

# Bad Word Filter PRO

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API

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## Chapter 4

# Namespace Documentation

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- class [OnContainsCompleted](#)
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- class [OnReady](#)
- class [OnReplaceAllCompleted](#)

#### Functions

- delegate void **ContainsComplete** (string originalText, bool containsBadWords)
- delegate void **GetAllComplete** (string originalText, System.Collections.Generic.List< string > badWords)
- delegate void **ReplaceAllComplete** (string originalText, string cleanText)

### 4.3 Crosstales.BWF.Data Namespace Reference

#### Classes

- class [Source](#)  
*Data definition of a source.*

## 4.4 Crosstales.BWF.Demo Namespace Reference

### Classes

- class [EventTester](#)  
*Simple test script for all UnityEvent-callbacks.*
- class [GUIBase](#)  
*Base-class for "GUIMain" and "GUIMainAsync".*
- class [GUIMain](#)  
*Main GUI controller.*
- class [GUIMainAsync](#)  
*Main GUI controller for async calls.*
- class [GUISource](#)  
*Generates a scrollable list of sources.*
- class [SourceEntry](#)  
*Wrapper for sources.*
- class [ZInstaller](#)  
*Installs the packages from [Common](#) and [OnRadio](#).*

## 4.5 Crosstales.BWF.EditorExtension Namespace Reference

### Classes

- class [BadWordManagerEditor](#)  
*Custom editor for the 'BadWordManager'-class.*
- class [BadWordProviderTextEditor](#)  
*Custom editor for the 'BadWordProviderText'-class.*
- class [BaseProviderEditor](#)  
*Base-class for custom editors of children of the 'BaseProvider'-class.*
- class [BWFFManagerEditor](#)  
*Custom editor for the '[BWFFManager](#)'-class.*
- class [CapitalizationManagerEditor](#)  
*Custom editor for the 'CapitalizationManager'-class.*
- class [DomainManagerEditor](#)  
*Custom editor for the 'DomainManager'-class.*
- class [DomainProviderTextEditor](#)  
*Custom editor for the 'DomainProviderText'-class.*
- class [PunctuationManagerEditor](#)  
*Custom editor for the 'PunctuationManager'-class.*
- class [SourceEditor](#)  
*Custom editor for the 'Source'-class.*

## 4.6 Crosstales.BWF.EditorIntegration Namespace Reference

### Classes

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

## 4.7 Crosstales.BWF.EditorTask Namespace Reference

### Classes

- class [AAAConfigLoader](#)  
*Loads the configuration at startup.*
- class [AutoInitialize](#)  
*Automatically adds the necessary BWF-prefabs to the current scene.*
- class [CompileDefines](#)  
*Adds the given define symbols to PlayerSettings define symbols.*
- class [Launch](#)  
*Show the configuration window on the first launch.*
- class [SetupResources](#)  
*Moves all resources to 'Editor Default Resources'.*
- class [UpdateCheck](#)  
*Checks for updates of the asset.*

### Enumerations

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

### 4.7.1 Enumeration Type Documentation

#### 4.7.1.1 UpdateStatus

enum [Crosstales.BWF.EditorTask.UpdateStatus](#) [strong]

All possible update stati.



## 4.8 Crosstales.BWF.EditorUtil Namespace Reference

### Classes

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

## 4.9 Crosstales.BWF.Filter Namespace Reference

### Classes

- class [BadWordFilter](#)  
*Filter for bad words. The class can also replace all bad words inside a string.*
- class [BaseFilter](#)  
*Base class for all filters.*
- class [CapitalizationFilter](#)  
*Filter for excessive capitalization. The class can also replace all capitalizations inside a string.*
- class [DomainFilter](#)  
*Filter for domains. The class can also replace all domains inside a string.*
- interface [IFilter](#)  
*Interface for all filters.*
- class [PunctuationFilter](#)  
*Filter for excessive punctuation. The class can also replace all punctuations inside a string.*

## 4.10 Crosstales.BWF.Manager Namespace Reference

### Classes

- class [BadWordManager](#)  
*Manager for bad words.*
- class [BaseManager](#)  
*Base class for all managers.*
- class [CapitalizationManager](#)  
*Manager for excessive capitalization.*
- class [DomainManager](#)  
*Manager for domains.*
- class [PunctuationManager](#)  
*Manager for excessive punctuation.*

## 4.11 Crosstales.BWF.Model Namespace Reference

### Classes

- class [BadWords](#)  
*Model for a source of bad words.*
- class [Domains](#)  
*Model for a source of domains.*

## 4.12 Crosstales.BWF.Model.Enum Namespace Reference

### Enumerations

- enum [ManagerMask](#) {  
**None** = 0, **All** = 1, **BadWord** = 2, **Domain** = 4,  
**Capitalization** = 8, **Punctuation** = 16 }  
*Enum for all available managers.*
- enum [ReplaceMode](#) { **Default** = 0, **NonLettersOrDigits** = 1, **LeetSpeak** = 2, **LeetSpeakAdvanced** = 3 }  
*Enum for all available replace modes.*

### 4.12.1 Enumeration Type Documentation

#### 4.12.1.1 ManagerMask

enum [Crosstales.BWF.Model.Enum.ManagerMask](#) [strong]

[Enum](#) for all available managers.

#### 4.12.1.2 ReplaceMode

enum [Crosstales.BWF.Model.Enum.ReplaceMode](#) [strong]

[Enum](#) for all available replace modes.

## 4.13 Crosstales.BWF.PlayMaker Namespace Reference

### Classes

- class [BaseBWFEditor](#)  
*Base-class for custom editors.*
- class [ContainsEditor](#)  
*Custom editor for the ContainsString-action.*
- class [MarkStringEditor](#)  
*Custom editor for the MarkString-action.*
- class [MarkUIEditor](#)  
*Custom editor for the MarkUI-action.*
- class [ReplaceStringEditor](#)  
*Custom editor for the ReplaceString-action.*
- class [ReplaceUIEditor](#)  
*Custom editor for the ReplaceUI-action.*

## 4.14 Crosstales.BWF.Provider Namespace Reference

### Classes

- class [BadWordProvider](#)  
*Base class for bad word providers.*
- class [BadWordProviderText](#)  
*Text-file based bad word provider.*
- class [BaseProvider](#)  
*Base class for all providers.*
- class [DomainProvider](#)  
*Base class for domain providers.*
- class [DomainProviderText](#)  
*Text-file based domain provider.*
- interface [IProvider](#)  
*Interface for all providers.*

## 4.15 Crosstales.BWF.Util Namespace Reference

### Classes

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

## 4.16 Crosstales.Common Namespace Reference

## 4.17 Crosstales.Common.EditorTask Namespace Reference

### Classes

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

## 4.18 Crosstales.Common.EditorUtil Namespace Reference

### Classes

- class [BaseEditorHelper](#)  
*Base for various Editor helper functions.*

## 4.19 Crosstales.Common.Model Namespace Reference

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

### Enumerations

- enum [Platform](#) {  
**Windows, OSX, Linux, IOS,**  
**Android, WSA, Web, Unsupported** }  
*All available platforms.*
- enum [SampleRate](#) {  
**\_8000Hz = 8000, \_11025Hz = 11025, \_22050Hz = 22050, \_44100Hz = 44100,**  
**\_48000Hz = 48000** }  
*Typical audio sample rates.*

### 4.20.1 Enumeration Type Documentation

#### 4.20.1.1 Platform

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

All available platforms.

#### 4.20.1.2 SampleRate

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

Typical audio sample rates.

## 4.21 Crosstales.Common.Util Namespace Reference

### Classes

- class [BaseConstants](#)  
*Base for collected constants of very general utility for the asset.*
- class [BaseHelper](#)  
*Base for various helper functions.*
- class [CTHelper](#)  
*Helper to reset the necessary settings.*
- class [CTHelperEditor](#)
- class [CTOWCompileDefines](#)  
*Adds "CT\_OPENWINDOW" define symbol to PlayerSettings define symbols.*
- class [CTPlayerPrefs](#)  
*Wrapper for the PlayerPrefs.*
- class [CTScreenshot](#)  
*Take screen shots inside an application.*
- class [CTWebClient](#)  
*Specialized WebClient.*
- class [FileHelper](#)  
*Various helper functions for the file system.*
- class [MemoryCacheStream](#)  
*Memory cache stream.*
- class [NetworkHelper](#)  
*Base for various helper functions for networking.*
- class [PlatformController](#)  
*Enables or disable game objects and scripts for a given platform.*
- class [RandomColor](#)  
*Random color changer.*
- class [RandomRotator](#)  
*Random rotation changer.*
- class [RandomScaler](#)  
*Random scale changer.*
- class [Singleton](#)  
*Base-class for all singletons.*
- class [SingletonHelper](#)  
*Helper-class for singletons.*
- class [XmlHelper](#)  
*Helper-class for XML.*

## 4.22 Crosstales.Internal Namespace Reference

### Classes

- class [WebGLCopyAndPaste](#)  
*Allows copy and paste in WebGL.*
- class [WebGLCopyAndPasteAPI](#)

## 4.23 Crosstales.UI Namespace Reference

### Classes

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

## 4.24 Crosstales.UI.Audio Namespace Reference

### Classes

- class [AudioFilterController](#)  
*Controller for audio filters.*
- class [AudioSourceController](#)  
*Controller for AudioSources.*

## 4.25 Crosstales.UI.Util Namespace Reference

### Classes

- class [FPSDisplay](#)  
*Simple FPS-Counter.*
- class [ScrollRectHandler](#)  
*Changes the sensitivity of ScrollRects under various platforms.*

## 4.26 HutongGames Namespace Reference

## 4.27 HutongGames.PlayMaker Namespace Reference

## 4.28 HutongGames.PlayMaker.Actions Namespace Reference

### Classes

- class [BaseBWFAction](#)  
*Base class for BWF-actions in [PlayMaker](#).*
- class [BaseBWFActionString](#)  
*Base class for BWF-String-actions in [PlayMaker](#).*
- class [BaseBWFActionUI](#)  
*Base class for BWF-UI-actions in [PlayMaker](#).*
- class [ContainsString](#)  
*Contains-action for strings in [PlayMaker](#).*
- class [MarkString](#)  
*Mark-action for strings in [PlayMaker](#).*
- class [MarkUI](#)  
*Mark-action for UI-elements in [PlayMaker](#).*
- class [ReplaceString](#)  
*Replace-action for strings in [PlayMaker](#).*
- class [ReplaceUI](#)  
*Replace-action for UI-elements in [PlayMaker](#).*

## Chapter 5

# Class Documentation

### 5.1 Crosstales.BWF.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

#### 5.1.1 Detailed Description

Loads the configuration at startup.

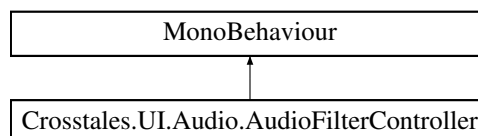
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↔ Task/AAAConfigLoader.cs

### 5.2 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:





## Public Member Functions

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

## Public Attributes

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

### 5.2.1 Detailed Description

Controller for audio filters.

### 5.2.2 Member Function Documentation

### 5.2.2.1 FindAllAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.FindAllAudioFilters ( )
```

Finds all audio filters in the scene.

### 5.2.2.2 ResetAudioFilters()

```
void Crosstales.UI.Audio.AudioFilterController.ResetAudioFilters ( )
```

Resets all audio filters.

## 5.2.3 Member Data Documentation

### 5.2.3.1 FindAllAudioFiltersOnStart

```
bool Crosstales.UI.Audio.AudioFilterController.FindAllAudioFiltersOnStart = true
```

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

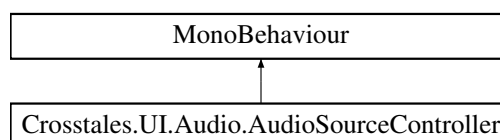
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↔ Audio/AudioFilterController.cs

## 5.3 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



## Public Member Functions

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

## Public Attributes

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

### 5.3.1 Detailed Description

Controller for AudioSources.

### 5.3.2 Member Function Documentation

#### 5.3.2.1 FindAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.FindAllAudioSources ( )
```

Finds all audio sources in the scene.

### 5.3.2.2 ResetAllAudioSources()

```
void Crosstales.UI.Audio.AudioSourceController.ResetAllAudioSources ( )
```

Resets all audio sources.

## 5.3.3 Member Data Documentation

### 5.3.3.1 AudioSources

```
AudioSource [ ] Crosstales.UI.Audio.AudioSourceController.AudioSources
```

Active controlled AudioSources.

### 5.3.3.2 FindAllAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.FindAllAudioSourcesOnStart = true
```

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

### 5.3.3.3 Loop

```
bool Crosstales.UI.Audio.AudioSourceController.Loop
```

Loop on/off (default: false).

### 5.3.3.4 Mute

```
bool Crosstales.UI.Audio.AudioSourceController.Mute
```

Mute on/off (default: false).

### 5.3.3.5 Pitch

```
float Crosstales.UI.Audio.AudioSourceController.Pitch = 1f
```

Pitch of the audio (default: 1).

### 5.3.3.6 ResetAudioSourcesOnStart

```
bool Crosstales.UI.Audio.AudioSourceController.ResetAudioSourcesOnStart = true
```

Resets all active AudioSources (default: true).

### 5.3.3.7 StereoPan

```
float Crosstales.UI.Audio.AudioSourceController.StereoPan
```

Stereo pan of the audio (default: 0).

### 5.3.3.8 Volume

```
float Crosstales.UI.Audio.AudioSourceController.Volume = 1f
```

Volume of the audio (default: 1)

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↔ Audio/AudioSourceController.cs

## 5.4 Crosstales.BWF.EditorTask.AutoInitialize Class Reference

Automatically adds the necessary BWF-prefabs to the current scene.

### 5.4.1 Detailed Description

Automatically adds the necessary BWF-prefabs to the current scene.

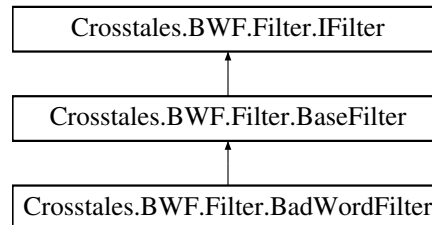
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↔ Task/AutoInitialize.cs

## 5.5 Crosstales.BWF.Filter.BadWordFilter Class Reference

[Filter](#) for bad words. The class can also replace all bad words inside a string.

Inheritance diagram for Crosstales.BWF.Filter.BadWordFilter:



### Public Member Functions

- [BadWordFilter](#) (System.Collections.Generic.List< [BadWordProvider](#) > badWordProviderLTR, System.Collections.Generic.List< [BadWordProvider](#) > badWordProviderRTL, string replaceCharacters="\*", [ReplaceMode](#) mode=ReplaceMode.Default, bool simpleCheck=false, bool removeSpaces=false, bool disableOrdering=false)  
*Instantiate the class.*
- override bool [Contains](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- override System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- override string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)  
*Searches and replaces all bad words in a text.*

### Public Attributes

- string [ReplaceCharacters](#)  
*Replace characters for bad words.*
- [ReplaceMode](#) Mode  
*Replace mode operations on the input string.*
- bool [RemoveSpaces](#)  
*Remove unnecessary spaces between letters in the input string.*
- bool [SimpleCheck](#)  
*Use simple detection algorithm.*

### Protected Member Functions

- string [replaceText](#) (string input)

### Properties

- System.Collections.Generic.List< [BadWordProvider](#) >? [BadWordProviderLTR](#) [get, set]  
*List of all left-to-right providers.*
- System.Collections.Generic.List< [BadWordProvider](#) >? [BadWordProviderRTL](#) [get, set]  
*List of all right-to-left providers.*
- override bool?? [isReady](#) [get]  
*Checks the readiness status of the filter.*

## Additional Inherited Members

### 5.5.1 Detailed Description

[Filter](#) for bad words. The class can also replace all bad words inside a string.

### 5.5.2 Constructor & Destructor Documentation

#### 5.5.2.1 BadWordFilter()

```
Crosstales.BWF.Filter.BadWordFilter.BadWordFilter (
    System.Collections.Generic.List< BadWordProvider > badWordProviderLTR,
    System.Collections.Generic.List< BadWordProvider > badWordProviderRTL,
    string replaceCharacters = "*",
    ReplaceMode mode = ReplaceMode.Default,
    bool simpleCheck = false,
    bool removeSpaces = false,
    bool disableOrdering = false )
```

Instantiate the class.

#### Parameters

<i>badWordProviderLTR</i>	List of all left-to-right providers.
<i>badWordProviderRTL</i>	List of all right-to-left providers.
<i>replaceCharacters</i>	Replace characters for bad words (default: *, optional).
<i>mode</i>	Replace mode operations on the input string (default: Default, optional).
<i>simpleCheck</i>	Use simple detection algorithm (default: false, optional).
<i>removeSpaces</i>	Replace Leet speak in the input string (default: false, optional).
<i>disableOrdering</i>	Disables the ordering of the 'GetAll'-method (default: false, optional).

### 5.5.3 Member Function Documentation

#### 5.5.3.1 Contains()

```
override bool Crosstales.BWF.Filter.BadWordFilter.Contains (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

## Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

## Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

### 5.5.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.BadWordFilter.GetAll (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

## Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

## Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

### 5.5.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.BadWordFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [virtual]
```

Searches and replaces all bad words in a text.

## Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)



#### Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

## 5.5.4 Member Data Documentation

### 5.5.4.1 Mode

[ReplaceMode](#) Crosstales.BWF.Filter.BadWordFilter.Mode

Replace mode operations on the input string.

### 5.5.4.2 RemoveSpaces

`bool Crosstales.BWF.Filter.BadWordFilter.RemoveSpaces`

Remove unnecessary spaces between letters in the input string.

### 5.5.4.3 ReplaceCharacters

`string Crosstales.BWF.Filter.BadWordFilter.ReplaceCharacters`

Replace characters for bad words.

### 5.5.4.4 SimpleCheck

`bool Crosstales.BWF.Filter.BadWordFilter.SimpleCheck`

Use simple detection algorithm.

## 5.5.5 Property Documentation

### 5.5.5.1 BadWordProviderLTR

```
System.Collections.Generic.List<BadWordProvider>? Crosstales.BWF.Filter.BadWordFilter.BadWordProviderLTR [get], [set]
```

List of all left-to-right providers.

#### Returns

All left-to-right providers.

### 5.5.5.2 BadWordProviderRTL

```
System.Collections.Generic.List<BadWordProvider>? Crosstales.BWF.Filter.BadWordFilter.BadWordProviderRTL [get], [set]
```

List of all right-to-left providers.

#### Returns

All right-to-left providers.

### 5.5.5.3 isReady

```
override bool?? Crosstales.BWF.Filter.BadWordFilter.isReady [get]
```

Checks the readiness status of the filter.

#### Returns

True if the filter is ready.

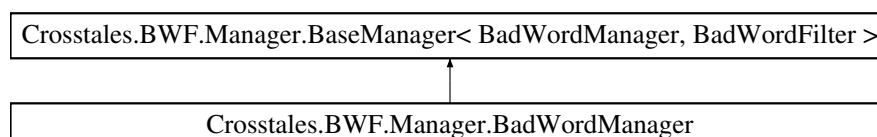
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/BadWordFilter.cs

## 5.6 Crosstales.BWF.Manager.BadWordManager Class Reference

[Manager](#) for for bad words.

Inheritance diagram for Crosstales.BWF.Manager.BadWordManager:



## Public Member Functions

- void [Load](#) ()  
*Loads the current filter with all settings from this object.*
- bool [Contains](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- void [ContainsAsync](#) (string text, params string[] sourceNames)  
*Searches asynchronously for bad words in a text. Use the "OnContainsComplete"-callback to get the result.*
- System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- void [GetAllAsync](#) (string text, params string[] sourceNames)  
*Searches asynchronously for bad words in a text. Use the "OnGetAllComplete"-callback to get the result.*
- string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)  
*Searches and replaces all bad words in a text.*
- void [ReplaceAllAsync](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)  
*Searches and replaces asynchronously all bad words in a text. Use the "OnReplaceAllComplete"-callback to get the result.*
- string [Mark](#) (string text, bool replace=false, string prefix="<b><color=red>", string postfix="</color></b>", params string[] sourceNames)  
*Marks the text with a prefix and postfix.*

## Static Public Member Functions

- static void [ResetObject](#) ()  
*Resets this object.*

## Public Attributes

- [Crosstales.BWF.OnContainsCompleted](#) **OnContainsCompleted**
- [Crosstales.BWF.OnGetAllCompleted](#) **OnGetAllCompleted**
- [Crosstales.BWF.OnReplaceAllCompleted](#) **OnReplaceAllCompleted**
- System.Collections.Generic.List< [Crosstales.BWF.Data.Source](#) > [Sources](#) => filter?.Sources  
*Returns all sources for the manager.*
- int [TotalRegexCount](#) => Sources.Sum(src => src.RegexCount)  
*Total number of Regex.*

## Protected Member Functions

- override void **Awake** ()
- override void **OnApplicationQuit** ()

## Protected Attributes

- override [Crosstales.BWF.OnContainsCompleted](#) **onContainsCompleted** => [OnContainsCompleted](#)
- override [Crosstales.BWF.OnGetAllCompleted](#) **onGetAllCompleted** => [OnGetAllCompleted](#)
- override [Crosstales.BWF.OnReplaceAllCompleted](#) **onReplaceAllCompleted** => [OnReplaceAllCompleted](#)

## Properties

- string??? [ReplaceChars](#) [get, set]  
*Replace characters for bad words.*
- [ReplaceMode](#)??? [Mode](#) [get, set]  
*Replace mode operations on the input string.*
- bool??? [RemoveSpaces](#) [get, set]  
*Remove unnecessary spaces between letters in the input string.*
- bool??? [SimpleCheck](#) [get, set]  
*Use simple detection algorithm. This is the way to check for Chinese, Japanese, Korean and Thai bad words.*
- System.Collections.Generic.List< [BadWordProvider](#) > [BadWordProviderLTR](#) [get, set]  
*List of all left-to-right providers.*
- System.Collections.Generic.List< [BadWordProvider](#) > [BadWordProviderRTL](#) [get, set]  
*List of all right-to-left providers.*

## Additional Inherited Members

### 5.6.1 Detailed Description

[Manager](#) for for bad words.

### 5.6.2 Member Function Documentation

#### 5.6.2.1 Contains()

```
bool Crosstales.BWF.Manager.BadWordManager.Contains (
    string text,
    params string[] sourceNames )
```

Searches for bad words in a text.

##### Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

##### Returns

True if a match was found

#### 5.6.2.2 ContainsAsync()

```
void Crosstales.BWF.Manager.BadWordManager.ContainsAsync (
    string text,
    params string[] sourceNames )
```

Searches asynchronously for bad words in a text. Use the "OnContainsComplete"-callback to get the result.

#### Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

#### 5.6.2.3 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Manager.BadWordManager.GetAll (
    string text,
    params string[] sourceNames )
```

Searches for bad words in a text.

#### Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

#### Returns

List with all the matches

#### 5.6.2.4 GetAllAsync()

```
void Crosstales.BWF.Manager.BadWordManager.GetAllAsync (
    string text,
    params string[] sourceNames )
```

Searches asynchronously for bad words in a text. Use the "OnGetAllComplete"-callback to get the result.

#### Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

#### 5.6.2.5 Load()

```
void Crosstales.BWF.Manager.BadWordManager.Load ( )
```

Loads the current filter with all settings from this object.

### 5.6.2.6 Mark()

```
string Crosstales.BWF.Manager.BadWordManager.Mark (
    string text,
    bool replace = false,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>",
    params string[] sourceNames )
```

Marks the text with a prefix and postfix.

#### Parameters

<i>text</i>	Text containing bad words
<i>replace</i>	Replace the bad words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (default: bold and red, optional)
<i>postfix</i>	Postfix for every found bad word (default: bold and red, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

#### Returns

Text with marked domains

### 5.6.2.7 ReplaceAll()

```
string Crosstales.BWF.Manager.BadWordManager.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames )
```

Searches and replaces all bad words in a text.

#### Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

#### Returns

Clean text

### 5.6.2.8 ReplaceAllAsync()

```
void Crosstales.BWF.Manager.BadWordManager.ReplaceAllAsync (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames )
```

Searches and replaces asynchronously all bad words in a text. Use the "OnReplaceAllComplete"-callback to get the result.

#### Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

### 5.6.2.9 ResetObject()

```
static void Crosstales.BWF.Manager.BadWordManager.ResetObject ( ) [static]
```

Resets this object.

## 5.6.3 Member Data Documentation

### 5.6.3.1 Sources

```
System.Collections.Generic.List<Crosstales.BWF.Data.Source> Crosstales.BWF.Manager.BadWordManager.Sources => filter?.Sources
```

Returns all sources for the manager.

#### Returns

List with all sources for the manager

### 5.6.3.2 TotalRegexCount

```
int Crosstales.BWF.Manager.BadWordManager.TotalRegexCount => Sources.Sum(src => src.RegexCount)
```

Total number of Regex.

#### Returns

Total number of Regex.

## 5.6.4 Property Documentation

### 5.6.4.1 BadWordProviderLTR

```
System.Collections.Generic.List<BadWordProvider> Crosstales.BWF.Manager.BadWordManager.BadWordProviderLTR [get], [set]
```

List of all left-to-right providers.

### 5.6.4.2 BadWordProviderRTL

```
System.Collections.Generic.List<BadWordProvider> Crosstales.BWF.Manager.BadWordManager.BadWordProviderRTL [get], [set]
```

List of all right-to-left providers.

### 5.6.4.3 Mode

```
ReplaceMode??? Crosstales.BWF.Manager.BadWordManager.Mode [get], [set]
```

Replace mode operations on the input string.

### 5.6.4.4 RemoveSpaces

```
bool??? Crosstales.BWF.Manager.BadWordManager.RemoveSpaces [get], [set], [remove]
```

Remove unnecessary spaces between letters in the input string.



#### 5.6.4.5 ReplaceChars

```
string??? Crosstales.BWF.Manager.BadWordManager.ReplaceChars [get], [set]
```

Replace characters for bad words.

#### 5.6.4.6 SimpleCheck

```
bool??? Crosstales.BWF.Manager.BadWordManager.SimpleCheck [get], [set]
```

Use simple detection algorithm. This is the way to check for Chinese, Japanese, Korean and Thai bad words.

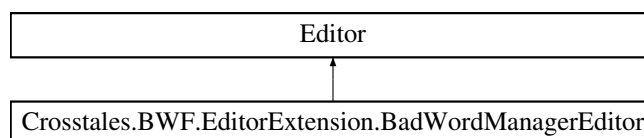
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/BadWordManager.cs↔

## 5.7 Crosstales.BWF.EditorExtension.BadWordManagerEditor Class Reference

Custom editor for the 'BadWordManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordManagerEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

#### 5.7.1 Detailed Description

Custom editor for the 'BadWordManager'-class.

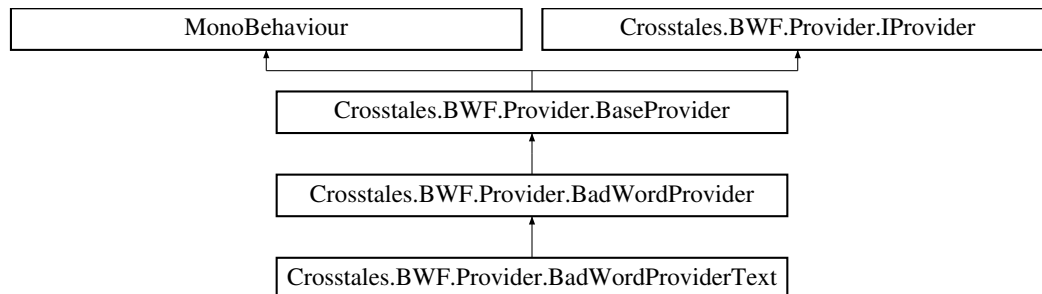
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/Extension/BadWordManagerEditor.cs↔

## 5.8 Crosstales.BWF.Provider.BadWordProvider Class Reference

Base class for bad word providers.

Inheritance diagram for Crosstales.BWF.Provider.BadWordProvider:



### Public Member Functions

- override void [Load](#) ()  
*Loads all sources.*

### Protected Member Functions

- override void [init](#) ()  
*Initialize the provider.*

### Protected Attributes

- readonly System.Collections.Generic.List< [Crosstales.BWF.Model.BadWords](#) > **badwords** = new System.Collections.Generic.List<[Crosstales.BWF.Model.BadWords](#)>()

### Properties

- System.Collections.Generic.Dictionary< string, System.Text.RegularExpressions.Regex > [ExactBadwordsRegex](#) [get, protected set]  
*Exact RegEx for bad words.*
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< System.Text.RegularExpressions.Regex > > [DebugExactBadwordsRegex](#) [get, protected set]  
*Debug-version of "Exact RegEx for bad words".*
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > > [SimpleBadwords](#) [get, protected set]  
*Simplified version of "RegEx for bad words".*

### Additional Inherited Members

#### 5.8.1 Detailed Description

Base class for bad word providers.

## 5.8.2 Member Function Documentation

### 5.8.2.1 init()

```
override void Crosstales.BWF.Provider.BadWordProvider.init ( ) [protected], [virtual]
```

Initialize the provider.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

### 5.8.2.2 Load()

```
override void Crosstales.BWF.Provider.BadWordProvider.Load ( ) [virtual]
```

Loads all sources.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

Reimplemented in [Crosstales.BWF.Provider.BadWordProviderText](#).

## 5.8.3 Property Documentation

### 5.8.3.1 DebugExactBadwordsRegex

```
System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<System.Text.RegularExpressions.Regex> > Crosstales.BWF.Provider.BadWordProvider.DebugExactBadwordsRegex [get], [protected set]
```

Debug-version of "Exact RegEx for bad words".

### 5.8.3.2 ExactBadwordsRegex

```
System.Collections.Generic.Dictionary<string, System.Text.RegularExpressions.Regex> Crosstales.BWF.Provider.BadWordProvider.ExactBadwordsRegex [get], [protected set]
```

Exact RegEx for bad words.

### 5.8.3.3 SimpleBadwords

`System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<string> > Crosstales.BWF.Provider.BadWordProvider.SimpleBadwords` [get], [protected set]

Simplified version of "RegEx for bad words".

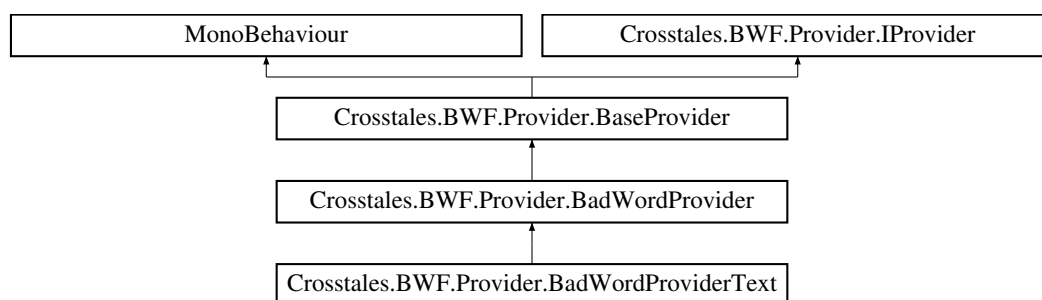
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/BadWordProvider.cs`

## 5.9 Crosstales.BWF.Provider.BadWordProviderText Class Reference

Text-file based bad word provider.

Inheritance diagram for `Crosstales.BWF.Provider.BadWordProviderText`:



### Public Member Functions

- override void [Load](#) ()  
*Loads all sources.*
- override void [Save](#) ()  
*Saves all sources.*

### Additional Inherited Members

#### 5.9.1 Detailed Description

Text-file based bad word provider.

#### 5.9.2 Member Function Documentation

### 5.9.2.1 Load()

```
override void Crosstales.BWF.Provider.BadWordProviderText.Load ( ) [virtual]
```

Loads all sources.

Reimplemented from [Crosstales.BWF.Provider.BadWordProvider](#).

### 5.9.2.2 Save()

```
override void Crosstales.BWF.Provider.BadWordProviderText.Save ( ) [virtual]
```

Saves all sources.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

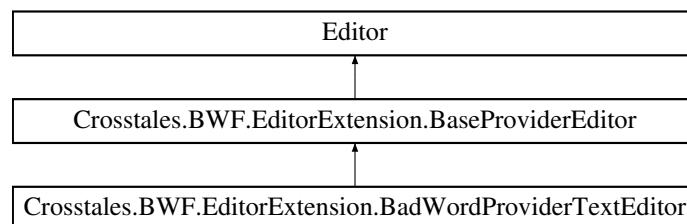
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/BadWordProviderText.cs

## 5.10 Crosstales.BWF.EditorExtension.BadWordProviderTextEditor Class Reference

Custom editor for the 'BadWordProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordProviderTextEditor:



### Additional Inherited Members

#### 5.10.1 Detailed Description

Custom editor for the 'BadWordProviderText'-class.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/Extension/BadWordProviderTextEditor.cs

## 5.11 Crosstales.BWF.Model.BadWords Class Reference

[Model](#) for a source of bad words.

### Public Member Functions

- [BadWords](#) ([Crosstales.BWF.Data.Source](#) source, System.Collections.Generic.IEnumerable< string > badWordList)  
*Instantiate the class.*
- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

### Public Attributes

- [Crosstales.BWF.Data.Source](#) Source  
*Source-object.*
- System.Collections.Generic.List< string > [BadWordList](#) = new System.Collections.Generic.List<string>()  
*List of all bad words (Regex).*

#### 5.11.1 Detailed Description

[Model](#) for a source of bad words.

#### 5.11.2 Constructor & Destructor Documentation

##### 5.11.2.1 BadWords()

```
Crosstales.BWF.Model.BadWords.BadWords (
    Crosstales.BWF.Data.Source source,
    System.Collections.Generic.IEnumerable< string > badWordList )
```

Instantiate the class.

##### Parameters

<i>source</i>	Source-object.
<i>badWordList</i>	List of all bad words (Regex).

#### 5.11.3 Member Data Documentation

### 5.11.3.1 BadWordList

```
System.Collections.Generic.List<string> Crosstales.BWF.Model.BadWords.BadWordList = new System.Collections.Generic.List<string>()
```

List of all bad words (RegEx).

### 5.11.3.2 Source

```
Crosstales.BWF.Data.Source Crosstales.BWF.Model.BadWords.Source
```

Source-object.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Model/BadWords.cs

## 5.12 HutongGames.PlayMaker.Actions.BaseBWFAction Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFAction:



### Public Member Functions

- override void **OnUpdate** ()

### Public Attributes

- FsmEvent **sendEvent**
- [Crosstales.BWF.Model.Enum.ManagerMask Filter](#) = Crosstales.BWF.Model.Enum.ManagerMask.All  
*Select the active filter (default: 'All').*
- FsmArray [Sources](#)  
*Relevant sources (e.g. 'english', optional).*
- FsmBool [EndlessFilter](#) = false  
*Enable EndlessFilter-mode (default: false).*
- FsmFloat [EndlessFilterUpdateTime](#) = 1f  
*Defines the update time in EndlessFilter-mode in seconds (default: 1).*

## Protected Attributes

- float **endlessFilterUpdateTimer** = 0f

### 5.12.1 Detailed Description

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

### 5.12.2 Member Data Documentation

#### 5.12.2.1 EndlessFilter

```
FsmBool HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilter = false
```

Enable EndlessFilter-mode (default: false).

#### 5.12.2.2 EndlessFilterUpdateTime

```
FsmFloat HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilterUpdateTime = 1f
```

Defines the update time in EndlessFilter-mode in seconds (default: 1).

#### 5.12.2.3 Filter

```
Crosstales.BWF.Model.Enum.ManagerMask HutongGames.PlayMaker.Actions.BaseBWFAction.Filter =
Crosstales.BWF.Model.Enum.ManagerMask.All
```

Select the active filter (default: 'All').

#### 5.12.2.4 Sources

```
FsmArray HutongGames.PlayMaker.Actions.BaseBWFAction.Sources
```

Relevant sources (e.g. 'english', optional).

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

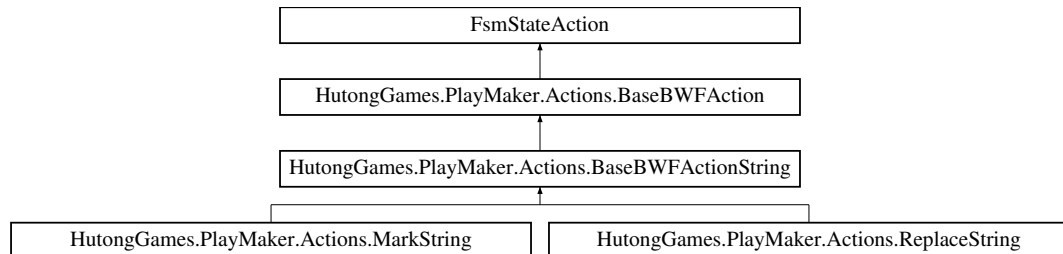
- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFAction.cs



## 5.13 HutongGames.PlayMaker.Actions.BaseBWFActionString Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionString:



### Public Attributes

- FsmString [Text](#)  
*Input string for validation.*
- FsmString [OutputText](#)  
*Output string of the validation (output).*

### Additional Inherited Members

#### 5.13.1 Detailed Description

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

#### 5.13.2 Member Data Documentation

##### 5.13.2.1 OutputText

`FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.OutputText`

Output string of the validation (output).

##### 5.13.2.2 Text

`FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.Text`

Input string for validation.

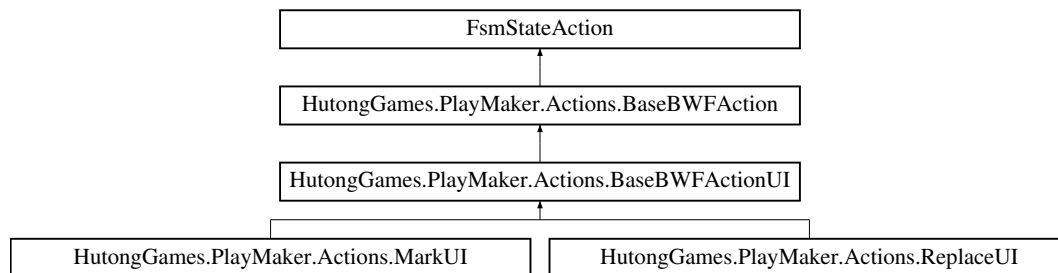
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFActionString.cs

## 5.14 HutongGames.PlayMaker.Actions.BaseBWFActionUI Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionUI:



### Public Attributes

- InputField [Text](#)  
*Input field for validation.*
- [Text](#) OutputText  
*Output field of the validation (output).*

### Additional Inherited Members

#### 5.14.1 Detailed Description

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

#### 5.14.2 Member Data Documentation

##### 5.14.2.1 OutputText

[Text](#) `HutongGames.PlayMaker.Actions.BaseBWFActionUI.OutputText`

Output field of the validation (output).

### 5.14.2.2 Text

`InputField HutongGames.PlayMaker.Actions.BaseBWFEitorUI.Text`

Input field for validation.

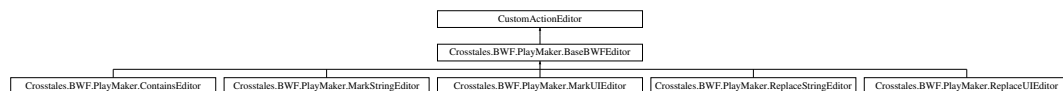
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFEitorUI.cs`

## 5.15 Crosstales.BWF.PlayMaker.BaseBWFEitor Class Reference

Base-class for custom editors.

Inheritance diagram for `Crosstales.BWF.PlayMaker.BaseBWFEitor`:



### Public Member Functions

- override bool **OnGUI** ()

### 5.15.1 Detailed Description

Base-class for custom editors.

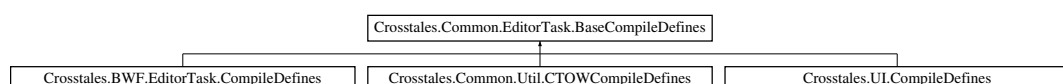
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/Editor/BaseBWFEitor.cs`

## 5.16 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding and removing the given symbols to `PlayerSettings` compiler define symbols.

Inheritance diagram for `Crosstales.Common.EditorTask.BaseCompileDefines`:



## Static Public Member Functions

- static void [AddSymbolsToAllTargets](#) (params string[] symbols)  
*Adds the given symbols to the compiler defines.*
- static void [RemoveSymbolsFromAllTargets](#) (params string[] symbols)  
*Removes the given symbols from the compiler defines.*

## Static Protected Member Functions

- static void **addSymbolsToAllTargets** (params string[] symbols)
- static void **removeSymbolsFromAllTargets** (params string[] symbols)

### 5.16.1 Detailed Description

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

### 5.16.2 Member Function Documentation

#### 5.16.2.1 AddSymbolsToAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.AddSymbolsToAllTargets (
    params string[] symbols ) [static]
```

Adds the given symbols to the compiler defines.

##### Parameters

<i>symbols</i>	Symbols to add to the compiler defines
----------------	--

#### 5.16.2.2 RemoveSymbolsFromAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.RemoveSymbolsFromAllTargets (
    params string[] symbols ) [static]
```

Removes the given symbols from the compiler defines.

##### Parameters

<i>symbols</i>	Symbols to remove from the compiler defines
----------------	---

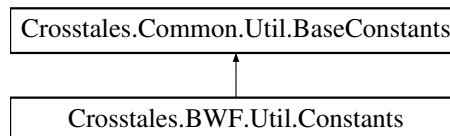
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/Base↔  
CompileDefines.cs

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

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



### Static Public Attributes

- const string **ASSET\_AUTHOR** = "crosstales LLC"  
*Author of the asset.*
- const string **ASSET\_AUTHOR\_URL** = "https://www.crosstales.com"  
*URL of the asset author.*
- const string **ASSET\_CT\_URL** = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"  
*URL of the crosstales assets in UAS.*
- const string **ASSET\_SOCIAL\_DISCORD** = "https://discord.gg/ZbZ2sh4"  
*URL of the crosstales Discord-channel.*
- const string **ASSET\_SOCIAL\_FACEBOOK** = "https://www.facebook.com/crosstales/"  
*URL of the crosstales Facebook-profile.*
- const string **ASSET\_SOCIAL\_TWITTER** = "https://twitter.com/crosstales"  
*URL of the crosstales Twitter-profile.*
- const string **ASSET\_SOCIAL\_YOUTUBE** = "https://www.youtube.com/c/Crosstales"  
*URL of the crosstales Youtube-profile.*
- const string **ASSET\_SOCIAL\_LINKEDIN** = "https://www.linkedin.com/company/crosstales"  
*URL of the crosstales LinkedIn-profile.*
- const string **ASSET\_3P\_PLAYMAKER** = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"  
*URL of the 3rd party asset "PlayMaker".*
- const string **ASSET\_3P\_VOLUMETRIC\_AUDIO** = "https://assetstore.unity.com/packages/slug/17125?aid=1011INGT"  
*URL of the 3rd party asset "Volumetric Audio".*
- const string **ASSET\_3P\_ROCKTOMATE** = "https://assetstore.unity.com/packages/slug/156311?aid=1011INGT"  
*URL of the 3rd party asset "RockTomate".*
- const string **ASSET\_BWF** = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"  
*URL of the "Badword Filter" asset.*
- const string **ASSET\_DJ** = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"  
*URL of the "DJ" asset.*
- const string **ASSET\_FB** = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"  
*URL of the "File Browser" asset.*
- const string **ASSET\_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"  
*URL of the "Online Check" asset.*

- const string **ASSET\_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"  
*URL of the "Radio" asset.*
- const string **ASSET\_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"  
*URL of the "RT-Voice" asset.*
- const string **ASSET\_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"  
*URL of the "Turbo Backup" asset.*
- const string **ASSET\_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"  
*URL of the "Turbo Builder" asset.*
- const string **ASSET\_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"  
*URL of the "Turbo Switch" asset.*
- const string **ASSET\_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"  
*URL of the "True Random" asset.*
- const int **FACTOR\_KB** = 1024  
*Factor for kilo bytes.*
- const int **FACTOR\_MB** = **FACTOR\_KB** \* 1024  
*Factor for mega bytes.*
- const int **FACTOR\_GB** = **FACTOR\_MB** \* 1024  
*Factor for giga bytes.*
- const float **FLOAT\_32768** = 32768f  
*Float value of 32768.*
- const float **FLOAT\_TOLERANCE** = 0.0001f  
*Float tolerance.*
- const string **FORMAT\_TWO\_DECIMAL\_PLACES** = "0.00"  
*ToString for two decimal places.*
- const string **FORMAT\_NO\_DECIMAL\_PLACES** = "0"  
*ToString for no decimal places.*
- const string **FORMAT\_PERCENT** = "0%"  
*ToString for percent.*
- const bool **DEFAULT\_DEBUG** = false
- const string **PATH\_DELIMITER\_WINDOWS** = @"\"  
*Path delimiter for Windows.*
- const string **PATH\_DELIMITER\_UNIX** = "/"  
*Path delimiter for Unix.*
- static readonly System.Text.RegularExpressions.Regex **REGEX\_LINEENDINGS** = new System.Text.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **REGEX\_EMAIL** = new System.Text.RegularExpressions.Regex(@"^(?("")|"".+?""@)|((([0-9a-zA-Z](\.(?!\.))|[-!#\$%&'\*\+=/?\^`\{\}|\~w])\*)(?<=[0-9a-zA-Z])@)(?(\.|\(|\(|\d{1,3}\.){3}\d{1,3}\.)(|([0-9a-zA-Z](-w)\*[0-9a-zA-Z\.]|[a-zA-Z]{2,6}))\$")
- static readonly System.Text.RegularExpressions.Regex **REGEX\_CREDITCARD** = new System.Text.Regex(@"^(?(\d{4}[- ]?){3}\d{4})\$")
- static readonly System.Text.RegularExpressions.Regex **REGEX\_URL\_WEB** = new System.Text.Regex(@"^(ht|f)tp(s?)\:\V[0-9a-zA-Z]([-w]\*[0-9a-zA-Z])\*(:(0-9)\*(\V?)([a-zA-Z0-9\-\.\?,\!'\V\\+&%\\$#\_])\*?\*\$")
- static readonly System.Text.RegularExpressions.Regex **REGEX\_IP\_ADDRESS** = new System.Text.Regex(@"^([0-9]{1,3}\.){3}[0-9]{1,3}\$")
- static readonly System.Text.RegularExpressions.Regex **REGEX\_INVALID\_CHARS** = new System.Text.Regex(@"[^\w\.\@-]")
- static readonly System.Text.RegularExpressions.Regex **REGEX\_ALPHANUMERIC** = new System.Text.Regex(@"([A-Za-z0-9\_]+)")
- static readonly System.Text.RegularExpressions.Regex **REGEX\_CLEAN\_SPACES** = new System.Text.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **REGEX\_CLEAN\_TAGS** = new System.Text.Regex(@"<.\*?>")

- ```

const string ALPHABET_LATIN_UPPERCASE = "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
• const string ALPHABET_LATIN_LOWERCASE = "abcdefghijklmnopqrstuvwxyz"
• const string ALPHABET_FRENCH_UPPERCASE = "ÀÂÃÄÅÆÇÈÉÊËËÏÔÕÖÙÛ"
• const string ALPHABET_FRENCH_LOWERCASE = "àâãäåæçèéêëëïôõöùû"
• const string NUMBERS = "0123456789"
• static bool DEV_DEBUG = false

    Development debug logging for the asset.

• static string TEXT_TOSTRING_START = " {"
• static string TEXT_TOSTRING_END = "}"
• static string TEXT_TOSTRING_DELIMITER = ", "
• static string TEXT_TOSTRING_DELIMITER_END = ""
• const string PREFIX_HTTP = "http://"
• const string PREFIX_HTTPS = "https://"
• static int PROCESS_KILL_TIME = 5000

    Kill processes after 5000 milliseconds.

• static string CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe"

    Path to the cmd under Windows.

• static bool SHOW_BWF_BANNER = true

    Show the BWF banner.

• static bool SHOW_DJ_BANNER = true

    Show the DJ banner.

• static bool SHOW_FB_BANNER = true

    Show the FB banner.

• static bool SHOW_OC_BANNER = true

    Show the OC banner.

• static bool SHOW_RADIO_BANNER = true

    Show the Radio banner.

• static bool SHOW_RTV_BANNER = true

    Show the RTV banner.

• static bool SHOW_TB_BANNER = true

    Show the TB banner.

• static bool SHOW_TPB_BANNER = true

    Show the TPB banner.

• static bool SHOW_TPS_BANNER = true

    Show the TPS banner.

• static bool SHOW_TR_BANNER = true

    Show the TR banner.

• static string APPLICATION_PATH => Crosstales.Common.Util.FileHelper.ValidatePath(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))

    Application path.

```

## Properties

- static string PREFIX\_FILE [get]  
*URL prefix for files.*

### 5.17.1 Detailed Description

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

## 5.17.2 Member Data Documentation

### 5.17.2.1 APPLICATION\_PATH

```
string Crosstales.Common.Util.BaseConstants.APPLICATION_PATH => Crosstales.Common.Util.FileHelper.ValidatePath  
dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1)) [static]
```

Application path.

### 5.17.2.2 ASSET\_3P\_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.↵  
unity.com/packages/slug/368?aid=10111NGT" [static]
```

URL of the 3rd party asset "PlayMaker".

### 5.17.2.3 ASSET\_3P\_ROCKTOMATE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_ROCKTOMATE = "https://assetstore.↵  
unity.com/packages/slug/156311?aid=10111NGT" [static]
```

URL of the 3rd party asset "RockTomate".

### 5.17.2.4 ASSET\_3P\_VOLUMETRIC\_AUDIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.↵  
unity.com/packages/slug/17125?aid=10111NGT" [static]
```

URL of the 3rd party asset "Volumetric Audio".

### 5.17.2.5 ASSET\_AUTHOR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC" [static]
```

Author of the asset.



### 5.17.2.6 ASSET\_AUTHOR\_URL

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

URL of the asset author.

### 5.17.2.7 ASSET\_BWF

```
const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=10111NGT" [static]
```

URL of the "Badword Filter" asset.

### 5.17.2.8 ASSET\_CT\_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT" [static]
```

URL of the crosstales assets in UAS.

### 5.17.2.9 ASSET\_DJ

```
const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=10111NGT" [static]
```

URL of the "DJ" asset.

### 5.17.2.10 ASSET\_FB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=10111NGT" [static]
```

URL of the "File Browser" asset.

### 5.17.2.11 ASSET\_OC

```
const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=10111NGT" [static]
```

URL of the "Online Check" asset.

### 5.17.2.12 ASSET\_RADIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↵  
com/packages/slug/32034?aid=10111NGT" [static]
```

URL of the "Radio" asset.

### 5.17.2.13 ASSET\_RTV

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↵  
com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the "RT-Voice" asset.

### 5.17.2.14 ASSET\_SOCIAL\_DISCORD

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.↵  
gg/ZbZ2sh4" [static]
```

URL of the crosstales Discord-channel.

### 5.17.2.15 ASSET\_SOCIAL\_FACEBOOK

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.↵  
facebook.com/crosstales/" [static]
```

URL of the crosstales Facebook-profile.

### 5.17.2.16 ASSET\_SOCIAL\_LINKEDIN

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.↵  
linkedin.com/company/crosstales" [static]
```

URL of the crosstales LinkedIn-profile.

### 5.17.2.17 ASSET\_SOCIAL\_TWITTER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.↵  
com/crosstales" [static]
```

URL of the crosstales Twitter-profile.

### 5.17.2.18 ASSET\_SOCIAL\_YOUTUBE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.↵  
com/c/Crosstales" [static]
```

URL of the crosstales Youtube-profile.

### 5.17.2.19 ASSET\_TB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↵  
com/packages/slug/98711?aid=10111NGT" [static]
```

URL of the "Turbo Backup" asset.

### 5.17.2.20 ASSET\_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.↵  
com/packages/slug/98714?aid=10111NGT" [static]
```

URL of the "Turbo Builder" asset.

### 5.17.2.21 ASSET\_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.↵  
com/packages/slug/60040?aid=10111NGT" [static]
```

URL of the "Turbo Switch" asset.

### 5.17.2.22 ASSET\_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.↵  
com/packages/slug/61617?aid=10111NGT" [static]
```

URL of the "True Random" asset.

### 5.17.2.23 CMD\_WINDOWS\_PATH

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

Path to the cmd under Windows.

#### 5.17.2.24 DEV\_DEBUG

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

Development debug logging for the asset.

#### 5.17.2.25 FACTOR\_GB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024 [static]
```

Factor for giga bytes.

#### 5.17.2.26 FACTOR\_KB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024 [static]
```

Factor for kilo bytes.

#### 5.17.2.27 FACTOR\_MB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024 [static]
```

Factor for mega bytes.

#### 5.17.2.28 FLOAT\_32768

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f [static]
```

Float value of 32768.

#### 5.17.2.29 FLOAT\_TOLERANCE

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_TOLERANCE = 0.0001f [static]
```

Float tolerance.

### 5.17.2.30 FORMAT\_NO\_DECIMAL\_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0" [static]
```

ToString for no decimal places.

### 5.17.2.31 FORMAT\_PERCENT

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%" [static]
```

ToString for percent.

### 5.17.2.32 FORMAT\_TWO\_DECIMAL\_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00" [static]
```

ToString for two decimal places.

### 5.17.2.33 PATH\_DELIMITER\_UNIX

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/" [static]
```

Path delimiter for Unix.

### 5.17.2.34 PATH\_DELIMITER\_WINDOWS

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\" [static]
```

Path delimiter for Windows.

### 5.17.2.35 PROCESS\_KILL\_TIME

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

Kill processes after 5000 milliseconds.

### 5.17.2.36 SHOW\_BWF\_BANNER

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

Show the [BWF](#) banner.

### 5.17.2.37 SHOW\_DJ\_BANNER

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

Show the DJ banner.

### 5.17.2.38 SHOW\_FB\_BANNER

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

Show the FB banner.

### 5.17.2.39 SHOW\_OC\_BANNER

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

Show the OC banner.

### 5.17.2.40 SHOW\_RADIO\_BANNER

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

Show the Radio banner.

### 5.17.2.41 SHOW\_RTV\_BANNER

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

Show the RTV banner.

#### 5.17.2.42 SHOW\_TB\_BANNER

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

Show the TB banner.

#### 5.17.2.43 SHOW\_TPB\_BANNER

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

Show the TPB banner.

#### 5.17.2.44 SHOW\_TPS\_BANNER

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

Show the TPS banner.

#### 5.17.2.45 SHOW\_TR\_BANNER

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

Show the TR banner.

### 5.17.3 Property Documentation

#### 5.17.3.1 PREFIX\_FILE

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

URL prefix for files.

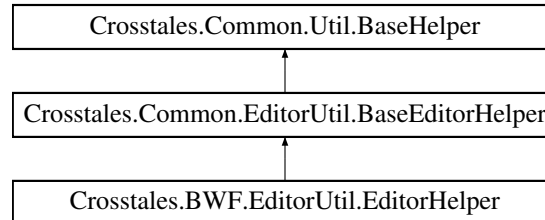
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/Base↵ Constants.cs

## 5.18 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



### Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")  
*Restart Unity.*
- static void [SeparatorUI](#) (int space=12)  
*Shows a separator-UI.*
- static void [ReadOnlyTextField](#) (string label, string text)  
*Generates a read-only text field with a label.*
- static void [RefreshAssetDatabase](#) (ImportAssetOptions options=ImportAssetOptions.Default)  
*Refreshes the asset database.*
- static bool [IsValidBuildTarget](#) (BuildTarget target)  
*Returns the true if the BuildTarget is installed in Unity.*
- static BuildTarget [GetBuildTargetForBuildName](#) (string build)  
*Returns the BuildTarget for a build name, like 'win64'.*
- static string [GetBuildNameFromBuildTarget](#) (BuildTarget build)  
*Returns the build name for a BuildTarget.*
- static System.Collections.Generic.List< T > [FindAssetsByType< T >](#) ()  
*Returns assets for a certain type.*
- static T [CreateAsset< T >](#) (string name, bool showSaveFileBrowser=true)  
*Create and return a new asset in a smart location based on the current selection and then select it.*
- static void [InstantiatePrefab](#) (string prefabName, string path)  
*Instantiates a prefab.*

### Static Public Attributes

- static Texture2D **Logo\_Asset\_BWF** => loadImage(ref logo\_asset\_bwf, "logo\_asset\_bwf.png")
- static Texture2D **Logo\_Asset\_DJ** => loadImage(ref logo\_asset\_dj, "logo\_asset\_dj.png")
- static Texture2D **Logo\_Asset\_FB** => loadImage(ref logo\_asset\_fb, "logo\_asset\_fb.png")
- static Texture2D **Logo\_Asset\_OC** => loadImage(ref logo\_asset\_oc, "logo\_asset\_oc.png")
- static Texture2D **Logo\_Asset\_Radio** => loadImage(ref logo\_asset\_radio, "logo\_asset\_radio.png")
- static Texture2D **Logo\_Asset\_RTV** => loadImage(ref logo\_asset\_rtv, "logo\_asset\_rtv.png")
- static Texture2D **Logo\_Asset\_TB** => loadImage(ref logo\_asset\_tb, "logo\_asset\_tb.png")
- static Texture2D **Logo\_Asset\_TPB** => loadImage(ref logo\_asset\_tpb, "logo\_asset\_tpb.png")
- static Texture2D **Logo\_Asset\_TPS** => loadImage(ref logo\_asset\_tps, "logo\_asset\_tps.png")
- static Texture2D **Logo\_Asset\_TR** => loadImage(ref logo\_asset\_tr, "logo\_asset\_tr.png")
- static Texture2D **Logo\_CT** => loadImage(ref logo\_ct, "logo\_ct.png")



- static Texture2D **Logo\_Unity** => loadImage(ref logo\_unity, "logo\_unity.png")
- static Texture2D **Icon\_Save** => loadImage(ref icon\_save, "icon\_save.png")
- static Texture2D **Icon\_Reset** => loadImage(ref icon\_reset, "icon\_reset.png")
- static Texture2D **Icon\_Refresh** => loadImage(ref icon\_refresh, "icon\_refresh.png")
- static Texture2D **Icon\_Delete** => loadImage(ref icon\_delete, "icon\_delete.png")
- static Texture2D **Icon\_Folder** => loadImage(ref icon\_folder, "icon\_folder.png")
- static Texture2D **Icon\_Plus** => loadImage(ref icon\_plus, "icon\_plus.png")
- static Texture2D **Icon\_Minus** => loadImage(ref icon\_minus, "icon\_minus.png")
- static Texture2D **Icon\_Manual** => loadImage(ref icon\_manual, "icon\_manual.png")
- static Texture2D **Icon\_API** => loadImage(ref icon\_api, "icon\_api.png")
- static Texture2D **Icon\_Forum** => loadImage(ref icon\_forum, "icon\_forum.png")
- static Texture2D **Icon\_Product** => loadImage(ref icon\_product, "icon\_product.png")
- static Texture2D **Icon\_Check** => loadImage(ref icon\_check, "icon\_check.png")
- static Texture2D **Social\_Discord** => loadImage(ref social\_Discord, "social\_Discord.png")
- static Texture2D **Social\_Facebook** => loadImage(ref social\_Facebook, "social\_Facebook.png")
- static Texture2D **Social\_Twitter** => loadImage(ref social\_Twitter, "social\_Twitter.png")
- static Texture2D **Social\_YouTube** => loadImage(ref social\_YouTube, "social\_YouTube.png")
- static Texture2D **Social\_Linkedin** => loadImage(ref social\_Linkedin, "social\_Linkedin.png")
- static Texture2D **Video\_Promo** => loadImage(ref video\_promo, "video\_promo.png")
- static Texture2D **Video\_Tutorial** => loadImage(ref video\_tutorial, "video\_tutorial.png")
- static Texture2D **Icon\_Videos** => loadImage(ref icon\_videos, "icon\_videos.png")
- static Texture2D **Icon\_3p\_Assets** => loadImage(ref icon\_3p\_assets, "icon\_3p\_assets.png")
- static Texture2D **Asset\_PlayMaker** => loadImage(ref asset\_PlayMaker, "asset\_PlayMaker.png")
- static Texture2D **Asset\_VolumetricAudio** => loadImage(ref asset\_VolumetricAudio, "asset\_VolumetricAudio.png")
- static Texture2D **Asset\_RockTomate** => loadImage(ref asset\_rocktomate, "asset\_rocktomate.png")

## Additional Inherited Members

### 5.18.1 Detailed Description

Base for various Editor helper functions.

### 5.18.2 Member Function Documentation

#### 5.18.2.1 CreateAsset< T >()

```
static T Crosstales.Common.EditorUtil.BaseEditorHelper.CreateAsset< T > (
    string name,
    bool showSaveFileBrowser = true ) [static]
```

Create and return a new asset in a smart location based on the current selection and then select it.

#### Parameters

|                            |                                                                                              |
|----------------------------|----------------------------------------------------------------------------------------------|
| <i>name</i>                | Name of the new asset. Do not include the .asset extension.                                  |
| <i>showSaveFileBrowser</i> | Shows the save file browser to select a destination for the asset (default: true, optional). |

#### Returns

The new asset.

#### Type Constraints

*T* : *ScriptableObject*

### 5.18.2.2 FindAssetsByType< T >()

```
static System.Collections.Generic.List<T> Crosstales.Common.EditorUtil.BaseEditorHelper.FindAssetsByType< T > ( ) [static]
```

Returns assets for a certain type.

#### Returns

List of assets for a certain type.

#### Type Constraints

*T* : *Object*

### 5.18.2.3 GetBuildNameFromBuildTarget()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.GetBuildNameFromBuildTarget ( BuildTarget build ) [static]
```

Returns the build name for a BuildTarget.

#### Parameters

|              |                              |
|--------------|------------------------------|
| <i>build</i> | BuildTarget for a build name |
|--------------|------------------------------|

#### Returns

The build name for a BuildTarget.

### 5.18.2.4 GetBuildTargetForBuildName()

```
static BuildTarget Crosstales.Common.EditorUtil.BaseEditorHelper.GetBuildTargetForBuildName ( string build ) [static]
```

Returns the BuildTarget for a build name, like 'win64'.

### Parameters

|              |                          |
|--------------|--------------------------|
| <i>build</i> | Build name, like 'win64' |
|--------------|--------------------------|

### Returns

The BuildTarget for a build name.

#### 5.18.2.5 InstantiatePrefab()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InstantiatePrefab (
    string prefabName,
    string path ) [static]
```

Instantiates a prefab.

### Parameters

|                   |                     |
|-------------------|---------------------|
| <i>prefabName</i> | Name of the prefab. |
| <i>path</i>       | Path to the prefab. |

#### 5.18.2.6 IsValidBuildTarget()

```
static bool Crosstales.Common.EditorUtil.BaseEditorHelper.IsValidBuildTarget (
    BuildTarget target ) [static]
```

Returns the true if the BuildTarget is installed in Unity.

### Parameters

|               |                     |
|---------------|---------------------|
| <i>target</i> | BuildTarget to test |
|---------------|---------------------|

### Returns

True if the BuildTarget is installed in Unity.

#### 5.18.2.7 ReadOnlyTextField()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.ReadOnlyTextField (
    string label,
    string text ) [static]
```

Generates a read-only text field with a label.

### 5.18.2.8 RefreshAssetDatabase()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RefreshAssetDatabase (
    ImportAssetOptions options = ImportAssetOptions.Default ) [static]
```

Refreshes the asset database.

#### Parameters

|                |                                                                       |
|----------------|-----------------------------------------------------------------------|
| <i>options</i> | Asset import options (default: ImportAssetOptions.Default, optional). |
|----------------|-----------------------------------------------------------------------|

### 5.18.2.9 RestartUnity()

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

Restart Unity.

#### Parameters

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

### 5.18.2.10 SeparatorUI()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.SeparatorUI (
    int space = 12 ) [static]
```

Shows a separator-UI.

#### Parameters

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

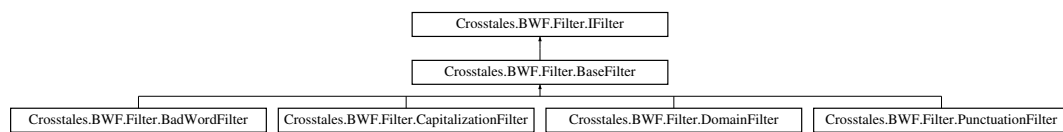
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Util/BaseEditorHelper.cs

## 5.19 Crosstales.BWF.Filter.BaseFilter Class Reference

Base class for all filters.

Inheritance diagram for Crosstales.BWF.Filter.BaseFilter:



## Public Member Functions

- **BaseFilter** (bool disableOrdering)  
*Instantiate the class.*
- abstract bool **Contains** (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- abstract System.Collections.Generic.List< string > **GetAll** (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- abstract string **ReplaceAll** (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)  
*Searches and replaces all bad words in a text.*
- virtual string **Unmark** (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*
- virtual string **Mark** (string text, bool replace=false, string prefix="<b><color=red>", string postfix="</color></b>", params string[] sourceNames)  
*Marks the text with a prefix and postfix.*

## Public Attributes

- bool **DisableOrdering**

## Static Protected Member Functions

- static void **logFilterNotReady** ()
- static void **logResourceNotFound** (string res)
- static void **logContains** ()
- static void **logGetAll** ()
- static void **logReplaceAll** ()

## Protected Attributes

- readonly System.Collections.Generic.Dictionary< string, **Source** > **sources** = new System.Collections.Generic.Dictionary<string, **Source**>()
- readonly System.Collections.Generic.List< string > **getAllResult** = new System.Collections.Generic.List<string>()

## Properties

- virtual System.Collections.Generic.List< **Source** > **Sources** [get]
- abstract bool **isReady** [get]

## 5.19.1 Detailed Description

Base class for all filters.

## 5.19.2 Constructor & Destructor Documentation

### 5.19.2.1 BaseFilter()

```
Crosstales.BWF.Filter.BaseFilter.BaseFilter (
    bool disableOrdering )
```

Instantiate the class.

#### Parameters

|                        |                                                                                 |
|------------------------|---------------------------------------------------------------------------------|
| <i>disableOrdering</i> | Disables the ordering of the 'GetAll'-method (prevent possible memory garbage). |
|------------------------|---------------------------------------------------------------------------------|

## 5.19.3 Member Function Documentation

### 5.19.3.1 Contains()

```
abstract bool Crosstales.BWF.Filter.BaseFilter.Contains (
    string text,
    params string[] sourceNames ) [pure virtual]
```

Searches for bad words in a text.

#### Parameters

|                    |                                             |
|--------------------|---------------------------------------------|
| <i>text</i>        | Text to check                               |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional) |

#### Returns

True if a match was found

Implements [Crosstales.BWF.Filter.IFilter](#).

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.PunctuationFilter](#).

### 5.19.3.2 GetAll()

```
abstract System.Collections.Generic.List<string> Crosstales.BWF.Filter.BaseFilter.GetAll (
    string text,
    params string[] sourceNames ) [pure virtual]
```

Searches for bad words in a text.

#### Parameters

|                    |                                             |
|--------------------|---------------------------------------------|
| <i>text</i>        | Text to check                               |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional) |

#### Returns

List with all the matches

Implements [Crosstales.BWF.Filter.IFilter](#).

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.PunctuationFilter](#).

### 5.19.3.3 Mark()

```
virtual string Crosstales.BWF.Filter.BaseFilter.Mark (
    string text,
    bool replace = false,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>",
    params string[] sourceNames ) [virtual]
```

Marks the text with a prefix and postfix.

#### Parameters

|                    |                                                                    |
|--------------------|--------------------------------------------------------------------|
| <i>text</i>        | Text containing bad words                                          |
| <i>replace</i>     | Replace the bad words (default: false, optional)                   |
| <i>prefix</i>      | Prefix for every found bad word (default: bold and red, optional)  |
| <i>postfix</i>     | Postfix for every found bad word (default: bold and red, optional) |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)                        |

#### Returns

Text with marked domains

Implements [Crosstales.BWF.Filter.IFilter](#).

### 5.19.3.4 ReplaceAll()

```
abstract string Crosstales.BWF.Filter.BaseFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [pure virtual]
```

Searches and replaces all bad words in a text.

#### Parameters

|                    |                                                |
|--------------------|------------------------------------------------|
| <i>text</i>        | Text to check                                  |
| <i>markOnly</i>    | Only mark the words (default: false, optional) |
| <i>prefix</i>      | Prefix for every found bad word (optional)     |
| <i>postfix</i>     | Postfix for every found bad word (optional)    |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)    |

#### Returns

Clean text

Implements [Crosstales.BWF.Filter.IFilter](#).

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.PunctuationFilter](#), and [Crosstales.BWF.Filter.CapitalizationFilter](#).

### 5.19.3.5 Unmark()

```
virtual string Crosstales.BWF.Filter.BaseFilter.Unmark (
    string text,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" ) [virtual]
```

Unmarks the text with a prefix and postfix.

#### Parameters

|                |                                             |
|----------------|---------------------------------------------|
| <i>text</i>    | Text with marked bad words                  |
| <i>prefix</i>  | Prefix for every found bad word (optional)  |
| <i>postfix</i> | Postfix for every found bad word (optional) |

#### Returns

Text with marked bad words

Implements [Crosstales.BWF.Filter.IFilter](#).

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

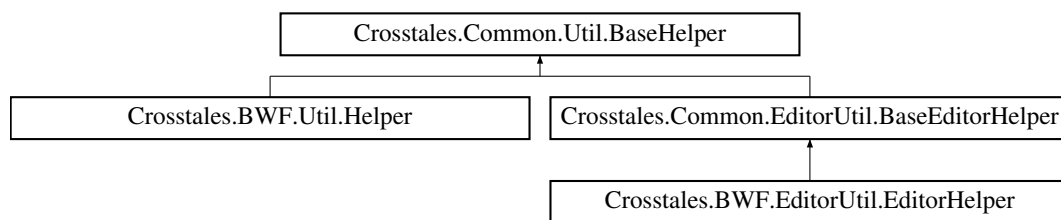


- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/Base↔  
Filter.cs

## 5.20 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



### Static Public Member Functions

- static string [CreateString](#) (string replaceChars, int stringLength)  
*Creates a string of characters with a given length.*
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommented↔  
Lines=true, int skipHeaderLines=0, int skipFooterLines=0)  
*Split the given text to lines and return it as list.*
- static string [FormatBytesToHRF](#) (long bytes, bool useSI=false)  
*Format byte-value to Human-Readable-Form.*
- static string [FormatSecondsToHRF](#) (double seconds)  
*Format seconds to Human-Readable-Form.*
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)  
*Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>*
- static string [GenerateLoremIpsum](#) (int length, int minSentences=1, int maxSentences=int.MaxValue, int min↔  
Words=1, int maxWords=15)  
*Generates a "Lorem Ipsum" based on various parameters.*
- static string [LanguageToISO639](#) (SystemLanguage language)  
*Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.*
- static SystemLanguage [ISO639ToLanguage](#) (string isoCode)  
*Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.*
- static object [InvokeMethod](#) (string className, string methodName, params object[] parameters)  
*Invokes a public static method on a full qualified class.*
- static string [GetArgument](#) (string name)  
*Returns an argument for a name from the url or command line.*
- static string[] [GetArguments](#) ()  
*Returns all arguments from the url or command line.*

## Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo(LanguageToISO639(Application.systemLanguage))
- static bool **ApplicationIsPlaying** = Application.isPlaying
- static bool **isStandalonePlatform** => **isWindowsPlatform** || **isMacOSPlatform** || **isLinuxPlatform**  
Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool **isWebPlatform** => **isWebGLPlatform**  
Checks if the current platform is Web (WebPlayer or WebGL).
- static bool **isWindowsBasedPlatform** => **isWindowsPlatform** || **isWSAPlatform** || **isXboxOnePlatform**  
Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).
- static bool **isWSABasedPlatform** => **isWSAPlatform** || **isXboxOnePlatform**  
Checks if the current platform is WSA-based (WSA or XboxOne).
- static bool **isAppleBasedPlatform** => **isMacOSPlatform** || **isIOSPlatform** || **isTvOSPlatform**  
Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).
- static bool **isIOSBasedPlatform** => **isIOSPlatform** || **isTvOSPlatform**  
Checks if the current platform is iOS-based (iOS or tvOS).
- static bool **isMobilePlatform** => **isAndroidPlatform** || **isIOSBasedPlatform**  
Checks if the current platform is mobile (Android and iOS).
- static bool **isEditor** => **isWindowsEditor** || **isMacOSEditor** || **isLinuxEditor**  
Checks if we are inside the Editor.
- static bool **isEditorMode** => **isEditor** && !Application.isPlaying  
Checks if we are in Editor mode.

## Static Protected Attributes

- static readonly System.Random **rnd** = new System.Random()

## Properties

- static bool **isWindowsPlatform** [get]  
Checks if the current platform is Windows.
- static bool **isMacOSPlatform** [get]  
Checks if the current platform is OSX.
- static bool **isLinuxPlatform** [get]  
Checks if the current platform is Linux.
- static bool **isAndroidPlatform** [get]  
Checks if the current platform is Android.
- static bool **isIOSPlatform** [get]  
Checks if the current platform is iOS.
- static bool **isTvOSPlatform** [get]  
Checks if the current platform is tvOS.
- static bool **isWSAPlatform** [get]  
Checks if the current platform is WSA.
- static bool **isXboxOnePlatform** [get]  
Checks if the current platform is XboxOne.
- static bool **isPS4Platform** [get]  
Checks if the current platform is PS4.
- static bool **isWebGLPlatform** [get]  
Checks if the current platform is WebGL.

- static bool [isWindowsEditor](#) [get]  
*Checks if we are inside the Windows Editor.*
- static bool [isMacOSEditor](#) [get]  
*Checks if we are inside the macOS Editor.*
- static bool [isLinuxEditor](#) [get]  
*Checks if we are inside the Linux Editor.*
- static bool [isIL2CPP](#) [get]  
*Checks if the current build target uses IL2CPP.*
- static [Crosstales.Common.Model.Enum.Platform?](#) [CurrentPlatform](#) [get]  
*Returns the current platform.*
- static int [AndroidAPILevel](#) [get]  
*Returns the Android API level of the current device (Android only)".*

## 5.20.1 Detailed Description

Base for various helper functions.

## 5.20.2 Member Function Documentation

### 5.20.2.1 CreateString()

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

Creates a string of characters with a given length.

#### Parameters

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

#### Returns

Generated string

### 5.20.2.2 FormatBytesToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (  
    long bytes,  
    bool useSI = false ) [static]
```

Format byte-value to Human-Readable-Form.

## Parameters

|              |                                          |
|--------------|------------------------------------------|
| <i>bytes</i> | Value in bytes                           |
| <i>useSI</i> | Use SI-system (default: false, optional) |

## Returns

Formatted byte-value in Human-Readable-Form.

## 5.20.2.3 FormatSecondsToHRF()

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

Format seconds to Human-Readable-Form.

## Parameters

|                |                  |
|----------------|------------------|
| <i>seconds</i> | Value in seconds |
|----------------|------------------|

## Returns

Formatted seconds in Human-Readable-Form.

## 5.20.2.4 GenerateLoremIpsum()

```
static string Crosstales.Common.Util.BaseHelper.GenerateLoremIpsum (
    int length,
    int minSentences = 1,
    int maxSentences = int.MaxValue,
    int minWords = 1,
    int maxWords = 15 ) [static]
```

Generates a "Lorem Ipsum" based on various parameters.

## Parameters

|                     |                                                                            |
|---------------------|----------------------------------------------------------------------------|
| <i>length</i>       | Length of the text                                                         |
| <i>minSentences</i> | Minimum number of sentences for the text (default: 1, optional)            |
| <i>maxSentences</i> | Maximal number of sentences for the text (default: int.MaxValue, optional) |
| <i>minWords</i>     | Minimum number of words per sentence (default: 1, optional)                |
| <i>maxWords</i>     | Maximal number of words per sentence (default: 15, optional)               |

**Returns**

"Lorem Ipsum" based on the given parameters.

**5.20.2.5 GetArgument()**

```
static string Crosstales.Common.Util.BaseHelper.GetArgument (
    string name ) [static]
```

Returns an argument for a name from the url or command line.

**Parameters**

|             |                       |
|-------------|-----------------------|
| <i>name</i> | Name for the argument |
|-------------|-----------------------|

**Returns**

Argument for a name from the url or command line.

**5.20.2.6 GetArguments()**

```
static string [] Crosstales.Common.Util.BaseHelper.GetArguments ( ) [static]
```

Returns all arguments from the url or command line.

**Returns**

Arguments from the url or command line.

**5.20.2.7 HSVToRGB()**

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

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

**Parameters**

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

**Returns**

True if the current platform is supported.

**5.20.2.8 InvokeMethod()**

```
static object Crosstales.Common.Util.BaseHelper.InvokeMethod (
    string className,
    string methodName,
    params object[] parameters ) [static]
```

Invokes a public static method on a full qualified class.

**Parameters**

|                   |                                              |
|-------------------|----------------------------------------------|
| <i>className</i>  | Full qualified name of the class             |
| <i>methodName</i> | Public static method of the class to execute |
| <i>parameters</i> | Parameters for the method (optional)         |

**5.20.2.9 ISO639ToLanguage()**

```
static SystemLanguage Crosstales.Common.Util.BaseHelper.ISO639ToLanguage (
    string isoCode ) [static]
```

Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.

**Parameters**

|                |                           |
|----------------|---------------------------|
| <i>isoCode</i> | ISO639-1 code to convert. |
|----------------|---------------------------|

**Returns**

"SystemLanguage for the given ISO639-1 code.

**5.20.2.10 LanguageToISO639()**

```
static string Crosstales.Common.Util.BaseHelper.LanguageToISO639 (
    SystemLanguage language ) [static]
```

Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.

## Parameters

|                 |                            |
|-----------------|----------------------------|
| <i>language</i> | SystemLanguage to convert. |
|-----------------|----------------------------|

## Returns

"ISO639-1 code for the given SystemLanguage.

### 5.20.2.11 SplitStringToLines()

```
static System.Collections.Generic.List<string> Crosstales.Common.Util.BaseHelper.SplitString↵
ToLines (
    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

## 5.20.3 Member Data Documentation

### 5.20.3.1 isAppleBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAppleBasedPlatform => isMacOSPlatform || isiOSPlatform
|| isTvOSPlatform [static]
```

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

## Returns

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

### 5.20.3.2 isEditor

```
bool Crosstales.Common.Util.BaseHelper.isEditor => isWindowsEditor || isMacOSEditor || isLinuxEditor  
[static]
```

Checks if we are inside the Editor.

#### Returns

True if we are inside the Editor.

### 5.20.3.3 isEditorMode

```
bool Crosstales.Common.Util.BaseHelper.isEditorMode => isEditor && !ApplicationIsPlaying [static]
```

Checks if we are in Editor mode.

#### Returns

True if in Editor mode.

### 5.20.3.4 isIOSBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSBasedPlatform => isIOSPlatform || isTvOSPlatform  
[static]
```

Checks if the current platform is iOS-based (iOS or tvOS).

#### Returns

True if the current platform is iOS-based (iOS or tvOS).

### 5.20.3.5 isMobilePlatform

```
bool Crosstales.Common.Util.BaseHelper.isMobilePlatform => isAndroidPlatform || isIOSBasedPlatform  
[static]
```

Checks if the current platform is mobile (Android and iOS).

#### Returns

True if the current platform is mobile (Android and iOS).



### 5.20.3.6 isStandalonePlatform

```
bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform => isWindowsPlatform || isMacOSPlatform  
|| isLinuxPlatform [static]
```

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

#### Returns

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

### 5.20.3.7 isWebPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebPlatform => isWebGLPlatform [static]
```

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

#### Returns

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

### 5.20.3.8 isWindowsBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsBasedPlatform => isWindowsPlatform || isWSAPlatform  
|| isXboxOnePlatform [static]
```

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

#### Returns

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

### 5.20.3.9 isWSABasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSABasedPlatform => isWSAPlatform || isXboxOnePlatform  
[static]
```

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

#### Returns

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

## 5.20.4 Property Documentation

### 5.20.4.1 AndroidAPILevel

```
int Crosstales.Common.Util.BaseHelper.AndroidAPILevel [static], [get]
```

Returns the Android API level of the current device (Android only)".

#### Returns

The Android API level of the current device.

### 5.20.4.2 CurrentPlatform

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

Returns the current platform.

#### Returns

The current platform.

### 5.20.4.3 isAndroidPlatform

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

Checks if the current platform is Android.

#### Returns

True if the current platform is Android.

### 5.20.4.4 isIL2CPP

```
bool Crosstales.Common.Util.BaseHelper.isIL2CPP [static], [get]
```

Checks if the current build target uses IL2CPP.

#### Returns

True if the current build target uses IL2CPP.

#### 5.20.4.5 isIOSPlatform

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

Checks if the current platform is iOS.

##### Returns

True if the current platform is iOS.

#### 5.20.4.6 isLinuxEditor

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

Checks if we are inside the Linux Editor.

##### Returns

True if we are inside the Linux Editor.

#### 5.20.4.7 isLinuxPlatform

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

Checks if the current platform is Linux.

##### Returns

True if the current platform is Linux.

#### 5.20.4.8 isMacOSEditor

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

Checks if we are inside the macOS Editor.

##### Returns

True if we are inside the macOS Editor.

#### 5.20.4.9 isMacOSPlatform

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

Checks if the current platform is OSX.

##### Returns

True if the current platform is OSX.

#### 5.20.4.10 isPS4Platform

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

Checks if the current platform is PS4.

##### Returns

True if the current platform is PS4.

#### 5.20.4.11 isTvOSPlatform

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

Checks if the current platform is tvOS.

##### Returns

True if the current platform is tvOS.

#### 5.20.4.12 isWebGLPlatform

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

Checks if the current platform is WebGL.

##### Returns

True if the current platform is WebGL.

#### 5.20.4.13 isWindowsEditor

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

Checks if we are inside the Windows Editor.

##### Returns

True if we are inside the Windows Editor.

#### 5.20.4.14 isWindowsPlatform

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

Checks if the current platform is Windows.

##### Returns

True if the current platform is Windows.

#### 5.20.4.15 isWSAPlatform

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

Checks if the current platform is WSA.

##### Returns

True if the current platform is WSA.

#### 5.20.4.16 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

##### Returns

True if the current platform is XboxOne.

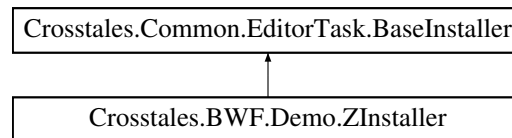
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

## 5.21 Crosstales.Common.EditorTask.BaseInstaller Class Reference

Base-class for all installers.

Inheritance diagram for Crosstales.Common.EditorTask.BaseInstaller:



### Static Public Member Functions

- static void **InstallUI** (string assetPath)

### Static Protected Member Functions

- static string **getBasePath** (string assetPath)
- static void **installPackage** (string installerPath, string package, string compiledefine=null, bool delete=false)

#### 5.21.1 Detailed Description

Base-class for all installers.

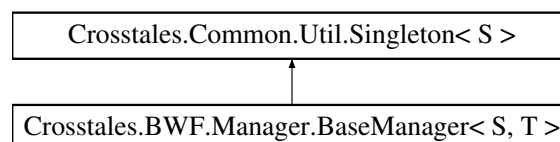
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/BaseInstaller.cs

## 5.22 Crosstales.BWF.Manager.BaseManager< S, T > Class Template Reference

Base class for all managers.

Inheritance diagram for Crosstales.BWF.Manager.BaseManager< S, T >:



### Public Member Functions

- string **Unmark** (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*

## Public Attributes

- bool `isReady` => filter != null && filter.isReady  
*Checks the readiness status of the manager.*

## Protected Member Functions

- void `onContainsComplete` (string text, bool result)
- void `onGetAllComplete` (string text, System.Collections.Generic.List< string > badWords)
- void `onReplaceAllComplete` (string originalText, string cleanText)

## Protected Attributes

- T filter

## Properties

- bool `DisableOrdering` [get, set]
- abstract `OnContainsCompleted` `onContainsCompleted` [get]
- abstract `OnGetAllCompleted` `onGetAllCompleted` [get]
- abstract `OnReplaceAllCompleted` `onReplaceAllCompleted` [get]

## Events

- ContainsComplete `OnContainsComplete`  
*An event triggered whenever the "Contains"-operation is completed.*
- GetAllComplete `OnGetAllComplete`  
*An event triggered whenever the "GetAll"-operation is completed.*
- ReplaceAllComplete `OnReplaceAllComplete`  
*An event triggered whenever the "ReplaceAll"-operation is completed.*

## Additional Inherited Members

### 5.22.1 Detailed Description

Base class for all managers.

#### Type Constraints

**S** : [Crosstales.Common.Util.Singleton<S>](#)  
**T** : [Crosstales.BWF.Filter.BaseFilter](#)

### 5.22.2 Member Function Documentation

#### 5.22.2.1 Unmark()

```
string Crosstales.BWF.Manager.BaseManager< S, T >.Unmark (
    string text,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" )
```

Unmarks the text with a prefix and postfix.

## Parameters

|                |                                                                    |
|----------------|--------------------------------------------------------------------|
| <i>text</i>    | Text with marked bad words                                         |
| <i>prefix</i>  | Prefix for every found bad word (default: bold and red, optional)  |
| <i>postfix</i> | Postfix for every found bad word (default: bold and red, optional) |

## Returns

Text with unmarked bad words

## 5.22.3 Member Data Documentation

### 5.22.3.1 isReady

```
bool Crosstales.BWF.Manager.BaseManager< S, T >.isReady => filter != null && filter.isReady
```

Checks the readiness status of the manager.

## Returns

True if the manager is ready.

## 5.22.4 Event Documentation

### 5.22.4.1 OnContainsComplete

```
ContainsComplete Crosstales.BWF.Manager.BaseManager< S, T >.OnContainsComplete
```

An event triggered whenever the "Contains"-operation is completed.

### 5.22.4.2 OnGetAllComplete

```
GetAllComplete Crosstales.BWF.Manager.BaseManager< S, T >.OnGetAllComplete
```

An event triggered whenever the "GetAll"-operation is completed.



### 5.22.4.3 OnReplaceAllComplete

ReplaceAllComplete [Crosstales.BWF.Manager.BaseManager](#)< S, T >.OnReplaceAllComplete

An event triggered whenever the "ReplaceAll"-operation is completed.

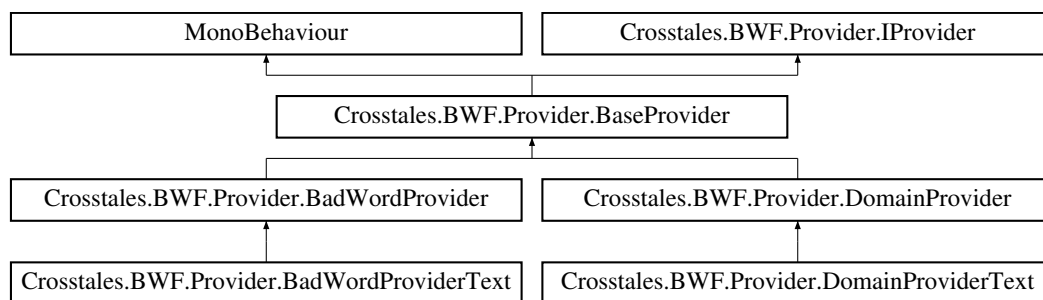
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/BaseManager.cs

## 5.23 Crosstales.BWF.Provider.BaseProvider Class Reference

Base class for all providers.

Inheritance diagram for Crosstales.BWF.Provider.BaseProvider:



### Public Member Functions

- abstract void [Load](#) ()  
*Loads all sources.*
- abstract void [Save](#) ()  
*Saves all sources.*

### Public Attributes

- System.Text.RegularExpressions.RegexOptions [RegexOption1](#) = System.Text.RegularExpressions.RegexOptions.IgnoreCase  
*Option1 (default: RegexOptions.IgnoreCase).*
- System.Text.RegularExpressions.RegexOptions [RegexOption2](#) = System.Text.RegularExpressions.RegexOptions.CultureInvariant  
*Option2 (default: RegexOptions.CultureInvariant).*
- System.Text.RegularExpressions.RegexOptions [RegexOption3](#) = System.Text.RegularExpressions.RegexOptions.None  
*Option3 (default: RegexOptions.None).*
- System.Text.RegularExpressions.RegexOptions [RegexOption4](#) = System.Text.RegularExpressions.RegexOptions.None  
*Option4 (default: RegexOptions.None).*
- System.Text.RegularExpressions.RegexOptions [RegexOption5](#) = System.Text.RegularExpressions.RegexOptions.None  
*Option5 (default: RegexOptions.None).*
- System.Collections.Generic.List< [Crosstales.BWF.Data.Source](#) > [Sources](#)  
*All sources for this provider.*
- bool [ClearOnLoad](#) = true  
*Clears all existing bad words on 'Load' (default: true).*

## Protected Member Functions

- abstract void `init()`  
*Initialize the provider.*
- void `logNoResourcesAdded()`
- void `createSource()`

## Protected Attributes

- readonly `System.Collections.Generic.List< string > coRoutines` = new `System.Collections.Generic.List<string>()`
- bool `loading` = false

## Static Protected Attributes

- static bool `loggedUnsupportedPlatform` = false

## Properties

- int???? `RegexCount` [get]  
*Number of Regex of this provider.*
- bool `isReady` [get, set]

### 5.23.1 Detailed Description

Base class for all providers.

### 5.23.2 Member Function Documentation

#### 5.23.2.1 init()

```
abstract void Crosstales.BWF.Provider.BaseProvider.init ( ) [protected], [pure virtual]
```

Initialize the provider.

Implemented in [Crosstales.BWF.Provider.BadWordProvider](#), and [Crosstales.BWF.Provider.DomainProvider](#).

### 5.23.2.2 Load()

```
abstract void Crosstales.BWF.Provider.BaseProvider.Load ( ) [pure virtual]
```

Loads all sources.

Implements [Crosstales.BWF.Provider.IProvider](#).

Implemented in [Crosstales.BWF.Provider.BadWordProvider](#), [Crosstales.BWF.Provider.DomainProvider](#), [Crosstales.BWF.Provider.BadWordProviderText](#) and [Crosstales.BWF.Provider.DomainProviderText](#).

### 5.23.2.3 Save()

```
abstract void Crosstales.BWF.Provider.BaseProvider.Save ( ) [pure virtual]
```

Saves all sources.

Implements [Crosstales.BWF.Provider.IProvider](#).

Implemented in [Crosstales.BWF.Provider.BadWordProviderText](#), and [Crosstales.BWF.Provider.DomainProviderText](#).

## 5.23.3 Member Data Documentation

### 5.23.3.1 ClearOnLoad

```
bool Crosstales.BWF.Provider.BaseProvider.ClearOnLoad = true
```

Clears all existing bad words on 'Load' (default: true).

### 5.23.3.2 RegexOptions1

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption1  
= System.Text.RegularExpressions.RegexOptions.IgnoreCase
```

Option1 (default: RegexOptions.IgnoreCase).

### 5.23.3.3 RegexOptions2

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption2  
= System.Text.RegularExpressions.RegexOptions.CultureInvariant
```

Option2 (default: RegexOptions.CultureInvariant).

#### 5.23.3.4 RegexOptions3

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption3  
= System.Text.RegularExpressions.RegexOptions.None
```

Option3 (default: RegexOptions.None).

#### 5.23.3.5 RegexOptions4

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption4  
= System.Text.RegularExpressions.RegexOptions.None
```

Option4 (default: RegexOptions.None).

#### 5.23.3.6 RegexOptions5

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption5  
= System.Text.RegularExpressions.RegexOptions.None
```

Option5 (default: RegexOptions.None).

#### 5.23.3.7 Sources

```
System.Collections.Generic.List<Crosstales.BWF.Data.Source> Crosstales.BWF.Provider.Base↔  
Provider.Sources
```

All sources for this provider.

### 5.23.4 Property Documentation

#### 5.23.4.1 RegexCount

```
int???? Crosstales.BWF.Provider.BaseProvider.RegexCount [get]
```

Number of Regex of this provider.

##### Returns

Number of Regex of this provider.

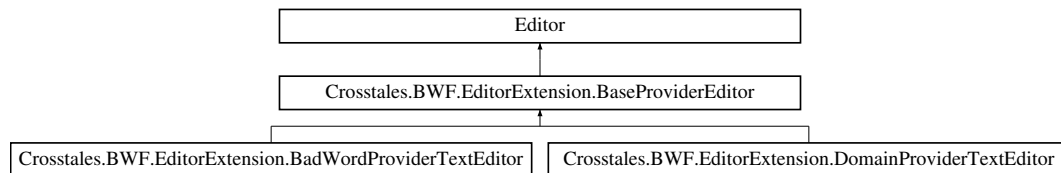
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/Base↔Provider.cs

## 5.24 Crosstales.BWF.EditorExtension.BaseProviderEditor Class Reference

Base-class for custom editors of children of the 'BaseProvider'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BaseProviderEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

### Protected Member Functions

- virtual void **OnEnable** ()

#### 5.24.1 Detailed Description

Base-class for custom editors of children of the 'BaseProvider'-class.

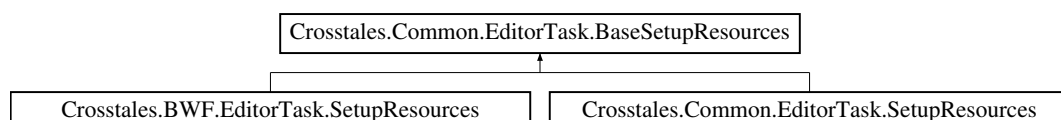
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↔  
Extension/BaseProviderEditor.cs

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

Base-class for moving all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



### Static Protected Member Functions

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

### 5.25.1 Detailed Description

Base-class for moving all resources to 'Editor Default Resources'.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/Base↵  
SetupResources.cs

## 5.26 Crosstales.BWF.EditorIntegration.BWFGameObject Class Reference

Editor component for the "Hierarchy"-menu.

### 5.26.1 Detailed Description

Editor component for the "Hierarchy"-menu.

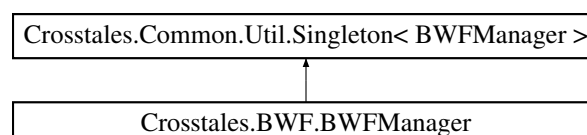
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↵  
Integration/BWFGameObject.cs

## 5.27 Crosstales.BWF.BWFManager Class Reference

**BWF** is a multi-manager for all available managers.

Inheritance diagram for Crosstales.BWF.BWFManager:



## Public Member Functions

- delegate void **BWFReady** ()
- void **Load** ([Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#))  
*Loads the filter of a manager.*
- [System.Collections.Generic.List< string >](#) **Sources** ([Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#))  
*Returns all sources for a manager.*
- bool **Contains** (string text, [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)  
*Searches for unwanted words in a text.*
- void **ContainsAsync** (string text, [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)  
*Searches asynchronously for unwanted words in a text. Use the "OnContainsComplete"-callback to get the result.*
- [System.Collections.Generic.List< string >](#) **GetAll** (string text, [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)  
*Searches for unwanted words in a text.*
- void **GetAllAsync** (string text, [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)  
*Searches asynchronously for unwanted words in a text. Use the "OnGetAllComplete"-callback to get the result.*
- string **ReplaceAll** (string text, [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)  
*Searches and replaces all unwanted words in a text.*
- string **ReplaceAll** (string text, [Model.Enum.ManagerMask](#) mask, bool markOnly, string prefix, string postfix, params string[] sourceNames)  
*Searches and replaces all unwanted words in a text.*
- void **ReplaceAllAsync** (string text, [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)  
*Searches and replaces asynchronously all unwanted words in a text. Use the "OnReplaceAllComplete"-callback to get the result.*
- void **ReplaceAllAsync** (string text, [Model.Enum.ManagerMask](#) mask, bool markOnly, string prefix, string postfix, params string[] sourceNames)  
*Searches and replaces asynchronously all unwanted words in a text. Use the "OnReplaceAllComplete"-callback to get the result.*
- string **Mark** (string text, [System.Collections.Generic.List< string >](#) unwantedWords, string prefix="<b><color=red>", string postfix="</color></b>")  
*Marks the text with a prefix and postfix from a list of words. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).*
- string **Mark** (string text, bool replace=false, string prefix="<b><color=red>", string postfix="</color></b>", [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)  
*Marks the text with a prefix and postfix.*
- string **Unmark** (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*

## Public Attributes

- bool **DisableOrdering**
- bool **isReady**  
*Checks the readiness status of all managers.*
- int **TotalRegexCount** => **Sources**().Sum(src => src.RegexCount)  
*Total number of Regex.*
- **OnReady OnReady**
- **OnContainsCompleted OnContainsCompleted**
- **OnGetAllCompleted OnGetAllCompleted**
- **OnReplaceAllCompleted OnReplaceAllCompleted**

## Protected Member Functions

- override void **OnApplicationQuit** ()

## Events

- BWFReady [OnBWFReady](#)  
*An event triggered whenever [BWF](#) is ready.*
- ContainsComplete [OnContainsComplete](#)  
*An event triggered whenever the "Contains"-operation is completed.*
- GetAllComplete [OnGetAllComplete](#)  
*An event triggered whenever the "GetAll"-operation is completed.*
- ReplaceAllComplete [OnReplaceAllComplete](#)  
*An event triggered whenever the "ReplaceAll"-operation is completed.*

## Additional Inherited Members

### 5.27.1 Detailed Description

[BWF](#) is a multi-manager for all available managers.

### 5.27.2 Member Function Documentation

#### 5.27.2.1 Contains()

```
bool Crosstales.BWF.BWFManager.Contains (
    string text,
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
    params string[] sourceNames )
```

Searches for unwanted words in a text.

#### Parameters

|                    |                                                                |
|--------------------|----------------------------------------------------------------|
| <i>text</i>        | Text to check                                                  |
| <i>mask</i>        | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)                    |

#### Returns

True if a match was found



### 5.27.2.2 ContainsAsync()

```
void Crosstales.BWF.BWFManager.ContainsAsync (
    string text,
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
    params string[] sourceNames )
```

Searches asynchronously for unwanted words in a text. Use the "OnContainsComplete"-callback to get the result.

#### Parameters

|                    |                                                                |
|--------------------|----------------------------------------------------------------|
| <i>text</i>        | Text to check                                                  |
| <i>mask</i>        | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)                    |

### 5.27.2.3 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.BWFManager.GetAll (
    string text,
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
    params string[] sourceNames )
```

Searches for unwanted words in a text.

#### Parameters

|                    |                                                                |
|--------------------|----------------------------------------------------------------|
| <i>text</i>        | Text to check                                                  |
| <i>mask</i>        | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)                    |

#### Returns

List with all the matches

### 5.27.2.4 GetAllAsync()

```
void Crosstales.BWF.BWFManager.GetAllAsync (
    string text,
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
    params string[] sourceNames )
```

Searches asynchronously for unwanted words in a text. Use the "OnGetAllComplete"-callback to get the result.

#### Parameters

|                    |                                                                |
|--------------------|----------------------------------------------------------------|
| <i>text</i>        | Text to check                                                  |
| <i>mask</i>        | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)                    |

### 5.27.2.5 Load()

```
void Crosstales.BWF.BWFManager.Load (
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All )
```

Loads the filter of a manager.

#### Parameters

|             |                                                     |
|-------------|-----------------------------------------------------|
| <i>mask</i> | Active manager (default: ManagerMask.All, optional) |
|-------------|-----------------------------------------------------|

### 5.27.2.6 Mark() [1/2]

```
string Crosstales.BWF.BWFManager.Mark (
    string text,
    bool replace = false,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>",
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
    params string[] sourceNames )
```

Marks the text with a prefix and postfix.

#### Parameters

|                    |                                                                |
|--------------------|----------------------------------------------------------------|
| <i>text</i>        | Text containing unwanted words                                 |
| <i>replace</i>     | Replace the bad words (default: false, optional)               |
| <i>prefix</i>      | Prefix for every found unwanted word (optional)                |
| <i>postfix</i>     | Postfix for every found unwanted word (optional)               |
| <i>mask</i>        | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)                    |

#### Returns

Clean text

### 5.27.2.7 Mark() [2/2]

```
string Crosstales.BWF.BWFManager.Mark (
    string text,
    System.Collections.Generic.List< string > unwantedWords,
```

```
string prefix = "<b><color=red>",  
string postfix = "</color></b>" )
```

Marks the text with a prefix and postfix from a list of words. Use this method if you already have a list of bad words (e.g. from the ['GetAll\(\)' method](#)).

## Parameters

|                      |                                                  |
|----------------------|--------------------------------------------------|
| <i>text</i>          | Text containing unwanted words                   |
| <i>unwantedWords</i> | Unwanted words to mark                           |
| <i>prefix</i>        | Prefix for every found unwanted word (optional)  |
| <i>postfix</i>       | Postfix for every found unwanted word (optional) |

## Returns

Text with marked unwanted words

### 5.27.2.8 ReplaceAll() [1/2]

```
string Crosstales.BWF.BWFManager.ReplaceAll (
    string text,
    Model.Enum.ManagerMask mask,
    bool markOnly,
    string prefix,
    string postfix,
    params string[] sourceNames )
```

Searches and replaces all unwanted words in a text.

## Parameters

|                    |                                                                |
|--------------------|----------------------------------------------------------------|
| <i>text</i>        | Text to check                                                  |
| <i>mask</i>        | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| <i>markOnly</i>    | Only mark the words (default: false, optional)                 |
| <i>prefix</i>      | Prefix for every found bad word (optional)                     |
| <i>postfix</i>     | Postfix for every found bad word (optional)                    |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)                    |

## Returns

Clean text

### 5.27.2.9 ReplaceAll() [2/2]

```
string Crosstales.BWF.BWFManager.ReplaceAll (
    string text,
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
    params string[] sourceNames )
```

Searches and replaces all unwanted words in a text.

## Parameters

|                    |                                                                |
|--------------------|----------------------------------------------------------------|
| <i>text</i>        | Text to check                                                  |
| <i>mask</i>        | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)                    |

## Returns

Clean text

**5.27.2.10 ReplaceAllAsync()** [1/2]

```
void Crosstales.BWF.BWFManager.ReplaceAllAsync (
    string text,
    Model.Enum.ManagerMask mask,
    bool markOnly,
    string prefix,
    string postfix,
    params string[] sourceNames )
```

Searches and replaces asynchronously all unwanted words in a text. Use the "OnReplaceAllComplete"-callback to get the result.

## Parameters

|                    |                                                      |
|--------------------|------------------------------------------------------|
| <i>text</i>        | Text to check                                        |
| <i>mask</i>        | Active manager (default: Model.Enum.ManagerMask.All) |
| <i>markOnly</i>    | Only mark the words (default: false)                 |
| <i>prefix</i>      | Prefix for every found bad word                      |
| <i>postfix</i>     | Postfix for every found bad word                     |
| <i>sourceNames</i> | Relevant sources (e.g. "english")                    |

**5.27.2.11 ReplaceAllAsync()** [2/2]

```
void Crosstales.BWF.BWFManager.ReplaceAllAsync (
    string text,
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
    params string[] sourceNames )
```

Searches and replaces asynchronously all unwanted words in a text. Use the "OnReplaceAllComplete"-callback to get the result.

## Parameters

|                    |                                                                |
|--------------------|----------------------------------------------------------------|
| <i>text</i>        | Text to check                                                  |
| <i>mask</i>        | Active manager (default: Model.Enum.ManagerMask.All, optional) |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)                    |

### 5.27.2.12 Sources()

```
System.Collections.Generic.List<Data.Source> Crosstales.BWF.BWFManager.Sources (
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All )
```

Returns all sources for a manager.

#### Parameters

|             |                                                                |
|-------------|----------------------------------------------------------------|
| <i>mask</i> | Active manager (default: Model.Enum.ManagerMask.All, optional) |
|-------------|----------------------------------------------------------------|

#### Returns

List with all sources for the selected manager

### 5.27.2.13 Unmark()

```
string Crosstales.BWF.BWFManager.Unmark (
    string text,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" )
```

Unmarks the text with a prefix and postfix.

#### Parameters

|                |                                                  |
|----------------|--------------------------------------------------|
| <i>text</i>    | Text with marked unwanted words                  |
| <i>prefix</i>  | Prefix for every found unwanted word (optional)  |
| <i>postfix</i> | Postfix for every found unwanted word (optional) |

#### Returns

Text with unmarked unwanted words

## 5.27.3 Member Data Documentation

### 5.27.3.1 isReady

```
bool Crosstales.BWF.BWFManager.isReady
```

**Initial value:**

```
=> Manager.BadWordManager.Instance != null && Manager.BadWordManager.Instance.isReady
                                     && Manager.DomainManager.Instance !=
    null && Manager.DomainManager.Instance.isReady
                                     &&
    Manager.CapitalizationManager.Instance != null && Manager.CapitalizationManager.Instance.isReady
                                     && Manager.PunctuationManager.Instance
    != null && Manager.PunctuationManager.Instance.isReady
```

Checks the readiness status of all managers.

#### Returns

True if all managers are ready.

### 5.27.3.2 TotalRegexCount

```
int Crosstales.BWF.BWFManager.TotalRegexCount => Sources().Sum(src => src.RegexCount)
```

Total number of Regex.

#### Returns

Total number of Regex.

## 5.27.4 Event Documentation

### 5.27.4.1 OnBWFReady

```
BWFReady Crosstales.BWF.BWFManager.OnBWFReady
```

An event triggered whenever **BWF** is ready.

### 5.27.4.2 OnContainsComplete

```
ContainsComplete Crosstales.BWF.BWFManager.OnContainsComplete
```

An event triggered whenever the "Contains"-operation is completed.

### 5.27.4.3 OnGetAllComplete

```
GetAllComplete Crosstales.BWF.BWFManager.OnGetAllComplete
```

An event triggered whenever the "GetAll"-operation is completed.

#### 5.27.4.4 OnReplaceAllComplete

ReplaceAllComplete Crosstales.BWF.BWFManager.OnReplaceAllComplete

An event triggered whenever the "ReplaceAll"-operation is completed.

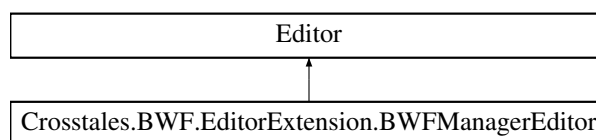
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/BWFManager.cs

## 5.28 Crosstales.BWF.EditorExtension.BWFManagerEditor Class Reference

Custom editor for the 'BWFManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BWFManagerEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()

#### 5.28.1 Detailed Description

Custom editor for the 'BWFManager'-class.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/Extension/BWFManagerEditor.cs

## 5.29 Crosstales.BWF.EditorIntegration.BWFMenu Class Reference

Editor component for the "Tools"-menu.

### Static Public Member Functions

- static void **CreateSource** ()



### 5.29.1 Detailed Description

Editor component for the "Tools"-menu.

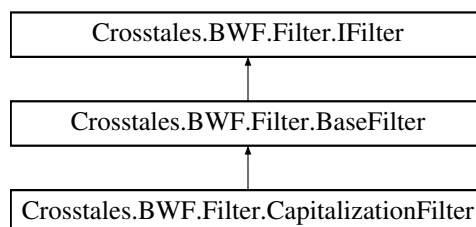
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↔ Integration/BWFMenu.cs

## 5.30 Crosstales.BWF.Filter.CapitalizationFilter Class Reference

[Filter](#) for excessive capitalization. The class can also replace all capitalizations inside a string.

Inheritance diagram for Crosstales.BWF.Filter.CapitalizationFilter:



### Public Member Functions

- [CapitalizationFilter](#) (int capitalizationCharsNumber=3, bool disableOrdering=false)  
*Instantiate the class.*
- override bool [Contains](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- override System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- override string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)  
*Searches and replaces all bad words in a text.*

### Public Attributes

- override bool [isReady](#) => true  
*Checks the readiness status of the filter.*

### Properties

- System.Text.RegularExpressions.Regex [RegularExpression](#) [get]  
*RegEx to find excessive capitalization.*
- int? [CharacterNumber](#) [get, set]  
*Defines the number of allowed capital letters in a row.*

## Additional Inherited Members

### 5.30.1 Detailed Description

[Filter](#) for excessive capitalization. The class can also replace all capitalizations inside a string.

### 5.30.2 Constructor & Destructor Documentation

#### 5.30.2.1 CapitalizationFilter()

```
Crosstales.BWF.Filter.CapitalizationFilter.CapitalizationFilter (
    int capitalizationCharsNumber = 3,
    bool disableOrdering = false )
```

Instantiate the class.

##### Parameters

|                                  |                                                                                |
|----------------------------------|--------------------------------------------------------------------------------|
| <i>capitalizationCharsNumber</i> | Defines the number of allowed capital letters in a row (default: 3, optional). |
| <i>disableOrdering</i>           | Disables the ordering of the 'GetAll'-method (default: false, optional).       |

### 5.30.3 Member Function Documentation

#### 5.30.3.1 Contains()

```
override bool Crosstales.BWF.Filter.CapitalizationFilter.Contains (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

##### Parameters

|                    |                                             |
|--------------------|---------------------------------------------|
| <i>text</i>        | Text to check                               |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional) |

##### Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

### 5.30.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.CapitalizationFilter.GetAll (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

#### Parameters

|                    |                                             |
|--------------------|---------------------------------------------|
| <i>text</i>        | Text to check                               |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional) |

#### Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

### 5.30.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.CapitalizationFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [virtual]
```

Searches and replaces all bad words in a text.

#### Parameters

|                    |                                                |
|--------------------|------------------------------------------------|
| <i>text</i>        | Text to check                                  |
| <i>markOnly</i>    | Only mark the words (default: false, optional) |
| <i>prefix</i>      | Prefix for every found bad word (optional)     |
| <i>postfix</i>     | Postfix for every found bad word (optional)    |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)    |

#### Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

## 5.30.4 Member Data Documentation

#### 5.30.4.1 isReady

```
override bool Crosstales.BWF.Filter.CapitalizationFilter.isReady => true
```

Checks the readiness status of the filter.

##### Returns

True if the filter is ready.

### 5.30.5 Property Documentation

#### 5.30.5.1 CharacterNumber

```
int? Crosstales.BWF.Filter.CapitalizationFilter.CharacterNumber [get], [set]
```

Defines the number of allowed capital letters in a row.

#### 5.30.5.2 RegularExpression

```
System.Text.RegularExpressions.Regex Crosstales.BWF.Filter.CapitalizationFilter.Regular↵  
Expression [get]
```

RegEx to find excessive capitalization.

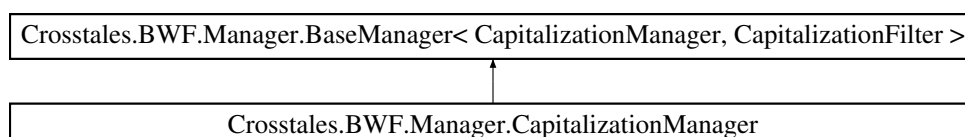
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/Capitalization↵  
Filter.cs

## 5.31 Crosstales.BWF.Manager.CapitalizationManager Class Reference

[Manager](#) for excessive capitalization.

Inheritance diagram for Crosstales.BWF.Manager.CapitalizationManager:



## Public Member Functions

- void [Load](#) ()  
*Loads the current filter with all settings from this object.*
- bool [Contains](#) (string text)  
*Searches for excessive capitalizations in a text.*
- void [ContainsAsync](#) (string text)  
*Searches asynchronously for excessive capitalizations in a text. Use the "OnContainsComplete"-callback to get the result.*
- System.Collections.Generic.List< string > [GetAll](#) (string text)  
*Searches for excessive capitalizations in a text.*
- void [GetAllAsync](#) (string text)  
*Searches asynchronously for excessive capitalizations in a text. Use the "OnGetAllComplete"-callback to get the result.*
- string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="")  
*Searches and replaces all excessive capitalizations in a text.*
- void [ReplaceAllAsync](#) (string text, bool markOnly=false, string prefix="", string postfix="")  
*Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.*
- string [Mark](#) (string text, bool replace=false, string prefix="<b><color=red>", string postfix="</color></b>")  
*Marks the text with a prefix and postfix.*

## Static Public Member Functions

- static void [ResetObject](#) ()  
*Resets this object.*

## Public Attributes

- [OnContainsCompleted](#) [OnContainsCompleted](#)
- [OnGetAllCompleted](#) [OnGetAllCompleted](#)
- [OnReplaceAllCompleted](#) [OnReplaceAllCompleted](#)

## Protected Member Functions

- override void [Awake](#) ()
- override void [OnApplicationQuit](#) ()

## Protected Attributes

- override [OnContainsCompleted](#) [onContainsCompleted](#) => [OnContainsCompleted](#)
- override [OnGetAllCompleted](#) [onGetAllCompleted](#) => [OnGetAllCompleted](#)
- override [OnReplaceAllCompleted](#) [onReplaceAllCompleted](#) => [OnReplaceAllCompleted](#)

## Properties

- int???? [CapitalizationCharsNumber](#) [get, set]  
*Defines the number of allowed capital letters in a row..*

## Additional Inherited Members

### 5.31.1 Detailed Description

[Manager](#) for excessive capitalization.

### 5.31.2 Member Function Documentation

#### 5.31.2.1 Contains()

```
bool Crosstales.BWF.Manager.CapitalizationManager.Contains (
    string text )
```

Searches for excessive capitalizations in a text.

##### Parameters

|             |               |
|-------------|---------------|
| <i>text</i> | Text to check |
|-------------|---------------|

##### Returns

True if a match was found

#### 5.31.2.2 ContainsAsync()

```
void Crosstales.BWF.Manager.CapitalizationManager.ContainsAsync (
    string text )
```

Searches asynchronously for excessive capitalizations in a text. Use the "OnContainsComplete"-callback to get the result.

##### Parameters

|             |               |
|-------------|---------------|
| <i>text</i> | Text to check |
|-------------|---------------|

#### 5.31.2.3 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Manager.CapitalizationManager.GetAll (
    string text )
```

Searches for excessive capitalizations in a text.

## Parameters

|             |               |
|-------------|---------------|
| <i>text</i> | Text to check |
|-------------|---------------|

## Returns

List with all the matches

#### 5.31.2.4 GetAllAsync()

```
void Crosstales.BWF.Manager.CapitalizationManager.GetAllAsync (
    string text )
```

Searches asynchronously for excessive capitalizations in a text. Use the "OnGetAllComplete"-callback to get the result.

## Parameters

|             |               |
|-------------|---------------|
| <i>text</i> | Text to check |
|-------------|---------------|

#### 5.31.2.5 Load()

```
void Crosstales.BWF.Manager.CapitalizationManager.Load ( )
```

Loads the current filter with all settings from this object.

#### 5.31.2.6 Mark()

```
string Crosstales.BWF.Manager.CapitalizationManager.Mark (
    string text,
    bool replace = false,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" )
```

Marks the text with a prefix and postfix.

## Parameters

|                |                                                                           |
|----------------|---------------------------------------------------------------------------|
| <i>text</i>    | Text containing excessive capitalizations                                 |
| <i>replace</i> | Replace the excessive capitalizations (default: false, optional)          |
| <i>prefix</i>  | Prefix for every found capitalizations (default: bold and red, optional)  |
| <i>postfix</i> | Postfix for every found capitalizations (default: bold and red, optional) |

**Returns**

Text with marked excessive capitalizations

**5.31.2.7 ReplaceAll()**

```
string Crosstales.BWF.Manager.CapitalizationManager.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "" )
```

Searches and replaces all excessive capitalizations in a text.

**Parameters**

|                 |                                                   |
|-----------------|---------------------------------------------------|
| <i>text</i>     | Text to check                                     |
| <i>markOnly</i> | Only mark the words (default: false, optional)    |
| <i>prefix</i>   | Prefix for every found capitalization (optional)  |
| <i>postfix</i>  | Postfix for every found capitalization (optional) |

**Returns**

Clean text

**5.31.2.8 ReplaceAllAsync()**

```
void Crosstales.BWF.Manager.CapitalizationManager.ReplaceAllAsync (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "" )
```

Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.

**Parameters**

|                 |                                                   |
|-----------------|---------------------------------------------------|
| <i>text</i>     | Text to check                                     |
| <i>markOnly</i> | Only mark the words (default: false, optional)    |
| <i>prefix</i>   | Prefix for every found capitalization (optional)  |
| <i>postfix</i>  | Postfix for every found capitalization (optional) |



### 5.31.2.9 ResetObject()

```
static void Crosstales.BWF.Manager.CapitalizationManager.ResetObject ( ) [static]
```

Resets this object.

## 5.31.3 Property Documentation

### 5.31.3.1 CapitalizationCharsNumber

```
int???? Crosstales.BWF.Manager.CapitalizationManager.CapitalizationCharsNumber [get], [set]
```

Defines the number of allowed capital letters in a row..

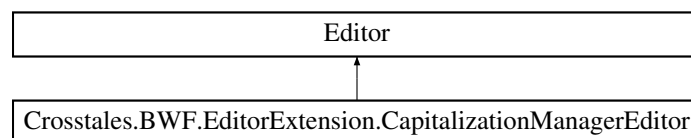
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/CapitalizationManager.cs

## 5.32 Crosstales.BWF.EditorExtension.CapitalizationManagerEditor Class Reference

Custom editor for the 'CapitalizationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.CapitalizationManagerEditor:



### Public Member Functions

- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

### 5.32.1 Detailed Description

Custom editor for the 'CapitalizationManager'-class.

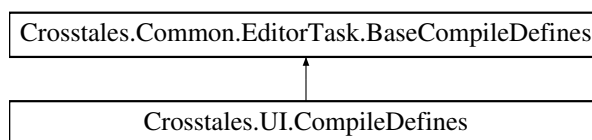
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/Extension/CapitalizationManagerEditor.cs

## 5.33 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



### Additional Inherited Members

#### 5.33.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

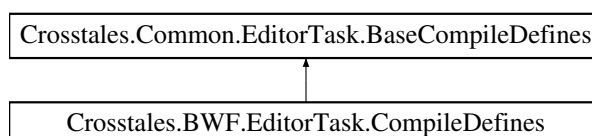
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↔ Editor/CompileDefines.cs

## 5.34 Crosstales.BWF.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.BWF.EditorTask.CompileDefines:



### Additional Inherited Members

#### 5.34.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↔ Task/CompileDefines.cs

## 5.35 Crosstales.BWF.Util.Config Class Reference

Configuration for the asset.

### Static Public Member Functions

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

### Static Public Attributes

- static bool [DEBUG](#) = Constants.DEFAULT\_DEBUG || [Constants.DEV\\_DEBUG](#)  
*Enable or disable debug logging for the asset.*
- static bool [DEBUG\\_BADWORDS](#) = Constants.DEFAULT\_DEBUG\_BADWORDS  
*Enable or disable debug logging for BadWords (Attention: slow!).*
- static bool [DEBUG\\_DOMAINS](#) = Constants.DEFAULT\_DEBUG\_DOMAINS  
*Enable or disable debug logging for Domains (Attention: VERY SLOOOOOOOOWWWW!).*
- static bool [isLoading](#)  
*Is the configuration loaded?*

### 5.35.1 Detailed Description

Configuration for the asset.

### 5.35.2 Member Function Documentation

#### 5.35.2.1 Load()

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

Loads all changeable variables.

#### 5.35.2.2 Reset()

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

Resets all changeable variables to their default value.

### 5.35.2.3 Save()

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

Saves all changeable variables.

## 5.35.3 Member Data Documentation

### 5.35.3.1 DEBUG

```
bool Crosstales.BWF.Util.Config.DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG [static]
```

Enable or disable debug logging for the asset.

### 5.35.3.2 DEBUG\_BADWORDS

```
bool Crosstales.BWF.Util.Config.DEBUG_BADWORDS = Constants.DEFAULT_DEBUG_BADWORDS [static]
```

Enable or disable debug logging for BadWords (Attention: slow!).

### 5.35.3.3 DEBUG\_DOMAINS

```
bool Crosstales.BWF.Util.Config.DEBUG_DOMAINS = Constants.DEFAULT_DEBUG_DOMAINS [static]
```

Enable or disable debug logging for Domains (Attention: VERY SLOOOOOOOOWWWW!).

### 5.35.3.4 isLoaded

```
bool Crosstales.BWF.Util.Config.isLoaded [static]
```

Is the configuration loaded?

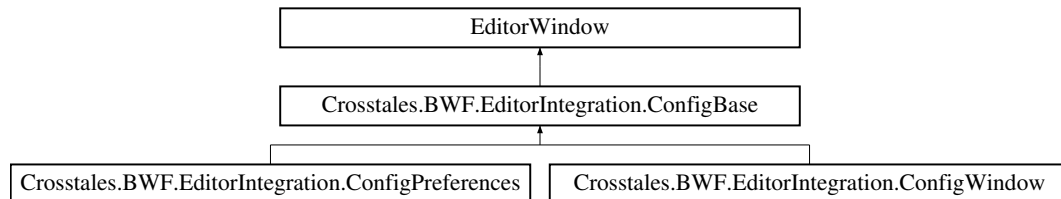
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Util/Config.↔  
CS

## 5.36 Crosstales.BWF.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigBase:



### Protected Member Functions

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

### Static Protected Member Functions

- static void **save** ()

#### 5.36.1 Detailed Description

Base class for editor windows.

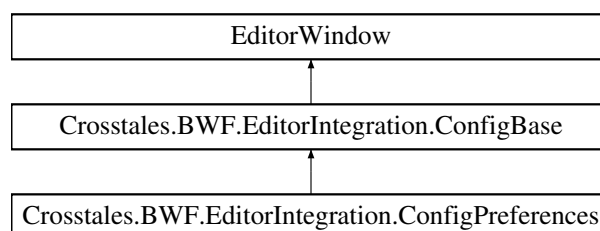
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↵ Integration/ConfigBase.cs

## 5.37 Crosstales.BWF.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigPreferences:



## Additional Inherited Members

### 5.37.1 Detailed Description

Unity "Preferences" extension.

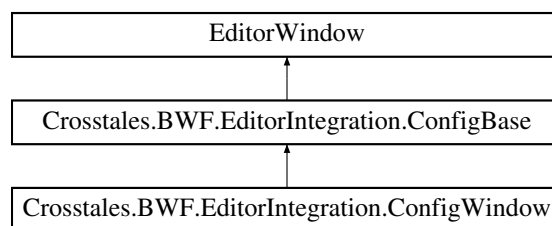
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↔ Integration/ConfigPreferences.cs

## 5.38 Crosstales.BWF.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigWindow:



## Static Public Member Functions

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

## Additional Inherited Members

### 5.38.1 Detailed Description

Editor window extension.

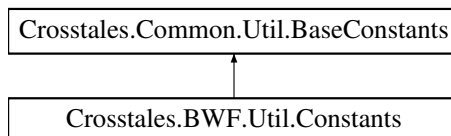
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↔ Integration/ConfigWindow.cs

## 5.39 Crosstales.BWF.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.BWF.Util.Constants:



### Static Public Attributes

- const string **ASSET\_NAME** = "Bad Word Filter PRO"  
*Name of the asset.*
- const string **ASSET\_NAME\_SHORT** = "BWF PRO"  
*Short name of the asset.*
- const string **ASSET\_VERSION** = "2022.2.0"  
*Version of the asset.*
- const int **ASSET\_BUILD** = 20220815  
*Build number of the asset.*
- static readonly System.DateTime **ASSET\_CREATED** = new System.DateTime(2015, 1, 3)  
*Create date of the asset (YYYY, MM, DD).*
- static readonly System.DateTime **ASSET\_CHANGED** = new System.DateTime(2022, 8, 15)  
*Change date of the asset (YYYY, MM, DD).*
- const string **ASSET\_PRO\_URL** = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"  
*URL of the PRO asset in UAS.*
- const string **ASSET\_UPDATE\_CHECK\_URL** = "https://www.crosstales.com/media/assets/bwf\_versions.txt"  
*URL for update-checks of the asset*
- const string **ASSET\_CONTACT** = "bwf@crosstales.com"  
*Contact to the owner of the asset.*
- const string **ASSET\_MANUAL\_URL** = "https://www.crosstales.com/media/data/assets/badwordfilter/BadWordFilter-doc.pdf"  
*URL of the asset manual.*
- const string **ASSET\_API\_URL** = "https://www.crosstales.com/en/assets/badwordfilter/api"  
*URL of the asset API.*
- const string **ASSET\_FORUM\_URL** = "https://forum.unity.com/threads/bad-word-filter-pro-solution-against-profanity-and-obscenity.289960/"  
*URL of the asset forum.*
- const string **ASSET\_WEB\_URL** = "https://www.crosstales.com/en/portfolio/badwordfilter/"  
*URL of the asset in crosstales.*
- const string **ASSET\_VIDEO\_PROMO** = "https://youtu.be/pXICeRKaRPM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"  
*URL of the promotion video of the asset (Youtube).*
- const string **ASSET\_VIDEO\_TUTORIAL** = "https://youtu.be/W8FxFIObWM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"  
*URL of the tutorial video of the asset (Youtube).*
- const string **KEY\_PREFIX** = "BWF\_CFG\_"
- const string **KEY\_DEBUG** = KEY\_PREFIX + "DEBUG"
- const string **KEY\_DEBUG\_BADWORDS** = KEY\_PREFIX + "DEBUG\_BADWORDS"

- const string **KEY\_DEBUG\_DOMAINS** = KEY\_PREFIX + "DEBUG\_DOMAINS"
- const bool **DEFAULT\_DEBUG\_BADWORDS** = false
- const bool **DEFAULT\_DEBUG\_DOMAINS** = false
- const string **MANAGER\_SCENE\_OBJECT\_NAME** = "BWF"  
*BWF prefab scene name.*
- static int **WWW\_TIMEOUT** = 5  
*Timeout for the UnityWebRequest-class in seconds.*

## Additional Inherited Members

### 5.39.1 Detailed Description

Collected constants of very general utility for the asset.

### 5.39.2 Member Data Documentation

#### 5.39.2.1 ASSET\_API\_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_API_URL = "https://www.crosstales.com/en/assets/badwordfilter"
[static]
```

URL of the asset API.

#### 5.39.2.2 ASSET\_BUILD

```
const int Crosstales.BWF.Util.Constants.ASSET_BUILD = 20220815 [static]
```

Build number of the asset.

#### 5.39.2.3 ASSET\_CHANGED

```
readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CHANGED = new System.DateTime(2022,
8, 15) [static]
```

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



#### 5.39.2.4 ASSET\_CONTACT

```
const string Crosstales.BWF.Util.Constants.ASSET_CONTACT = "bwf@crosstales.com" [static]
```

Contact to the owner of the asset.

#### 5.39.2.5 ASSET\_CREATED

```
readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CREATED = new System.DateTime(2015,  
1, 3) [static]
```

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

#### 5.39.2.6 ASSET\_FORUM\_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/bad-word-filter-  
289960/" [static]
```

URL of the asset forum.

#### 5.39.2.7 ASSET\_MANUAL\_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/ba  
WordFilter-doc.pdf" [static]
```

URL of the asset manual.

#### 5.39.2.8 ASSET\_NAME

```
const string Crosstales.BWF.Util.Constants.ASSET_NAME = "Bad Word Filter PRO" [static]
```

Name of the asset.

#### 5.39.2.9 ASSET\_NAME\_SHORT

```
const string Crosstales.BWF.Util.Constants.ASSET_NAME_SHORT = "BWF PRO" [static]
```

Short name of the asset.

### 5.39.2.10 ASSET\_PRO\_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/26255?category=2D&search=NGT" [static]
```

URL of the PRO asset in UAS.

### 5.39.2.11 ASSET\_UPDATE\_CHECK\_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/bwf_versions.txt" [static]
```

URL for update-checks of the asset

### 5.39.2.12 ASSET\_VERSION

```
const string Crosstales.BWF.Util.Constants.ASSET_VERSION = "2022.2.0" [static]
```

Version of the asset.

### 5.39.2.13 ASSET\_VIDEO\_PROMO

```
const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/pXICeRkaRPM?list=PLgtonIO6Tb4lXTMeeZ836tjHlKg0084S" [static]
```

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

### 5.39.2.14 ASSET\_VIDEO\_TUTORIAL

```
const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/W8FxFlIcObWM?list=PLgtonIO6Tb4lXTMeeZ836tjHlKg0084S" [static]
```

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

### 5.39.2.15 ASSET\_WEB\_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio//badwordfilter" [static]
```

URL of the asset in crosstales.

### 5.39.2.16 MANAGER\_SCENE\_OBJECT\_NAME

```
const string Crosstales.BWF.Util.Constants.MANAGER_SCENE_OBJECT_NAME = "BWF" [static]
```

BWF prefab scene name.

### 5.39.2.17 WWW\_TIMEOUT

```
int Crosstales.BWF.Util.Constants.WWW_TIMEOUT = 5 [static]
```

Timeout for the UnityWebRequest-class in seconds.

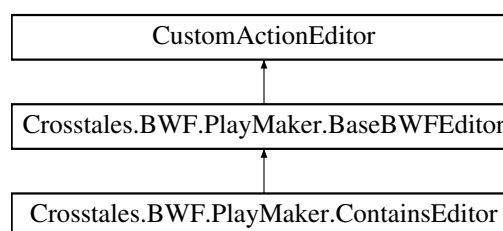
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Util/Constants.↔  
cs

## 5.40 Crosstales.BWF.PlayMaker.ContainsEditor Class Reference

Custom editor for the ContainsString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ContainsEditor:



### Additional Inherited Members

#### 5.40.1 Detailed Description

Custom editor for the ContainsString-action.

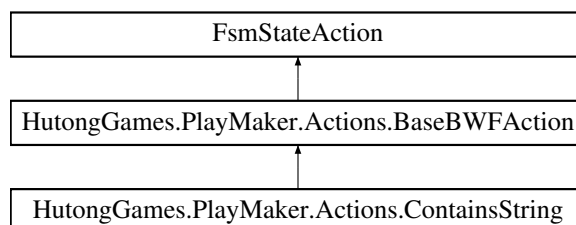
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/Editor/ContainsEditor.cs

## 5.41 HutongGames.PlayMaker.Actions.ContainsString Class Reference

Contains-action for strings in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.ContainsString:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

### Public Attributes

- FsmString [Text](#)  
*Input string for validation.*
- FsmBool [Contains](#)  
*True if 'Text' contains any bad words.*

### Additional Inherited Members

#### 5.41.1 Detailed Description

Contains-action for strings in [PlayMaker](#).

#### 5.41.2 Member Data Documentation

##### 5.41.2.1 Contains

FsmBool `HutongGames.PlayMaker.Actions.ContainsString.Contains`

True if 'Text' contains any bad words.

### 5.41.2.2 Text

`FsmString HutongGames.PlayMaker.Actions.ContainsString.Text`

Input string for validation.

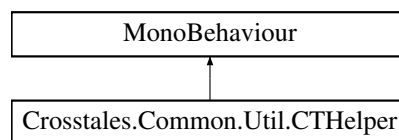
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ContainsString.cs`

## 5.42 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

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



### Properties

- static `CTHelper Instance` [get]

### 5.42.1 Detailed Description

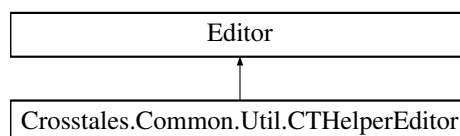
Helper to reset the necessary settings.

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

- `C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTHelper.cs`

## 5.43 Crosstales.Common.Util.CTHelperEditor Class Reference

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



## Public Member Functions

- override void **OnInspectorGUI** ()

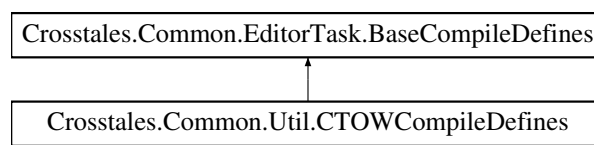
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPPro/BWFPPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTHelper.cs

## 5.44 Crosstales.Common.Util.CTOWCompileDefines Class Reference

Adds "CT\_OPENWINDOW" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTOWCompileDefines:



## Additional Inherited Members

### 5.44.1 Detailed Description

Adds "CT\_OPENWINDOW" define symbol to PlayerSettings define symbols.

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

- C:/Users/slaub/Unity/assets/BWFPPro/BWFPPro/Assets/Plugins/crosstales/Common/Extras/CTOpenWindow/↵ Editor/CTOWCompileDefines.cs

## 5.45 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

## Static Public Member Functions

- static bool [HasKey](#) (string key)  
*Exists the key?*
- static void [DeleteAll](#) ()  
*Deletes all keys.*
- static void [DeleteKey](#) (string key)  
*Delete the key.*
- static void [Save](#) ()  
*Saves all modifications.*
- static string [GetString](#) (string key)  
*Allows to get a string from a key.*
- static float [GetFloat](#) (string key)  
*Allows to get a float from a key.*
- static int [GetInt](#) (string key)  
*Allows to get an int from a key.*
- static bool [GetBool](#) (string key)  
*Allows to get a bool from a key.*
- static System.DateTime [GetDate](#) (string key)  
*Allows to get a DateTime from a key.*
- static Vector2 [GetVector2](#) (string key)  
*Allows to get a Vector2 from a key.*
- static Vector3 [GetVector3](#) (string key)  
*Allows to get a Vector3 from a key.*
- static Vector4 [GetVector4](#) (string key)  
*Allows to get a Vector4 from a key.*
- static Quaternion [GetQuaternion](#) (string key)  
*Allows to get a Quaternion from a key.*
- static Color [GetColor](#) (string key)  
*Allows to get a Color from a key.*
- static SystemLanguage [GetLanguage](#) (string key)  
*Allows to get a SystemLanguage from a key.*
- static void [SetString](#) (string key, string value)  
*Allows to set a string for a key.*
- static void [SetFloat](#) (string key, float value)  
*Allows to set a float for a key.*
- static void [SetInt](#) (string key, int value)  
*Allows to set an int for a key.*
- static void [SetBool](#) (string key, bool value)  
*Allows to set a bool for a key.*
- static void [SetDate](#) (string key, System.DateTime value)  
*Allows to set a DateTime for a key.*
- static void [SetVector2](#) (string key, Vector2 value)  
*Allows to set a Vector2 for a key.*
- static void [SetVector3](#) (string key, Vector3 value)  
*Allows to set a Vector3 for a key.*
- static void [SetVector4](#) (string key, Vector4 value)  
*Allows to set a Vector4 for a key.*
- static void [SetQuaternion](#) (string key, Quaternion value)  
*Allows to set a Quaternion for a key.*
- static void [SetColor](#) (string key, Color value)  
*Allows to set a Color for a key.*
- static void [SetLanguage](#) (string key, SystemLanguage language)  
*Allows to set a SystemLanguage for a key.*

## 5.45.1 Detailed Description

Wrapper for the PlayerPrefs.

## 5.45.2 Member Function Documentation

### 5.45.2.1 DeleteAll()

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

Deletes all keys.

### 5.45.2.2 DeleteKey()

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

Delete the key.

#### Parameters

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

### 5.45.2.3 GetBool()

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

Allows to get a bool from a key.

#### Parameters

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

#### Returns

Value for the key.



#### 5.45.2.4 GetColor()

```
static Color Crosstales.Common.Util.CTPlayerPrefs.GetColor (
    string key ) [static]
```

Allows to get a Color from a key.

##### Parameters

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

##### Returns

Value for the key.

#### 5.45.2.5 GetDate()

```
static System.DateTime Crosstales.Common.Util.CTPlayerPrefs.GetDate (
    string key ) [static]
```

Allows to get a DateTime from a key.

##### Parameters

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

##### Returns

Value for the key.

#### 5.45.2.6 GetFloat()

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

Allows to get a float from a key.

##### Parameters

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

##### Returns

Value for the key.

#### 5.45.2.7 GetInt()

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

Allows to get an int from a key.

##### Parameters

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

##### Returns

Value for the key.

#### 5.45.2.8 GetLanguage()

```
static SystemLanguage Crosstales.Common.Util.CTPlayerPrefs.GetLanguage (
    string key ) [static]
```

Allows to get a SystemLanguage from a key.

##### Parameters

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

##### Returns

Value for the key.

#### 5.45.2.9 GetQuaternion()

```
static Quaternion Crosstales.Common.Util.CTPlayerPrefs.GetQuaternion (
    string key ) [static]
```

Allows to get a Quaternion from a key.

##### Parameters

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

**Returns**

Value for the key.

**5.45.2.10 GetString()**

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

Allows to get a string from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.45.2.11 GetVector2()**

```
static Vector2 Crosstales.Common.Util.CTPlayerPrefs.GetVector2 (
    string key ) [static]
```

Allows to get a Vector2 from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.45.2.12 GetVector3()**

```
static Vector3 Crosstales.Common.Util.CTPlayerPrefs.GetVector3 (
    string key ) [static]
```

Allows to get a Vector3 from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.45.2.13 GetVector4()**

```
static Vector4 Crosstales.Common.Util.CTPlayerPrefs.GetVector4 (  
    string key ) [static]
```

Allows to get a Vector4 from a key.

**Parameters**

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

**Returns**

Value for the key.

**5.45.2.14 HasKey()**

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

Exists the key?

**Parameters**

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

**Returns**

Value for the key.

**5.45.2.15 Save()**

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

Saves all modifications.

#### 5.45.2.16 SetBool()

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

Allows to set a bool for a key.

##### Parameters

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

#### 5.45.2.17 SetColor()

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

Allows to set a Color for a key.

##### Parameters

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

#### 5.45.2.18 SetDate()

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

Allows to set a DateTime for a key.

##### Parameters

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

### 5.45.2.19 SetFloat()

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

Allows to set a float for a key.

#### Parameters

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

### 5.45.2.20 SetInt()

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

Allows to set an int for a key.

#### Parameters

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

### 5.45.2.21 SetLanguage()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetLanguage (
    string key,
    SystemLanguage language ) [static]
```

Allows to set a SystemLanguage for a key.

#### Parameters

|                 |                            |
|-----------------|----------------------------|
| <i>key</i>      | Key for the PlayerPrefs.   |
| <i>language</i> | Value for the PlayerPrefs. |

### 5.45.2.22 SetQuaternion()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetQuaternion (
```

```
    string key,  
    Quaternion value ) [static]
```

Allows to set a Quaternion for a key.

#### Parameters

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

#### 5.45.2.23 SetString()

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

Allows to set a string for a key.

#### Parameters

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

#### 5.45.2.24 SetVector2()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector2 (  
    string key,  
    Vector2 value ) [static]
```

Allows to set a Vector2 for a key.

#### Parameters

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

#### 5.45.2.25 SetVector3()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector3 (  
    string key,  
    Vector3 value ) [static]
```

Allows to set a Vector3 for a key.

## Parameters

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

**5.45.2.26 SetVector4()**

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetVector4 (
    string key,
    Vector4 value ) [static]
```

Allows to set a Vector4 for a key.

## Parameters

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

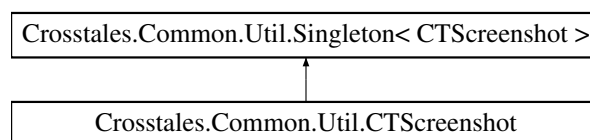
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayer↔Prefs.cs

**5.46 Crosstales.Common.Util.CTScreenshot Class Reference**

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.CTScreenshot:

**Public Member Functions**

- void [Capture](#) ()  
*Capture the screen.*
- void **Start** ()



## Public Attributes

- string **Prefix** = "CT\_Screenshot"  
*Prefix for the generate file names.*
- int **Scale** = 1  
*summary>Key-press to capture the screen (default: F8).*
- KeyCode **KeyCode** = KeyCode.F8  
*summary>Show file location (default: true).*
- bool **ShowFileLocation** = true

## Additional Inherited Members

### 5.46.1 Detailed Description

Take screen shots inside an application.

### 5.46.2 Member Function Documentation

#### 5.46.2.1 Capture()

```
void Crosstales.Common.Util.CTScreenshot.Capture ( )
```

Capture the screen.

### 5.46.3 Member Data Documentation

#### 5.46.3.1 KeyCode

```
KeyCode Crosstales.Common.Util.CTScreenshot.KeyCode = KeyCode.F8
```

summary>Show file location (default: true).

#### 5.46.3.2 Prefix

```
string Crosstales.Common.Util.CTScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

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

### 5.46.3.3 Scale

```
int Crosstales.Common.Util.CTScreenshot.Scale = 1
```

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

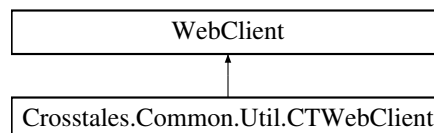
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/CTScreenshot/↔ Scripts/CTScreenshot.cs

## 5.47 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



### Public Member Functions

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

### Protected Member Functions

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

### Properties

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

### 5.47.1 Detailed Description

Specialized WebClient.

### 5.47.2 Property Documentation

### 5.47.2.1 ConnectionLimit

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

Connection limit for all WebClients

### 5.47.2.2 Timeout

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

Timeout in milliseconds

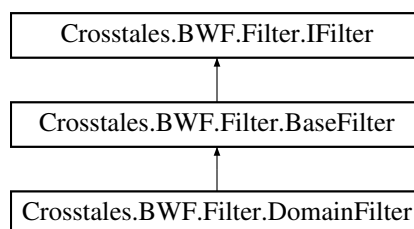
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

## 5.48 Crosstales.BWF.Filter.DomainFilter Class Reference

[Filter](#) for domains. The class can also replace all domains inside a string.

Inheritance diagram for Crosstales.BWF.Filter.DomainFilter:



### Public Member Functions

- [DomainFilter](#) (System.Collections.Generic.List< [DomainProvider](#) > domainProvider, string replaceCharacters="\*", bool disableOrdering=false)  
*Instantiate the class.*
- override bool [Contains](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- override System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- override string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)  
*Searches and replaces all bad words in a text.*

## Public Attributes

- string [ReplaceCharacters](#)  
*Replace characters for domains.*

## Properties

- System.Collections.Generic.List< [DomainProvider](#) >? [DomainProvider](#) [get, set]  
*List of all domain providers.*
- override bool? [isReady](#) [get]  
*Checks the readiness status of the filter.*

## Additional Inherited Members

### 5.48.1 Detailed Description

[Filter](#) for domains. The class can also replace all domains inside a string.

### 5.48.2 Constructor & Destructor Documentation

#### 5.48.2.1 DomainFilter()

```
Crosstales.BWF.Filter.DomainFilter.DomainFilter (
    System.Collections.Generic.List< DomainProvider > domainProvider,
    string replaceCharacters = "*",
    bool disableOrdering = false )
```

Instantiate the class.

#### Parameters

|                          |                                                                          |
|--------------------------|--------------------------------------------------------------------------|
| <i>domainProvider</i>    | List of all domain providers.                                            |
| <i>replaceCharacters</i> | Replace characters for domains (default: *, optional).                   |
| <i>disableOrdering</i>   | Disables the ordering of the 'GetAll'-method (default: false, optional). |

### 5.48.3 Member Function Documentation

#### 5.48.3.1 Contains()

```
override bool Crosstales.BWF.Filter.DomainFilter.Contains (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

#### Parameters

|                    |                                             |
|--------------------|---------------------------------------------|
| <i>text</i>        | Text to check                               |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional) |

#### Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

### 5.48.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.DomainFilter.GetAll (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

#### Parameters

|                    |                                             |
|--------------------|---------------------------------------------|
| <i>text</i>        | Text to check                               |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional) |

#### Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

### 5.48.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.DomainFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [virtual]
```

Searches and replaces all bad words in a text.

#### Parameters

|                    |                                                |
|--------------------|------------------------------------------------|
| <i>text</i>        | Text to check                                  |
| <i>markOnly</i>    | Only mark the words (default: false, optional) |
| <i>prefix</i>      | Prefix for every found bad word (optional)     |
| <i>postfix</i>     | Postfix for every found bad word (optional)    |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)    |

**Returns**

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

## 5.48.4 Member Data Documentation

### 5.48.4.1 ReplaceCharacters

```
string Crosstales.BWF.Filter.DomainFilter.ReplaceCharacters
```

Replace characters for domains.

## 5.48.5 Property Documentation

### 5.48.5.1 DomainProvider

```
System.Collections.Generic.List<DomainProvider>? Crosstales.BWF.Filter.DomainFilter.Domain↔  
Provider [get], [set]
```

List of all domain providers.

**Returns**

All domain providers.

### 5.48.5.2 isReady

```
override bool? Crosstales.BWF.Filter.DomainFilter.isReady [get]
```

Checks the readiness status of the filter.

**Returns**

True if the filter is ready.

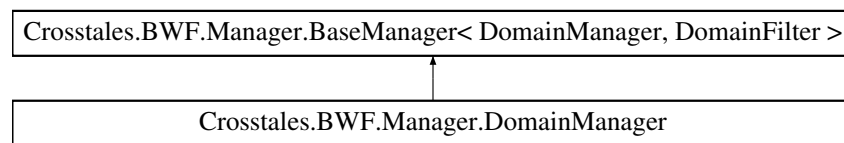
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/Domain↔  
Filter.cs

## 5.49 Crosstales.BWF.Manager.DomainManager Class Reference

[Manager](#) for domains.

Inheritance diagram for Crosstales.BWF.Manager.DomainManager:



### Public Member Functions

- void [Load](#) ()  
*Loads the current filter with all settings from this object.*
- bool [Contains](#) (string text, params string[] sourceNames)  
*Searches for domains in a text.*
- void [ContainsAsync](#) (string text, params string[] sourceNames)  
*Searches asynchronously for domains in a text. Use the "OnContainsComplete"-callback to get the result.*
- System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)  
*Searches for domains in a text.*
- void [GetAllAsync](#) (string text, params string[] sourceNames)  
*Searches asynchronously for domains in a text. Use the "OnGetAllComplete"-callback to get the result.*
- string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)  
*Searches and replaces all domains in a text.*
- void [ReplaceAllAsync](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)  
*Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.*
- string [Mark](#) (string text, bool replace=false, string prefix="<b><color=red>", string postfix="</color></b>", params string[] sourceNames)  
*Marks the text with a prefix and postfix.*

### Static Public Member Functions

- static void [ResetObject](#) ()  
*Resets this object.*

### Public Attributes

- [Crosstales.BWF.OnContainsCompleted](#) [OnContainsCompleted](#)
- [Crosstales.BWF.OnGetAllCompleted](#) [OnGetAllCompleted](#)
- [Crosstales.BWF.OnReplaceAllCompleted](#) [OnReplaceAllCompleted](#)
- System.Collections.Generic.List< [Crosstales.BWF.Data.Source](#) > [Sources](#) => filter?.Sources  
*Returns all sources for the manager.*
- int [TotalRegexCount](#) => Sources.Sum(src => src.RegexCount)  
*Total number of Regex of all providers and sources.*

## Protected Member Functions

- override void **Awake** ()
- override void **OnApplicationQuit** ()

## Protected Attributes

- override [Crosstales.BWF.OnContainsCompleted](#) **onContainsCompleted** => [OnContainsCompleted](#)
- override [Crosstales.BWF.OnGetAllCompleted](#) **onGetAllCompleted** => [OnGetAllCompleted](#)
- override [Crosstales.BWF.OnReplaceAllCompleted](#) **onReplaceAllCompleted** => [OnReplaceAllCompleted](#)

## Properties

- string??? [ReplaceChars](#) [get, set]  
*Replace characters for domains.*
- System.Collections.Generic.List< [DomainProvider](#) > [DomainProvider](#) [get, set]  
*List of all domain providers.*

## Additional Inherited Members

### 5.49.1 Detailed Description

[Manager](#) for domains.

### 5.49.2 Member Function Documentation

#### 5.49.2.1 Contains()

```
bool Crosstales.BWF.Manager.DomainManager.Contains (  
    string text,  
    params string[] sourceNames )
```

Searches for domains in a text.

#### Parameters

|                    |                                          |
|--------------------|------------------------------------------|
| <i>text</i>        | Text to check                            |
| <i>sourceNames</i> | Relevant sources (e.g. "iana", optional) |

#### Returns

True if a match was found



### 5.49.2.2 ContainsAsync()

```
void Crosstales.BWF.Manager.DomainManager.ContainsAsync (
    string text,
    params string[] sourceNames )
```

Searches asynchronously for domains in a text. Use the "OnContainsComplete"-callback to get the result.

#### Parameters

|                    |                                             |
|--------------------|---------------------------------------------|
| <i>text</i>        | Text to check                               |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional) |

### 5.49.2.3 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Manager.DomainManager.GetAll (
    string text,
    params string[] sourceNames )
```

Searches for domains in a text.

#### Parameters

|                    |                                          |
|--------------------|------------------------------------------|
| <i>text</i>        | Text to check                            |
| <i>sourceNames</i> | Relevant sources (e.g. "iana", optional) |

#### Returns

List with all the matches

### 5.49.2.4 GetAllAsync()

```
void Crosstales.BWF.Manager.DomainManager.GetAllAsync (
    string text,
    params string[] sourceNames )
```

Searches asynchronously for domains in a text. Use the "OnGetAllComplete"-callback to get the result.

#### Parameters

|                    |                                             |
|--------------------|---------------------------------------------|
| <i>text</i>        | Text to check                               |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional) |

### 5.49.2.5 Load()

```
void Crosstales.BWF.Manager.DomainManager.Load ( )
```

Loads the current filter with all settings from this object.

### 5.49.2.6 Mark()

```
string Crosstales.BWF.Manager.DomainManager.Mark (
    string text,
    bool replace = false,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>",
    params string[] sourceNames )
```

Marks the text with a prefix and postfix.

#### Parameters

|                    |                                                                  |
|--------------------|------------------------------------------------------------------|
| <i>text</i>        | Text containing domains                                          |
| <i>replace</i>     | Replace the domains (default: false, optional)                   |
| <i>prefix</i>      | Prefix for every found domain (default: bold and red, optional)  |
| <i>postfix</i>     | Postfix for every found domain (default: bold and red, optional) |
| <i>sourceNames</i> | Relevant sources (e.g. "iana", optional)                         |

#### Returns

Text with marked domains

### 5.49.2.7 ReplaceAll()

```
string Crosstales.BWF.Manager.DomainManager.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames )
```

Searches and replaces all domains in a text.

#### Parameters

|                    |                                                |
|--------------------|------------------------------------------------|
| <i>text</i>        | Text to check                                  |
| <i>markOnly</i>    | Only mark the words (default: false, optional) |
| <i>prefix</i>      | Prefix for every found domain (optional)       |
| <i>postfix</i>     | Postfix for every found domain (optional)      |
| <i>sourceNames</i> | Relevant sources (e.g. "iana", optional)       |

**Returns**

Clean text

**5.49.2.8 ReplaceAllAsync()**

```
void Crosstales.BWF.Manager.DomainManager.ReplaceAllAsync (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames )
```

Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.

**Parameters**

|                    |                                                |
|--------------------|------------------------------------------------|
| <i>text</i>        | Text to check                                  |
| <i>markOnly</i>    | Only mark the words (default: false, optional) |
| <i>prefix</i>      | Prefix for every found domain (optional)       |
| <i>postfix</i>     | Postfix for every found domain (optional)      |
| <i>sourceNames</i> | Relevant sources (e.g. "iana", optional)       |

**5.49.2.9 ResetObject()**

```
static void Crosstales.BWF.Manager.DomainManager.ResetObject ( ) [static]
```

Resets this object.

**5.49.3 Member Data Documentation****5.49.3.1 Sources**

```
System.Collections.Generic.List<Crosstales.BWF.Data.Source> Crosstales.BWF.Manager.DomainManager.Sources => filter?.Sources
```

Returns all sources for the manager.

**Returns**

List with all sources for the manager

### 5.49.3.2 TotalRegexCount

```
int Crosstales.BWF.Manager.DomainManager.TotalRegexCount => Sources.Sum(src => src.RegexCount)
```

Total number of Regex of all providers and sources.

#### Returns

Total number of Regex of all providers and sources.

## 5.49.4 Property Documentation

### 5.49.4.1 DomainProvider

```
System.Collections.Generic.List<DomainProvider> Crosstales.BWF.Manager.DomainManager.Domain↔
Provider [get], [set]
```

List of all domain providers.

### 5.49.4.2 ReplaceChars

```
string??? Crosstales.BWF.Manager.DomainManager.ReplaceChars [get], [set]
```

Replace characters for domains.

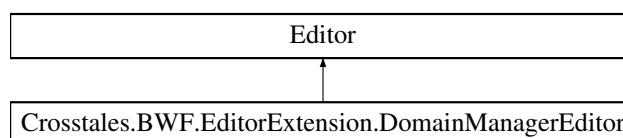
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/Domain↔Manager.cs

## 5.50 Crosstales.BWF.EditorExtension.DomainManagerEditor Class Reference

Custom editor for the 'DomainManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainManagerEditor:



## Public Member Functions

- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

### 5.50.1 Detailed Description

Custom editor for the 'DomainManager'-class.

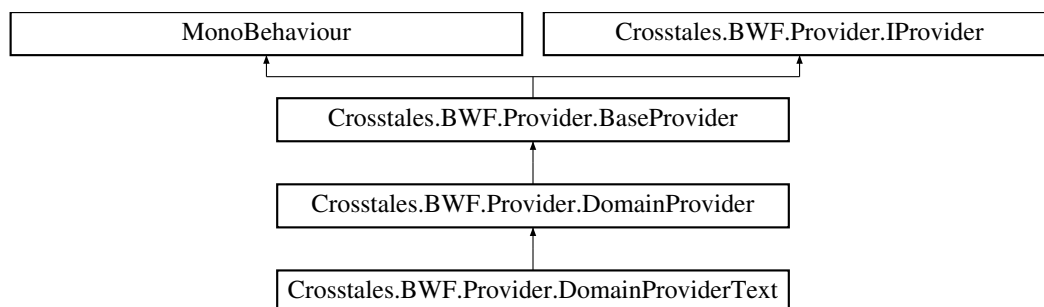
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↵  
Extension/DomainManagerEditor.cs

## 5.51 Crosstales.BWF.Provider.DomainProvider Class Reference

Base class for domain providers.

Inheritance diagram for Crosstales.BWF.Provider.DomainProvider:



## Public Member Functions

- override void **Load** ()  
*Loads all sources.*

## Protected Member Functions

- override void **init** ()  
*Initialize the provider.*

## Protected Attributes

- readonly System.Collections.Generic.List< [Crosstales.BWF.Model.Domains](#) > **domains** = new System.↵  
Collections.Generic.List<[Crosstales.BWF.Model.Domains](#)>()

## Properties

- `System.Collections.Generic.Dictionary< string, System.Text.RegularExpressions.Regex >` [DomainsRegex](#) [get, protected set]  
*RegEx for domains.*
- `System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< System.Text.RegularExpressions.Regex > >` [DebugDomainsRegex](#) [get, protected set]  
*Debug-version of "RegEx for domains".*

## Additional Inherited Members

### 5.51.1 Detailed Description

Base class for domain providers.

### 5.51.2 Member Function Documentation

#### 5.51.2.1 `init()`

```
override void Crosstales.BWF.Provider.DomainProvider.init ( ) [protected], [virtual]
```

Initialize the provider.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

#### 5.51.2.2 `Load()`

```
override void Crosstales.BWF.Provider.DomainProvider.Load ( ) [virtual]
```

Loads all sources.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

Reimplemented in [Crosstales.BWF.Provider.DomainProviderText](#).

### 5.51.3 Property Documentation

### 5.51.3.1 DebugDomainsRegex

`System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<System.Text.RegularExpressions.Regex>> Crosstales.BWF.Provider.DomainProvider.DebugDomainsRegex [get], [protected set]`

Debug-version of "RegEx for domains".

### 5.51.3.2 DomainsRegex

`System.Collections.Generic.Dictionary<string, System.Text.RegularExpressions.Regex> Crosstales.BWF.Provider.DomainProvider.DomainsRegex [get], [protected set]`

RegEx for domains.

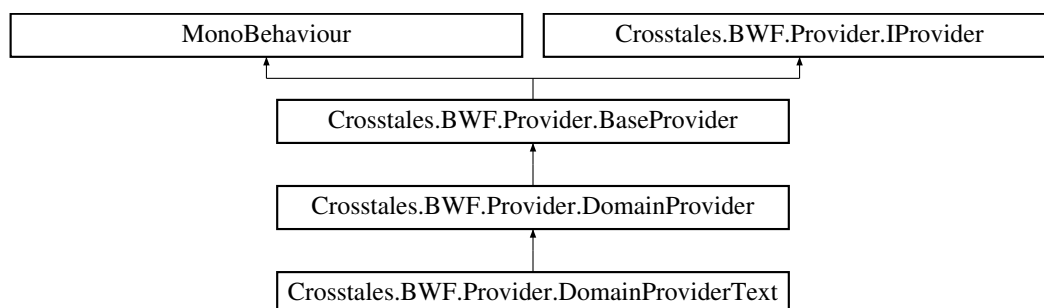
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/DomainProvider.cs

## 5.52 Crosstales.BWF.Provider.DomainProviderText Class Reference

Text-file based domain provider.

Inheritance diagram for `Crosstales.BWF.Provider.DomainProviderText`:



### Public Member Functions

- override void [Load](#) ()  
*Loads all sources.*
- override void [Save](#) ()  
*Saves all sources.*

### Additional Inherited Members

#### 5.52.1 Detailed Description

Text-file based domain provider.

## 5.52.2 Member Function Documentation

### 5.52.2.1 Load()

```
override void Crosstales.BWF.Provider.DomainProviderText.Load ( ) [virtual]
```

Loads all sources.

Reimplemented from [Crosstales.BWF.Provider.DomainProvider](#).

### 5.52.2.2 Save()

```
override void Crosstales.BWF.Provider.DomainProviderText.Save ( ) [virtual]
```

Saves all sources.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

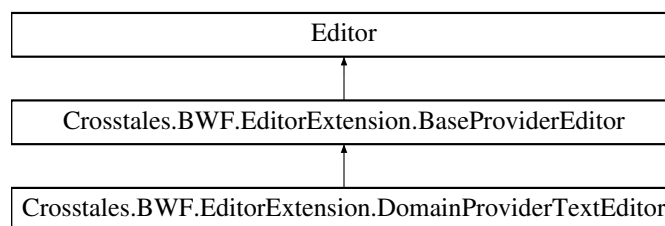
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/DomainProviderText.cs

## 5.53 Crosstales.BWF.EditorExtension.DomainProviderTextEditor Class Reference

Custom editor for the 'DomainProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainProviderTextEditor:



## Additional Inherited Members

### 5.53.1 Detailed Description

Custom editor for the 'DomainProviderText'-class.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/Extension/DomainProviderTextEditor.cs



## 5.54 Crosstales.BWF.Model.Domains Class Reference

[Model](#) for a source of domains.

### Public Member Functions

- [Domains](#) ([Crosstales.BWF.Data.Source](#) source, System.Collections.Generic.IEnumerable< string > domainList)  
*Instantiate the class.*
- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

### Public Attributes

- [Crosstales.BWF.Data.Source](#) Source  
*Source-object.*
- System.Collections.Generic.List< string > [DomainList](#) = new System.Collections.Generic.List<string>()  
*List of all domains (RegEx).*

### 5.54.1 Detailed Description

[Model](#) for a source of domains.

### 5.54.2 Constructor & Destructor Documentation

#### 5.54.2.1 Domains()

```
Crosstales.BWF.Model.Domains.Domains (  
    Crosstales.BWF.Data.Source source,  
    System.Collections.Generic.IEnumerable< string > domainList )
```

Instantiate the class.

#### Parameters

|                   |                              |
|-------------------|------------------------------|
| <i>source</i>     | Source-object.               |
| <i>domainList</i> | List of all domains (RegEx). |

### 5.54.3 Member Data Documentation

### 5.54.3.1 DomainList

```
System.Collections.Generic.List<string> Crosstales.BWF.Model.Domains.DomainList = new System.↵
Collections.Generic.List<string>()
```

List of all domains (RegEx).

### 5.54.3.2 Source

```
Crosstales.BWF.Data.Source Crosstales.BWF.Model.Domains.Source
```

Source-object.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Model/Domains.↵  
cs

## 5.55 Crosstales.BWF.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

### Static Public Member Functions

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

### Static Public Attributes

- static bool [UPDATE\\_CHECK](#) = EditorConstants.DEFAULT\_UPDATE\_CHECK  
*Enable or disable update-checks for the asset.*
- static bool [COMPILE\\_DEFINES](#) = EditorConstants.DEFAULT\_COMPILE\_DEFINES  
*Enable or disable adding compile define "CT\_BWF" for the asset.*
- static bool [PREFAB\\_AUTOLOAD](#) = EditorConstants.DEFAULT\_PREFAB\_AUTOLOAD  
*Automatically load and add the prefabs to the scene.*
- static bool [HIERARCHY\\_ICON](#) = EditorConstants.DEFAULT\_HIERARCHY\_ICON  
*Enable or disable the icon in the hierarchy.*
- static bool [isLoading](#)  
*Is the configuration loaded?*
- static string [PREFAB\\_PATH](#) => [ASSET\\_PATH](#) + [EditorConstants.PREFAB\\_SUBPATH](#)  
*Returns the path of the prefabs.*

## Properties

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

### 5.55.1 Detailed Description

Editor configuration for the asset.

### 5.55.2 Member Function Documentation

#### 5.55.2.1 Load()

```
static void Crosstales.BWF.EditorUtil.EditorConfig.Load ( ) [static]
```

Loads all changeable variables.

#### 5.55.2.2 Reset()

```
static void Crosstales.BWF.EditorUtil.EditorConfig.Reset ( ) [static]
```

Resets all changeable variables to their default value.

#### 5.55.2.3 Save()

```
static void Crosstales.BWF.EditorUtil.EditorConfig.Save ( ) [static]
```

Saves all changeable variables.

### 5.55.3 Member Data Documentation

#### 5.55.3.1 COMPILE\_DEFINES

```
bool Crosstales.BWF.EditorUtil.EditorConfig.COMPILE_DEFINES = EditorConstants.DEFAULT_COMPILE_DEFINES [static]
```

Enable or disable adding compile define "CT\_BWF" for the asset.

### 5.55.3.2 HIERARCHY\_ICON

```
bool Crosstales.BWF.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON [static]
```

Enable or disable the icon in the hierarchy.

### 5.55.3.3 isLoaded

```
bool Crosstales.BWF.EditorUtil.EditorConfig.isLoaded [static]
```

Is the configuration loaded?

### 5.55.3.4 PREFAB\_AUTOLOAD

```
bool Crosstales.BWF.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD [static]
```

Automatically load and add the prefabs to the scene.

### 5.55.3.5 PREFAB\_PATH

```
string Crosstales.BWF.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + EditorConstants.PREFAB_SUBPATH [static]
```

Returns the path of the prefabs.

#### Returns

The path of the prefabs.

### 5.55.3.6 UPDATE\_CHECK

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

Enable or disable update-checks for the asset.

## 5.55.4 Property Documentation

### 5.55.4.1 ASSET\_PATH

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

Returns the path to the asset inside the Unity project.

#### Returns

The path to the asset inside the Unity project.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↔ Util/EditorConfig.cs

## 5.56 Crosstales.BWF.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

### Static Public Attributes

- const string **KEY\_UPDATE\_CHECK** = Constants.KEY\_PREFIX + "UPDATE\_CHECK"
- const string **KEY\_COMPILE\_DEFINES** = Constants.KEY\_PREFIX + "COMPILE\_DEFINES"
- const string **KEY\_PREFAB\_AUTOLOAD** = Constants.KEY\_PREFIX + "PREFAB\_AUTOLOAD"
- const string **KEY\_HIERARCHY\_ICON** = Constants.KEY\_PREFIX + "HIERARCHY\_ICON"
- const string **KEY\_UPDATE\_DATE** = Constants.KEY\_PREFIX + "UPDATE\_DATE"
- const string **DEFAULT\_ASSET\_PATH** = "/Plugins/crosstales/BadWordFilter/"
- const bool **DEFAULT\_UPDATE\_CHECK** = false
- const bool **DEFAULT\_COMPILE\_DEFINES** = true
- const bool **DEFAULT\_PREFAB\_AUTOLOAD** = false
- const bool **DEFAULT\_HIERARCHY\_ICON** = false
- static string **PREFAB\_SUBPATH** = "Resources/Prefabs/"  
*Sub-path to the prefabs.*
- static string **ASSET\_URL** => Constants.ASSET\_PRO\_URL  
*Returns the URL of the asset in UAS.*
- static string **ASSET\_ID** => "26255"  
*Returns the ID of the asset in UAS.*
- static System.Guid **ASSET\_UID** => new System.Guid("b11eebc0-525a-4d58-b33d-c0a9a728f3a9")  
*Returns the UID of the asset.*

### 5.56.1 Detailed Description

Collected editor constants of very general utility for the asset.

### 5.56.2 Member Data Documentation

### 5.56.2.1 ASSET\_ID

```
string Crosstales.BWF.EditorUtil.EditorConstants.ASSET_ID => "26255" [static]
```

Returns the ID of the asset in UAS.

#### Returns

The ID of the asset in UAS.

### 5.56.2.2 ASSET\_UID

```
System.Guid Crosstales.BWF.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("b11eebc0-525a-4d58-b33d-c  
[static]
```

Returns the UID of the asset.

#### Returns

The UID of the asset.

### 5.56.2.3 ASSET\_URL

```
string Crosstales.BWF.EditorUtil.EditorConstants.ASSET_URL => Constants.ASSET_PRO_URL [static]
```

Returns the URL of the asset in UAS.

#### Returns

The URL of the asset in UAS.

### 5.56.2.4 PREFAB\_SUBPATH

```
string Crosstales.BWF.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Resources/Prefabs/" [static]
```

Sub-path to the prefabs.

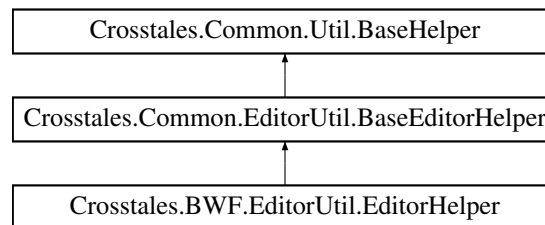
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↵  
Util/EditorConstants.cs

## 5.57 Crosstales.BWF.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.BWF.EditorUtil.EditorHelper:



### Static Public Member Functions

- static void [BWFUnavailable](#) ()  
*Shows a "BWF unavailable"-UI.*
- static void [InstantiatePrefab](#) (string prefabName)  
*Instantiates a prefab.*

### Static Public Attributes

- const int [GO\\_ID](#) = 20  
*Start index inside the "GameObject"-menu.*
- const int [MENU\\_ID](#) = 10201  
*Start index inside the "Tools"-menu.*
- static Texture2D **Logo\_Asset** => loadImage(ref logo\_asset, "logo\_asset\_pro.png")
- static Texture2D **Logo\_Asset\_Small** => loadImage(ref logo\_asset\_small, "logo\_asset\_small\_pro.png")
- static Texture2D **Icon\_Contains** => loadImage(ref icon\_contains, "icon\_contains.png")
- static Texture2D **Icon\_Get** => loadImage(ref icon\_get, "icon\_get.png")
- static Texture2D **Icon\_Replace** => loadImage(ref icon\_replace, "icon\_replace.png")
- static Texture2D **Icon\_Mark** => loadImage(ref icon\_mark, "icon\_mark.png")
- static bool [isBWFInScene](#) => GameObject.FindObjectOfType(typeof([BWFManager](#))) != null  
*Checks if the 'BWF'-prefab is in the scene.*

### Additional Inherited Members

#### 5.57.1 Detailed Description

Editor helper class.

#### 5.57.2 Member Function Documentation

### 5.57.2.1 BWFUnavailable()

```
static void Crosstales.BWF.EditorUtil.EditorHelper.BWFUnavailable ( ) [static]
```

Shows a "BWF unavailable"-[UI](#).

### 5.57.2.2 InstantiatePrefab()

```
static void Crosstales.BWF.EditorUtil.EditorHelper.InstantiatePrefab (
    string prefabName ) [static]
```

Instantiates a prefab.

#### Parameters

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

## 5.57.3 Member Data Documentation

### 5.57.3.1 GO\_ID

```
const int Crosstales.BWF.EditorUtil.EditorHelper.GO_ID = 20 [static]
```

Start index inside the "GameObject"-menu.

### 5.57.3.2 isBWFInScene

```
bool Crosstales.BWF.EditorUtil.EditorHelper.isBWFInScene => GameObject.FindObjectOfType(typeof(BWFManager))
!= null [static]
```

Checks if the '[BWF](#)'-prefab is in the scene.

#### Returns

True if the '[BWF](#)'-prefab is in the scene.



### 5.57.3.3 MENU\_ID

```
const int Crosstales.BWF.EditorUtil.EditorHelper.MENU_ID = 10201 [static]
```

Start index inside the "Tools"-menu.

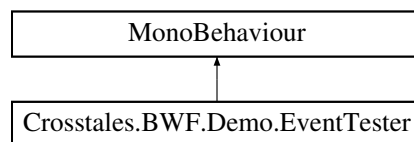
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↔ Util/EditorHelper.cs

## 5.58 Crosstales.BWF.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.BWF.Demo.EventTester:



### Public Member Functions

- void **OnReady** ()
- void **OnContainsCompleted** (string text, bool containsBadwords)
- void **OnGetAllCompleted** (string text, string allBadwords)
- void **OnReplaceAllCompleted** (string originalText, string cleanText)

### 5.58.1 Detailed Description

Simple test script for all UnityEvent-callbacks.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/Event↔ Tester.cs

## 5.59 Crosstales.ExtensionMethods Class Reference

Various extension methods.

## Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)  
*Extension method for strings. Converts a string to title case (first letter uppercase).*
- static string [CTReverse](#) (this string str)  
*Extension method for strings. Reverses a string.*
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)  
*Extension method for strings. Case insensitive 'Replace'.*
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)  
*Extension method for strings. Case insensitive 'Equals'.*
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)  
*Extension method for strings. Case insensitive 'Contains'.*
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar=' ')  
*Extension method for strings. Contains any given string.*
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar=' ')  
*Extension method for strings. Contains all given strings.*
- static string [CTRemoveNewLines](#) (this string str, string replacement="#nl#", string newLine=null)  
*Extension method for strings. Replaces new lines with a replacement string pattern.*
- static string [CTAddNewLines](#) (this string str, string replacement="#nl#", string newLine=null)  
*Extension method for strings. Replaces a given string pattern with new lines in a string.*
- static bool [CTIsNumeric](#) (this string str)  
*Extension method for strings. Checks if the string is numeric.*
- static bool [CTIsInteger](#) (this string str)  
*Extension method for strings. Checks if the string is integer.*
- static bool [CTIsEmail](#) (this string str)  
*Extension method for strings. Checks if the string is an email address.*
- static bool [CTIsWebsite](#) (this string str)  
*Extension method for strings. Checks if the string is a website address.*
- static bool [CTIsCreditcard](#) (this string str)  
*Extension method for strings. Checks if the string is a creditcard.*
- static bool [CTIsIPv4](#) (this string str)  
*Extension method for strings. Checks if the string is an IPv4 address.*
- static bool [CTIsAlphanumeric](#) (this string str)  
*Extension method for strings. Checks if the string is alphanumeric.*
- static bool [CTHasLineEndings](#) (this string str)  
*Extension method for strings. Checks if the string has line endings.*
- static bool [CTHasInvalidChars](#) (this string str)  
*Extension method for strings. Checks if the string has invalid characters.*
- static bool [CTStartsWith](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)  
*Extension method for strings. Checks if the string starts with another string.*
- static bool [CTEndsWith](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)  
*Extension method for strings. Checks if the string ends with another string.*
- static int [CTLastIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)  
*Extension method for strings. Returns the index of the last occurrence of a given string.*
- static int [CTIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

- Extension method for strings. Returns the index of the first occurrence of a given string.*
- static int **CTIndexOf** (this string str, string toCheck, int startIndex, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
- Extension method for strings. Returns the index of the first occurrence of a given string.*
- static string **CTToBase64** (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a string to a Base64-string.*
- static string **CTFromBase64** (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a Base64-string to a string.*
- static byte[] **CTFromBase64ToByteArray** (this string str)
- Extension method for strings. Converts the value of a Base64-string to a byte-array.*
- static string **CTToHex** (this string str, bool addPrefix=false)
- Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).*
- static string **CTHexToString** (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).*
- static Color32 **CTHexToColor32** (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a Color32.*
- static Color **CTHexToColor** (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a Color.*
- static byte[] **CTToByteArray** (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a string to a byte-array.*
- static string **CTClearTags** (this string str)
- Extension method for strings. Cleans a given text from tags.*
- static string **CTClearSpaces** (this string str)
- Extension method for strings. Cleans a given text from multiple spaces.*
- static string **CTClearLineEndings** (this string str)
- Extension method for strings. Cleans a given text from line endings.*
- static void **CTShuffle< T >** (this T[] array, int seed=0)
- Extension method for arrays. Shuffles an array.*
- static string **CTDump< T >** (this T[] array, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
- Extension method for arrays. Dumps an array to a string.*
- static string **CTDump** (this Quaternion[] array)
- Extension method for Quaternion-arrays. Dumps an array to a string.*
- static string **CTDump** (this Vector2[] array)
- Extension method for Vector2-arrays. Dumps an array to a string.*
- static string **CTDump** (this Vector3[] array)
- Extension method for Vector3-arrays. Dumps an array to a string.*
- static string **CTDump** (this Vector4[] array)
- Extension method for Vector4-arrays. Dumps an array to a string.*
- static string[] **CTToStringArray< T >** (this T[] array)
- Extension method for arrays. Generates a string array with all entries (via ToString).*
- static float[] **CTToFloatArray** (this byte[] array, int count=0)
- Extension method for byte-arrays. Converts a byte-array to a float-array.*
- static byte[] **CTToByteArray** (this float[] array, int count=0)
- Extension method for float-arrays. Converts a float-array to a byte-array.*
- static Texture2D **CTToTexture** (this byte[] data)
- Extension method for byte-arrays. Converts a byte-array to a Texture.*
- static Sprite **CTToSprite** (this byte[] data)
- Extension method for byte-arrays. Converts a byte-array to Sprite.*
- static string **CTToString** (this byte[] data, System.Text.Encoding encoding=null)
- Extension method for byte-arrays. Converts a byte-array to a string.*

- static string [CTToBase64](#) (this byte[] data)  
*Extension method for byte-arrays. Converts a byte-array to a Base64-string.*
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)  
*Extension method for IList. Shuffles a List.*
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")  
*Extension method for IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)  
*Extension method for Quaternion-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)  
*Extension method for Vector2-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)  
*Extension method for Vector3-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)  
*Extension method for Vector4-IList. Dumps a list to a string.*
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)  
*Extension method for IList. Generates a string list with all entries (via ToString).*
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")  
*Extension method for IDictionary. Dumps a dictionary to a string.*
- static void [CTAddRange< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, System.Collections.Generic.IDictionary< K, V > collection)  
*Extension method for IDictionary. Adds a dictionary to an existing one.*
- static byte[] [CTReadFully](#) (this System.IO.Stream input)  
*Extension method for Stream. Reads the full content of a Stream.*
- static string [CTToHexRGB](#) (this Color32 input)  
*Extension method for Color32. Converts the value of a color to a RGB Hex-string.*
- static string [CTToHexRGB](#) (this Color input)  
*Extension method for Color. Converts the value of a color to a RGB Hex-string.*
- static string [CTToHexRGBA](#) (this Color32 input)  
*Extension method for Color32. Converts the value of a color to a RGBA Hex-string.*
- static string [CTToHexRGBA](#) (this Color input)  
*Extension method for Color. Converts the value of a color to a RGBA Hex-string.*
- static Vector3 [CTVector3](#) (this Color32 color)  
*Extension method for Color32. Convert it to a Vector3.*
- static Vector3 [CTVector3](#) (this Color color)  
*Extension method for Color. Convert it to a Vector3.*
- static Vector4 [CTVector4](#) (this Color32 color)  
*Extension method for Color32. Convert it to a Vector4.*
- static Vector4 [CTVector4](#) (this Color color)  
*Extension method for Color. Convert it to a Vector4.*
- static Vector2 [CTMultiply](#) (this Vector2 a, Vector2 b)  
*Allows you to multiply two Vector2s together, something Unity sorely lacks by default.*
- static Vector3 [CTMultiply](#) (this Vector3 a, Vector3 b)  
*Allows you to multiply two Vector3s together, something Unity sorely lacks by default.*
- static Vector3 [CTFlatten](#) (this Vector3 a)  
*Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.*
- static Quaternion [CTQuaternion](#) (this Vector3 eulerAngle)  
*Extension method for Vector3. Convert it to a Quaternion.*
- static Color [CTColorRGB](#) (this Vector3 rgb, float alpha=1f)

- Extension method for Vector3. Convert it to a Color.*
- static Vector4 [CTMultiply](#) (this Vector4 a, Vector4 b)
  - Allows you to multiply two Vector4s together, something Unity sorely lacks by default.*
- static Quaternion [CTQuaternion](#) (this Vector4 angle)
  - Extension method for Vector4. Convert it to a Quaternion.*
- static Color [CTColorRGBA](#) (this Vector4 rgba)
  - Extension method for Vector4. Convert it to a Color.*
- static Vector3 [CTVector3](#) (this Quaternion angle)
  - Extension method for Quaternion. Convert it to a Vector3.*
- static Vector4 [CTVector4](#) (this Quaternion angle)
  - Extension method for Quaternion. Convert it to a Vector4.*
- static Vector3 [CTCorrectLossyScale](#) (this Canvas canvas)
  - Extension method for Canvas. Convert current resolution scale.*
- static void [CTGetLocalCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
  - Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.*
- static Vector3[] [CTGetLocalCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)
  - Extension method for RectTransform. Returns the local corners of a RectTransform.*
- static void [CTGetScreenCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
  - Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.*
- static Vector3[] [CTGetScreenCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)
  - Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.*
- static Bounds [CTGetBounds](#) (this RectTransform transform, float uiScaleFactor=1f)
  - Extension method for RectTransform. Returns the bounds of a RectTransform including the children.*
- static void [CTSetLeft](#) (this RectTransform transform, float value)
  - Extension method for RectTransform. Sets the Left-property of a RectTransform.*
- static void [CTSetRight](#) (this RectTransform transform, float value)
  - Extension method for RectTransform. Sets the Right-property of a RectTransform.*
- static void [CTSetTop](#) (this RectTransform transform, float value)
  - Extension method for RectTransform. Sets the Top-property of a RectTransform.*
- static void [CTSetBottom](#) (this RectTransform transform, float value)
  - Extension method for RectTransform. Sets the Bottom-property of a RectTransform.*
- static float [CTGetLeft](#) (this RectTransform transform)
  - Extension method for RectTransform. Gets the Left-property of a RectTransform.*
- static float [CTGetRight](#) (this RectTransform transform)
  - Extension method for RectTransform. Gets the Right-property of a RectTransform.*
- static float [CTGetTop](#) (this RectTransform transform)
  - Extension method for RectTransform. Gets the Top-property of a RectTransform.*
- static float [CTGetBottom](#) (this RectTransform transform)
  - Extension method for RectTransform. Gets the Bottom-property of a RectTransform.*
- static Vector4 [CTGetLRTB](#) (this RectTransform transform)
  - Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.*
- static void [CTSetLRTB](#) (this RectTransform transform, Vector4 lrtb)
  - Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.*
- static System.Collections.Generic.List< GameObject > [CTFindAll](#) (this Component component, string name, int maxDepth=0)
  - Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects*
- static System.Collections.Generic.List< T > [CTFindAll< T >](#) (this Component component, string name)

- Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects*
- static GameObject **CTFind** (this MonoBehaviour mb, string name)  
*Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject*
  - static T **CTFind< T >** (this MonoBehaviour mb, string name)  
*Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.*
  - static GameObject **CTFind** (this GameObject go, string name)  
*Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject*
  - static T **CTFind< T >** (this GameObject go, string name)  
*Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.*
  - static Bounds **CTGetBounds** (this GameObject go)  
*Extension method for GameObject. Returns the bounds of a GameObject including the children.*
  - static Transform **CTFind** (this Transform transform, string name)  
*Extension method for Transform. Recursively searches all children of a parent transform for specific named transform*
  - static T **CTFind< T >** (this Transform transform, string name)  
*Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.*
  - static byte[] **CTToPNG** (this Sprite sprite)  
*Extension method for Sprite. Converts a Sprite to a PNG byte-array.*
  - static byte[] **CTToJPG** (this Sprite sprite)  
*Extension method for Sprite. Converts a Sprite to a JPG byte-array.*
  - static byte[] **CTToTGA** (this Sprite sprite)  
*Extension method for Sprite. Converts a Sprite to a TGA byte-array.*
  - static byte[] **CTToEXR** (this Sprite sprite)  
*Extension method for Sprite. Converts a Sprite to a EXR byte-array.*
  - static byte[] **CTToPNG** (this Texture2D texture)  
*Extension method for Texture. Converts a Texture to a PNG byte-array.*
  - static byte[] **CTToJPG** (this Texture2D texture)  
*Extension method for Texture. Converts a Texture to a JPG byte-array.*
  - static byte[] **CTToTGA** (this Texture2D texture)  
*Extension method for Texture. Converts a Texture to a TGA byte-array.*
  - static byte[] **CTToEXR** (this Texture2D texture)  
*Extension method for Texture. Converts a Texture to a EXR byte-array.*
  - static Sprite **CTToSprite** (this Texture2D texture, float pixelsPerUnit=100f)  
*Extension method for Texture. Converts a Texture to a Sprite.*
  - static Texture2D **CTRotate90** (this Texture2D texture)  
*Extension method for Texture. Rotates a Texture by 90 degrees.*
  - static Texture2D **CTRotate180** (this Texture2D texture)  
*Extension method for Texture. Rotates a Texture by 180 degrees.*
  - static Texture2D **CTRotate270** (this Texture2D texture)  
*Extension method for Texture. Rotates a Texture by 270 degrees.*
  - static Texture2D **CTToTexture2D** (this Texture texture)  
*Extension method for Texture. Convert a Texture to a Texture2D*
  - static Texture2D **CTToTexture2D** (this WebCamTexture texture)  
*Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D*
  - static Texture2D **CTFlipHorizontal** (this Texture2D texture)  
*Extension method for Texture. Flips a Texture2D horizontally*
  - static Texture2D **CTFlipVertical** (this Texture2D texture)

*Extension method for Texture. Flips a Texture2D vertically*

- static bool [CTHasActiveClip](#) (this AudioSource source)

*Extension method for AudioSource. Determines if an AudioSource has an active clip.*

- static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)

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

## 5.59.1 Detailed Description

Various extension methods.

## 5.59.2 Member Function Documentation

### 5.59.2.1 CTAddNewLines()

```
static string Crosstales.ExtensionMethods.CTAddNewLines (  
    this string str,  
    string replacement = "#nl#",  
    string newLine = null ) [static]
```

Extension method for strings. Replaces a given string pattern with new lines in a string.

#### Parameters

|                    |                                                                  |
|--------------------|------------------------------------------------------------------|
| <i>str</i>         | String-instance.                                                 |
| <i>replacement</i> | Replacement string pattern (default: "#nl#", optional).          |
| <i>newLine</i>     | New line string (default: System.Environment.NewLine, optional). |

#### Returns

Replaced string with new lines.

### 5.59.2.2 CTAddRange< K, V >()

```
static void Crosstales.ExtensionMethods.CTAddRange< K, V > (  
    this System.Collections.Generic.IDictionary< K, V > dict,  
    System.Collections.Generic.IDictionary< K, V > collection ) [static]
```

Extension method for IDictionary. Adds a dictionary to an existing one.

#### Parameters

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

### 5.59.2.3 CTClearLineEndings()

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

Extension method for strings. Cleans a given text from line endings.

#### Parameters

|            |                 |
|------------|-----------------|
| <i>str</i> | Input to clean. |
|------------|-----------------|

#### Returns

Clean text without line endings.

### 5.59.2.4 CTClearSpaces()

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

Extension method for strings. Cleans a given text from multiple spaces.

#### Parameters

|            |                 |
|------------|-----------------|
| <i>str</i> | Input to clean. |
|------------|-----------------|

#### Returns

Clean text without multiple spaces.

### 5.59.2.5 CTClearTags()

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

Extension method for strings. Cleans a given text from tags.

#### Parameters

|            |                 |
|------------|-----------------|
| <i>str</i> | Input to clean. |
|------------|-----------------|



**Returns**

Clean text without tags.

**5.59.2.6 CColorRGB()**

```
static Color Crosstales.ExtensionMethods.CColorRGB (
    this Vector3 rgb,
    float alpha = 1f ) [static]
```

Extension method for Vector3. Convert it to a Color.

**Parameters**

|              |                                                  |
|--------------|--------------------------------------------------|
| <i>rgb</i>   | Vector3-instance to convert (RGB = xyz).         |
| <i>alpha</i> | Alpha-value of the color (default: 1, optional). |

**Returns**

Color from RGB.

**5.59.2.7 CColorRGBA()**

```
static Color Crosstales.ExtensionMethods.CColorRGBA (
    this Vector4 rgba ) [static]
```

Extension method for Vector4. Convert it to a Color.

**Parameters**

|             |                                            |
|-------------|--------------------------------------------|
| <i>rgba</i> | Vector4-instance to convert (RGBA = xyzw). |
|-------------|--------------------------------------------|

**Returns**

Color from RGBA.

**5.59.2.8 CTContains()**

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

Extension method for strings. Case insensitive 'Contains'.

## Parameters

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

## Returns

True if the string contains the given string.

**5.59.2.9 CTContainsAll()**

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

Extension method for strings. Contains all given strings.

## Parameters

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

## Returns

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

**5.59.2.10 CTContainsAny()**

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

Extension method for strings. Contains any given string.

## Parameters

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

**Returns**

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

**5.59.2.11 CTCorrectLossyScale()**

```
static Vector3 Crosstales.ExtensionMethods.CTCorrectLossyScale (  
    this Canvas canvas ) [static]
```

Extension method for Canvas. Convert current resolution scale.

**Parameters**

|               |                    |
|---------------|--------------------|
| <i>canvas</i> | Canvas to convert. |
|---------------|--------------------|

**Returns**

Vector3 with the correct scale.

**5.59.2.12 CTDump() [1/8]**

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

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

**Parameters**

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

**Returns**

String with lines for all array entries.

**5.59.2.13 CTDump() [2/8]**

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

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

**Parameters**

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

**Returns**

String with lines for all list entries.

**5.59.2.14 CTDump()** [3/8]

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

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

**Parameters**

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

**Returns**

String with lines for all list entries.

**5.59.2.15 CTDump()** [4/8]

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

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

**Parameters**

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

**Returns**

String with lines for all list entries.

**5.59.2.16 CTDump()** [5/8]

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

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

**Parameters**

|             |                                  |
|-------------|----------------------------------|
| <i>list</i> | Vector4-ILList-instance to dump. |
|-------------|----------------------------------|

**Returns**

String with lines for all list entries.

**5.59.2.17 CTDump() [6/8]**

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

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

**Parameters**

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

**Returns**

String with lines for all array entries.

**5.59.2.18 CTDump() [7/8]**

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

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

**Parameters**

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

**Returns**

String with lines for all array entries.

**5.59.2.19 CTDump() [8/8]**

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

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

## Parameters

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

## Returns

String with lines for all array entries.

**5.59.2.20 CTDump< K, V >()**

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (  
    this System.Collections.Generic.IDictionary< K, V > dict,  
    string prefix = "",  
    string postfix = "",  
    bool appendNewLine = true,  
    string delimiter = "; " ) [static]
```

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

## Parameters

|                      |                                                                                |
|----------------------|--------------------------------------------------------------------------------|
| <i>dict</i>          | IDictionary-instance to dump.                                                  |
| <i>prefix</i>        | Prefix for every element (default: empty, optional).                           |
| <i>postfix</i>       | Postfix for every element (default: empty, optional).                          |
| <i>appendNewLine</i> | Append new line, otherwise use the given delimiter (default: false, optional). |
| <i>delimiter</i>     | Delimiter if appendNewLine is false (default: "; ", optional).                 |

## Returns

String with lines for all dictionary entries.

**5.59.2.21 CTDump< T >() [1/2]**

```
static string Crosstales.ExtensionMethods.CTDump< T > (  
    this System.Collections.Generic.IList< T > list,  
    string prefix = "",  
    string postfix = "",  
    bool appendNewLine = true,  
    string delimiter = "; " ) [static]
```

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

## Parameters

|                      |                                                                                |
|----------------------|--------------------------------------------------------------------------------|
| <i>list</i>          | IList-instance to dump.                                                        |
| <i>prefix</i>        | Prefix for every element (default: empty, optional).                           |
| <i>postfix</i>       | Postfix for every element (default: empty, optional).                          |
| <i>appendNewLine</i> | Append new line, otherwise use the given delimiter (default: false, optional). |
| <i>delimiter</i>     | Delimiter if appendNewLine is false (default: "; ", optional).                 |



**Returns**

String with lines for all list entries.

**5.59.2.22 CTDump< T >() [2/2]**

```
static string Crosstales.ExtensionMethods.CTDump< T > (
    this T[] array,
    string prefix = "",
    string postfix = "",
    bool appendNewLine = true,
    string delimiter = "; " ) [static]
```

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

**Parameters**

|                      |                                                                                |
|----------------------|--------------------------------------------------------------------------------|
| <i>array</i>         | Array-instance to dump.                                                        |
| <i>prefix</i>        | Prefix for every element (default: empty, optional).                           |
| <i>postfix</i>       | Postfix for every element (default: empty, optional).                          |
| <i>appendNewLine</i> | Append new line, otherwise use the given delimiter (default: false, optional). |
| <i>delimiter</i>     | Delimiter if appendNewLine is false (default: "; ", optional).                 |

**Returns**

String with lines for all array entries.

**5.59.2.23 CTEndsWith()**

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

Extension method for strings. Checks if the string ends with another string.

**Parameters**

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

**Returns**

True if the string is integer.

### 5.59.2.24 CTEquals()

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

Extension method for strings. Case insensitive 'Equals'.

#### Parameters

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

#### Returns

True if the string contains the given string.

### 5.59.2.25 CTFind() [1/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (
    this GameObject go,
    string name ) [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject

#### Parameters

|             |                                 |
|-------------|---------------------------------|
| <i>go</i>   | Parent of the current children. |
| <i>name</i> | Name of the GameObject.         |

#### Returns

GameObject with the given name or null.

### 5.59.2.26 CTFind() [2/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (
    this MonoBehaviour mb,
    string name ) [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject

## Parameters

|             |                                 |
|-------------|---------------------------------|
| <i>mb</i>   | Parent of the current children. |
| <i>name</i> | Name of the GameObject.         |

## Returns

GameObject with the given name or null.

**5.59.2.27 CTFind()** [3/3]

```
static Transform Crosstales.ExtensionMethods.CTFind (  
    this Transform transform,  
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

## Parameters

|                  |                                 |
|------------------|---------------------------------|
| <i>transform</i> | Parent of the current children. |
| <i>name</i>      | Name of the transform.          |

## Returns

Transform with the given name or null.

**5.59.2.28 CTFind< T >()** [1/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (  
    this GameObject go,  
    string name ) [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.

## Parameters

|             |                                 |
|-------------|---------------------------------|
| <i>go</i>   | Parent of the current children. |
| <i>name</i> | Name of the GameObject.         |

## Returns

Component with the given type or null.

**5.59.2.29 CTFind< T >()** [2/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
    this MonoBehaviour mb,
    string name ) [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.

**Parameters**

|             |                                 |
|-------------|---------------------------------|
| <i>mb</i>   | Parent of the current children. |
| <i>name</i> | Name of the GameObject.         |

**Returns**

Component with the given type or null.

**5.59.2.30 CTFind< T >()** [3/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
    this Transform transform,
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.

**Parameters**

|                  |                                 |
|------------------|---------------------------------|
| <i>transform</i> | Parent of the current children. |
| <i>name</i>      | Name of the transform.          |

**Returns**

Component with the given type or null.

**5.59.2.31 CTFindAll()**

```
static System.Collections.Generic.List<GameObject> Crosstales.ExtensionMethods.CTFindAll (
    this Component component,
    string name,
    int maxDepth = 0 ) [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

## Parameters

|                  |                                                    |
|------------------|----------------------------------------------------|
| <i>component</i> | Parent of the current children.                    |
| <i>name</i>      | Name of the GameObject.                            |
| <i>maxDepth</i>  | Maximal depth of the search (default 0, optional). |

## Returns

List of GameObjects with the given name or empty list.

**5.59.2.32 CTFindAll< T >()**

```
static System.Collections.Generic.List<T> Crosstales.ExtensionMethods.CTFindAll< T > (  
    this Component component,  
    string name ) [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

## Parameters

|                  |                                 |
|------------------|---------------------------------|
| <i>component</i> | Parent of the current children. |
| <i>name</i>      | Name of the GameObject.         |

## Returns

List of GameObjects with the given name or empty list.

## Type Constraints

***T* : Component**

**5.59.2.33 CTFlatten()**

```
static Vector3 Crosstales.ExtensionMethods.CTFlatten (  
    this Vector3 a ) [static]
```

Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.

**5.59.2.34 CTFlipHorizontal()**

```
static Texture2D Crosstales.ExtensionMethods.CTFlipHorizontal (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Flips a Texture2D horizontally

**Parameters**

|                |                  |
|----------------|------------------|
| <i>texture</i> | Texture to flip. |
|----------------|------------------|

**Returns**

Horizontally flipped Texture2D.

**5.59.2.35 CTFlipVertical()**

```
static Texture2D Crosstales.ExtensionMethods.CTFlipVertical (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Flips a Texture2D vertically

**Parameters**

|                |                  |
|----------------|------------------|
| <i>texture</i> | Texture to flip. |
|----------------|------------------|

**Returns**

Vertically flipped Texture2D.

**5.59.2.36 CTFromBase64()**

```
static string Crosstales.ExtensionMethods.CTFromBase64 (  
    this string str,  
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a Base64-string to a string.

**Parameters**

|                 |                                                   |
|-----------------|---------------------------------------------------|
| <i>str</i>      | Input Base64-string.                              |
| <i>encoding</i> | Encoding of the string (default: UTF8, optional). |

**Returns**

Base64-string value as converted string.

### 5.59.2.37 CTFromBase64ToByteArray()

```
static byte [] Crosstales.ExtensionMethods.CTFromBase64ToByteArray (
    this string str ) [static]
```

Extension method for strings. Converts the value of a Base64-string to a byte-array.

#### Parameters

|            |                      |
|------------|----------------------|
| <i>str</i> | Input Base64-string. |
|------------|----------------------|

#### Returns

Base64-Byte-array from the Base64-string.

### 5.59.2.38 CTGetBottom()

```
static float Crosstales.ExtensionMethods.CTGetBottom (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Bottom-property of a RectTransform.

#### Parameters

|                  |                                           |
|------------------|-------------------------------------------|
| <i>transform</i> | RectTransform to get the Bottom-property. |
|------------------|-------------------------------------------|

#### Returns

Bottom-property of the RectTransform.

### 5.59.2.39 CTGetBounds() [1/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
    this GameObject go ) [static]
```

Extension method for GameObject. Returns the bounds of a GameObject including the children.

#### Parameters

|           |                                     |
|-----------|-------------------------------------|
| <i>go</i> | GameObject to calculate the bounds. |
|-----------|-------------------------------------|

#### Returns

Bounds of the GameObject.

### 5.59.2.40 CTGetBounds() [2/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
    this RectTransform transform,
    float uiScaleFactor = 1f ) [static]
```

Extension method for RectTransform. Returns the bounds of a RectTransform including the children.

#### Parameters

|                      |                                                           |
|----------------------|-----------------------------------------------------------|
| <i>transform</i>     | RectTransform to calculate the bounds.                    |
| <i>uiScaleFactor</i> | Scale of the <a href="#">UI</a> (default: 1.0, optional). |

#### Returns

Bounds of the RectTransform.

### 5.59.2.41 CTGetLeft()

```
static float Crosstales.ExtensionMethods.CTGetLeft (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Left-property of a RectTransform.

#### Parameters

|                  |                                         |
|------------------|-----------------------------------------|
| <i>transform</i> | RectTransform to get the Left-property. |
|------------------|-----------------------------------------|

#### Returns

Left-property of the RectTransform.

### 5.59.2.42 CTGetLocalCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetLocalCorners (
    this RectTransform transform,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Returns the local corners of a RectTransform.



## Parameters

|                  |                                                          |
|------------------|----------------------------------------------------------|
| <i>transform</i> | RectTransform-instance.                                  |
| <i>canvas</i>    | Relevant canvas.                                         |
| <i>inset</i>     | Inset from the corners (default: 0, optional).           |
| <i>corrected</i> | Automatically adjust scaling (default: false, optional). |

## Returns

Array of the four local corners of the RectTransform.

**5.59.2.43 CTGetLocalCorners()** [2/2]

```
static void Crosstales.ExtensionMethods.CTGetLocalCorners (
    this RectTransform transform,
    Vector3[] fourCornersArray,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.

## Parameters

|                         |                                                          |
|-------------------------|----------------------------------------------------------|
| <i>transform</i>        | RectTransform-instance.                                  |
| <i>fourCornersArray</i> | Corners for the RectTransform.                           |
| <i>canvas</i>           | Relevant canvas.                                         |
| <i>inset</i>            | Inset from the corners (default: 0, optional).           |
| <i>corrected</i>        | Automatically adjust scaling (default: false, optional). |

**5.59.2.44 CTGetLRTB()**

```
static Vector4 Crosstales.ExtensionMethods.CTGetLRTB (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.

## Parameters

|                  |                                                            |
|------------------|------------------------------------------------------------|
| <i>transform</i> | RectTransform to get the Left/Right/Top/Bottom-properties. |
|------------------|------------------------------------------------------------|

## Returns

Left/Right/Top/Bottom-properties of the RectTransform as Vector4.

### 5.59.2.45 CTGetRight()

```
static float Crosstales.ExtensionMethods.CTGetRight (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Right-property of a RectTransform.

#### Parameters

|                  |                                          |
|------------------|------------------------------------------|
| <i>transform</i> | RectTransform to get the Right-property. |
|------------------|------------------------------------------|

#### Returns

Right-property of the RectTransform.

### 5.59.2.46 CTGetScreenCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetScreenCorners (
    this RectTransform transform,
    Canvas canvas,
    float inset = 0,
    bool corrected = false ) [static]
```

Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.

#### Parameters

|                  |                                                          |
|------------------|----------------------------------------------------------|
| <i>transform</i> | RectTransform-instance.                                  |
| <i>canvas</i>    | Relevant canvas.                                         |
| <i>inset</i>     | Inset from the corners (default: 0, optional).           |
| <i>corrected</i> | Automatically adjust scaling (default: false, optional). |

#### Returns

Array of the four screen (world) corners of the RectTransform.

### 5.59.2.47 CTGetScreenCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetScreenCorners (
    this RectTransform transform,
    Vector3[] fourCornersArray,
    Canvas canvas,
```

```
float inset = 0,  
bool corrected = false ) [static]
```

Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.

## Parameters

|                         |                                                          |
|-------------------------|----------------------------------------------------------|
| <i>transform</i>        | RectTransform-instance.                                  |
| <i>fourCornersArray</i> | Corners for the RectTransform.                           |
| <i>canvas</i>           | Relevant canvas.                                         |
| <i>inset</i>            | Inset from the corners (default: 0, optional).           |
| <i>corrected</i>        | Automatically adjust scaling (default: false, optional). |

**5.59.2.48 CTGetTop()**

```
static float Crosstales.ExtensionMethods.CTGetTop (
    this RectTransform transform ) [static]
```

Extension method for RectTransform. Gets the Top-property of a RectTransform.

## Parameters

|                  |                                        |
|------------------|----------------------------------------|
| <i>transform</i> | RectTransform to get the Top-property. |
|------------------|----------------------------------------|

## Returns

Top-property of the RectTransform.

**5.59.2.49 CTHasActiveClip()**

```
static bool Crosstales.ExtensionMethods.CTHasActiveClip (
    this AudioSource source ) [static]
```

Extension method for AudioSource. Determines if an AudioSource has an active clip.

## Parameters

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

## Returns

True if the AudioSource has an active clip.

**5.59.2.50 CTHasInvalidChars()**

```
static bool Crosstales.ExtensionMethods.CTHasInvalidChars (
    this string str ) [static]
```

Extension method for strings. Checks if the string has invalid characters.

**Parameters**

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

**Returns**

True if the string has invalid characters.

**5.59.2.51 CThasLineEndings()**

```
static bool Crosstales.ExtensionMethods.CThasLineEndings (
    this string str ) [static]
```

Extension method for strings. Checks if the string has line endings.

**Parameters**

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

**Returns**

True if the string has line endings.

**5.59.2.52 CTHexToColor()**

```
static Color Crosstales.ExtensionMethods.CTHexToColor (
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color.

**Parameters**

|                  |                      |
|------------------|----------------------|
| <i>hexString</i> | Input as Hex-string. |
|------------------|----------------------|

**Returns**

Hex-string value as Color.

**5.59.2.53 CTHexToColor32()**

```
static Color32 Crosstales.ExtensionMethods.CTHexToColor32 (
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color32.

## Parameters

|                  |                      |
|------------------|----------------------|
| <i>hexString</i> | Input as Hex-string. |
|------------------|----------------------|

## Returns

Hex-string value as Color32.

**5.59.2.54 CTHexToString()**

```
static string Crosstales.ExtensionMethods.CTHexToString (  
    this string hexString ) [static]
```

Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).

## Parameters

|                  |                      |
|------------------|----------------------|
| <i>hexString</i> | Input as Hex-string. |
|------------------|----------------------|

## Returns

Hex-string value as converted string.

**5.59.2.55 CTIndexOf()** [1/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (  
    this string str,  
    string toCheck,  
    int startIndex,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the first occurrence of a given string.

## Parameters

|                   |                                                                                 |
|-------------------|---------------------------------------------------------------------------------|
| <i>str</i>        | String-instance.                                                                |
| <i>toCheck</i>    | String for the index.                                                           |
| <i>startIndex</i> | Start index for the check.                                                      |
| <i>comp</i>       | StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional) |

## Returns

The index of the first occurrence of the given string if the string is integer.



**5.59.2.56 CTIndexOf()** [2/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the first occurrence of a given string.

**Parameters**

|                |                                                                                 |
|----------------|---------------------------------------------------------------------------------|
| <i>str</i>     | String-instance.                                                                |
| <i>toCheck</i> | String for the index.                                                           |
| <i>comp</i>    | StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional) |

**Returns**

The index of the first occurrence of the given string if the string is integer.

**5.59.2.57 CTIsAlphanumeric()**

```
static bool Crosstales.ExtensionMethods.CTIsAlphanumeric (
    this string str ) [static]
```

Extension method for strings. Checks if the string is alphanumeric.

**Parameters**

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

**Returns**

True if the string is alphanumeric.

**5.59.2.58 CTIsCreditcard()**

```
static bool Crosstales.ExtensionMethods.CTIsCreditcard (
    this string str ) [static]
```

Extension method for strings. Checks if the string is a creditcard.

**Parameters**

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

**Returns**

True if the string is a creditcard.

**5.59.2.59 CTisEmail()**

```
static bool Crosstales.ExtensionMethods.CTisEmail (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an email address.

**Parameters**

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

**Returns**

True if the string is an email address.

**5.59.2.60 CTisInteger()**

```
static bool Crosstales.ExtensionMethods.CTisInteger (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is integer.

**Parameters**

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

**Returns**

True if the string is integer.

**5.59.2.61 CTisIPv4()**

```
static bool Crosstales.ExtensionMethods.CTisIPv4 (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is an IPv4 address.

**Parameters**

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

**Returns**

True if the string is an IPv4 address.

**5.59.2.62 CTIsNumeric()**

```
static bool Crosstales.ExtensionMethods.CTIsNumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is numeric.

**Parameters**

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

**Returns**

True if the string is numeric.

**5.59.2.63 CTIsVisibleFrom()**

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

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

**Parameters**

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

**Returns**

True if the renderer is visible by the given camera.

### 5.59.2.64 CTisWebsite()

```
static bool Crosstales.ExtensionMethods.CTisWebsite (
    this string str ) [static]
```

Extension method for strings. Checks if the string is a website address.

#### Parameters

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

#### Returns

True if the string is a website address.

### 5.59.2.65 CTLastIndexOf()

```
static int Crosstales.ExtensionMethods.CTLastIndexOf (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Returns the index of the last occurrence of a given string.

#### Parameters

|                |                                                                                 |
|----------------|---------------------------------------------------------------------------------|
| <i>str</i>     | String-instance.                                                                |
| <i>toCheck</i> | String for the index.                                                           |
| <i>comp</i>    | StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional) |

#### Returns

The index of the last occurrence of the given string if the string is integer.

### 5.59.2.66 CTMultiply() [1/3]

```
static Vector2 Crosstales.ExtensionMethods.CTMultiply (
    this Vector2 a,
    Vector2 b ) [static]
```

Allows you to multiply two Vector2s together, something Unity sorely lacks by default.

#### Parameters

|          |               |
|----------|---------------|
| <i>a</i> | First vector  |
| <i>b</i> | Second vector |

**Returns**

The  $ax*bx$ ,  $ay*by$  result.

**5.59.2.67 CTMultiply() [2/3]**

```
static Vector3 Crosstales.ExtensionMethods.CTMultiply (  
    this Vector3 a,  
    Vector3 b ) [static]
```

Allows you to multiply two Vector3s together, something Unity sorely lacks by default.

**Parameters**

|          |               |
|----------|---------------|
| <i>a</i> | First vector  |
| <i>b</i> | Second vector |

**Returns**

The  $ax*bx$ ,  $ay*by$ ,  $az*bz$  result.

**5.59.2.68 CTMultiply() [3/3]**

```
static Vector4 Crosstales.ExtensionMethods.CTMultiply (  
    this Vector4 a,  
    Vector4 b ) [static]
```

Allows you to multiply two Vector4s together, something Unity sorely lacks by default.

**Parameters**

|          |               |
|----------|---------------|
| <i>a</i> | First vector  |
| <i>b</i> | Second vector |

**Returns**

The  $ax*bx$ ,  $ay*by$ ,  $az*bz$ ,  $aw*bw$  result.

**5.59.2.69 CTQuaternion() [1/2]**

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (  
    this Vector3 eulerAngle ) [static]
```

Extension method for Vector3. Convert it to a Quaternion.

**Parameters**

|                   |                              |
|-------------------|------------------------------|
| <i>eulerAngle</i> | Vector3-instance to convert. |
|-------------------|------------------------------|

**Returns**

Quaternion from euler angles.

**5.59.2.70 CTQuaternion()** [2/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (  
    this Vector4 angle ) [static]
```

Extension method for Vector4. Convert it to a Quaternion.

**Parameters**

|              |                              |
|--------------|------------------------------|
| <i>angle</i> | Vector4-instance to convert. |
|--------------|------------------------------|

**Returns**

Quaternion from Vector4.

**5.59.2.71 CTReadFully()**

```
static byte [] Crosstales.ExtensionMethods.CTReadFully (  
    this System.IO.Stream input ) [static]
```

Extension method for Stream. Reads the full content of a Stream.

**Parameters**

|              |                          |
|--------------|--------------------------|
| <i>input</i> | Stream-instance to read. |
|--------------|--------------------------|

**Returns**

Byte-array of the Stream content.

**5.59.2.72 CTRemoveNewLines()**

```
static string Crosstales.ExtensionMethods.CTRemoveNewLines (  
    this string str,
```

```
string replacement = "#nl#",  
string newLine = null ) [static]
```

Extension method for strings. Replaces new lines with a replacement string pattern.

#### Parameters

|                    |                                                                  |
|--------------------|------------------------------------------------------------------|
| <i>str</i>         | String-instance.                                                 |
| <i>replacement</i> | Replacement string pattern (default: "#nl#", optional).          |
| <i>newLine</i>     | New line string (default: System.Environment.NewLine, optional). |

#### Returns

Replaced string without new lines.

### 5.59.2.73 CTReplace()

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

Extension method for strings. Case insensitive 'Replace'.

#### Parameters

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

#### Returns

Replaced string.

### 5.59.2.74 CTReverse()

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

Extension method for strings. Reverses a string.

**Parameters**

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

**Returns**

Reversed string.

**5.59.2.75 CTRotate180()**

```
static Texture2D Crosstales.ExtensionMethods.CTRotate180 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 180 degrees.

**Parameters**

|                |                    |
|----------------|--------------------|
| <i>texture</i> | Texture to rotate. |
|----------------|--------------------|

**Returns**

Rotated Texture.

**5.59.2.76 CTRotate270()**

```
static Texture2D Crosstales.ExtensionMethods.CTRotate270 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 270 degrees.

**Parameters**

|                |                    |
|----------------|--------------------|
| <i>texture</i> | Texture to rotate. |
|----------------|--------------------|

**Returns**

Rotated Texture.

**5.59.2.77 CTRotate90()**

```
static Texture2D Crosstales.ExtensionMethods.CTRotate90 (  
    this Texture2D texture ) [static]
```



Extension method for Texture. Rotates a Texture by 90 degrees.

## Parameters

|                |                    |
|----------------|--------------------|
| <i>texture</i> | Texture to rotate. |
|----------------|--------------------|

## Returns

Rotated Texture.

**5.59.2.78 CTSetBottom()**

```
static void Crosstales.ExtensionMethods.CTSetBottom (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Bottom-property of a RectTransform.

## Parameters

|                  |                                           |
|------------------|-------------------------------------------|
| <i>transform</i> | RectTransform to set the Bottom-property. |
| <i>value</i>     | Value for the Bottom-property.            |

**5.59.2.79 CTSetLeft()**

```
static void Crosstales.ExtensionMethods.CTSetLeft (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Left-property of a RectTransform.

## Parameters

|                  |                                         |
|------------------|-----------------------------------------|
| <i>transform</i> | RectTransform to set the Left-property. |
| <i>value</i>     | Value for the Left-property.            |

**5.59.2.80 CTSetLRTB()**

```
static void Crosstales.ExtensionMethods.CTSetLRTB (
    this RectTransform transform,
    Vector4 lrtb ) [static]
```

Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.

## Parameters

|                  |                                                            |
|------------------|------------------------------------------------------------|
| <i>transform</i> | RectTransform to set the Left/Right/Top/Bottom-properties. |
| <i>lrtb</i>      | Left/Right/Top/Bottom-properties as Vector4.               |

**5.59.2.81 CTSetRight()**

```
static void Crosstales.ExtensionMethods.CTSetRight (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Right-property of a RectTransform.

## Parameters

|                  |                                          |
|------------------|------------------------------------------|
| <i>transform</i> | RectTransform to set the Right-property. |
| <i>value</i>     | Value for the Right-property.            |

**5.59.2.82 CTSetTop()**

```
static void Crosstales.ExtensionMethods.CTSetTop (
    this RectTransform transform,
    float value ) [static]
```

Extension method for RectTransform. Sets the Top-property of a RectTransform.

## Parameters

|                  |                                        |
|------------------|----------------------------------------|
| <i>transform</i> | RectTransform to set the Top-property. |
| <i>value</i>     | Value for the Top-property.            |

**5.59.2.83 CTShuffle< T >() [1/2]**

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this System.Collections.Generic.IList< T > list,
    int seed = 0 ) [static]
```

Extension method for IList. Shuffles a List.

## Parameters

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

**5.59.2.84 CTShuffle< T >() [2/2]**

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

Extension method for arrays. Shuffles an array.

**Parameters**

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

**5.59.2.85 CTStartsWith()**

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

Extension method for strings. Checks if the string starts with another string.

**Parameters**

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

**Returns**

True if the string is integer.

**5.59.2.86 CTToBase64() [1/2]**

```
static string Crosstales.ExtensionMethods.CTToBase64 (
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Base64-string.

**Parameters**

|             |                      |
|-------------|----------------------|
| <i>data</i> | Input as byte-array. |
|-------------|----------------------|

**Returns**

Base64-string from the byte-array.

**5.59.2.87 CToBase64()** [2/2]

```
static string Crosstales.ExtensionMethods.CToBase64 (  
    this string str,  
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a string to a Base64-string.

**Parameters**

|                 |                                                   |
|-----------------|---------------------------------------------------|
| <i>str</i>      | Input string.                                     |
| <i>encoding</i> | Encoding of the string (default: UTF8, optional). |

**Returns**

String value as converted Base64-string.

**5.59.2.88 CToByteArray()** [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToByteArray (  
    this float[] array,  
    int count = 0 ) [static]
```

Extension method for float-arrays. Converts a float-array to a byte-array.

**Parameters**

|              |                                         |
|--------------|-----------------------------------------|
| <i>array</i> | Array-instance to convert.              |
| <i>count</i> | Number of floats to convert (optional). |

**Returns**

Converted byte-array.

**5.59.2.89 CToByteArray()** [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToByteArray (  
    this string str,  
    System.Text.Encoding encoding = null ) [static]
```

Extension method for strings. Converts the value of a string to a byte-array.

## Parameters

|                 |                                                   |
|-----------------|---------------------------------------------------|
| <i>str</i>      | Input string.                                     |
| <i>encoding</i> | Encoding of the string (default: UTF8, optional). |

## Returns

Byte-array with the string.

**5.59.2.90 CTTToEXR()** [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToEXR (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a EXR byte-array.

## Parameters

|               |                    |
|---------------|--------------------|
| <i>sprite</i> | Sprite to convert. |
|---------------|--------------------|

## Returns

Converted Sprite as EXR byte-array.

**5.59.2.91 CTTToEXR()** [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToEXR (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a EXR byte-array.

## Parameters

|                |                     |
|----------------|---------------------|
| <i>texture</i> | Texture to convert. |
|----------------|---------------------|

## Returns

Converted Texture as EXR byte-array.

### 5.59.2.92 CTToFloatArray()

```
static float [] Crosstales.ExtensionMethods.CTToFloatArray (
    this byte[] array,
    int count = 0 ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a float-array.

#### Parameters

|              |                                        |
|--------------|----------------------------------------|
| <i>array</i> | Array-instance to convert.             |
| <i>count</i> | Number of bytes to convert (optional). |

#### Returns

Converted float-array.

### 5.59.2.93 CTToHex()

```
static string Crosstales.ExtensionMethods.CTToHex (
    this string str,
    bool addPrefix = false ) [static]
```

Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).

#### Parameters

|                  |                                                |
|------------------|------------------------------------------------|
| <i>str</i>       | Input string.                                  |
| <i>addPrefix</i> | Add "0x"-as prefix (default: false, optional). |

#### Returns

String value as converted Hex-string.

### 5.59.2.94 CTToHexRGB() [1/2]

```
static string Crosstales.ExtensionMethods.CTToHexRGB (
    this Color input ) [static]
```

Extension method for Color. Converts the value of a color to a RGB Hex-string.

#### Parameters

|              |                   |
|--------------|-------------------|
| <i>input</i> | Color to convert. |
|--------------|-------------------|

**Returns**

Color value as Hex (format "RRGGBB").

**5.59.2.95 CToHexRGB()** [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGB (  
    this Color32 input ) [static]
```

Extension method for Color32. Converts the value of a color to a RGB Hex-string.

**Parameters**

|              |                   |
|--------------|-------------------|
| <i>input</i> | Color to convert. |
|--------------|-------------------|

**Returns**

Color value as Hex (format "RRGGBB").

**5.59.2.96 CToHexRGBA()** [1/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color input ) [static]
```

Extension method for Color. Converts the value of a color to a RGBA Hex-string.

**Parameters**

|              |                   |
|--------------|-------------------|
| <i>input</i> | Color to convert. |
|--------------|-------------------|

**Returns**

Color value as Hex (format "RRGGBBAA").

**5.59.2.97 CToHexRGBA()** [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color32 input ) [static]
```

Extension method for Color32. Converts the value of a color to a RGBA Hex-string.



**Parameters**

|              |                   |
|--------------|-------------------|
| <i>input</i> | Color to convert. |
|--------------|-------------------|

**Returns**

Color value as Hex (format "RRGGBBAA").

**5.59.2.98 CTToJPG() [1/2]**

```
static byte [] Crosstales.ExtensionMethods.CTToJPG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a JPG byte-array.

**Parameters**

|               |                    |
|---------------|--------------------|
| <i>sprite</i> | Sprite to convert. |
|---------------|--------------------|

**Returns**

Converted Sprite as JPG byte-array.

**5.59.2.99 CTToJPG() [2/2]**

```
static byte [] Crosstales.ExtensionMethods.CTToJPG (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a JPG byte-array.

**Parameters**

|                |                     |
|----------------|---------------------|
| <i>texture</i> | Texture to convert. |
|----------------|---------------------|

**Returns**

Converted Texture as JPG byte-array.

**5.59.2.100 CTToPNG() [1/2]**

```
static byte [] Crosstales.ExtensionMethods.CTToPNG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a PNG byte-array.

**Parameters**

|               |                    |
|---------------|--------------------|
| <i>sprite</i> | Sprite to convert. |
|---------------|--------------------|

**Returns**

Converted Sprite as PNG byte-array.

**5.59.2.101 CTToPNG() [2/2]**

```
static byte [] Crosstales.ExtensionMethods.CTToPNG (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a PNG byte-array.

**Parameters**

|                |                     |
|----------------|---------------------|
| <i>texture</i> | Texture to convert. |
|----------------|---------------------|

**Returns**

Converted Texture as PNG byte-array.

**5.59.2.102 CTToSprite() [1/2]**

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (  
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to Sprite.

**Parameters**

|             |                                 |
|-------------|---------------------------------|
| <i>data</i> | byte-array-instance to convert. |
|-------------|---------------------------------|

**Returns**

Converted Sprite.

**5.59.2.103 CTToSprite() [2/2]**

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (  
    this Texture2D texture,  
    float pixelsPerUnit = 100f ) [static]
```

Extension method for Texture. Converts a Texture to a Sprite.

#### Parameters

|                      |                                                          |
|----------------------|----------------------------------------------------------|
| <i>texture</i>       | Texture to convert.                                      |
| <i>pixelsPerUnit</i> | Pixels per unit for the Sprite (default: 100, optional). |

#### Returns

Converted Texture as Sprite.

### 5.59.2.104 CTTToString()

```
static string Crosstales.ExtensionMethods.CTTToString (
    this byte[] data,
    System.Text.Encoding encoding = null ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a string.

#### Parameters

|                 |                                                   |
|-----------------|---------------------------------------------------|
| <i>data</i>     | Input string as byte-array.                       |
| <i>encoding</i> | Encoding of the string (default: UTF8, optional). |

#### Returns

Byte-array with the string.

### 5.59.2.105 CTTToString< T >()

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

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

#### Parameters

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

#### Returns

String list with all entries (via ToString).

**5.59.2.106 CTToStringArray< T >()**

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

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

**Parameters**

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

**Returns**

String array with all entries (via ToString).

**5.59.2.107 CTToTexture()**

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture (  
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Texture.

**Parameters**

|             |                                 |
|-------------|---------------------------------|
| <i>data</i> | byte-array-instance to convert. |
|-------------|---------------------------------|

**Returns**

Converted Texture.

**5.59.2.108 CTToTexture2D() [1/2]**

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture2D (  
    this Texture texture ) [static]
```

Extension method for Texture. Convert a Texture to a Texture2D

**Parameters**

|                |                     |
|----------------|---------------------|
| <i>texture</i> | Texture to convert. |
|----------------|---------------------|

**Returns**

Converted Texture2D.

**5.59.2.109 CToTexture2D()** [2/2]

```
static Texture2D Crosstales.ExtensionMethods.CToTexture2D (  
    this WebCamTexture texture ) [static]
```

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

**Parameters**

|                |                           |
|----------------|---------------------------|
| <i>texture</i> | WebCamTexture to convert. |
|----------------|---------------------------|

**Returns**

Converted Texture2D.

**5.59.2.110 CToTGA()** [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToTGA (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a TGA byte-array.

**Parameters**

|               |                    |
|---------------|--------------------|
| <i>sprite</i> | Sprite to convert. |
|---------------|--------------------|

**Returns**

Converted Sprite as TGA byte-array.

**5.59.2.111 CToTGA()** [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToTGA (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Converts a Texture to a TGA byte-array.

**Parameters**

|                |                     |
|----------------|---------------------|
| <i>texture</i> | Texture to convert. |
|----------------|---------------------|

**Returns**

Converted Texture as TGA byte-array.

**5.59.2.112 CTToTitleCase()**

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

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

**Parameters**

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

**Returns**

Converted string in title case.

**5.59.2.113 CTVector3()** [1/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector3.

**Parameters**

|              |                            |
|--------------|----------------------------|
| <i>color</i> | Color-instance to convert. |
|--------------|----------------------------|

**Returns**

Vector3 from color.

**5.59.2.114 CTVector3()** [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector3.

## Parameters

|              |                            |
|--------------|----------------------------|
| <i>color</i> | Color-instance to convert. |
|--------------|----------------------------|

## Returns

Vector3 from color.

**5.59.2.115 CTVector3()** [3/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector3.

## Parameters

|              |                                 |
|--------------|---------------------------------|
| <i>angle</i> | Quaternion-instance to convert. |
|--------------|---------------------------------|

## Returns

Vector3 from Quaternion.

**5.59.2.116 CTVector4()** [1/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector4.

## Parameters

|              |                            |
|--------------|----------------------------|
| <i>color</i> | Color-instance to convert. |
|--------------|----------------------------|

## Returns

Vector4 from color.

**5.59.2.117 CTVector4()** [2/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector4.



## Parameters

|              |                            |
|--------------|----------------------------|
| <i>color</i> | Color-instance to convert. |
|--------------|----------------------------|

## Returns

Vector4 from color.

**5.59.2.118 CTVector4()** [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector4.

## Parameters

|              |                                 |
|--------------|---------------------------------|
| <i>angle</i> | Quaternion-instance to convert. |
|--------------|---------------------------------|

## Returns

Vector4 from Quaternion.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Extension↔  
Methods.cs

## 5.60 Crosstales.Common.Util.FileHelper Class Reference

Various helper functions for the file system.

### Static Public Member Functions

- static string [ValidatePath](#) (string path, bool addEndDelimiter=true, bool preserveFile=true)  
*Validates a given path and add missing slash.*
- static string [ValidateFile](#) (string path)  
*Validates a given file.*
- static bool [PathHasInvalidChars](#) (string path)  
*Checks a given path for invalid characters*
- static bool [FileHasInvalidChars](#) (string file)  
*Checks a given file for invalid characters*
- static string[] [GetFilesForName](#) (string path, bool isRecursive=false, params string[] filenames)  
*Find files inside a path.*

- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)  
*Find files inside a path.*
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)  
*Find directories inside.*
- static string[] [GetDrives](#) ()  
*Find all logical drives.*
- static void [CopyPath](#) (string sourcePath, string destPath, bool move=false)  
*Copy or move a directory.*
- static void [CopyFile](#) (string sourceFile, string destFile, bool move=false)  
*Copy or move a file.*
- static void [ShowPath](#) (string path)  
*Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms*
- static void [ShowFile](#) (string file)  
*Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms*
- static void [OpenFile](#) (string file)  
*Opens a file with the OS default application. NOTE: only works for standalone platforms*

## Properties

- static string [StreamingAssetsPath](#) [get]  
*Returns the path to the the "Streaming Assets".*

### 5.60.1 Detailed Description

Various helper functions for the file system.

### 5.60.2 Member Function Documentation

#### 5.60.2.1 CopyFile()

```
static void Crosstales.Common.Util.FileHelper.CopyFile (  
    string sourceFile,  
    string destFile,  
    bool move = false ) [static]
```

Copy or move a file.

#### Parameters

|                   |                                                      |
|-------------------|------------------------------------------------------|
| <i>sourceFile</i> | Source file path                                     |
| <i>destFile</i>   | Destination file path                                |
| <i>move</i>       | Move file instead of copy (default: false, optional) |

### 5.60.2.2 CopyPath()

```
static void Crosstales.Common.Util.FileHelper.CopyPath (
    string sourcePath,
    string destPath,
    bool move = false ) [static]
```

Copy or move a directory.

#### Parameters

|                   |                                                           |
|-------------------|-----------------------------------------------------------|
| <i>sourcePath</i> | Source directory path                                     |
| <i>destPath</i>   | Destination directory path                                |
| <i>move</i>       | Move directory instead of copy (default: false, optional) |

### 5.60.2.3 FileHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.FileHasInvalidChars (
    string file ) [static]
```

Checks a given file for invalid characters

#### Parameters

|             |                                      |
|-------------|--------------------------------------|
| <i>file</i> | File to check for invalid characters |
|-------------|--------------------------------------|

#### Returns

Returns true if the file contains invalid chars, otherwise it's false.

### 5.60.2.4 GetDirectories()

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

Find directories inside.

#### Parameters

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

**Returns**

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

**5.60.2.5 GetDrives()**

```
static string [] Crosstales.Common.Util.FileHelper.GetDrives ( ) [static]
```

Find all logical drives.

**Returns**

Returns array of the found drives. Zero length array when an error occurred.

**5.60.2.6 GetFiles()**

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

Find files inside a path.

**Parameters**

|                    |                                                       |
|--------------------|-------------------------------------------------------|
| <i>path</i>        | Path to find the files                                |
| <i>isRecursive</i> | Recursive search (default: false, optional)           |
| <i>extensions</i>  | Extensions for the file search, e.g. "png" (optional) |

**Returns**

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

**5.60.2.7 GetFilesForName()**

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
    string path,
    bool isRecursive = false,
    params string[] filenames ) [static]
```

Find files inside a path.

## Parameters

|                    |                                                            |
|--------------------|------------------------------------------------------------|
| <i>path</i>        | Path to find the files                                     |
| <i>isRecursive</i> | Recursive search (default: false, optional)                |
| <i>filenames</i>   | Filenames for the file search, e.g. "Image.png" (optional) |

## Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

### 5.60.2.8 OpenFile()

```
static void Crosstales.Common.Util.FileHelper.OpenFile (  
    string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

## Parameters

|             |           |
|-------------|-----------|
| <i>file</i> | File path |
|-------------|-----------|

### 5.60.2.9 PathHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.PathHasInvalidChars (  
    string path ) [static]
```

Checks a given path for invalid characters

## Parameters

|             |                                      |
|-------------|--------------------------------------|
| <i>path</i> | Path to check for invalid characters |
|-------------|--------------------------------------|

## Returns

Returns true if the path contains invalid chars, otherwise it's false.

### 5.60.2.10 ShowFile()

```
static void Crosstales.Common.Util.FileHelper.ShowFile (  
    string file ) [static]
```

Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms

### 5.60.2.11 ShowPath()

```
static void Crosstales.Common.Util.FileHelper.ShowPath (
    string path ) [static]
```

Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms

### 5.60.2.12 ValidateFile()

```
static string Crosstales.Common.Util.FileHelper.ValidateFile (
    string path ) [static]
```

Validates a given file.

#### Parameters

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

#### Returns

Valid file path

### 5.60.2.13 ValidatePath()

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

Validates a given path and add missing slash.

#### Parameters

|                        |                                                                |
|------------------------|----------------------------------------------------------------|
| <i>path</i>            | Path to validate                                               |
| <i>addEndDelimiter</i> | Add delimiter at the end of the path (optional, default: true) |
| <i>preserveFile</i>    | Preserves a given file in the path (optional, default: true)   |

#### Returns

Valid path

## 5.60.3 Property Documentation

### 5.60.3.1 StreamingAssetsPath

```
string Crosstales.Common.Util.FileHelper.StreamingAssetsPath [static], [get]
```

Returns the path to the the "Streaming Assets".

#### Returns

The path to the the "Streaming Assets".

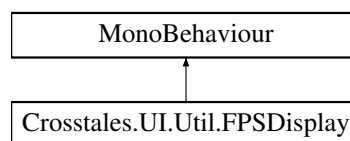
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/FileHelper.cs

## 5.61 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



### Public Attributes

- Text [FPS](#)  
*Text component to display the FPS.*
- int [FrameUpdate](#) = 5  
*Update every set frame (default: 5).*
- KeyCode [Key](#) = KeyCode.None

### 5.61.1 Detailed Description

Simple FPS-Counter.

### 5.61.2 Member Data Documentation

### 5.61.2.1 FPS

```
Text Crosstales.UI.Util.FPSDisplay.FPS
```

Text component to display the FPS.

### 5.61.2.2 FrameUpdate

```
int Crosstales.UI.Util.FPSDisplay.FrameUpdate = 5
```

Update every set frame (default: 5).

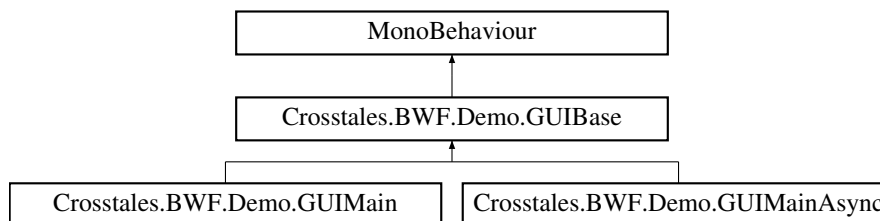
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Util/FPSDisplay.cs

## 5.62 Crosstales.BWF.Demo.GUIBase Class Reference

Base-class for "GUIMain" and "GUIMainAsync".

Inheritance diagram for Crosstales.BWF.Demo.GUIBase:



### Public Member Functions

- abstract void **Test** ()
- abstract void **Replace** ()
- void **TestChanged** (bool val)
- void **ReplaceChanged** (bool val)
- void **BadwordChanged** (bool val)
- void **DomainChanged** (bool val)
- void **CapitalizationChanged** (bool val)
- void **PunctuationChanged** (bool val)
- void **LeetChanged** (bool val)
- void **SimpleChanged** (bool val)
- void **FullscreenChanged** (bool val)
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()



## Public Attributes

- bool **AutoTest** = true
- bool **AutoReplace**
- bool **ReplaceLeet** = true
- bool **SimpleCheck** = true
- float **IntervalCheck** = 0.8f
- float **IntervalReplace** = 2.5f
- Color32 **GoodColor** = new Color32(0, 255, 0, 192)
- Color32 **BadColor** = new Color32(255, 0, 0, 192)
- [Crosstales.BWF.Model.Enum.ManagerMask](#) **BadwordManager** = Crosstales.BWF.Model.Enum.Manager↔Mask.BadWord
- [Crosstales.BWF.Model.Enum.ManagerMask](#) **DomManager** = Crosstales.BWF.Model.Enum.Manager↔Mask.Domain
- [Crosstales.BWF.Model.Enum.ManagerMask](#) **CapsManager** = Crosstales.BWF.Model.Enum.Manager↔Mask.Capitalization
- [Crosstales.BWF.Model.Enum.ManagerMask](#) **PuncManager** = Crosstales.BWF.Model.Enum.Manager↔Mask.Punctuation
- System.Collections.Generic.List< string > **Sources** = new System.Collections.Generic.List<string>(30)
- InputField **Text**
- Text **OutputText**
- Text **BadWordList**
- Text **BadWordCounter**
- Text **Name**
- Text **Version**
- Text **Scene**
- Toggle **TestEnabled**
- Toggle **ReplaceEnabled**
- Toggle **Badword**
- Toggle **Domain**
- Toggle **Capitalization**
- Toggle **Punctuation**
- InputField **BadwordReplaceChars**
- InputField **DomainReplaceChars**
- InputField **CapsTrigger**
- InputField **PuncTrigger**
- Toggle **LeetReplace**
- Toggle **SimpleCheckToggle**
- Image **BadWordListImage**

## Protected Member Functions

- virtual void **Start** ()

## Protected Attributes

- System.Collections.Generic.List< string > **badWords** = new System.Collections.Generic.List<string>()
- float **elapsedTimeCheck** = 0f
- float **elapsedTimeReplace** = 0f

### 5.62.1 Detailed Description

Base-class for "GUIMain" and "GUIMainAsync".

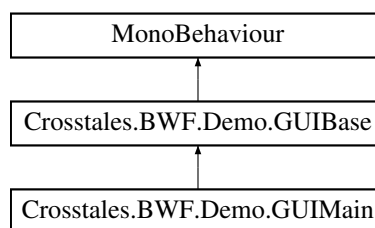
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstailes/BadWordFilter/Demos/Scripts/G↔UIBase.cs

## 5.63 Crosstailes.BWF.Demo.GUIMain Class Reference

Main GUI controller.

Inheritance diagram for Crosstailes.BWF.Demo.GUIMain:



### Public Member Functions

- override void **Test** ()
- override void **Replace** ()

### Additional Inherited Members

#### 5.63.1 Detailed Description

Main GUI controller.

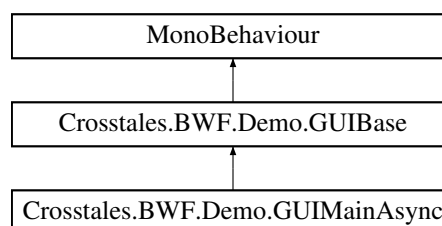
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstailes/BadWordFilter/Demos/Scripts/G↔UIMain.cs

## 5.64 Crosstailes.BWF.Demo.GUIMainAsync Class Reference

Main GUI controller for async calls.

Inheritance diagram for Crosstailes.BWF.Demo.GUIMainAsync:



## Public Member Functions

- override void **Test** ()
- override void **Replace** ()

## Protected Member Functions

- override void **Start** ()

## Additional Inherited Members

### 5.64.1 Detailed Description

Main GUI controller for async calls.

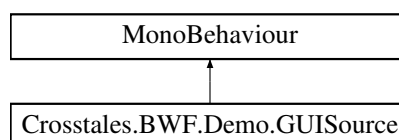
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/G↔UIMainAsync.cs

## 5.65 Crosstales.BWF.Demo.GUISource Class Reference

Generates a scrollable list of sources.

Inheritance diagram for Crosstales.BWF.Demo.GUISource:



## Public Attributes

- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- [GUIBase](#) **GuiMain**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)

### 5.65.1 Detailed Description

Generates a scrollable list of sources.

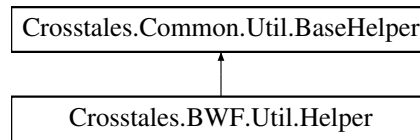
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/G↔UISource.cs

## 5.66 Crosstales.BWF.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.BWF.Util.Helper:



### Static Public Member Functions

- static void **CreateSource** ()

### Static Public Attributes

- static bool **isSupportedPlatform** => true  
*Checks if the current platform is supported.*

### Additional Inherited Members

#### 5.66.1 Detailed Description

Various helper functions.

#### 5.66.2 Member Data Documentation

##### 5.66.2.1 isSupportedPlatform

```
bool Crosstales.BWF.Util.Helper.isSupportedPlatform => true [static]
```

Checks if the current platform is supported.

#### Returns

True if the current platform is supported.

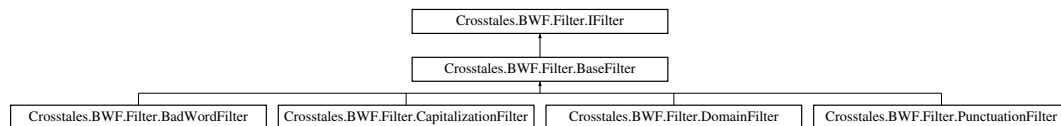
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Util/Helper.↔  
CS

## 5.67 Crosstales.BWF.Filter.IFilter Interface Reference

Interface for all filters.

Inheritance diagram for Crosstales.BWF.Filter.IFilter:



### Public Member Functions

- bool [Contains](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)  
*Searches and replaces all bad words in a text.*
- string [Mark](#) (string text, bool replace=false, string prefix="<b><color=red>", string postfix="</color></b>", params string[] sourceNames)  
*Marks the text with a prefix and postfix.*
- string [Unmark](#) (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*

### Properties

- System.Collections.Generic.List< [Crosstales.BWF.Data.Source](#) > [Sources](#) [get]  
*All sources of the current filter.*
- bool [isReady](#) [get]  
*Checks the readiness status of the current filter.*

### 5.67.1 Detailed Description

Interface for all filters.

### 5.67.2 Member Function Documentation

#### 5.67.2.1 Contains()

```
bool Crosstales.BWF.Filter.IFilter.Contains (
    string text,
    params string[] sourceNames )
```

Searches for bad words in a text.

## Parameters

|                    |                                             |
|--------------------|---------------------------------------------|
| <i>text</i>        | Text to check                               |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional) |

## Returns

True if a match was found

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.BaseFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.PunctuationFilter](#).

### 5.67.2.2 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Filter.IFilter.GetAll (
    string text,
    params string[] sourceNames )
```

Searches for bad words in a text.

## Parameters

|                    |                                             |
|--------------------|---------------------------------------------|
| <i>text</i>        | Text to check                               |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional) |

## Returns

List with all the matches

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), [Crosstales.BWF.Filter.PunctuationFilter](#), and [Crosstales.BWF.Filter.BaseFilter](#).

### 5.67.2.3 Mark()

```
string Crosstales.BWF.Filter.IFilter.Mark (
    string text,
    bool replace = false,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>",
    params string[] sourceNames )
```

Marks the text with a prefix and postfix.

## Parameters

|                    |                                                                    |
|--------------------|--------------------------------------------------------------------|
| <i>text</i>        | Text containing bad words                                          |
| <i>replace</i>     | Replace the bad words (default: false, optional)                   |
| <i>prefix</i>      | Prefix for every found bad word (default: bold and red, optional)  |
| <i>postfix</i>     | Postfix for every found bad word (default: bold and red, optional) |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)                        |

**Returns**

Text with marked domains

Implemented in [Crosstales.BWF.Filter.BaseFilter](#).

**5.67.2.4 ReplaceAll()**

```
string Crosstales.BWF.Filter.IFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames )
```

Searches and replaces all bad words in a text.

**Parameters**

|                    |                                                |
|--------------------|------------------------------------------------|
| <i>text</i>        | Text to check                                  |
| <i>markOnly</i>    | Only mark the words (default: false, optional) |
| <i>prefix</i>      | Prefix for every found bad word (optional)     |
| <i>postfix</i>     | Postfix for every found bad word (optional)    |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)    |

**Returns**

Clean text

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.PunctuationFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.BaseFilter](#).

**5.67.2.5 Unmark()**

```
string Crosstales.BWF.Filter.IFilter.Unmark (
    string text,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" )
```

Unmarks the text with a prefix and postfix.

**Parameters**

|                |                                             |
|----------------|---------------------------------------------|
| <i>text</i>    | Text with marked bad words                  |
| <i>prefix</i>  | Prefix for every found bad word (optional)  |
| <i>postfix</i> | Postfix for every found bad word (optional) |

**Returns**

Text with marked bad words

Implemented in [Crosstales.BWF.Filter.BaseFilter](#).

### 5.67.3 Property Documentation

#### 5.67.3.1 isReady

```
bool Crosstales.BWF.Filter.IFilter.isReady [get]
```

Checks the readiness status of the current filter.

**Returns**

True if the filter is ready.

#### 5.67.3.2 Sources

```
System.Collections.Generic.List<Crosstales.BWF.Data.Source> Crosstales.BWF.Filter.IFilter.Sources [get]
```

All sources of the current filter.

**Returns**

List with all sources for the current filter

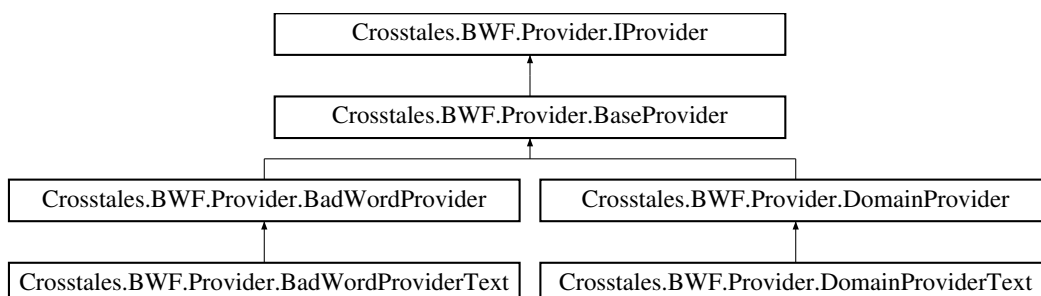
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/I↔Filter.cs

## 5.68 Crosstales.BWF.Provider.IProvider Interface Reference

Interface for all providers.

Inheritance diagram for Crosstales.BWF.Provider.IProvider:





## Public Member Functions

- void [Load](#) ()  
*Loads all sources.*
- void [Save](#) ()  
*Saves all sources.*

## Properties

- bool [isReady](#) [get, set]  
*Checks the readiness status of the provider.*

### 5.68.1 Detailed Description

Interface for all providers.

### 5.68.2 Member Function Documentation

#### 5.68.2.1 Load()

```
void Crosstales.BWF.Provider.IProvider.Load ( )
```

Loads all sources.

Implemented in [Crosstales.BWF.Provider.BaseProvider](#), [Crosstales.BWF.Provider.BadWordProvider](#), [Crosstales.BWF.Provider.DomainProvider](#), [Crosstales.BWF.Provider.BadWordProviderText](#), and [Crosstales.BWF.Provider.DomainProviderText](#).

#### 5.68.2.2 Save()

```
void Crosstales.BWF.Provider.IProvider.Save ( )
```

Saves all sources.

Implemented in [Crosstales.BWF.Provider.BaseProvider](#), [Crosstales.BWF.Provider.BadWordProviderText](#), and [Crosstales.BWF.Provider.DomainProviderText](#).

### 5.68.3 Property Documentation

### 5.68.3.1 isReady

```
bool Crosstales.BWF.Provider.IProvider.isReady [get], [set]
```

Checks the readiness status of the provider.

#### Returns

True if the provider is ready.

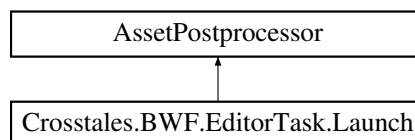
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/I↔Provider.cs

## 5.69 Crosstales.BWF.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.BWF.EditorTask.Launch:



### Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] moved↔Assets, string[] movedFromAssetPaths)

### 5.69.1 Detailed Description

Show the configuration window on the first launch.

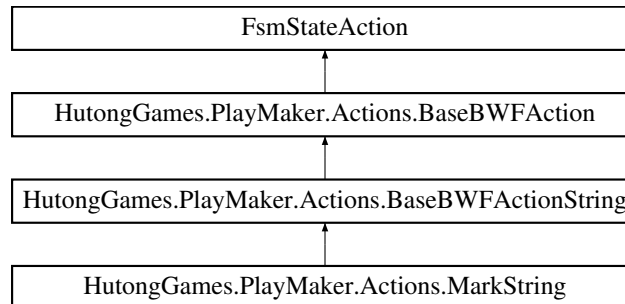
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↔Task/Launch.cs

## 5.70 HutongGames.PlayMaker.Actions.MarkString Class Reference

Mark-action for strings in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkString:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

### Additional Inherited Members

#### 5.70.1 Detailed Description

Mark-action for strings in [PlayMaker](#).

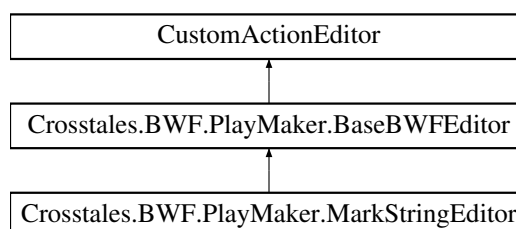
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/MarkString.cs

## 5.71 Crosstales.BWF.PlayMaker.MarkStringEditor Class Reference

Custom editor for the MarkString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkStringEditor:



## Additional Inherited Members

### 5.71.1 Detailed Description

Custom editor for the MarkString-action.

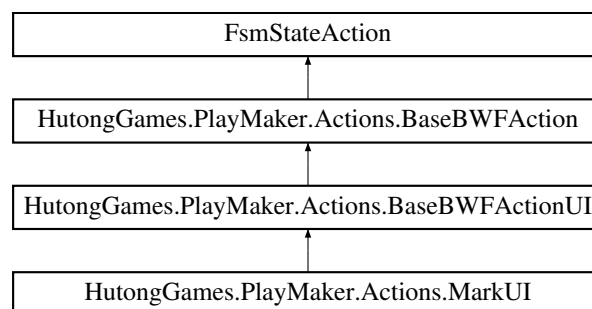
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstailes/BadWordFilter/3rd party/PlayMaker/Scripts/Editor/MarkStringEditor.cs

## 5.72 HutongGames.PlayMaker.Actions.MarkUI Class Reference

Mark-action for UI-elements in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkUI:



## Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

## Additional Inherited Members

### 5.72.1 Detailed Description

Mark-action for UI-elements in [PlayMaker](#).

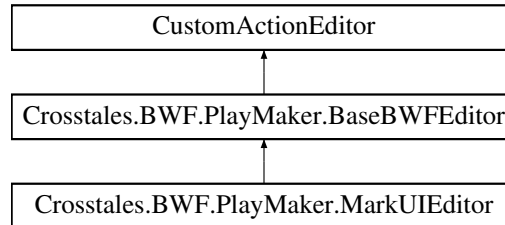
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstailes/BadWordFilter/3rd party/PlayMaker/Scripts/MarkUI.cs

## 5.73 Crosstales.BWF.PlayMaker.MarkUIEditor Class Reference

Custom editor for the MarkUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkUIEditor:



### Additional Inherited Members

#### 5.73.1 Detailed Description

Custom editor for the MarkUI-action.

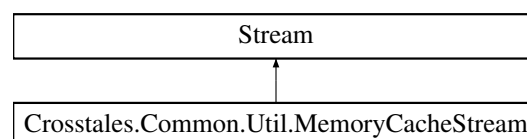
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/Editor/MarkUIEditor.cs

## 5.74 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



### Public Member Functions

- [MemoryCacheStream](#) (int cacheSize=64 \*Crosstales.Common.Util.BaseConstants.FACTOR\_KB, int maxCacheSize=64 \*Crosstales.Common.Util.BaseConstants.FACTOR\_MB)  
*Constructor with a specified cache size.*
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[] buffer, int offset, int count)
- override void **Write** (byte[] buffer, int offset, int count)

## Public Attributes

- override bool [CanRead](#) => true  
*Gets a flag flag that indicates if the stream is readable (always true).*
- override bool [CanSeek](#) => true  
*Gets a flag flag that indicates if the stream is seekable (always true).*
- override bool [CanWrite](#) => true  
*Gets a flag flag that indicates if the stream is seekable (always true).*
- override long [Length](#) => length  
*Gets the current stream length.*

## Properties

- override long [Position](#) [get, set]  
*Gets or sets the current stream position.*

### 5.74.1 Detailed Description

Memory cache stream.

### 5.74.2 Constructor & Destructor Documentation

#### 5.74.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
    int cacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR\_KB,
    int maxCacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR\_MB )
```

Constructor with a specified cache size.

#### Parameters

|                     |                                            |
|---------------------|--------------------------------------------|
| <i>cacheSize</i>    | Cache size of the stream in bytes.         |
| <i>maxCacheSize</i> | Maximum cache size of the stream in bytes. |

### 5.74.3 Member Data Documentation

#### 5.74.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

#### 5.74.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

#### 5.74.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

#### 5.74.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => length
```

Gets the current stream length.

### 5.74.4 Property Documentation

#### 5.74.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position [get], [set]
```

Gets or sets the current stream position.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/MemoryCacheStream.cs

## 5.75 Crosstales.Common.Util.NetworkHelper Class Reference

Base for various helper functions for networking.

## Static Public Member Functions

- static bool [OpenURL](#) (string url)  
*Opens the given URL with the file explorer or browser.*
- static bool [RemoteCertificateValidationCallback](#) (object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)  
*HTTPS-certification callback.*
- static string [ValidURLFromFilePath](#) (string path)  
*Validates a given file.*
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)  
*Cleans a given URL.*
- static bool [IsValidURL](#) (string url)  
*Checks if the URL is valid.*
- static string [GetIP](#) (string host)  
*Returns the IP of a given host name.*

## Static Protected Attributes

- const string **file\_prefix** = "file://"
- const string **content\_prefix** = "content://"

## Properties

- static bool [isInternetAvailable](#) [get]  
*Checks if an Internet connection is available.*

### 5.75.1 Detailed Description

Base for various helper functions for networking.

### 5.75.2 Member Function Documentation

#### 5.75.2.1 CleanUrl()

```
static string Crosstales.Common.Util.NetworkHelper.CleanUrl (
    string url,
    bool removeProtocol = true,
    bool removeWWW = true,
    bool removeSlash = true ) [static]
```

Cleans a given URL.



## Parameters

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

## Returns

Clean URL

### 5.75.2.2 GetIP()

```
static string Crosstales.Common.Util.NetworkHelper.GetIP (  
    string host ) [static]
```

Returns the IP of a given host name.

## Parameters

|             |           |
|-------------|-----------|
| <i>host</i> | Host name |
|-------------|-----------|

## Returns

IP of a given host name.

### 5.75.2.3 isValidURL()

```
static bool Crosstales.Common.Util.NetworkHelper.isValidURL (  
    string url ) [static]
```

Checks if the URL is valid.

## Parameters

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

## Returns

True if the URL is valid.

#### 5.75.2.4 OpenURL()

```
static bool Crosstales.Common.Util.NetworkHelper.OpenURL (
    string url ) [static]
```

Opens the given URL with the file explorer or browser.

##### Parameters

|            |             |
|------------|-------------|
| <i>url</i> | URL to open |
|------------|-------------|

##### Returns

True if the URL was valid.

#### 5.75.2.5 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.NetworkHelper.RemoteCertificateValidationCallback (
    object sender,
    System.Security.Cryptography.X509Certificates.X509Certificate certificate,
    System.Security.Cryptography.X509Certificates.X509Chain chain,
    System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]
```

HTTPS-certification callback.

#### 5.75.2.6 ValidURLFromFilePath()

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

Validates a given file.

##### Parameters

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

##### Returns

Valid file path

### 5.75.3 Property Documentation

### 5.75.3.1 isInternetAvailable

```
bool Crosstales.Common.Util.NetworkHelper.isInternetAvailable [static], [get]
```

Checks if an Internet connection is available.

#### Returns

True if an Internet connection is available.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/Network↔  
Helper.cs

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

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

### 5.76.1 Detailed Description

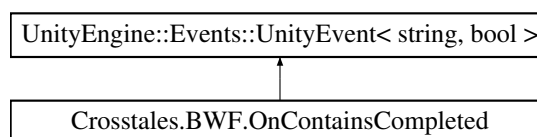
Checks if a 'Happy new year'-message must be displayed.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/NY↔  
Check.cs

## 5.77 Crosstales.BWF.OnContainsCompleted Class Reference

Inheritance diagram for Crosstales.BWF.OnContainsCompleted:

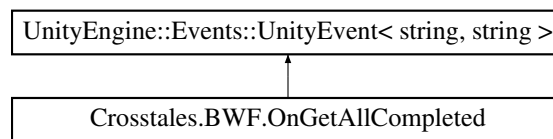


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Delegates.↔  
cs

## 5.78 Crosstales.BWF.OnGetAllCompleted Class Reference

Inheritance diagram for Crosstales.BWF.OnGetAllCompleted:

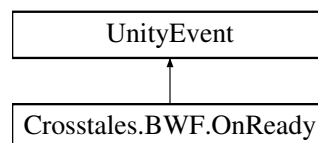


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Delegates.↔  
cs

## 5.79 Crosstales.BWF.OnReady Class Reference

Inheritance diagram for Crosstales.BWF.OnReady:

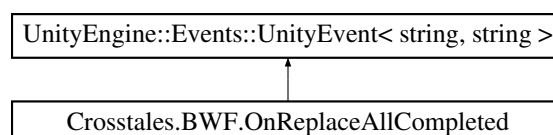


The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Delegates.↔  
cs

## 5.80 Crosstales.BWF.OnReplaceAllCompleted Class Reference

Inheritance diagram for Crosstales.BWF.OnReplaceAllCompleted:



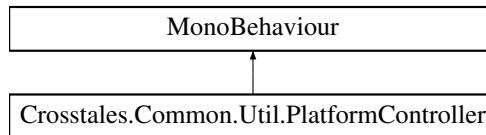
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Delegates.↔  
cs

## 5.81 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects and scripts for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



### Public Attributes

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

### Protected Member Functions

- virtual void **Awake** ()
- void **selectPlatform** ()
- void **activateGameObjects** ()
- void **activateScripts** ()

### Protected Attributes

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

#### 5.81.1 Detailed Description

Enables or disable game objects and scripts for a given platform.

#### 5.81.2 Member Data Documentation

##### 5.81.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

*summary> Selected objects for the controller.*

### 5.81.2.2 Objects

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

summary>Selected scripts for the controller.

### 5.81.2.3 Platforms

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

Selected platforms for the controller.

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

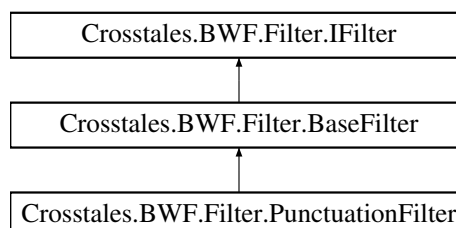
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/PlatformController/Scripts/PlatformController.cs

## 5.82 Crosstales.BWF.Filter.PunctuationFilter Class Reference

[Filter](#) for excessive punctuation. The class can also replace all punctuations inside a string.

Inheritance diagram for Crosstales.BWF.Filter.PunctuationFilter:



### Public Member Functions

- [PunctuationFilter](#) (int punctuationCharacterNumber=3, bool disableOrdering=false)  
*Instantiate the class.*
- override bool [Contains](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- override System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- override string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)  
*Searches and replaces all bad words in a text.*

## Public Attributes

- override bool `isReady` => true  
*Checks the readiness status of the filter.*

## Properties

- System.Text.RegularExpressions.Regex `RegularExpression` [get]  
*RegEx to find excessive punctuation.*
- int?? `CharacterNumber` [get, set]  
*Defines the number of allowed punctuations in a row.*

## Additional Inherited Members

### 5.82.1 Detailed Description

`Filter` for excessive punctuation. The class can also replace all punctuations inside a string.

### 5.82.2 Constructor & Destructor Documentation

#### 5.82.2.1 PunctuationFilter()

```
Crosstales.BWF.Filter.PunctuationFilter.PunctuationFilter (
    int punctuationCharacterNumber = 3,
    bool disableOrdering = false )
```

Instantiate the class.

#### Parameters

|                                         |                                                                             |
|-----------------------------------------|-----------------------------------------------------------------------------|
| <code>punctuationCharacterNumber</code> | Defines the number of allowed punctuations in a row (default: 3, optional). |
| <code>disableOrdering</code>            | Disables the ordering of the 'GetAll'-method (default: false, optional).    |

### 5.82.3 Member Function Documentation

#### 5.82.3.1 Contains()

```
override bool Crosstales.BWF.Filter.PunctuationFilter.Contains (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

## Parameters

|                    |                                             |
|--------------------|---------------------------------------------|
| <i>text</i>        | Text to check                               |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional) |

## Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

### 5.82.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.PunctuationFilter.GetAll (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

## Parameters

|                    |                                             |
|--------------------|---------------------------------------------|
| <i>text</i>        | Text to check                               |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional) |

## Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

### 5.82.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.PunctuationFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [virtual]
```

Searches and replaces all bad words in a text.

## Parameters

|                    |                                                |
|--------------------|------------------------------------------------|
| <i>text</i>        | Text to check                                  |
| <i>markOnly</i>    | Only mark the words (default: false, optional) |
| <i>prefix</i>      | Prefix for every found bad word (optional)     |
| <i>postfix</i>     | Postfix for every found bad word (optional)    |
| <i>sourceNames</i> | Relevant sources (e.g. "english", optional)    |



#### Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

## 5.82.4 Member Data Documentation

### 5.82.4.1 isReady

```
override bool Crosstales.BWF.Filter.PunctuationFilter.isReady => true
```

Checks the readiness status of the filter.

#### Returns

True if the filter is ready.

## 5.82.5 Property Documentation

### 5.82.5.1 CharacterNumber

```
int?? Crosstales.BWF.Filter.PunctuationFilter.CharacterNumber [get], [set]
```

Defines the number of allowed punctuations in a row.

### 5.82.5.2 RegularExpression

```
System.Text.RegularExpressions.Regex Crosstales.BWF.Filter.PunctuationFilter.RegularExpression  
[get]
```

RegEx to find excessive punctuation.

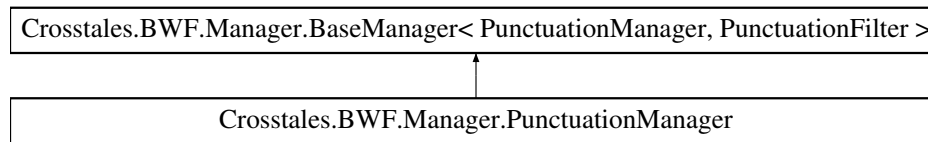
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/Punctuation↵  
Filter.cs

## 5.83 Crosstales.BWF.Manager.PunctuationManager Class Reference

[Manager](#) for excessive punctuation.

Inheritance diagram for Crosstales.BWF.Manager.PunctuationManager:



### Public Member Functions

- void [Load](#) ()  
*Loads the current filter with all settings from this object.*
- bool [Contains](#) (string text)  
*Searches for excessive punctuations in a text.*
- void [ContainsAsync](#) (string text)  
*Searches asynchronously for excessive punctuations in a text. Use the "OnContainsComplete"-callback to get the result.*
- System.Collections.Generic.List< string > [GetAll](#) (string text)  
*Searches for excessive punctuations in a text.*
- void [GetAllAsync](#) (string text)  
*Searches asynchronously for excessive punctuations in a text. Use the "OnGetAllComplete"-callback to get the result.*
- string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="")  
*Searches and replaces all excessive punctuations in a text.*
- void [ReplaceAllAsync](#) (string text, bool markOnly=false, string prefix="", string postfix="")  
*Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.*
- string [Mark](#) (string text, bool replace=false, string prefix="<b><color=red>", string postfix="</color></b>")  
*Marks the text with a prefix and postfix.*

### Static Public Member Functions

- static void [ResetObject](#) ()  
*Resets this object.*

### Public Attributes

- [Crosstales.BWF.OnContainsCompleted](#) **OnContainsCompleted**
- [Crosstales.BWF.OnGetAllCompleted](#) **OnGetAllCompleted**
- [Crosstales.BWF.OnReplaceAllCompleted](#) **OnReplaceAllCompleted**

### Protected Member Functions

- override void **Awake** ()
- override void **OnApplicationQuit** ()

## Protected Attributes

- override [Crosstales.BWF.OnContainsCompleted](#) **onContainsCompleted** => [OnContainsCompleted](#)
- override [Crosstales.BWF.OnGetAllCompleted](#) **onGetAllCompleted** => [OnGetAllCompleted](#)
- override [Crosstales.BWF.OnReplaceAllCompleted](#) **onReplaceAllCompleted** => [OnReplaceAllCompleted](#)

## Properties

- int???? [PunctuationCharsNumber](#) [get, set]  
*Defines the number of allowed punctuation letters in a row (default: 3).*

## Additional Inherited Members

### 5.83.1 Detailed Description

[Manager](#) for excessive punctuation.

### 5.83.2 Member Function Documentation

#### 5.83.2.1 Contains()

```
bool Crosstales.BWF.Manager.PunctuationManager.Contains (
    string text )
```

Searches for excessive punctuations in a text.

##### Parameters

|             |               |
|-------------|---------------|
| <i>text</i> | Text to check |
|-------------|---------------|

##### Returns

True if a match was found

#### 5.83.2.2 ContainsAsync()

```
void Crosstales.BWF.Manager.PunctuationManager.ContainsAsync (
    string text )
```

Searches asynchronously for excessive punctuations in a text. Use the "OnContainsComplete"-callback to get the result.

## Parameters

|             |               |
|-------------|---------------|
| <i>text</i> | Text to check |
|-------------|---------------|

**5.83.2.3 GetAll()**

```
System.Collections.Generic.List<string> Crosstales.BWF.Manager.PunctuationManager.GetAll (
    string text )
```

Searches for excessive punctuations in a text.

## Parameters

|             |               |
|-------------|---------------|
| <i>text</i> | Text to check |
|-------------|---------------|

## Returns

List with all the matches

**5.83.2.4 GetAllAsync()**

```
void Crosstales.BWF.Manager.PunctuationManager.GetAllAsync (
    string text )
```

Searches asynchronously for excessive punctuations in a text. Use the "OnGetAllComplete"-callback to get the result.

## Parameters

|             |               |
|-------------|---------------|
| <i>text</i> | Text to check |
|-------------|---------------|

**5.83.2.5 Load()**

```
void Crosstales.BWF.Manager.PunctuationManager.Load ( )
```

Loads the current filter with all settings from this object.

### 5.83.2.6 Mark()

```
string Crosstales.BWF.Manager.PunctuationManager.Mark (
    string text,
    bool replace = false,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" )
```

Marks the text with a prefix and postfix.

#### Parameters

|                |                                                                       |
|----------------|-----------------------------------------------------------------------|
| <i>text</i>    | Text containing excessive punctuations                                |
| <i>replace</i> | Replace the excessive punctuations (default: false, optional)         |
| <i>prefix</i>  | Prefix for every found punctuation (default: bold and red, optional)  |
| <i>postfix</i> | Postfix for every found punctuation (default: bold and red, optional) |

#### Returns

Text with marked excessive punctuations

### 5.83.2.7 ReplaceAll()

```
string Crosstales.BWF.Manager.PunctuationManager.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "" )
```

Searches and replaces all excessive punctuations in a text.

#### Parameters

|                 |                                                |
|-----------------|------------------------------------------------|
| <i>text</i>     | Text to check                                  |
| <i>markOnly</i> | Only mark the words (default: false, optional) |
| <i>prefix</i>   | Prefix for every found punctuation (optional)  |
| <i>postfix</i>  | Postfix for every found punctuation (optional) |

#### Returns

Clean text

### 5.83.2.8 ReplaceAllAsync()

```
void Crosstales.BWF.Manager.PunctuationManager.ReplaceAllAsync (
    string text,
```

```
bool markOnly = false,
string prefix = "",
string postfix = "" )
```

Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.

#### Parameters

|                 |                                                |
|-----------------|------------------------------------------------|
| <i>text</i>     | Text to check                                  |
| <i>markOnly</i> | Only mark the words (default: false, optional) |
| <i>prefix</i>   | Prefix for every found punctuation (optional)  |
| <i>postfix</i>  | Postfix for every found punctuation (optional) |

#### 5.83.2.9 ResetObject()

```
static void Crosstales.BWF.Manager.PunctuationManager.ResetObject ( ) [static]
```

Resets this object.

### 5.83.3 Property Documentation

#### 5.83.3.1 PunctuationCharsNumber

```
int???? Crosstales.BWF.Manager.PunctuationManager.PunctuationCharsNumber [get], [set]
```

Defines the number of allowed punctuation letters in a row (default: 3).

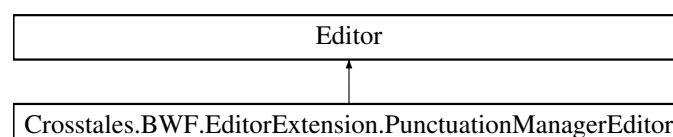
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/PunctuationManager.cs

## 5.84 Crosstales.BWF.EditorExtension.PunctuationManagerEditor Class Reference

Custom editor for the 'PunctuationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.PunctuationManagerEditor:



## Public Member Functions

- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

### 5.84.1 Detailed Description

Custom editor for the 'PunctuationManager'-class.

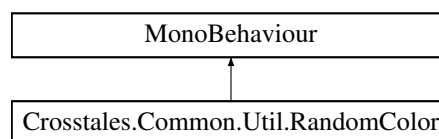
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↵  
Extension/PunctuationManagerEditor.cs

## 5.85 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



## Public Attributes

- bool **UseInterval** = true  
*Use intervals to change the color (default: true).*
- Vector2 **ChangeInterval** = new Vector2(5, 10)  
*summary> Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).*
- Vector2 **HueRange** = new Vector2(0f, 1f)  
*summary> Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).*
- Vector2 **SaturationRange** = new Vector2(1f, 1f)  
*summary> Random value range between min (= x) and max (= y) (default: x = 1, y = 1).*
- Vector2 **ValueRange** = new Vector2(1f, 1f)  
*summary> Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).*
- Vector2 **AlphaRange** = new Vector2(1f, 1f)  
*summary> Use gray scale colors (default: false).*
- bool **GrayScale**  
*summary> Modify the color of a material instead of the Renderer (default: not set, optional).*
- Material **Material**  
*summary> Set the object to a random color at Start (default: false).*
- bool **RandomColorAtStart**

## 5.85.1 Detailed Description

Random color changer.

## 5.85.2 Member Data Documentation

### 5.85.2.1 AlphaRange

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

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

### 5.85.2.2 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

### 5.85.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

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

### 5.85.2.4 HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

### 5.85.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

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



### 5.85.2.6 SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

### 5.85.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

### 5.85.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

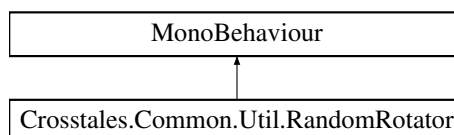
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/Random/↵ Scripts/RandomColor.cs

## 5.86 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



### Public Attributes

- bool **UseInterval** = true  
*Use intervals to change the rotation (default: true).*
- Vector2 **ChangeInterval** = new Vector2(10, 20)  
*summary>Minimum rotation speed per axis (default: 5 for all axis).*
- Vector3 **SpeedMin** = new Vector3(5, 5, 5)  
*summary>Maximum rotation speed per axis (default: 15 for all axis).*
- Vector3 **SpeedMax** = new Vector3(15, 15, 15)  
*summary>Set the object to a random rotation at Start (default: false).*
- bool **RandomRotationAtStart**  
*summary>Random change interval per axis (default: true).*
- bool **RandomChangeIntervalPerAxis** = true  
*summary>Random direction per axis (default: true).*
- bool **RandomDirectionPerAxis** = true

### 5.86.1 Detailed Description

Random rotation changer.

### 5.86.2 Member Data Documentation

#### 5.86.2.1 ChangeInterval

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

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

#### 5.86.2.2 RandomChangeIntervalPerAxis

```
bool Crosstales.Common.Util.RandomRotator.RandomChangeIntervalPerAxis = true
```

summary>Random direction per axis (default: true).

#### 5.86.2.3 RandomRotationAtStart

```
bool Crosstales.Common.Util.RandomRotator.RandomRotationAtStart
```

summary>Random change interval per axis (default: true).

#### 5.86.2.4 SpeedMax

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

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

#### 5.86.2.5 SpeedMin

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

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

### 5.86.2.6 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary> Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

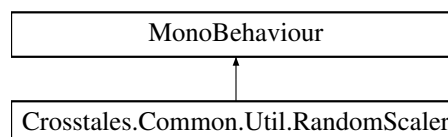
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPPro/BWFPPro/Assets/Plugins/crosstales/Common/Extras/Random/↵ Scripts/RandomRotator.cs

## 5.87 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



### Public Attributes

- bool **UseInterval** = true  
Use intervals to change the scale (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)  
summary> Minimum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)  
summary> Maximum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)  
summary> Uniform scaling for all axis (x-axis values will be used, default: true).
- bool **Uniform** = true  
summary> Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart**

### 5.87.1 Detailed Description

Random scale changer.

### 5.87.2 Member Data Documentation

### 5.87.2.1 ChangeInterval

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

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

### 5.87.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

### 5.87.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

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

### 5.87.2.4 Uniform

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

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

### 5.87.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

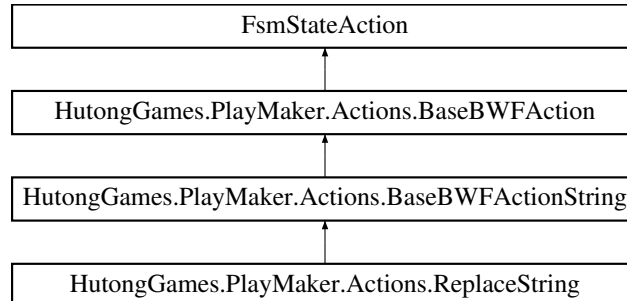
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/Random/Scripts/RandomScaler.cs

## 5.88 HutongGames.PlayMaker.Actions.ReplaceString Class Reference

Replace-action for strings in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceString:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

### Public Attributes

- FsmBool [ReplaceInput](#) = true  
*Replace the input text with the replaced string (default: true).*

### Additional Inherited Members

#### 5.88.1 Detailed Description

Replace-action for strings in [PlayMaker](#).

#### 5.88.2 Member Data Documentation

##### 5.88.2.1 ReplaceInput

```
FsmBool HutongGames.PlayMaker.Actions.ReplaceString.ReplaceInput = true
```

Replace the input text with the replaced string (default: true).

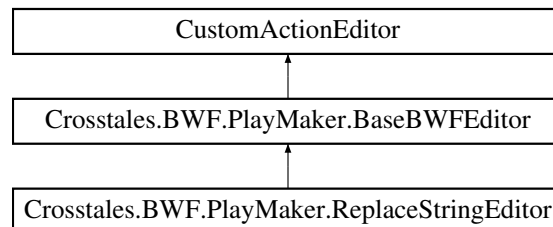
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ReplaceString.cs

## 5.89 Crosstales.BWF.PlayMaker.ReplaceStringEditor Class Reference

Custom editor for the ReplaceString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceStringEditor:



### Additional Inherited Members

#### 5.89.1 Detailed Description

Custom editor for the ReplaceString-action.

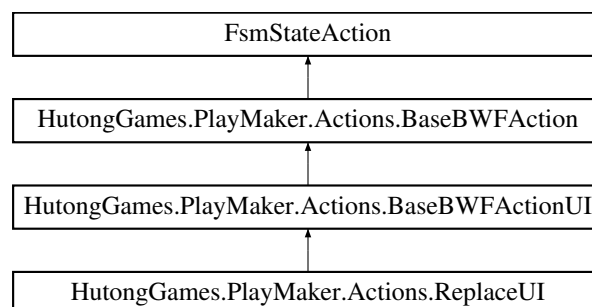
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/Editor/ReplaceStringEditor.cs

## 5.90 HutongGames.PlayMaker.Actions.ReplaceUI Class Reference

Replace-action for UI-elements in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceUI:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

## Public Attributes

- FsmBool [ReplaceInput](#) = true  
*Replace the input text with the replaced string (default: true).*

## Additional Inherited Members

### 5.90.1 Detailed Description

Replace-action for UI-elements in [PlayMaker](#).

### 5.90.2 Member Data Documentation

#### 5.90.2.1 ReplaceInput

```
FsmBool HutongGames.PlayMaker.Actions.ReplaceUI.ReplaceInput = true
```

Replace the input text with the replaced string (default: true).

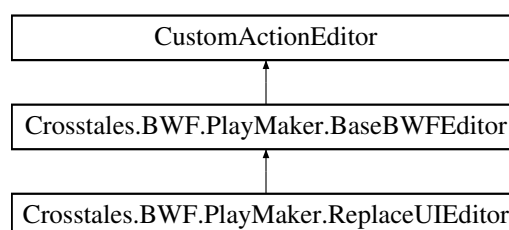
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ReplaceUI.cs

## 5.91 Crosstales.BWF.PlayMaker.ReplaceUIEditor Class Reference

Custom editor for the ReplaceUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceUIEditor:



## Additional Inherited Members

### 5.91.1 Detailed Description

Custom editor for the ReplaceUI-action.

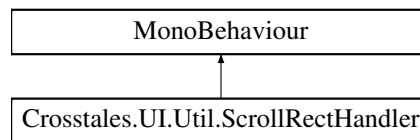
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/Editor/ReplaceUIEditor.cs

## 5.92 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



### Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

### 5.92.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/↔ Util/ScrollRectHandler.cs

## 5.93 Crosstales.BWF.Util.SetupProject Class Reference

Setup the project to use [BWF](#).

### 5.93.1 Detailed Description

Setup the project to use [BWF](#).

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

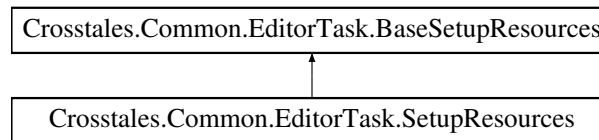
- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Util/Setup↔ Project.cs



## 5.94 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



### Static Public Member Functions

- static void **Setup** ()

### Additional Inherited Members

#### 5.94.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

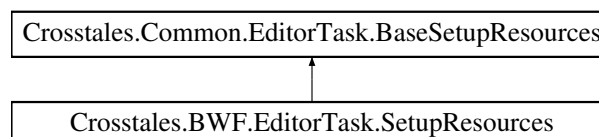
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/SetupResources.cs

## 5.95 Crosstales.BWF.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.BWF.EditorTask.SetupResources:



### Static Public Member Functions

- static void **Setup** ()

## Additional Inherited Members

### 5.95.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

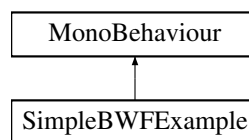
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstailes/BadWordFilter/Scripts/Editor/↔ Task/SetupResources.cs

## 5.96 SimpleBWFXMLExample Class Reference

Simple example to demonstrate the basic usage of BWF.

Inheritance diagram for SimpleBWFXMLExample:



### Public Member Functions

- void **Replace** ()

### Public Attributes

- InputField **Input**
- Text **Output**

### 5.96.1 Detailed Description

Simple example to demonstrate the basic usage of BWF.

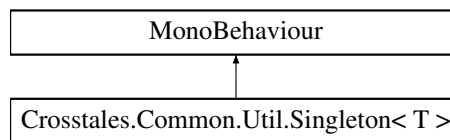
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstailes/BadWordFilter/Demos/Scripts/Simple↔ BWFXMLExample.cs

## 5.97 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:



### Static Public Member Functions

- static void [CreateInstance](#) (bool searchExistingGameObject=true, bool deleteExistingInstance=false)  
*Creates an instance of this object.*
- static void [DeleteInstance](#) ()  
*Deletes the instance of this object.*

### Static Public Attributes

- static string [PrefabPath](#)  
*Fully qualified prefab path.*
- static string [GameObjectName](#) = typeof(T).Name  
*Name of the gameobject in the scene.*

### Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnDestroy** ()
- virtual void **OnApplicationQuit** ()

### Static Protected Attributes

- static T **instance**

### Properties

- static T [Instance](#) [get, protected set]  
*Returns the singleton instance of this class.*
- bool [DontDestroy](#) [get, set]  
*Don't destroy gameobject during scene switches.*

### 5.97.1 Detailed Description

Base-class for all singletons.

#### Type Constraints

*T*: [Singleton](#)< *T* >

### 5.97.2 Member Function Documentation

#### 5.97.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (
    bool searchExistingGameObject = true,
    bool deleteExistingInstance = false ) [static]
```

Creates an instance of this object.

#### Parameters

|                                 |                                                                          |
|---------------------------------|--------------------------------------------------------------------------|
| <i>searchExistingGameObject</i> | Search for existing GameObjects of this object (default: true, optional) |
| <i>deleteExistingInstance</i>   | Delete existing instance of this object (default: false, optional)       |

#### 5.97.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( ) [static]
```

Deletes the instance of this object.

### 5.97.3 Member Data Documentation

#### 5.97.3.1 GameObjectName

```
string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name [static]
```

Name of the gameobject in the scene.

### 5.97.3.2 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath [static]
```

Fully qualified prefab path.

## 5.97.4 Property Documentation

### 5.97.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

### 5.97.4.2 Instance

```
T Crosstales.Common.Util.Singleton< T >.Instance [static], [get], [protected set]
```

Returns the singleton instance of this class.

Returns

[Singleton](#) instance of this class.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.cs

## 5.98 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

### Properties

- static bool **isQuitting** = false [get, set]

### 5.98.1 Detailed Description

Helper-class for singletons.

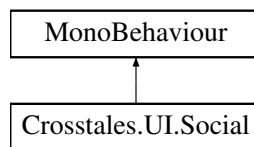
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.cs

## 5.99 Crosstales.UI.Social Class Reference

[Crosstales](#) social media links.

Inheritance diagram for Crosstales.UI.Social:



### Public Member Functions

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

### 5.99.1 Detailed Description

[Crosstales](#) social media links.

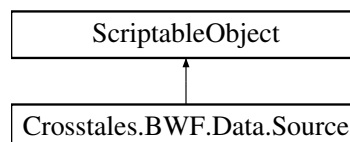
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Social.↔  
cs

## 5.100 Crosstales.BWF.Data.Source Class Reference

[Data](#) definition of a source.

Inheritance diagram for Crosstales.BWF.Data.Source:



### Public Member Functions

- override string **Tostring** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

## Properties

- string [SourceName](#) [get, set]  
*Name of the source.*
- string [Culture](#) [get, set]  
*Culture of the source (ISO 639-1).*
- string [Description](#) [get, set]  
*Description for the source (optional).*
- Sprite [Icon](#) [get, set]  
*Icon to represent the source (e.g. country flag, optional)*
- string [URL](#) [get, set]  
*URL of a text file containing all regular expressions for this source. Add also the protocol-type (' [http://](#)', '[file://](#)' etc.).*
- TextAsset [Resource](#) [get, set]  
*Text file containing all regular expressions for this source.*
- int [RegexCount](#) [get, set]  
*Total Regex count.*

### 5.100.1 Detailed Description

[Data](#) definition of a source.

### 5.100.2 Property Documentation

#### 5.100.2.1 Culture

```
string Crosstales.BWF.Data.Source.Culture [get], [set]
```

Culture of the source (ISO 639-1).

#### 5.100.2.2 Description

```
string Crosstales.BWF.Data.Source.Description [get], [set]
```

Description for the source (optional).

#### 5.100.2.3 Icon

```
Sprite Crosstales.BWF.Data.Source.Icon [get], [set]
```

Icon to represent the source (e.g. country flag, optional)

#### 5.100.2.4 RegexCount

```
int Crosstales.BWF.Data.Source.RegexCount [get], [set]
```

Total Regex count.

#### 5.100.2.5 Resource

```
TextAsset Crosstales.BWF.Data.Source.Resource [get], [set]
```

Text file containing all regular expressions for this source.

#### 5.100.2.6 SourceName

```
string Crosstales.BWF.Data.Source.SourceName [get], [set]
```

Name of the source.

#### 5.100.2.7 URL

```
string Crosstales.BWF.Data.Source.URL [get], [set]
```

URL of a text file containing all regular expressions for this source. Add also the protocol-type (' [http://](#)', ' [file://](#)' etc.).

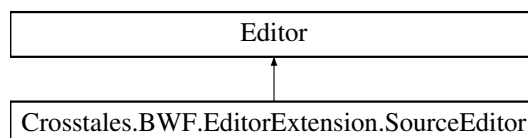
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Data/Source.[↔](#)  
cs

## 5.101 Crosstales.BWF.EditorExtension.SourceEditor Class Reference

Custom editor for the 'Source'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.SourceEditor:





## Public Member Functions

- override void **OnInspectorGUI** ()

### 5.101.1 Detailed Description

Custom editor for the 'Source'-class.

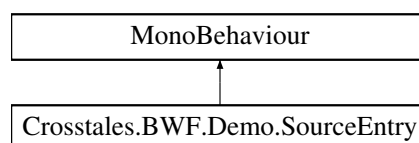
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↔  
Extension/SourceEditor.cs

## 5.102 Crosstales.BWF.Demo.SourceEntry Class Reference

Wrapper for sources.

Inheritance diagram for Crosstales.BWF.Demo.SourceEntry:



## Public Member Functions

- void **Click** ()

## Public Attributes

- Text **Text**
- Image **Icon**
- Image **Main**
- [Crosstales.BWF.Data.Source](#) **Source**
- [GUIBase](#) **GuiMain**
- Color32 **EnabledColor** = new Color32(0, 255, 0, 192)

### 5.102.1 Detailed Description

Wrapper for sources.

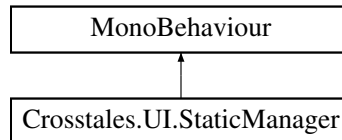
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/Source↔  
Entry.cs

## 5.103 Crosstailes.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstailes.UI.StaticManager:



### Public Member Functions

- void **OpenAssetstore** ()

#### 5.103.1 Detailed Description

Static Button Manager.

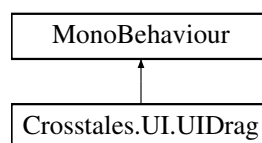
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPPro/BWFPPro/Assets/Plugins/crosstailes/Common/Extras/UI/Scripts/StaticManager.cs

## 5.104 Crosstailes.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstailes.UI.UIDrag:



### Public Member Functions

- void **OnDrag** ()

#### 5.104.1 Detailed Description

Allow to Drag the Windows around.

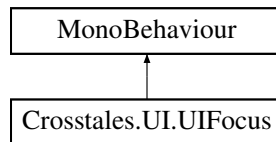
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPPro/BWFPPro/Assets/Plugins/crosstailes/Common/Extras/UI/Scripts/UIUIDrag.cs

## 5.105 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



### Public Member Functions

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

### Public Attributes

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

### 5.105.1 Detailed Description

Change the Focus on from a Window.

### 5.105.2 Member Function Documentation

#### 5.105.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

### 5.105.3 Member Data Documentation

### 5.105.3.1 ManagerName

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

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

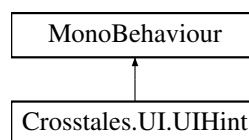
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↔  
Focus.cs

## 5.106 Crosstales.UI.UIHint Class Reference

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

Inheritance diagram for Crosstales.UI.UIHint:



### Public Member Functions

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

### Public Attributes

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

### 5.106.1 Detailed Description

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

## 5.106.2 Member Data Documentation

### 5.106.2.1 Delay

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

Delay in seconds before fading (default: 2).

### 5.106.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

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

### 5.106.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

### 5.106.2.4 FadeTime

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

Fade time in seconds (default: 2).

### 5.106.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

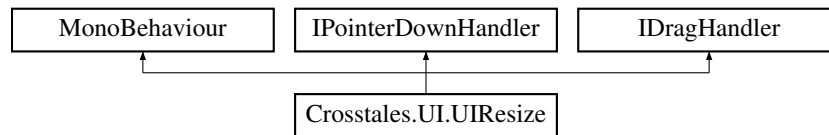
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIHint.cs

## 5.107 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



### Public Member Functions

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

### Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)  
*Minimum size of the [UI](#) element.*
- Vector2 **MaxSize** = new Vector2(800, 600)  
*Maximum size of the [UI](#) element.*
- bool **IgnoreMaxSize** = false  
*Ignore maximum size of the [UI](#) element (default: false).*
- float **SpeedFactor** = 2  
*Resize speed (default: 2).*

### 5.107.1 Detailed Description

Resize a [UI](#) element.

### 5.107.2 Member Data Documentation

#### 5.107.2.1 IgnoreMaxSize

```
bool Crosstales.UI.UIResize.IgnoreMaxSize = false
```

Ignore maximum size of the [UI](#) element (default: false).

### 5.107.2.2 MaxSize

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

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

### 5.107.2.3 MinSize

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

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

### 5.107.2.4 SpeedFactor

```
float Crosstales.UI.UIResize.SpeedFactor = 2
```

Resize speed (default: 2).

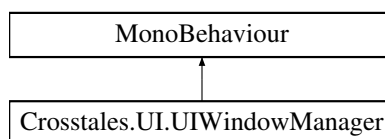
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↔  
Resize.cs

## 5.108 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



### Public Member Functions

- void [ChangeState](#) (GameObject active)  
*Change the state of all windows.*

### Public Attributes

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

### 5.108.1 Detailed Description

Change the state of all Window panels.

### 5.108.2 Member Function Documentation

#### 5.108.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
    GameObject active )
```

Change the state of all windows.

##### Parameters

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

### 5.108.3 Member Data Documentation

#### 5.108.3.1 Windows

```
GameObject [ ] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UI↔WindowManager.cs

## 5.109 Crosstales.BWF.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

### Static Public Member Functions

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



## Static Public Attributes

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

### 5.109.1 Detailed Description

Checks for updates of the asset.

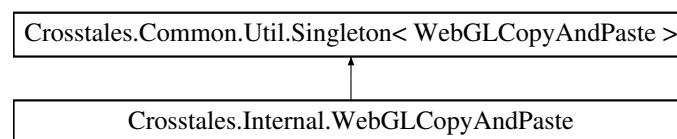
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Editor/↔ Task/UpdateCheck.cs

## 5.110 Crosstales.Internal.WebGLCopyAndPaste Class Reference

Allows copy and paste in WebGL.

Inheritance diagram for Crosstales.Internal.WebGLCopyAndPaste:



## Public Member Functions

- delegate void **StringCallback** (string content)

## Static Public Member Functions

- static void **GetClipboard** (string key)
- static void **ReceivePaste** (string str)

## Additional Inherited Members

### 5.110.1 Detailed Description

Allows copy and paste in WebGL.

Based on <https://github.com/greggman/unity-webgl-copy-and-paste>

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/WebGLCopy↔ AndPaste/Scripts/WebGLCopyAndPaste.cs

## 5.111 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference

### Static Public Member Functions

- static void **Init** ()
- static void **PassCopyToBrowser** (string str)

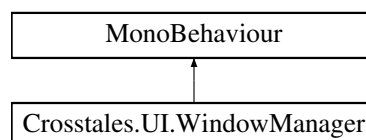
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/WebGLCopy↔AndPaste/Scripts/WebGLCopyAndPaste.cs

## 5.112 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



### Public Member Functions

- void **ClosePanel** ()

### Public Attributes

- float **Speed** = 3f  
*Window movement speed (default: 3).*
- GameObject[] **Dependencies**  
*Dependent GameObjects (active == open).*
- bool **ClosedAtStart** = true  
*Close the window at Start (default: true).*

### 5.112.1 Detailed Description

Manager for a Window.

### 5.112.2 Member Data Documentation

### 5.112.2.1 ClosedAtStart

```
bool Crosstales.UI.WindowManager.ClosedAtStart = true
```

Close the window at Start (default: true).

### 5.112.2.2 Dependencies

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

### 5.112.2.3 Speed

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

Window movement speed (default: 3).

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Window↵  
Manager.cs

## 5.113 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

### Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)  
*Serialize an object to a XML-file.*
- static string [SerializeToString< T >](#) (T obj)  
*Serialize an object to a XML-string.*
- static byte[] [SerializeToByteArray< T >](#) (T obj)  
*Serialize an object to a XML byte-array.*
- static T [DeserializeFromFile< T >](#) (string filename, bool skipBOM=false)  
*Deserialize a XML-file to an object.*
- static T [DeserializeFromString< T >](#) (string xmlAsString, bool skipBOM=true)  
*Deserialize a XML-string to an object.*
- static T [DeserializeFromByteArray< T >](#) (byte[] data)  
*Deserialize a XML byte-array to an object.*
- static T [DeserializeFromResource< T >](#) (string resourceName, bool skipBOM=true)  
*Deserialize a Unity XML resource (TextAsset) to an object.*

### 5.113.1 Detailed Description

Helper-class for XML.

### 5.113.2 Member Function Documentation

#### 5.113.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromByteArray< T > (  
    byte[] data ) [static]
```

Deserialize a XML byte-array to an object.

##### Parameters

|             |                   |
|-------------|-------------------|
| <i>data</i> | XML of the object |
|-------------|-------------------|

##### Returns

Object

#### 5.113.2.2 DeserializeFromFile< T >()

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

Deserialize a XML-file to an object.

##### Parameters

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

##### Returns

Object

#### 5.113.2.3 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  

```

```
string resourceName,  
bool skipBOM = true ) [static]
```

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

#### Parameters

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

#### Returns

Object

### 5.113.2.4 DeserializeFromString< T >()

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

Deserialize a XML-string to an object.

#### Parameters

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

#### Returns

Object

### 5.113.2.5 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.XmlHelper.SerializeToByteArray< T > (  
    T obj ) [static]
```

Serialize an object to a XML byte-array.

#### Parameters

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

**Returns**

Object as byte-array

**5.113.2.6 SerializeToFile< T >()**

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

Serialize an object to a XML-file.

**Parameters**

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

**5.113.2.7 SerializeToString< T >()**

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

Serialize an object to a XML-string.

**Parameters**

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

**Returns**

Object as XML-string

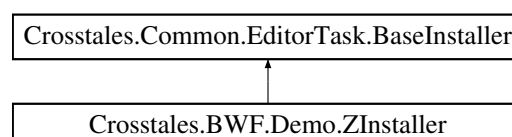
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/XmlHelper.cs

## 5.114 Crosstales.BWF.Demo.ZInstaller Class Reference

Installs the packages from [Common](#) and OnRadio.

Inheritance diagram for Crosstales.BWF.Demo.ZInstaller:



## Additional Inherited Members

### 5.114.1 Detailed Description

Installs the packages from [Common](#) and OnRadio.

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

- C:/Users/slaub/Unity/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/↔ Editor/ZInstaller.cs

## Chapter 6

# More information

### 6.1 Homepage

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

### 6.2 AssetStore

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

### 6.3 Forum

<https://forum.unity.com/threads/bad-word-filter-pro-solution-against-profanity-and-obsc-289960/>

### 6.4 Documentation

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

### 6.5 Discord

<https://discord.gg/ZbZ2sh4>

### 6.6 Demo

#### 6.6.1 WebGL

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



## 6.7 Videos

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

### 6.7.1 Promotion

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

### 6.7.2 Tutorial

<https://youtu.be/W8FxFlIObWM?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

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