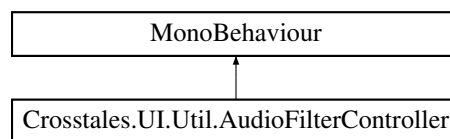
Chapter 5

Class Documentation

5.1 Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void [FindAllAudioFilters](#) ()
Finds all audio filters in the scene.
- void [ResetAudioFilters](#) ()
Resets all audio filters.
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

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

5.1.1 Detailed Description

Controller for audio filters.

5.1.2 Member Function Documentation

5.1.2.1 void Crosstales.UI.Util.AudioFilterController.FindAllAudioFilters ()

Finds all audio filters in the scene.

5.1.2.2 void Crosstales.UI.Util.AudioFilterController.ResetAudioFilters ()

Resets all audio filters.

5.1.3 Member Data Documentation

5.1.3.1 bool Crosstales.UI.Util.AudioFilterController.FindAllAudioFiltersOnStart = true

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

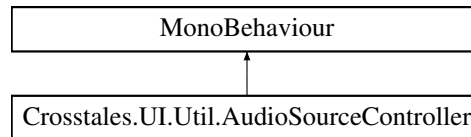
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioFilterController.cs

5.2 Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:



Public Member Functions

- void **Update** ()
- void **FindAllAudioSources** ()
Finds all audio sources in the scene.
- void **ResetAllAudioSources** ()
Resets all audio sources.
- void **MuteEnabled** (bool enabled)
- void **LoopEnabled** (bool enabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

- bool **FindAllAudioSourcesOnStart** = true
Searches for all AudioSource in the whole scene (default: true).
- AudioSource[] **AudioSources**
Active controlled AudioSources.
- bool **ResetAudioSourcesOnStart** = true
Resets all active AudioSources (default: true).
- bool **Mute** = false
Mute on/off (default: false).
- bool **Loop** = false
Loop on/off (default: false).
- float **Volume** = 1f
Volume of the audio (default: 1)
- float **Pitch** = 1f
Pitch of the audio (default: 1).
- float **StereoPan** = 0f
Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.2.1 Detailed Description

Controller for AudioSources.

5.2.2 Member Function Documentation

5.2.2.1 void Crosstales.UI.Util.AudioSourceController.FindAllAudioSources ()

Finds all audio sources in the scene.

5.2.2.2 void Crosstales.UI.Util.AudioSourceController.ResetAllAudioSources ()

Resets all audio sources.

5.2.3 Member Data Documentation

5.2.3.1 AudioSource [] Crosstales.UI.Util.AudioSourceController.AudioSources

Active controlled AudioSources.

5.2.3.2 bool Crosstales.UI.Util.AudioSourceController.FindAllAudioSourcesOnStart = true

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

5.2.3.3 bool Crosstales.UI.Util.AudioSourceController.Loop = false

Loop on/off (default: false).

5.2.3.4 bool Crosstales.UI.Util.AudioSourceController.Mute = false

Mute on/off (default: false).

5.2.3.5 float Crosstales.UI.Util.AudioSourceController.Pitch = 1f

Pitch of the audio (default: 1).

5.2.3.6 bool Crosstales.UI.Util.AudioSourceController.ResetAudioSourcesOnStart = true

Resets all active AudioSources (default: true).

5.2.3.7 float Crosstales.UI.Util.AudioSourceController.StereoPan = 0f

Stereo pan of the audio (default: 0).

5.2.3.8 float Crosstales.UI.Util.AudioSourceController.Volume = 1f

Volume of the audio (default: 1)

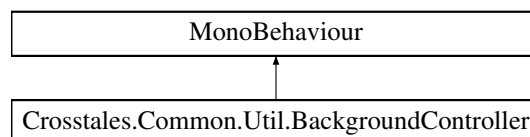
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioSourceController.cs

5.3 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:



Public Attributes

- `GameObject[]` [Objects](#)
Selected objects to disable in the background for the controller.

5.3.1 Detailed Description

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

5.3.2 Member Data Documentation

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

Selected objects to disable in the background for the controller.

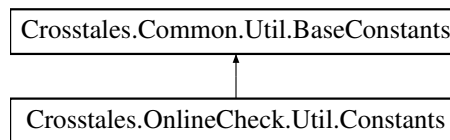
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BackgroundController.cs

5.4 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Public Attributes

- const string [ASSET_AUTHOR](#) = "crosstales LLC"
Author of the asset.
- const string [ASSET_AUTHOR_URL](#) = "https://www.crosstales.com"
URL of the asset author.
- const string [ASSET_CT_URL](#) = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
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=1011INGT"
URL of the 3rd party asset "PlayMaker".
- const string [ASSET_BWF](#) = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the "Badword Filter" asset.
- const string [ASSET_DJ](#) = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
URL of the "DJ" asset.
- const string [ASSET_FB](#) = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
URL of the "File Browser" asset.
- const string [ASSET_OC](#) = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
URL of the "Online Check" asset.
- const string [ASSET_RADIO](#) = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the "Radio" asset.
- const string [ASSET_RTV](#) = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the "RT-Voice" asset.
- const string [ASSET_TB](#) = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
URL of the "Turbo Backup" asset.
- const string [ASSET_TPB](#) = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
URL of the "Turbo Builder" asset.
- const string [ASSET_TPS](#) = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
URL of the "Turbo Switch" asset.

- const string **ASSET_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
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 string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"
ToString for two decimal places.
- const string **FORMAT_NO_DECIMAL_PLACES** = "0"
ToString for no decimal places.
- const string **FORMAT_PERCENT** = "0%"
ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string **PATH_DELIMITER_WINDOWS** = @"\ "
Path delimiter for Windows.
- const string **PATH_DELIMITER_UNIX** = "/"
Path delimiter for Unix.

Static Public Attributes

- static bool **DEV_DEBUG** = false
Development debug logging for the asset.
- static string **TEXT_TOSTRING_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](#) = false
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.

5.4.1 Detailed Description

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

5.4.2 Member Data Documentation

5.4.2.1 `const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"`

URL of the 3rd party asset "PlayMaker".

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

Author of the asset.

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

URL of the asset author.

5.4.2.4 `const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"`

URL of the "Badword Filter" asset.

5.4.2.5 `const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"`

URL of the crosstales assets in UAS.

5.4.2.6 `const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.↵
com/packages/slug/41993?aid=1011INGT"`

URL of the "DJ" asset.

5.4.2.7 `const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.↵
com/packages/slug/98713?aid=1011INGT"`

URL of the "File Browser" asset.

5.4.2.8 `const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.↵
com/packages/slug/74688?aid=1011INGT"`

URL of the "Online Check" asset.

5.4.2.9 `const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↵
com/packages/slug/32034?aid=1011INGT"`

URL of the "Radio" asset.

5.4.2.10 `const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↵
com/packages/slug/41068?aid=1011INGT"`

URL of the "RT-Voice" asset.

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

URL of the crosstales Discord-channel.

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

URL of the crosstales Facebook-profile.

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

URL of the crosstales LinkedIn-profile.

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

URL of the crosstales Twitter-profile.

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

URL of the crosstales Youtube-profile.

```
5.4.2.16  const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↔  
          com/packages/slug/98711?aid=1011INGT"
```

URL of the "Turbo Backup" asset.

```
5.4.2.17  const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.↔  
          com/packages/slug/98714?aid=1011INGT"
```

URL of the "Turbo Builder" asset.

```
5.4.2.18  const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.↔  
          com/packages/slug/60040?aid=1011INGT"
```

URL of the "Turbo Switch" asset.

```
5.4.2.19  const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.↔  
          com/packages/slug/61617?aid=1011INGT"
```

URL of the "True Random" asset.

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

Path to the cmd under Windows.

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

Development debug logging for the asset.

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

Factor for giga bytes.

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

Factor for kilo bytes.

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

Factor for mega bytes.

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

Float value of 32768.

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

ToString for no decimal places.

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

ToString for percent.

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

ToString for two decimal places.

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

Path delimiter for Unix.

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

Path delimiter for Windows.

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

Kill processes after 5000 milliseconds.

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

Show the BWF banner.

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

Show the DJ banner.

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

Show the FB banner.

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

Show the OC banner.

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

Show the Radio banner.

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

Show the RTV banner.

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

Show the TB banner.

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

Show the TPB banner.

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

Show the TPS banner.

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

Show the TR banner.

5.4.3 Property Documentation

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

Application path.

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

URL prefix for files.

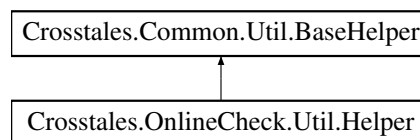
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs

5.5 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string [CreateString](#) (string 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.

Parameters

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

*Returns**Clean URL*

- static string **ClearTags** (string text)

Cleans a given text from tags.

- static string **ClearSpaces** (string text)

Cleans a given text from multiple spaces.

- static string **ClearLineEndings** (string text)

Cleans a given text from line endings.

- static System.Collections.Generic.List< string > **SplitStringToLines** (string text, bool ignoreCommented↵ Lines=true, int skipHeaderLines=0, int skipFooterLines=0)

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

- static string **FormatBytesToHRF** (long bytes)

Format byte-value to Human-Readable-Form.

- static string **FormatSecondsToHourMinSec** (double seconds)

Format seconds to Human-Readable-Form.

- static Color **HSVToRGB** (float h, float s, float v, float a=1f)

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

- static bool **IsValidURL** (string url)

Checks if the URL is valid.

- static void **FileCopy** (string inputFile, string outputFile, bool move=false)

Copy or move a file.

Static Public Attributes

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

Protected Attributes

- const string **file_prefix** = "file://"

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex** = new System.Text.Regular↵ Expressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.Regular↵ Expressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.Regular↵ Expressions.Regex(@"<.*?>")
- static readonly System.Random **rnd** = new System.Random()

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

Cleans a given text from line endings.

Parameters

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

Returns

Clean text without line endings.

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

Cleans a given text from multiple spaces.

Parameters

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

Returns

Clean text without multiple spaces.

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

Cleans a given text from tags.

Parameters

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

Returns

Clean text without tags.

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

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

Copy or move a file.

Parameters

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

5.5.2.6 `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.

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

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

Find directories inside.

Parameters

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

Returns

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

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

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	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 occurred.

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

Determines if an AudioSource has an active clip.

Parameters

<i>source</i>	AudioSource to check.
---------------	-----------------------

Returns

True if the AudioSource has an active clip.

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

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

Parameters

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

Returns

True if the current platform is supported.

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

Checks if the URL is valid.

Parameters

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

Returns

True if the URL is valid.

5.5.2.13 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.

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

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

Parameters

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

Returns

Splitted lines as array

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

Validates a given file.

Parameters

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

Returns

Valid file path

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

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

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

Validates a given file.

Parameters

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

Returns

Valid file path

5.5.3 Property Documentation

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

Returns the current platform.

Returns

The current platform.

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.5.3.3 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).

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.5.3.6 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.

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.5.3.8 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).

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.5.3.10 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.

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.5.3.12 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.

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

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

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.5.3.15 `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).

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

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.5.3.18 `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).

5.5.3.19 `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).

5.5.3.20 `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.

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.5.3.22 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).

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

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

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

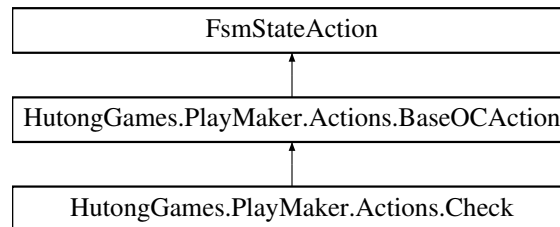
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

5.6 HutongGames.PlayMaker.Actions.BaseOCAction Class Reference

Base class for OnlineCheck-actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseOCAction:



Public Attributes

- FsmEvent **sendEvent**

5.6.1 Detailed Description

Base class for OnlineCheck-actions in [PlayMaker](#).

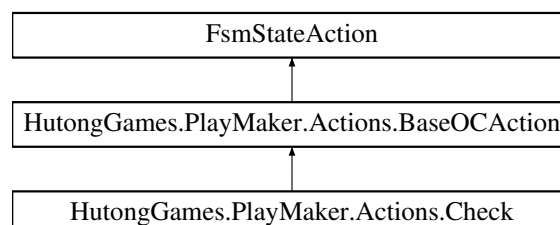
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstailes/OnlineCheck/3rd party/PlayMaker/Scripts/BaseOCAction.cs

5.7 HutongGames.PlayMaker.Actions.Check Class Reference

Check-action for Internet availability in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Check:



Public Member Functions

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

Public Attributes

- FsmInt [IntervalMin](#) = 4
Minimum delay between checks in seconds (default: 4, range: 3 - 120).
- FsmInt [IntervalMax](#) = 10
Maximum delay between checks in seconds (default: 10, range: 4 - 120).
- FsmInt [Timeout](#) = 2
Timeout for every check in seconds (default: 2, range: 1 - 20).
- FsmBool [isInternetAvailable](#)
Checks if an Internet connection is available (output variable).

5.7.1 Detailed Description

Check-action for Internet availability in [PlayMaker](#).

5.7.2 Member Data Documentation

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

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

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

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

5.7.2.3 FsmBool HutongGames.PlayMaker.Actions.Check.isInternetAvailable

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

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

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

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

- D:/slauberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstailes/OnlineCheck/3rd party/PlayMaker/Scripts/Check.cs

5.8 Crosstailes.OnlineCheck.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool [ENSURE_NAME](#) = Constants.DEFAULT_ENSURE_NAME
Enable or disable the ensuring the name of the [OnlineCheck](#) gameobject.
- static bool [isLoading](#) = false
Is the configuration loaded?

5.8.1 Detailed Description

Configuration for the asset.

5.8.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.8.3 Member Data Documentation

5.8.3.1 bool Crosstales.OnlineCheck.Util.Config.DEBUG = Constants.DEFAULT_DEBUG [static]

Enable or disable debug logging for the asset.

5.8.3.2 `bool Crosstales.OnlineCheck.Util.Config.ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME` `[static]`

Enable or disable the ensuring the name of the [OnlineCheck](#) gameobject.

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

Is the configuration loaded?

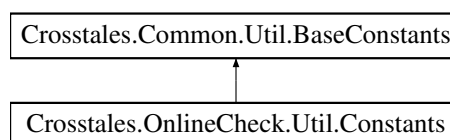
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Scripts/Util/Config.cs`

5.9 Crosstales.OnlineCheck.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for `Crosstales.OnlineCheck.Util.Constants`:



Public Attributes

- `const string ASSET_NAME = "Online Check PRO"`
Name of the asset.
- `const string ASSET_NAME_SHORT = "OC PRO"`
Short name of the asset.
- `const string ASSET_VERSION = "2019.2.0"`
Version of the asset.
- `const int ASSET_BUILD = 20190726`
Build number of the asset.
- `const string ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"`
URL of the PRO asset in UAS.
- `const string ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/74688?aid=1011INGT"`
URL of the 2019 asset in UAS.
- `const string ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/onlinecheck_versions.txt"`
URL for update-checks of the asset
- `const string ASSET_CONTACT = "onlinecheck@crosstales.com"`
Contact to the owner of the asset.
- `const string ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/OnlineCheck/OnlineCheck-doc.pdf"`
URL of the asset manual.
- `const string ASSET_API_URL = "https://crosstales.com/media/data/assets/OnlineCheck/api"`

URL of the asset API.

- const string **ASSET_FORUM_URL** = "https://goo.gl/9XH5Ke"

URL of the asset forum.

- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/OnlineCheck/"

URL of the asset in crosstales.

- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/pPvKE-eyxV4?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"

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

- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/bNdafUNcs68?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"

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

- const string **KEY_PREFIX** = "ONLINECHECK_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_DONT_DESTROY_ON_LOAD** = KEY_PREFIX + "DONT_DESTROY_ON_LOAD"
- const string **KEY_ENSURE_NAME** = KEY_PREFIX + "ENSURE_NAME"
- const bool **DEFAULT_ENSURE_NAME** = true
- const string **ONLINECHECK_SCENE_OBJECT_NAME** = "OnlineCheck"

OnlineCheck prefab scene name.

- const string **PROXY_SCENE_OBJECT_NAME** = "Proxy"

Proxy prefab scene name.

Static Public Attributes

- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2017, 5, 4)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2019, 7, 26)
Change date of the asset (YYYY, MM, DD).

Additional Inherited Members

5.9.1 Detailed Description

Collected constants of very general utility for the asset.

5.9.2 Member Data Documentation

- 5.9.2.1 const string Crosstales.OnlineCheck.Util.Constants.ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/74688?aid=1011INGT"↵

URL of the 2019 asset in UAS.

- 5.9.2.2 const string Crosstales.OnlineCheck.Util.Constants.ASSET_API_URL = "https://crosstales.com/media/data/assets/OnlineCheck/api"↵

URL of the asset API.

5.9.2.3 `const int Crosstales.OnlineCheck.Util.Constants.ASSET_BUILD = 20190726`

Build number of the asset.

5.9.2.4 `readonly System.DateTime Crosstales.OnlineCheck.Util.Constants.ASSET_CHANGED = new System.DateTime(2019, 7, 26) [static]`

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

5.9.2.5 `const string Crosstales.OnlineCheck.Util.Constants.ASSET_CONTACT = "onlinecheck@crosstales.com"`

Contact to the owner of the asset.

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

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

5.9.2.7 `const string Crosstales.OnlineCheck.Util.Constants.ASSET_FORUM_URL = "https://goo.gl/9XH5Ke"`

URL of the asset forum.

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

URL of the asset manual.

5.9.2.9 `const string Crosstales.OnlineCheck.Util.Constants.ASSET_NAME = "Online Check PRO"`

Name of the asset.

5.9.2.10 `const string Crosstales.OnlineCheck.Util.Constants.ASSET_NAME_SHORT = "OC PRO"`

Short name of the asset.

5.9.2.11 `const string Crosstales.OnlineCheck.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"`

URL of the PRO asset in UAS.

5.9.2.12 `const string Crosstailes.OnlineCheck.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstailes.com/media/assets/onlinecheck_versions.txt"`

URL for update-checks of the asset

5.9.2.13 `const string Crosstailes.OnlineCheck.Util.Constants.ASSET_VERSION = "2019.2.0"`

Version of the asset.

5.9.2.14 `const string Crosstailes.OnlineCheck.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/pPvKE-eyxV4?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

5.9.2.15 `const string Crosstailes.OnlineCheck.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/bNdafUNcs68?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

5.9.2.16 `const string Crosstailes.OnlineCheck.Util.Constants.ASSET_WEB_URL = "https://www.crosstailes.com/en/portfolio/OnlineCheck/"`

URL of the asset in crosstailes.

5.9.2.17 `const string Crosstailes.OnlineCheck.Util.Constants.ONLINECHECK_SCENE_OBJECT_NAME = "OnlineCheck"`

[OnlineCheck](#) prefab scene name.

5.9.2.18 `const string Crosstailes.OnlineCheck.Util.Constants.PROXY_SCENE_OBJECT_NAME = "Proxy"`

Proxy prefab scene name.

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

- `D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstailes/OnlineCheck/Scripts/Util/Constants.cs`

5.10 Crosstailes.OnlineCheck.Util.Context Class Reference

[Context](#) for the asset.

Static Public Attributes

- static int `NumberOfChecks` = 0
The current total number of checks.
- static float `Runtime` = 0f
Time since start of the scene.
- static float `Uptime` = 0f
The current total of Internet availability uptime.

Properties

- static float `ChecksPerMinute` [get]
Calculates checks per minute.
- static float `Downtime` [get]
Calculates Internet inavailability.

5.10.1 Detailed Description

`Context` for the asset.

5.10.2 Member Data Documentation

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

The current total number of checks.

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

Time since start of the scene.

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

The current total of Internet availability uptime.

5.10.3 Property Documentation

5.10.3.1 `float Crosstales.OnlineCheck.Util.Context.ChecksPerMinute` [static], [get]

Calculates checks per minute.

Returns

Returns checks done within 60 seconds

5.10.3.2 float Crosstales.OnlineCheck.Util.Context.Downtime [static], [get]

Calculates Internet inavailability.

Returns

Returns downtime in seconds.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Scripts/Util/Context.cs

5.11 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.

5.11.1 Detailed Description

Wrapper for the PlayerPrefs.

5.11.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

key	Key to delete in the PlayerPrefs.
-----	-----------------------------------

5.11.2.3 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.

5.11.2.4 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.

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

Allows to get a float from a key.

Parameters

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

Returns

Value for the key.

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

Allows to get an int from a key.

Parameters

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

Returns

Value for the key.

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

Allows to get a string from a key.

Parameters

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

Returns

Value for the key.

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

Exists the key?

Parameters

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

Returns

Value for the key.

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

Saves all modifications.

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

Allows to set a bool for a key.

Parameters

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

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

Allows to set a DateTime for a key.

Parameters

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

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

Allows to set a float for a key.

Parameters

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

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

Allows to set an int for a key.

Parameters

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

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

Allows to set a string for a key.

Parameters

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

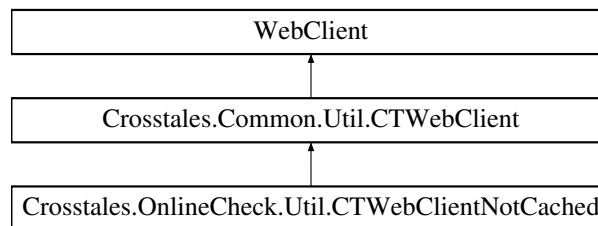
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayerPrefs.cs

5.12 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

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

Protected Member Functions

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

Properties

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

5.12.1 Detailed Description

Specialized WebClient.

5.12.2 Property Documentation

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

Connection limit for all WebClients

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

Timeout in milliseconds

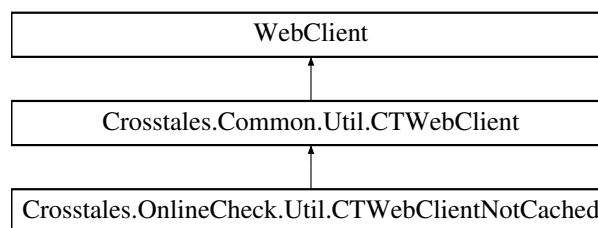
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

5.13 Crosstales.OnlineCheck.Util.CTWebClientNotCached Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.OnlineCheck.Util.CTWebClientNotCached:



Public Member Functions

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

Protected Member Functions

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

Additional Inherited Members

5.13.1 Detailed Description

Specialized WebClient.

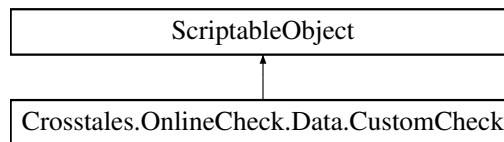
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Scripts/Util/CTWebClientNotCached.cs

5.14 Crosstales.OnlineCheck.Data.CustomCheck Class Reference

Data definition of a custom check.

Inheritance diagram for Crosstales.OnlineCheck.Data.CustomCheck:



Public Member Functions

- override string **ToString** ()

Public Attributes

- string **URL** = string.Empty
Custom URL to perform the Internet availability tests e.g. `https://mydomain.com/connect.txt`. The host should be https-based and provide an 'Access-Control-Allow-Origin' header.
- string **ExpectedData** = "success"
Expected data from the custom URL (as string).
- bool **DataMustBeEquals** = false
Compares the custom data with 'equals' to the expected data (default: false, false uses 'contains' as match).
- bool **UseOnlyCustom** = false
Use only the custom url for Internet availability tests and ignores all built-in checks (default: false).
- bool **ShowErrors** = false
Displays all connection errors (default: false).

5.14.1 Detailed Description

Data definition of a custom check.

5.14.2 Member Data Documentation

5.14.2.1 bool Crosstales.OnlineCheck.Data.CustomCheck.DataMustBeEquals = false

Compares the custom data with 'equals' to the expected data (default: false, false uses 'contains' as match).

5.14.2.2 string Crosstales.OnlineCheck.Data.CustomCheck.ExpectedData = "success"

Expected data from the custom URL (as string).

5.14.2.3 bool Crosstales.OnlineCheck.Data.CustomCheck.ShowErrors = false

Displays all connection errors (default: false).

5.14.2.4 string Crosstales.OnlineCheck.Data.CustomCheck.URL = string.Empty

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

5.14.2.5 bool Crosstales.OnlineCheck.Data.CustomCheck.UseOnlyCustom = false

Use only the custom url for Internet availability tests and ignores all built-in checks (default: false).

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Online↵
Check/Scripts/Data/CustomCheck.cs

5.15 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 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.

5.15.1 Detailed Description

Various extension methods.

5.15.2 Member Function Documentation

5.15.2.1 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

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

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

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

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

Parameters

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

Returns

String with lines for all array entries.

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

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

Parameters

<i>array</i>	Vector2-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

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

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

Parameters

<i>array</i>	Vector3-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

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

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

Parameters

<i>array</i>	Vector4-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.15.2.9 `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

<i>list</i>	Quaternion-IList-instance to dump.
-------------	------------------------------------

Returns

String with lines for all list entries.

5.15.2.10 `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

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.15.2.11 `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

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.15.2.12 `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

<i>list</i>	Vector4-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.15.2.13 `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

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

Returns

String with lines for all dictionary entries.

5.15.2.14 `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

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

Returns

String with lines for all array entries.

5.15.2.15 `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

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

Returns

String with lines for all list entries.

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

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

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

Parameters

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

Returns

True if the renderer is visible by the given camera.

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

Extension method for strings. Case insensitive 'Replace'.

Parameters

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

Returns

Replaced string.

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

Extension method for strings. Reverses a string.

Parameters

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

Returns

Reversed string.

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

Extension method for Arrays. Shuffles an Array.

Parameters

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

5.15.2.21 `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

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

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

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

Parameters

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

Returns

String array with all entries (via ToString).

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

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

Parameters

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

Returns

String list with all entries (via ToString).

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

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

Parameters

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

Returns

Converted string in title case.

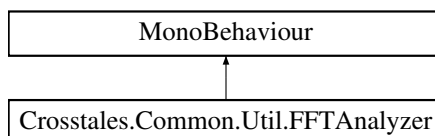
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/ExtensionMethods.cs

5.16 Crosstales.Common.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for 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

5.16.1 Detailed Description

FFT analyzer for an audio channel.

5.16.2 Member Data Documentation

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

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

5.16.2.2 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).

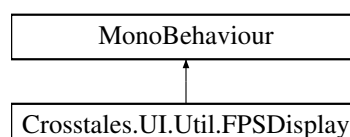
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/FFTAnalyzer.cs

5.17 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Member Functions

- void **Update** ()

Public Attributes

- Text **FPS**
Text component to display the FPS.

5.17.1 Detailed Description

Simple FPS-Counter.

5.17.2 Member Data Documentation

5.17.2.1 Text Crosstailes.UI.Util.FPSDisplay.FPS

Text component to display the FPS.

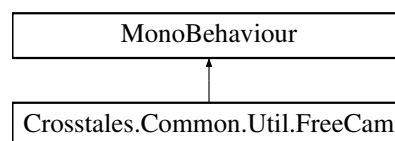
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/Util/FPSDisplay.cs

5.18 Crosstailes.Common.Util.FreeCam Class Reference

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

Inheritance diagram for Crosstailes.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).

5.18.1 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

5.18.2 Member Function Documentation

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

Enable free looking.

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

Disable free looking.

5.18.3 Member Data Documentation

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

Speed of camera movement when shift is held down.

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

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

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

Sensitivity for free look.

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

Normal speed of camera movement.

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

Amount to zoom the camera when using the mouse wheel.

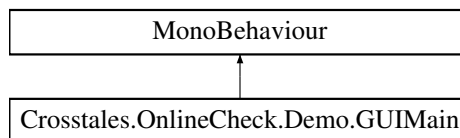
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/FreeCam.cs

5.19 Crosstales.OnlineCheck.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUIMain:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Check** ()
- void **ChangeIntervalMin** ()
- void **ChangeIntervalMax** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**
- Image **Status**
- Slider **MinimumSlider**
- Slider **MaximumSlider**
- Text **MinValue**
- Text **MaxValue**
- Text **Available**
- Text **Reachability**
- Text **LastCheck**
- Text **Total**
- Text **PerMinute**
- Text **Data**
- Text **Runtime**
- Text **Uptime**
- Text **Downtime**

5.19.1 Detailed Description

Main GUI component for all demo scenes.

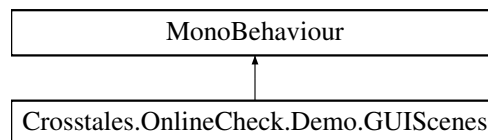
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Demo/Scripts/GUIMain.cs

5.20 Crosstales.OnlineCheck.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUIScenes:



Public Member Functions

- void [LoadPreviousScene](#) ()
Load previous scene.
- void [LoadNextScene](#) ()
Load next scene.
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void [Quit](#) ()
Quit the application.

Public Attributes

- string [PreviousScene](#)
Name of the previous scene.
- string [NextScene](#)
Name of the next scene.

5.20.1 Detailed Description

Main GUI scene manager for all demo scenes.

5.20.2 Member Function Documentation

5.20.2.1 void Crosstailes.OnlineCheck.Demo.GUIScenes.LoadNextScene ()

Load next scene.

5.20.2.2 void Crosstailes.OnlineCheck.Demo.GUIScenes.LoadPreviousScene ()

Load previous scene.

5.20.2.3 void Crosstailes.OnlineCheck.Demo.GUIScenes.Quit ()

Quit the application.

5.20.3 Member Data Documentation

5.20.3.1 string Crosstailes.OnlineCheck.Demo.GUIScenes.NextScene

Name of the next scene.

5.20.3.2 string Crosstailes.OnlineCheck.Demo.GUIScenes.PreviousScene

Name of the previous scene.

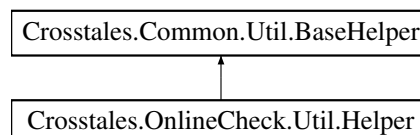
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstailes/OnlineCheck/Demo/Scripts/GUIScenes.cs

5.21 Crosstailes.OnlineCheck.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstailes.OnlineCheck.Util.Helper:



Static Public Member Functions

- static void **CreateCustomCheck** ()

Additional Inherited Members

5.21.1 Detailed Description

Various helper functions.

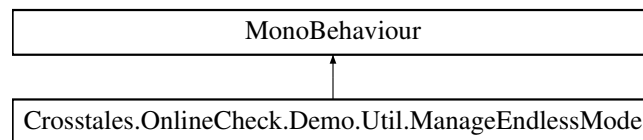
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Online↔
Check/Scripts/Util/Helper.cs

5.22 Crosstales.OnlineCheck.Demo.Util.ManageEndlessMode Class Reference

Enable or disable EndlessMode at startup.

Inheritance diagram for Crosstales.OnlineCheck.Demo.Util.ManageEndlessMode:



Public Attributes

- bool **EndlessMode** = false

5.22.1 Detailed Description

Enable or disable EndlessMode at startup.

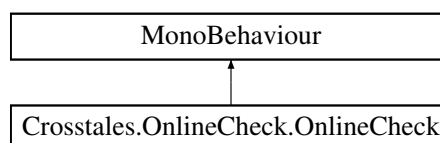
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Online↔
Check/Demo/Scripts/Util/ManageEndlessMode.cs

5.23 Crosstales.OnlineCheck.OnlineCheck Class Reference

Checks the Internet availabilty.

Inheritance diagram for Crosstales.OnlineCheck.OnlineCheck:



Public Member Functions

- delegate void [OnlineStatusChange](#) (bool isConnected)
Callback to determine whether the online status has changed or not.
- delegate void [NetworkReachabilityChange](#) ([NetworkReachability](#) networkReachability)
Callback to determine whether the network reachability has changed or not.
- delegate void [OnlineCheckComplete](#) (bool isConnected, [NetworkReachability](#) networkReachability)
Callback to determine whether the checks have completed or not.
- void **OnEnable** ()
- void **Awake** ()
- void **Start** ()
- void **Update** ()
- void **OnApplicationQuit** ()
- void **OnValidate** ()

Static Public Member Functions

- static void [Reset](#) ()
Resets this object.
- static void [Refresh](#) ()
Checks for Internet availability.
- static IEnumerator [RefreshYield](#) ()
Checks for Internet availability as an IEnumerator.

Public Attributes

- bool [EndlessMode](#) = true
Continuously check for Internet availability within given intervals (default: true).
- int [IntervalMin](#) = 4
Minimum delay between checks in seconds (default: 3, range: 3 - 120).
- int [IntervalMax](#) = 10
Maximum delay between checks in seconds (default: 10, range: 4 - 120).
- int [Timeout](#) = 2
Timeout for every check in seconds (default: 2, range: 1 - 20).
- bool [ForceWWW](#) = false
Force UnityWebRequest instead of WebClient (default: false).
- [Data.CustomCheck](#) **CustomCheck**
- bool [RunOnStart](#) = true
Start at runtime (default: true).
- float [Delay](#) = 0f
Delay in seconds until the [OnlineCheck](#) starts checking (default: 0).
- bool [DontDestroy](#) = true
Don't destroy gameobject during scene switches (default: true).

Properties

- static [OnlineStatusChange OnOnlineStatusChange](#)
An event triggered whenever the Internet connection status changes.
- static [NetworkReachabilityChange OnNetworkReachabilityChange](#)
An event triggered whenever the network reachability changes.
- static [OnlineCheckComplete OnOnlineCheckComplete](#)
An event triggered whenever the Internet connection check is completed.
- static bool [isEndlessMode](#) [get, set]
Continuously check for Internet availability within given intervals.
- static int [CheckIntervalMin](#) [get, set]
Minimum delay between checks in seconds (default: 3, range: 3 - 120).
- static int [CheckIntervalMax](#) [get, set]
Maximum delay between checks in seconds (default: 10, range: 4 - 120).
- static int [CheckTimeout](#) [get, set]
Timeout for every check in seconds (default: 2, range: 1 - 20).
- static bool [isForceWWW](#) [get, set]
Force UnityWebRequest instead of WebClient.
- static [Data.CustomCheck CurrentCustomCheck](#) [get, set]
Use a custom configuration for the checks.
- static bool [isInternetAvailable](#) [get]
Returns true if an Internet connection is available.
- static NetworkReachability [NetworkReachability](#) [get]
Returns the network reachability.
- static System.DateTime [LastCheck](#) [get]
Returns the time of the last availability check.
- static long [DataDownloaded](#) [get]
Returns the total download size in bytes for the current session.

5.23.1 Detailed Description

Checks the Internet availability.

5.23.2 Member Function Documentation

5.23.2.1 **delegate void Crosstales.OnlineCheck.OnlineCheck.NetworkReachabilityChange (NetworkReachability networkReachability)**

Callback to determine whether the network reachability has changed or not.

5.23.2.2 **delegate void Crosstales.OnlineCheck.OnlineCheck.OnlineCheckComplete (bool isConnected, NetworkReachability networkReachability)**

Callback to determine whether the checks have completed or not.

5.23.2.3 **delegate void Crosstales.OnlineCheck.OnlineCheck.OnlineStatusChange (bool isConnected)**

Callback to determine whether the online status has changed or not.

5.23.2.4 `static void Crosstales.OnlineCheck.OnlineCheck.Refresh () [static]`

Checks for Internet availability.

5.23.2.5 `static IEnumerator Crosstales.OnlineCheck.OnlineCheck.RefreshYield () [static]`

Checks for Internet availability as an IEnumerator.

5.23.2.6 `static void Crosstales.OnlineCheck.OnlineCheck.Reset () [static]`

Resets this object.

5.23.3 Member Data Documentation

5.23.3.1 `float Crosstales.OnlineCheck.OnlineCheck.Delay = 0f`

Delay in seconds until the [OnlineCheck](#) starts checking (default: 0).

5.23.3.2 `bool Crosstales.OnlineCheck.OnlineCheck.DontDestroy = true`

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

5.23.3.3 `bool Crosstales.OnlineCheck.OnlineCheck.EndlessMode = true`

Continuously check for Internet availability within given intervals (default: true).

5.23.3.4 `bool Crosstales.OnlineCheck.OnlineCheck.ForceWWW = false`

Force UnityWebRequest instead of WebClient (default: false).

5.23.3.5 `int Crosstales.OnlineCheck.OnlineCheck.IntervalMax = 10`

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

5.23.3.6 `int Crosstales.OnlineCheck.OnlineCheck.IntervalMin = 4`

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

5.23.3.7 `bool Crosstales.OnlineCheck.OnlineCheck.RunOnStart = true`

Start at runtime (default: true).

5.23.3.8 `int Crosstales.OnlineCheck.OnlineCheck.Timeout = 2`

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

5.23.4 Property Documentation

5.23.4.1 `int Crosstales.OnlineCheck.OnlineCheck.CheckIntervalMax` `[static], [get], [set]`

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

5.23.4.2 `int Crosstales.OnlineCheck.OnlineCheck.CheckIntervalMin` `[static], [get], [set]`

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

5.23.4.3 `int Crosstales.OnlineCheck.OnlineCheck.CheckTimeout` `[static], [get], [set]`

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

5.23.4.4 `Data.CustomCheck Crosstales.OnlineCheck.OnlineCheck.CurrentCustomCheck` `[static], [get], [set]`

Use a custom configuration for the checks.

5.23.4.5 `long Crosstales.OnlineCheck.OnlineCheck.DataDownloaded` `[static], [get]`

Returns the total download size in bytes for the current session.

Returns

Download size in bytes.

5.23.4.6 `bool Crosstales.OnlineCheck.OnlineCheck.isEndlessMode` `[static], [get], [set]`

Continuously check for Internet availability within given intervals.

5.23.4.7 `bool Crosstales.OnlineCheck.OnlineCheck.isForceWWW` `[static], [get], [set]`

Force UnityWebRequest instead of WebClient.

5.23.4.8 bool Crosstales.OnlineCheck.OnlineCheck.isInternetAvailable [static], [get]

Returns true if an Internet connection is available.

Returns

True if an Internet connection is available.

5.23.4.9 System.DateTime Crosstales.OnlineCheck.OnlineCheck.LastCheck [static], [get]

Returns the time of the last availability check.

Returns

Time of the last availability check.

5.23.4.10 NetworkReachability Crosstales.OnlineCheck.OnlineCheck.NetworkReachability [static], [get]

Returns the network reachability.

Returns

The Internet reachability.

5.23.4.11 NetworkReachabilityChange Crosstales.OnlineCheck.OnlineCheck.OnNetworkReachabilityChange
[static], [add], [remove]

An event triggered whenever the network reachability changes.

5.23.4.12 OnlineCheckComplete Crosstales.OnlineCheck.OnlineCheck.OnOnlineCheckComplete [static], [add],
[remove]

An event triggered whenever the Internet connection check is completed.

5.23.4.13 OnlineStatusChange Crosstales.OnlineCheck.OnlineCheck.OnOnlineStatusChange [static], [add],
[remove]

An event triggered whenever the Internet connection status changes.

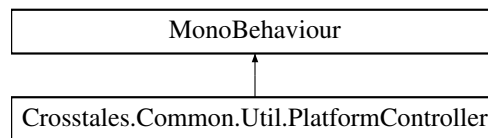
The documentation for this class was generated from the following file:

- D:/slauberberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Scripts/OnlineCheck.cs

5.24 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Member Functions

- virtual void **Start** ()

Public Attributes

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

Protected Member Functions

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

Protected Attributes

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

5.24.1 Detailed Description

Enables or disable game objects for a given platform.

5.24.2 Member Data Documentation

5.24.2.1 GameObject [] Crosstales.Common.Util.PlatformController.Objects

Selected objects for the controller.

5.24.2.2 System.Collections.Generic.List<Model.Enum.Platform> Crosstales.Common.Util.PlatformController.Platforms

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

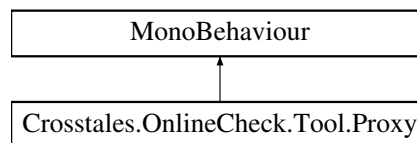
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/PlatformController.cs

5.25 Crosstales.OnlineCheck.Tool.Proxy Class Reference

Handles HTTP/HTTPS Internet connections via proxy server.

Inheritance diagram for Crosstales.OnlineCheck.Tool.Proxy:



Public Member Functions

- void **Awake** ()
- void **Update** ()
- void **EnableHTTPProxy** (bool enabled=true)
Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.
- void **EnableHTTPSProxy** (bool enabled=true)
Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.
- void **EnableHTTPProxy** (string url, int port, string username="", string password="", string urlProtocol="")
Enables or disables a proxy server for HTTP connections.
- void **EnableHTTPSProxy** (string url, int port, string username="", string password="", string urlProtocol="")
Enables or disables a proxy server for HTTPS connections.
- void **DisableHTTPProxy** ()
Disables the proxy server for HTTP connections.
- void **DisableHTTPSProxy** ()
Disables the proxy server for HTTPS connections.

Public Attributes

- string [HTTPProxyURL](#)
URL (without protocol) or IP of the proxy server.
- int [HTTPProxyPort](#) = 8080
Port of the proxy server.
- string [HTTPProxyUsername](#) = string.Empty
Username for the proxy server (optional).
- string [HTTPProxyPassword](#) = string.Empty
Password for the proxy server (optional).
- string [HTTPProxyURLProtocol](#) = string.Empty
Protocol (e.g. 'http://') for the proxy server (optional).
- string [HTTPSProxyURL](#)
URL (without protocol) or IP of the proxy server.
- int [HTTPSProxyPort](#) = 8443
Port of the proxy server.
- string [HTTPSProxyUsername](#) = string.Empty
Username for the proxy server (optional).
- string [HTTPSProxyPassword](#) = string.Empty
Password for the proxy server (optional).
- string [HTTPSProxyURLProtocol](#) = string.Empty
Protocol (e.g. 'http://') for the proxy server (optional).
- bool [EnableOnAwake](#) = false
Enable the proxy on awake (default: false).

Properties

- static bool [hasHTTPProxy](#) [get]
Is HTTP-proxy enabled?
- static bool [hasHTTPSProxy](#) [get]
Is HTTPS-proxy enabled?

5.25.1 Detailed Description

Handles HTTP/HTTPS Internet connections via proxy server.

5.25.2 Member Function Documentation

5.25.2.1 void Crosstales.OnlineCheck.Tool.Proxy.DisableHTTPProxy ()

Disables the proxy server for HTTP connections.

5.25.2.2 void Crosstales.OnlineCheck.Tool.Proxy.DisableHTTPSProxy ()

Disables the proxy server for HTTPS connections.

5.25.2.3 void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPProxy (bool *enabled* = true)

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

Parameters

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

5.25.2.4 `void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPProxy (string url, int port, string username = "", string password = "", string urlProtocol = "")`

Enables or disables a proxy server for HTTP connections.

Parameters

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

5.25.2.5 `void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPSProxy (bool enabled = true)`

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

Parameters

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

5.25.2.6 `void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPSProxy (string url, int port, string username = "", string password = "", string urlProtocol = "")`

Enables or disables a proxy server for HTTPS connections.

Parameters

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

5.25.3 Member Data Documentation

5.25.3.1 `bool Crosstales.OnlineCheck.Tool.Proxy.EnableOnAwake = false`

Enable the proxy on awake (default: false).

5.25.3.2 `string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyPassword = string.Empty`

Password for the proxy server (optional).

5.25.3.3 `int Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyPort = 8080`

Port of the proxy server.

5.25.3.4 `string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyURL`

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

5.25.3.5 `string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyURLProtocol = string.Empty`

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

5.25.3.6 `string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyUsername = string.Empty`

Username for the proxy server (optional).

5.25.3.7 `string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyPassword = string.Empty`

Password for the proxy server (optional).

5.25.3.8 `int Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyPort = 8443`

Port of the proxy server.

5.25.3.9 `string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyURL`

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

5.25.3.10 `string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyURLProtocol = string.Empty`

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

5.25.3.11 `string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyUsername = string.Empty`

Username for the proxy server (optional).

5.25.4 Property Documentation

5.25.4.1 `bool Crosstales.OnlineCheck.Tool.Proxy.hasHTTPProxy` `[static], [get]`

Is HTTP-proxy enabled?

Returns

True if the HTTP-proxy is enabled.

5.25.4.2 `bool Crosstales.OnlineCheck.Tool.Proxy.hasHTTPSProxy` `[static], [get]`

Is HTTPS-proxy enabled?

Returns

True if the HTTPS-proxy is enabled.

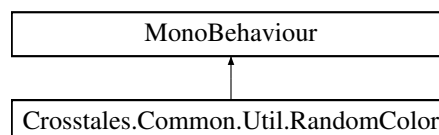
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Scripts/Tool/Proxy.cs`

5.26 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

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



Public Member Functions

- `void Start ()`
- `void Update ()`

Public Attributes

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

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

5.26.2.2 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 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 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 Crosstales.Common.Util.RandomColor.Material

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

5.26.2.6 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 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 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).

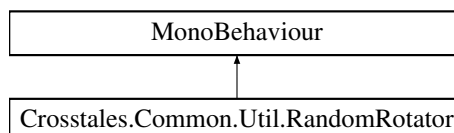
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomColor.cs

5.27 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Member Functions

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

Public Attributes

- 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 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 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 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 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).

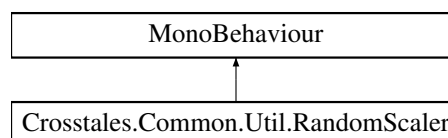
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

5.28 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for 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 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 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 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 bool Crosstales.Common.Util.RandomScaler.Uniform = true

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

5.28.2.5 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).

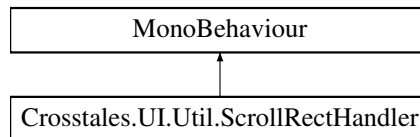
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomScaler.cs

5.29 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**

5.29.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

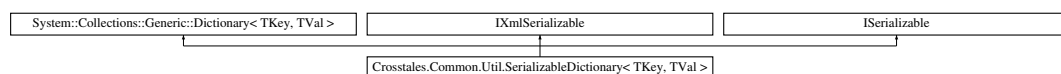
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/ScrollRectHandler.cs

5.30 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)

Properties

- System.Xml.Serialization.XmlSerializer **ValueSerializer** [get]

5.30.1 Detailed Description

Serializable Dictionary-class for XML.

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializableDictionary.cs

5.31 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.

5.31.1 Detailed Description

Serialize and deserialize objects to/from binary files.

5.31.2 Member Function Documentation

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

Deserialize a byte-array to an object.

Parameters

<i>filename</i>	Byte-array of the object
-----------------	--------------------------

Returns

Object

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

Deserialize a binary-file to an object.

Parameters

<i>filename</i>	Binary-file of the object
-----------------	---------------------------

Returns

Object

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

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Byte-array of the object

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

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	Binary-file for the object

Returns

Byte-array of the object

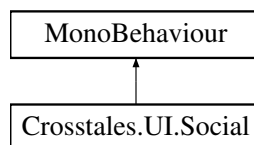
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializeDeSerialize.cs

5.32 Crosstales.UI.Social Class Reference

[Crosstales](#) social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.32.1 Detailed Description

[Crosstales](#) social media links.

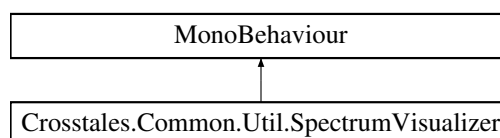
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Social.cs

5.33 Crosstales.Common.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for 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

5.33.1 Detailed Description

Simple spectrum visualizer.

5.33.2 Member Data Documentation

5.33.2.1 [FFTAnalyzer Crosstales.Common.Util.SpectrumVisualizer.Analyzer](#)

FFT-analyzer with the spectrum data.

*summary>*Prefab for the frequency representation.

5.33.2.2 float [Crosstales.Common.Util.SpectrumVisualizer.Gain](#) = 70f

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

5.33.2.3 bool [Crosstales.Common.Util.SpectrumVisualizer.LeftToRight](#) = true

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

5.33.2.4 [GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab](#)

*summary>*Width per prefab.

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

summary>Gain-power for the frequency.

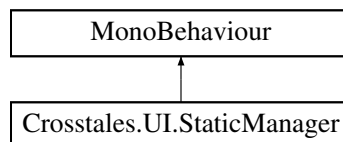
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SpectrumVisualizer.cs

5.34 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **Quit** ()
Quit the application (stop playing inside the Editor).
- void **OpenCrosstales** ()
summary>Open the Unity AssetStore homepage.
- void **OpenAssetstore** ()

5.34.1 Detailed Description

Static Button Manager.

5.34.2 Member Function Documentation

5.34.2.1 void Crosstales.UI.StaticManager.OpenCrosstales ()

summary>Open the Unity AssetStore homepage.

5.34.2.2 void Crosstales.UI.StaticManager.Quit ()

Quit the application (stop playing inside the Editor).

summary>Open the crosstales homepage.

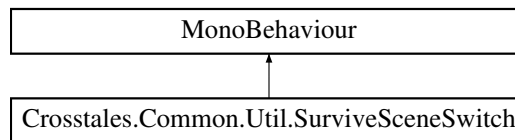
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/StaticManager.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:



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

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

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

Objects which have to survive a scene switch.

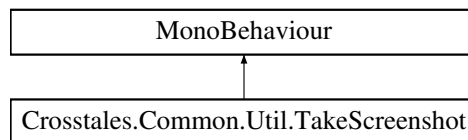
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/↔ Scripts/Tool/SurviveSceneSwitch.cs

5.36 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:



Public Member Functions

- void **Start** ()
- void **Update** ()
summary> Capture the screen.
- void **Capture** ()

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

5.36.1 Detailed Description

Take screen shots inside an application.

5.36.2 Member Function Documentation

5.36.2.1 void Crosstales.Common.Util.TakeScreenshot.Update ()

summary> Capture the screen.

5.36.3 Member Data Documentation

5.36.3.1 string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT_Screenshot"

Prefix for the generate file names.

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

5.36.3.2 `int Crosstailes.Common.Util.TakeScreenshot.Scale = 1`

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

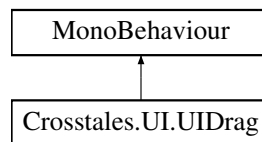
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstailes/Common/Scripts/Tool/TakeScreenshot.cs

5.37 Crosstailes.UI.UIDrag Class Reference

Allow to Drag the Windows arround.

Inheritance diagram for Crosstailes.UI.UIDrag:



Public Member Functions

- void **Start** ()
summary>Drag started.
- void **BeginDrag** ()
summary>While dragging.
- void **OnDrag** ()

5.37.1 Detailed Description

Allow to Drag the Windows arround.

5.37.2 Member Function Documentation

5.37.2.1 `void Crosstailes.UI.UIDrag.BeginDrag ()`

summary>While dragging.

5.37.2.2 `void Crosstailes.UI.UIDrag.Start ()`

summary>Drag started.

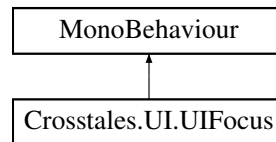
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/UIDrag.cs

5.38 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void [Start](#) ()
summary> Panel entered.
- void **OnPanelEnter** ()

Public Attributes

- string [ManagerName](#) = "Canvas"
Name of the gameobject containing the [UIWindowManager](#).

5.38.1 Detailed Description

Change the Focus on from a Window.

5.38.2 Member Function Documentation

5.38.2.1 void Crosstales.UI.UIFocus.Start ()

summary> Panel entered.

5.38.3 Member Data Documentation

5.38.3.1 string Crosstales.UI.UIFocus.ManagerName = "Canvas"

Name of the gameobject containing the [UIWindowManager](#).

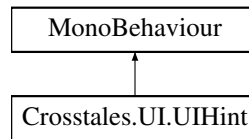
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/↔ Scripts/UIFocus.cs

5.39 Crosstales.UI.UIHint Class Reference

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

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup [Group](#)
Group to fade.
- float [Delay](#) = 2f
Delay in seconds before fading (default: 2).
- float [FadeTime](#) = 2f
Fade time in seconds (default: 2).
- bool [Disable](#) = true
Disable [UI](#) element after the fade (default: true).
- bool [FadeAtStart](#) = true
Fade at Start (default: true).

5.39.1 Detailed Description

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

5.39.2 Member Data Documentation

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

Delay in seconds before fading (default: 2).

5.39.2.2 bool Crosstales.UI.UIHint.Disable = true

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

5.39.2.3 bool Crosstales.UI.UIHint.FadeAtStart = true

Fade at Start (default: true).

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

Fade time in seconds (default: 2).

5.39.2.5 CanvasGroup Crosstales.UI.UIHint.Group

Group to fade.

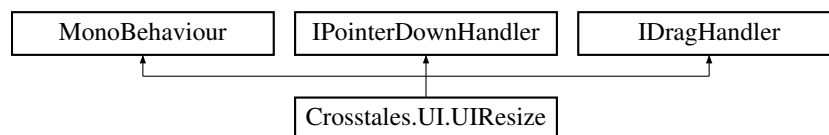
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIHint.cs

5.40 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **Awake** ()
- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)
Minimum size of the [UI](#) element.
- Vector2 **MaxSize** = new Vector2(800, 600)
Maximum size of the [UI](#) element.

5.40.1 Detailed Description

Resize a [UI](#) element.

5.40.2 Member Data Documentation

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

Maximum size of the [UI](#) element.

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

Minimum size of the [UI](#) element.

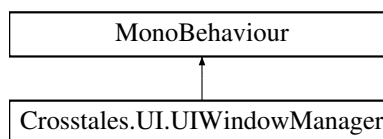
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIResize.cs

5.41 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void [Start](#) ()
- void **ChangeState** (GameObject active)

Public Attributes

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

5.41.1 Detailed Description

Change the state of all Window panels.

5.41.2 Member Function Documentation

5.41.2.1 void Crosstales.UI.UIWindowManager.Start ()

summary>Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.41.3 Member Data Documentation

5.41.3.1 GameObject [] Crosstailes.UI.UIWindowManager.Windows

All Windows of the scene.

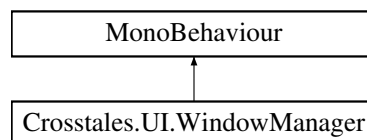
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/UIWindowManager.cs

5.42 Crosstailes.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstailes.UI.WindowManager:



Public Member Functions

- void **Start** ()
- void **Update** ()
summary> Switch between open and close.
- void **SwitchPanel** ()
summary> Open the panel.
- void **OpenPanel** ()
summary> Close the panel.
- void **ClosePanel** ()

Public Attributes

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

5.42.1 Detailed Description

Manager for a Window.

5.42.2 Member Function Documentation

5.42.2.1 void Crosstales.UI.WindowManager.OpenPanel ()

summary>Close the panel.

5.42.2.2 void Crosstales.UI.WindowManager.SwitchPanel ()

summary>Open the panel.

5.42.2.3 void Crosstales.UI.WindowManager.Update ()

summary>Switch between open and close.

5.42.3 Member Data Documentation

5.42.3.1 GameObject [] Crosstales.UI.WindowManager.Dependencies

Dependent GameObjects (active == open).

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

Window movement speed (default: 3).

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/WindowManager.cs

5.43 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.

5.43.1 Detailed Description

Helper-class for XML.

5.43.2 Member Function Documentation

5.43.2.1 `static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (string filename, bool skipBOM = false)`
[static]

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.43.2.2 `static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (string resourceName, bool skipBOM = true)` [static]

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.43.2.3 `static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (string xmlAsString, bool skipBOM = true) [static]`

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

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

Serialize an object to an XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.43.2.5 `static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (T obj) [static]`

Serialize an object to an XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-stringValid path

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

- D:/slaubenberger/git/assets/OnlineCheck/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/XmlHelper.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/OnlineCheck/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<https://goo.gl/9XH5Ke>

6.4 Documentation

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

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demos

6.6.1 WebGL

<https://www.crosstales.com/media/data/assets/OnlineCheck/webgl/>

6.6.2 Windows

https://www.crosstales.com/media/data/assets/OnlineCheck/downloads/OnlineCheck_demo.zip

6.6.3 macOS

https://www.crosstales.com/media/data/assets/OnlineCheck/downloads/OnlineCheck_demo_mac.zip

6.6.4 Linux

https://www.crosstales.com/media/data/assets/OnlineCheck/downloads/OnlineCheck_demo_linux.zip

6.6.5 Android

<https://www.crosstales.com/media/OnlineCheck/OnlineCheck.apk>

6.7 Videos

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

6.7.1 Promotion

<https://youtu.be/pPvKE-eyxV4?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

6.7.2 Tutorial

<https://youtu.be/bNdafUNcs68?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

Index

- APPLICATION_PATH
 - Crosstales::Common::Util::BaseConstants, 24
- ASSET_2019_URL
 - Crosstales::OnlineCheck::Util::Constants, 41
- ASSET_3P_PLAYMAKER
 - Crosstales::Common::Util::BaseConstants, 20
- ASSET_API_URL
 - Crosstales::OnlineCheck::Util::Constants, 41
- ASSET_AUTHOR_URL
 - Crosstales::Common::Util::BaseConstants, 20
- ASSET_AUTHOR
 - Crosstales::Common::Util::BaseConstants, 20
- ASSET_BUILD
 - Crosstales::OnlineCheck::Util::Constants, 41
- ASSET_BWF
 - Crosstales::Common::Util::BaseConstants, 20
- ASSET_CHANGED
 - Crosstales::OnlineCheck::Util::Constants, 42
- ASSET_CONTACT
 - Crosstales::OnlineCheck::Util::Constants, 42
- ASSET_CREATED
 - Crosstales::OnlineCheck::Util::Constants, 42
- ASSET_CT_URL
 - Crosstales::Common::Util::BaseConstants, 20
- ASSET_DJ
 - Crosstales::Common::Util::BaseConstants, 20
- ASSET_FORUM_URL
 - Crosstales::OnlineCheck::Util::Constants, 42
- ASSET_FB
 - Crosstales::Common::Util::BaseConstants, 21
- ASSET_MANUAL_URL
 - Crosstales::OnlineCheck::Util::Constants, 42
- ASSET_NAME_SHORT
 - Crosstales::OnlineCheck::Util::Constants, 42
- ASSET_NAME
 - Crosstales::OnlineCheck::Util::Constants, 42
- ASSET_OC
 - Crosstales::Common::Util::BaseConstants, 21
- ASSET_PRO_URL
 - Crosstales::OnlineCheck::Util::Constants, 42
- ASSET_RADIO
 - Crosstales::Common::Util::BaseConstants, 21
- ASSET_RTV
 - Crosstales::Common::Util::BaseConstants, 21
- ASSET_SOCIAL_DISCORD
 - Crosstales::Common::Util::BaseConstants, 21
- ASSET_SOCIAL_FACEBOOK
 - Crosstales::Common::Util::BaseConstants, 21
- ASSET_SOCIAL_LINKEDIN
 - Crosstales::Common::Util::BaseConstants, 21
- ASSET_SOCIAL_TWITTER
 - Crosstales::Common::Util::BaseConstants, 21
- ASSET_SOCIAL_YOUTUBE
 - Crosstales::Common::Util::BaseConstants, 21
- ASSET_TPB
 - Crosstales::Common::Util::BaseConstants, 22
- ASSET_TPS
 - Crosstales::Common::Util::BaseConstants, 22
- ASSET_TB
 - Crosstales::Common::Util::BaseConstants, 22
- ASSET_TR
 - Crosstales::Common::Util::BaseConstants, 22
- ASSET_UPDATE_CHECK_URL
 - Crosstales::OnlineCheck::Util::Constants, 42
- ASSET_VERSION
 - Crosstales::OnlineCheck::Util::Constants, 43
- ASSET_VIDEO_PROMO
 - Crosstales::OnlineCheck::Util::Constants, 43
- ASSET_VIDEO_TUTORIAL
 - Crosstales::OnlineCheck::Util::Constants, 43
- ASSET_WEB_URL
 - Crosstales::OnlineCheck::Util::Constants, 43
- AlphaRange
 - Crosstales::Common::Util::RandomColor, 79
- Analyzer
 - Crosstales::Common::Util::SpectrumVisualizer, 87
- AudioSources
 - Crosstales::UI::Util::AudioSourceController, 16
- BeginDrag
 - Crosstales::UI::UIDrag, 91
- CMD_WINDOWS_PATH
 - Crosstales::Common::Util::BaseConstants, 22
- CTAddRange< K, V >
 - Crosstales::ExtensionMethods, 53
- CTContains
 - Crosstales::ExtensionMethods, 53
- CTContainsAll
 - Crosstales::ExtensionMethods, 54
- CTContainsAny
 - Crosstales::ExtensionMethods, 54
- CTDump
 - Crosstales::ExtensionMethods, 54–56
- CTDump< K, V >
 - Crosstales::ExtensionMethods, 57
- CTDump< T >
 - Crosstales::ExtensionMethods, 57
- CTEquals

- Crosstales::ExtensionMethods, [58](#)
- CTIsVisibleFrom
 - Crosstales::ExtensionMethods, [58](#)
- CTReplace
 - Crosstales::ExtensionMethods, [58](#)
- CTReverse
 - Crosstales::ExtensionMethods, [59](#)
- CTShuffle< T >
 - Crosstales::ExtensionMethods, [59](#)
- CTToString< T >
 - Crosstales::ExtensionMethods, [59](#), [60](#)
- CTToTitleCase
 - Crosstales::ExtensionMethods, [60](#)
- ChangeInterval
 - Crosstales::Common::Util::RandomColor, [79](#)
 - Crosstales::Common::Util::RandomRotator, [81](#)
 - Crosstales::Common::Util::RandomScaler, [82](#)
- Channel
 - Crosstales::Common::Util::FFTAlyzer, [61](#)
- CheckIntervalMax
 - Crosstales::OnlineCheck::OnlineCheck, [71](#)
- CheckIntervalMin
 - Crosstales::OnlineCheck::OnlineCheck, [71](#)
- CheckTimeout
 - Crosstales::OnlineCheck::OnlineCheck, [71](#)
- ChecksPerMinute
 - Crosstales::OnlineCheck::Util::Context, [44](#)
- ClearLineEndings
 - Crosstales::Common::Util::BaseHelper, [28](#)
- ClearSpaces
 - Crosstales::Common::Util::BaseHelper, [28](#)
- ClearTags
 - Crosstales::Common::Util::BaseHelper, [28](#)
- ConnectionLimit
 - Crosstales::Common::Util::CTWebClient, [50](#)
- CreateString
 - Crosstales::Common::Util::BaseHelper, [28](#)
- Crosstales, [7](#)
- Crosstales.Common, [7](#)
- Crosstales.Common.Model, [7](#)
- Crosstales.Common.Model.Enum, [7](#)
- Crosstales.Common.Util, [8](#)
- Crosstales.Common.Util.BackgroundController, [17](#)
- Crosstales.Common.Util.BaseConstants, [18](#)
- Crosstales.Common.Util.BaseHelper, [25](#)
- Crosstales.Common.Util.CTPlayerPrefs, [45](#)
- Crosstales.Common.Util.CTWebClient, [49](#)
- Crosstales.Common.Util.FFTAlyzer, [60](#)
- Crosstales.Common.Util.FreeCam, [62](#)
- Crosstales.Common.Util.PlatformController, [73](#)
- Crosstales.Common.Util.RandomColor, [78](#)
- Crosstales.Common.Util.RandomRotator, [80](#)
- Crosstales.Common.Util.RandomScaler, [81](#)
- Crosstales.Common.Util.SerializableDictionary< TKey, TVal >, [83](#)
- Crosstales.Common.Util.SerializeDeSerialize, [84](#)
- Crosstales.Common.Util.SpectrumVisualizer, [86](#)
- Crosstales.Common.Util.SurviveSceneSwitch, [89](#)
- Crosstales.Common.Util.TakeScreenshot, [90](#)
- Crosstales.Common.Util.XmlHelper, [97](#)
- Crosstales.ExtensionMethods, [52](#)
- Crosstales.OnlineCheck, [9](#)
- Crosstales.OnlineCheck.Data, [9](#)
- Crosstales.OnlineCheck.Data.CustomCheck, [51](#)
- Crosstales.OnlineCheck.Demo, [9](#)
- Crosstales.OnlineCheck.Demo.GUIMain, [64](#)
- Crosstales.OnlineCheck.Demo.GUIScenes, [65](#)
- Crosstales.OnlineCheck.Demo.Util, [9](#)
- Crosstales.OnlineCheck.Demo.Util.ManageEndless↔ Mode, [67](#)
- Crosstales.OnlineCheck.OnlineCheck, [67](#)
- Crosstales.OnlineCheck.Tool, [9](#)
- Crosstales.OnlineCheck.Tool.Proxy, [74](#)
- Crosstales.OnlineCheck.Util, [10](#)
- Crosstales.OnlineCheck.Util.CTWebClientNotCached, [50](#)
- Crosstales.OnlineCheck.Util.Config, [38](#)
- Crosstales.OnlineCheck.Util.Constants, [40](#)
- Crosstales.OnlineCheck.Util.Context, [43](#)
- Crosstales.OnlineCheck.Util.Helper, [66](#)
- Crosstales.UI.Social, [86](#)
- Crosstales.UI.StaticManager, [88](#)
- Crosstales.UI.UIDrag, [91](#)
- Crosstales.UI.UIFocus, [92](#)
- Crosstales.UI.UIHint, [93](#)
- Crosstales.UI.UIResize, [94](#)
- Crosstales.UI.UIWindowManager, [95](#)
- Crosstales.UI.Util, [10](#)
- Crosstales.UI.Util.AudioFilterController, [13](#)
- Crosstales.UI.Util.AudioSourceController, [15](#)
- Crosstales.UI.Util.FPSDisplay, [61](#)
- Crosstales.UI.Util.ScrollRectHandler, [83](#)
- Crosstales.UI.WindowManager, [96](#)
- Crosstales.UI, [10](#)
- Crosstales::Common::Model::Enum
 - Platform, [8](#)
- Crosstales::Common::Util::BackgroundController
 - Objects, [17](#)
- Crosstales::Common::Util::BaseConstants
 - APPLICATION_PATH, [24](#)
 - ASSET_3P_PLAYMAKER, [20](#)
 - ASSET_AUTHOR_URL, [20](#)
 - ASSET_AUTHOR, [20](#)
 - ASSET_BWF, [20](#)
 - ASSET_CT_URL, [20](#)
 - ASSET_DJ, [20](#)
 - ASSET_FB, [21](#)
 - ASSET_OC, [21](#)
 - ASSET_RADIO, [21](#)
 - ASSET_RTV, [21](#)
 - ASSET_SOCIAL_DISCORD, [21](#)
 - ASSET_SOCIAL_FACEBOOK, [21](#)
 - ASSET_SOCIAL_LINKEDIN, [21](#)
 - ASSET_SOCIAL_TWITTER, [21](#)
 - ASSET_SOCIAL_YOUTUBE, [21](#)
 - ASSET_TPB, [22](#)

- ASSET_TPS, [22](#)
- ASSET_TB, [22](#)
- ASSET_TR, [22](#)
- CMD_WINDOWS_PATH, [22](#)
- DEV_DEBUG, [22](#)
- FACTOR_GB, [22](#)
- FACTOR_KB, [22](#)
- FACTOR_MB, [22](#)
- FLOAT_32768, [23](#)
- FORMAT_NO_DECIMAL_PLACES, [23](#)
- FORMAT_PERCENT, [23](#)
- FORMAT_TWO_DECIMAL_PLACES, [23](#)
- PATH_DELIMITER_UNIX, [23](#)
- PATH_DELIMITER_WINDOWS, [23](#)
- PREFIX_FILE, [24](#)
- PROCESS_KILL_TIME, [23](#)
- SHOW_BWF_BANNER, [23](#)
- SHOW_DJ_BANNER, [23](#)
- SHOW_FB_BANNER, [23](#)
- SHOW_OC_BANNER, [24](#)
- SHOW_RADIO_BANNER, [24](#)
- SHOW_RTV_BANNER, [24](#)
- SHOW_TB_BANNER, [24](#)
- SHOW_TPB_BANNER, [24](#)
- SHOW_TPS_BANNER, [24](#)
- SHOW_TR_BANNER, [24](#)
- Crosstales::Common::Util::BaseHelper
 - ClearLineEndings, [28](#)
 - ClearSpaces, [28](#)
 - ClearTags, [28](#)
 - CreateString, [28](#)
 - CurrentPlatform, [32](#)
 - FileCopy, [29](#)
 - FormatBytesToHRF, [29](#)
 - FormatSecondsToHourMinSec, [29](#)
 - GetDirectories, [29](#)
 - GetFiles, [30](#)
 - HSVToRGB, [30](#)
 - hasActiveClip, [30](#)
 - isAndroidPlatform, [32](#)
 - isAppleBasedPlatform, [32](#)
 - isEditor, [33](#)
 - isEditorMode, [33](#)
 - isIL2CPP, [33](#)
 - isIOSBasedPlatform, [33](#)
 - isIOSPlatform, [33](#)
 - isInternetAvailable, [33](#)
 - isLinuxEditor, [34](#)
 - isLinuxPlatform, [34](#)
 - isMacOSEditor, [34](#)
 - isMacOSPlatform, [34](#)
 - isPS4Platform, [34](#)
 - isStandalonePlatform, [34](#)
 - isTvOSPlatform, [35](#)
 - isValidURL, [30](#)
 - isWSABasedPlatform, [36](#)
 - isWSAPlatform, [36](#)
 - isWebGLPlatform, [35](#)
 - isWebPlatform, [35](#)
 - isWindowsBasedPlatform, [35](#)
 - isWindowsEditor, [35](#)
 - isWindowsPlatform, [35](#)
 - isXboxOnePlatform, [36](#)
 - RemoteCertificateValidationCallback, [31](#)
 - SplitStringToLines, [31](#)
 - StreamingAssetsPath, [36](#)
 - ValidURLFromFilePath, [32](#)
 - ValidateFile, [31](#)
 - ValidatePath, [31](#)
- Crosstales::Common::Util::CTPlayerPrefs
 - DeleteAll, [46](#)
 - DeleteKey, [46](#)
 - GetBool, [46](#)
 - GetDate, [46](#)
 - GetFloat, [46](#)
 - GetInt, [47](#)
 - GetString, [47](#)
 - HasKey, [47](#)
 - Save, [48](#)
 - SetBool, [48](#)
 - SetDate, [48](#)
 - SetFloat, [48](#)
 - SetInt, [48](#)
 - SetString, [49](#)
- Crosstales::Common::Util::CTWebClient
 - ConnectionLimit, [50](#)
 - Timeout, [50](#)
- Crosstales::Common::Util::FFTAnalyzer
 - Channel, [61](#)
 - Samples, [61](#)
- Crosstales::Common::Util::FreeCam
 - FastMovementSpeed, [63](#)
 - FastZoomSensitivity, [63](#)
 - FreeLookSensitivity, [63](#)
 - MovementSpeed, [63](#)
 - StartLooking, [63](#)
 - StopLooking, [63](#)
 - ZoomSensitivity, [64](#)
- Crosstales::Common::Util::PlatformController
 - Objects, [73](#)
 - Platforms, [73](#)
- Crosstales::Common::Util::RandomColor
 - AlphaRange, [79](#)
 - ChangeInterval, [79](#)
 - GrayScale, [79](#)
 - HueRange, [79](#)
 - Material, [79](#)
 - SaturationRange, [79](#)
 - UseInterval, [80](#)
 - ValueRange, [80](#)
- Crosstales::Common::Util::RandomRotator
 - ChangeInterval, [81](#)
 - SpeedMax, [81](#)
 - SpeedMin, [81](#)
 - UseInterval, [81](#)
- Crosstales::Common::Util::RandomScaler

- ChangeInterval, [82](#)
- ScaleMax, [82](#)
- ScaleMin, [82](#)
- Uniform, [82](#)
- UseInterval, [82](#)
- Crosstales::Common::Util::SerializeDeSerialize
 - DeserializeFromByteArray< T >, [84](#)
 - DeserializeFromFile< T >, [85](#)
 - SerializeToByteArray< T >, [85](#)
 - SerializeToFile< T >, [85](#)
- Crosstales::Common::Util::SpectrumVisualizer
 - Analyzer, [87](#)
 - Gain, [87](#)
 - LeftToRight, [87](#)
 - VisualPrefab, [87](#)
 - Width, [87](#)
- Crosstales::Common::Util::SurviveSceneSwitch
 - DontDestroy, [89](#)
 - Survivors, [89](#)
- Crosstales::Common::Util::TakeScreenshot
 - Prefix, [90](#)
 - Scale, [90](#)
 - Update, [90](#)
- Crosstales::Common::Util::XmlHelper
 - DeserializeFromFile< T >, [98](#)
 - DeserializeFromResource< T >, [98](#)
 - DeserializeFromString< T >, [98](#)
 - SerializeToFile< T >, [99](#)
 - SerializeToString< T >, [99](#)
- Crosstales::ExtensionMethods
 - CTAddRange< K, V >, [53](#)
 - CTContains, [53](#)
 - CTContainsAll, [54](#)
 - CTContainsAny, [54](#)
 - CTDump, [54–56](#)
 - CTDump< K, V >, [57](#)
 - CTDump< T >, [57](#)
 - CTEquals, [58](#)
 - CTIsVisibleFrom, [58](#)
 - CTReplace, [58](#)
 - CTReverse, [59](#)
 - CTShuffle< T >, [59](#)
 - CTToString< T >, [59, 60](#)
 - CTToTitleCase, [60](#)
- Crosstales::OnlineCheck::Data::CustomCheck
 - DataMustBeEquals, [51](#)
 - ExpectedData, [51](#)
 - ShowErrors, [51](#)
 - URL, [52](#)
 - UseOnlyCustom, [52](#)
- Crosstales::OnlineCheck::Demo::GUIScenes
 - LoadNextScene, [66](#)
 - LoadPreviousScene, [66](#)
 - NextScene, [66](#)
 - PreviousScene, [66](#)
 - Quit, [66](#)
- Crosstales::OnlineCheck::OnlineCheck
 - CheckIntervalMax, [71](#)
 - CheckIntervalMin, [71](#)
 - CheckTimeout, [71](#)
 - CurrentCustomCheck, [71](#)
 - DataDownloaded, [71](#)
 - Delay, [70](#)
 - DontDestroy, [70](#)
 - EndlessMode, [70](#)
 - ForceWWW, [70](#)
 - IntervalMax, [70](#)
 - IntervalMin, [70](#)
 - isEndlessMode, [71](#)
 - isForceWWW, [71](#)
 - isInternetAvailable, [71](#)
 - LastCheck, [72](#)
 - NetworkReachability, [72](#)
 - NetworkReachabilityChange, [69](#)
 - OnNetworkReachabilityChange, [72](#)
 - OnOnlineCheckComplete, [72](#)
 - OnOnlineStatusChange, [72](#)
 - OnlineCheckComplete, [69](#)
 - OnlineStatusChange, [69](#)
 - Refresh, [69](#)
 - RefreshYield, [70](#)
 - Reset, [70](#)
 - RunOnStart, [70](#)
 - Timeout, [70](#)
- Crosstales::OnlineCheck::Tool::Proxy
 - DisableHTTPProxy, [75](#)
 - DisableHTTPSPProxy, [75](#)
 - EnableHTTPProxy, [75, 76](#)
 - EnableHTTPSPProxy, [76](#)
 - EnableOnAwake, [76](#)
 - HTTPProxyPassword, [76](#)
 - HTTPProxyPort, [77](#)
 - HTTPProxyURLProtocol, [77](#)
 - HTTPProxyURL, [77](#)
 - HTTPProxyUsername, [77](#)
 - HTTPSPProxyPassword, [77](#)
 - HTTPSPProxyPort, [77](#)
 - HTTPSPProxyURLProtocol, [77](#)
 - HTTPSPProxyURL, [77](#)
 - HTTPSPProxyUsername, [77](#)
 - hasHTTPProxy, [78](#)
 - hasHTTPSPProxy, [78](#)
- Crosstales::OnlineCheck::Util::Config
 - DEBUG, [39](#)
 - ENSURE_NAME, [39](#)
 - isLoading, [40](#)
 - Load, [39](#)
 - Reset, [39](#)
 - Save, [39](#)
- Crosstales::OnlineCheck::Util::Constants
 - ASSET_2019_URL, [41](#)
 - ASSET_API_URL, [41](#)
 - ASSET_BUILD, [41](#)
 - ASSET_CHANGED, [42](#)
 - ASSET_CONTACT, [42](#)
 - ASSET_CREATED, [42](#)

- ASSET_FORUM_URL, [42](#)
- ASSET_MANUAL_URL, [42](#)
- ASSET_NAME_SHORT, [42](#)
- ASSET_NAME, [42](#)
- ASSET_PRO_URL, [42](#)
- ASSET_UPDATE_CHECK_URL, [42](#)
- ASSET_VERSION, [43](#)
- ASSET_VIDEO_PROMO, [43](#)
- ASSET_VIDEO_TUTORIAL, [43](#)
- ASSET_WEB_URL, [43](#)
- ONLINECHECK_SCENE_OBJECT_NAME, [43](#)
- PROXY_SCENE_OBJECT_NAME, [43](#)
- Crosstales::OnlineCheck::Util::Context
 - ChecksPerMinute, [44](#)
 - Downtime, [44](#)
 - NumberOfChecks, [44](#)
 - Runtime, [44](#)
 - Uptime, [44](#)
- Crosstales::UI::StaticManager
 - OpenCrosstales, [88](#)
 - Quit, [88](#)
- Crosstales::UI::UIDrag
 - BeginDrag, [91](#)
 - Start, [91](#)
- Crosstales::UI::UIFocus
 - ManagerName, [92](#)
 - Start, [92](#)
- Crosstales::UI::UIHint
 - Delay, [93](#)
 - Disable, [93](#)
 - FadeAtStart, [93](#)
 - FadeTime, [94](#)
 - Group, [94](#)
- Crosstales::UI::UIResize
 - MaxSize, [95](#)
 - MinSize, [95](#)
- Crosstales::UI::UIWindowManager
 - Start, [95](#)
 - Windows, [96](#)
- Crosstales::UI::Util::AudioFilterController
 - FindAllAudioFilters, [14](#)
 - FindAllAudioFiltersOnStart, [14](#)
 - ResetAudioFilters, [14](#)
- Crosstales::UI::Util::AudioSourceController
 - AudioSources, [16](#)
 - FindAllAudioSources, [16](#)
 - FindAllAudioSourcesOnStart, [16](#)
 - Loop, [16](#)
 - Mute, [16](#)
 - Pitch, [16](#)
 - ResetAllAudioSources, [16](#)
 - ResetAudioSourcesOnStart, [16](#)
 - StereoPan, [16](#)
 - Volume, [16](#)
- Crosstales::UI::Util::FPSDisplay
 - FPS, [62](#)
- Crosstales::UI::WindowManager
 - Dependencies, [97](#)
 - OpenPanel, [97](#)
 - Speed, [97](#)
 - SwitchPanel, [97](#)
 - Update, [97](#)
- CurrentCustomCheck
 - Crosstales::OnlineCheck::OnlineCheck, [71](#)
- CurrentPlatform
 - Crosstales::Common::Util::BaseHelper, [32](#)
- DEBUG
 - Crosstales::OnlineCheck::Util::Config, [39](#)
- DEV_DEBUG
 - Crosstales::Common::Util::BaseConstants, [22](#)
- DataDownloaded
 - Crosstales::OnlineCheck::OnlineCheck, [71](#)
- DataMustBeEquals
 - Crosstales::OnlineCheck::Data::CustomCheck, [51](#)
- Delay
 - Crosstales::OnlineCheck::OnlineCheck, [70](#)
 - Crosstales::UI::UIHint, [93](#)
- DeleteAll
 - Crosstales::Common::Util::CTPlayerPrefs, [46](#)
- DeleteKey
 - Crosstales::Common::Util::CTPlayerPrefs, [46](#)
- Dependencies
 - Crosstales::UI::WindowManager, [97](#)
- DeserializeFromByteArray< T >
 - Crosstales::Common::Util::SerializeDeSerialize, [84](#)
- DeserializeFromFile< T >
 - Crosstales::Common::Util::SerializeDeSerialize, [85](#)
 - Crosstales::Common::Util::XmlHelper, [98](#)
- DeserializeFromResource< T >
 - Crosstales::Common::Util::XmlHelper, [98](#)
- DeserializeFromString< T >
 - Crosstales::Common::Util::XmlHelper, [98](#)
- Disable
 - Crosstales::UI::UIHint, [93](#)
- DisableHTTPProxy
 - Crosstales::OnlineCheck::Tool::Proxy, [75](#)
- DisableHTTPSPProxy
 - Crosstales::OnlineCheck::Tool::Proxy, [75](#)
- DontDestroy
 - Crosstales::Common::Util::SurviveSceneSwitch, [89](#)
 - Crosstales::OnlineCheck::OnlineCheck, [70](#)
- Downtime
 - Crosstales::OnlineCheck::Util::Context, [44](#)
- ENSURE_NAME
 - Crosstales::OnlineCheck::Util::Config, [39](#)
- EnableHTTPProxy
 - Crosstales::OnlineCheck::Tool::Proxy, [75, 76](#)
- EnableHTTPSPProxy
 - Crosstales::OnlineCheck::Tool::Proxy, [76](#)
- EnableOnAwake
 - Crosstales::OnlineCheck::Tool::Proxy, [76](#)
- EndlessMode
 - Crosstales::OnlineCheck::OnlineCheck, [70](#)
- ExpectedData

- Crosstales::OnlineCheck::Data::CustomCheck, [51](#)
- FACTOR_GB
 - Crosstales::Common::Util::BaseConstants, [22](#)
- FACTOR_KB
 - Crosstales::Common::Util::BaseConstants, [22](#)
- FACTOR_MB
 - Crosstales::Common::Util::BaseConstants, [22](#)
- FLOAT_32768
 - Crosstales::Common::Util::BaseConstants, [23](#)
- FORMAT_NO_DECIMAL_PLACES
 - Crosstales::Common::Util::BaseConstants, [23](#)
- FORMAT_PERCENT
 - Crosstales::Common::Util::BaseConstants, [23](#)
- FORMAT_TWO_DECIMAL_PLACES
 - Crosstales::Common::Util::BaseConstants, [23](#)
- FPS
 - Crosstales::UI::Util::FPSDisplay, [62](#)
- FadeAtStart
 - Crosstales::UI::UIHint, [93](#)
- FadeTime
 - Crosstales::UI::UIHint, [94](#)
- FastMovementSpeed
 - Crosstales::Common::Util::FreeCam, [63](#)
- FastZoomSensitivity
 - Crosstales::Common::Util::FreeCam, [63](#)
- FileCopy
 - Crosstales::Common::Util::BaseHelper, [29](#)
- FindAllAudioFilters
 - Crosstales::UI::Util::AudioFilterController, [14](#)
- FindAllAudioFiltersOnStart
 - Crosstales::UI::Util::AudioFilterController, [14](#)
- FindAllAudioSources
 - Crosstales::UI::Util::AudioSourceController, [16](#)
- FindAllAudioSourcesOnStart
 - Crosstales::UI::Util::AudioSourceController, [16](#)
- ForceWWW
 - Crosstales::OnlineCheck::OnlineCheck, [70](#)
- FormatBytesToHRF
 - Crosstales::Common::Util::BaseHelper, [29](#)
- FormatSecondsToHourMinSec
 - Crosstales::Common::Util::BaseHelper, [29](#)
- FreeLookSensitivity
 - Crosstales::Common::Util::FreeCam, [63](#)
- Gain
 - Crosstales::Common::Util::SpectrumVisualizer, [87](#)
- GetBool
 - Crosstales::Common::Util::CTPlayerPrefs, [46](#)
- GetDate
 - Crosstales::Common::Util::CTPlayerPrefs, [46](#)
- GetDirectories
 - Crosstales::Common::Util::BaseHelper, [29](#)
- GetFiles
 - Crosstales::Common::Util::BaseHelper, [30](#)
- GetFloat
 - Crosstales::Common::Util::CTPlayerPrefs, [46](#)
- GetInt
 - Crosstales::Common::Util::CTPlayerPrefs, [47](#)
- GetString
 - Crosstales::Common::Util::CTPlayerPrefs, [47](#)
- GrayScale
 - Crosstales::Common::Util::RandomColor, [79](#)
- Group
 - Crosstales::UI::UIHint, [94](#)
- HSVToRGB
 - Crosstales::Common::Util::BaseHelper, [30](#)
- HTTPProxyPassword
 - Crosstales::OnlineCheck::Tool::Proxy, [76](#)
- HTTPProxyPort
 - Crosstales::OnlineCheck::Tool::Proxy, [77](#)
- HTTPProxyURLProtocol
 - Crosstales::OnlineCheck::Tool::Proxy, [77](#)
- HTTPProxyURL
 - Crosstales::OnlineCheck::Tool::Proxy, [77](#)
- HTTPProxyUsername
 - Crosstales::OnlineCheck::Tool::Proxy, [77](#)
- HTTPSProxyPassword
 - Crosstales::OnlineCheck::Tool::Proxy, [77](#)
- HTTPSProxyPort
 - Crosstales::OnlineCheck::Tool::Proxy, [77](#)
- HTTPSProxyURLProtocol
 - Crosstales::OnlineCheck::Tool::Proxy, [77](#)
- HTTPSProxyURL
 - Crosstales::OnlineCheck::Tool::Proxy, [77](#)
- HTTPSProxyUsername
 - Crosstales::OnlineCheck::Tool::Proxy, [77](#)
- hasActiveClip
 - Crosstales::Common::Util::BaseHelper, [30](#)
- hasHTTPProxy
 - Crosstales::OnlineCheck::Tool::Proxy, [78](#)
- hasHTTPSPProxy
 - Crosstales::OnlineCheck::Tool::Proxy, [78](#)
- HasKey
 - Crosstales::Common::Util::CTPlayerPrefs, [47](#)
- HueRange
 - Crosstales::Common::Util::RandomColor, [79](#)
- HutongGames, [11](#)
- HutongGames.PlayMaker, [11](#)
- HutongGames.PlayMaker.Actions, [11](#)
- HutongGames.PlayMaker.Actions.BaseOCAction, [37](#)
- HutongGames.PlayMaker.Actions.Check, [37](#)
- HutongGames::PlayMaker::Actions::Check
 - IntervalMax, [38](#)
 - IntervalMin, [38](#)
 - isInternetAvailable, [38](#)
 - Timeout, [38](#)
- IntervalMax
 - Crosstales::OnlineCheck::OnlineCheck, [70](#)
 - HutongGames::PlayMaker::Actions::Check, [38](#)
- IntervalMin
 - Crosstales::OnlineCheck::OnlineCheck, [70](#)
 - HutongGames::PlayMaker::Actions::Check, [38](#)
- isAndroidPlatform
 - Crosstales::Common::Util::BaseHelper, [32](#)
- isAppleBasedPlatform

- Crosstales::Common::Util::BaseHelper, [32](#)
- isEditor
 - Crosstales::Common::Util::BaseHelper, [33](#)
- isEditorMode
 - Crosstales::Common::Util::BaseHelper, [33](#)
- isEndlessMode
 - Crosstales::OnlineCheck::OnlineCheck, [71](#)
- isForceWWW
 - Crosstales::OnlineCheck::OnlineCheck, [71](#)
- isIL2CPP
 - Crosstales::Common::Util::BaseHelper, [33](#)
- isIOSTBasedPlatform
 - Crosstales::Common::Util::BaseHelper, [33](#)
- isIOSPlatform
 - Crosstales::Common::Util::BaseHelper, [33](#)
- isInternetAvailable
 - Crosstales::Common::Util::BaseHelper, [33](#)
 - Crosstales::OnlineCheck::OnlineCheck, [71](#)
 - HutongGames::PlayMaker::Actions::Check, [38](#)
- isLinuxEditor
 - Crosstales::Common::Util::BaseHelper, [34](#)
- isLinuxPlatform
 - Crosstales::Common::Util::BaseHelper, [34](#)
- isLoaded
 - Crosstales::OnlineCheck::Util::Config, [40](#)
- isMacOSEditor
 - Crosstales::Common::Util::BaseHelper, [34](#)
- isMacOSPlatform
 - Crosstales::Common::Util::BaseHelper, [34](#)
- isPS4Platform
 - Crosstales::Common::Util::BaseHelper, [34](#)
- isStandalonePlatform
 - Crosstales::Common::Util::BaseHelper, [34](#)
- isTvOSPlatform
 - Crosstales::Common::Util::BaseHelper, [35](#)
- isValidURL
 - Crosstales::Common::Util::BaseHelper, [30](#)
- isWSABasedPlatform
 - Crosstales::Common::Util::BaseHelper, [36](#)
- isWSAPlatform
 - Crosstales::Common::Util::BaseHelper, [36](#)
- isWebGLPlatform
 - Crosstales::Common::Util::BaseHelper, [35](#)
- isWebPlatform
 - Crosstales::Common::Util::BaseHelper, [35](#)
- isWindowsBasedPlatform
 - Crosstales::Common::Util::BaseHelper, [35](#)
- isWindowsEditor
 - Crosstales::Common::Util::BaseHelper, [35](#)
- isWindowsPlatform
 - Crosstales::Common::Util::BaseHelper, [35](#)
- isXboxOnePlatform
 - Crosstales::Common::Util::BaseHelper, [36](#)
- LastCheck
 - Crosstales::OnlineCheck::OnlineCheck, [72](#)
- LeftToRight
 - Crosstales::Common::Util::SpectrumVisualizer, [87](#)
- Load
 - Crosstales::OnlineCheck::Util::Config, [39](#)
- LoadNextScene
 - Crosstales::OnlineCheck::Demo::GUIScenes, [66](#)
- LoadPreviousScene
 - Crosstales::OnlineCheck::Demo::GUIScenes, [66](#)
- Loop
 - Crosstales::UI::Util::AudioSourceController, [16](#)
- ManagerName
 - Crosstales::UI::UIFocus, [92](#)
- Material
 - Crosstales::Common::Util::RandomColor, [79](#)
- MaxSize
 - Crosstales::UI::UIResize, [95](#)
- MinSize
 - Crosstales::UI::UIResize, [95](#)
- MovementSpeed
 - Crosstales::Common::Util::FreeCam, [63](#)
- Mute
 - Crosstales::UI::Util::AudioSourceController, [16](#)
- NetworkReachability
 - Crosstales::OnlineCheck::OnlineCheck, [72](#)
- NetworkReachabilityChange
 - Crosstales::OnlineCheck::OnlineCheck, [69](#)
- NextScene
 - Crosstales::OnlineCheck::Demo::GUIScenes, [66](#)
- NumberOfChecks
 - Crosstales::OnlineCheck::Util::Context, [44](#)
- ONLINECHECK_SCENE_OBJECT_NAME
 - Crosstales::OnlineCheck::Util::Constants, [43](#)
- Objects
 - Crosstales::Common::Util::BackgroundController, [17](#)
 - Crosstales::Common::Util::PlatformController, [73](#)
- OnNetworkReachabilityChange
 - Crosstales::OnlineCheck::OnlineCheck, [72](#)
- OnOnlineCheckComplete
 - Crosstales::OnlineCheck::OnlineCheck, [72](#)
- OnOnlineStatusChange
 - Crosstales::OnlineCheck::OnlineCheck, [72](#)
- OnlineCheckComplete
 - Crosstales::OnlineCheck::OnlineCheck, [69](#)
- OnlineStatusChange
 - Crosstales::OnlineCheck::OnlineCheck, [69](#)
- OpenCrosstales
 - Crosstales::UI::StaticManager, [88](#)
- OpenPanel
 - Crosstales::UI::WindowManager, [97](#)
- PATH_DELIMITER_UNIX
 - Crosstales::Common::Util::BaseConstants, [23](#)
- PATH_DELIMITER_WINDOWS
 - Crosstales::Common::Util::BaseConstants, [23](#)
- PREFIX_FILE
 - Crosstales::Common::Util::BaseConstants, [24](#)
- PROCESS_KILL_TIME
 - Crosstales::Common::Util::BaseConstants, [23](#)

- PROXY_SCENE_OBJECT_NAME
 - Crosstales::OnlineCheck::Util::Constants, [43](#)
- Pitch
 - Crosstales::UI::Util::AudioSourceController, [16](#)
- Platform
 - Crosstales::Common::Model::Enum, [8](#)
- Platforms
 - Crosstales::Common::Util::PlatformController, [73](#)
- Prefix
 - Crosstales::Common::Util::TakeScreenshot, [90](#)
- PreviousScene
 - Crosstales::OnlineCheck::Demo::GUIScenes, [66](#)
- Quit
 - Crosstales::OnlineCheck::Demo::GUIScenes, [66](#)
 - Crosstales::UI::StaticManager, [88](#)
- Refresh
 - Crosstales::OnlineCheck::OnlineCheck, [69](#)
- RefreshYield
 - Crosstales::OnlineCheck::OnlineCheck, [70](#)
- RemoteCertificateValidationCallback
 - Crosstales::Common::Util::BaseHelper, [31](#)
- Reset
 - Crosstales::OnlineCheck::OnlineCheck, [70](#)
 - Crosstales::OnlineCheck::Util::Config, [39](#)
- ResetAllAudioSources
 - Crosstales::UI::Util::AudioSourceController, [16](#)
- ResetAudioFilters
 - Crosstales::UI::Util::AudioFilterController, [14](#)
- ResetAudioSourcesOnStart
 - Crosstales::UI::Util::AudioSourceController, [16](#)
- RunOnStart
 - Crosstales::OnlineCheck::OnlineCheck, [70](#)
- Runtime
 - Crosstales::OnlineCheck::Util::Context, [44](#)
- SHOW_BWF_BANNER
 - Crosstales::Common::Util::BaseConstants, [23](#)
- SHOW_DJ_BANNER
 - Crosstales::Common::Util::BaseConstants, [23](#)
- SHOW_FB_BANNER
 - Crosstales::Common::Util::BaseConstants, [23](#)
- SHOW_OC_BANNER
 - Crosstales::Common::Util::BaseConstants, [24](#)
- SHOW_RADIO_BANNER
 - Crosstales::Common::Util::BaseConstants, [24](#)
- SHOW_RTV_BANNER
 - Crosstales::Common::Util::BaseConstants, [24](#)
- SHOW_TB_BANNER
 - Crosstales::Common::Util::BaseConstants, [24](#)
- SHOW_TPB_BANNER
 - Crosstales::Common::Util::BaseConstants, [24](#)
- SHOW_TPS_BANNER
 - Crosstales::Common::Util::BaseConstants, [24](#)
- SHOW_TR_BANNER
 - Crosstales::Common::Util::BaseConstants, [24](#)
- Samples
 - Crosstales::Common::Util::FFTAnalyzer, [61](#)
- SaturationRange
 - Crosstales::Common::Util::RandomColor, [79](#)
- Save
 - Crosstales::Common::Util::CTPlayerPrefs, [48](#)
 - Crosstales::OnlineCheck::Util::Config, [39](#)
- Scale
 - Crosstales::Common::Util::TakeScreenshot, [90](#)
- ScaleMax
 - Crosstales::Common::Util::RandomScaler, [82](#)
- ScaleMin
 - Crosstales::Common::Util::RandomScaler, [82](#)
- SerializeToByteArray< T >
 - Crosstales::Common::Util::SerializeDeSerialize, [85](#)
- SerializeToFile< T >
 - Crosstales::Common::Util::SerializeDeSerialize, [85](#)
 - Crosstales::Common::Util::XmlHelper, [99](#)
- SerializeToString< T >
 - Crosstales::Common::Util::XmlHelper, [99](#)
- SetBool
 - Crosstales::Common::Util::CTPlayerPrefs, [48](#)
- SetDate
 - Crosstales::Common::Util::CTPlayerPrefs, [48](#)
- SetFloat
 - Crosstales::Common::Util::CTPlayerPrefs, [48](#)
- SetInt
 - Crosstales::Common::Util::CTPlayerPrefs, [48](#)
- SetString
 - Crosstales::Common::Util::CTPlayerPrefs, [49](#)
- ShowErrors
 - Crosstales::OnlineCheck::Data::CustomCheck, [51](#)
- Speed
 - Crosstales::UI::WindowManager, [97](#)
- SpeedMax
 - Crosstales::Common::Util::RandomRotator, [81](#)
- SpeedMin
 - Crosstales::Common::Util::RandomRotator, [81](#)
- SplitStringToLines
 - Crosstales::Common::Util::BaseHelper, [31](#)
- Start
 - Crosstales::UI::UIDrag, [91](#)
 - Crosstales::UI::UIFocus, [92](#)
 - Crosstales::UI::UIWindowManager, [95](#)
- StartLooking
 - Crosstales::Common::Util::FreeCam, [63](#)
- StereoPan
 - Crosstales::UI::Util::AudioSourceController, [16](#)
- StopLooking
 - Crosstales::Common::Util::FreeCam, [63](#)
- StreamingAssetsPath
 - Crosstales::Common::Util::BaseHelper, [36](#)
- Survivors
 - Crosstales::Common::Util::SurviveSceneSwitch, [89](#)
- SwitchPanel
 - Crosstales::UI::WindowManager, [97](#)
- Timeout
 - Crosstales::Common::Util::CTWebClient, [50](#)
 - Crosstales::OnlineCheck::OnlineCheck, [70](#)

HutongGames::PlayMaker::Actions::Check, [38](#)

URL
Crosstales::OnlineCheck::Data::CustomCheck, [52](#)

Uniform
Crosstales::Common::Util::RandomScaler, [82](#)

Update
Crosstales::Common::Util::TakeScreenshot, [90](#)
Crosstales::UI::WindowManager, [97](#)

Uptime
Crosstales::OnlineCheck::Util::Context, [44](#)

UseInterval
Crosstales::Common::Util::RandomColor, [80](#)
Crosstales::Common::Util::RandomRotator, [81](#)
Crosstales::Common::Util::RandomScaler, [82](#)

UseOnlyCustom
Crosstales::OnlineCheck::Data::CustomCheck, [52](#)

ValidURLFromFilePath
Crosstales::Common::Util::BaseHelper, [32](#)

ValidateFile
Crosstales::Common::Util::BaseHelper, [31](#)

ValidatePath
Crosstales::Common::Util::BaseHelper, [31](#)

ValueRange
Crosstales::Common::Util::RandomColor, [80](#)

VisualPrefab
Crosstales::Common::Util::SpectrumVisualizer, [87](#)

Volume
Crosstales::UI::Util::AudioSourceController, [16](#)

Width
Crosstales::Common::Util::SpectrumVisualizer, [87](#)

Windows
Crosstales::UI::UIWindowManager, [96](#)

ZoomSensitivity
Crosstales::Common::Util::FreeCam, [64](#)