

# **File Browser**

*Native file browser for Windows and macOS*



API

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Date: 01.11.2018

Version: 2018.4.0

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# Chapter 1

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<a href="#">Crosstales.UI.Util</a>	11





## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

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Crosstales.Common.EditorUtil.BaseGAApi . . . . .	21
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Crosstales.FB.Util.Config . . . . .	32
Crosstales.FB.EditorTask.ConfigLoader . . . . .	33
Crosstales.Common.Util.CTPlayerPrefs . . . . .	36
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Crosstales.ExtensionMethods . . . . .	45
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IDragHandler	
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Crosstales.FB.Wrapper.IFileBrowser . . . . .	67
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Crosstales.FB.Wrapper.FileBrowserGeneric . . . . .	61
IPointerDownHandler	
Crosstales.UI.UIResize . . . . .	83
ISerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal > . . . . .	78
IXmlSerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal > . . . . .	78
MonoBehaviour	
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Crosstales.UI.UIFocus . . . . .	81
Crosstales.UI.UIHint . . . . .	82
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Crosstales.UI.UIWindowManager . . . . .	84
Crosstales.UI.Util.AudioFilterController . . . . .	13
Crosstales.UI.Util.AudioSourceController . . . . .	15
Crosstales.UI.Util.FPSDisplay . . . . .	63
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Crosstales.FB.EditorTask.ReminderCT . . . . .	77
Crosstales.Common.Util.SerializableDictionary< string, string > . . . . .	78
Crosstales.FB.EditorTask.Tracer . . . . .	80
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# Class Index

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<a href="#">Crosstales.Common.Util.BaseConstants</a>	
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<a href="#">Crosstales.Common.EditorUtil.BaseGAApi</a>	
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<a href="#">Crosstales.Common.Util.BaseHelper</a>	
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<a href="#">Crosstales.Common.EditorTask.BaseSetupResources</a>	
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<a href="#">Crosstales.FB.EditorTask.CompileDefines</a>	
Adds the given define symbols to PlayerSettings define symbols. . . . .	32
<a href="#">Crosstales.FB.Util.Config</a>	
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<a href="#">Crosstales.FB.Util.Constants</a>	
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<a href="#">Crosstales.Common.Util.CTPlayerPrefs</a>	
Wrapper for the PlayerPrefs. . . . .	36
<a href="#">Crosstales.Common.Util.CTWebClient</a>	
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<a href="#">Crosstales.FB.ExtensionFilter</a>	
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<a href="#">Crosstales.ExtensionMethods</a>	
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Native file browser various actions like open file, open folder and save file. . . . .	52
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<a href="#">Crosstales.FB.Wrapper.FileBrowserGeneric</a>	
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<a href="#">Crosstales.UI.Util.FPSDisplay</a>	
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<a href="#">Crosstales.FB.Util.Helper</a>	
Various helper functions. . . . .	66
<a href="#">Crosstales.FB.Wrapper.IFileBrowser</a>	
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<a href="#">Crosstales.FB.EditorTask.ReminderCT</a>	
Reminds the customer to visit our other assets. . . . .	77
<a href="#">Crosstales.UI.Util.ScrollRectHandler</a>	
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<a href="#">Crosstales.Common.Util.SerializableDictionary&lt; TKey, TValue &gt;</a>	
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<a href="#">Crosstales.FB.EditorTask.UpdateCheck</a>	
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<a href="#">Crosstales.UI.WindowManager</a>	
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## Chapter 4

# Namespace Documentation

### 4.1 Crosstales Namespace Reference

#### Namespaces

#### Classes

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

### 4.2 Crosstales.Common Namespace Reference

#### Namespaces

### 4.3 Crosstales.Common.EditorTask Namespace Reference

#### Classes

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

### 4.4 Crosstales.Common.EditorUtil Namespace Reference

#### Classes

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

## 4.5 Crosstales.Common.Model Namespace Reference

### Namespaces

## 4.6 Crosstales.Common.Model.Enum Namespace Reference

### Enumerations

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

*All available platforms.*

### 4.6.1 Enumeration Type Documentation

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

All available platforms.

## 4.7 Crosstales.Common.Util Namespace Reference

### Classes

- class [BaseConstants](#)  
*Base for collected constants of very general utility for the asset.*
- class [BaseHelper](#)  
*Base for various helper functions.*
- class [CTPlayerPrefs](#)  
*Wrapper for the PlayerPrefs.*
- class [CTWebClient](#)  
*Specialized WebClient.*
- class [PlatformController](#)  
*Enables or disable game objects for a given platform.*
- class [RandomColor](#)  
*Random color changer.*
- class [RandomRotator](#)  
*Random rotation changer.*
- class [RandomScaler](#)  
*Random scale changer.*
- class [SerializableDictionary](#)  
*Serializable Dictionary-class for XML.*
- class [XmlHelper](#)  
*Helper-class for XML.*

## 4.8 Crosstales.FB Namespace Reference

### Namespaces

### Classes

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

## 4.9 Crosstales.FB.Demo Namespace Reference

### Classes

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

## 4.10 Crosstales.FB.EditorTask Namespace Reference

### Classes

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

### Enumerations

- enum [UpdateStatus](#) {  
    **NOT\_CHECKED, NO\_UPDATE, UPDATE, UPDATE\_PRO,**  
    **UPDATE\_VERSION, DEPRECATED** }  
*All possible update stati.*



## 4.10.1 Enumeration Type Documentation

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

All possible update stati.

## 4.11 Crosstales.FB.EditorUtil Namespace Reference

### Classes

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

## 4.12 Crosstales.FB.Util Namespace Reference

### Classes

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

## 4.13 Crosstales.FB.Wrapper Namespace Reference

### Classes

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

## 4.14 Crosstales.UI Namespace Reference

### Namespaces

### Classes

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

## 4.15 Crosstales.UI.Util Namespace Reference

### Classes

- class [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.*



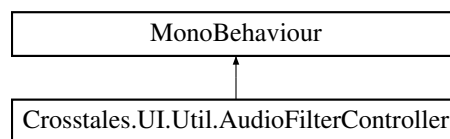
## Chapter 5

# 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).

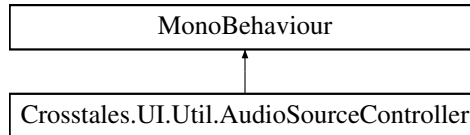
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/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)

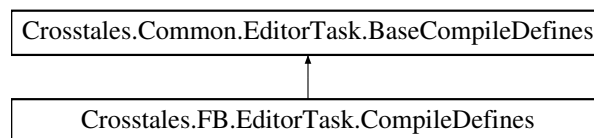
The documentation for this class was generated from the following file:

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

## 5.3 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)

#### 5.3.1 Detailed Description

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

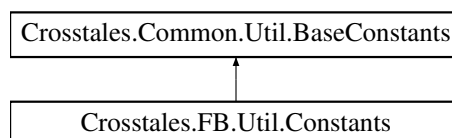
The documentation for this class was generated from the following file:

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

## 5.4 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:





## Public Attributes

- const string **ASSET\_AUTHOR** = "crosstales LLC"  
*Author of the asset.*
- const string **ASSET\_AUTHOR\_URL** = "https://www.crosstales.com"  
*URL of the asset author.*
- const string **ASSET\_CT\_URL** = "https://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 readonly string **APPLICATION\_PATH** = **BaseHelper.ValidatePath**(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))  
*Application path.*
- 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]

### 5.4.1 Detailed Description

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

### 5.4.2 Member Data Documentation

5.4.2.1 readonly string **Crosstales.Common.Util.BaseConstants.APPLICATION\_PATH** = **BaseHelper**.  
**ValidatePath**(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))  
[static]

Application path.

5.4.2.2 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".

5.4.2.3 const string **Crosstales.Common.Util.BaseConstants.ASSET\_AUTHOR** = "crosstales LLC"

Author of the asset.

5.4.2.4 const string **Crosstales.Common.Util.BaseConstants.ASSET\_AUTHOR\_URL** = "https://www.crosstales.com"

URL of the asset author.

5.4.2.5 const string **Crosstales.Common.Util.BaseConstants.ASSET\_CT\_URL** = "https://goo.gl/qwtXyb"

URL of the crosstales assets in UAS.

5.4.2.6 const string **Crosstales.Common.Util.BaseConstants.ASSET\_SOCIAL\_DISCORD** = "https://discord.gg/ZbZ2sh4"

URL of the crosstales Discord-channel.

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

URL of the crosstales Facebook-profile.

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

URL of the crosstales LinkedIn-profile.

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

URL of the crosstales Twitter-profile.

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

URL of the crosstales XING-profile.

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

URL of the crosstales Youtube-profile.

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

Development debug logging for the asset.

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

Factor for giga bytes.

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

Factor for kilo bytes.

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

Factor for mega bytes.

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

Float value of 32768.

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

ToString for no decimal places.

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

ToString for percent.

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

ToString for two decimal places.

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

Path delimiter for Unix.

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

Path delimiter for Windows.

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

Kill processes after 5000 milliseconds.

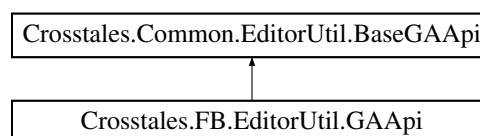
The documentation for this class was generated from the following file:

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

## 5.5 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

### 5.5.1 Detailed Description

Base GA-wrapper API.

### 5.5.2 Member Function Documentation

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

Tracks an event from the asset.

#### Parameters

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

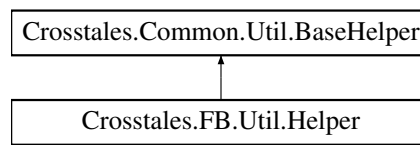
The documentation for this class was generated from the following file:

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

## 5.6 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. <a href="#">http://</a> (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(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.RegularExpressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.RegularExpressions.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.*

### 5.6.1 Detailed Description

Base for various helper functions.

### 5.6.2 Member Function Documentation

#### 5.6.2.1 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.

#### 5.6.2.2 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.

#### 5.6.2.3 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.

**5.6.2.4** `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

**5.6.2.5** `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)

**5.6.2.6** `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.

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

Format seconds to Human-Readable-Form.

**Returns**

Formatted seconds in Human-Readable-Form.

**5.6.2.8** `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.

**5.6.2.9** `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.

**5.6.2.10** `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.

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

HTTPS-certification callback.

**5.6.2.12** `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

#### 5.6.2.13 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

#### 5.6.2.14 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

#### 5.6.2.15 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

### 5.6.3 Property Documentation

#### 5.6.3.1 **Model.Enum.Platform Crosstales.Common.Util.BaseHelper.CurrentPlatform** [static], [get]

Returns the current platform.

**Returns**

The current platform.

#### 5.6.3.2 **bool Crosstales.Common.Util.BaseHelper.isAndroidPlatform** [static], [get]

Checks if the current platform is Android.

**Returns**

True if the current platform is Android.

#### 5.6.3.3 **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).

#### 5.6.3.4 **bool Crosstales.Common.Util.BaseHelper.isEditor** [static], [get]

Checks if we are inside the Editor.

**Returns**

True if we are inside the Editor.

#### 5.6.3.5 **bool Crosstales.Common.Util.BaseHelper.isEditorMode** [static], [get]

Checks if we are in Editor mode.

**Returns**

True if in Editor mode.

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

Checks if an Internet connection is available.

**Returns**

True if an Internet connection is available.

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

Checks if the current platform is iOS.

**Returns**

True if the current platform is iOS.

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

Checks if the current platform is Linux.

**Returns**

True if the current platform is Linux.

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

Checks if the current platform is OSX.

**Returns**

True if the current platform is OSX.

**5.6.3.10 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).

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

Checks if the current platform is WebGL.

**Returns**

True if the current platform is WebGL.

5.6.3.12 **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).

5.6.3.13 **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).

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

Checks if the current platform is Windows.

#### Returns

True if the current platform is Windows.

5.6.3.15 **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/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs`

## 5.7 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

### Static Protected Member Functions

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

### 5.7.1 Detailed Description

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

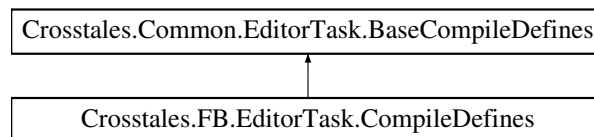
The documentation for this class was generated from the following file:

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

## 5.8 Crosstales.FB.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.FB.EditorTask.CompileDefines:



### Additional Inherited Members

#### 5.8.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

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

## 5.9 Crosstales.FB.Util.Config Class Reference

Configuration for the asset.

### Static Public Member Functions

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

## Static Public Attributes

- static bool `DEBUG` = Constants.DEFAULT\_DEBUG  
*Enable or disable debug logging for the asset.*
- static bool `isLoading` = false  
*Is the configuration loaded?*

### 5.9.1 Detailed Description

Configuration for the asset.

### 5.9.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

### 5.9.3 Member Data Documentation

#### 5.9.3.1 bool Crosstales.FB.Util.Config.DEBUG = Constants.DEFAULT\_DEBUG [static]

Enable or disable debug logging for the asset.

#### 5.9.3.2 bool Crosstales.FB.Util.Config.isLoading = false [static]

Is the configuration loaded?

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

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

## 5.10 Crosstales.FB.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.



### 5.10.1 Detailed Description

Loads the configuration at startup.

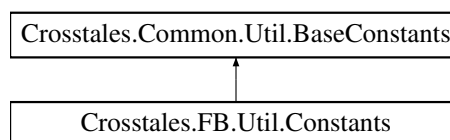
The documentation for this class was generated from the following file:

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

## 5.11 Crosstales.FB.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.FB.Util.Constants:



### Public Attributes

- const string **ASSET\_NAME** = "File Browser"  
*Name of the asset.*
- const string **ASSET\_VERSION** = "2018.4.0"  
*Version of the asset.*
- const int **ASSET\_BUILD** = 20181101  
*Build number of the asset.*
- const string **ASSET\_PRO\_URL** = "https://www.assetstore.unity3d.com/#!/content/98713?aid=1011ING↔  
T&pubref=" + **ASSET\_NAME**  
*URL of the PRO asset in UAS.*
- const string **ASSET\_UPDATE\_CHECK\_URL** = "https://www.crosstales.com/media/assets/fb\_versions.txt"  
*URL for update-checks of the asset*
- const string **ASSET\_CONTACT** = "fb@crosstales.com"  
*Contact to the owner of the asset.*
- const string **KEY\_PREFIX** = "FILEBROWSER\_CFG\_"
- const string **KEY\_DEBUG** = **KEY\_PREFIX** + "DEBUG"

### Static Public Attributes

- static readonly bool **isPro** = false  
*Is PRO-version?*
- static readonly System.DateTime **ASSET\_CREATED** = new System.DateTime(2017, 8, 1)  
*Create date of the asset (YYYY, MM, DD).*
- static readonly System.DateTime **ASSET\_CHANGED** = new System.DateTime(2018, 11, 1)  
*Change date of the asset (YYYY, MM, DD).*

## Additional Inherited Members

### 5.11.1 Detailed Description

Collected constants of very general utility for the asset.

### 5.11.2 Member Data Documentation

5.11.2.1 `const int Crosstales.FB.Util.Constants.ASSET_BUILD = 20181101`

Build number of the asset.

5.11.2.2 `readonly System.DateTime Crosstales.FB.Util.Constants.ASSET_CHANGED = new System.DateTime(2018, 11, 1)`  
`[static]`

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

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

Contact to the owner of the asset.

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

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

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

Name of the asset.

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

URL of the PRO asset in UAS.

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

URL for update-checks of the asset

5.11.2.8 `const string Crosstales.FB.Util.Constants.ASSET_VERSION = "2018.4.0"`

Version of the asset.

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

Is PRO-version?

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

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

## 5.12 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.*

### 5.12.1 Detailed Description

Wrapper for the PlayerPrefs.

### 5.12.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

## Parameters

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

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

Allows to get a bool from a key.

## Parameters

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

## Returns

Value for the key.

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

Allows to get a float from a key.

## Parameters

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

## Returns

Value for the key.

**5.12.2.5 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.

**5.12.2.6 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.

**5.12.2.7** `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.

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

Saves all modifications.

**5.12.2.9** `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.

**5.12.2.10** `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.

5.12.2.11 `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.

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

Allows to set a string for a key.

#### Parameters

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

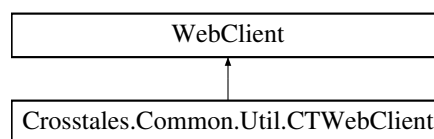
The documentation for this class was generated from the following file:

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

## 5.13 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*

### 5.13.1 Detailed Description

Specialized WebClient.

### 5.13.2 Property Documentation

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

Connection limit for all WebClients

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

Timeout in milliseconds

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

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

## 5.14 Crosstales.FB.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

### Static Public Member Functions

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

## Static Public Attributes

- static bool `UPDATE_CHECK` = EditorConstants.DEFAULT\_UPDATE\_CHECK  
*Enable or disable update-checks for the asset.*
- static bool `UPDATE_OPEN_UAS` = EditorConstants.DEFAULT\_UPDATE\_OPEN\_UAS  
*Open the UAS-site when an update is found.*
- static bool `REMINDER_CHECK` = EditorConstants.DEFAULT\_REMINDER\_CHECK  
*Enable or disable reminder-checks for the asset.*
- static bool `CT_REMINDER_CHECK` = EditorConstants.DEFAULT\_CT\_REMINDER\_CHECK  
*Enable or disable CT reminder-checks for the asset.*
- static bool `TELEMETRY` = EditorConstants.DEFAULT\_TRACER  
*Enable or disable anonymous telemetry data.*
- static bool `isLoading` = false  
*Is the configuration loaded?*

### 5.14.1 Detailed Description

Editor configuration for the asset.

### 5.14.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

### 5.14.3 Member Data Documentation

5.14.3.1 bool Crosstales.FB.EditorUtil.EditorConfig.CT\_REMINDER\_CHECK = EditorConstants.DEFAULT\_CT\_REMINDER\_CHECK [static]

Enable or disable CT reminder-checks for the asset.

5.14.3.2 bool Crosstales.FB.EditorUtil.EditorConfig.isLoading = false [static]

Is the configuration loaded?



5.14.3.3 **bool** Crosstales.FB.EditorUtil.EditorConfig.REMINDER\_CHECK = EditorConstants.DEFAULT\_REMINDER\_CHECK  
[static]

Enable or disable reminder-checks for the asset.

5.14.3.4 **bool** Crosstales.FB.EditorUtil.EditorConfig.TELEMETRY = EditorConstants.DEFAULT\_TRACER [static]

Enable or disable anonymous telemetry data.

5.14.3.5 **bool** Crosstales.FB.EditorUtil.EditorConfig.UPDATE\_CHECK = EditorConstants.DEFAULT\_UPDATE\_CHECK  
[static]

Enable or disable update-checks for the asset.

5.14.3.6 **bool** Crosstales.FB.EditorUtil.EditorConfig.UPDATE\_OPEN\_UAS = EditorConstants.DEFAULT\_UPDATE\_OPEN\_UAS  
[static]

Open the UAS-site when an update is found.

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

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

## 5.15 Crosstales.FB.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

### Public Attributes

- const string **KEY\_UPDATE\_CHECK** = Util.Constants.KEY\_PREFIX + "UPDATE\_CHECK"
- const string **KEY\_UPDATE\_OPEN\_UAS** = Util.Constants.KEY\_PREFIX + "UPDATE\_OPEN\_UAS"
- const string **KEY\_REMINDER\_CHECK** = Util.Constants.KEY\_PREFIX + "REMINDER\_CHECK"
- const string **KEY\_CT\_REMINDER\_CHECK** = Util.Constants.KEY\_PREFIX + "CT\_REMINDER\_CHECK"
- const string **KEY\_TRACER** = Util.Constants.KEY\_PREFIX + "TRACER"
- const string **KEY\_UPDATE\_DATE** = Util.Constants.KEY\_PREFIX + "UPDATE\_DATE"
- const string **KEY\_REMINDER\_DATE** = Util.Constants.KEY\_PREFIX + "REMINDER\_DATE"
- const string **KEY\_REMINDER\_COUNT** = Util.Constants.KEY\_PREFIX + "REMINDER\_COUNT"
- const string **KEY\_CT\_REMINDER\_DATE** = Util.Constants.KEY\_PREFIX + "CT\_REMINDER\_DATE"
- const string **KEY\_CT\_REMINDER\_COUNT** = Util.Constants.KEY\_PREFIX + "CT\_REMINDER\_COUNT"
- const string **KEY\_TRACER\_DATE** = Util.Constants.KEY\_PREFIX + "TRACER\_DATE"
- const bool **DEFAULT\_UPDATE\_CHECK** = true
- const bool **DEFAULT\_UPDATE\_OPEN\_UAS** = false
- const bool **DEFAULT\_REMINDER\_CHECK** = true
- const bool **DEFAULT\_CT\_REMINDER\_CHECK** = true
- const bool **DEFAULT\_TRACER** = true

## Properties

- static string [ASSET\\_URL](#) [get]  
*Returns the URL of the asset in UAS.*
- static System.Guid [ASSET\\_UID](#) [get]  
*Returns the UID of the asset.*

### 5.15.1 Detailed Description

Collected editor constants of very general utility for the asset.

### 5.15.2 Property Documentation

#### 5.15.2.1 System.Guid Crosstales.FB.EditorUtil.EditorConstants.ASSET\_UID [static], [get]

Returns the UID of the asset.

##### Returns

The UID of the asset.

#### 5.15.2.2 string Crosstales.FB.EditorUtil.EditorConstants.ASSET\_URL [static], [get]

Returns the URL of the asset in UAS.

##### Returns

The URL of the asset in UAS.

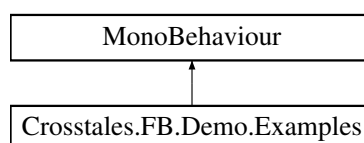
The documentation for this class was generated from the following file:

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

## 5.16 Crosstales.FB.Demo.Examples Class Reference

[Examples](#) for all methods.

Inheritance diagram for Crosstales.FB.Demo.Examples:



## Public Member Functions

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

## Public Attributes

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

### 5.16.1 Detailed Description

[Examples](#) for all methods.

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

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

## 5.17 Crosstales.FB.ExtensionFilter Struct Reference

Filter for extensions.

## Public Member Functions

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

## Public Attributes

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

### 5.17.1 Detailed Description

Filter for extensions.

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

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

## 5.18 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.*

### 5.18.1 Detailed Description

Various extension methods.

### 5.18.2 Member Function Documentation

**5.18.2.1** 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.

**5.18.2.2** 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.

**5.18.2.3** 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.

**5.18.2.4** `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.

**5.18.2.5** `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.

**5.18.2.6** `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.

**5.18.2.7** `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.

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

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

**Parameters**

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

**Returns**

String with lines for all list entries.

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

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

**Parameters**

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

**Returns**

String with lines for all list entries.

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

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

**Parameters**

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

**Returns**

String with lines for all list entries.

**5.18.2.11** `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.

**5.18.2.12** `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.

**5.18.2.13** `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.

**5.18.2.14** `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.

**5.18.2.15** 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.

**5.18.2.16** 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.

**5.18.2.17** 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.

**5.18.2.18** `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)

**5.18.2.19** `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)

**5.18.2.20** `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).

**5.18.2.21** `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).

**5.18.2.22** `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/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Extension↔  
Methods.cs

## 5.19 Crosstales.FB.FileBrowser Class Reference

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

### Static Public Member Functions

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

- static string [SaveFile](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions)  
*Open native save file browser*
- static string[] [GetFiles](#) (string path, string extension, bool isRecursive=false)  
*Find files inside a path.*
- static string[] [GetFiles](#) (string path, [ExtensionFilter](#)[] extensions, bool isRecursive=false)  
*Find files inside a path.*
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)  
*Find directories inside a path without recursion.*

### 5.19.1 Detailed Description

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

### 5.19.2 Member Function Documentation

#### 5.19.2.1 static string [] Crosstales.FB.FileBrowser.GetDirectories ( string path, bool isRecursive = false ) [static]

Find directories inside a path without recursion.

##### Parameters

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

##### Returns

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

#### 5.19.2.2 static string [] Crosstales.FB.FileBrowser.GetFiles ( string path, string extension, bool isRecursive = false ) [static]

Find files inside a path.

##### Parameters

<i>path</i>	Path to find the files
<i>extension</i>	Extension for the file search
<i>isRecursive</i>	Recursive search (default: false, optional)

##### Returns

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

5.19.2.3 `static string [] Crosstales.FB.FileBrowser.GetFiles ( string path, ExtensionFilter[] extensions, bool isRecursive = false ) [static]`

Find files inside a path.

#### Parameters

<i>path</i>	Path to find the files
<i>extensions</i>	List of extension filters for the find. Filter Example: new <a href="#">ExtensionFilter</a> ("Image Files", "jpg", "png")
<i>isRecursive</i>	Recursive search (default: false, optional)

#### Returns

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

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

Open native file browser for multiple files.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extension</i>	Allowed extension, e.g. "png"
<i>multiselect</i>	Allow multiple file selection

#### Returns

Returns array of chosen files. Zero length array when cancelled

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

Open native file browser for multiple files.

#### Parameters

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

#### Returns

Returns array of chosen files. Zero length array when cancelled

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

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

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory (default: current, optional)
<i>multiselect</i>	Allow multiple folder selection (default: true, optional)

#### Returns

Returns array of chosen folders. Zero length array when cancelled

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

Open native file browser for a single file.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extension</i>	Allowed extension, e.g. "png"

#### Returns

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

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

Open native file browser for a single file.

#### Parameters

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

#### Returns

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

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

Open native folder browser for a single folder.

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory (default: current, optional)

#### Returns

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

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

Open native save file browser

#### Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extension</i>	File extension, e.g. "png"

#### Returns

Returns chosen file. Empty string when cancelled

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

Open native save file browser

#### Parameters

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

#### Returns

Returns chosen file. Empty string when cancelled

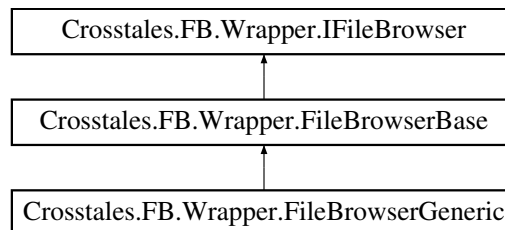
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Scripts/FileBrowser.cs](#)

## 5.20 Crosstales.FB.Wrapper.FileBrowserBase Class Reference

Base class for all file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserBase:



### Public Member Functions

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

### 5.20.1 Detailed Description

Base class for all file browsers.

### 5.20.2 Member Function Documentation

- 5.20.2.1 **abstract string [] Crosstales.FB.Wrapper.FileBrowserBase.OpenFiles ( string title, string directory, ExtensionFilter[] extensions, bool multiselect ) [pure virtual]**

Open native file browser for multiple files.



## Parameters

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

## Returns

Returns array of chosen files. Zero length array when cancelled

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

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

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

Open native file browser for multiple files (async).

## Parameters

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

## Returns

Returns array of chosen files. Zero length array when cancelled

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

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

Open native folder browser for multiple folders.

## Parameters

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

**Returns**

Returns array of chosen folders. Zero length array when cancelled

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

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

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

Open native folder browser for multiple folders (async).

**Parameters**

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

**Returns**

Returns array of chosen folders. Zero length array when cancelled

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

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

Open native file browser for a single file.

**Parameters**

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

**Returns**

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

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

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

Open native folder browser for a single folder.

## Parameters

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

## Returns

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

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

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

Open native save file browser.

## Parameters

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

## Returns

Returns chosen file. Empty string when cancelled

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

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

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

Open native save file browser (async).

## Parameters

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

## Returns

Returns chosen file. Empty string when cancelled

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

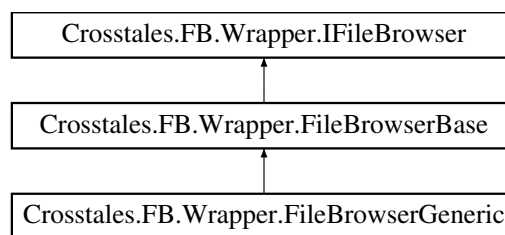
The documentation for this class was generated from the following file:

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

## 5.21 Crosstales.FB.Wrapper.FileBrowserGeneric Class Reference

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

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserGeneric:



### Public Member Functions

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

### 5.21.1 Detailed Description

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

### 5.21.2 Member Function Documentation

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

Open native file browser for multiple files.

## Parameters

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

## Returns

Returns array of chosen files. Zero length array when cancelled

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

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

Open native folder browser for multiple folders.

## Parameters

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

## Returns

Returns array of chosen folders. Zero length array when cancelled

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

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

Open native save file browser.

## Parameters

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

## Returns

Returns chosen file. Empty string when cancelled

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

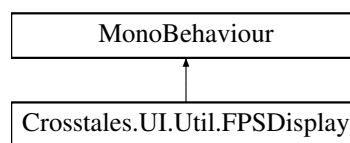
The documentation for this class was generated from the following file:

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

## 5.22 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.*

#### 5.22.1 Detailed Description

Simple FPS-Counter.

#### 5.22.2 Member Data Documentation

##### 5.22.2.1 Text Crosstales.UI.Util.FPSDisplay.FPS

Text component to display the FPS.

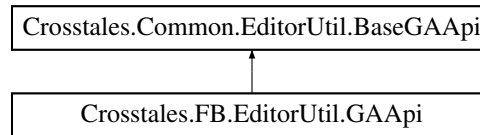
The documentation for this class was generated from the following file:

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

## 5.23 Crosstailes.FB.EditorUtil.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstailes.FB.EditorUtil.GAApi:



### Static Public Member Functions

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

### Additional Inherited Members

#### 5.23.1 Detailed Description

GA-wrapper API.

#### 5.23.2 Member Function Documentation

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

Tracks an event from the asset.

##### Parameters

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

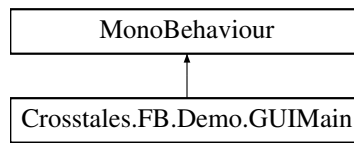
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstailes/FileBrowser/Editor/Util/GAApi.cs

## 5.24 Crosstailes.FB.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstailes.FB.Demo.GUIMain:



### Public Member Functions

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

### Public Attributes

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

#### 5.24.1 Detailed Description

Main GUI component for all demo scenes.

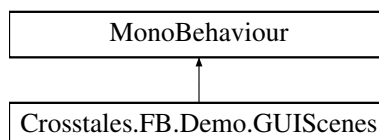
The documentation for this class was generated from the following file:

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

## 5.25 Crosstailes.FB.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstailes.FB.Demo.GUIScenes:



### Public Member Functions

- void **LoadPrevoiusScene** ()
- void **LoadNextScene** ()



## Public Attributes

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

### 5.25.1 Detailed Description

Main GUI scene manager for all demo scenes.

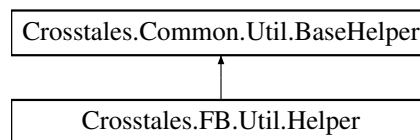
The documentation for this class was generated from the following file:

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

## 5.26 Crosstales.FB.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.FB.Util.Helper:



## Properties

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

## Additional Inherited Members

### 5.26.1 Detailed Description

Various helper functions.

### 5.26.2 Property Documentation

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

Checks if the current platform is supported.

#### Returns

True if the current platform is supported.

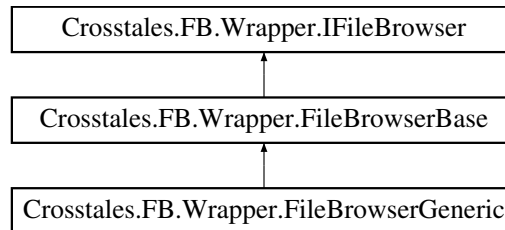
The documentation for this class was generated from the following file:

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

## 5.27 Crosstales.FB.Wrapper.IFileBrowser Interface Reference

Interface for all file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.IFileBrowser:



### Public Member Functions

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

### 5.27.1 Detailed Description

Interface for all file browsers.

### 5.27.2 Member Function Documentation

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

Open native file browser for multiple files.

## Parameters

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

## Returns

Returns array of chosen files. Zero length array when cancelled

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

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

Open native file browser for multiple files (async).

## Parameters

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

## Returns

Returns array of chosen files. Zero length array when cancelled

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

5.27.2.3 string [] [Crosstales.FB.Wrapper.IFileBrowser.OpenFolders](#) ( string *title*, string *directory*, bool *multiselect* )

Open native folder browser for multiple folders.

## Parameters

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

## Returns

Returns array of chosen folders. Zero length array when cancelled

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

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

Open native folder browser for multiple folders (async).

#### Parameters

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

#### Returns

Returns array of chosen folders. Zero length array when cancelled

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

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

Open native file browser for a single file.

#### Parameters

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

#### Returns

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

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

5.27.2.6 `string Crosstales.FB.Wrapper.IFileBrowser.OpenSingleFolder ( string title, string directory )`

Open native folder browser for a single folder.

#### Parameters

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

#### Returns

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

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

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

Open native save file browser.

#### Parameters

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

#### Returns

Returns chosen file. Empty string when cancelled

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

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

Open native save file browser (async).

#### Parameters

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

#### Returns

Returns chosen file. Empty string when cancelled

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

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

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

## 5.28 Crosstales.Common.EditorTask.NYCheck Class Reference

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

### 5.28.1 Detailed Description

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

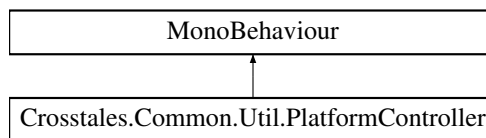
The documentation for this class was generated from the following file:

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

## 5.29 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**

### 5.29.1 Detailed Description

Enables or disable game objects for a given platform.

## 5.29.2 Member Data Documentation

### 5.29.2.1 GameObject [ ] Crosstales.Common.Util.PlatformController.Objects

Selected objects for the controller.

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

Selected platforms for the controller.

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

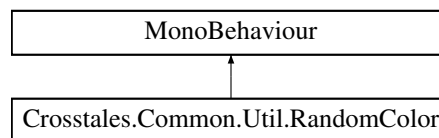
The documentation for this class was generated from the following file:

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

## 5.30 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

### 5.30.1 Detailed Description

Random color changer.

### 5.30.2 Member Data Documentation

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

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

#### 5.30.2.2 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).

#### 5.30.2.3 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).

#### 5.30.2.4 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).

#### 5.30.2.5 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).

#### 5.30.2.6 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).

#### 5.30.2.7 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:

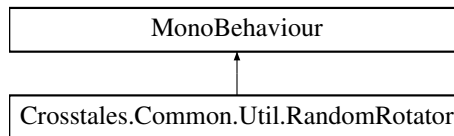
- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Util/RandomColor.cs



## 5.31 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

### 5.31.1 Detailed Description

Random rotation changer.

### 5.31.2 Member Data Documentation

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

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

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

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

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

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

#### 5.31.2.4 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).

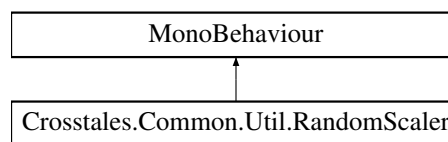
The documentation for this class was generated from the following file:

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

## 5.32 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

### 5.32.1 Detailed Description

Random scale changer.

## 5.32.2 Member Data Documentation

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

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

### 5.32.2.2 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).

### 5.32.2.3 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).

### 5.32.2.4 bool Crosstales.Common.Util.RandomScaler.Uniform = true

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

### 5.32.2.5 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/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Util/Random↵  
Scaler.cs

## 5.33 Crosstales.FB.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

### 5.33.1 Detailed Description

Reminds the customer to create an UAS review.

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

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

## 5.34 Crosstales.FB.EditorTask.ReminderCT Class Reference

Reminds the customer to visit our other assets.

### 5.34.1 Detailed Description

Reminds the customer to visit our other assets.

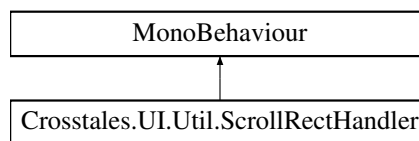
The documentation for this class was generated from the following file:

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

## 5.35 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**

### 5.35.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

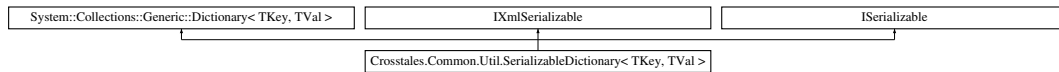
The documentation for this class was generated from the following file:

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

## 5.36 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]

#### 5.36.1 Detailed Description

Serializable Dictionary-class for XML.

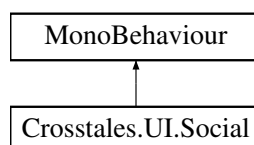
The documentation for this class was generated from the following file:

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

## 5.37 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** ()

### 5.37.1 Detailed Description

[Crosstales](#) social media links.

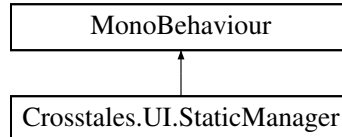
The documentation for this class was generated from the following file:

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

## 5.38 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** ()

### 5.38.1 Detailed Description

Static Button Manager.

### 5.38.2 Member Function Documentation

#### 5.38.2.1 void Crosstales.UI.StaticManager.OpenCrosstales ( )

*summary> Open the Unity AssetStore homepage.*

### 5.38.2.2 void Crosstailes.UI.StaticManager.Quit ( )

Quit the application (stop playing inside the Editor).

summary>Open the crosstailes homepage.

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

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

## 5.39 Crosstailes.FB.EditorTask.Tracer Class Reference

Gather some tracing data for the asset.

### 5.39.1 Detailed Description

Gather some tracing data for the asset.

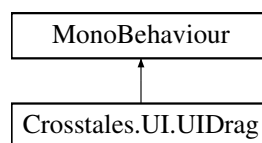
The documentation for this class was generated from the following file:

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

## 5.40 Crosstailes.UI.UIDrag Class Reference

Allow to Drag the Windows arround.

Inheritance diagram for Crosstailes.UI.UIDrag:



### Public Member Functions

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

### 5.40.1 Detailed Description

Allow to Drag the Windows around.

### 5.40.2 Member Function Documentation

#### 5.40.2.1 void Crosstales.UI.UIDrag.BeginDrag ( )

summary>While dragging.

#### 5.40.2.2 void Crosstales.UI.UIDrag.Start ( )

summary>Drag started.

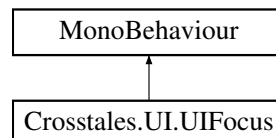
The documentation for this class was generated from the following file:

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

## 5.41 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



### Public Member Functions

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

### Public Attributes

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

### 5.41.1 Detailed Description

Change the Focus on from a Window.



### 5.41.2 Member Function Documentation

#### 5.41.2.1 void Crosstales.UI.UIFocus.Start ( )

summary>Panel entered.

### 5.41.3 Member Data Documentation

#### 5.41.3.1 string Crosstales.UI.UIFocus.ManagerName = "Canvas"

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

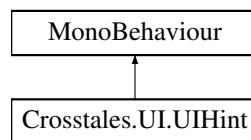
The documentation for this class was generated from the following file:

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

## 5.42 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).*

### 5.42.1 Detailed Description

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

### 5.42.2 Member Data Documentation

#### 5.42.2.1 float Crosstales.UI.UIHint.Delay = 2f

Delay in seconds before fading (default: 2).

#### 5.42.2.2 bool Crosstales.UI.UIHint.Disable = true

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

#### 5.42.2.3 bool Crosstales.UI.UIHint.FadeAtStart = true

Fade at Start (default: true).

#### 5.42.2.4 float Crosstales.UI.UIHint.FadeTime = 2f

Fade time in seconds (default: 2).

#### 5.42.2.5 CanvasGroup Crosstales.UI.UIHint.Group

Group to fade.

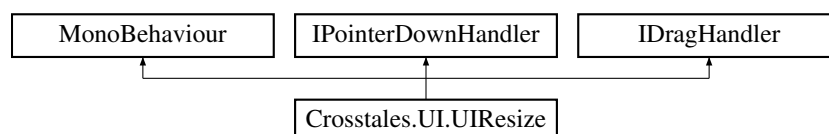
The documentation for this class was generated from the following file:

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

## 5.43 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.*

### 5.43.1 Detailed Description

Resize a [UI](#) element.

### 5.43.2 Member Data Documentation

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

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

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

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

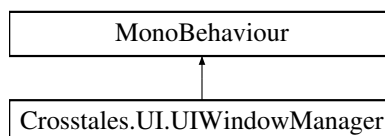
The documentation for this class was generated from the following file:

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

## 5.44 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.*

### 5.44.1 Detailed Description

Change the state of all Window panels.

### 5.44.2 Member Function Documentation

#### 5.44.2.1 void Crosstales.UI.UIWindowManager.Start ( )

summary>Change the state of all windows.

#### Parameters

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

### 5.44.3 Member Data Documentation

#### 5.44.3.1 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/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/UI↔WindowManager.cs

## 5.45 Crosstales.FB.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

## Static Public Member Functions

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

## Public Attributes

- const string **TEXT\_NOT\_CHECKED** = "Not checked."
- const string **TEXT\_NO\_UPDATE** = "No update available - you are using the latest version."

### 5.45.1 Detailed Description

Checks for updates of the asset.

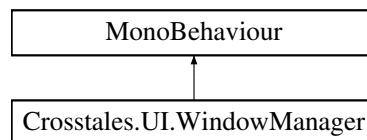
The documentation for this class was generated from the following file:

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

## 5.46 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).*

### 5.46.1 Detailed Description

Manager for a Window.

## 5.46.2 Member Function Documentation

### 5.46.2.1 void Crosstales.UI.WindowManager.OpenPanel ( )

summary>Close the panel.

### 5.46.2.2 void Crosstales.UI.WindowManager.SwitchPanel ( )

summary>Open the panel.

### 5.46.2.3 void Crosstales.UI.WindowManager.Update ( )

summary>Switch between open and close.

## 5.46.3 Member Data Documentation

### 5.46.3.1 GameObject [ ] Crosstales.UI.WindowManager.Dependencies

Dependent GameObjects (active == open).

### 5.46.3.2 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/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/Window↔  
Manager.cs

## 5.47 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.*

### 5.47.1 Detailed Description

Helper-class for XML.

### 5.47.2 Member Function Documentation

**5.47.2.1** `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

**5.47.2.2** `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

**5.47.2.3** `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

**5.47.2.4** `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.

**5.47.2.5** `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/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/Scripts/Util/Xml↵  
Helper.cs





## Chapter 6

# More information

### 6.1 Homepage

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

### 6.2 AssetStore

<https://goo.gl/qwtXyb>

### 6.3 Forum

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

### 6.4 Documentation

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

### 6.5 Discord

<https://discord.gg/ZbZ2sh4>

### 6.6 Demos

#### 6.6.1 Windows

[https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser\\_win.zip](https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_win.zip)

### 6.6.2 macOS

[https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser\\_mac.zip](https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_mac.zip)

## 6.7 Videos

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

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