

Online Check PRO

Stay connected



API

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Chapter 2

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Class Index

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Crosstales.Common.EditorTask.BaseCompileDefines	
Base for adding the given define symbols to PlayerSettings define symbols.	22
Crosstales.Common.Util.BaseConstants	
Base for collected constants of very general utility for the asset.	23
Crosstales.Common.EditorUtil.BaseEditorHelper	
Base for various Editor helper functions.	27
Crosstales.Common.EditorUtil.BaseGAApi	
Base GA-wrapper API.	27
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Crosstales.OnlineCheck.EditorExtension.OnlineCheckEditor	
Custom editor for the 'OnlineCheck'-class.	82
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Crosstales.Common.Util.RandomColor	
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Crosstales.Common.Util.RandomRotator	
Random rotation changer.	90

Crosstales.Common.Util.RandomScaler	
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Crosstales.OnlineCheck.EditorTask.ReminderCheck	
Reminds the customer to create an UAS review.	93
Crosstales.UI.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms.	93
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	
Serializable Dictionary-class for XML.	94
Crosstales.Common.Util.SerializeDeSerialize	
Serialize and deserialize objects to/from binary files.	95
Crosstales.Common.EditorTask.SetApiLevel	
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Crosstales.UI.StaticManager	
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Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.	100
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Crosstales.Common.Util.XmlHelper	
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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

Classes

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

4.2 Crosstales.Common Namespace Reference

Namespaces

4.3 Crosstales.Common.EditorTask Namespace Reference

Classes

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

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseEditorHelper](#)
Base for various Editor helper functions.
- class [BaseGAApi](#)
Base GA-wrapper API.

4.5 Crosstales.Common.Model Namespace Reference

Namespaces

4.6 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

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

4.6.1 Enumeration Type Documentation

4.6.1.1 enum **Crosstales.Common.Model.Enum.Platform** [strong]

All available platforms.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class [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 [PlatformController](#)
Enables or disable game objects for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [SerializableDictionary](#)
Serializable Dictionary-class for XML.
- class [SerializeDeSerialize](#)
Serialize and deserialize objects to/from binary files.
- class [SpectrumVisualizer](#)
Simple spectrum visualizer.
- class [SurviveSceneSwitch](#)
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.
- class [TakeScreenshot](#)
Take screen shots inside an application.
- class [XmlHelper](#)
Helper-class for XML.

4.8 Crosstales.OnlineCheck Namespace Reference

Namespaces

Classes

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

4.9 Crosstales.OnlineCheck.Data Namespace Reference

Classes

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

4.10 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.

4.11 Crosstales.OnlineCheck.Demo.Util Namespace Reference

Classes

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

4.12 Crosstales.OnlineCheck.EditorExtension Namespace Reference

Classes

- class [OnlineCheckEditor](#)
Custom editor for the 'OnlineCheck'-class.
- class [ProxyEditor](#)
Custom editor for the 'Proxy'-class.

4.13 Crosstales.OnlineCheck.EditorIntegration Namespace Reference

Classes

- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigPreferences](#)
Unity "Preferences" extension.
- class [ConfigWindow](#)
Editor window extension.
- class [OnlineCheckGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [OnlineCheckMenu](#)
Editor component for the "Tools"-menu.

4.14 Crosstales.OnlineCheck.EditorTask Namespace Reference

Classes

- class [AutoInitialize](#)
Automatically adds the necessary TrueRandom-prefabs to the current scene.
- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [ConfigLoader](#)
Loads the configuration at startup.
- class [Launch](#)
Show the configuration window on the first launch.
- class [ReminderCheck](#)
Reminds the customer to create an UAS review.
- class [SetupResources](#)
Moves all needed resources to 'Editor Default Resources'.
- class [Tracer](#)
Gather some tracing data for the asset.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_PRO,
UPDATE_VERSION, DEPRECATED, V2019 }

All possible update stati.

4.14.1 Enumeration Type Documentation

4.14.1.1 enum **Crosstales.OnlineCheck.EditorTask.UpdateStatus** [strong]

All possible update stati.

4.15 Crosstales.OnlineCheck.EditorUtil Namespace Reference

Classes

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

4.16 Crosstales.OnlineCheck.PlayMaker Namespace Reference

Classes

- class [CheckEditor](#)
Custom editor for the Check-action.

4.17 Crosstales.OnlineCheck.Tool Namespace Reference

Classes

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

4.18 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.

4.19 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.

4.20 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.

4.21 HutongGames Namespace Reference

Namespaces

4.22 HutongGames.PlayMaker Namespace Reference

Namespaces

4.23 HutongGames.PlayMaker.Actions Namespace Reference

Classes

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

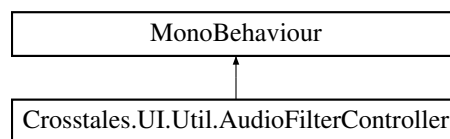
Chapter 5

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).

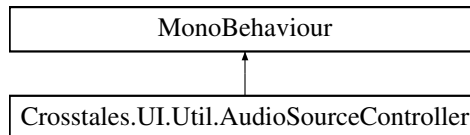
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/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/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioSourceController.cs

5.3 Crosstales.OnlineCheck.EditorTask.AutoInitalize Class Reference

Automatically adds the neccessary TrueRandom-prefabs to the current scene.

5.3.1 Detailed Description

Automatically adds the neccessary TrueRandom-prefabs to the current scene.

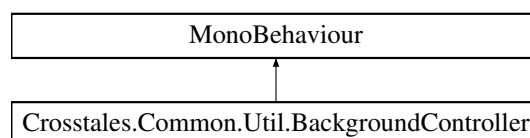
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Task/AutoInitalize.cs

5.4 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 Member Functions

- void **Start** ()

Public Attributes

- GameObject[] **Objects**

Selected objects to disable in the background for the controller.

5.4.1 Detailed Description

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

5.4.2 Member Data Documentation

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

Selected objects to disable in the background for the controller.

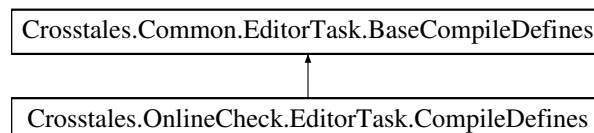
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BackgroundController.cs

5.5 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Protected Member Functions

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

5.5.1 Detailed Description

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

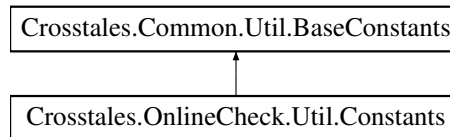
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/BaseCompileDefines.cs

5.6 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Public Attributes

- const string **ASSET_AUTHOR** = "crosstales LLC"
Author of the asset.
- const string **ASSET_AUTHOR_URL** = "https://www.crosstales.com"
URL of the asset author.
- const string **ASSET_CT_URL** = "https://goo.gl/qwtXyb"
URL of the crosstales assets in UAS.
- const string **ASSET_SOCIAL_DISCORD** = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string **ASSET_SOCIAL_FACEBOOK** = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string **ASSET_SOCIAL_TWITTER** = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string **ASSET_SOCIAL_YOUTUBE** = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string **ASSET_SOCIAL_LINKEDIN** = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string **ASSET_SOCIAL_XING** = "https://www.xing.com/companies/crosstales"
URL of the crosstales XING-profile.
- const string **ASSET_3P_PLAYMAKER** = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011IN↵GT"
URL of the 3rd party asset "PlayMaker".
- const int **FACTOR_KB** = 1024
Factor for kilo bytes.
- const int **FACTOR_MB** = **FACTOR_KB** * 1024
Factor for mega bytes.
- const int **FACTOR_GB** = **FACTOR_MB** * 1024
Factor for giga bytes.
- const float **FLOAT_32768** = 32768f
Float value of 32768.
- const string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"
ToString for two decimal places.
- const string **FORMAT_NO_DECIMAL_PLACES** = "0"
ToString for no decimal places.
- const string **FORMAT_PERCENT** = "0%"
ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string **PATH_DELIMITER_WINDOWS** = @"\ "
Path delimiter for Windows.
- const string **PATH_DELIMITER_UNIX** = "/"
Path delimiter for Unix.

Static Public Attributes

- static bool `DEV_DEBUG` = false
Development debug logging for the asset.
- static string `TEXT_TOSTRING_END` = "}"
- static string `TEXT_TOSTRING_DELIMITER` = ", "
- static string `TEXT_TOSTRING_DELIMITER_END` = ""
- static string `TEXT_TOSTRING_START` = "{"
- static string `PREFIX_HTTP` = "http://"
- static string `PREFIX_HTTPS` = "https://"
- static int `PROCESS_KILL_TIME` = 5000
Kill processes after 5000 milliseconds.

Properties

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

5.6.1 Detailed Description

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

5.6.2 Member Data Documentation

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

URL of the 3rd party asset "PlayMaker".

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

Author of the asset.

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

URL of the asset author.

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

URL of the crosstales assets in UAS.

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

URL of the crosstales Discord-channel.

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

URL of the crosstales Facebook-profile.

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

URL of the crosstales LinkedIn-profile.

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

URL of the crosstales Twitter-profile.

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

URL of the crosstales XING-profile.

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

URL of the crosstales Youtube-profile.

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

Development debug logging for the asset.

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

Factor for giga bytes.

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

Factor for kilo bytes.

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

Factor for mega bytes.

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

Float value of 32768.

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

ToString for no decimal places.

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

ToString for percent.

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

ToString for two decimal places.

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

Path delimiter for Unix.

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

Path delimiter for Windows.

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

Kill processes after 5000 milliseconds.

5.6.3 Property Documentation

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

Application path.

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

URL prefix for files.

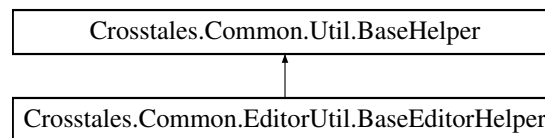
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs`

5.7 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")
Restart Unity.

Additional Inherited Members

5.7.1 Detailed Description

Base for various Editor helper functions.

5.7.2 Member Function Documentation

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

Restart Unity.

Parameters

<i>executeMethod</i>	Executed method after the restart (optional)
----------------------	--

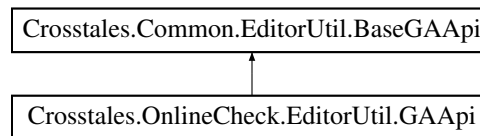
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Editor/Util/BaseEditorHelper.cs

5.8 Crosstales.Common.EditorUtil.BaseGAApi Class Reference

Base GA-wrapper API.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseGAApi:



Static Public Member Functions

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

Static Protected Attributes

- static readonly string **clientId** = SystemInfo.deviceUniqueIdentifier
- static readonly string **screenResolution** = Screen.currentResolution.ToString()
- static readonly string **userLanguage** = System.Threading.Thread.CurrentThread.CurrentCulture.Name
- static readonly string **unityVersion** = Application.unityVersion
- static readonly string **os** = SystemInfo.operatingSystem
- static readonly string **cpu** = SystemInfo.processorType
- static readonly int **cpuCores** = SystemInfo.processorCount
- static readonly int **cpuFrequency** = SystemInfo.processorFrequency
- static readonly string **productName** = Application.productName
- static readonly string **companyName** = Application.companyName
- static readonly int **memory** = SystemInfo.systemMemorySize
- static readonly string **gpu** = SystemInfo.graphicsDeviceName
- static readonly int **gpuMemory** = SystemInfo.graphicsMemorySize
- static readonly int **gpuShaderLevel** = SystemInfo.graphicsShaderLevel

5.8.1 Detailed Description

Base GA-wrapper API.

5.8.2 Member Function Documentation

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

Tracks an event from the asset.

Parameters

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

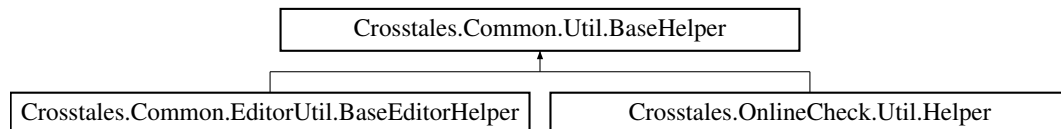
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Editor/Util/BaseGAApi.cs ↩

5.9 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 [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. http:// (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.RegularExpressions.Regex↵↵ Expressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.RegularExpressions.Regex↵↵ Expressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.RegularExpressions.Regex↵↵ 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 [isWSAPlatform](#) [get]
Checks if the current platform is WSA.
- 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 or WSA).
- static bool [isAppleBasedPlatform](#) [get]
Checks if the current platform is Apple-based (macOS standalone or iOS).
- static bool [isEditor](#) [get]
Checks if we are inside the Editor.
- static bool [isEditorMode](#) [get]
Checks if we are in Editor mode.
- static [Model.Enum.Platform CurrentPlatform](#) [get]
Returns the current platform.

5.9.1 Detailed Description

Base for various helper functions.

5.9.2 Member Function Documentation

5.9.2.1 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.

5.9.2.2 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.

5.9.2.3 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.

5.9.2.4 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

5.9.2.5 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)

5.9.2.6 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.

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.9.2.8 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.

5.9.2.9 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.

5.9.2.10 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.

5.9.2.11 `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.

5.9.2.12 `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

5.9.2.13 `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

5.9.2.14 `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

5.9.2.15 `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

5.9.3 Property Documentation

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

Returns the current platform.

Returns

The current platform.

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

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

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

Returns

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

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

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

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

Returns

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

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

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

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

Returns

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

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

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

Returns

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

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

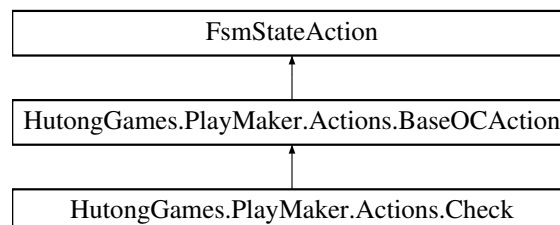
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

5.10 HutongGames.PlayMaker.Actions.BaseOAction Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseOAction:



Public Attributes

- FsmEvent **sendEvent**

5.10.1 Detailed Description

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

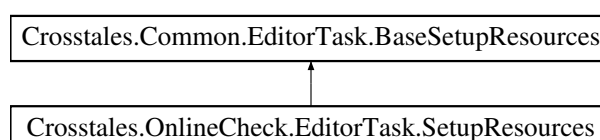
The documentation for this class was generated from the following file:

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

5.11 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

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

5.11.1 Detailed Description

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

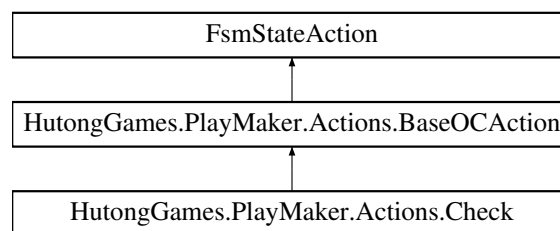
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstailes/Common/Editor/Task/BaseSetupResources.cs

5.12 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).
- FsmBool **isInternetAvailable**
Checks if an Internet connection is available (output variable).

5.12.1 Detailed Description

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

5.12.2 Member Data Documentation

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

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

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

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

5.12.2.3 FsmBool HutongGames.PlayMaker.Actions.Check.isInternetAvailable

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

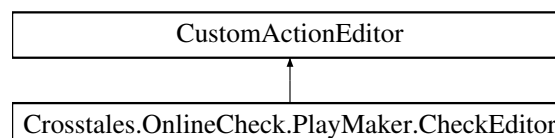
The documentation for this class was generated from the following file:

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

5.13 Crosstales.OnlineCheck.PlayMaker.CheckEditor Class Reference

Custom editor for the Check-action.

Inheritance diagram for Crosstales.OnlineCheck.PlayMaker.CheckEditor:



Public Member Functions

- override bool **OnGUI** ()

5.13.1 Detailed Description

Custom editor for the Check-action.

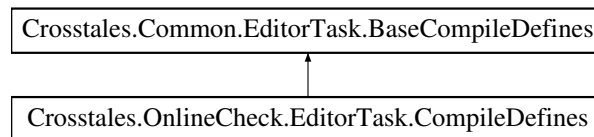
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/3rd party/PlayMaker/Editor/CheckEditor.cs

5.14 Crosstales.OnlineCheck.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.OnlineCheck.EditorTask.CompileDefines:



Additional Inherited Members

5.14.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Task/CompileDefines.cs ↩

5.15 Crosstales.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
Don't destroy [OnlineCheck](#) during scene switches.
- static bool [isLoading](#) = false
Is the configuration loaded?

5.15.1 Detailed Description

Configuration for the asset.

5.15.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.15.3 Member Data Documentation

5.15.3.1 `bool Crosstailes.OnlineCheck.Util.Config.DEBUG = Constants.DEFAULT_DEBUG [static]`

Enable or disable debug logging for the asset.

5.15.3.2 `bool Crosstailes.OnlineCheck.Util.Config.ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME [static]`

Don't destroy [OnlineCheck](#) during scene switches.

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

5.15.3.3 `bool Crosstailes.OnlineCheck.Util.Config.isLoaded = false [static]`

Is the configuration loaded?

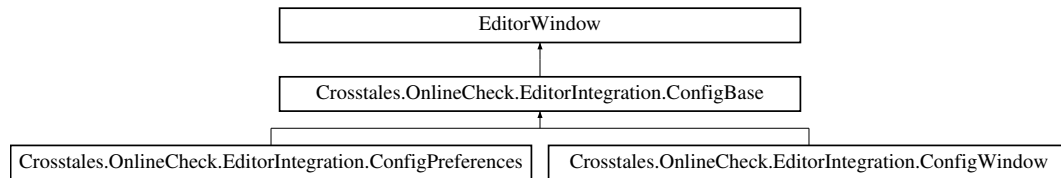
The documentation for this class was generated from the following file:

- `D:/slauberberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstailes/OnlineCheck/Scripts/Util/Config.cs`

5.16 Crosstales.OnlineCheck.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.16.1 Detailed Description

Base class for editor windows.

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

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Integration/ConfigBase.cs

5.17 Crosstales.OnlineCheck.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.

5.17.1 Detailed Description

Loads the configuration at startup.

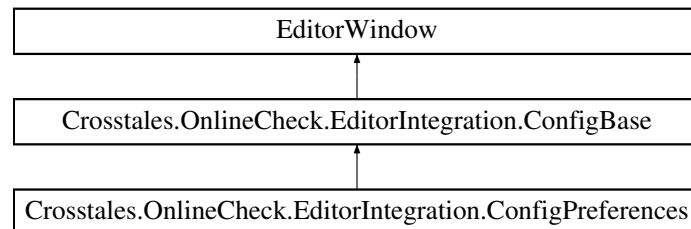
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Task/ConfigLoader.cs

5.18 Crosstales.OnlineCheck.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.18.1 Detailed Description

Unity "Preferences" extension.

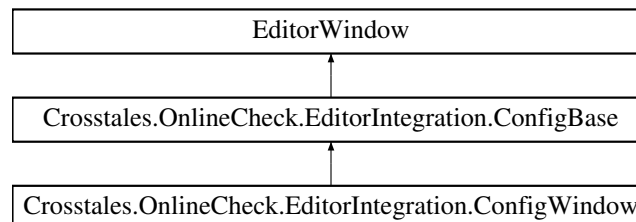
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Integration/ConfigPreferences.cs

5.19 Crosstales.OnlineCheck.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.ConfigWindow:



Public Member Functions

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

Static Public Member Functions

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

Additional Inherited Members

5.19.1 Detailed Description

Editor window extension.

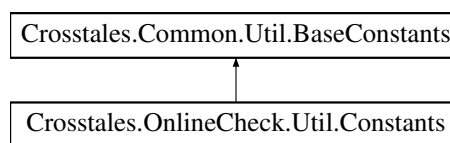
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Integration/ConfigWindow.cs

5.20 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** = "2019.1.0"
Version of the asset.
- const int **ASSET_BUILD** = 20190114
Build number of the asset.
- const string **ASSET_PRO_URL** = "https://www.assetstore.unity3d.com/#!/content/74688?aid=1011ING&T&pubref=" + ASSET_NAME
URL of the PRO asset in UAS.
- const string **ASSET_2019_URL** = "https://www.assetstore.unity3d.com/#!/content/74688?aid=1011ING&T&pubref=" + ASSET_NAME
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=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"

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

- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/bNdafUNcs68?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"

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, 1, 14)
Change date of the asset (YYYY, MM, DD).

Additional Inherited Members

5.20.1 Detailed Description

Collected constants of very general utility for the asset.

5.20.2 Member Data Documentation

- 5.20.2.1 const string Crosstales.OnlineCheck.Util.Constants.ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/74688?aid=1011INGT&pubref=" + ASSET_NAME

URL of the 2019 asset in UAS.

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

URL of the asset API.

5.20.2.3 `const int Crosstales.OnlineCheck.Util.Constants.ASSET_BUILD = 20190114`

Build number of the asset.

5.20.2.4 `readonly System.DateTime Crosstales.OnlineCheck.Util.Constants.ASSET_CHANGED = new System.DateTime(2019, 1, 14) [static]`

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

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

Contact to the owner of the asset.

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

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

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

URL of the asset forum.

5.20.2.8 `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.

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

Name of the asset.

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

Short name of the asset.

5.20.2.11 `const string Crosstales.OnlineCheck.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/74688?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the PRO asset in UAS.

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

URL for update-checks of the asset

5.20.2.13 `const string Crosstales.OnlineCheck.Util.Constants.ASSET_VERSION = "2019.1.0"`

Version of the asset.

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

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

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

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

5.20.2.16 `const string Crosstales.OnlineCheck.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/OnlineCheck/"`

URL of the asset in crosstales.

5.20.2.17 `const string Crosstales.OnlineCheck.Util.Constants.ONLINECHECK_SCENE_OBJECT_NAME = "OnlineCheck"`

[OnlineCheck](#) prefab scene name.

5.20.2.18 `const string Crosstales.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/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Scripts/Util/Constants.cs`

5.21 Crosstales.OnlineCheck.Util.Context Class Reference

[Context](#) for the asset.

Static Public Attributes

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

Properties

- static float [ChecksPerMinute](#) [get]
Calculates checks per minute.
- static float [Downtime](#) [get]
Calculates Internet inavailability.

5.21.1 Detailed Description

[Context](#) for the asset.

5.21.2 Member Data Documentation

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

The current total number of checks.

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

Time since start of the scene.

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

The current total of Internet availability uptime.

5.21.3 Property Documentation

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

Calculates checks per minute.

Returns

Returns checks done within 60 seconds

5.21.3.2 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/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Scripts/Util/Context.cs

5.22 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool [HasKey](#) (string key)
Exists the key?
- static void [DeleteAll](#) ()
Deletes all keys.
- static void [DeleteKey](#) (string key)
Delete the key.
- static void [Save](#) ()
Saves all modifications.
- static string [GetString](#) (string key)
Allows to get a string from a key.
- static float [GetFloat](#) (string key)
Allows to get a float from a key.
- static int [GetInt](#) (string key)
Allows to get an int from a key.
- static bool [GetBool](#) (string key)
Allows to get a bool from a key.
- static void [SetString](#) (string key, string value)
Allows to set a string for a key.
- static void [SetFloat](#) (string key, float value)
Allows to set a float for a key.
- static void [SetInt](#) (string key, int value)
Allows to set an int for a key.
- static void [SetBool](#) (string key, bool value)
Allows to set a bool for a key.

5.22.1 Detailed Description

Wrapper for the PlayerPrefs.

5.22.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

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

5.22.2.3 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.

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

Allows to get a float from a key.

Parameters

key	Key for the PlayerPrefs.
-----	--------------------------

Returns

Value for the key.

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

Allows to get an int from a key.

Parameters

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

Returns

Value for the key.

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

Allows to get a string from a key.

Parameters

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

Returns

Value for the key.

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

Exists the key?

Parameters

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

Returns

Value for the key.

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

Saves all modifications.

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

Allows to set a bool for a key.

Parameters

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

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

Allows to set a float for a key.

Parameters

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

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

Allows to set an int for a key.

Parameters

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

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

Allows to set a string for a key.

Parameters

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

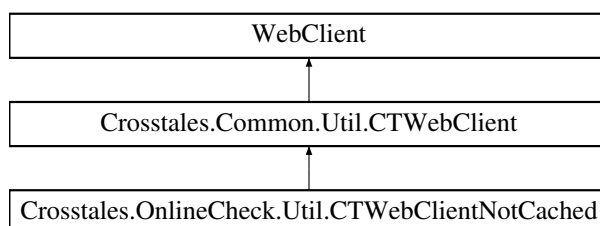
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayerPrefs.cs

5.23 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

5.23.1 Detailed Description

Specialized WebClient.

5.23.2 Property Documentation

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

Connection limit for all WebClients

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

Timeout in milliseconds

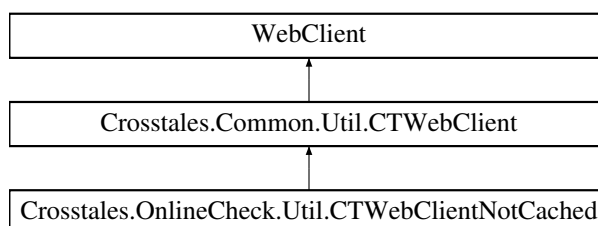
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

5.24 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

5.24.1 Detailed Description

Specialized WebClient.

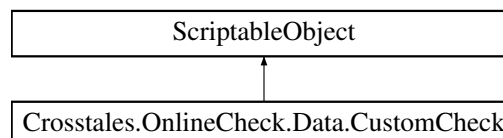
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Scripts/Util/CTWebClientNotCached.cs

5.25 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).

5.25.1 Detailed Description

Data definition of a custom check.

5.25.2 Member Data Documentation

5.25.2.1 `bool Crosstales.OnlineCheck.Data.CustomCheck.DataMustBeEquals = false`

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

5.25.2.2 `string Crosstales.OnlineCheck.Data.CustomCheck.ExpectedData = "success"`

Expected data from the custom URL (as string).

5.25.2.3 `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.

5.25.2.4 `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/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Scripts/Data/CustomCheck.cs`

5.26 Crosstales.OnlineCheck.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

- static bool **UPDATE_CHECK** = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool **REMINDER_CHECK** = EditorConstants.DEFAULT_REMINDER_CHECK
Enable or disable reminder-checks for the asset.
- static bool **TRACER** = EditorConstants.DEFAULT_TRACER
Enable or disable anonymous tracer data.
- static bool **PREFAB_AUTOLOAD** = EditorConstants.DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static bool **HIERARCHY_ICON** = EditorConstants.DEFAULT_HIERARCHY_ICON
Enable or disable the icon in the hierarchy.
- static bool **isLoading** = false
Is the configuration loaded?

Properties

- static string **ASSET_PATH** [get]
Returns the path to the asset inside the Unity project.
- static string **PREFAB_PATH** [get]
Returns the path of the prefabs.

5.26.1 Detailed Description

Editor configuration for the asset.

5.26.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.26.3 Member Data Documentation

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

Enable or disable the icon in the hierarchy.

5.26.3.2 `bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.isLoaded = false` `[static]`

Is the configuration loaded?

5.26.3.3 `bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_A↔UTOLOAD` `[static]`

Automatically load and add the prefabs to the scene.

5.26.3.4 `bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_↔CHECK` `[static]`

Enable or disable reminder-checks for the asset.

5.26.3.5 `bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.TRACER = EditorConstants.DEFAULT_TRACER` `[static]`

Enable or disable anonymous tracer data.

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

Enable or disable update-checks for the asset.

5.26.4 Property Documentation

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

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

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

Returns the path of the prefabs.

Returns

The path of the prefabs.

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

- `D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/↔OnlineCheck/Editor/Util/EditorConfig.cs`

5.27 Crosstales.OnlineCheck.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_REMINDER_CHECK** = Util.Constants.KEY_PREFIX + "REMINDER_CHECK"
- const string **KEY_TRACER** = Util.Constants.KEY_PREFIX + "TRACER"
- const string **KEY_PREFAB_AUTOLOAD** = Util.Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Util.Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_REMINDER_DATE** = Util.Constants.KEY_PREFIX + "REMINDER_DATE"
- const string **KEY_REMINDER_COUNT** = Util.Constants.KEY_PREFIX + "REMINDER_COUNT"
- const string **KEY_LAUNCH** = Util.Constants.KEY_PREFIX + "LAUNCH"
- const string **KEY_TRACER_DATE** = Util.Constants.KEY_PREFIX + "TRACER_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/[OnlineCheck](#)/"
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_UPDATE_OPEN_UAS** = false
- const bool **DEFAULT_REMINDER_CHECK** = true
- const bool **DEFAULT_TRACER** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = true

Static Public Attributes

- static string **PREFAB_SUBPATH** = "Prefabs/"
Sub-path to the prefabs.

Properties

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

5.27.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.27.2 Member Data Documentation

5.27.2.1 string **Crosstales.OnlineCheck.EditorUtil.EditorConstants.PREFAB_SUBPATH** = "Prefabs/" [static]

Sub-path to the prefabs.

5.27.3 Property Documentation

5.27.3.1 `string Crosstales.OnlineCheck.EditorUtil.EditorConstants.ASSET_ID` `[static], [get]`

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.27.3.2 `System.Guid Crosstales.OnlineCheck.EditorUtil.EditorConstants.ASSET_UID` `[static], [get]`

Returns the UID of the asset.

Returns

The UID of the asset.

5.27.3.3 `string Crosstales.OnlineCheck.EditorUtil.EditorConstants.ASSET_URL` `[static], [get]`

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

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

- `D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Util/EditorConstants.cs`

5.28 Crosstales.OnlineCheck.EditorUtil.EditorHelper Class Reference

Editor helper class.

Static Public Member Functions

- static void `OCUnavailable` ()
Shows an "Online Check unavailable"-UI.
- static void `SeparatorUI` (int space=12)
Shows a separator-UI.
- static void `InstantiatePrefab` (string prefabName)
Instantiates a prefab.

Public Attributes

- const int [GO_ID](#) = 20
Start index inside the "GameObject"-menu.
- const int [MENU_ID](#) = 11415
Start index inside the "Tools"-menu.

Properties

- static Texture2D **Logo_Asset** [get]
- static Texture2D **Logo_Asset_Small** [get]
- static Texture2D **Logo_CT** [get]
- static Texture2D **Logo_Unity** [get]
- static Texture2D **Icon_Save** [get]
- static Texture2D **Icon_Reset** [get]
- static Texture2D **Icon_Plus** [get]
- static Texture2D **Icon_Minus** [get]
- static Texture2D **Icon_Generate** [get]
- static Texture2D **Icon_Manual** [get]
- static Texture2D **Icon_API** [get]
- static Texture2D **Icon_Forum** [get]
- static Texture2D **Icon_Product** [get]
- static Texture2D **Icon_Check** [get]
- static Texture2D **Social_Discord** [get]
- static Texture2D **Social_Facebook** [get]
- static Texture2D **Social_Twitter** [get]
- static Texture2D **Social_Youtube** [get]
- static Texture2D **Social_Linkedin** [get]
- static Texture2D **Social_Xing** [get]
- static Texture2D **Video_Promo** [get]
- static Texture2D **Video_Tutorial** [get]
- static Texture2D **Icon_Videos** [get]
- static Texture2D **Store_PlayMaker** [get]
- static Texture2D **Icon_3p_Assets** [get]
- static bool [isOnlineCheckInScene](#) [get]
Checks if the 'OnlineCheck'-prefab is in the scene.
- static bool [isProxylInScene](#) [get]
Checks if the 'Proxy'-prefab is in the scene.

5.28.1 Detailed Description

Editor helper class.

5.28.2 Member Function Documentation

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

Instantiates a prefab.

Parameters

<i>prefabName</i>	Name of the prefab.
-------------------	---------------------

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

Shows an "Online Check unavailable"-UI.

5.28.2.3 `static void Crosstales.OnlineCheck.EditorUtil.EditorHelper.SeparatorUI (int space = 12) [static]`

Shows a separator-UI.

Parameters

<i>space</i>	Space in pixels between the component and the seperator line (default: 12, optional).
--------------	---

5.28.3 Member Data Documentation

5.28.3.1 `const int Crosstales.OnlineCheck.EditorUtil.EditorHelper.GO_ID = 20`

Start index inside the "GameObject"-menu.

5.28.3.2 `const int Crosstales.OnlineCheck.EditorUtil.EditorHelper.MENU_ID = 11415`

Start index inside the "Tools"-menu.

5.28.4 Property Documentation

5.28.4.1 `bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isOnlineCheckInScene [static], [get]`

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

Returns

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

5.28.4.2 `bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isProxyInScene [static], [get]`

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

Returns

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

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

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Util/EditorHelper.cs

5.29 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.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains any given string.
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar= ' ')
Extension method for strings. Contains all given strings.
- static void [CTShuffle< T >](#) (this T[] array, int seed=0)
Extension method for Arrays. Shuffles an Array.
- static string [CTDump< T >](#) (this T[] array)
Extension method for Arrays. Dumps an array to a string.
- static string [CTDump](#) (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)
Extension method for 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)
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.

5.29.1 Detailed Description

Various extension methods.

5.29.2 Member Function Documentation

5.29.2.1 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.

5.29.2.2 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.

5.29.2.3 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.

5.29.2.4 `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.

5.29.2.5 `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.

5.29.2.6 `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.

5.29.2.7 `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.

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

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

Parameters

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

Returns

String with lines for all list entries.

5.29.2.9 `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.

5.29.2.10 `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.

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

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

Parameters

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

Returns

String with lines for all dictionary entries.

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

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

Parameters

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

Returns

String with lines for all array entries.

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

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

Parameters

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

Returns

String with lines for all list entries.

5.29.2.14 `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.

5.29.2.15 `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.

5.29.2.16 `static string Crosstales.ExtensionMethods.CTReplace (this string str, string oldString, string newString, System.StringComparison comp = 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.

5.29.2.17 `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.

5.29.2.18 `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)

5.29.2.19 `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)

5.29.2.20 `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).

5.29.2.21 `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).

5.29.2.22 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.

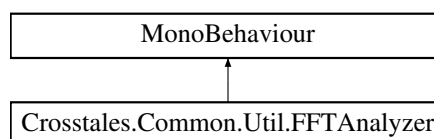
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/ExtensionMethods.cs

5.30 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

5.30.1 Detailed Description

FFT analyzer for an audio channel.

5.30.2 Member Data Documentation

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

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

5.30.2.2 `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).

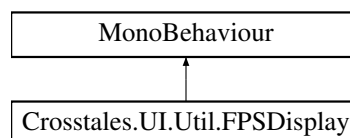
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/FFTAnalyzer.cs`

5.31 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.

5.31.1 Detailed Description

Simple FPS-Counter.

5.31.2 Member Data Documentation

5.31.2.1 Text Crosstales.UI.Util.FPSDisplay.FPS

Text component to display the FPS.

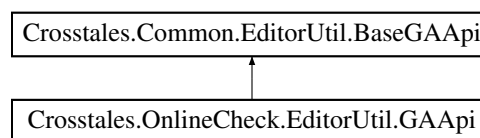
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/FPSDisplay.cs

5.32 Crosstales.OnlineCheck.EditorUtil.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstales.OnlineCheck.EditorUtil.GAApi:



Static Public Member Functions

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

Additional Inherited Members

5.32.1 Detailed Description

GA-wrapper API.

5.32.2 Member Function Documentation

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

Tracks an event from the asset.

Parameters

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

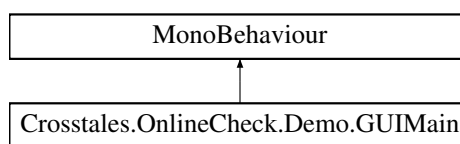
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Util/GAApi.cs

5.33 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**

5.33.1 Detailed Description

Main GUI component for all demo scenes.

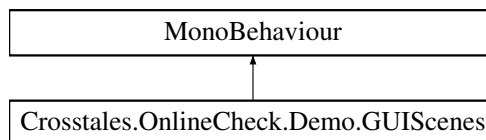
The documentation for this class was generated from the following file:

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

5.34 Crosstailes.OnlineCheck.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstailes.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.

5.34.1 Detailed Description

Main GUI scene manager for all demo scenes.

5.34.2 Member Function Documentation

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

Load next scene.

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

Load previous scene.

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

Quit the application.

5.34.3 Member Data Documentation

5.34.3.1 string Crosstailes.OnlineCheck.Demo.GUIScenes.NextScene

Name of the next scene.

5.34.3.2 string Crosstailes.OnlineCheck.Demo.GUIScenes.PreviousScene

Name of the previous scene.

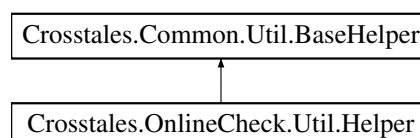
The documentation for this class was generated from the following file:

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

5.35 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

5.35.1 Detailed Description

Various helper functions.

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

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Scripts/Util/Helper.cs

5.36 Crosstales.OnlineCheck.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

5.36.1 Detailed Description

Show the configuration window on the first launch.

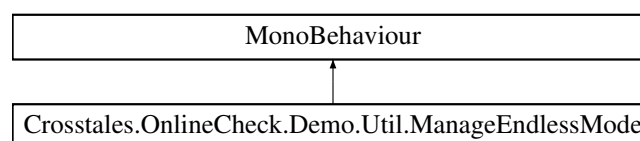
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Task/Launch.cs

5.37 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

5.37.1 Detailed Description

Enable or disable EndlessMode at startup.

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

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Demo/Scripts/Util/ManageEndlessMode.cs

5.38 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.38.1 Detailed Description

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

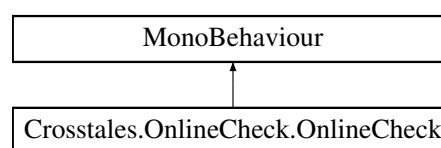
The documentation for this class was generated from the following file:

- D:/slauberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/NYCheck.cs

5.39 Crosstales.OnlineCheck.OnlineCheck Class Reference

Checks the Internet availability.

Inheritance diagram for Crosstales.OnlineCheck.OnlineCheck:



Public Member Functions

- delegate void [OnlineStatusChange](#) (bool isConnected)
Callback to determine whether the online status has changed or not.
- delegate void [NetworkReachabilityChange](#) ([NetworkReachability](#) networkReachability)
Callback to determine whether the network reachability has changed or not.
- delegate void [OnlineCheckComplete](#) (bool isConnected, [NetworkReachability](#) networkReachability)
Callback to determine whether the checks have completed or not.
- void **OnEnable** ()
- 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).
- [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 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 [isInternetAvailable](#) [get]
Returns true if an Internet connection is available.
- static NetworkReachability [NetworkReachability](#) [get]
Returns the network reachability.
- static bool [isEndlessMode](#) [get, set]
Continuously check for Internet availability within given intervals.
- 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.

5.39.1 Detailed Description

Checks the Internet availability.

5.39.2 Member Function Documentation

5.39.2.1 `delegate void Crosstales.OnlineCheck.OnlineCheck.NetworkReachabilityChange (NetworkReachability networkReachability)`

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

5.39.2.2 `delegate void Crosstales.OnlineCheck.OnlineCheck.OnlineCheckComplete (bool isConnected, NetworkReachability networkReachability)`

Callback to determine whether the checks have completed or not.

5.39.2.3 `delegate void Crosstales.OnlineCheck.OnlineCheck.OnlineStatusChange (bool isConnected)`

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

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

Checks for Internet availability.

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

Checks for Internet availability as an IEnumerator.

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

Resets this object.

5.39.3 Member Data Documentation

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

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

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

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

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

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

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

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

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

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

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

Start at runtime (default: true).

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

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

5.39.4 Property Documentation

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

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

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

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

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

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

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

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

Returns

Download size in bytes.

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

Continuously check for Internet availability within given intervals.

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

Returns true if an Internet connection is available.

Returns

True if an Internet connection is available.

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

Returns the time of the last availability check.

Returns

Time of the last availability check.

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

Returns the network reachability.

Returns

The Internet reachability.

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

An event triggered whenever the network reachability changes.

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

An event triggered whenever the Internet connection check is completed.

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

An event triggered whenever the Internet connection status changes.

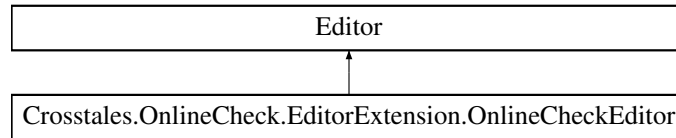
The documentation for this class was generated from the following file:

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

5.40 Crosstales.OnlineCheck.EditorExtension.OnlineCheckEditor Class Reference

Custom editor for the 'OnlineCheck'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.OnlineCheckEditor:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.40.1 Detailed Description

Custom editor for the 'OnlineCheck'-class.

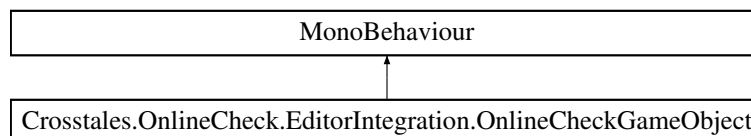
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Extension/OnlineCheckEditor.cs

5.41 Crosstales.OnlineCheck.EditorIntegration.OnlineCheckGameObject Class Reference

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.OnlineCheckGameObject:



5.41.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Integration/OnlineCheckGameObject.cs

5.42 Crosstales.OnlineCheck.EditorIntegration.OnlineCheckMenu Class Reference

Editor component for the "Tools"-menu.

Static Public Member Functions

- static void **CreateCustomCheck** ()

5.42.1 Detailed Description

Editor component for the "Tools"-menu.

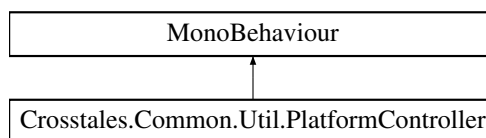
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Integration/OnlineCheckMenu.cs

5.43 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**

5.43.1 Detailed Description

Enables or disable game objects for a given platform.

5.43.2 Member Data Documentation

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

Selected objects for the controller.

5.43.2.2 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).

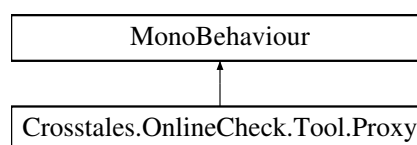
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/PlatformController.cs

5.44 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 [EnableHTTPSPProxy](#) (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 [EnableHTTPSPProxy](#) (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 [DisableHTTPSPProxy](#) ()
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?

5.44.1 Detailed Description

Handles HTTP/HTTPS Internet connections via proxy server.

5.44.2 Member Function Documentation

5.44.2.1 void Crosstailes.OnlineCheck.Tool.Proxy.DisableHTTPProxy ()

Disables the proxy server for HTTP connections.

5.44.2.2 void Crosstailes.OnlineCheck.Tool.Proxy.DisableHTTPSProxy ()

Disables the proxy server for HTTPS connections.

5.44.2.3 void Crosstailes.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)
----------------	---

5.44.2.4 `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)

5.44.2.5 `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)
----------------	---

5.44.2.6 `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)

5.44.3 Member Data Documentation

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

Enable the proxy on awake (default: false).

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

Password for the proxy server (optional).

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

Port of the proxy server.

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

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

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

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

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

Username for the proxy server (optional).

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

Password for the proxy server (optional).

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

Port of the proxy server.

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

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

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

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

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

Username for the proxy server (optional).

5.44.4 Property Documentation

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

Is HTTP-proxy enabled?

Returns

True if the HTTP-proxy is enabled.

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

Is HTTPS-proxy enabled?

Returns

True if the HTTPS-proxy is enabled.

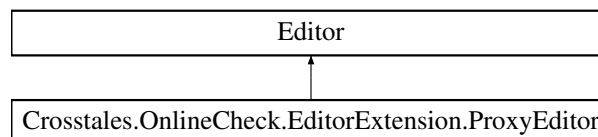
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Scripts/Tool/Proxy.cs ↩

5.45 Crosstales.OnlineCheck.EditorExtension.ProxyEditor Class Reference

Custom editor for the 'Proxy'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.ProxyEditor:



Public Member Functions

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

5.45.1 Detailed Description

Custom editor for the 'Proxy'-class.

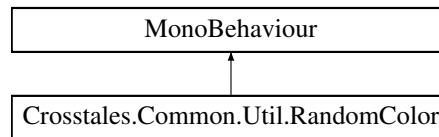
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Extension/ProxyEditor.cs ↩

5.46 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
- Material **Material**
Modify the color of a material instead of the Renderer (default: not set, optional).
- bool **RandomColorAtStart** = false

5.46.1 Detailed Description

Random color changer.

5.46.2 Member Data Documentation

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

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

5.46.2.2 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).

5.46.2.3 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).

5.46.2.4 Material Crosstales.Common.Util.RandomColor.Material

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

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

5.46.2.5 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).

5.46.2.6 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).

5.46.2.7 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).

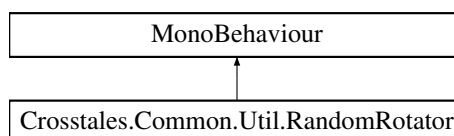
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomColor.cs

5.47 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

5.47.1 Detailed Description

Random rotation changer.

5.47.2 Member Data Documentation

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

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

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

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

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

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

5.47.2.4 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).

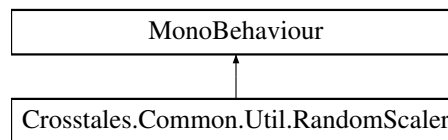
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

5.48 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

5.48.1 Detailed Description

Random scale changer.

5.48.2 Member Data Documentation

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

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

5.48.2.2 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).

5.48.2.3 **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).

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

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

5.48.2.5 **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/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomScaler.cs

5.49 Crosstales.OnlineCheck.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.49.1 Detailed Description

Reminds the customer to create an UAS review.

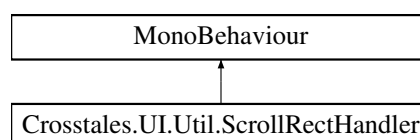
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Task/ReminderCheck.cs

5.50 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**

5.50.1 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/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/ScrollRectHandler.cs

5.51 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]

5.51.1 Detailed Description

Serializable Dictionary-class for XML.

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

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializableDictionary.cs

5.52 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.

5.52.1 Detailed Description

Serialize and deserialize objects to/from binary files.

5.52.2 Member Function Documentation

5.52.2.1 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

5.52.2.2 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

5.52.2.3 `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

5.52.2.4 `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/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializeDeSerialize.cs ↩

5.53 Crosstales.Common.EditorTask.SetApiLevel Class Reference

Sets the required .NET API level.

5.53.1 Detailed Description

Sets the required .NET API level.

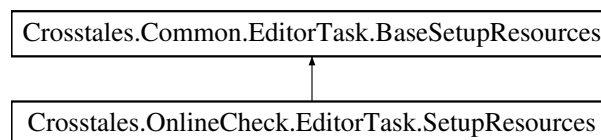
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/SetApiLevel.cs

5.54 Crosstales.OnlineCheck.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.OnlineCheck.EditorTask.SetupResources:



Additional Inherited Members

5.54.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

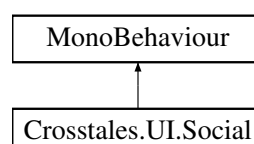
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Task/SetupResources.cs

5.55 Crosstales.UI.Social Class Reference

[Crosstales](#) social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

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

5.55.1 Detailed Description

[Crosstales](#) social media links.

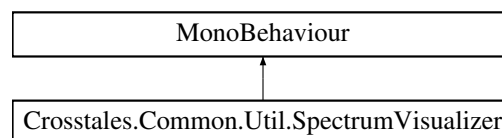
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Social.cs

5.56 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

5.56.1 Detailed Description

Simple spectrum visualizer.

5.56.2 Member Data Documentation

5.56.2.1 FFTAnalyzer Crosstales.Common.Util.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

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

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

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

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

5.56.2.4 GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab

summary>Width per prefab.

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

summary>Gain-power for the frequency.

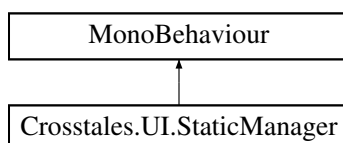
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SpectrumVisualizer.cs

5.57 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** ()

5.57.1 Detailed Description

Static Button Manager.

5.57.2 Member Function Documentation

5.57.2.1 void Crosstales.UI.StaticManager.OpenCrosstales ()

summary>Open the Unity AssetStore homepage.

5.57.2.2 void Crosstales.UI.StaticManager.Quit ()

Quit the application (stop playing inside the Editor).

summary>Open the crosstales homepage.

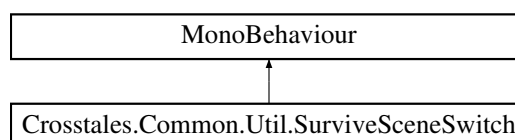
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/StaticManager.cs

5.58 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 **Awake** ()
- void **Start** ()
- void **Update** ()

Public Attributes

- `GameObject[]` [Survivors](#)
Objects which have to survive a scene switch.

5.58.1 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.

5.58.2 Member Data Documentation

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

Objects which have to survive a scene switch.

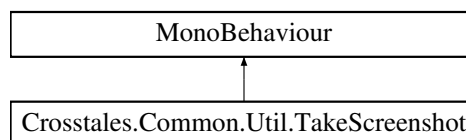
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Tool/SurviveSceneSwitch.cs`

5.59 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`

5.59.1 Detailed Description

Take screen shots inside an application.

5.59.2 Member Function Documentation

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

summary>Capture the screen.

5.59.3 Member Data Documentation

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

Prefix for the generate file names.

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

5.59.3.2 int Crosstales.Common.Util.TakeScreenshot.Scale = 1

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

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

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Tool/TakeScreenshot.cs

5.60 Crosstales.OnlineCheck.EditorTask.Tracer Class Reference

Gather some tracing data for the asset.

5.60.1 Detailed Description

Gather some tracing data for the asset.

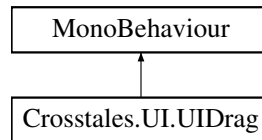
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Task/Tracer.cs

5.61 Crosstailes.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstailes.UI.UIDrag:



Public Member Functions

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

5.61.1 Detailed Description

Allow to Drag the Windows around.

5.61.2 Member Function Documentation

5.61.2.1 void Crosstailes.UI.UIDrag.BeginDrag ()

summary> While dragging.

5.61.2.2 void Crosstailes.UI.UIDrag.Start ()

summary> Drag started.

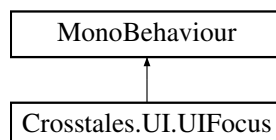
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstailes/Common/UI/Scripts/UIDrag.cs

5.62 Crosstailes.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstailes.UI.UIFocus:



Public Member Functions

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

Public Attributes

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

5.62.1 Detailed Description

Change the Focus on from a Window.

5.62.2 Member Function Documentation

5.62.2.1 void Crosstales.UI.UIFocus.Start ()

summary>Panel entered.

5.62.3 Member Data Documentation

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

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

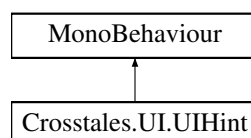
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIFocus.cs

5.63 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).

5.63.1 Detailed Description

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

5.63.2 Member Data Documentation

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

Delay in seconds before fading (default: 2).

5.63.2.2 bool Crosstales.UI.UIHint.Disable = true

Disable **UI** element after the fade (default: true).

5.63.2.3 bool Crosstales.UI.UIHint.FadeAtStart = true

Fade at Start (default: true).

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

Fade time in seconds (default: 2).

5.63.2.5 CanvasGroup Crosstales.UI.UHint.Group

Group to fade.

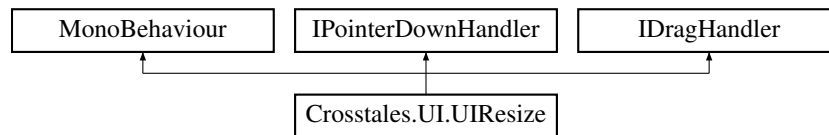
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UHint.cs

5.64 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.

5.64.1 Detailed Description

Resize a [UI](#) element.

5.64.2 Member Data Documentation

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

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

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

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

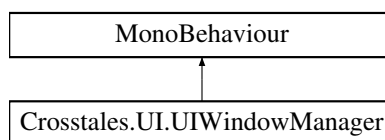
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIResize.cs

5.65 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.

5.65.1 Detailed Description

Change the state of all Window panels.

5.65.2 Member Function Documentation

5.65.2.1 void Crosstales.UI.UIWindowManager.Start ()

summary>Change the state of all windows.

Parameters

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

5.65.3 Member Data Documentation

5.65.3.1 GameObject [] Crosstales.UI.UIWindowManager.Windows

All Windows of the scene.

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

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIWindowManager.cs

5.66 Crosstales.OnlineCheck.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

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

Public Attributes

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

5.66.1 Detailed Description

Checks for updates of the asset.

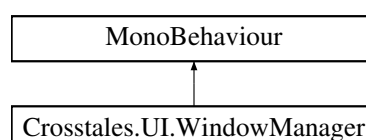
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/OnlineCheck/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/OnlineCheck/Editor/Task/UpdateCheck.cs

5.67 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.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).

5.67.1 Detailed Description

Manager for a Window.

5.67.2 Member Function Documentation

5.67.2.1 void Crosstales.UI.WindowManager.OpenPanel ()

summary>Close the panel.

5.67.2.2 void Crosstales.UI.WindowManager.SwitchPanel ()

summary>Open the panel.

5.67.2.3 void Crosstales.UI.WindowManager.Update ()

summary>Switch between open and close.

5.67.3 Member Data Documentation

5.67.3.1 GameObject [] Crosstales.UI.WindowManager.Dependencies

Dependent GameObjects (active == open).

5.67.3.2 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/3rd party/OnlineCheck_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/WindowManager.cs

5.68 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.

5.68.1 Detailed Description

Helper-class for XML.

5.68.2 Member Function Documentation

5.68.2.1 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

5.68.2.2 `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

5.68.2.3 `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

5.68.2.4 `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.

5.68.2.5 `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/3rd party/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://goo.gl/qwtXyb>

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>

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