

# Bad Word Filter PRO

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# Chapter 1

## Namespace Index

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## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

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## Chapter 3

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## Chapter 4

# Namespace Documentation

### 4.1 Crosstales Namespace Reference

#### Namespaces

#### Classes

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

### 4.2 Crosstales.BWF Namespace Reference

#### Namespaces

#### Classes

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

### 4.3 Crosstales.BWF.Data Namespace Reference

#### Classes

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

## 4.4 Crosstales.BWF.Demo Namespace Reference

### Classes

- class [GUIMain](#)  
*Main GUI controller.*
- class [GUISource](#)  
*Generates a scrollable list of sources.*
- class [SourceEntry](#)  
*Wrapper for sources.*

## 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](#)  
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- class [CapitalizationManagerEditor](#)  
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## 4.6 Crosstales.BWF.EditorIntegration Namespace Reference

### Classes

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

### Enumerations

- enum [UpdateStatus](#) {  
NOT\_CHECKED, NO\_UPDATE, UPDATE, UPDATE\_PRO,  
UPDATE\_VERSION, DEPRECATED, V2019 }  
*All possible update stati.*

### 4.7.1 Enumeration Type Documentation

#### 4.7.1.1 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.*
- class [GAApi](#)  
*GA-wrapper API.*



## 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 punctuation 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.*

### Enumerations

- enum [ManagerMask](#) {  
    **None** = 0, **All** = 1, **BadWord** = 2, **Domain** = 4,  
    **Capitalization** = 8, **Punctuation** = 16 }  
*Enum for all available managers.*

### 4.11.1 Enumeration Type Documentation

#### 4.11.1.1 enum Crosstales.BWF.Model.ManagerMask [strong]

Enum for all available managers.

## 4.12 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.*

## 4.13 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.*

## 4.14 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.*

## 4.15 Crosstales.Common Namespace Reference

### Namespaces

## 4.16 Crosstales.Common.EditorTask Namespace Reference

### Classes

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

## 4.17 Crosstales.Common.EditorUtil Namespace Reference

### Classes

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

## 4.18 Crosstales.Common.Model Namespace Reference

### Namespaces

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

### Enumerations

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

### 4.19.1 Enumeration Type Documentation

#### 4.19.1.1 enum `Crosstales.Common.Model.Enum.Platform` [strong]

All available platforms.

## 4.20 Crosstales.Common.Util Namespace Reference

### Classes

- class [BackgroundController](#)  
*Enables or disable game objects on Android or iOS in the background.*
- class [BaseConstants](#)  
*Base for collected constants of very general utility for the asset.*
- class [BaseHelper](#)  
*Base for various helper functions.*
- class [CTPlayerPrefs](#)  
*Wrapper for the PlayerPrefs.*
- class [CTWebClient](#)  
*Specialized WebClient.*
- class [FFTAnalyzer](#)  
*FFT analyzer for an audio channel.*
- class [PlatformController](#)  
*Enables or disable game objects for a given platform.*
- class [RandomColor](#)  
*Random color changer.*
- class [RandomRotator](#)  
*Random rotation changer.*
- class [RandomScaler](#)  
*Random scale changer.*
- class [SerializableDictionary](#)  
*Serializable Dictionary-class for XML.*
- class [SerializeDeSerialize](#)  
*Serialize and deserialize objects to/from binary files.*
- class [SpectrumVisualizer](#)  
*Simple spectrum visualizer.*
- class [SurviveSceneSwitch](#)  
*Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.*
- class [TakeScreenshot](#)  
*Take screen shots inside an application.*
- class [XmlHelper](#)  
*Helper-class for XML.*

## 4.21 Crosstales.UI Namespace Reference

### Namespaces

### Classes

- class [Social](#)  
*Crosstales social media links.*
- class [StaticManager](#)  
*Static Button Manager.*

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

## 4.22 Crosstales.UI.Util Namespace Reference

### Classes

- class [AudioFilterController](#)  
*Controller for audio filters.*
- class [AudioSourceController](#)  
*Controller for AudioSources.*
- class [FPSDisplay](#)  
*Simple FPS-Counter.*
- class [ScrollRectHandler](#)  
*Changes the sensitivity of ScrollRects under various platforms.*

## 4.23 HutongGames Namespace Reference

### Namespaces

## 4.24 HutongGames.PlayMaker Namespace Reference

### Namespaces

## 4.25 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](#).*



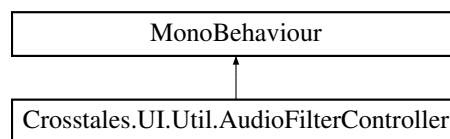
## Chapter 5

# Class Documentation

### 5.1 Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:



#### Public Member Functions

- void **Start** ()
- void **Update** ()
- void [FindAllAudioFilters](#) ()  
*Finds all audio filters in the scene.*
- void [ResetAudioFilters](#) ()  
*Resets all audio filters.*
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- void **HighPassFilterChanged** (float value)



## Public Attributes

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

### 5.1.1 Detailed Description

Controller for audio filters.

### 5.1.2 Member Function Documentation

#### 5.1.2.1 void Crosstales.UI.Util.AudioFilterController.FindAllAudioFilters ( )

Finds all audio filters in the scene.

#### 5.1.2.2 void Crosstales.UI.Util.AudioFilterController.ResetAudioFilters ( )

Resets all audio filters.

### 5.1.3 Member Data Documentation

#### 5.1.3.1 bool Crosstales.UI.Util.AudioFilterController.FindAllAudioFiltersOnStart = true

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

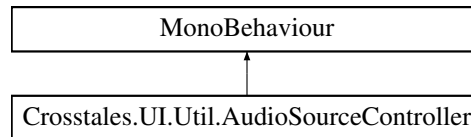
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioFilterController.cs

## 5.2 Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:



### Public Member Functions

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

### Public Attributes

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

### 5.2.1 Detailed Description

Controller for AudioSources.

## 5.2.2 Member Function Documentation

### 5.2.2.1 void Crosstales.UI.Util.AudioSourceController.FindAllAudioSources ( )

Finds all audio sources in the scene.

### 5.2.2.2 void Crosstales.UI.Util.AudioSourceController.ResetAllAudioSources ( )

Resets all audio sources.

## 5.2.3 Member Data Documentation

### 5.2.3.1 AudioSource [ ] Crosstales.UI.Util.AudioSourceController.AudioSources

Active controlled AudioSources.

### 5.2.3.2 bool Crosstales.UI.Util.AudioSourceController.FindAllAudioSourcesOnStart = true

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

### 5.2.3.3 bool Crosstales.UI.Util.AudioSourceController.Loop = false

Loop on/off (default: false).

### 5.2.3.4 bool Crosstales.UI.Util.AudioSourceController.Mute = false

Mute on/off (default: false).

### 5.2.3.5 float Crosstales.UI.Util.AudioSourceController.Pitch = 1f

Pitch of the audio (default: 1).

### 5.2.3.6 bool Crosstales.UI.Util.AudioSourceController.ResetAudioSourcesOnStart = true

Resets all active AudioSources (default: true).

### 5.2.3.7 float Crosstales.UI.Util.AudioSourceController.StereoPan = 0f

Stereo pan of the audio (default: 0).

### 5.2.3.8 float Crosstales.UI.Util.AudioSourceController.Volume = 1f

Volume of the audio (default: 1)

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/AudioSourceController.cs

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

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

### 5.3.1 Detailed Description

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

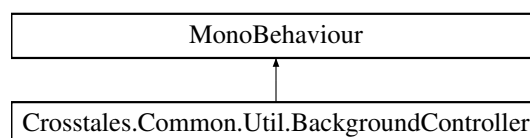
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/AutoInitialize.cs

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

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

Inheritance diagram for Crosstales.Common.Util.BackgroundController:



### Public Member Functions

- void **Start** ()

### Public Attributes

- GameObject[] **Objects**

*Selected objects to disable in the background for the controller.*

### 5.4.1 Detailed Description

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

### 5.4.2 Member Data Documentation

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

Selected objects to disable in the background for the controller.

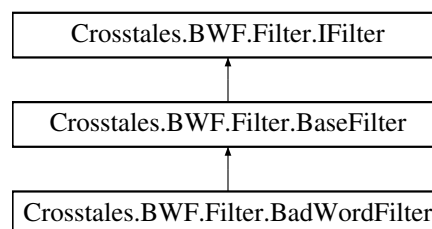
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/Util/BackgroundController.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< [Provider.BadWordProvider](#) > badWordProviderLTR, System.Collections.Generic.List< [Provider.BadWordProvider](#) > badWordProviderRTL, string replaceCharacters, bool leetSpeak, bool simpleCheck)  
*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, 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.*
- bool [ReplaceLeetSpeak](#)  
*Replace Leet speak in the input string.*
- bool [SimpleCheck](#)  
*Use simple detection algorithm.*

## Protected Member Functions

- string **replaceLeetToText** (string input)
- string **replaceTextToLeet** (string input, bool obvious=true)

## Properties

- System.Collections.Generic.List< [Provider.BadWordProvider](#) > [BadWordProviderLTR](#) [get, set]  
*List of all left-to-right providers.*
- System.Collections.Generic.List< [Provider.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 **Crosstales.BWF.Filter.BadWordFilter.BadWordFilter** ( System.Collections.Generic.List< [Provider.BadWordProvider](#) > *badWordProviderLTR*, System.Collections.Generic.List< [Provider.BadWordProvider](#) > *badWordProviderRTL*, string *replaceCharacters*, bool *leetSpeak*, bool *simpleCheck* )

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.
<i>replaceLeetSpeak</i>	Replace Leet speak in the input string.
<i>simpleCheck</i>	Use simple detection algorithm.

### 5.5.3 Member Function Documentation

5.5.3.1 `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 `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 `override string Crosstales.BWF.Filter.BadWordFilter.ReplaceAll ( string text, bool markOnly, 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 string Crosstales.BWF.Filter.BadWordFilter.ReplaceCharacters

Replace characters for bad words.

#### 5.5.4.2 bool Crosstales.BWF.Filter.BadWordFilter.ReplaceLeetSpeak

Replace Leet speak in the input string.

#### 5.5.4.3 bool Crosstales.BWF.Filter.BadWordFilter.SimpleCheck

Use simple detection algorithm.

### 5.5.5 Property Documentation

#### 5.5.5.1 System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Filter.BadWordFilter.BadWord↔ ProviderLTR [get], [set]

List of all left-to-right providers.

#### Returns

All left-to-right providers.

#### 5.5.5.2 System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Filter.BadWordFilter.BadWord↔ ProviderRTL [get], [set]

List of all right-to-left providers.

#### Returns

All right-to-left providers.



### 5.5.5.3 override bool Crosstales.BWF.Filter.BadWordFilter.IsReady [get]

Checks the readiness status of the filter.

#### Returns

True if the filter is ready.

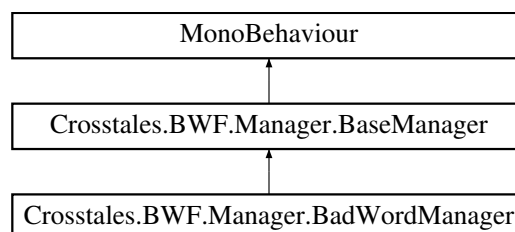
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/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 **OnEnable** ()

### Static Public Member Functions

- static void [Reset](#) ()  
*Resets this object.*
- static void [Load](#) ()  
*Loads the current filter with all settings from this object.*
- static bool [Contains](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- static void [ContainsMT](#) (out bool result, string text, params string[] sourceNames)  
*Searches for bad words in a text (call as thread).*
- static System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)  
*Searches for bad words in a text.*
- static void [GetAllMT](#) (out System.Collections.Generic.List< string > result, string text, params string[] sourceNames)  
*Searches for bad words in a text (call as thread).*
- static string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)

*Searches and replaces all bad words in a text.*

- static void [ReplaceAllMT](#) (out string result, string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)

*Searches and replaces all bad words in a text (call as thread).*

- static 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 string [Unmark](#) (string text, string prefix="<b><color=red>", string postfix="</color></b>")

*Unmarks the text with a prefix and postfix.*

## Public Attributes

- string [ReplaceChars](#) = "\*"
  - Replace characters for bad words (default: \*).*

- bool [ReplaceLeetSpeak](#) = false
  - Replace Leet speak in the input string (default: true).*

- bool [SimpleCheck](#) = false
  - Use simple detection algorithm. This is the way to check for Chinese, Japanese, Korean and Thai bad words (default: false).*

- System.Collections.Generic.List< [Provider.BadWordProvider](#) > [BadWordProviderLTR](#)

*List of all left-to-right providers.*

- System.Collections.Generic.List< [Provider.BadWordProvider](#) > [BadWordProviderRTL](#)

*List of all right-to-left providers.*

## Properties

- static string [ReplaceCharacters](#) [get, set]
  - Replace characters for bad words.*

- static bool [isReplaceLeetSpeak](#) [get, set]
  - Replace Leet speak in the input string.*

- static bool [isSimpleCheck](#) [get, set]
  - Use simple detection algorithm.*

- static bool [isReady](#) [get]
  - Checks the readiness status of the manager.*

- static System.Collections.Generic.List< [Data.Source](#) > [Sources](#) [get]
  - Returns all sources for the manager.*

### 5.6.1 Detailed Description

[Manager](#) for for bad words.

### 5.6.2 Member Function Documentation

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

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** static void Crosstales.BWF.Manager.BadWordManager.ContainsMT ( out bool *result*, string *text*, params string[] *sourceNames* ) [static]

Searches for bad words in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: true if a match was found
<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

## Returns

True if a match was found

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

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** static void Crosstales.BWF.Manager.BadWordManager.GetAllMT ( out System.Collections.Generic.List< string > *result*, string *text*, params string[] *sourceNames* ) [static]

Searches for bad words in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: List with all the matches
<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

5.6.2.5 static void Crosstales.BWF.Manager.BadWordManager.Load ( ) [static]

Loads the current filter with all settings from this object.

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

Marks the text with a prefix and postfix.

#### Parameters

<i>text</i>	Text containig 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 static string Crosstales.BWF.Manager.BadWordManager.ReplaceAll ( string *text*, bool *markOnly* = false, string *prefix* = " ", string *postfix* = " ", params string[] *sourceNames* ) [static]

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 static void Crosstales.BWF.Manager.BadWordManager.ReplaceAllMT ( out string *result*, string *text*, bool *markOnly* = false, string *prefix* = " ", string *postfix* = " ", params string[] *sourceNames* ) [static]

Searches and replaces all bad words in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: clean text
<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** static void Crosstales.BWF.Manager.BadWordManager.Reset ( ) [static]

Resets this object.

**5.6.2.10** static string Crosstales.BWF.Manager.BadWordManager.Unmark ( string *text*, string *prefix* = "<b><color=red>", string *postfix* = "</color></b>" ) [static]

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

### 5.6.3 Member Data Documentation

**5.6.3.1** System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Manager.BadWordManager.Bad↔WordProviderLTR

List of all left-to-right providers.

**5.6.3.2** System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Manager.BadWordManager.Bad↔WordProviderRTL

List of all right-to-left providers.

**5.6.3.3** string Crosstales.BWF.Manager.BadWordManager.ReplaceChars = "\*"

Replace characters for bad words (default: \*).

**5.6.3.4** `bool Crosstales.BWF.Manager.BadWordManager.ReplaceLeetSpeak = false`

Replace Leet speak in the input string (default: true).

**5.6.3.5** `bool Crosstales.BWF.Manager.BadWordManager.SimpleCheck = false`

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

## 5.6.4 Property Documentation

**5.6.4.1** `bool Crosstales.BWF.Manager.BadWordManager.isReady` `[static], [get]`

Checks the readiness status of the manager.

### Returns

True if the manager is ready.

**5.6.4.2** `bool Crosstales.BWF.Manager.BadWordManager.isReplaceLeetSpeak` `[static], [get], [set]`

Replace Leet speak in the input string.

**5.6.4.3** `bool Crosstales.BWF.Manager.BadWordManager.isSimpleCheck` `[static], [get], [set]`

Use simple detection algorithm.

**5.6.4.4** `string Crosstales.BWF.Manager.BadWordManager.ReplaceCharacters` `[static], [get], [set]`

Replace characters for bad words.

**5.6.4.5** `System.Collections.Generic.List<Data.Source> Crosstales.BWF.Manager.BadWordManager.Sources`  
`[static], [get]`

Returns all sources for the manager.

### Returns

List with all sources for the manager

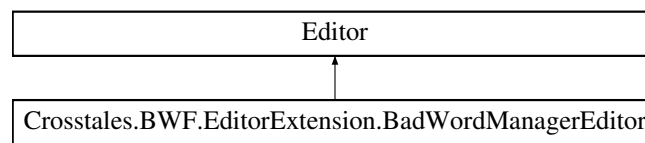
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/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

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

#### 5.7.1 Detailed Description

Custom editor for the 'BadWordManager'-class.

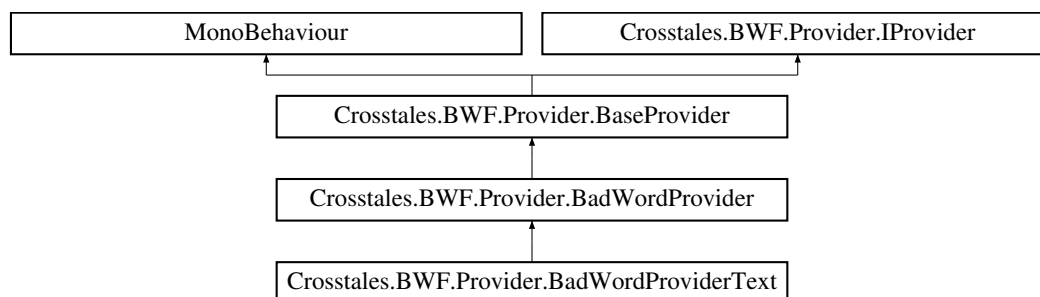
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/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](#) ()  
*Intialize the provider.*

## Protected Attributes

- System.Collections.Generic.List< [Model.BadWords](#) > **badwords** = new System.Collections.Generic.List<[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 override void Crosstales.BWF.Provider.BadWordProvider.init ( ) [protected],[virtual]

Intialize the provider.

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

#### 5.8.2.2 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** `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** `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** `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".

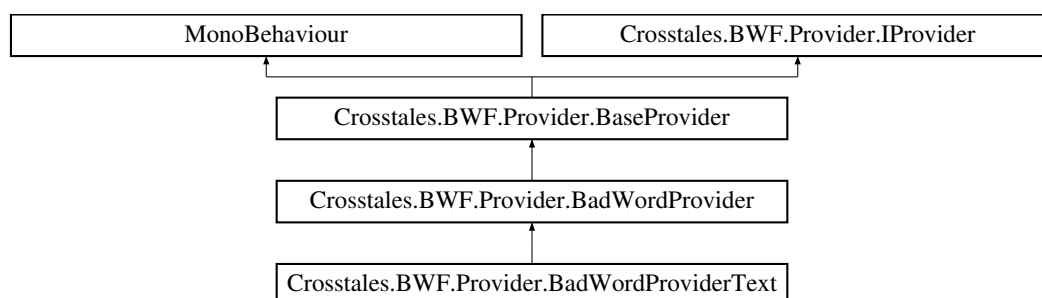
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/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 override void Crosstales.BWF.Provider.BadWordProviderText.Load ( ) [virtual]

Loads all sources.

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

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

Saves all sources.

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

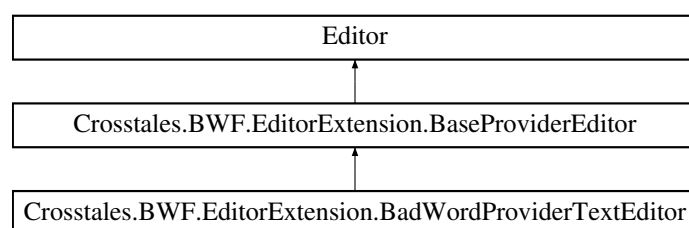
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/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:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Editor/Extension/BadWordProviderTextEditor.cs

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

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

### Public Member Functions

- [BadWords](#) ([Data.Source](#) source, System.Collections.Generic.List< string > badWordList)  
*Instantiate the class.*
- override string **ToString** ()

### Public Attributes

- [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 Crosstales.BWF.Model.BadWords.BadWords ( [Data.Source](#) source, System.Collections.Generic.List< 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 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 [Data.Source](#) Crosstales.BWF.Model.BadWords.Source

Source-object.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstailes/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**
- [Crosstailes.BWF.Model.ManagerMask Filter](#) = Crosstailes.BWF.Model.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 FsmBool HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilter = false

Enable EndlessFilter-mode (default: false).

## 5.12.2.2 FsmFloat HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilterUpdateTime = 1f

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

## 5.12.2.3 Crosstailes.BWF.Model.ManagerMask HutongGames.PlayMaker.Actions.BaseBWFAction.Filter = Crosstailes.BWF.Model.ManagerMask.All

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

## 5.12.2.4 FsmArray HutongGames.PlayMaker.Actions.BaseBWFAction.Sources

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

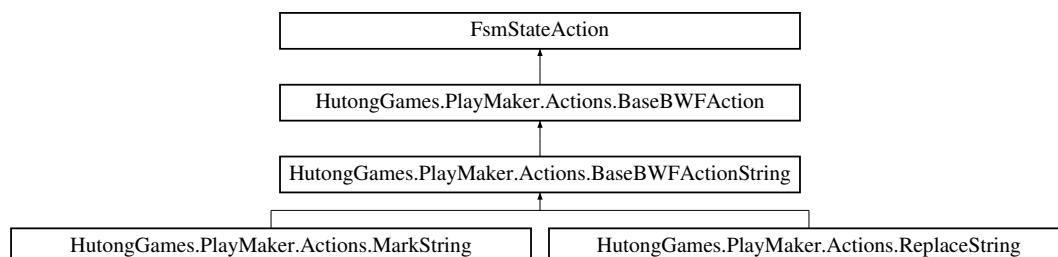
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstailes/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 FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.OutputText

Output string of the validation (output).

### 5.13.2.2 FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.Text

Input string for validation.

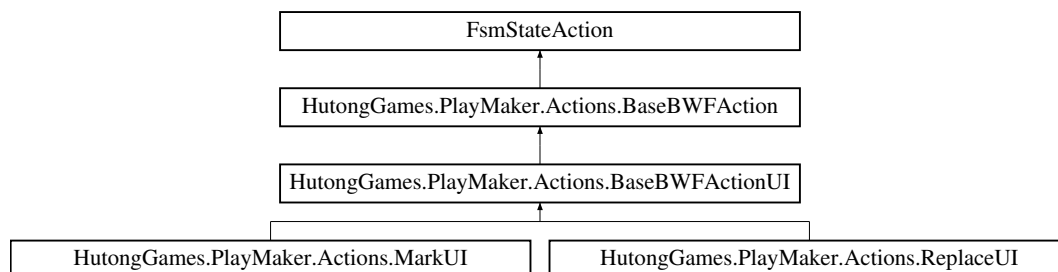
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/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 Text HutongGames.PlayMaker.Actions.BaseBWFActionUI.OutputText

Output field of the validation (output).

### 5.14.2.2 InputField HutongGames.PlayMaker.Actions.BaseBWFActionUI.Text

Input field for validation.

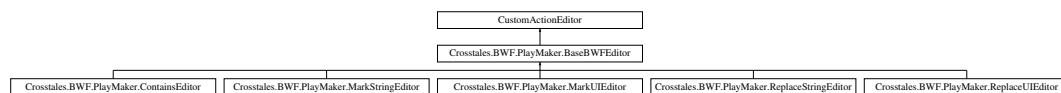
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFActionUI.cs

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

Base-class for custom editors.

Inheritance diagram for Crosstales.BWF.PlayMaker.BaseBWFEditor:



## Public Member Functions

- override bool **OnGUI** ()

### 5.15.1 Detailed Description

Base-class for custom editors.

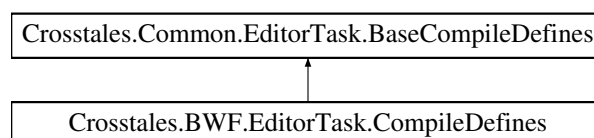
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/BaseBWFEditor.cs

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

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



## Static Protected Member Functions

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

### 5.16.1 Detailed Description

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

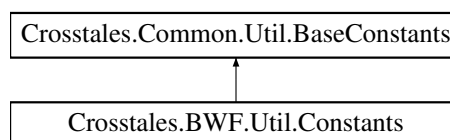
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Editor/Task/BaseCompileDefines.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:



## Public Attributes

- const string **ASSET\_AUTHOR** = "crosstales LLC"  
*Author of the asset.*
- const string **ASSET\_AUTHOR\_URL** = "https://www.crosstales.com"  
*URL of the asset author.*
- const string **ASSET\_CT\_URL** = "https://goo.gl/qwtXyb"  
*URL of the crosstales assets in UAS.*
- const string **ASSET\_SOCIAL\_DISCORD** = "https://discord.gg/ZbZ2sh4"  
*URL of the crosstales Discord-channel.*
- const string **ASSET\_SOCIAL\_FACEBOOK** = "https://www.facebook.com/crosstales/"  
*URL of the crosstales Facebook-profile.*
- const string **ASSET\_SOCIAL\_TWITTER** = "https://twitter.com/crosstales"  
*URL of the crosstales Twitter-profile.*
- const string **ASSET\_SOCIAL\_YOUTUBE** = "https://www.youtube.com/c/Crosstales"  
*URL of the crosstales Youtube-profile.*
- const string **ASSET\_SOCIAL\_LINKEDIN** = "https://www.linkedin.com/company/crosstales"  
*URL of the crosstales LinkedIn-profile.*
- const string **ASSET\_SOCIAL\_XING** = "https://www.xing.com/companies/crosstales"  
*URL of the crosstales XING-profile.*
- const string **ASSET\_3P\_PLAYMAKER** = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011IN↵GT"  
*URL of the 3rd party asset "PlayMaker".*



- const int **FACTOR\_KB** = 1024  
*Factor for kilo bytes.*
- const int **FACTOR\_MB** = **FACTOR\_KB** \* 1024  
*Factor for mega bytes.*
- const int **FACTOR\_GB** = **FACTOR\_MB** \* 1024  
*Factor for giga bytes.*
- const float **FLOAT\_32768** = 32768f  
*Float value of 32768.*
- const string **FORMAT\_TWO\_DECIMAL\_PLACES** = "0.00"  
*ToString for two decimal places.*
- const string **FORMAT\_NO\_DECIMAL\_PLACES** = "0"  
*ToString for no decimal places.*
- const string **FORMAT\_PERCENT** = "0%"  
*ToString for percent.*
- const bool **DEFAULT\_DEBUG** = false
- const string **PATH\_DELIMITER\_WINDOWS** = @"\ "  
*Path delimiter for Windows.*
- const string **PATH\_DELIMITER\_UNIX** = "/"  
*Path delimiter for Unix.*

## Static Public Attributes

- static bool **DEV\_DEBUG** = false  
*Development debug logging for the asset.*
- static string **TEXT\_TOSTRING\_END** = "}"
- static string **TEXT\_TOSTRING\_DELIMITER** = ", "
- static string **TEXT\_TOSTRING\_DELIMITER\_END** = ""
- static string **TEXT\_TOSTRING\_START** = "{ "
- static string **PREFIX\_HTTP** = "http://"
- static string **PREFIX\_HTTPS** = "https://"
- static int **PROCESS\_KILL\_TIME** = 5000  
*Kill processes after 5000 milliseconds.*

## Properties

- static string **PREFIX\_FILE** [get]  
*URL prefix for files.*
- static string **APPLICATION\_PATH** [get]  
*Application path.*

### 5.17.1 Detailed Description

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

### 5.17.2 Member Data Documentation

- 5.17.2.1 const string Crosstales.Common.Util.BaseConstants.ASSET\_3P\_PLAYMAKER = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011INGT"

URL of the 3rd party asset "PlayMaker".

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

Author of the asset.

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

URL of the asset author.

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

URL of the crosstales assets in UAS.

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

URL of the crosstales Discord-channel.

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

URL of the crosstales Facebook-profile.

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

URL of the crosstales LinkedIn-profile.

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

URL of the crosstales Twitter-profile.

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

URL of the crosstales XING-profile.

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

URL of the crosstales Youtube-profile.

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

Development debug logging for the asset.

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

Factor for giga bytes.

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

Factor for kilo bytes.

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

Factor for mega bytes.

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

Float value of 32768.

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

ToString for no decimal places.

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

ToString for percent.

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

ToString for two decimal places.

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

Path delimiter for Unix.

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

Path delimiter for Windows.

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

Kill processes after 5000 milliseconds.

### 5.17.3 Property Documentation

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

Application path.

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

URL prefix for files.

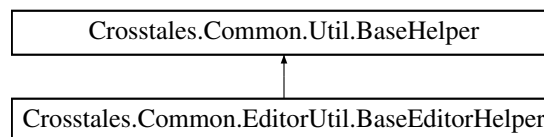
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.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.*

### Additional Inherited Members

#### 5.18.1 Detailed Description

Base for various Editor helper functions.

#### 5.18.2 Member Function Documentation

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

Restart Unity.

## Parameters

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

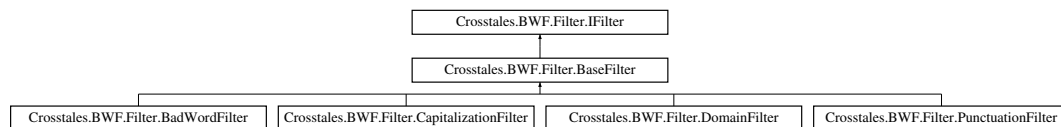
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/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

- 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.*

### Protected Member Functions

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

### Protected Attributes

- System.Collections.Generic.Dictionary< string, [Data.Source](#) > **sources** = new System.Collections.Generic.Dictionary<string, [Data.Source](#)>()  
*Prefix for every found bad word.*

## Properties

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

### 5.19.1 Detailed Description

Base class for all filters.

### 5.19.2 Member Function Documentation

**5.19.2.1** 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](#).

**5.19.2.2** 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.PunctuationFilter](#), and [Crosstales.BWF.Filter.CapitalizationFilter](#).

5.19.2.3 `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 containig 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](#).

5.19.2.4 `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](#).

5.19.2.5 `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](#).

### 5.19.3 Member Data Documentation

5.19.3.1 `System.Collections.Generic.Dictionary<string, Data.Source> Crosstales.BWF.Filter.BaseFilter.sources = new System.Collections.Generic.Dictionary<string, Data.Source>()` `[protected]`

Prefix for every found bad word.

Postfix for every found bad word.

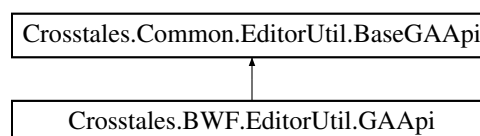
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↵ Scripts/Filter/BaseFilter.cs

## 5.20 Crosstales.Common.EditorUtil.BaseGAApi Class Reference

Base GA-wrapper API.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseGAApi:



### Static Public Member Functions

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



## Static Protected Attributes

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

### 5.20.1 Detailed Description

Base GA-wrapper API.

### 5.20.2 Member Function Documentation

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

Tracks an event from the asset.

#### Parameters

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

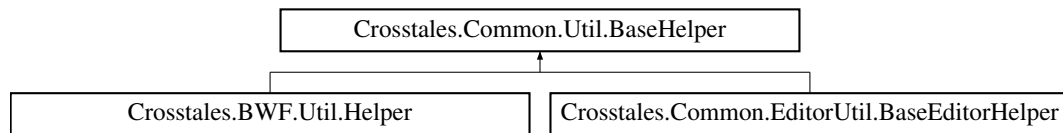
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Editor/Util/BaseGAApi.cs

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

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



## Static Public Member Functions

- static string [CreateString](#) (string replaceChars, int stringLength)  
*Creates a string of characters with a given length.*
- static bool [hasActiveClip](#) (AudioSource source)  
*Determines if an AudioSource has an active clip.*
- static bool [RemoteCertificateValidationCallback](#) (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)  
*HTTPS-certification callback.*
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true)  
*Validates a given path and add missing slash.*
- static string [ValidateFile](#) (string path)  
*Validates a given file.*
- static string [ValidURLFromFilePath](#) (string path)  
*Validates a given file.*
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)  
*Cleans a given URL.*

### Parameters

url	URL to clean
removeProtocol	Remove the protocol, e.g. <a href="#">http://</a> (default: true, optional).
removeWWW	Remove www (default: true, optional).
removeSlash	Remove slash at the end (default: true, optional)

### Returns

*Clean URL*

- static string [ClearTags](#) (string text)  
*Cleans a given text from tags.*
- static string [ClearSpaces](#) (string text)  
*Cleans a given text from multiple spaces.*
- static string [ClearLineEndings](#) (string text)  
*Cleans a given text from line endings.*
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommented↵ Lines=true, int skipHeaderLines=0, int skipFooterLines=0)  
*Split the given text to lines and return it as list.*
- static string [FormatBytesToHRF](#) (long bytes)  
*Format byte-value to Human-Readable-Form.*
- static string [FormatSecondsToHourMinSec](#) (double seconds)  
*Format seconds to Human-Readable-Form.*
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)  
*Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>*
- static bool [IsValidURL](#) (string url)  
*Checks if the URL is valid.*

- static void [FileCopy](#) (string inputFile, string outputFile, bool move=false)  
*Copy or move a file.*

### Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")

### Protected Attributes

- const string **file\_prefix** = "file://"

### Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex** = new System.Text.RegularExpressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.RegularExpressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.RegularExpressions.Regex(@"<.\*?>")
- static readonly System.Random **rnd** = new System.Random()

### Properties

- static bool [isInternetAvailable](#) [get]  
*Checks if an Internet connection is available.*
- static bool [isWindowsPlatform](#) [get]  
*Checks if the current platform is Windows.*
- static bool [isMacOSPlatform](#) [get]  
*Checks if the current platform is OSX.*
- static bool [isLinuxPlatform](#) [get]  
*Checks if the current platform is Linux.*
- static bool [isStandalonePlatform](#) [get]  
*Checks if the current platform is standalone (Windows, macOS or Linux).*
- static bool [isAndroidPlatform](#) [get]  
*Checks if the current platform is Android.*
- static bool [isIOSPlatform](#) [get]  
*Checks if the current platform is iOS.*
- static bool [isWSAPlatform](#) [get]  
*Checks if the current platform is WSA.*
- static bool [isWebGLPlatform](#) [get]  
*Checks if the current platform is WebGL.*
- static bool [isWebPlatform](#) [get]  
*Checks if the current platform is Web (WebPlayer or WebGL).*
- static bool [isWindowsBasedPlatform](#) [get]  
*Checks if the current platform is Windows-based (Windows standalone or WSA).*
- static bool [isAppleBasedPlatform](#) [get]  
*Checks if the current platform is Apple-based (macOS standalone or iOS).*
- static bool [isEditor](#) [get]  
*Checks if we are inside the Editor.*
- static bool [isEditorMode](#) [get]  
*Checks if we are in Editor mode.*
- static [Model.Enum.Platform](#) [CurrentPlatform](#) [get]  
*Returns the current platform.*

### 5.21.1 Detailed Description

Base for various helper functions.

### 5.21.2 Member Function Documentation

#### 5.21.2.1 static string Crosstales.Common.Util.BaseHelper.ClearLineEndings ( string *text* ) [static]

Cleans a given text from line endings.

##### Parameters

<i>text</i>	Text to clean.
-------------	----------------

##### Returns

Clean text without line endings.

#### 5.21.2.2 static string Crosstales.Common.Util.BaseHelper.ClearSpaces ( string *text* ) [static]

Cleans a given text from multiple spaces.

##### Parameters

<i>text</i>	Text to clean.
-------------	----------------

##### Returns

Clean text without multiple spaces.

#### 5.21.2.3 static string Crosstales.Common.Util.BaseHelper.ClearTags ( string *text* ) [static]

Cleans a given text from tags.

##### Parameters

<i>text</i>	Text to clean.
-------------	----------------

##### Returns

Clean text without tags.

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

Creates a string of characters with a given length.

## Parameters

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

## Returns

Generated string

5.21.2.5 `static void Crosstales.Common.Util.BaseHelper.FileCopy ( string inputFile, string outputFile, bool move = false )`  
[static]

Copy or move a file.

## Parameters

<i>inputFile</i>	Input file path
<i>outputFile</i>	Output file path
<i>move</i>	Move file instead of copy (default: false, optional)

5.21.2.6 `static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF ( long bytes )` [static]

Format byte-value to Human-Readable-Form.

## Returns

Formatted byte-value in Human-Readable-Form.

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

Format seconds to Human-Readable-Form.

## Returns

Formatted seconds in Human-Readable-Form.

5.21.2.8 `static bool Crosstales.Common.Util.BaseHelper.hasActiveClip ( AudioSource source )` [static]

Determines if an AudioSource has an active clip.

## Parameters

<i>source</i>	AudioSource to check.
---------------	-----------------------

## Returns

True if the AudioSource has an active clip.

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

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

## Parameters

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

## Returns

True if the current platform is supported.

5.21.2.10 static bool Crosstales.Common.Util.BaseHelper.IsValidURL ( string *url* ) [static]

Checks if the URL is valid.

## Parameters

<i>url</i>	URL to check
------------	--------------

## Returns

True if the URL is valid.

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

HTTPS-certification callback.

5.21.2.12 static System.Collections.Generic.List<string> Crosstales.Common.Util.BaseHelper.SplitStringToLines ( string *text*, bool *ignoreCommentedLines* = true, int *skipHeaderLines* = 0, int *skipFooterLines* = 0 ) [static]

Split the given text to lines and return it as list.

## Parameters

<i>text</i>	Complete text fragment
<i>ignoreCommentedLines</i>	Ignore commente lines (default: true, optional)
<i>skipHeaderLines</i>	Number of skipped header lines (default: 0, optional)
<i>skipFooterLines</i>	Number of skipped footer lines (default: 0, optional)

**Returns**

Splitted lines as array

**5.21.2.13** static string Crosstales.Common.Util.BaseHelper.ValidateFile ( string *path* ) [static]

Validates a given file.

**Parameters**

<i>path</i>	File to validate
-------------	------------------

**Returns**

Valid file path

**5.21.2.14** static string Crosstales.Common.Util.BaseHelper.ValidatePath ( string *path*, bool *addEndDelimiter* = true )  
[static]

Validates a given path and add missing slash.

**Parameters**

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	Add delimiter at the end of the path (optional, default: true)

**Returns**

Valid path

**5.21.2.15** static string Crosstales.Common.Util.BaseHelper.ValidURLFromFilePath ( string *path* ) [static]

Validates a given file.

**Parameters**

<i>path</i>	File to validate
-------------	------------------

**Returns**

Valid file path

### 5.21.3 Property Documentation

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

Returns the current platform.

**Returns**

The current platform.

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

Checks if the current platform is Android.

**Returns**

True if the current platform is Android.

**5.21.3.3 bool Crosstales.Common.Util.BaseHelper.isAppleBasedPlatform** [static], [get]

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

**Returns**

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

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

Checks if we are inside the Editor.

**Returns**

True if we are inside the Editor.

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

Checks if we are in Editor mode.

**Returns**

True if in Editor mode.

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

Checks if an Internet connection is available.

**Returns**

True if an Internet connection is available.



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

Checks if the current platform is iOS.

**Returns**

True if the current platform is iOS.

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

Checks if the current platform is Linux.

**Returns**

True if the current platform is Linux.

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

Checks if the current platform is OSX.

**Returns**

True if the current platform is OSX.

**5.21.3.10 bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform** [static], [get]

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

**Returns**

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

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

Checks if the current platform is WebGL.

**Returns**

True if the current platform is WebGL.

**5.21.3.12 bool Crosstales.Common.Util.BaseHelper.isWebPlatform** [static], [get]

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

**Returns**

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

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

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

#### Returns

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

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

Checks if the current platform is Windows.

#### Returns

True if the current platform is Windows.

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

Checks if the current platform is WSA.

#### Returns

True if the current platform is WSA.

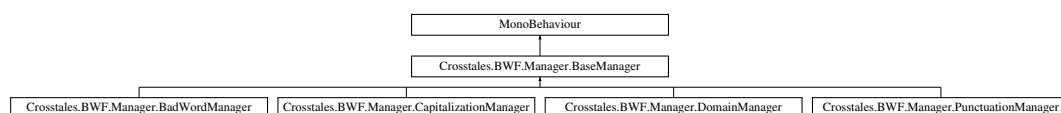
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs`

## 5.22 Crosstales.BWF.Manager.BaseManager Class Reference

Base class for all managers.

Inheritance diagram for `Crosstales.BWF.Manager.BaseManager`:



### Public Attributes

- `bool DontDestroy = true`  
*Don't destroy gameobject during scene switches (default: true).*

### 5.22.1 Detailed Description

Base class for all managers.

### 5.22.2 Member Data Documentation

#### 5.22.2.1 bool Crosstales.BWF.Manager.BaseManager.DontDestroy = true

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

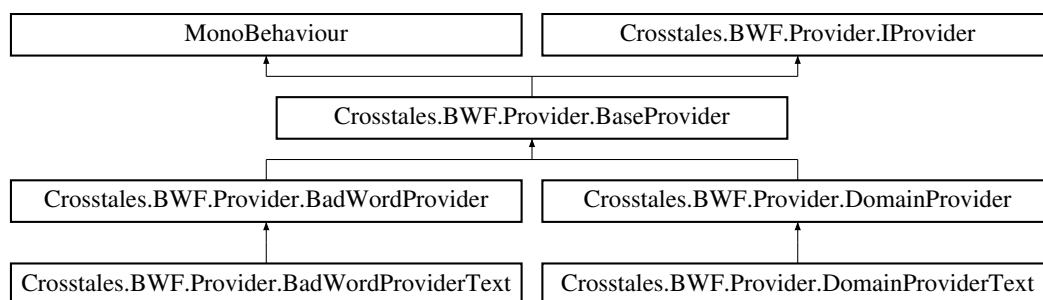
The documentation for this class was generated from the following file:

- D:/slauberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/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.*
- void **Awake** ()

## Public Attributes

- System.Text.RegularExpressions.RegexOptions [RegexOption1](#) = System.Text.RegularExpressions.RegexOptions.IgnoreCase  
*Name to identify the provider.*
- 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).*
- [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](#) ()  
*Intialize the provider.*
- void **logNoResourcesAdded** ()
- void **createSource** ()

## Protected Attributes

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

## Static Protected Attributes

- static bool **loggedUnsupportedPlatform** = false

## Properties

- bool **isReady** [get, set]

### 5.23.1 Detailed Description

Base class for all providers.

## 5.23.2 Member Function Documentation

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

Intialize the provider.

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

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

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

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

Name to identify the provider.

Option1 (default: `RegexOptions.IgnoreCase`).

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

Option2 (default: `RegexOptions.CultureInvariant`).

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

Option3 (default: `RegexOptions.None`).

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

Option4 (default: `RegexOptions.None`).

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

Option5 (default: `RegexOptions.None`).

5.23.3.7 `Data.Source [ ]` `Crosstales.BWF.Provider.BaseProvider.Sources`

All sources for this provider.

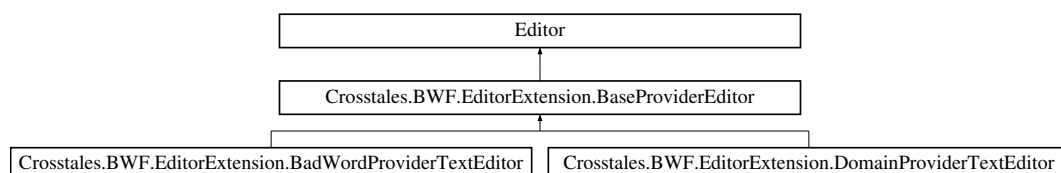
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/BaseProvider.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

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

### 5.24.1 Detailed Description

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

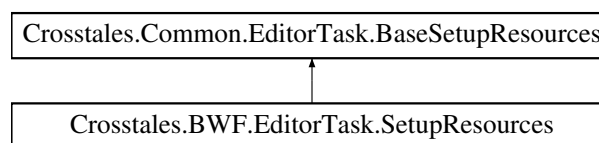
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFP/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/BaseProviderEditor.cs

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

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



### Static Protected Member Functions

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

### 5.25.1 Detailed Description

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

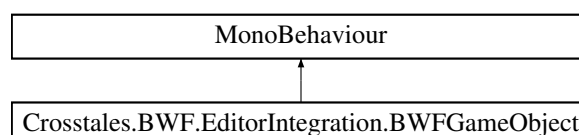
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFP/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Editor/Task/BaseSetupResources.cs

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

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.BWF.EditorIntegration.BWFGameObject:



### 5.26.1 Detailed Description

Editor component for the "Hierarchy"-menu.

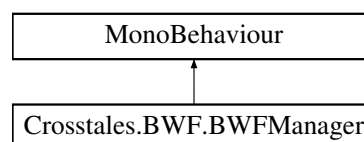
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ 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

- void **OnEnable** ()
- void **Update** ()
- delegate void **BWFReady** ()

### Static Public Member Functions

- static void **Load** (**Model.ManagerMask** mask=**Model.ManagerMask.All**)  
*Loads the filter of a manager.*
- static System.Collections.Generic.List< **Data.Source** > **Sources** (**Model.ManagerMask** mask=**Model.ManagerMask.All**)  
*Returns all sources for a manager.*
- static bool **Contains** (string text, **Model.ManagerMask** mask=**Model.ManagerMask.All**, params string[] sourceNames)  
*Searches for unwanted words in a text.*
- static void **ContainsMT** (out bool result, ref string text, **Model.ManagerMask** mask=**Model.ManagerMask.All**, params string[] sourceNames)  
*Searches for unwanted words in a text (call as thread).*
- static System.Collections.Generic.List< string > **GetAll** (string text, **Model.ManagerMask** mask=**Model.ManagerMask.All**, params string[] sourceNames)  
*Searches for unwanted words in a text.*
- static void **GetAllMT** (out System.Collections.Generic.List< string > result, ref string text, **Model.ManagerMask** mask=**Model.ManagerMask.All**, params string[] sourceNames)  
*Searches for unwanted words in a text (call as thread).*
- static string **ReplaceAll** (string text, **Model.ManagerMask** mask=**Model.ManagerMask.All**, params string[] sourceNames)  
*Searches and replaces all unwanted words in a text.*



- static void [ReplaceAllMT](#) (out string result, ref string text, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sourceNames)  
*Searches and replaces all unwanted words in a text (call as thread).*
- static 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.*
- static string [Mark](#) (string text, bool replace=false, string prefix="<b><color=red>", string postfix="</color></b>", [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sourceNames)  
*Marks the text with a prefix and postfix.*
- static string [Unmark](#) (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*

## Properties

- static bool [isReady](#) [get]  
*Checks the readiness status of all managers.*
- static BWFReady [OnBWFReady](#)  
*An event triggered whenever [BWF](#) is ready.*

## 5.27.1 Detailed Description

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

## 5.27.2 Member Function Documentation

**5.27.2.1** static bool [Crosstales.BWF.BWFManager.Contains](#) ( string text, [Model.ManagerMask](#) mask = [Model.ManagerMask.All](#), params string[] sourceNames ) [static]

Searches for unwanted words in a text.

### Parameters

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

### Returns

True if a match was found

**5.27.2.2** static void [Crosstales.BWF.BWFManager.ContainsMT](#) ( out bool result, ref string text, [Model.ManagerMask](#) mask = [Model.ManagerMask.All](#), params string[] sourceNames ) [static]

Searches for unwanted words in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: true if a match was found
<i>text</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

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

Searches for unwanted words in a text.

## Parameters

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

## Returns

List with all the matches

5.27.2.4 **static void** Crosstales.BWF.BWFManager.GetAllMT ( out System.Collections.Generic.List< string > *result*, ref string  
*text*, Model.ManagerMask *mask* = Model.ManagerMask.All, params string[] *sourceNames* )  
[static]

Searches for unwanted words in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: List with all the matches
<i>text</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

5.27.2.5 **static void** Crosstales.BWF.BWFManager.Load ( Model.ManagerMask *mask* = Model.ManagerMask.All  
) [static]

Loads the filter of a manager.

## Parameters

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

**5.27.2.6** `static string Crosstales.BWF.BWFManager.Mark ( string text, System.Collections.Generic.List< string > unwantedWords, string prefix = "<b><color=red>", string postfix = "</color></b>" ) [static]`

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 containig 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

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

Marks the text with a prefix and postfix.

#### Parameters

<i>text</i>	Text containig 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.ManagerMask.All, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

#### Returns

Clean text

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

Searches and replaces all unwanted words in a text.

#### Parameters

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

## Returns

Clean text

**5.27.2.9** `static void Crosstales.BWF.BWFManager.ReplaceAllMT ( out string result, ref string text, Model.ManagerMask mask = Model.ManagerMask.All, params string[] sourceNames ) [static]`

Searches and replaces all unwanted words in a text (call as thread).

## Parameters

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

**5.27.2.10** `static System.Collections.Generic.List<Data.Source> Crosstales.BWF.BWFManager.Sources ( Model.ManagerMask mask = Model.ManagerMask.All ) [static]`

Returns all sources for a manager.

## Parameters

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

## Returns

List with all sources for the selected manager

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

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 Property Documentation

### 5.27.3.1 bool Crosstales.BWF.BWFManager.isReady [static],[get]

Checks the readiness status of all managers.

#### Returns

True if all managers are ready.

### 5.27.3.2 BWFReady Crosstales.BWF.BWFManager.OnBWFReady [static],[add],[remove]

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

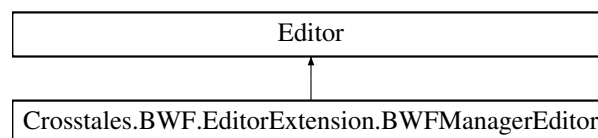
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/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

- void **OnEnable** ()
- 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:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ 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.

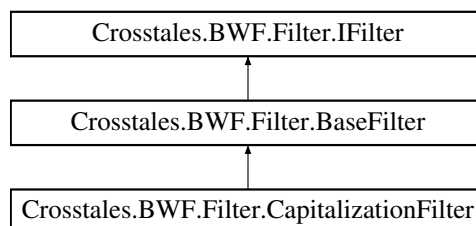
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ 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)  
*Instantiate the class.*
- override bool [Contains](#) (string text, params string[] [sources](#))  
*Searches for bad words in a text.*
- override System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] [sources](#))  
*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.*

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

## 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 Crosstales.BWF.Filter.CapitalizationFilter.CapitalizationFilter ( int *capitalizationCharsNumber* )

Instantiate the class.

##### Parameters

<i>capitalizationCharsNumber</i>	Defines the number of allowed capital letters in a row.
----------------------------------	---

### 5.30.3 Member Function Documentation

#### 5.30.3.1 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 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** 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 Property Documentation

**5.30.4.1** int Crosstales.BWF.Filter.CapitalizationFilter.CharacterNumber [get], [set]

Defines the number of allowed capital letters in a row.

**5.30.4.2** override bool Crosstales.BWF.Filter.CapitalizationFilter.isReady [get]

Checks the readiness status of the filter.

#### Returns

True if the filter is ready.

**5.30.4.3** System.Text.RegularExpressions.Regex Crosstales.BWF.Filter.CapitalizationFilter.RegularExpression [get]

RegEx to find excessive capitalization.

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

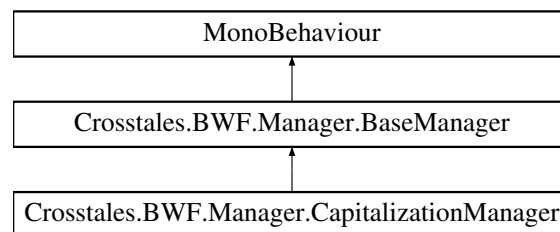
- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Scripts/Filter/CapitalizationFilter.cs



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

[Manager](#) for excessive capitalization.

Inheritance diagram for Crosstales.BWF.Manager.CapitalizationManager:



### Public Member Functions

- void **OnEnable** ()
- void **OnValidate** ()

### Static Public Member Functions

- static void [Reset](#) ()  
*Resets this object.*
- static void [Load](#) ()  
*Loads the current filter with all settings from this object.*
- static bool [Contains](#) (string text)  
*Searches for excessive capitalizations in a text.*
- static void [ContainsMT](#) (out bool result, string text)  
*Searches for excessive capitalizations in a text (call as thread).*
- static System.Collections.Generic.List< string > [GetAll](#) (string text)  
*Searches for excessive capitalizations in a text.*
- static void [GetAllMT](#) (out System.Collections.Generic.List< string > result, string text)  
*Searches for excessive capitalizations in a text (call as thread).*
- static string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="")  
*Searches and replaces all excessive capitalizations in a text.*
- static void [ReplaceAllMT](#) (out string result, string text, bool markOnly=false, string prefix="", string postfix="")  
*Searches and replaces all excessive capitalizations in a text (call as thread).*
- static string [Unmark](#) (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*
- static string [Mark](#) (string text, bool replace=false, string prefix="<b><color=red>", string postfix="</color></b>")  
*Marks the text with a prefix and postfix.*

### Public Attributes

- int [CapitalizationCharsNumber](#) = 3  
*Defines the number of allowed capital letters in a row. (default: 1).*

## Properties

- static int [CharacterNumber](#) [get, set]  
*Defines the number of allowed punctuation letters in a row.*
- static bool [isReady](#) [get]  
*Checks the readiness status of the manager.*

### 5.31.1 Detailed Description

[Manager](#) for excessive capitalization.

### 5.31.2 Member Function Documentation

#### 5.31.2.1 static bool Crosstales.BWF.Manager.CapitalizationManager.Contains ( string *text* ) [static]

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 static void Crosstales.BWF.Manager.CapitalizationManager.ContainsMT ( out bool *result*, string *text* ) [static]

Searches for excessive capitalizations in a text (call as thread).

##### Parameters

<i>result</i>	out-parameter: true if a match was found
<i>text</i>	Text to check

##### Returns

True if a match was found

#### 5.31.2.3 static System.Collections.Generic.List<string> Crosstales.BWF.Manager.CapitalizationManager.GetAll ( string *text* ) [static]

Searches for excessive capitalizations in a text.

## Parameters

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

## Returns

List with all the matches

**5.31.2.4** `static void Crosstales.BWF.Manager.CapitalizationManager.GetAllMT ( out System.Collections.Generic.List< string > result, string text ) [static]`

Searches for excessive capitalizations in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: List with all the matches
<i>text</i>	Text to check

**5.31.2.5** `static void Crosstales.BWF.Manager.CapitalizationManager.Load ( ) [static]`

Loads the current filter with all settings from this object.

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

Marks the text with a prefix and postfix.

## Parameters

<i>text</i>	Text containig 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** `static string Crosstales.BWF.Manager.CapitalizationManager.ReplaceAll ( string text, bool markOnly = false, string prefix = " ", string postfix = " " ) [static]`

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** `static void Crosstales.BWF.Manager.CapitalizationManager.ReplaceAllMT ( out string result, string text, bool markOnly = false, string prefix = "", string postfix = "" ) [static]`

Searches and replaces all excessive capitalizations in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: clean text
<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** `static void Crosstales.BWF.Manager.CapitalizationManager.Reset ( ) [static]`

Resets this object.

**5.31.2.10** `static string Crosstales.BWF.Manager.CapitalizationManager.Unmark ( string text, string prefix = "<b><color=red>", string postfix = "</color></b>" ) [static]`

Unmarks the text with a prefix and postfix.

## Parameters

<i>text</i>	Text with marked excessive capitalizations
<i>prefix</i>	Prefix for every found capitalization (default: bold and red, optional)
<i>postfix</i>	Postfix for every found capitalization (default: bold and red, optional)

## Returns

Text with unmarked excessive capitalizations

## 5.31.3 Member Data Documentation

5.31.3.1 `int Crosstales.BWF.Manager.CapitalizationManager.CapitalizationCharsNumber = 3`

Defines the number of allowed capital letters in a row. (default: 1).

## 5.31.4 Property Documentation

5.31.4.1 `int Crosstales.BWF.Manager.CapitalizationManager.CharacterNumber [static], [get], [set]`

Defines the number of allowed punctuation letters in a row.

5.31.4.2 `bool Crosstales.BWF.Manager.CapitalizationManager.isReady [static], [get]`

Checks the readiness status of the manager.

### Returns

True if the manager is ready.

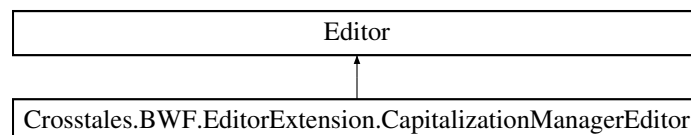
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/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

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

### 5.32.1 Detailed Description

Custom editor for the 'CapitalizationManager'-class.

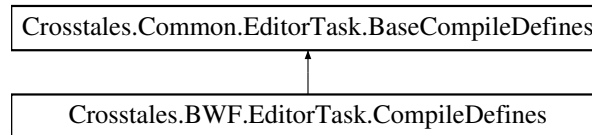
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Editor/Extension/CapitalizationManagerEditor.cs

## 5.33 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

#### 5.33.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/CompileDefines.cs

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

Configuration for the asset.

### Static Public Member Functions

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

### Static Public Attributes

- static bool [DEBUG](#) = Constants.DEFAULT\_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 [ENSURE\\_NAME](#) = Constants.DEFAULT\_ENSURE\_NAME  
*Don't destroy the objects during scene switches.*
- static bool [isLoading](#) = false  
*Is the configuration loaded?*

### 5.34.1 Detailed Description

Configuration for the asset.

### 5.34.2 Member Function Documentation

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

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

### 5.34.3 Member Data Documentation

#### 5.34.3.1 `bool Crosstales.BWF.Util.Config.DEBUG = Constants.DEFAULT_DEBUG [static]`

Enable or disable debug logging for the asset.

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

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

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

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

#### 5.34.3.4 `bool Crosstales.BWF.Util.Config.ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME [static]`

Don't destroy the objects during scene switches.

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

5.34.3.5 `bool Crosstales.BWF.Util.Config.isLoaded = false` `[static]`

Is the configuration loaded?

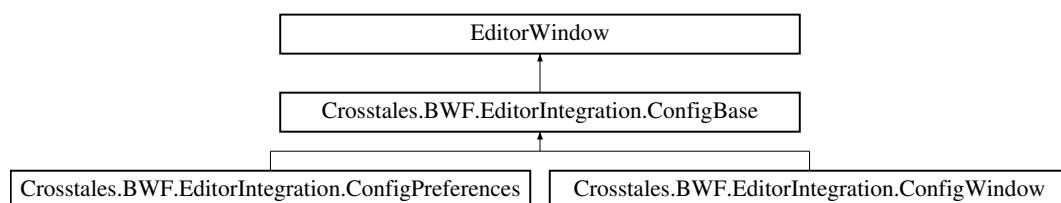
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/Util/Config.cs`

## 5.35 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** ()

#### 5.35.1 Detailed Description

Base class for editor windows.

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

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/Integration/ConfigBase.cs`

## 5.36 Crosstales.BWF.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.



### 5.36.1 Detailed Description

Loads the configuration at startup.

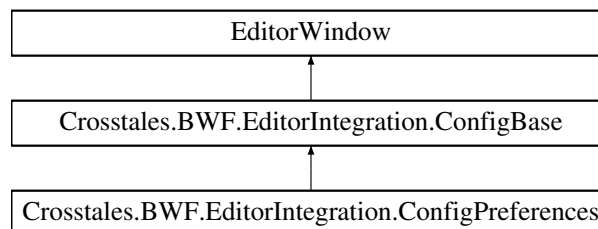
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Editor/Task/ConfigLoader.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.

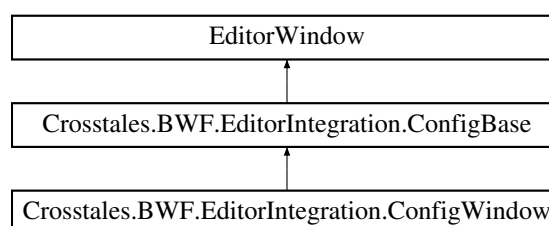
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Editor/Integration/ConfigPreferences.cs

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

Editor window extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigWindow:



## Public Member Functions

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

## Static Public Member Functions

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

## Additional Inherited Members

### 5.38.1 Detailed Description

Editor window extension.

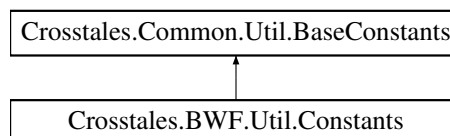
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ 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:



## 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** = "2019.1.0"  
*Version of the asset.*
- const int **ASSET\_BUILD** = 20190115  
*Build number of the asset.*
- const string **ASSET\_PRO\_URL** = "https://www.assetstore.unity3d.com/#!/content/26255?aid=1011ING↔ T&pubref=" + ASSET\_NAME  
*URL of the PRO asset in UAS.*

- const string **ASSET\_2019\_URL** = "https://www.assetstore.unity3d.com/#!/content/26255?aid=1011ING&T&pubref=" + ASSET\_NAME  
*URL of the 2019 asset in UAS.*
- const string **ASSET\_UPDATE\_CHECK\_URL** = "https://www.crosstales.com/media/assets/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** = "http://goo.gl/QkE2sN"  
*URL of the asset API.*
- const string **ASSET\_FORUM\_URL** = "http://goo.gl/Mj9XpS"  
*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=PLgtonlOr6Tb41XTMee&Z836tjHIKgOO84S"  
*URL of the promotion video of the asset (Youtube).*
- const string **ASSET\_VIDEO\_TUTORIAL** = "https://youtu.be/W8FxFIObWM?list=PLgtonlOr6Tb41XTMee&Z836tjHIKgOO84S"  
*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 string **KEY\_ENSURE\_NAME** = KEY\_PREFIX + "ENSURE\_NAME"
- const bool **DEFAULT\_DEBUG\_BADWORDS** = false
- const bool **DEFAULT\_DEBUG\_DOMAINS** = false
- const bool **DEFAULT\_ENSURE\_NAME** = true
- const string **MANAGER\_SCENE\_OBJECT\_NAME** = "BWF"  
*BWF prefab scene name.*

## Static Public Attributes

- 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(2019, 1, 15)  
*Change date of the asset (YYYY, MM, DD).*

## 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 `const string Crosstales.BWF.Util.Constants.ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/26255?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 2019 asset in UAS.

5.39.2.2 `const string Crosstales.BWF.Util.Constants.ASSET_API_URL = "http://goo.gl/QkE2sN"`

URL of the asset API.

5.39.2.3 `const int Crosstales.BWF.Util.Constants.ASSET_BUILD = 20190115`

Build number of the asset.

5.39.2.4 `readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CHANGED = new System.DateTime(2019, 1, 15)`  
`[static]`

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

5.39.2.5 `const string Crosstales.BWF.Util.Constants.ASSET_CONTACT = "bwf@crosstales.com"`

Contact to the owner of the asset.

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

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

5.39.2.7 `const string Crosstales.BWF.Util.Constants.ASSET_FORUM_URL = "http://goo.gl/Mj9XpS"`

URL of the asset forum.

5.39.2.8 `const string Crosstales.BWF.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/badwordfilter/BadWordFilter-doc.pdf"`

URL of the asset manual.

5.39.2.9 `const string Crosstales.BWF.Util.Constants.ASSET_NAME = "Bad Word Filter PRO"`

Name of the asset.

5.39.2.10 `const string Crosstales.BWF.Util.Constants.ASSET_NAME_SHORT = "BWF PRO"`

Short name of the asset.

5.39.2.11 `const string Crosstales.BWF.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/26255?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the PRO asset in UAS.

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

URL for update-checks of the asset

5.39.2.13 `const string Crosstales.BWF.Util.Constants.ASSET_VERSION = "2019.1.0"`

Version of the asset.

5.39.2.14 `const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/pXICeRkARPM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

5.39.2.15 `const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/W8FxFIIObWM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

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

URL of the asset in crosstales.

5.39.2.17 `const string Crosstales.BWF.Util.Constants.MANAGER_SCENE_OBJECT_NAME = "BWF"`

**BWF** prefab scene name.

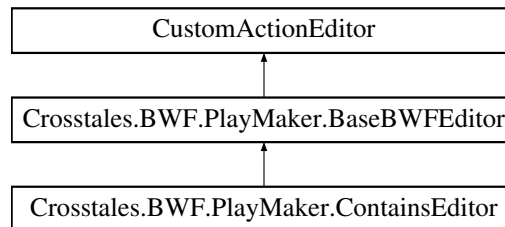
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/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.

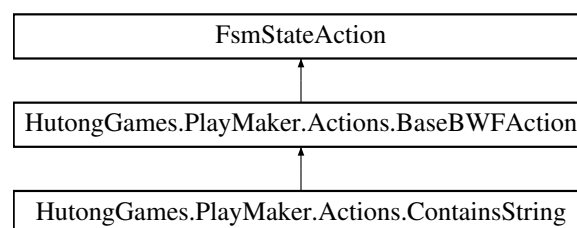
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/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 FsmBool HutongGames.PlayMaker.Actions.ContainsString.Contains

True if 'Text' contains any bad words.

#### 5.41.2.2 FsmString HutongGames.PlayMaker.Actions.ContainsString.Text

Input string for validation.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ContainsString.cs

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

Wrapper for the PlayerPrefs.

## Static Public Member Functions

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

### 5.42.1 Detailed Description

Wrapper for the PlayerPrefs.

### 5.42.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

##### Parameters

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



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

Allows to get a bool from a key.

**Parameters**

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

**Returns**

Value for the key.

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

Allows to get a float from a key.

**Parameters**

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

**Returns**

Value for the key.

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

Allows to get an int from a key.

**Parameters**

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

**Returns**

Value for the key.

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

Allows to get a string from a key.

**Parameters**

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

**Returns**

Value for the key.

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

Exists the key?

**Parameters**

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

**Returns**

Value for the key.

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

Saves all modifications.

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

Allows to set a bool for a key.

**Parameters**

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

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

Allows to set a float for a key.

**Parameters**

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

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

Allows to set an int for a key.

## Parameters

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

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

Allows to set a string for a key.

## Parameters

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

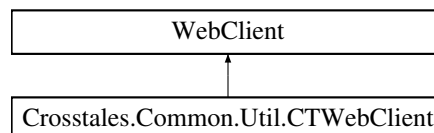
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayerPrefs.cs

## 5.43 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*

### 5.43.1 Detailed Description

Specialized WebClient.

### 5.43.2 Property Documentation

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

Connection limit for all WebClients

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

Timeout in milliseconds

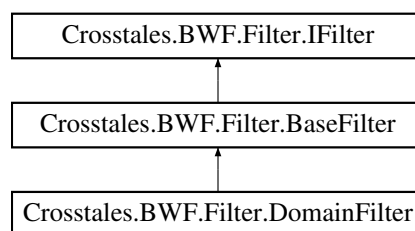
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs`

## 5.44 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< Provider.DomainProvider >` domainProvider, `string` replaceCharacters)  
*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, `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< [Provider.DomainProvider](#) > [DomainProvider](#) [get, set]  
*List of all domain providers.*
- override bool [isReady](#) [get]  
*Checks the readiness status of the filter.*

## Additional Inherited Members

### 5.44.1 Detailed Description

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

### 5.44.2 Constructor & Destructor Documentation

- 5.44.2.1 **Crosstales.BWF.Filter.DomainFilter.DomainFilter** ( **System.Collections.Generic.List**< **Provider.DomainProvider** > *domainProvider*, string *replaceCharacters* )

Instantiate the class.

#### Parameters

<i>domainProvider</i>	List of all domain providers.
<i>replaceCharacters</i>	Replace characters for domains.

### 5.44.3 Member Function Documentation

- 5.44.3.1 **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](#).

5.44.3.2 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](#).

5.44.3.3 override `string Crosstales.BWF.Filter.DomainFilter.ReplaceAll ( string text, bool markOnly, 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](#).

## 5.44.4 Member Data Documentation

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

Replace characters for domains.

### 5.44.5 Property Documentation

#### 5.44.5.1 `System.Collections.Generic.List<Provider.DomainProvider>` `Crosstales.BWF.Filter.DomainFilter.DomainProvider` [get], [set]

List of all domain providers.

##### Returns

All domain providers.

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

Checks the readiness status of the filter.

##### Returns

True if the filter is ready.

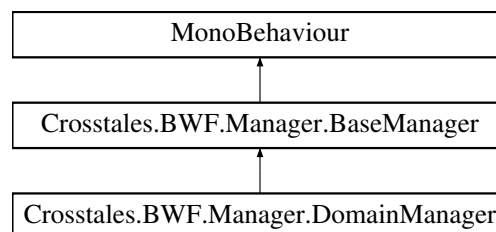
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/↔ Scripts/Filter/DomainFilter.cs`

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

[Manager](#) for domains.

Inheritance diagram for `Crosstales.BWF.Manager.DomainManager`:



### Public Member Functions

- `void OnEnable ()`

## Static Public Member Functions

- static void [Reset](#) ()  
*Resets this object.*
- static void [Load](#) ()  
*Loads the current filter with all settings from this object.*
- static bool [Contains](#) (string text, params string[] sourceNames)  
*Searches for domains in a text.*
- static void [ContainsMT](#) (out bool result, string text, params string[] sourceNames)  
*Searches for domains in a text (call as thread).*
- static System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)  
*Searches for domains in a text.*
- static void [GetAllMT](#) (out System.Collections.Generic.List< string > result, string text, params string[] sourceNames)  
*Searches for domains in a text (call as thread).*
- static string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)  
*Searches and replaces all domains in a text.*
- static void [ReplaceAllMT](#) (out string result, string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)  
*Searches and replaces all bad words in a text (call as thread).*
- static string [Unmark](#) (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*
- static 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

- string [ReplaceChars](#) = "\*"
  - Replace characters for domains (default: \*).*
- System.Collections.Generic.List< [Provider.DomainProvider](#) > [DomainProvider](#)  
*List of all domain providers.*

## Properties

- static string [ReplaceCharacters](#) [get, set]  
*Replace characters for domains.*
- static bool [isReady](#) [get]  
*Checks the readiness status of the manager.*
- static System.Collections.Generic.List< [Data.Source](#) > [Sources](#) [get]  
*Returns all sources for the manager.*

### 5.45.1 Detailed Description

[Manager](#) for domains.

### 5.45.2 Member Function Documentation

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

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

5.45.2.2 `static void Crosstales.BWF.Manager.DomainManager.ContainsMT ( out bool result, string text, params string[] sourceNames ) [static]`

Searches for domains in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: true if a match was found
<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "iana", optional)

## Returns

True if a match was found

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

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

5.45.2.4 `static void Crosstales.BWF.Manager.DomainManager.GetAllMT ( out System.Collections.Generic.List< string > result, string text, params string[] sourceNames ) [static]`

Searches for domains in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: List with all the matches
<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "iana", optional)

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

Loads the current filter with all settings from this object.

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

Marks the text with a prefix and postfix.

#### Parameters

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

#### Returns

Text with marked domains

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

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

5.45.2.8 `static void Crosstales.BWF.Manager.DomainManager.ReplaceAllMT ( out string result, string text, bool markOnly = false, string prefix = "", string postfix = "", params string[] sourceNames ) [static]`

Searches and replaces all bad words in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: clean text
<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)

## 5.45.2.9 static void Crosstales.BWF.Manager.DomainManager.Reset ( ) [static]

Resets this object.

## 5.45.2.10 static string Crosstales.BWF.Manager.DomainManager.Unmark ( string text, string prefix = "&lt;b&gt;&lt;color=red&gt;", string postfix = "&lt;/color&gt;&lt;/b&gt;" ) [static]

Unmarks the text with a prefix and postfix.

## Parameters

<i>text</i>	Text with marked domains
<i>prefix</i>	Prefix for every found doamin (default: bold and red, optional)
<i>postfix</i>	Postfix for every found doamin (default: bold and red, optional)

## Returns

Text with unmarked domains

## 5.45.3 Member Data Documentation

## 5.45.3.1 System.Collections.Generic.List&lt;Provider.DomainProvider&gt; Crosstales.BWF.Manager.DomainManager.DomainProvider↔

List of all domain providers.

## 5.45.3.2 string Crosstales.BWF.Manager.DomainManager.ReplaceChars = "\*"↔

Replace characters for domains (default: \*).

## 5.45.4 Property Documentation

## 5.45.4.1 bool Crosstales.BWF.Manager.DomainManager.IsReady [static],[get]

Checks the readiness status of the manager.

## Returns

True if the manager is ready.

5.45.4.2 `string Crosstales.BWF.Manager.DomainManager.ReplaceCharacters` `[static], [get], [set]`

Replace characters for domains.

5.45.4.3 `System.Collections.Generic.List<Data.Source> Crosstales.BWF.Manager.DomainManager.Sources` `[static], [get]`

Returns all sources for the manager.

#### Returns

List with all sources for the manager

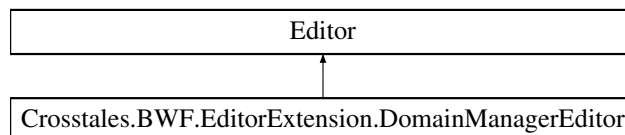
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Scripts/Manager/DomainManager.cs

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

Custom editor for the 'DomainManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainManagerEditor:



### Public Member Functions

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

#### 5.46.1 Detailed Description

Custom editor for the 'DomainManager'-class.

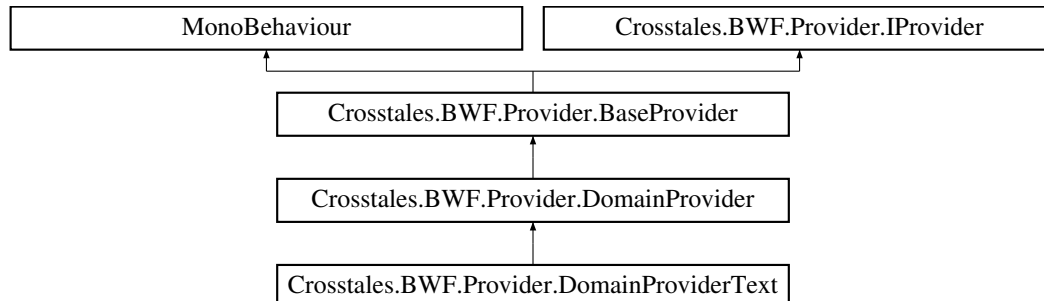
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Editor/Extension/DomainManagerEditor.cs

## 5.47 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](#) ()  
*Intialize the provider.*

### Protected Attributes

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

#### 5.47.1 Detailed Description

Base class for domain providers.

## 5.47.2 Member Function Documentation

### 5.47.2.1 override void Crosstales.BWF.Provider.DomainProvider.init ( ) [protected],[virtual]

Initialize the provider.

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

### 5.47.2.2 override void Crosstales.BWF.Provider.DomainProvider.Load ( ) [virtual]

Loads all sources.

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

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

## 5.47.3 Property Documentation

### 5.47.3.1 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".

### 5.47.3.2 System.Collections.Generic.Dictionary<string, System.Text.RegularExpressions.Regex> Crosstales.BWF.Provider.DomainProvider.DomainsRegex [get],[protected set]

RegEx for domains.

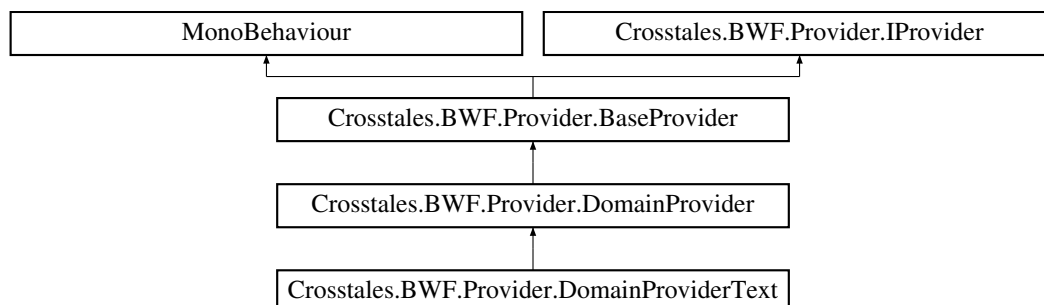
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/DomainProvider.cs

## 5.48 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

### 5.48.1 Detailed Description

Text-file based domain provider.

### 5.48.2 Member Function Documentation

#### 5.48.2.1 override void Crosstales.BWF.Provider.DomainProviderText.Load ( ) [virtual]

Loads all sources.

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

#### 5.48.2.2 override void Crosstales.BWF.Provider.DomainProviderText.Save ( ) [virtual]

Saves all sources.

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

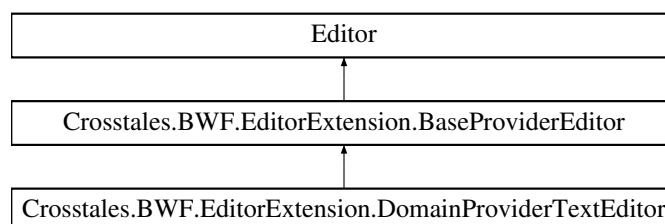
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/DomainProviderText.cs

## 5.49 Crosstales.BWF.EditorExtension.DomainProviderTextEditor Class Reference

Custom editor for the 'DomainProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainProviderTextEditor:



## Additional Inherited Members

### 5.49.1 Detailed Description

Custom editor for the 'DomainProviderText'-class.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↵ Editor/Extension/DomainProviderTextEditor.cs

## 5.50 Crosstales.BWF.Model.Domains Class Reference

[Model](#) for a source of domains.

### Public Member Functions

- [Domains](#) ([Data.Source](#) source, System.Collections.Generic.List< string > domainList)  
*Instantiate the class.*
- override string **ToString** ()

### Public Attributes

- [Data.Source](#) **Source**  
*Source-object.*
- System.Collections.Generic.List< string > [DomainList](#) = new System.Collections.Generic.List<string>()  
*List of all domains (Regex).*

### 5.50.1 Detailed Description

[Model](#) for a source of domains.

### 5.50.2 Constructor & Destructor Documentation

#### 5.50.2.1 Crosstales.BWF.Model.Domains.Domains ( [Data.Source](#) source, System.Collections.Generic.List< string > domainList )

Instantiate the class.

#### Parameters

<i>source</i>	Source-object.
<i>domainList</i>	List of all domains (Regex).



### 5.50.3 Member Data Documentation

#### 5.50.3.1 `System.Collections.Generic.List<string> Crosstales.BWF.Model.Domains.DomainList = new System.Collections.Generic.List<string>()`

List of all domains (RegEx).

#### 5.50.3.2 `Data.Source Crosstales.BWF.Model.Domains.Source`

Source-object.

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

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/↔ Scripts/Model/Domains.cs`

## 5.51 Crosstales.BWF.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

### Static Public Member Functions

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

### Static Public Attributes

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

## Properties

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

### 5.51.1 Detailed Description

Editor configuration for the asset.

### 5.51.2 Member Function Documentation

#### 5.51.2.1 static void Crosstales.BWF.EditorUtil.EditorConfig.Load ( ) [static]

Loads all changable variables.

#### 5.51.2.2 static void Crosstales.BWF.EditorUtil.EditorConfig.Reset ( ) [static]

Resets all changable variables to their default value.

#### 5.51.2.3 static void Crosstales.BWF.EditorUtil.EditorConfig.Save ( ) [static]

Saves all changable variables.

### 5.51.3 Member Data Documentation

#### 5.51.3.1 bool Crosstales.BWF.EditorUtil.EditorConfig.HIERARCHY\_ICON = EditorConstants.DEFAULT\_HIERARCHY\_ICON [static]

Enable or disable the icon in the hierarchy.

#### 5.51.3.2 bool Crosstales.BWF.EditorUtil.EditorConfig.isLoaded = false [static]

Is the configuration loaded?

#### 5.51.3.3 bool Crosstales.BWF.EditorUtil.EditorConfig.PREFAB\_AUTOLOAD = EditorConstants.DEFAULT\_PREFAB\_AUTOLOAD [static]

Automatically load and add the prefabs to the scene.

**5.51.3.4** `bool Crosstales.BWF.EditorUtil.EditorConfig.REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_CHECK`  
[static]

Enable or disable reminder-checks for the asset.

**5.51.3.5** `bool Crosstales.BWF.EditorUtil.EditorConfig.TRACER = EditorConstants.DEFAULT_TRACER` [static]

Enable or disable anonymous tracing data.

**5.51.3.6** `bool Crosstales.BWF.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK`  
[static]

Enable or disable update-checks for the asset.

## 5.51.4 Property Documentation

**5.51.4.1** `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.

**5.51.4.2** `string Crosstales.BWF.EditorUtil.EditorConfig.PREFAB_PATH` [static], [get]

Returns the path of the prefabs.

### Returns

The path of the prefabs.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Editor/Util/EditorConfig.cs

## 5.52 Crosstales.BWF.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

## Public Attributes

- const string **KEY\_UPDATE\_CHECK** = Util.Constants.KEY\_PREFIX + "UPDATE\_CHECK"
- const string **KEY\_REMINDER\_CHECK** = Util.Constants.KEY\_PREFIX + "REMINDER\_CHECK"
- const string **KEY\_TRACER** = Util.Constants.KEY\_PREFIX + "TRACER"
- const string **KEY\_PREFAB\_AUTOLOAD** = Util.Constants.KEY\_PREFIX + "PREFAB\_AUTOLOAD"
- const string **KEY\_HIERARCHY\_ICON** = Util.Constants.KEY\_PREFIX + "HIERARCHY\_ICON"
- const string **KEY\_UPDATE\_DATE** = Util.Constants.KEY\_PREFIX + "UPDATE\_DATE"
- const string **KEY\_REMINDER\_DATE** = Util.Constants.KEY\_PREFIX + "REMINDER\_DATE"
- const string **KEY\_REMINDER\_COUNT** = Util.Constants.KEY\_PREFIX + "REMINDER\_COUNT"
- const string **KEY\_LAUNCH** = Util.Constants.KEY\_PREFIX + "LAUNCH"
- const string **KEY\_TRACER\_DATE** = Util.Constants.KEY\_PREFIX + "TRACER\_DATE"
- const string **DEFAULT\_ASSET\_PATH** = "/Plugins/crosstales/BadWordFilter/"
- const bool **DEFAULT\_UPDATE\_CHECK** = true
- const bool **DEFAULT\_UPDATE\_OPEN\_UAS** = false
- const bool **DEFAULT\_REMINDER\_CHECK** = true
- const bool **DEFAULT\_TRACER** = true
- const bool **DEFAULT\_PREFAB\_AUTOLOAD** = false
- const bool **DEFAULT\_HIERARCHY\_ICON** = true

## Static Public Attributes

- static string **PREFAB\_SUBPATH** = "Prefabs/"  
*Sub-path to the prefabs.*

## Properties

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

### 5.52.1 Detailed Description

Collected editor constants of very general utility for the asset.

### 5.52.2 Member Data Documentation

#### 5.52.2.1 string Crosstales.BWF.EditorUtil.EditorConstants.PREFAB\_SUBPATH = "Prefabs/" [static]

Sub-path to the prefabs.

### 5.52.3 Property Documentation

#### 5.52.3.1 string Crosstales.BWF.EditorUtil.EditorConstants.ASSET\_ID [static], [get]

Returns the ID of the asset in UAS.

##### Returns

The ID of the asset in UAS.

#### 5.52.3.2 System.Guid Crosstales.BWF.EditorUtil.EditorConstants.ASSET\_UID [static], [get]

Returns the UID of the asset.

##### Returns

The UID of the asset.

#### 5.52.3.3 string Crosstales.BWF.EditorUtil.EditorConstants.ASSET\_URL [static], [get]

Returns the URL of the asset in UAS.

##### Returns

The URL of the asset in UAS.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Editor/Util/EditorConstants.cs

## 5.53 Crosstales.BWF.EditorUtil.EditorHelper Class Reference

Editor helper class.

### Static Public Member Functions

- static void [BWFUnavailable](#) ()  
*Shows a "BWF unavailable"-UI.*
- static void [InstantiatePrefab](#) (string prefabName)  
*Instantiates a prefab.*
- 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.*

## Public Attributes

- const int [GO\\_ID](#) = 20  
*Start index inside the "GameObject"-menu.*
- const int [MENU\\_ID](#) = 10201  
*Start index inside the "Tools"-menu.*

## Properties

- static Texture2D **Logo\_Asset** [get]
- static Texture2D **Logo\_Asset\_Small** [get]
- static Texture2D **Logo\_CT** [get]
- static Texture2D **Logo\_Unity** [get]
- static Texture2D **Icon\_Save** [get]
- static Texture2D **Icon\_Reset** [get]
- static Texture2D **Icon\_Plus** [get]
- static Texture2D **Icon\_Minus** [get]
- static Texture2D **Icon\_Refresh** [get]
- static Texture2D **Icon\_Contains** [get]
- static Texture2D **Icon\_Get** [get]
- static Texture2D **Icon\_Replace** [get]
- static Texture2D **Icon\_Mark** [get]
- static Texture2D **Icon\_Manual** [get]
- static Texture2D **Icon\_API** [get]
- static Texture2D **Icon\_Forum** [get]
- static Texture2D **Icon\_Product** [get]
- static Texture2D **Icon\_Check** [get]
- static Texture2D **Social\_Discord** [get]
- static Texture2D **Social\_Facebook** [get]
- static Texture2D **Social\_Twitter** [get]
- static Texture2D **Social\_Youtube** [get]
- static Texture2D **Social\_Linkedin** [get]
- static Texture2D **Social\_Xing** [get]
- static Texture2D **Video\_Promo** [get]
- static Texture2D **Video\_Tutorial** [get]
- static Texture2D **Icon\_Videos** [get]
- static Texture2D **Store\_PlayMaker** [get]
- static Texture2D **Icon\_3p\_Assets** [get]
- static bool [isBWFInScene](#) [get]  
*Checks if the "BWF"-prefab is in the scene.*

### 5.53.1 Detailed Description

Editor helper class.

### 5.53.2 Member Function Documentation

#### 5.53.2.1 static void Crosstales.BWF.EditorUtil.EditorHelper.BWFUnavailable ( ) [static]

Shows a "BWF unavailable"-UI.

#### 5.53.2.2 static void Crosstales.BWF.EditorUtil.EditorHelper.InstantiatePrefab ( string *prefabName* ) [static]

Instantiates a prefab.

## Parameters

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

5.53.2.3 static void Crosstales.BWF.EditorUtil.EditorHelper.ReadOnlyTextField ( string *label*, string *text* ) [static]

Generates a read-only text field with a label.

5.53.2.4 static void Crosstales.BWF.EditorUtil.EditorHelper.SeparatorUI ( int *space* = 12 ) [static]

Shows a separator-UI.

## Parameters

<i>space</i>	Space in pixels between the component and the seperator line (default: 12, optional).
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### 5.53.3 Member Data Documentation

5.53.3.1 const int Crosstales.BWF.EditorUtil.EditorHelper.GO\_ID = 20

Start index inside the "GameObject"-menu.

5.53.3.2 const int Crosstales.BWF.EditorUtil.EditorHelper.MENU\_ID = 10201

Start index inside the "Tools"-menu.

### 5.53.4 Property Documentation

5.53.4.1 bool Crosstales.BWF.EditorUtil.EditorHelper.isBWFInScene [static],[get]

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

## Returns

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

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↵ Editor/Util/EditorHelper.cs

## 5.54 Crosstales.ExtensionMethods Class Reference

Various extension methods.

### Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)  
*Extension method for strings. Converts a string to title case (first letter uppercase).*
- static string [CTReverse](#) (this string str)  
*Extension method for strings. Reverses a string.*
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)  
*Extension method for strings. Case insensitive 'Replace'.*
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)  
*Extension method for strings. Case insensitive 'Equals'.*
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)  
*Extension method for strings. Case insensitive 'Contains'.*
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar= ' ')  
*Extension method for strings. Contains any given string.*
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar= ' ')  
*Extension method for strings. Contains all given strings.*
- static void [CTShuffle< T >](#) (this T[] array, int seed=0)  
*Extension method for Arrays. Shuffles an Array.*
- static string [CTDump< T >](#) (this T[] array)  
*Extension method for Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector2[] array)  
*Extension method for Vector2-Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector3[] array)  
*Extension method for Vector3-Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector4[] array)  
*Extension method for Vector4-Arrays. Dumps an array to a string.*
- static string[] [CTToString< T >](#) (this T[] array)  
*Extension method for Arrays. Generates a string array with all entries (via ToString).*
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)  
*Extension method for IList. Shuffles a List.*
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list)  
*Extension method for IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)  
*Extension method for Vector2-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)  
*Extension method for Vector3-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)  
*Extension method for Vector4-IList. Dumps a list to a string.*
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)  
*Extension method for IList. Generates a string list with all entries (via ToString).*
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict)  
*Extension method for IDictionary. Dumps a dictionary to a string.*



- static void [CTAddRange](#)< K, V > (this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection)  
*Extension method for IDictionary. Adds a dictionary to an existing one.*
- static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)  
*Extension method for Renderer. Determines if the renderer is visible from a certain camera.*

### 5.54.1 Detailed Description

Various extension methods.

### 5.54.2 Member Function Documentation

**5.54.2.1** static void [Crosstales.ExtensionMethods.CTAddRange](#)< K, V > ( this System.Collections.Generic.IDictionary< K, V > *source*, System.Collections.Generic.IDictionary< K, V > *collection* ) [static]

Extension method for IDictionary. Adds a dictionary to an existing one.

#### Parameters

<i>source</i>	IDictionary-instance.
<i>collection</i>	Dictionary to add.

**5.54.2.2** static bool [Crosstales.ExtensionMethods.CTContains](#) ( this string *str*, string *toCheck*, System.StringComparison *comp* = System.StringComparison.OrdinalIgnoreCase ) [static]

Extension method for strings. Case insensitive 'Contains'.

#### Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

#### Returns

True if the string contains the given string.

**5.54.2.3** static bool [Crosstales.ExtensionMethods.CTContainsAll](#) ( this string *str*, string *searchTerms*, char *splitChar* = ' ' ) [static]

Extension method for strings. Contains all given strings.

#### Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

**Returns**

True if the string contains all parts of the given string.

**5.54.2.4** `static bool Crosstales.ExtensionMethods.CTContainsAny ( this string str, string searchTerms, char splitChar = ' ' )`  
[static]

Extension method for strings. Contains any given string.

**Parameters**

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

**Returns**

True if the string contains any parts of the given string.

**5.54.2.5** `static string Crosstales.ExtensionMethods.CTDump ( this Vector2[] array )` [static]

Extension method for Vector2-Arrays. Dumps an array to a string.

**Parameters**

<i>array</i>	Vector2-Array-instance to dump.
--------------	---------------------------------

**Returns**

String with lines for all array entries.

**5.54.2.6** `static string Crosstales.ExtensionMethods.CTDump ( this Vector3[] array )` [static]

Extension method for Vector3-Arrays. Dumps an array to a string.

**Parameters**

<i>array</i>	Vector3-Array-instance to dump.
--------------	---------------------------------

**Returns**

String with lines for all array entries.

**5.54.2.7** `static string Crosstales.ExtensionMethods.CTDump ( this Vector4[] array )` [static]

Extension method for Vector4-Arrays. Dumps an array to a string.

**Parameters**

<i>array</i>	Vector4-Array-instance to dump.
--------------	---------------------------------

**Returns**

String with lines for all array entries.

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

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

**Parameters**

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

**Returns**

String with lines for all list entries.

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

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

**Parameters**

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

**Returns**

String with lines for all list entries.

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

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

**Parameters**

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

**Returns**

String with lines for all list entries.

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

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

**Parameters**

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

**Returns**

String with lines for all dictionary entries.

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

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

**Parameters**

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

**Returns**

String with lines for all array entries.

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

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

**Parameters**

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

**Returns**

String with lines for all list entries.

**5.54.2.14** `static bool Crosstales.ExtensionMethods.CTEquals ( this string str, string toCheck, System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]`

Extension method for strings. Case insensitive 'Equals'.

## Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

## Returns

True if the string contains the given string.

**5.54.2.15** `static bool Crosstales.ExtensionMethods.CTIsVisibleFrom ( this Renderer renderer, Camera camera )` `[static]`

Extension method for *Renderer*. Determines if the renderer is visible from a certain camera.

## Parameters

<i>renderer</i>	Renderer to test the visibility.
<i>camera</i>	Camera for the test.

## Returns

True if the renderer is visible by the given camera.

**5.54.2.16** `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.

**5.54.2.17** `static string Crosstales.ExtensionMethods.CTReverse ( this string str )` `[static]`

Extension method for strings. Reverses a string.

## Parameters

<i>str</i>	String-instance.
------------	------------------

## Returns

Reversed string.

**5.54.2.18** `static void Crosstales.ExtensionMethods.CTShuffle< T > ( this T[] array, int seed = 0 ) [static]`

Extension method for Arrays. Shuffles an Array.

## Parameters

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

**5.54.2.19** `static void Crosstales.ExtensionMethods.CTShuffle< T > ( this System.Collections.Generic.IList< T > list, int seed = 0 ) [static]`

Extension method for IList. Shuffles a List.

## Parameters

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

**5.54.2.20** `static string [] Crosstales.ExtensionMethods.CTToString< T > ( this T[] array ) [static]`

Extension method for Arrays. Generates a string array with all entries (via ToString).

## Parameters

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

## Returns

String array with all entries (via ToString).

**5.54.2.21** `static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > ( this System.Collections.Generic.IList< T > list ) [static]`

Extension method for IList. Generates a string list with all entries (via ToString).

## Parameters

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

## Returns

String list with all entries (via ToString).

5.54.2.22 static string Crosstales.ExtensionMethods.CTToTitleCase ( this string *str* ) [static]

Extension method for strings. Converts a string to title case (first letter uppercase).

## Parameters

<i>str</i>	String-instance.
------------	------------------

## Returns

Converted string in title case.

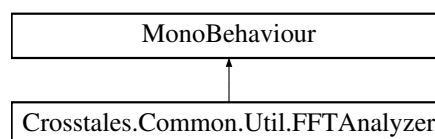
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/ExtensionMethods.cs ↩

## 5.55 Crosstales.Common.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Util.FFTAnalyzer:



### Public Member Functions

- void **Update** ()

### Public Attributes

- float[] **Samples** = new float[256]  
*Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).*
- int **Channel** = 0  
*summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).*
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

### 5.55.1 Detailed Description

FFT analyzer for an audio channel.

### 5.55.2 Member Data Documentation

#### 5.55.2.1 `int Crosstales.Common.Util.FFTAnalyzer.Channel = 0`

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

#### 5.55.2.2 `float [ ] Crosstales.Common.Util.FFTAnalyzer.Samples = new float[256]`

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary>Analyzed channel (0 = right, 1 = left, default: 0).

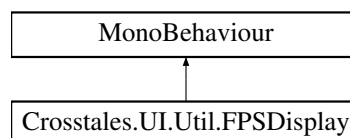
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/FFTAnalyzer.cs`

## 5.56 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



### Public Member Functions

- void **Update** ()

### Public Attributes

- Text **FPS**  
*Text component to display the FPS.*

### 5.56.1 Detailed Description

Simple FPS-Counter.



## 5.56.2 Member Data Documentation

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

Text component to display the FPS.

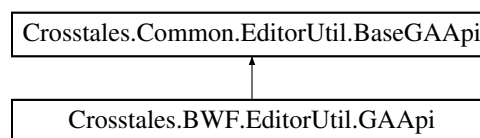
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/FPSDisplay.cs

## 5.57 Crosstales.BWF.EditorUtil.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstales.BWF.EditorUtil.GAApi:



### Static Public Member Functions

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

### Additional Inherited Members

#### 5.57.1 Detailed Description

GA-wrapper API.

#### 5.57.2 Member Function Documentation

##### 5.57.2.1 static void Crosstales.BWF.EditorUtil.GAApi.Event ( string category, string action, string label = " ", int value = 0 ) [static]

Tracks an event from the asset.

##### Parameters

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

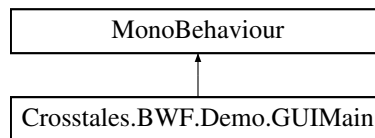
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Editor/Util/GAApi.cs

## 5.58 Crosstales.BWF.Demo.GUIMain Class Reference

Main GUI controller.

Inheritance diagram for Crosstales.BWF.Demo.GUIMain:



### Public Member Functions

- void **Start** ()
- void **Update** ()
- 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 **Test** ()
- void **Replace** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()

### Public Attributes

- bool **AutoTest** = true
- bool **AutoReplace** = false
- bool **ReplaceLeet** = true
- bool **SimpleCheck** = true
- float **IntervalCheck** = 0.5f
- float **IntervalReplace** = 0.5f
- 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**
- Color32 **GoodColor** = new Color32(0, 255, 0, 192)
- Color32 **BadColor** = new Color32(255, 0, 0, 192)
- [ManagerMask](#) **BadwordManager** = ManagerMask.BadWord
- [ManagerMask](#) **DomManager** = ManagerMask.Domain
- [ManagerMask](#) **CapsManager** = ManagerMask.Capitalization
- [ManagerMask](#) **PuncManager** = ManagerMask.Punctuation
- System.Collections.Generic.List< string > **Sources** = new System.Collections.Generic.List<string>(30)

### 5.58.1 Detailed Description

Main GUI controller.

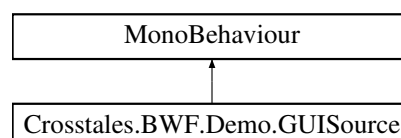
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Demo/Scripts/GUIMain.cs

## 5.59 Crosstales.BWF.Demo.GUISource Class Reference

Generates a scrollable list of sources.

Inheritance diagram for Crosstales.BWF.Demo.GUISource:



### Public Member Functions

- void **Start** ()

## Public Attributes

- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- **GUIMain** **GuiMain**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)

### 5.59.1 Detailed Description

Generates a scrollable list of sources.

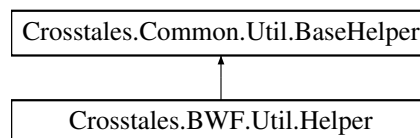
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Demo/Scripts/GUISource.cs

## 5.60 Crosstales.BWF.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.BWF.Util.Helper:



## Static Public Member Functions

- static void **CreateSource** ()

## Properties

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

## Additional Inherited Members

### 5.60.1 Detailed Description

Various helper functions.

## 5.60.2 Property Documentation

### 5.60.2.1 bool Crosstales.BWF.Util.Helper.isSupportedPlatform [static], [get]

Checks if the current platform is supported.

#### Returns

True if the current platform is supported.

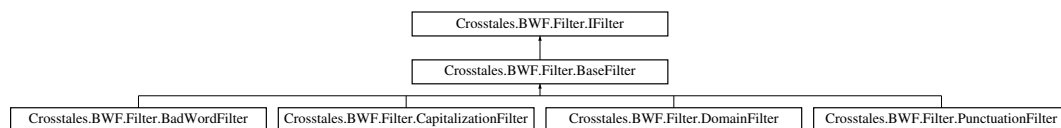
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Scripts/Util/Helper.cs

## 5.61 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< [Data.Source](#) > [Sources](#) [get]  
*All sources of the current filter.*
- bool [isReady](#) [get]  
*Checks the readiness status of the current filter.*

### 5.61.1 Detailed Description

Interface for all filters.

### 5.61.2 Member Function Documentation

#### 5.61.2.1 `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](#).

#### 5.61.2.2 `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.PunctuationFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.BaseFilter](#).

#### 5.61.2.3 `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 containig bad words
-------------	--------------------------

## Parameters

<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](#).

**5.61.2.4** `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](#).

**5.61.2.5** `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](#).

### 5.61.3 Property Documentation

#### 5.61.3.1 bool Crosstales.BWF.Filter.IFilter.IsReady [get]

Checks the readiness status of the current filter.

##### Returns

True if the filter is ready.

#### 5.61.3.2 System.Collections.Generic.List<Data.Source> Crosstales.BWF.Filter.IFilter.Sources [get]

All sources of the current filter.

##### Returns

List with all sources for the current filter

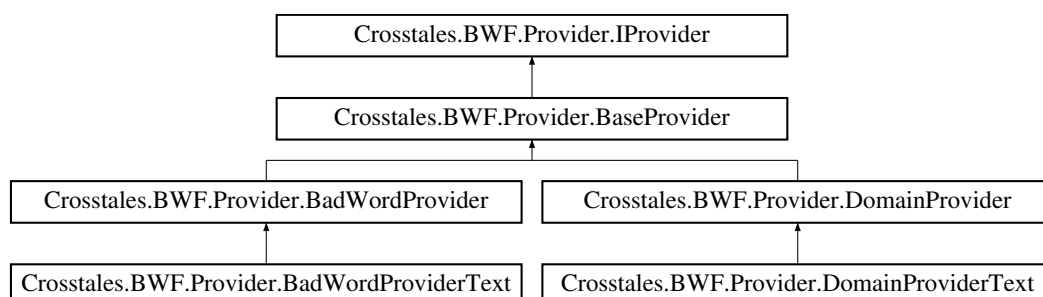
The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Scripts/Filter/IFilter.cs

## 5.62 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.*

### 5.62.1 Detailed Description

Interface for all providers.

### 5.62.2 Member Function Documentation

#### 5.62.2.1 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](#).

#### 5.62.2.2 void Crosstales.BWF.Provider.IProvider.Save ( )

Saves all sources.

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

### 5.62.3 Property Documentation

#### 5.62.3.1 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:

- [D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\\_3rd\\_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/IProvider.cs](#)

## 5.63 Crosstales.BWF.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

### 5.63.1 Detailed Description

Show the configuration window on the first launch.

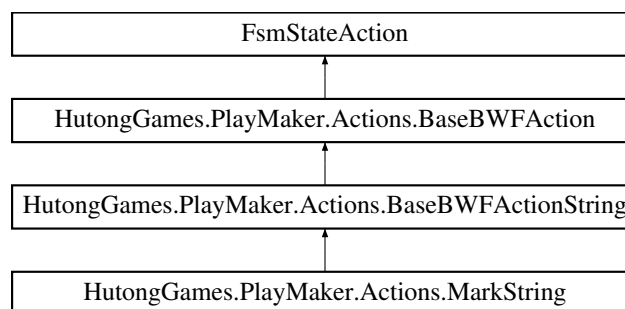
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/Launch.cs

## 5.64 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

### 5.64.1 Detailed Description

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

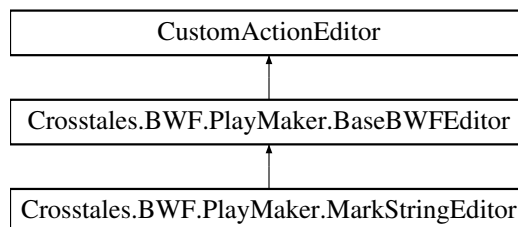
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/MarkString.cs

## 5.65 Crosstales.BWF.PlayMaker.MarkStringEditor Class Reference

Custom editor for the MarkString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkStringEditor:



### Additional Inherited Members

#### 5.65.1 Detailed Description

Custom editor for the MarkString-action.

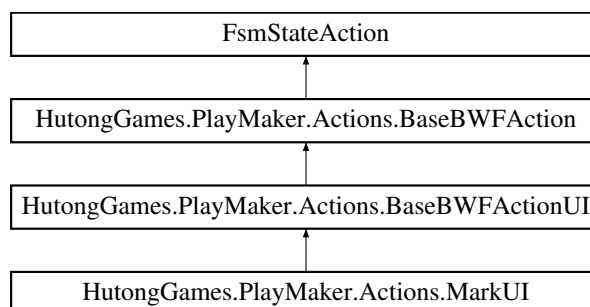
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/MarkStringEditor.cs

## 5.66 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

### 5.66.1 Detailed Description

Mark-action for UI-elements in [PlayMaker](#).

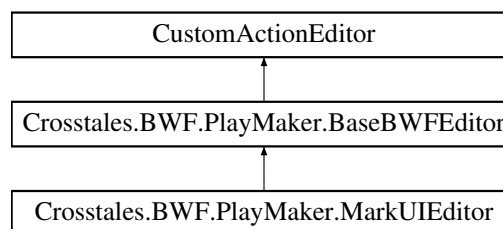
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/MarkUI.cs

## 5.67 Crosstales.BWF.PlayMaker.MarkUIEditor Class Reference

Custom editor for the MarkUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkUIEditor:



## Additional Inherited Members

### 5.67.1 Detailed Description

Custom editor for the MarkUI-action.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/MarkUIEditor.cs

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

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

### 5.68.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Editor/Task/NYCheck.cs

## 5.69 Crosstales.Common.EditorTask.OCCheck Class Reference

Checks if 'Online Check' is installed.

### 5.69.1 Detailed Description

Checks if 'Online Check' is installed.

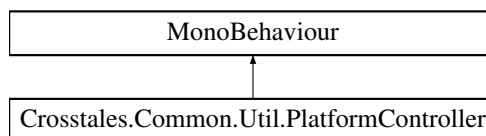
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Editor/Task/OCCheck.cs

## 5.70 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



### Public Member Functions

- virtual void **Start** ()

### Public Attributes

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

### Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

### Protected Attributes

- [Model.Enum.Platform](#) **currentPlatform**

### 5.70.1 Detailed Description

Enables or disable game objects for a given platform.

### 5.70.2 Member Data Documentation

#### 5.70.2.1 `GameObject []` `Crosstales.Common.Util.PlatformController.Objects`

Selected objects for the controller.

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

Selected platforms for the controller.

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

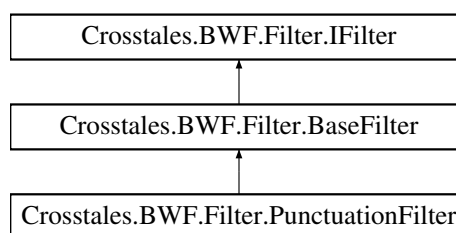
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/PlatformController.cs`

## 5.71 Crosstales.BWF.Filter.PunctuationFilter Class Reference

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

Inheritance diagram for `Crosstales.BWF.Filter.PunctuationFilter`:



### Public Member Functions

- [PunctuationFilter](#) (int punctuationCharacterNumber)  
*Instantiate the class.*
- override bool [Contains](#) (string text, params string[] [sources](#))  
*Searches for bad words in a text.*
- override System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] [sources](#))  
*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.*

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

## Additional Inherited Members

### 5.71.1 Detailed Description

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

### 5.71.2 Constructor & Destructor Documentation

#### 5.71.2.1 Crosstales.BWF.Filter.PunctuationFilter.PunctuationFilter ( int *punctuationCharacterNumber* )

Instantiate the class.

##### Parameters

<i>punctuationCharacterNumber</i>	Defines the number of allowed punctuations in a row.
-----------------------------------	--

### 5.71.3 Member Function Documentation

#### 5.71.3.1 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](#).

5.71.3.2 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](#).

**5.71.3.3** 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](#).

## 5.71.4 Property Documentation

**5.71.4.1** int Crosstales.BWF.Filter.PunctuationFilter.CharacterNumber [get], [set]

Defines the number of allowed punctuations in a row.

**5.71.4.2** override bool Crosstales.BWF.Filter.PunctuationFilter.isReady [get]

Checks the readiness status of the filter.

## Returns

True if the filter is ready.

## 5.71.4.3 System.Text.RegularExpressions.Regex Crosstales.BWF.Filter.PunctuationFilter.RegularExpression [get]

RegEx to find excessive punctuation.

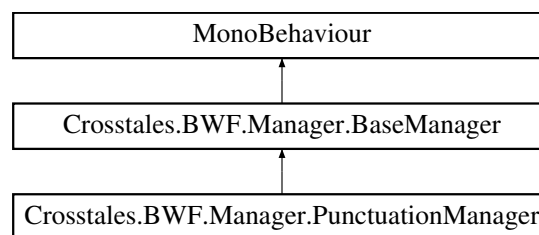
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/PunctuationFilter.cs

## 5.72 Crosstales.BWF.Manager.PunctuationManager Class Reference

[Manager](#) for excessive punctuation.

Inheritance diagram for Crosstales.BWF.Manager.PunctuationManager:



### Public Member Functions

- void **OnEnable** ()
- void **OnValidate** ()

### Static Public Member Functions

- static void [Reset](#) ()  
*Resets this object.*
- static void [Load](#) ()  
*Loads the current filter with all settings from this object.*
- static bool [Contains](#) (string text)  
*Searches for excessive punctuations in a text.*
- static void [ContainsMT](#) (out bool result, string text)  
*Searches for excessive punctuations in a text (call as thread).*
- static System.Collections.Generic.List< string > [GetAll](#) (string text)  
*Searches for excessive punctuations in a text.*
- static void [GetAllMT](#) (out System.Collections.Generic.List< string > result, string text)  
*Searches for excessive punctuations in a text (call as thread).*
- static string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="")  
*Searches and replaces all excessive punctuations in a text.*
- static void [ReplaceAllMT](#) (out string result, string text, bool markOnly=false, string prefix="", string postfix="")  
*Searches and replaces all excessive punctuations in a text (call as thread).*
- static string [Unmark](#) (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*
- static string [Mark](#) (string text, bool replace=false, string prefix="<b><color=red>", string postfix="</color></b>")  
*Marks the text with a prefix and postfix.*

## Public Attributes

- int [PunctuationCharsNumber](#) = 3  
*Defines the number of allowed punctuation letters in a row (default: 3).*

## Properties

- static int [CharacterNumber](#) [get, set]  
*Defines the number of allowed punctuation letters in a row.*
- static bool [isReady](#) [get]  
*Checks the readiness status of the manager.*

### 5.72.1 Detailed Description

[Manager](#) for excessive punctuation.

### 5.72.2 Member Function Documentation

5.72.2.1 static bool Crosstales.BWF.Manager.PunctuationManager.Contains ( string *text* ) [static]

Searches for excessive punctuations in a text.

#### Parameters

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

#### Returns

True if a match was found

5.72.2.2 static void Crosstales.BWF.Manager.PunctuationManager.ContainsMT ( out bool *result*, string *text* ) [static]

Searches for excessive punctuations in a text (call as thread).

#### Parameters

<i>result</i>	out-parameter: true if a match was found
<i>text</i>	Text to check

#### Returns

True if a match was found

**5.72.2.3** `static System.Collections.Generic.List<string> Crosstales.BWF.Manager.PunctuationManager.GetAll ( string text )`  
[static]

Searches for excessive punctuations in a text.

#### Parameters

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

#### Returns

List with all the matches

**5.72.2.4** `static void Crosstales.BWF.Manager.PunctuationManager.GetAllMT ( out System.Collections.Generic.List< string > result, string text )` [static]

Searches for excessive punctuations in a text (call as thread).

#### Parameters

<i>result</i>	out-parameter: List with all the matches
<i>text</i>	Text to check

**5.72.2.5** `static void Crosstales.BWF.Manager.PunctuationManager.Load ( )` [static]

Loads the current filter with all settings from this object.

**5.72.2.6** `static string Crosstales.BWF.Manager.PunctuationManager.Mark ( string text, bool replace = false, string prefix = "<b><color=red>", string postfix = "</color></b>" )` [static]

Marks the text with a prefix and postfix.

#### Parameters

<i>text</i>	Text containig 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

**5.72.2.7** static string Crosstales.BWF.Manager.PunctuationManager.ReplaceAll ( string *text*, bool *markOnly* = false, string *prefix* = " ", string *postfix* = " " ) [static]

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

**5.72.2.8** static void Crosstales.BWF.Manager.PunctuationManager.ReplaceAllMT ( out string *result*, string *text*, bool *markOnly* = false, string *prefix* = " ", string *postfix* = " " ) [static]

Searches and replaces all excessive punctuations in a text (call as thread).

#### Parameters

<i>result</i>	out-parameter: clean text
<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)

**5.72.2.9** static void Crosstales.BWF.Manager.PunctuationManager.Reset ( ) [static]

Resets this object.

**5.72.2.10** static string Crosstales.BWF.Manager.PunctuationManager.Unmark ( string *text*, string *prefix* = "<b><color=red>", string *postfix* = "</color></b>" ) [static]

Unmarks the text with a prefix and postfix.

#### Parameters

<i>text</i>	Text with marked excessive punctuations
<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 unmarked excessive punctuations

### 5.72.3 Member Data Documentation

5.72.3.1 `int Crosstales.BWF.Manager.PunctuationManager.PunctuationCharsNumber = 3`

Defines the number of allowed punctuation letters in a row (default: 3).

### 5.72.4 Property Documentation

5.72.4.1 `int Crosstales.BWF.Manager.PunctuationManager.CharacterNumber` `[static], [get], [set]`

Defines the number of allowed punctuation letters in a row.

5.72.4.2 `bool Crosstales.BWF.Manager.PunctuationManager.isReady` `[static], [get]`

Checks the readiness status of the manager.

#### Returns

True if the manager is ready.

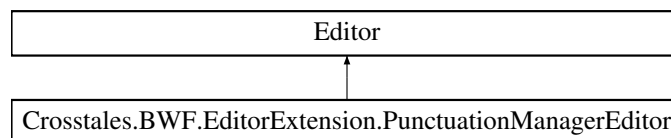
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Scripts/Manager/PunctuationManager.cs

## 5.73 Crosstales.BWF.EditorExtension.PunctuationManagerEditor Class Reference

Custom editor for the 'PunctuationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.PunctuationManagerEditor:



#### Public Member Functions

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

### 5.73.1 Detailed Description

Custom editor for the 'PunctuationManager'-class.

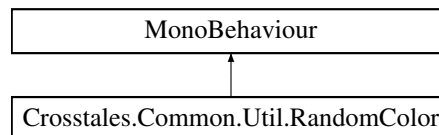
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd\_party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/PunctuationManagerEditor.cs

## 5.74 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



### Public Member Functions

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

### Public Attributes

- bool **UseInterval** = true  
*Use intervals to change the color (default: true).*
- Vector2 **ChangeInterval** = new Vector2(5, 10)  
*summary> Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).*
- Vector2 **HueRange** = new Vector2(0f, 1f)  
*summary> Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).*
- Vector2 **SaturationRange** = new Vector2(1f, 1f)  
*summary> Random value range between min (= x) and max (= y) (default: x = 1, y = 1).*
- Vector2 **ValueRange** = new Vector2(1f, 1f)  
*summary> Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).*
- Vector2 **AlphaRange** = new Vector2(1f, 1f)  
*summary> Use gray scale colors (default: false).*
- bool **GrayScale** = false
- Material **Material**  
*Modify the color of a material instead of the Renderer (default: not set, optional).*
- bool **RandomColorAtStart** = false

### 5.74.1 Detailed Description

Random color changer.

## 5.74.2 Member Data Documentation

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

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

### 5.74.2.2 Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

### 5.74.2.3 Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

### 5.74.2.4 Material Crosstales.Common.Util.RandomColor.Material

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

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

### 5.74.2.5 Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

### 5.74.2.6 bool Crosstales.Common.Util.RandomColor.UseInterval = true

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

### 5.74.2.7 Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

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

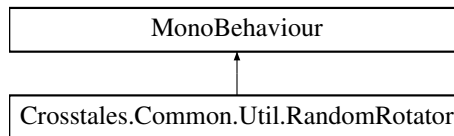
- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomColor.cs



## 5.75 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



### Public Member Functions

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

### Public Attributes

- bool **UseInterval** = true  
*Use intervals to change the rotation (default: true).*
- Vector2 **ChangeInterval** = new Vector2(10, 20)  
*summary>Minimum rotation speed per axis (default: 5 for all axis).*
- Vector3 **SpeedMin** = new Vector3(5, 5, 5)  
*summary>Maximum rotation speed per axis (default: 15 for all axis).*
- Vector3 **SpeedMax** = new Vector3(15, 15, 15)  
*summary>Set the object to a random rotation at Start (default: false).*
- bool **RandomRotationAtStart** = false

### 5.75.1 Detailed Description

Random rotation changer.

### 5.75.2 Member Data Documentation

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

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

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

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

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

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

## 5.75.2.4 bool Crosstales.Common.Util.RandomRotator.UseInterval = true

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

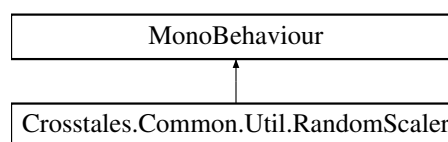
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

## 5.76 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



### Public Member Functions

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

### Public Attributes

- bool **UseInterval** = true  
*Use intervals to change the scale (default: true).*
- Vector2 **ChangeInterval** = new Vector2(10, 20)  
*summary>Minimum scale per axis (default: 0.1 for all axis).*
- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)  
*summary>Maximum scale per axis (default: 0.1 for all axis).*
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)  
*summary>Uniform scaling for all axis (x-axis values will be used, default: true).*
- bool **Uniform** = true  
*summary>Set the object to a random scale at Start (default: false).*
- bool **RandomScaleAtStart** = false

### 5.76.1 Detailed Description

Random scale changer.

## 5.76.2 Member Data Documentation

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

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

### 5.76.2.2 Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

### 5.76.2.3 Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)

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

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

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

### 5.76.2.5 bool Crosstales.Common.Util.RandomScaler.UseInterval = true

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomScaler.cs

## 5.77 Crosstales.BWF.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

### 5.77.1 Detailed Description

Reminds the customer to create an UAS review.

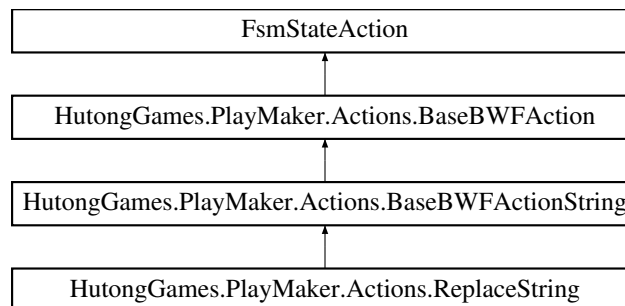
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/ReminderCheck.cs

## 5.78 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

#### 5.78.1 Detailed Description

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

#### 5.78.2 Member Data Documentation

##### 5.78.2.1 FsmBool HutongGames.PlayMaker.Actions.ReplaceString.ReplaceInput = true

Replace the input text with the replaced string (default: true).

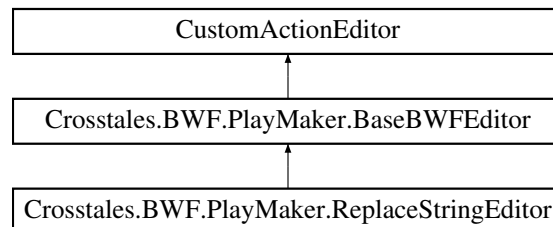
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstailes/BadWordFilter/3rd party/PlayMaker/Scripts/ReplaceString.cs

## 5.79 Crosstales.BWF.PlayMaker.ReplaceStringEditor Class Reference

Custom editor for the ReplaceString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceStringEditor:



### Additional Inherited Members

#### 5.79.1 Detailed Description

Custom editor for the ReplaceString-action.

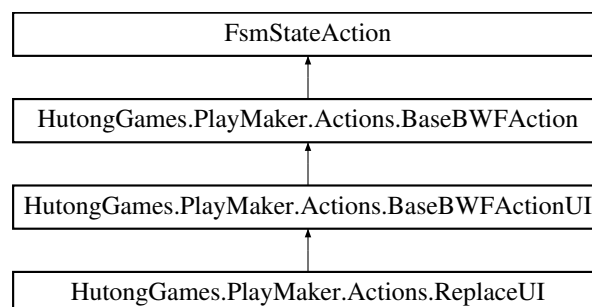
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ReplaceStringEditor.cs

## 5.80 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

### 5.80.1 Detailed Description

Replace-action for UI-elements in [PlayMaker](#).

### 5.80.2 Member Data Documentation

#### 5.80.2.1 FsmBool HutongGames.PlayMaker.Actions.ReplaceUI.ReplaceInput = true

Replace the input text with the replaced string (default: true).

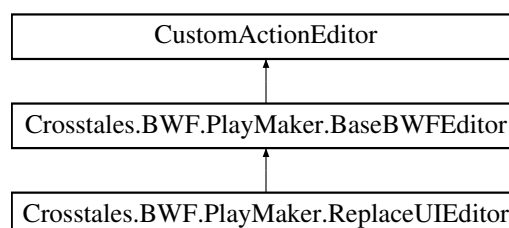
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ReplaceUI.cs

## 5.81 Crosstales.BWF.PlayMaker.ReplaceUIEditor Class Reference

Custom editor for the ReplaceUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceUIEditor:



## Additional Inherited Members

### 5.81.1 Detailed Description

Custom editor for the ReplaceUI-action.

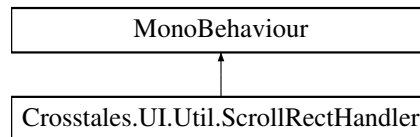
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ReplaceUIEditor.cs

## 5.82 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



### Public Member Functions

- void **Start** ()

### Public Attributes

- ScrollRect **Scroll**

### 5.82.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/ScrollRectHandler.cs

## 5.83 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:



### Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

## Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.StreamingContext context)

## Properties

- System.Xml.Serialization.XmlSerializer **ValueSerializer** [get]

### 5.83.1 Detailed Description

Serializable Dictionary-class for XML.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializableDictionary.cs

## 5.84 Crosstales.Common.Util.SerializeDeSerialize Class Reference

Serialize and deserialize objects to/from binary files.

### Static Public Member Functions

- static void **SerializeToFile**< T > (T obj, string filename)  
*Serialize an object to a byte-array.*
- static byte[] **SerializeToByteArray**< T > (T obj)  
*Serialize an object to a byte-array.*
- static T **DeserializeFromFile**< T > (string filename)  
*Deserialize a binary-file to an object.*
- static T **DeserializeFromByteArray**< T > (byte[] data)  
*Deserialize a byte-array to an object.*

### 5.84.1 Detailed Description

Serialize and deserialize objects to/from binary files.

### 5.84.2 Member Function Documentation

- 5.84.2.1 static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > ( byte[] data ) [static]

Deserialize a byte-array to an object.



## Parameters

<i>filename</i>	Byte-array of the object
-----------------	--------------------------

## Returns

Object

5.84.2.2 `static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > ( string filename ) [static]`

Deserialize a binary-file to an object.

## Parameters

<i>filename</i>	Binary-file of the object
-----------------	---------------------------

## Returns

Object

5.84.2.3 `static byte [] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< T > ( T obj ) [static]`

Serialize an object to a byte-array.

## Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

## Returns

Byte-array of the object

5.84.2.4 `static void Crosstales.Common.Util.SerializeDeSerialize.SerializeToFile< T > ( T obj, string filename ) [static]`

Serialize an object to a byte-array.

## Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	Binary-file for the object

## Returns

Byte-array of the object

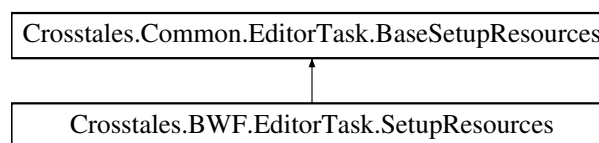
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializeDeSerialize.cs

## 5.85 Crosstales.BWF.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.BWF.EditorTask.SetupResources:



### Additional Inherited Members

#### 5.85.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

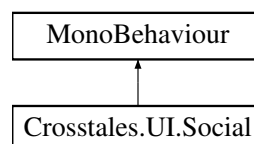
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/SetupResources.cs

## 5.86 Crosstales.UI.Social Class Reference

[Crosstales](#) social media links.

Inheritance diagram for Crosstales.UI.Social:



### Public Member Functions

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

### 5.86.1 Detailed Description

**Crosstales** social media links.

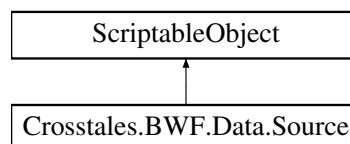
The documentation for this class was generated from the following file:

- D:\slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/Social.cs ↵

## 5.87 Crosstales.BWF.Data.Source Class Reference

**Data** definition of a source.

Inheritance diagram for Crosstales.BWF.Data.Source:



## Public Member Functions

- override string **ToString** ()

## Public Attributes

- string **Name** = string.Empty  
*Name of the source.*
- string **Description** = string.Empty  
*Description for the source (optional).*
- Sprite **Icon**  
*Icon to represent the source (e.g. country flag, optional)*
- string **URL** = string.Empty  
*URL of a text file containing all regular expressions for this source. Add also the protocol-type ('http://', 'file←  
:// ' etc.).*
- TextAsset **Resource**  
*Text file containing all regular expressions for this source.*

### 5.87.1 Detailed Description

**Data** definition of a source.

### 5.87.2 Member Data Documentation

```
5.87.2.1 string Crosstales.BWF.Data.Source.Description = string.Empty
```

Description for the source (optional).

## 5.87.2.2 Sprite Crosstales.BWF.Data.Source.Icon

Icon to represent the source (e.g. country flag, optional)

## 5.87.2.3 string Crosstales.BWF.Data.Source.Name = string.Empty

Name of the source.

## 5.87.2.4 TextAsset Crosstales.BWF.Data.Source.Resource

Text file containing all regular expressions for this source.

## 5.87.2.5 string Crosstales.BWF.Data.Source.URL = string.Empty

URL of a text file containing all regular expressions for this source. Add also the protocol-type ('http://', 'file://' etc.).

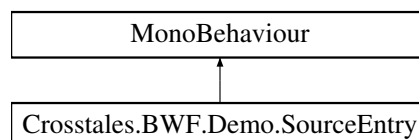
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Scripts/Data/Source.cs

## 5.88 Crosstales.BWF.Demo.SourceEntry Class Reference

Wrapper for sources.

Inheritance diagram for Crosstales.BWF.Demo.SourceEntry:



### Public Member Functions

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

### Public Attributes

- Text **Text**
- Image **Icon**
- Image **Main**
- Source **Source**
- GUIMain **GuiMain**
- Color32 **EnabledColor** = new Color32(0, 255, 0, 192)

### 5.88.1 Detailed Description

Wrapper for sources.

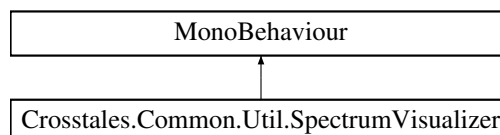
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/↔ Demo/Scripts/SourceEntry.cs

## 5.89 Crosstales.Common.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Util.SpectrumVisualizer:



### Public Member Functions

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

### Public Attributes

- [FFTAnalyzer Analyzer](#)  
*FFT-analyzer with the spectrum data.*
- GameObject [VisualPrefab](#)  
*summary> Width per prefab.*
- float [Width](#) = 0.075f  
*summary> Gain-power for the frequency.*
- float [Gain](#) = 70f  
*summary> Frequency band from left-to-right (default: true).*
- bool [LeftToRight](#) = true  
*summary> Opacity of the material of the prefab (default: 1).*
- float **Opacity** = 1f

### 5.89.1 Detailed Description

Simple spectrum visualizer.

## 5.89.2 Member Data Documentation

### 5.89.2.1 FFTAnalyzer Crosstales.Common.Util.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

### 5.89.2.2 float Crosstales.Common.Util.SpectrumVisualizer.Gain = 70f

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

### 5.89.2.3 bool Crosstales.Common.Util.SpectrumVisualizer.LeftToRight = true

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

### 5.89.2.4 GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab

summary>Width per prefab.

### 5.89.2.5 float Crosstales.Common.Util.SpectrumVisualizer.Width = 0.075f

summary>Gain-power for the frequency.

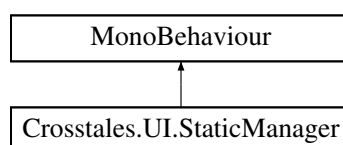
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/Util/SpectrumVisualizer.cs

## 5.90 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



## Public Member Functions

- void [Quit](#) ()  
*Quit the application (stop playing inside the Editor).*
- void [OpenCrosstales](#) ()  
*summary> Open the Unity AssetStore homepage.*
- void **OpenAssetstore** ()

### 5.90.1 Detailed Description

Static Button Manager.

### 5.90.2 Member Function Documentation

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

summary>Open the Unity AssetStore homepage.

#### 5.90.2.2 void Crosstales.UI.StaticManager.Quit ( )

Quit the application (stop playing inside the Editor).

summary>Open the crosstales homepage.

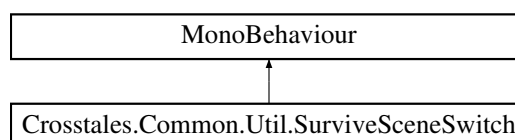
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/StaticManager.cs

## 5.91 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:



## Public Member Functions

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

## Public Attributes

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

### 5.91.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

### 5.91.2 Member Data Documentation

#### 5.91.2.1 `GameObject[]` `Crosstales.Common.Util.SurviveSceneSwitch.Survivors`

Objects which have to survive a scene switch.

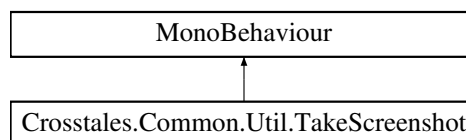
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Tool/SurviveSceneSwitch.cs`

## 5.92 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

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



## Public Member Functions

- `void` **Start** ()
- `void` [Update](#) ()  
*summary> Capture the screen.*
- `void` **Capture** ()

## Public Attributes

- `string` [Prefix](#) = "CT\_Screenshot"  
*Prefix for the generate file names.*
- `int` [Scale](#) = 1  
*summary> Key-press to capture the screen (default: F8).*
- `KeyCode` **KeyCode** = `KeyCode.F8`



### 5.92.1 Detailed Description

Take screen shots inside an application.

### 5.92.2 Member Function Documentation

#### 5.92.2.1 void Crosstales.Common.Util.TakeScreenshot.Update ( )

summary>Capture the screen.

### 5.92.3 Member Data Documentation

#### 5.92.3.1 string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT\_Screenshot"

Prefix for the generate file names.

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

#### 5.92.3.2 int Crosstales.Common.Util.TakeScreenshot.Scale = 1

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

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/Tool/TakeScreenshot.cs

## 5.93 Crosstales.BWF.EditorTask.Tracer Class Reference

Gather some tracing data for the asset.

### 5.93.1 Detailed Description

Gather some tracing data for the asset.

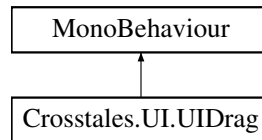
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/Tracer.cs

## 5.94 Crosstailes.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstailes.UI.UIDrag:



### Public Member Functions

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

#### 5.94.1 Detailed Description

Allow to Drag the Windows around.

#### 5.94.2 Member Function Documentation

##### 5.94.2.1 void Crosstailes.UI.UIDrag.BeginDrag ( )

*summary> While dragging.*

##### 5.94.2.2 void Crosstailes.UI.UIDrag.Start ( )

*summary> Drag started.*

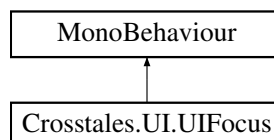
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstailes/Common/UI/↔ Scripts/UIDrag.cs

## 5.95 Crosstailes.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstailes.UI.UIFocus:



## Public Member Functions

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

## Public Attributes

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

### 5.95.1 Detailed Description

Change the Focus on from a Window.

### 5.95.2 Member Function Documentation

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

*summary>Panel entered.*

### 5.95.3 Member Data Documentation

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

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

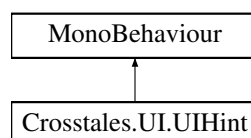
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIFocus.cs

## 5.96 Crosstales.UI.UIHint Class Reference

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

Inheritance diagram for Crosstales.UI.UIHint:



## Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()

## Public Attributes

- CanvasGroup **Group**  
*Group to fade.*
- float **Delay** = 2f  
*Delay in seconds before fading (default: 2).*
- float **FadeTime** = 2f  
*Fade time in seconds (default: 2).*
- bool **Disable** = true  
*Disable **UI** element after the fade (default: true).*
- bool **FadeAtStart** = true  
*Fade at Start (default: true).*

### 5.96.1 Detailed Description

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

### 5.96.2 Member Data Documentation

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

Delay in seconds before fading (default: 2).

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

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

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

Fade at Start (default: true).

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

Fade time in seconds (default: 2).

#### 5.96.2.5 CanvasGroup Crosstales.UI.UHint.Group

Group to fade.

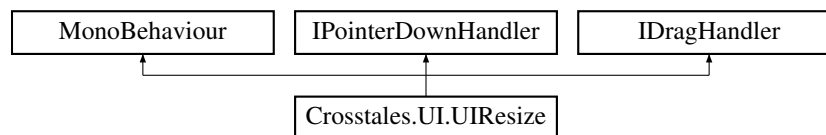
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIHint.cs

## 5.97 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



### Public Member Functions

- void **Awake** ()
- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

### Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)  
*Minimum size of the [UI](#) element.*
- Vector2 **MaxSize** = new Vector2(800, 600)  
*Maximum size of the [UI](#) element.*

### 5.97.1 Detailed Description

Resize a [UI](#) element.

### 5.97.2 Member Data Documentation

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

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

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

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

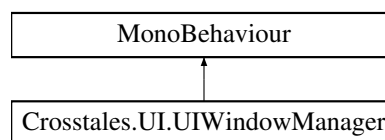
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIResize.cs

## 5.98 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



### Public Member Functions

- void [Start](#) ()
- void **ChangeState** (GameObject active)

### Public Attributes

- GameObject[] [Windows](#)  
*All Windows of the scene.*

### 5.98.1 Detailed Description

Change the state of all Window panels.

### 5.98.2 Member Function Documentation

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

summary>Change the state of all windows.

#### Parameters

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

### 5.98.3 Member Data Documentation

#### 5.98.3.1 GameObject [ ] Crosstales.UI.UIWindowManager.Windows

All Windows of the scene.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIWindowManager.cs

## 5.99 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)

### Public Attributes

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

#### 5.99.1 Detailed Description

Checks for updates of the asset.

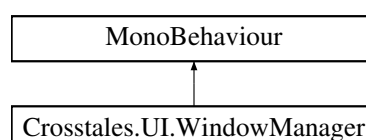
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/UpdateCheck.cs

## 5.100 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



## Public Member Functions

- void **Start** ()
- void **Update** ()  
*summary>Switch between open and close.*
- void **SwitchPanel** ()  
*summary>Open the panel.*
- void **OpenPanel** ()  
*summary>Close the panel.*
- void **ClosePanel** ()

## Public Attributes

- float **Speed** = 3f  
*Window movement speed (default: 3).*
- GameObject[] **Dependencies**  
*Dependent GameObjects (active == open).*

### 5.100.1 Detailed Description

Manager for a Window.

### 5.100.2 Member Function Documentation

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

*summary>Close the panel.*

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

*summary>Open the panel.*

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

*summary>Switch between open and close.*

### 5.100.3 Member Data Documentation

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

*Dependent GameObjects (active == open).*



### 5.100.3.2 float Crosstales.UI.WindowManager.Speed = 3f

Window movement speed (default: 3).

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/UI/Scripts/WindowManager.cs

## 5.101 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

### Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)  
*Serialize an object to an XML-file.*
- static T [DeserializeFromFile< T >](#) (string filename, bool skipBOM=false)  
*Deserialize a XML-file to an object.*
- static string [SerializeToString< T >](#) (T obj)  
*Serialize an object to an XML-string.*
- static T [DeserializeFromString< T >](#) (string xmlAsString, bool skipBOM=true)  
*Deserialize a XML-string to an object.*
- static T [DeserializeFromResource< T >](#) (string resourceName, bool skipBOM=true)  
*Deserialize a Unity XML resource (TextAsset) to an object.*

### 5.101.1 Detailed Description

Helper-class for XML.

### 5.101.2 Member Function Documentation

#### 5.101.2.1 static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > ( string filename, bool skipBOM = false ) [static]

Deserialize a XML-file to an object.

#### Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

## Returns

Object

**5.101.2.2** `static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > ( string resourceName, bool skipBOM = true ) [static]`

Deserialize a Unity XML resource (TextAsset) to an object.

## Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

## Returns

Object

**5.101.2.3** `static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > ( string xmlAsString, bool skipBOM = true ) [static]`

Deserialize a XML-string to an object.

## Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

## Returns

Object

**5.101.2.4** `static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > ( T obj, string filename ) [static]`

Serialize an object to an XML-file.

## Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

**5.101.2.5** `static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > ( T obj ) [static]`

Serialize an object to an XML-string.

#### Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

#### Returns

Object as XML-stringValid path

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/Plugins/crosstales/Common/↵  
Scripts/Util/XMLHelper.cs

## Chapter 6

# More information

### 6.1 Homepage

<https://www.crosstales.com/en/portfolio/badwordfilter/>

### 6.2 AssetStore

<https://goo.gl/qwtXyb>

### 6.3 Forum

<http://goo.gl/Mj9XpS>

### 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

<http://goo.gl/9WdQjx>

## 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/W8FxF1IObWM?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

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