

Turbo Platform Switch

1.4.1

Generated by Doxygen 1.8.11

Contents

1	API	1
2	Namespace Index	3
2.1	Packages	3
3	Hierarchical Index	5
3.1	Class Hierarchy	5
4	Class Index	7
4.1	Class List	7
5	Namespace Documentation	9
5.1	Crosstales Namespace Reference	9
5.2	Crosstales.TPS Namespace Reference	9
6	Class Documentation	11
6.1	Crosstales.TPS.ConfigBase Class Reference	11
6.1.1	Detailed Description	11
6.2	Crosstales.TPS.ConfigLoader Class Reference	12
6.2.1	Detailed Description	12
6.3	Crosstales.TPS.ConfigPreferences Class Reference	12
6.3.1	Detailed Description	12
6.4	Crosstales.TPS.ConfigWindow Class Reference	12
6.4.1	Detailed Description	13
6.5	Crosstales.TPS.Constants Class Reference	13
6.5.1	Detailed Description	17

6.5.2	Member Function Documentation	18
6.5.2.1	Load()	18
6.5.2.2	Reset()	18
6.5.2.3	Save()	18
6.5.3	Member Data Documentation	18
6.5.3.1	ARCH_LINUX	18
6.5.3.2	ARCH_MAC	18
6.5.3.3	ARCH_WINDOWS	18
6.5.3.4	ASSET_API_URL	18
6.5.3.5	ASSET_AUTHOR	18
6.5.3.6	ASSET_AUTHOR_URL	18
6.5.3.7	ASSET_BUILD	19
6.5.3.8	ASSET_CHANGED	19
6.5.3.9	ASSET_CONTACT	19
6.5.3.10	ASSET_CREATED	19
6.5.3.11	ASSET_CT_URL	19
6.5.3.12	ASSET_FORUM_URL	19
6.5.3.13	ASSET_ID	19
6.5.3.14	ASSET_MANUAL_URL	19
6.5.3.15	ASSET_NAME	19
6.5.3.16	ASSET_PATH	19
6.5.3.17	ASSET_UID	20
6.5.3.18	ASSET_UPDATE_CHECK_URL	20
6.5.3.19	ASSET_URL	20
6.5.3.20	ASSET_VERSION	20
6.5.3.21	ASSET_WEB_URL	20
6.5.3.22	CONFIRM_SWITCH	20
6.5.3.23	COPY_SETTINGS	20
6.5.3.24	CUSTOM_PATH_CACHE	20
6.5.3.25	DEBUG	20

6.5.3.26	EXECUTE_METHOD	20
6.5.3.27	KILL_TIME	21
6.5.3.28	PATH	21
6.5.3.29	PLATFORM_3DS	21
6.5.3.30	PLATFORM_ANDROID	21
6.5.3.31	PLATFORM_IOS	21
6.5.3.32	PLATFORM_LINUX	21
6.5.3.33	PLATFORM_MAC	21
6.5.3.34	PLATFORM_PS3	21
6.5.3.35	PLATFORM_PS4	21
6.5.3.36	PLATFORM_PSP2	21
6.5.3.37	PLATFORM_SAMsungTV	22
6.5.3.38	PLATFORM_SWITCH	22
6.5.3.39	PLATFORM_TIZEN	22
6.5.3.40	PLATFORM_TVOS	22
6.5.3.41	PLATFORM_WEBGL	22
6.5.3.42	PLATFORM_WEBPLAYER	22
6.5.3.43	PLATFORM_WIIU	22
6.5.3.44	PLATFORM_WINDOWS	22
6.5.3.45	PLATFORM_WSA	22
6.5.3.46	PLATFORM_XBOX360	22
6.5.3.47	PLATFORM_XBOXONE	23
6.5.3.48	SHOW_COLUMN_ARCHITECTURE	23
6.5.3.49	SHOW_COLUMN_CACHE	23
6.5.3.50	SHOW_COLUMN_PLATFORM	23
6.5.3.51	SHOW_COLUMN_PLATFORM_LOGO	23
6.5.3.52	SHOW_COLUMN_TEXTURE	23
6.5.3.53	SHOW_DELETE	23
6.5.3.54	TEX_ANDROID	23
6.5.3.55	UPDATE_CHECK	23

6.5.3.56	UPDATE_OPEN_UAS	23
6.5.3.57	VCS	24
6.6	Crosstales.TPS.CTPlayerPrefs Class Reference	24
6.6.1	Detailed Description	24
6.6.2	Member Function Documentation	24
6.6.2.1	DeleteAll()	24
6.6.2.2	DeleteKey(string key)	24
6.6.2.3	GetBool(string key)	25
6.6.2.4	GetFloat(string key)	25
6.6.2.5	GetInt(string key)	25
6.6.2.6	GetString(string key)	25
6.6.2.7	HasKey(string key)	26
6.6.2.8	Save()	26
6.6.2.9	SetBool(string key, bool value)	26
6.6.2.10	SetFloat(string key, float value)	26
6.6.2.11	SetInt(string key, int value)	27
6.6.2.12	SetString(string key, string value)	27
6.7	Crosstales.TPS.Helper Class Reference	27
6.7.1	Detailed Description	28
6.7.2	Member Function Documentation	28
6.7.2.1	RemoteCertificateValidationCallback(System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)	28
6.7.2.2	SwitchPlatform(BuildTarget target, string build, MobileTextureSubtarget subTarget) public static void SwitchPlatform(BuildTarget target)	28
6.7.3	Property Documentation	29
6.7.3.1	hasActiveArchitecturePlatforms	29
6.7.3.2	hasActiveTexturePlatforms	29
6.7.3.3	isEditorMode	29
6.7.3.4	isWindowsPlatform	29
6.8	Crosstales.TPS.SetupResources Class Reference	30
6.8.1	Detailed Description	30
6.9	Crosstales.TPS.UpdateCheck Class Reference	30
6.9.1	Detailed Description	30

Chapter 1

API

This is the API for the **Turbo Platform Switch** asset.

More information:

- [Homepage](#)
- [Email](#)
- [AssetStore](#)
- [Forum](#)
- [Documentation](#)

Chapter 2

Namespace Index

2.1 Packages

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

Crosstales	9
Crosstales.TPS	9

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

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

Crosstales.TPS.ConfigLoader	12
Crosstales.TPS.Constants	13
Crosstales.TPS.CTPlayerPrefs	24
EditorWindow	
Crosstales.TPS.ConfigBase	11
Crosstales.TPS.ConfigPreferences	12
Crosstales.TPS.ConfigWindow	12
Crosstales.TPS.Helper	27
Crosstales.TPS.SetupResources	30
Crosstales.TPS.UpdateCheck	30

Chapter 4

Class Index

4.1 Class List

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

Crosstales.TPS.ConfigBase	
Base class for editor windows.	11
Crosstales.TPS.ConfigLoader	
Loads the configuration of the asset.	12
Crosstales.TPS.ConfigPreferences	
Unity "Preferences" extension.	12
Crosstales.TPS.ConfigWindow	
Editor window extension.	12
Crosstales.TPS.Constants	
Collected constants of very general utility for the asset.	13
Crosstales.TPS.CTPlayerPrefs	
Wrapper for the PlayerPrefs.	24
Crosstales.TPS.Helper	
Various helper functions.	27
Crosstales.TPS.SetupResources	
Copies all resources to 'Editor Default Resources'.	30
Crosstales.TPS.UpdateCheck	
Checks for updates of the asset.	30

Chapter 5

Namespace Documentation

5.1 Crosstales Namespace Reference

Namespaces

5.2 Crosstales.TPS Namespace Reference

Classes

- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigLoader](#)
Loads the configuration of the asset.
- class [ConfigPreferences](#)
Unity "Preferences" extension.
- class [ConfigWindow](#)
Editor window extension.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [Helper](#)
Various helper functions.
- class [SetupResources](#)
Copies all resources to 'Editor Default Resources'.
- class [UpdateCheck](#)
Checks for updates of the asset.

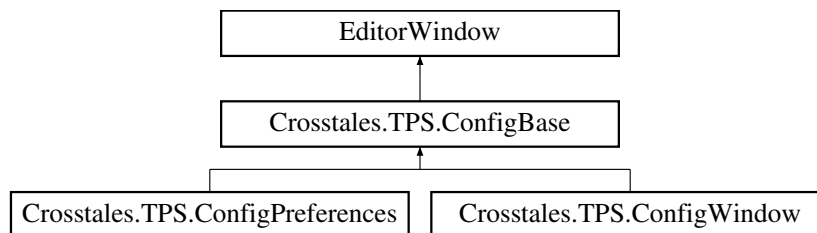
Chapter 6

Class Documentation

6.1 Crosstales.TPS.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.TPS.ConfigBase:



Static Protected Member Functions

- static void **showSwitch** ()
- static void **showConfiguration** ()
- static void **showHelp** ()
- static void **showAbout** ()
- static void **save** ()

Static Protected Attributes

- static string **updateText** = UpdateCheck.TEXT_NOT_CHECKED

6.1.1 Detailed Description

Base class for editor windows.

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

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

6.2 Crosstales.TPS.ConfigLoader Class Reference

Loads the configuration of the asset.

6.2.1 Detailed Description

Loads the configuration of the asset.

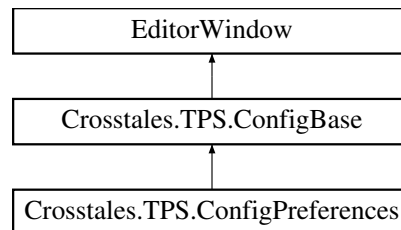
The documentation for this class was generated from the following file:

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

6.3 Crosstales.TPS.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.TPS.ConfigPreferences:



Additional Inherited Members

6.3.1 Detailed Description

Unity "Preferences" extension.

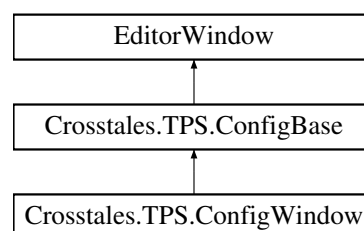
The documentation for this class was generated from the following file:

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

6.4 Crosstales.TPS.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TPS.ConfigWindow:



Public Member Functions

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

Static Public Member Functions

- static void **ShowWindow** ()

Additional Inherited Members

6.4.1 Detailed Description

Editor window extension.

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

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

6.5 Crosstales.TPS.Constants Class Reference

Collected constants of very general utility 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.

Public Attributes

- const string **ASSET_NAME** = "Turbo Platform Switch"
Name of the asset.
- const string **ASSET_VERSION** = "1.4.1"
Version of the asset.
- const int **ASSET_BUILD** = 141
Build number of the asset.
- 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://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string **ASSET_ID** = "60040"
ID of the asset in the UAS.
- const string **ASSET_URL** = "https://www.assetstore.unity3d.com/#!/content/60040?aid=1011INGT"
URL of the asset in the UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/tps_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "tps@crosstales.com"
Contact to the owner of the asset.
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/tps/TPS-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "https://goo.gl/NDTja0"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "https://goo.gl/d7SjL2"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/tps/"
URL of the asset in crosstales.
- const string **KEY_CUSTOM_PATH_CACHE** = KEY_PREFIX + "CUSTOM_PATH_CACHE"
- const string **KEY_PATH_CACHE** = KEY_PREFIX + "PATH_CACHE"
- const string **KEY_VCS** = KEY_PREFIX + "VCS"
- const string **KEY_EXECUTE_METHOD** = KEY_PREFIX + "EXECUTE_METHOD"
- const string **KEY_COPY_SETTINGS** = KEY_PREFIX + "COPY_SETTINGS"
- const string **KEY_CONFIRM_SWITCH** = KEY_PREFIX + "CONFIRM_SWITCH"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_UPDATE_CHECK** = KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_UPDATE_OPEN_UAS** = KEY_PREFIX + "UPDATE_OPEN_UAS"
- const string **KEY_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_PLATFORM_WINDOWS** = KEY_PREFIX + "PLATFORM_WINDOWS"
- const string **KEY_PLATFORM_MAC** = KEY_PREFIX + "PLATFORM_MAC"
- const string **KEY_PLATFORM_LINUX** = KEY_PREFIX + "PLATFORM_LINUX"
- const string **KEY_PLATFORM_ANDROID** = KEY_PREFIX + "PLATFORM_ANDROID"
- const string **KEY_PLATFORM_IOS** = KEY_PREFIX + "PLATFORM_IOS"
- const string **KEY_PLATFORM_WSA** = KEY_PREFIX + "PLATFORM_WSA"
- const string **KEY_PLATFORM_WEBPLAYER** = KEY_PREFIX + "PLATFORM_WEBPLAYER"
- const string **KEY_PLATFORM_WEBGL** = KEY_PREFIX + "PLATFORM_WEBGL"
- const string **KEY_PLATFORM_TVOS** = KEY_PREFIX + "PLATFORM_TVOS"
- const string **KEY_PLATFORM_TIZEN** = KEY_PREFIX + "PLATFORM_TIZEN"
- const string **KEY_PLATFORM_SAMUNGTV** = KEY_PREFIX + "PLATFORM_SAMUNGTV"
- const string **KEY_PLATFORM_PS3** = KEY_PREFIX + "PLATFORM_PS3"

- const string **KEY_PLATFORM_PS4** = KEY_PREFIX + "PLATFORM_PS4"
- const string **KEY_PLATFORM_PSP2** = KEY_PREFIX + "PLATFORM_PSP2"
- const string **KEY_PLATFORM_XBOX360** = KEY_PREFIX + "PLATFORM_XBOX360"
- const string **KEY_PLATFORM_XBOXONE** = KEY_PREFIX + "PLATFORM_XBOXONE"
- const string **KEY_PLATFORM_WIIU** = KEY_PREFIX + "PLATFORM_WIIU"
- const string **KEY_PLATFORM_3DS** = KEY_PREFIX + "PLATFORM_3DS"
- const string **KEY_PLATFORM_SWITCH** = KEY_PREFIX + "PLATFORM_SWITCH"
- const string **KEY_ARCH_WINDOWS** = KEY_PREFIX + "ARCH_WINDOWS"
- const string **KEY_ARCH_MAC** = KEY_PREFIX + "ARCH_MAC"
- const string **KEY_ARCH_LINUX** = KEY_PREFIX + "ARCH_LINUX"
- const string **KEY_TEX_ANDROID** = KEY_PREFIX + "TEX_ANDROID"
- const string **KEY_SHOW_COLUMN_PLATFORM** = KEY_PREFIX + "SHOW_COLUMN_PLATFORM"
- const string **KEY_SHOW_COLUMN_ARCHITECTURE** = KEY_PREFIX + "SHOW_COLUMN_ARCHITECTURE"
- const string **KEY_SHOW_COLUMN_TEXTURE** = KEY_PREFIX + "SHOW_COLUMN_TEXTURE"
- const string **KEY_SHOW_COLUMN_CACHE** = KEY_PREFIX + "SHOW_COLUMN_CACHE"
- const string **CACHE_DIRNAME** = "TPS_cache"
- const bool **DEFAULT_CUSTOM_PATH_CACHE** = false
- const int **DEFAULT_VCS** = 1
- const bool **DEFAULT_COPY_SETTINGS** = true
- const bool **DEFAULT_CONFIRM_SWITCH** = true
- const bool **DEFAULT_DEBUG** = false
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_UPDATE_OPEN_UAS** = false
- const bool **DEFAULT_PLATFORM_WINDOWS** = true
- const bool **DEFAULT_PLATFORM_MAC** = true
- const bool **DEFAULT_PLATFORM_LINUX** = true
- const bool **DEFAULT_PLATFORM_ANDROID** = true
- const bool **DEFAULT_PLATFORM_IOS** = true
- const bool **DEFAULT_PLATFORM_WSA** = false
- const bool **DEFAULT_PLATFORM_WEBPLAYER** = false
- const bool **DEFAULT_PLATFORM_WEBGL** = true
- const bool **DEFAULT_PLATFORM_TVOS** = false
- const bool **DEFAULT_PLATFORM_TIZEN** = false
- const bool **DEFAULT_PLATFORM_SAMUNGTV** = false
- const bool **DEFAULT_PLATFORM_PS3** = false
- const bool **DEFAULT_PLATFORM_PS4** = false
- const bool **DEFAULT_PLATFORM_PSP2** = false
- const bool **DEFAULT_PLATFORM_XBOX360** = false
- const bool **DEFAULT_PLATFORM_XBOXONE** = false
- const bool **DEFAULT_PLATFORM_WIIU** = false
- const bool **DEFAULT_PLATFORM_3DS** = false
- const bool **DEFAULT_PLATFORM_SWITCH** = false
- const int **DEFAULT_ARCH_WINDOWS** = 0
- const int **DEFAULT_ARCH_MAC** = 0
- const int **DEFAULT_ARCH_LINUX** = 0
- const int **DEFAULT_TEX_ANDROID** = 0
- const bool **DEFAULT_SHOW_COLUMN_PLATFORM** = true
- const bool **DEFAULT_SHOW_COLUMN_PLATFORM_LOGO** = false
- const bool **DEFAULT_SHOW_COLUMN_ARCHITECTURE** = true
- const bool **DEFAULT_SHOW_COLUMN_TEXTURE** = false
- const bool **DEFAULT_SHOW_COLUMN_CACHE** = true

Static Public Attributes

- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2016, 9, 22)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2017, 4, 9)
Change date of the asset (YYYY, MM, DD).
- static readonly System.Guid **ASSET_UID** = new System.Guid("2d03d693-219a-4fa4-a9b0-83e5a59ebe01")
UID of the asset.
- static readonly string **PATH** = Helper.ValidatePath(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))
Application path.
- static readonly string **DEFAULT_PATH_CACHE** = Helper.ValidatePath(**PATH** + CACHE_DIRNAME)
- static string **ASSET_PATH** = "/crosstales/TPS/"
Path to the asset inside the Unity project.
- static bool **CUSTOM_PATH_CACHE** = DEFAULT_CUSTOM_PATH_CACHE
Enable or disable custom location for the cache.
- static int **VCS** = DEFAULT_VCS
Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial).
- static string **EXECUTE_METHOD** = string.Empty
Execute static method <ClassName.MethodName> in Unity after a switch.
- static bool **COPY_SETTINGS** = DEFAULT_COPY_SETTINGS
Enable or disable copying the 'ProjectSettings'-folder.
- static bool **CONFIRM_SWITCH** = DEFAULT_CONFIRM_SWITCH
Enable or disable the switch confirmation dialog.
- static bool **DEBUG** = DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool **UPDATE_CHECK** = DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool **UPDATE_OPEN_UAS** = DEFAULT_UPDATE_OPEN_UAS
Open the UAS-site when an update is found.
- static bool **PLATFORM_WINDOWS** = DEFAULT_PLATFORM_WINDOWS
Enable or disable the Windows platform.
- static bool **PLATFORM_MAC** = DEFAULT_PLATFORM_MAC
Enable or disable the macOS platform.
- static bool **PLATFORM_LINUX** = DEFAULT_PLATFORM_LINUX
Enable or disable the Linux platform.
- static bool **PLATFORM_ANDROID** = DEFAULT_PLATFORM_ANDROID
Enable or disable the Android platform.
- static bool **PLATFORM_IOS** = DEFAULT_PLATFORM_IOS
Enable or disable the iOS platform.
- static bool **PLATFORM_WSA** = DEFAULT_PLATFORM_WSA
Enable or disable the WSA platform.
- static bool **PLATFORM_WEBPLAYER** = DEFAULT_PLATFORM_WEBPLAYER
Enable or disable the WebPlayer platform.
- static bool **PLATFORM_WEBGL** = DEFAULT_PLATFORM_WEBGL
Enable or disable the WebGL platform.
- static bool **PLATFORM_TVOS** = DEFAULT_PLATFORM_TVOS
Enable or disable the tvOS platform.
- static bool **PLATFORM_TIZEN** = DEFAULT_PLATFORM_TIZEN
Enable or disable the Tizen platform.
- static bool **PLATFORM_SAMSUNGTV** = DEFAULT_PLATFORM_SAMSUNGTV

- Enable or disable the SamsungTV platform.*
- static bool **PLATFORM_PS3** = DEFAULT_PLATFORM_PS3
 - Enable or disable the PS3 platform.*
- static bool **PLATFORM_PS4** = DEFAULT_PLATFORM_PS4
 - Enable or disable the PS4 platform.*
- static bool **PLATFORM_PSP2** = DEFAULT_PLATFORM_PSP2
 - Enable or disable the PSP2 (Vita) platform.*
- static bool **PLATFORM_XBOX360** = DEFAULT_PLATFORM_XBOX360
 - Enable or disable the XBox360 platform.*
- static bool **PLATFORM_XBOXONE** = DEFAULT_PLATFORM_XBOXONE
 - Enable or disable the XBoxOne platform.*
- static bool **PLATFORM_WIIU** = DEFAULT_PLATFORM_WIIU
 - Enable or disable the WiiU platform.*
- static bool **PLATFORM_3DS** = DEFAULT_PLATFORM_3DS
 - Enable or disable the 3DS platform.*
- static bool **PLATFORM_SWITCH** = DEFAULT_PLATFORM_SWITCH
 - Enable or disable the Nintendo Switch platform.*
- static int **ARCH_WINDOWS** = DEFAULT_ARCH_WINDOWS
 - Architecture of the Windows platform.*
- static int **ARCH_MAC** = DEFAULT_ARCH_MAC
 - Architecture of the macOS platform.*
- static int **ARCH_LINUX** = DEFAULT_ARCH_LINUX
 - Architecture of the Linux platform.*
- static int **TEX_ANDROID** = DEFAULT_TEX_ANDROID
 - Texture format of the Android platform.*
- static bool **SHOW_DELETE** = false
 - Shows or hides the delete button for the cache.*
- static bool **SHOW_COLUMN_PLATFORM** = DEFAULT_SHOW_COLUMN_PLATFORM
 - Shows or hides the column for the platform.*
- static bool **SHOW_COLUMN_PLATFORM_LOGO** = DEFAULT_SHOW_COLUMN_PLATFORM_LOGO
 - Shows or hides the column for the platform.*
- static bool **SHOW_COLUMN_ARCHITECTURE** = DEFAULT_SHOW_COLUMN_ARCHITECTURE
 - Shows or hides the column for the architecture.*
- static bool **SHOW_COLUMN_TEXTURE** = DEFAULT_SHOW_COLUMN_TEXTURE
 - Shows or hides the column for the texture format.*
- static bool **SHOW_COLUMN_CACHE** = DEFAULT_SHOW_COLUMN_CACHE
 - Shows or hides the column for the cache.*
- static int **KILL_TIME** = 3000
 - Kill processes after 3000 milliseconds.*

Properties

- static string **PATH_CACHE** [get, set]

6.5.1 Detailed Description

Collected constants of very general utility for the asset.

6.5.2 Member Function Documentation

6.5.2.1 `static void Crosstales.TPS.Constants.Load () [static]`

Loads the all changable variables.

6.5.2.2 `static void Crosstales.TPS.Constants.Reset () [static]`

Resets all changable variables to their default value.

6.5.2.3 `static void Crosstales.TPS.Constants.Save () [static]`

Saves the all changable variables.

6.5.3 Member Data Documentation

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

Architecture of the Linux platform.

6.5.3.2 `int Crosstales.TPS.Constants.ARCH_MAC = DEFAULT_ARCH_MAC [static]`

Architecture of the macOS platform.

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

Architecture of the Windows platform.

6.5.3.4 `const string Crosstales.TPS.Constants.ASSET_API_URL = "https://goo.gl/NDTja0"`

URL of the asset API.

6.5.3.5 `const string Crosstales.TPS.Constants.ASSET_AUTHOR = "crosstales LLC"`

Author of the asset.

6.5.3.6 `const string Crosstales.TPS.Constants.ASSET_AUTHOR_URL = "https://www.crosstales.com"`

URL of the asset author.

6.5.3.7 `const int Crosstales.TPS.Constants.ASSET_BUILD = 141`

Build number of the asset.

6.5.3.8 `readonly System.DateTime Crosstales.TPS.Constants.ASSET_CHANGED = new System.DateTime(2017, 4, 9)`
`[static]`

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

6.5.3.9 `const string Crosstales.TPS.Constants.ASSET_CONTACT = "tps@crosstales.com"`

Contact to the owner of the asset.

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

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

6.5.3.11 `const string Crosstales.TPS.Constants.ASSET_CT_URL = "https://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011INGT"`

URL of the crosstales assets in UAS.

6.5.3.12 `const string Crosstales.TPS.Constants.ASSET_FORUM_URL = "https://goo.gl/d7SjL2"`

URL of the asset forum.

6.5.3.13 `const string Crosstales.TPS.Constants.ASSET_ID = "60040"`

ID of the asset in the UAS.

6.5.3.14 `const string Crosstales.TPS.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/tps/TPS-doc.pdf"`

URL of the asset manual.

6.5.3.15 `const string Crosstales.TPS.Constants.ASSET_NAME = "Turbo Platform Switch"`

Name of the asset.

6.5.3.16 `string Crosstales.TPS.Constants.ASSET_PATH = "/crosstales/TPS/"` `[static]`

Path to the asset inside the Unity project.

6.5.3.17 readonly System.Guid Crosstales.TPS.Constants.ASSET_UID = new System.Guid("2d03d693-219a-4fa4-a9b0-83e5a59ebe01") [static]

UID of the asset.

6.5.3.18 const string Crosstales.TPS.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/tps_versions.txt"↵

URL for update-checks of the asset

6.5.3.19 const string Crosstales.TPS.Constants.ASSET_URL = "https://www.assetstore.unity3d.com/#!/content/60040?aid=1011INGT"

URL of the asset in the UAS.

6.5.3.20 const string Crosstales.TPS.Constants.ASSET_VERSION = "1.4.1"

Version of the asset.

6.5.3.21 const string Crosstales.TPS.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/tps/"

URL of the asset in crosstales.

6.5.3.22 bool Crosstales.TPS.Constants.CONFIRM_SWITCH = DEFAULT_CONFIRM_SWITCH [static]

Enable or disable the switch confirmation dialog.

6.5.3.23 bool Crosstales.TPS.Constants.COPY_SETTINGS = DEFAULT_COPY_SETTINGS [static]

Enable or disable copying the 'ProjectSettings'-folder.

6.5.3.24 bool Crosstales.TPS.Constants.CUSTOM_PATH_CACHE = DEFAULT_CUSTOM_PATH_CACHE [static]

Enable or disable custom location for the cache.

6.5.3.25 bool Crosstales.TPS.Constants.DEBUG = DEFAULT_DEBUG [static]

Enable or disable debug logging for the asset.

6.5.3.26 string Crosstales.TPS.Constants.EXECUTE_METHOD = string.Empty [static]

Execute static method <ClassName.MethodName> in Unity after a switch.

6.5.3.27 `int Crosstales.TPS.Constants.KILL_TIME = 3000` `[static]`

Kill processes after 3000 milliseconds.

6.5.3.28 `readonly string Crosstales.TPS.Constants.PATH = Helper.ValidatePath(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))` `[static]`

Application path.

6.5.3.29 `bool Crosstales.TPS.Constants.PLATFORM_3DS = DEFAULT_PLATFORM_3DS` `[static]`

Enable or disable the 3DS platform.

6.5.3.30 `bool Crosstales.TPS.Constants.PLATFORM_ANDROID = DEFAULT_PLATFORM_ANDROID` `[static]`

Enable or disable the Android platform.

6.5.3.31 `bool Crosstales.TPS.Constants.PLATFORM_IOS = DEFAULT_PLATFORM_IOS` `[static]`

Enable or disable the iOS platform.

6.5.3.32 `bool Crosstales.TPS.Constants.PLATFORM_LINUX = DEFAULT_PLATFORM_LINUX` `[static]`

Enable or disable the Linux platform.

6.5.3.33 `bool Crosstales.TPS.Constants.PLATFORM_MAC = DEFAULT_PLATFORM_MAC` `[static]`

Enable or disable the macOS platform.

6.5.3.34 `bool Crosstales.TPS.Constants.PLATFORM_PS3 = DEFAULT_PLATFORM_PS3` `[static]`

Enable or disable the PS3 platform.

6.5.3.35 `bool Crosstales.TPS.Constants.PLATFORM_PS4 = DEFAULT_PLATFORM_PS4` `[static]`

Enable or disable the PS4 platform.

6.5.3.36 `bool Crosstales.TPS.Constants.PLATFORM_PSP2 = DEFAULT_PLATFORM_PSP2` `[static]`

Enable or disable the PSP2 (Vita) platform.

6.5.3.37 `bool Crosstales.TPS.Constants.PLATFORM_SAMUNGTV = DEFAULT_PLATFORM_SAMUNGTV` `[static]`

Enable or disable the SamsungTV platform.

6.5.3.38 `bool Crosstales.TPS.Constants.PLATFORM_SWITCH = DEFAULT_PLATFORM_SWITCH` `[static]`

Enable or disable the Nintendo Switch platform.

6.5.3.39 `bool Crosstales.TPS.Constants.PLATFORM_TIZEN = DEFAULT_PLATFORM_TIZEN` `[static]`

Enable or disable the Tizen platform.

6.5.3.40 `bool Crosstales.TPS.Constants.PLATFORM_TVOS = DEFAULT_PLATFORM_TVOS` `[static]`

Enable or disable the tvOS platform.

6.5.3.41 `bool Crosstales.TPS.Constants.PLATFORM_WEBGL = DEFAULT_PLATFORM_WEBGL` `[static]`

Enable or disable the WebGL platform.

6.5.3.42 `bool Crosstales.TPS.Constants.PLATFORM_WEBPLAYER = DEFAULT_PLATFORM_WEBPLAYER` `[static]`

Enable or disable the WebPlayer platform.

6.5.3.43 `bool Crosstales.TPS.Constants.PLATFORM_WIIU = DEFAULT_PLATFORM_WIIU` `[static]`

Enable or disable the WiiU platform.

6.5.3.44 `bool Crosstales.TPS.Constants.PLATFORM_WINDOWS = DEFAULT_PLATFORM_WINDOWS` `[static]`

Enable or disable the Windows platform.

6.5.3.45 `bool Crosstales.TPS.Constants.PLATFORM_WSA = DEFAULT_PLATFORM_WSA` `[static]`

Enable or disable the WSA platform.

6.5.3.46 `bool Crosstales.TPS.Constants.PLATFORM_XBOX360 = DEFAULT_PLATFORM_XBOX360` `[static]`

Enable or disable the Xbox360 platform.

6.5.3.47 `bool Crosstales.TPS.Constants.PLATFORM_XBOXONE = DEFAULT_PLATFORM_XBOXONE` `[static]`

Enable or disable the XBoxOne platform.

6.5.3.48 `bool Crosstales.TPS.Constants.SHOW_COLUMN_ARCHITECTURE = DEFAULT_SHOW_COLUMN_ARCHITECTURE`
`[static]`

Shows or hides the column for the architecture.

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

Shows or hides the column for the cache.

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

Shows or hides the column for the platform.

6.5.3.51 `bool Crosstales.TPS.Constants.SHOW_COLUMN_PLATFORM_LOGO = DEFAULT_SHOW_COLUMN_PLATFORM_LOGO`
`[static]`

Shows or hides the column for the platform.

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

Shows or hides the column for the texture format.

6.5.3.53 `bool Crosstales.TPS.Constants.SHOW_DELETE = false` `[static]`

Shows or hides the delete button for the cache.

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

Texture format of the Android platform.

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

Enable or disable update-checks for the asset.

6.5.3.56 `bool Crosstales.TPS.Constants.UPDATE_OPEN_UAS = DEFAULT_UPDATE_OPEN_UAS` `[static]`

Open the UAS-site when an update is found.

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

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

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

- `D:/slauberger/git/assets/TurboSwitch/TurboSwitch/Assets/crosstales/TPS/Plugins/Editor/Constants.cs`

6.6 Crosstales.TPS.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.

6.6.1 Detailed Description

Wrapper for the PlayerPrefs.

6.6.2 Member Function Documentation

6.6.2.1 `static void Crosstales.TPS.CTPlayerPrefs.DeleteAll ()` `[static]`

Deletes all keys.

6.6.2.2 `static void Crosstales.TPS.CTPlayerPrefs.DeleteKey (string key)` `[static]`

Delete the key.

Parameters

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

6.6.2.3 static bool Crosstales.TPS.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.

6.6.2.4 static float Crosstales.TPS.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.

6.6.2.5 static int Crosstales.TPS.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.

6.6.2.6 static string Crosstales.TPS.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.

6.6.2.7 `static bool Crosstales.TPS.CTPlayerPrefs.HasKey (string key) [static]`

Exists the key?

Parameters

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

Returns

Value for the key.

6.6.2.8 `static void Crosstales.TPS.CTPlayerPrefs.Save () [static]`

Saves all modifications.

6.6.2.9 `static void Crosstales.TPS.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.

6.6.2.10 `static void Crosstales.TPS.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.

6.6.2.11 `static void Crosstales.TPS.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.

6.6.2.12 `static void Crosstales.TPS.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/TurboSwitch/TurboSwitch/Assets/crosstales/TPS/Plugins/Editor/CTPlayerPrefs.cs

6.7 Crosstales.TPS.Helper Class Reference

Various helper functions.

Static Public Member Functions

- static bool [RemoteCertificateValidationCallback](#) (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static void [SwitchPlatform](#) (BuildTarget target, string build, MobileTextureSubtarget subTarget) public static void SwitchPlatform(BuildTarget target)
Switches the current platform to the target.

Properties

- static Texture2D **Logo_Asset** [get]
- static Texture2D **Logo_Asset_Small** [get]
- static Texture2D **Logo_CT** [get]
- static Texture2D **Logo_Unity** [get]
- static Texture2D **Icon_Reset** [get]
- static Texture2D **Icon_Refresh** [get]
- static Texture2D **Icon_Delete** [get]

- static Texture2D **Icon_Delete_Big** [get]
- static Texture2D **Icon_Folder** [get]
- static Texture2D **Icon_Manual** [get]
- static Texture2D **Icon_API** [get]
- static Texture2D **Icon_Forum** [get]
- static Texture2D **Icon_Product** [get]
- static Texture2D **Icon_Check** [get]
- static Texture2D **Logo_Windows** [get]
- static Texture2D **Logo_Mac** [get]
- static Texture2D **Logo_Linux** [get]
- static Texture2D **Logo_Ios** [get]
- static Texture2D **Logo_Android** [get]
- static Texture2D **Logo_Wsa** [get]
- static Texture2D **Logo_Webplayer** [get]
- static Texture2D **Logo_Webgl** [get]
- static Texture2D **Logo_Tvos** [get]
- static Texture2D **Logo_Tizen** [get]
- static Texture2D **Logo_Samsungtv** [get]
- static Texture2D **Logo_Ps3** [get]
- static Texture2D **Logo_Ps4** [get]
- static Texture2D **Logo_Psp** [get]
- static Texture2D **Logo_Xbox360** [get]
- static Texture2D **Logo_Xboxone** [get]
- static Texture2D **Logo_Wiiu** [get]
- static Texture2D **Logo_3ds** [get]
- static Texture2D **Logo_Switch** [get]
- static Texture2D **Icon_Cachefull** [get]
- static Texture2D **Icon_Cacheempty** [get]
- static bool **isWindowsPlatform** [get]
Checks if the current platform is Windows.
- static bool **isEditorMode** [get]
Checks if we are in Editor mode.
- static bool **hasActiveArchitecturePlatforms** [get]
Checks if the user has selected any architecture platforms.
- static bool **hasActiveTexturePlatforms** [get]
Checks if the user has selected any texture platforms.

6.7.1 Detailed Description

Various helper functions.

6.7.2 Member Function Documentation

- 6.7.2.1 static bool **Crosstales.TPS.Helper.RemoteCertificateValidationCallback** (System.Object *sender*, System.Security.Cryptography.X509Certificates.X509Certificate *certificate*, System.Security.Cryptography.X509Certificates.X509Chain *chain*, System.Net.Security.SslPolicyErrors *sslPolicyErrors*) [static]

HTTPS-certification callback.

- 6.7.2.2 static void **Crosstales.TPS.Helper.SwitchPlatform** (BuildTarget *target*, string *build*, MobileTextureSubtarget *subTarget*) [static]

Switches the current platform to the target.

Parameters

<i>target</i>	Target platform for the switch
<i>build</i>	Build type name for Unity, like 'win32'
<i>subTarget</i>	Texture format (Android)

6.7.3 Property Documentation

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

Checks if the user has selected any architecture platforms.

Returns

True if the user has selected any architecture platforms.

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

Checks if the user has selected any texture platforms.

Returns

True if the user has selected any texture platforms.

6.7.3.3 `bool Crosstales.TPS.Helper.isEditorMode` `[static], [get]`

Checks if we are in Editor mode.

Returns

True if in Editor mode.

6.7.3.4 `bool Crosstales.TPS.Helper.isWindowsPlatform` `[static], [get]`

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

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

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

6.8 Crosstales.TPS.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

6.8.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

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

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

6.9 Crosstales.TPS.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result)

Public Attributes

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

6.9.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch/Assets/crosstales/TPS/Plugins/Editor/Update↔
Check.cs

Index

ARCH_LINUX
 Crosstales::TPS::Constants, [18](#)
ARCH_MAC
 Crosstales::TPS::Constants, [18](#)
ARCH_WINDOWS
 Crosstales::TPS::Constants, [18](#)
ASSET_API_URL
 Crosstales::TPS::Constants, [18](#)
ASSET_AUTHOR_URL
 Crosstales::TPS::Constants, [18](#)
ASSET_AUTHOR
 Crosstales::TPS::Constants, [18](#)
ASSET_BUILD
 Crosstales::TPS::Constants, [18](#)
ASSET_CHANGED
 Crosstales::TPS::Constants, [19](#)
ASSET_CONTACT
 Crosstales::TPS::Constants, [19](#)
ASSET_CREATED
 Crosstales::TPS::Constants, [19](#)
ASSET_CT_URL
 Crosstales::TPS::Constants, [19](#)
ASSET_FORUM_URL
 Crosstales::TPS::Constants, [19](#)
ASSET_ID
 Crosstales::TPS::Constants, [19](#)
ASSET_MANUAL_URL
 Crosstales::TPS::Constants, [19](#)
ASSET_NAME
 Crosstales::TPS::Constants, [19](#)
ASSET_PATH
 Crosstales::TPS::Constants, [19](#)
ASSET_UID
 Crosstales::TPS::Constants, [19](#)
ASSET_UPDATE_CHECK_URL
 Crosstales::TPS::Constants, [20](#)
ASSET_URL
 Crosstales::TPS::Constants, [20](#)
ASSET_VERSION
 Crosstales::TPS::Constants, [20](#)
ASSET_WEB_URL
 Crosstales::TPS::Constants, [20](#)

CONFIRM_SWITCH
 Crosstales::TPS::Constants, [20](#)
COPY_SETTINGS
 Crosstales::TPS::Constants, [20](#)
CUSTOM_PATH_CACHE
 Crosstales::TPS::Constants, [20](#)
Crosstales, [9](#)

Crosstales.TPS.CTPlayerPrefs, [24](#)
Crosstales.TPS.ConfigBase, [11](#)
Crosstales.TPS.ConfigLoader, [12](#)
Crosstales.TPS.ConfigPreferences, [12](#)
Crosstales.TPS.ConfigWindow, [12](#)
Crosstales.TPS.Constants, [13](#)
Crosstales.TPS.Helper, [27](#)
Crosstales.TPS.SetupResources, [30](#)
Crosstales.TPS.UpdateCheck, [30](#)
Crosstales.TPS, [9](#)
Crosstales::TPS::CTPlayerPrefs
 DeleteAll, [24](#)
 DeleteKey, [24](#)
 GetBool, [25](#)
 GetFloat, [25](#)
 GetInt, [25](#)
 GetString, [25](#)
 HasKey, [26](#)
 Save, [26](#)
 SetBool, [26](#)
 SetFloat, [26](#)
 SetInt, [26](#)
 SetString, [27](#)
Crosstales::TPS::Constants
 ARCH_LINUX, [18](#)
 ARCH_MAC, [18](#)
 ARCH_WINDOWS, [18](#)
 ASSET_API_URL, [18](#)
 ASSET_AUTHOR_URL, [18](#)
 ASSET_AUTHOR, [18](#)
 ASSET_BUILD, [18](#)
 ASSET_CHANGED, [19](#)
 ASSET_CONTACT, [19](#)
 ASSET_CREATED, [19](#)
 ASSET_CT_URL, [19](#)
 ASSET_FORUM_URL, [19](#)
 ASSET_ID, [19](#)
 ASSET_MANUAL_URL, [19](#)
 ASSET_NAME, [19](#)
 ASSET_PATH, [19](#)
 ASSET_UID, [19](#)
 ASSET_UPDATE_CHECK_URL, [20](#)
 ASSET_URL, [20](#)
 ASSET_VERSION, [20](#)
 ASSET_WEB_URL, [20](#)
 CONFIRM_SWITCH, [20](#)
 COPY_SETTINGS, [20](#)
 CUSTOM_PATH_CACHE, [20](#)
 DEBUG, [20](#)

- EXECUTE_METHOD, [20](#)
- KILL_TIME, [20](#)
- Load, [18](#)
- PATH, [21](#)
- PLATFORM_3DS, [21](#)
- PLATFORM_ANDROID, [21](#)
- PLATFORM_IOS, [21](#)
- PLATFORM_LINUX, [21](#)
- PLATFORM_MAC, [21](#)
- PLATFORM_PS3, [21](#)
- PLATFORM_PS4, [21](#)
- PLATFORM_PSP2, [21](#)
- PLATFORM_SAMUNGTV, [21](#)
- PLATFORM_SWITCH, [22](#)
- PLATFORM_TIZEN, [22](#)
- PLATFORM_TVOS, [22](#)
- PLATFORM_WEBGL, [22](#)
- PLATFORM_WEBPLAYER, [22](#)
- PLATFORM_WIIU, [22](#)
- PLATFORM_WINDOWS, [22](#)
- PLATFORM_WSA, [22](#)
- PLATFORM_XBOX360, [22](#)
- PLATFORM_XBOXONE, [22](#)
- Reset, [18](#)
- SHOW_COLUMN_ARCHITECTURE, [23](#)
- SHOW_COLUMN_CACHE, [23](#)
- SHOW_COLUMN_PLATFORM_LOGO, [23](#)
- SHOW_COLUMN_PLATFORM, [23](#)
- SHOW_COLUMN_TEXTURE, [23](#)
- SHOW_DELETE, [23](#)
- Save, [18](#)
- TEX_ANDROID, [23](#)
- UPDATE_CHECK, [23](#)
- UPDATE_OPEN_UAS, [23](#)
- VCS, [23](#)
- Crosstales::TPS::Helper
 - hasActiveArchitecturePlatforms, [29](#)
 - hasActiveTexturePlatforms, [29](#)
 - isEditorMode, [29](#)
 - isWindowsPlatform, [29](#)
 - RemoteCertificateValidationCallback, [28](#)
 - SwitchPlatform, [28](#)
- DEBUG
 - Crosstales::TPS::Constants, [20](#)
- DeleteAll
 - Crosstales::TPS::CTPlayerPrefs, [24](#)
- DeleteKey
 - Crosstales::TPS::CTPlayerPrefs, [24](#)
- EXECUTE_METHOD
 - Crosstales::TPS::Constants, [20](#)
- GetBool
 - Crosstales::TPS::CTPlayerPrefs, [25](#)
- GetFloat
 - Crosstales::TPS::CTPlayerPrefs, [25](#)
- GetInt
 - Crosstales::TPS::CTPlayerPrefs, [25](#)
- GetString
 - Crosstales::TPS::CTPlayerPrefs, [25](#)
- hasActiveArchitecturePlatforms
 - Crosstales::TPS::Helper, [29](#)
- hasActiveTexturePlatforms
 - Crosstales::TPS::Helper, [29](#)
- HasKey
 - Crosstales::TPS::CTPlayerPrefs, [26](#)
- isEditorMode
 - Crosstales::TPS::Helper, [29](#)
- isWindowsPlatform
 - Crosstales::TPS::Helper, [29](#)
- KILL_TIME
 - Crosstales::TPS::Constants, [20](#)
- Load
 - Crosstales::TPS::Constants, [18](#)
- PATH
 - Crosstales::TPS::Constants, [21](#)
- PLATFORM_3DS
 - Crosstales::TPS::Constants, [21](#)
- PLATFORM_ANDROID
 - Crosstales::TPS::Constants, [21](#)
- PLATFORM_IOS
 - Crosstales::TPS::Constants, [21](#)
- PLATFORM_LINUX
 - Crosstales::TPS::Constants, [21](#)
- PLATFORM_MAC
 - Crosstales::TPS::Constants, [21](#)
- PLATFORM_PS3
 - Crosstales::TPS::Constants, [21](#)
- PLATFORM_PS4
 - Crosstales::TPS::Constants, [21](#)
- PLATFORM_PSP2
 - Crosstales::TPS::Constants, [21](#)
- PLATFORM_SAMUNGTV
 - Crosstales::TPS::Constants, [21](#)
- PLATFORM_SWITCH
 - Crosstales::TPS::Constants, [22](#)
- PLATFORM_TIZEN
 - Crosstales::TPS::Constants, [22](#)
- PLATFORM_TVOS
 - Crosstales::TPS::Constants, [22](#)
- PLATFORM_WEBGL
 - Crosstales::TPS::Constants, [22](#)
- PLATFORM_WEBPLAYER
 - Crosstales::TPS::Constants, [22](#)
- PLATFORM_WIIU
 - Crosstales::TPS::Constants, [22](#)
- PLATFORM_WINDOWS
 - Crosstales::TPS::Constants, [22](#)
- PLATFORM_WSA
 - Crosstales::TPS::Constants, [22](#)
- PLATFORM_XBOX360
 - Crosstales::TPS::Constants, [22](#)

PLATFORM_XBOXONE
 Crosstales::TPS::Constants, [22](#)

RemoteCertificateValidationCallback
 Crosstales::TPS::Helper, [28](#)

Reset
 Crosstales::TPS::Constants, [18](#)

SHOW_COLUMN_ARCHITECTURE
 Crosstales::TPS::Constants, [23](#)

SHOW_COLUMN_CACHE
 Crosstales::TPS::Constants, [23](#)

SHOW_COLUMN_PLATFORM_LOGO
 Crosstales::TPS::Constants, [23](#)

SHOW_COLUMN_PLATFORM
 Crosstales::TPS::Constants, [23](#)

SHOW_COLUMN_TEXTURE
 Crosstales::TPS::Constants, [23](#)

SHOW_DELETE
 Crosstales::TPS::Constants, [23](#)

Save
 Crosstales::TPS::CTPlayerPrefs, [26](#)
 Crosstales::TPS::Constants, [18](#)

SetBool
 Crosstales::TPS::CTPlayerPrefs, [26](#)

SetFloat
 Crosstales::TPS::CTPlayerPrefs, [26](#)

SetInt
 Crosstales::TPS::CTPlayerPrefs, [26](#)

SetString
 Crosstales::TPS::CTPlayerPrefs, [27](#)

SwitchPlatform
 Crosstales::TPS::Helper, [28](#)

TEX_ANDROID
 Crosstales::TPS::Constants, [23](#)

UPDATE_CHECK
 Crosstales::TPS::Constants, [23](#)

UPDATE_OPEN_UAS
 Crosstales::TPS::Constants, [23](#)

VCS
 Crosstales::TPS::Constants, [23](#)