

File Browser

Native file browser for Windows and macOS



API

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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

4.2 Crosstales.Assets Namespace Reference

Classes

- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.
- class [OCCheck](#)
Checks if 'Online Check' is installed.

4.3 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.

4.4 Crosstales.FB.Demo Namespace Reference

Namespaces

Classes

- class [Examples](#)
Simulates n random dices with the values 1-6.
- class [GUIMain](#)
Main GUI component for all demo scenes.
- class [GUIScenes](#)
Main GUI scene manager for all demo scenes.

4.5 Crosstales.FB.Demo.Util Namespace Reference

Classes

- 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.

Enumerations

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

4.5.1 Enumeration Type Documentation

4.5.1.1 enum `Crosstales.FB.Demo.Util.Platform` [strong]

All available platforms.

4.6 Crosstales.FB.EditorTask Namespace Reference

Classes

- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [ReminderCheck](#)
Reminds the customer to create an UAS review.
- class [Telemetry](#)
Gather some telemetry 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.

4.6.1 Enumeration Type Documentation

4.6.1.1 enum Crosstales.FB.EditorTask.UpdateStatus [strong]

All possible update stati.

4.7 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.

4.8 Crosstales.FB.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTWebClient](#)
Specialised WebClient.
- class [Helper](#)
Various helper functions.

4.9 Crosstales.FB.Wrapper Namespace Reference

Classes

- class [FileBrowserBase](#)
Base-class for all file browsers.
- class [FileBrowserGeneric](#)

4.10 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 [UIWindowManager](#)
Change the state of all Window panels.
- class [WindowManager](#)
Manager for a Window.

4.11 Crosstales.UI.Util Namespace Reference

Classes

- class [FPSDisplay](#)
Simple FPS-Counter.

Chapter 5

Class Documentation

5.1 Crosstales.FB.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

5.1.1 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

5.2 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?

5.2.1 Detailed Description

Configuration for the asset.

5.2.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.2.3 Member Data Documentation

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

Enable or disable debug logging for the asset.

5.2.3.2 `bool Crosstales.FB.Util.Config.isLoaded = 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

5.3 Crosstales.FB.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Public Attributes

- const string **ASSET_NAME** = "File Browser"
Name of the asset.
- const string **ASSET_VERSION** = "1.0.0"
Version of the asset.
- const int **ASSET_BUILD** = 100
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&pubref=" + **ASSET_NAME**
URL of the crosstales assets in UAS.
- const string **ASSET_PRO_URL** = "https://www.assetstore.unity3d.com/#!/content/98713?aid=1011INGT&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"
- const bool **DEFAULT_DEBUG** = false

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(2017, 12, 28)
Change date of the asset (YYYY, MM, DD).
- static bool **DEV_DEBUG** = false
Development debug logging for the asset.

5.3.1 Detailed Description

Collected constants of very general utility for the asset.

5.3.2 Member Data Documentation

5.3.2.1 const string Crosstales.FB.Util.Constants.ASSET_AUTHOR = "crosstales LLC"

Author of the asset.

5.3.2.2 `const string Crosstales.FB.Util.Constants.ASSET_AUTHOR_URL = "https://www.crosstales.com"`

URL of the asset author.

5.3.2.3 `const int Crosstales.FB.Util.Constants.ASSET_BUILD = 100`

Build number of the asset.

5.3.2.4 `readonly System.DateTime Crosstales.FB.Util.Constants.ASSET_CHANGED = new System.DateTime(2017, 12, 28)`
`[static]`

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

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

Contact to the owner of the asset.

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

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

5.3.2.7 `const string Crosstales.FB.Util.Constants.ASSET_CT_URL = "https://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the crosstales assets in UAS.

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

Name of the asset.

5.3.2.9 `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.

5.3.2.10 `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

5.3.2.11 `const string Crosstales.FB.Util.Constants.ASSET_VERSION = "1.0.0"`

Version of the asset.

5.3.2.12 `bool Crosstales.FB.Util.Constants.DEV_DEBUG = false` `[static]`

Development debug logging for the asset.

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

Is PRO-version?

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

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

5.4 Crosstales.FB.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.

5.4.1 Detailed Description

[Wrapper](#) for the PlayerPrefs.

5.4.2 Member Function Documentation

5.4.2.1 static void Crosstales.FB.Util.CTPlayerPrefs.DeleteAll () [static]

Deletes all keys.

5.4.2.2 static void Crosstales.FB.Util.CTPlayerPrefs.DeleteKey (string key) [static]

Delete the key.

Parameters

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

5.4.2.3 static bool Crosstales.FB.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.

5.4.2.4 static float Crosstales.FB.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.

5.4.2.5 static int Crosstales.FB.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.

5.4.2.6 static string Crosstales.FB.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.

5.4.2.7 static bool Crosstales.FB.Util.CTPlayerPrefs.HasKey (string *key*) [static]

Exists the key?

Parameters

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

Returns

Value for the key.

5.4.2.8 static void Crosstales.FB.Util.CTPlayerPrefs.Save () [static]

Saves all modifications.

5.4.2.9 static void Crosstales.FB.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.

5.4.2.10 `static void Crosstales.FB.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.

5.4.2.11 `static void Crosstales.FB.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.

5.4.2.12 `static void Crosstales.FB.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.

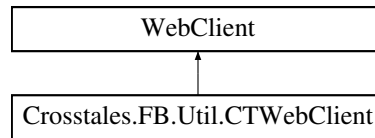
The documentation for this class was generated from the following file:

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

5.5 Crosstales.FB.Util.CTWebClient Class Reference

Specialised WebClient.

Inheritance diagram for Crosstales.FB.Util.CTWebClient:



Public Member Functions

- **CTWebClient** (int timeout)

Protected Member Functions

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

Properties

- int **Timeout** [get, set]
Timeout in milliseconds

5.5.1 Detailed Description

Specialised WebClient.

5.5.2 Property Documentation

5.5.2.1 int Crosstales.FB.Util.CTWebClient.Timeout [get], [set]

Timeout in milliseconds

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

- D:/slaubenger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/FileBrowser/Scripts/Util/CTWebClient.cs

5.6 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 `TELEMETRY` = EditorConstants.DEFAULT_TELEMETRY
Enable or disable anonymous telemetry data.
- static bool `isLoading` = false
Is the configuration loaded?

5.6.1 Detailed Description

Editor configuration for the asset.

5.6.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.6.3 Member Data Documentation

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

Is the configuration loaded?

5.6.3.2 bool Crosstales.FB.EditorUtil.EditorConfig.REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_CHECK
[static]

Enable or disable reminder-checks for the asset.

5.6.3.3 `bool Crosstales.FB.EditorUtil.EditorConfig.TELEMTRY = EditorConstants.DEFAULT_TELEMTRY` `[static]`

Enable or disable anonymous telemetry data.

5.6.3.4 `bool Crosstales.FB.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK`
`[static]`

Enable or disable update-checks for the asset.

5.6.3.5 `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`

5.7 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_TELEMTRY = Util.Constants.KEY_PREFIX + "TELEMTRY"`
- `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_TELEMTRY_DATE = Util.Constants.KEY_PREFIX + "TELEMTRY_DATE"`
- `const bool DEFAULT_UPDATE_CHECK = true`
- `const bool DEFAULT_UPDATE_OPEN_UAS = false`
- `const bool DEFAULT_REMINDER_CHECK = true`
- `const bool DEFAULT_TELEMTRY = 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.

5.7.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.7.2 Property Documentation

5.7.2.1 `System.Guid Crosstales.FB.EditorUtil.EditorConstants.ASSET_UID` `[static], [get]`

Returns the UID of the asset.

Returns

The UID of the asset.

5.7.2.2 `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.

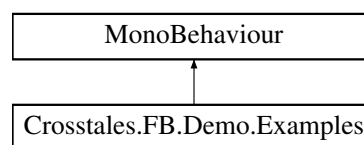
The documentation for this class was generated from the following file:

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

5.8 Crosstales.FB.Demo.Examples Class Reference

Simulates n random dices with the values 1-6.

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**

5.8.1 Detailed Description

Simulates n random dices with the values 1-6.

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

5.9 Crosstales.FB.ExtensionFilter Struct Reference

Filter for extensions.

Public Member Functions

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

Public Attributes

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

5.9.1 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

5.10 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 void [OpenFilesAsync](#) (string title, string directory, string extension, bool multiselect, Action< string[]> cb)
Open native file browser for multiple files.
- static void [OpenFilesAsync](#) (string title, string directory, [ExtensionFilter](#)[] extensions, bool multiselect, Action< string[]> cb)
Open native file browser for multiple files (async).
- static void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, Action< string[]> cb)
Open native folder browser for multiple folders (async).
- static void [SaveFileAsync](#) (string title, string directory, string defaultName, string extension, Action< string > cb)
Open native save file browser
- static void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, Action< string > cb)
Open native save file browser (async).

5.10.1 Detailed Description

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

5.10.2 Member Function Documentation

5.10.2.1 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
<i>multiselect</i>	Allow multiple file selection

Returns

Returns array of chosen files. Zero length array when cancelled

5.10.2.2 `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 ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	Allow multiple file selection

Returns

Returns array of chosen files. Zero length array when cancelled

5.10.2.3 `static void Crosstales.FB.FileBrowser.OpenFilesAsync (string title, string directory, string extension, bool multiselect, Action< string[]> cb) [static]`

Open native file browser for multiple files.

Parameters

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

5.10.2.4 `static void Crosstales.FB.FileBrowser.OpenFilesAsync (string title, string directory, ExtensionFilter[] extensions, bool multiselect, Action< string[]> cb) [static]`

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 ExtensionFilter ("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

5.10.2.5 `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
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Zero length array when cancelled

5.10.2.6 `static void Crosstales.FB.FileBrowser.OpenFoldersAsync (string title, string directory, bool multiselect, Action< string[]> cb)` [static]

Open native folder browser for multiple folders (async).

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

5.10.2.7 `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

Returns

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

5.10.2.8 `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 ExtensionFilter ("Image Files", "jpg", "png")

Returns

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

5.10.2.9 `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

Returns

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

5.10.2.10 `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

Returns

Returns chosen file. Empty string when cancelled

5.10.2.11 `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 ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Empty string when cancelled

5.10.2.12 `static void Crosstales.FB.FileBrowser.SaveFileAsync (string title, string directory, string defaultName, string
extension, Action< string > cb) [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
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Empty string when cancelled

5.10.2.13 `static void Crosstales.FB.FileBrowser.SaveFileAsync (string title, string directory, string defaultName,
ExtensionFilter[] extensions, Action< string > cb) [static]`

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 ExtensionFilter ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Empty string when cancelled

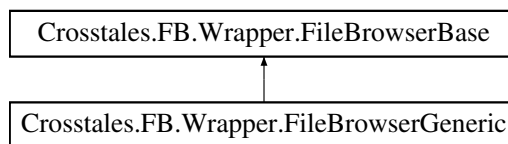
The documentation for this class was generated from the following file:

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

5.11 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, Action< string[]> cb)
Open native file browser for multiple files (async).
- abstract void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, Action< string[]> cb)
Open native folder browser for multiple folders (async).
- abstract void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter\[\]](#) extensions, Action< string > cb)
Open native save file browser (async).

5.11.1 Detailed Description

Base-class for all file browsers.

5.11.2 Member Function Documentation

- 5.11.2.1 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 ExtensionFilter ("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.FileBrowserGeneric](#).

5.11.2.2 **abstract void** [Crosstales.FB.Wrapper.FileBrowserBase.OpenFilesAsync](#) (*string title*, *string directory*, [ExtensionFilter](#)[] *extensions*, *bool multiselect*, *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 ExtensionFilter ("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.FileBrowserGeneric](#).

5.11.2.3 **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

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

5.11.2.4 `abstract void Crosstales.FB.Wrapper.FileBrowserBase.OpenFoldersAsync (string title, string directory, bool multiselect, 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

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

5.11.2.5 `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 ExtensionFilter ("Image Files", "jpg", "png")

Returns

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

5.11.2.6 `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

5.11.2.7 `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 ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Empty string when cancelled

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

5.11.2.8 `abstract void Crosstales.FB.Wrapper.FileBrowserBase.SaveFileAsync (string title, string directory, string defaultName, ExtensionFilter[] extensions, 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 ExtensionFilter ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Empty string when cancelled

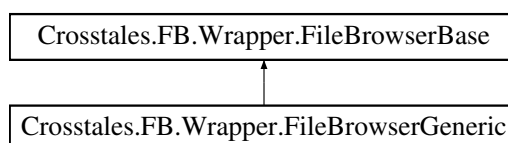
Implemented in [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

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

5.12 Crosstales.FB.Wrapper.FileBrowserGeneric Class Reference

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

5.12.1 Member Function Documentation

5.12.1.1 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 ExtensionFilter ("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](#).

5.12.1.2 override void Crosstales.FB.Wrapper.FileBrowserGeneric.OpenFilesAsync (string title, string directory, [ExtensionFilter](#)[] extensions, bool multiselect, Action< string[]> cb) [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 ExtensionFilter ("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.FileBrowserBase](#).

5.12.1.3 `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](#).

5.12.1.4 `override void Crosstales.FB.Wrapper.FileBrowserGeneric.OpenFoldersAsync (string title, string directory, bool multiselect, Action< string[]> cb) [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.FileBrowserBase](#).

5.12.1.5 `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 ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Empty string when cancelled

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

5.12.1.6 `override void Crosstales.FB.Wrapper.FileBrowserGeneric.SaveFileAsync (string title, string directory, string defaultName, ExtensionFilter[] extensions, Action< string > cb) [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 ExtensionFilter ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Empty string when cancelled

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

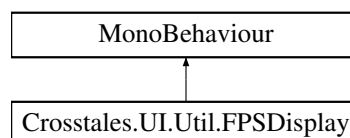
The documentation for this class was generated from the following file:

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

5.13 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**

5.13.1 Detailed Description

Simple FPS-Counter.

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

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

5.14 Crosstales.FB.EditorUtil.GAApi Class Reference

GA-wrapper API.

Static Public Member Functions

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

5.14.1 Detailed Description

GA-wrapper API.

5.14.2 Member Function Documentation

5.14.2.1 static void Crosstales.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.

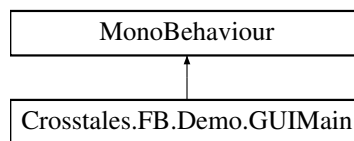
The documentation for this class was generated from the following file:

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

5.15 Crosstales.FB.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.FB.Demo.GUIMain:



Public Member Functions

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

Public Attributes

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

5.15.1 Detailed Description

Main GUI component for all demo scenes.

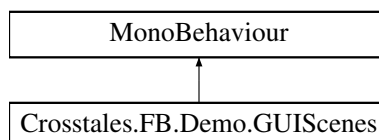
The documentation for this class was generated from the following file:

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

5.16 Crosstales.FB.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.FB.Demo.GUIScenes:



Public Member Functions

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

Public Attributes

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

5.16.1 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

5.17 Crosstales.FB.Util.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 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 Color **HSVToRGB** (float h, float s, float v, float a=1f)
Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>

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 macOS.
- static bool [isLinuxPlatform](#) [get]
Checks if the current platform is 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 [isEditor](#) [get]
Checks if we are inside the Editor.
- static bool [isEditorMode](#) [get]
Checks if we are in Editor mode.
- static bool [isSupportedPlatform](#) [get]
Checks if the current platform is supported.

5.17.1 Detailed Description

Various helper functions.

5.17.2 Member Function Documentation

5.17.2.1 static Color Crosstales.FB.Util.Helper.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.

5.17.2.2 static bool Crosstales.FB.Util.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.

5.17.2.3 static System.Collections.Generic.List<string> Crosstales.FB.Util.Helper.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

5.17.3 Property Documentation

5.17.3.1 bool Crosstales.FB.Util.Helper.isAndroidPlatform [static], [get]

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.17.3.2 bool Crosstales.FB.Util.Helper.isEditor [static], [get]

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.17.3.3 bool Crosstales.FB.Util.Helper.isEditorMode [static], [get]

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.17.3.4 `bool Crosstales.FB.Util.Helper.isInternetAvailable` `[static], [get]`

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.17.3.5 `bool Crosstales.FB.Util.Helper.isIOSPlatform` `[static], [get]`

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.17.3.6 `bool Crosstales.FB.Util.Helper.isLinuxPlatform` `[static], [get]`

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.17.3.7 `bool Crosstales.FB.Util.Helper.isMacOSPlatform` `[static], [get]`

Checks if the current platform is macOS.

Returns

True if the current platform is macOS.

5.17.3.8 `bool Crosstales.FB.Util.Helper.isSupportedPlatform` `[static], [get]`

Checks if the current platform is supported.

Returns

True if the current platform is supported.

5.17.3.9 `bool Crosstales.FB.Util.Helper.isWebGLPlatform` `[static], [get]`

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.17.3.10 `bool Crosstales.FB.Util.Helper.isWindowsPlatform` `[static], [get]`

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.17.3.11 `bool Crosstales.FB.Util.Helper.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/FileBrowser/Scripts/↔ Util/Helper.cs`

5.18 Crosstales.Assets.NYCheck Class Reference

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

5.18.1 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/NY↔ Check.cs`

5.19 Crosstales.Assets.OCCheck Class Reference

Checks if 'Online Check' is installed.

5.19.1 Detailed Description

Checks if 'Online Check' is installed.

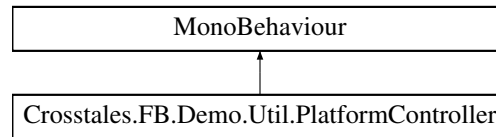
The documentation for this class was generated from the following file:

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

5.20 Crosstales.FB.Demo.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.FB.Demo.Util.PlatformController:



Public Member Functions

- void **Start** ()

Public Attributes

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

5.20.1 Detailed Description

Enables or disable game objects for a given platform.

5.20.2 Member Data Documentation

5.20.2.1 `GameObject [] Crosstales.FB.Demo.Util.PlatformController.Objects`

Selected objects for the controller.

5.20.2.2 `System.Collections.Generic.List<Platform> Crosstales.FB.Demo.Util.PlatformController.Platforms`

Selected platforms for the controller.

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

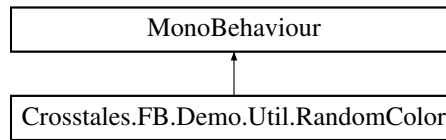
The documentation for this class was generated from the following file:

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

5.21 Crosstales.FB.Demo.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.FB.Demo.Util.RandomColor:



Public Member Functions

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

Public Attributes

- Vector2 **ChangeInterval** = new Vector2(5, 15)

5.21.1 Detailed Description

Random color changer.

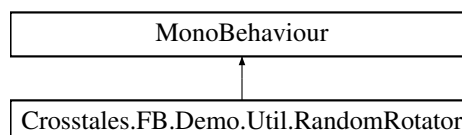
The documentation for this class was generated from the following file:

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

5.22 Crosstales.FB.Demo.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.FB.Demo.Util.RandomRotator:



Public Member Functions

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

Public Attributes

- Vector3 **Speed**
- Vector2 **ChangeInterval** = new Vector2(10, 45)

5.22.1 Detailed Description

Random rotation changer.

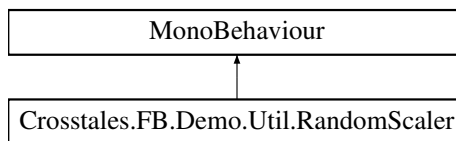
The documentation for this class was generated from the following file:

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

5.23 Crosstales.FB.Demo.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.FB.Demo.Util.RandomScaler:



Public Member Functions

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

Public Attributes

- Vector3 **ScaleMin** = Vector3.zero
- Vector3 **ScaleMax** = Vector3.one
- bool **Uniform** = false
- Vector2 **ChangeInterval** = new Vector2(10, 45)

5.23.1 Detailed Description

Random scale changer.

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

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

5.24 Crosstales.FB.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.24.1 Detailed Description

Reminds the customer to create an UAS review.

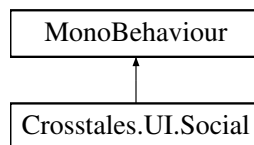
The documentation for this class was generated from the following file:

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

5.25 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** ()

5.25.1 Detailed Description

[Crosstales](#) social media links.

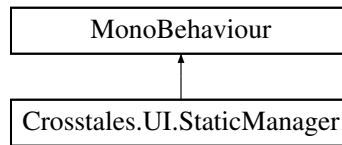
The documentation for this class was generated from the following file:

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

5.26 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **Quit** ()
- void **OpenCrosstales** ()
- void **OpenAssetstore** ()

Public Attributes

- string **AssetstoreURL**

5.26.1 Detailed Description

Static Button Manager.

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

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

5.27 Crosstales.FB.EditorTask.Telemetry Class Reference

Gather some telemetry data for the asset.

5.27.1 Detailed Description

Gather some telemetry data for the asset.

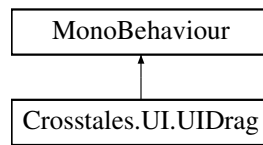
The documentation for this class was generated from the following file:

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

5.28 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void **BeginDrag** ()
- void **OnDrag** ()

5.28.1 Detailed Description

Allow to Drag the Windows around.

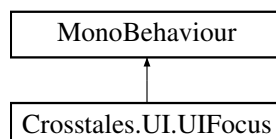
The documentation for this class was generated from the following file:

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

5.29 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void **Start** ()
- void **onPanelEnter** ()

Public Attributes

- string **CanvasName** = "Canvas"

5.29.1 Detailed Description

Change the Focus on from a Window.

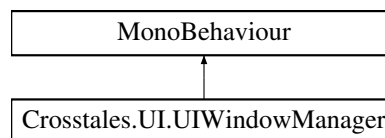
The documentation for this class was generated from the following file:

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

5.30 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 x)

Public Attributes

- GameObject[] **Windows**
All Windows of the scene.

5.30.1 Detailed Description

Change the state of all Window panels.

5.30.2 Member Data Documentation

5.30.2.1 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

5.31 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."

5.31.1 Detailed Description

Checks for updates of the asset.

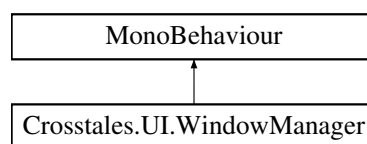
The documentation for this class was generated from the following file:

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

5.32 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **SwitchPanel** ()
- void **OpenPanel** ()
- void **ClosePanel** ()

Public Attributes

- float [Speed](#) = 3f
Window movement speed (default: 3).

5.32.1 Detailed Description

Manager for a Window.

5.32.2 Member Data Documentation

5.32.2.1 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

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 Demos

6.5.1 Windows

https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_win.zip

6.5.2 macOS

https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_mac.zip

6.6 Videos

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

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