Turbo Builder PRO

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API

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Class Index

3.1 Class List

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: Base for adding and removing the given symbols to PlayerSettings compiler define symbols . . . 11

Crosstales.Common.Util.BaseConstants
: Base for collected constants of very general utility for the asset . . . 12

Crosstales.Common.EditorUtil.BaseEditorHelper
: Base for various Editor helper functions . . . 23

Crosstales.Common.Util.BaseHelper
: Base for various helper functions . . . 28

Crosstales.Common.EditorTask.BaseSetupResources
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Crosstales.TPB.Builder
: Platform builder . . . 42

Crosstales.TPB.EditorTask.CompileDefines
: Adds the given define symbols to PlayerSettings define symbols . . . 47

Crosstales.TPB.Util.Config
: Configuration for the asset . . . 48

Crosstales.TPB.EditorIntegration.ConfigBase
: Base class for editor windows . . . 58

Crosstales.TPB.EditorIntegration.ConfigPreferences
: Unity "Preferences" extension . . . 59

Crosstales.TPB.EditorIntegration.ConfigWindow
: Editor window extension . . . 59

Crosstales.TPB.Util.Constants
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Show the configuration window on the first launch . . . 140
Crosstales.Common.Util.NetworkHelper
Base for various helper functions for networking . . . 140
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Checks if a 'Happy new year'-message must be displayed . . . 143
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Copies all resources to 'Editor Default Resources' . . . 144
Crosstales.Common.EditorTask.SetupResources
Moves all resources to 'Editor Default Resources' . . . 144
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Switch back to a defined BuildTarget after building . . . 145
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Crosstales.TPB.EditorIntegration.TPBWindow
Example editor window integration of Turbo Builder for your own scripts . . . 146
Crosstales.TPB.Task.UpdateCheck
Checks for updates of the asset . . . 146
Crosstales.Common.Util.XmlHelper
Helper-class for XML . . . 147

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

- class ExtensionMethods

  Various extension methods.

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.EditorTask Namespace Reference

Classes

- class BaseCompileDefines

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

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

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

  Moves all resources to 'Editor Default Resources'.

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class BaseEditorHelper

  Base for various Editor helper functions.

4.5 Crosstales.Common.Model Namespace Reference

4.6 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum Platform {
  Windows, **OSX**, **Linux**, **IOS**,
  Android, **WSA**, **Web**, **Unsupported** }

  All available platforms.
- enum SampleRate {
  _8000Hz = 8000, **_11025Hz** = 11025, **_22050Hz** = 22050, **_44100Hz** = 44100,
  _48000Hz = 48000 }

  Typical audio sample rates.

4.6.1 Enumeration Type Documentation

4.6.1.1 Platform

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

All available platforms.

4.6.1.2 SampleRate

`enum Crosstales.Common.Model.Enum.SampleRate [strong]`

Typical audio sample rates.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class BaseConstants

  Base for collected constants of very general utility for the asset.
- class BaseHelper

  Base for various helper functions.
- class CTPlayerPrefs

  Wrapper for the PlayerPrefs.
- class CTWebClient

  Specialized WebClient.
- class FileHelper

  Various helper functions for the file system.
- class NetworkHelper

  Base for various helper functions for networking.
- class XmlHelper

  Helper-class for XML.

4.8 Crosstales.TPB Namespace Reference

Classes

- class Builder

  Platform builder.

4.9 Crosstales.TPB.EditorIntegration Namespace Reference

Classes

- class ConfigBase

  Base class for editor windows.
- class ConfigPreferences

  Unity "Preferences" extension.
- class ConfigWindow

  Editor window extension.
- class TPBWindow

  Example editor window integration of Turbo Builder for your own scripts.

4.10 Crosstales.TPB.EditorTask Namespace Reference

Classes

- class CompileDefines

  Adds the given define symbols to PlayerSettings define symbols.

4.11 Crosstales.TPB.Example Namespace Reference

Classes

- class AddressableRebuilder

  Rebuilds all Addressables.
- class EventTester

  Simple test script for all callbacks.
- class SwitchBackAfterBuild

  Switch back to a defined BuildTarget after building.
- class TPBMenu

  Example editor menu integration of Turbo Builder for your own scripts.

4.12 Crosstales.TPB.Task Namespace Reference

Classes

- class Launch

  Show the configuration window on the first launch.
- class SetupResources

  Copies all resources to 'Editor Default Resources'.
- class UpdateCheck

  Checks for updates of the asset.

Enumerations

- enum UpdateStatus {
  NOT_CHECKED, **NO_UPDATE**, **UPDATE**, **UPDATE_VERSION**,
  DEPRECATED }

  All possible update stati.

4.12.1 Enumeration Type Documentation

4.12.1.1 UpdateStatus

```
enum Crosstales.TPB.Task.UpdateStatus  [strong]
```

All possible update stati.

4.13 Crosstales.TPB.Util Namespace Reference

Classes

- class Config

  Configuration for the asset.
- class Constants

  Collected constants of very general utility for the asset.
- class CTLogger

  Logger for the asset.
- class Helper

  Various helper functions.

Chapter 5

Class Documentation

5.1 Crosstales.TPB.Example.AddressableRebuilder Class Reference

Rebuilds all Addressables.

5.1.1 Detailed Description

Rebuilds all Addressables.

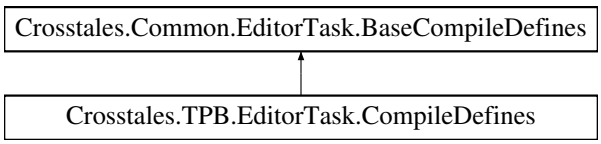
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Example Integration/Editor/AddressableRebuilder.cs

5.2 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Public Member Functions

- static void AddSymbolsToAllTargets (params string[ ] symbols)

  Adds the given symbols to the compiler defines.
- static void RemoveSymbolsFromAllTargets (params string[ ] symbols)

  Removes the given symbols from the compiler defines.

Static Protected Member Functions

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

5.2.1 Detailed Description

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

5.2.2 Member Function Documentation

5.2.2.1 AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.

Parameters

symbols	Symbols to add to the compiler defines

5.2.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

Parameters

symbols	Symbols to remove from the compiler defines

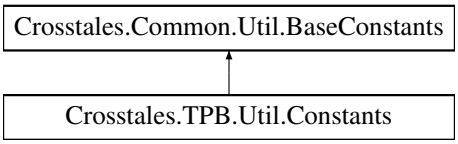
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/Common/Editor/Task/Base↩ CompileDefines.cs

5.3 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string ASSET_AUTHOR = "crosstales LLC"

  Author of the asset.
- const string ASSET_AUTHOR_URL = "https://www.crosstales.com"

  URL of the asset author.
- const string ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011lNGT"

  URL of the crosstales assets in UAS.
- const string ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"

  URL of the crosstales Discord-channel.
- const string ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"

  URL of the crosstales Facebook-profile.
- const string ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"

  URL of the crosstales Twitter-profile.
- const string ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"

  URL of the crosstales Youtube-profile.
- const string ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"

  URL of the crosstales LinkedIn-profile.
- const string ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=1011lNGT"

  URL of the 3rd party asset "PlayMaker".
- const string ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.unity.com/packages/slug/17125?aid=1011l↩NGT"

  URL of the 3rd party asset "Volumetric Audio".
- const string ASSET_3P_ROCKTOMATE = "https://assetstore.unity.com/packages/slug/156311?aid=1011l↩NGT"

  URL of the 3rd party asset "RockTomate".
- const string ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011lNGT"

  URL of the "Badword Filter" asset.
- const string ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011lNGT"

  URL of the "DJ" asset.
- const string ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=1011lNGT"

  URL of the "File Browser" asset.
- const string ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011lNGT"

  URL of the "Online Check" asset.
- const string ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011lNGT"

  URL of the "Radio" asset.
- const string ASSET_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=1011lNGT"

  URL of the "RT-Voice" asset.
- const string ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=1011lNGT"

  URL of the "Turbo Backup" asset.
- const string ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=1011lNGT"

  URL of the "Turbo Builder" asset.

- const string ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=1011lNGT"

  URL of the "Turbo Switch" asset.
- const string ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=1011lNGT"

  URL of the "True Random" asset.
- const int FACTOR_KB = 1024

  Factor for kilo bytes.
- const int FACTOR_MB = FACTOR_KB * 1024

  Factor for mega bytes.
- const int FACTOR_GB = FACTOR_MB * 1024

  Factor for giga bytes.
- const float FLOAT_32768 = 32768f

  Float value of 32768.
- const float FLOAT_TOLERANCE = 0.0001f

  Float tolerance.
- const string FORMAT_TWO_DECIMAL_PLACES = "0.00"

  ToString for two decimal places.
- const string FORMAT_NO_DECIMAL_PLACES = "0"

  ToString for no decimal places.
- const string FORMAT_PERCENT = "0%"

  ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string PATH_DELIMITER_WINDOWS = @"\"

  Path delimiter for Windows.
- const string PATH_DELIMITER_UNIX = "/"

  Path delimiter for Unix.
- static readonly System.Text.RegularExpressions.Regex **REGEX_LINEENDINGS** = new System.Text.↩ RegularExpressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **REGEX_EMAIL** = new System.Text.Regular↩ Expressions.Regex(@"^(?("")(""".+?""@)|(([0-9a-zA-Z]((\.(?!\.))|[-!#\$%&'*\+/=\?\^`\{\}\|~\w])*)(?<=[0-9a-zA-Z])@))(?(\[)(\[(\d{1,3}\.){3}\d{1,3}\])|(([0-9a-zA-Z][-\w]*[0-9a-zA-Z]\.)+[a-zA-Z]{2,6}))$")
- static readonly System.Text.RegularExpressions.Regex **REGEX_CREDITCARD** = new System.Text.↩ RegularExpressions.Regex(@"^((\d{4}[-]?){3}\d{4})$")
- static readonly System.Text.RegularExpressions.Regex **REGEX_URL_WEB** = new System.Text.↩ RegularExpressions.Regex(@"^(ht|f)tp(s?)\:\/\/[0-9a-zA-Z]([-.\w]*[0-9a-zA-Z])*(:(0-9)*)*(\/?)([a-zA-Z0-9\-\.\?\,\'\/\\\+&%\$#_]*)?$")
- static readonly System.Text.RegularExpressions.Regex **REGEX_IP_ADDRESS** = new System.Text.↩ RegularExpressions.Regex(@"^([0-9]{1,3}\.){3}[0-9]{1,3}$")
- static readonly System.Text.RegularExpressions.Regex **REGEX_INVALID_CHARS** = new System.Text.↩ RegularExpressions.Regex(@"[^\w\.@-]")
- static readonly System.Text.RegularExpressions.Regex **REGEX_ALPHANUMERIC** = new System.Text.↩ RegularExpressions.Regex(@"([A-Za-z0-9_]+)")
- static readonly System.Text.RegularExpressions.Regex **REGEX_CLEAN_SPACES** = new System.Text.↩ RegularExpressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **REGEX_CLEAN_TAGS** = new System.Text.↩ RegularExpressions.Regex(@"<.*?>")
- const string **ALPHABET_LATIN_UPPERCASE** = "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
- const string **ALPHABET_LATIN_LOWERCASE** = "abcdefghijklmnopqrstuvwxyz"
- const string **ALPHABET_FRENCH_UPPERCASE** = "ÀÂÄÆÇÈÉÊËÎÏÔŒÙÛÜ"
- const string **ALPHABET_FRENCH_LOWERCASE** = "àâäæçèéêëîïôœùûü"
- const string **NUMBERS** = "0123456789"
- static bool DEV_DEBUG = false

  Development debug logging for the asset.
- static string **TEXT_TOSTRING_START** = " {"

- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = "', "
- static string **TEXT_TOSTRING_DELIMITER_END** = "'"
- const string **PREFIX_HTTP** = "http://"
- const string **PREFIX_HTTPS** = "https://"
- static int PROCESS_KILL_TIME = 5000

  Kill processes after 5000 milliseconds.
- static string CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe"

  Path to the cmd under Windows.
- static bool SHOW_BWF_BANNER = true

  Show the BWF banner.
- static bool SHOW_DJ_BANNER = true

  Show the DJ banner.
- static bool SHOW_FB_BANNER = true

  Show the FB banner.
- static bool SHOW_OC_BANNER = true

  Show the OC banner.
- static bool SHOW_RADIO_BANNER = true

  Show the Radio banner.
- static bool SHOW_RTV_BANNER = true

  Show the RTV banner.
- static bool SHOW_TB_BANNER = true

  Show the TB banner.
- static bool SHOW_TPB_BANNER = true

  Show the TPB banner.
- static bool SHOW_TPS_BANNER = true

  Show the TPS banner.
- static bool SHOW_TR_BANNER = true

  Show the TR banner.
- static string APPLICATION_PATH => Crosstales.Common.Util.FileHelper.ValidatePath(Application.data↩ Path.Substring(0, Application.dataPath.LastIndexOf('/') + 1))

  Application path.

Properties

- static string PREFIX_FILE `[get]`

  URL prefix for files.

5.3.1 Detailed Description

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

5.3.2 Member Data Documentation

5.3.2.1 APPLICATION_PATH

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

Application path.

5.3.2.2 ASSET_3P_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.↩
unity.com/packages/slug/368?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "PlayMaker".

5.3.2.3 ASSET_3P_ROCKTOMATE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_ROCKTOMATE = "https://assetstore.↩
unity.com/packages/slug/156311?aid=1011lNGT"  [static]
```

URL of the 3rd party asset "RockTomate".

5.3.2.4 ASSET_3P_VOLUMETRIC_AUDIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.↩
unity.com/packages/slug/17125?aid=1011lNGT"  [static]
```

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

5.3.2.5 ASSET_AUTHOR

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

Author of the asset.

5.3.2.6 ASSET_AUTHOR_URL

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

URL of the asset author.

5.3.2.7 ASSET_BWF

```
const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.↩
com/packages/slug/26255?aid=1011lNGT"  [static]
```

URL of the "Badword Filter" asset.

5.3.2.8 ASSET_CT_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.↩
com/lists/crosstales-42213?aid=1011lNGT"  [static]
```

URL of the crosstales assets in UAS.

5.3.2.9 ASSET_DJ

```
const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.↩
com/packages/slug/41993?aid=1011lNGT"  [static]
```

URL of the "DJ" asset.

5.3.2.10 ASSET_FB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.↩
com/packages/slug/98713?aid=1011lNGT"  [static]
```

URL of the "File Browser" asset.

5.3.2.11 ASSET_OC

```
const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.↩
com/packages/slug/74688?aid=1011lNGT"  [static]
```

URL of the "Online Check" asset.

5.3.2.12 ASSET_RADIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↩
com/packages/slug/32034?aid=1011lNGT"  [static]
```

URL of the "Radio" asset.

5.3.2.13 ASSET_RTV

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↩
com/packages/slug/41068?aid=1011lNGT" [static]
```

URL of the "RT-Voice" asset.

5.3.2.14 ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

5.3.2.15 ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

5.3.2.16 ASSET_SOCIAL_LINKEDIN

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

URL of the crosstales LinkedIn-profile.

5.3.2.17 ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

5.3.2.18 ASSET_SOCIAL_YOUTUBE

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

URL of the crosstales Youtube-profile.

5.3.2.19 ASSET_TB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↩
com/packages/slug/98711?aid=1011lNGT"  [static]
```

URL of the "Turbo Backup" asset.

5.3.2.20 ASSET_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.↩
com/packages/slug/98714?aid=1011lNGT"  [static]
```

URL of the "Turbo Builder" asset.

5.3.2.21 ASSET_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.↩
com/packages/slug/60040?aid=1011lNGT"  [static]
```

URL of the "Turbo Switch" asset.

5.3.2.22 ASSET_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.↩
com/packages/slug/61617?aid=1011lNGT"  [static]
```

URL of the "True Random" asset.

5.3.2.23 CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

5.3.2.24 DEV_DEBUG

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

Development debug logging for the asset.

5.3.2.25 FACTOR_GB

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

Factor for giga bytes.

5.3.2.26 FACTOR_KB

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

Factor for kilo bytes.

5.3.2.27 FACTOR_MB

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

Factor for mega bytes.

5.3.2.28 FLOAT_32768

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

Float value of 32768.

5.3.2.29 FLOAT_TOLERANCE

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

Float tolerance.

5.3.2.30 FORMAT_NO_DECIMAL_PLACES

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

ToString for no decimal places.

5.3.2.31 FORMAT_PERCENT

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

ToString for percent.

5.3.2.32 FORMAT_TWO_DECIMAL_PLACES

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

ToString for two decimal places.

5.3.2.33 PATH_DELIMITER_UNIX

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

Path delimiter for Unix.

5.3.2.34 PATH_DELIMITER_WINDOWS

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

Path delimiter for Windows.

5.3.2.35 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

5.3.2.36 SHOW_BWF_BANNER

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

Show the BWF banner.

5.3.2.37 SHOW_DJ_BANNER

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

Show the DJ banner.

5.3.2.38 SHOW_FB_BANNER

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

Show the FB banner.

5.3.2.39 SHOW_OC_BANNER

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

Show the OC banner.

5.3.2.40 SHOW_RADIO_BANNER

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

Show the Radio banner.

5.3.2.41 SHOW_RTV_BANNER

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

Show the RTV banner.

5.3.2.42 SHOW_TB_BANNER

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

Show the TB banner.

5.3.2.43 SHOW_TPB_BANNER

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

Show the TPB banner.

5.3.2.44 SHOW_TPS_BANNER

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

Show the TPS banner.

5.3.2.45 SHOW_TR_BANNER

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

Show the TR banner.

5.3.3 Property Documentation

5.3.3.1 PREFIX_FILE

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

URL prefix for files.

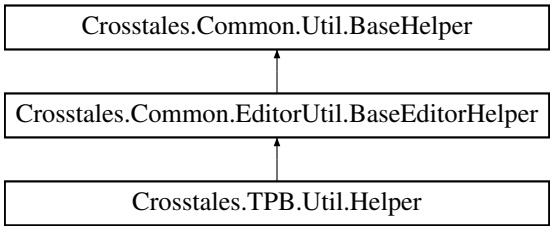
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/Common/Scripts/↩ Util/BaseConstants.cs

5.4 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void RestartUnity (string executeMethod="")

  Restart Unity.
- static void SeparatorUI (int space=12)

  Shows a separator-UI.
- static void ReadOnlyTextField (string label, string text)

  Generates a read-only text field with a label.
- static void RefreshAssetDatabase (ImportAssetOptions options=ImportAssetOptions.Default)

  Refreshes the asset database.
- static bool isValidBuildTarget (BuildTarget target)

  Returns the true if the BuildTarget is installed in Unity.
- static BuildTarget GetBuildTargetForBuildName (string build)

  Returns the BuildTarget for a build name, like 'win64'.
- static string GetBuildNameFromBuildTarget (BuildTarget build)

  Returns the build name for a BuildTarget.
- static System.Collections.Generic.List< T > FindAssetsByType< T > ()

  Returns assets for a certain type.
- static T CreateAsset< T > (string name, bool showSaveFileBrowser=true)

  Create and return a new asset in a smart location based on the current selection and then select it.
- static void InstantiatePrefab (string prefabName, string path)

  Instantiates a prefab.

Static Public Attributes

- static Texture2D **Logo_Asset_BWF** => loadImage(ref logo_asset_bwf, "logo_asset_bwf.png")
- static Texture2D **Logo_Asset_DJ** => loadImage(ref logo_asset_dj, "logo_asset_dj.png")
- static Texture2D **Logo_Asset_FB** => loadImage(ref logo_asset_fb, "logo_asset_fb.png")
- static Texture2D **Logo_Asset_OC** => loadImage(ref logo_asset_oc, "logo_asset_oc.png")
- static Texture2D **Logo_Asset_Radio** => loadImage(ref logo_asset_radio, "logo_asset_radio.png")
- static Texture2D **Logo_Asset_RTV** => loadImage(ref logo_asset_rtv, "logo_asset_rtv.png")
- static Texture2D **Logo_Asset_TB** => loadImage(ref logo_asset_tb, "logo_asset_tb.png")
- static Texture2D **Logo_Asset_TPB** => loadImage(ref logo_asset_tpb, "logo_asset_tpb.png")
- static Texture2D **Logo_Asset_TPS** => loadImage(ref logo_asset_tps, "logo_asset_tps.png")
- static Texture2D **Logo_Asset_TR** => loadImage(ref logo_asset_tr, "logo_asset_tr.png")
- static Texture2D **Logo_CT** => loadImage(ref logo_ct, "logo_ct.png")
- static Texture2D **Logo_Unity** => loadImage(ref logo_unity, "logo_unity.png")
- static Texture2D **Icon_Save** => loadImage(ref icon_save, "icon_save.png")
- static Texture2D **Icon_Reset** => loadImage(ref icon_reset, "icon_reset.png")
- static Texture2D **Icon_Refresh** => loadImage(ref icon_refresh, "icon_refresh.png")
- static Texture2D **Icon_Delete** => loadImage(ref icon_delete, "icon_delete.png")
- static Texture2D **Icon_Folder** => loadImage(ref icon_folder, "icon_folder.png")
- static Texture2D **Icon_Plus** => loadImage(ref icon_plus, "icon_plus.png")
- static Texture2D **Icon_Minus** => loadImage(ref icon_minus, "icon_minus.png")
- static Texture2D **Icon_Manual** => loadImage(ref icon_manual, "icon_manual.png")
- static Texture2D **Icon_API** => loadImage(ref icon_api, "icon_api.png")
- static Texture2D **Icon_Forum** => loadImage(ref icon_forum, "icon_forum.png")
- static Texture2D **Icon_Product** => loadImage(ref icon_product, "icon_product.png")
- static Texture2D **Icon_Check** => loadImage(ref icon_check, "icon_check.png")
- static Texture2D **Social_Discord** => loadImage(ref social_Discord, "social_Discord.png")
- static Texture2D **Social_Facebook** => loadImage(ref social_Facebook, "social_Facebook.png")
- static Texture2D **Social_Twitter** => loadImage(ref social_Twitter, "social_Twitter.png")

- static Texture2D **Social_Youtube** => loadImage(ref social_Youtube, "social_Youtube.png")
- static Texture2D **Social_Linkedin** => loadImage(ref social_Linkedin, "social_Linkedin.png")
- static Texture2D **Video_Promo** => loadImage(ref video_promo, "video_promo.png")
- static Texture2D **Video_Tutorial** => loadImage(ref video_tutorial, "video_tutorial.png")
- static Texture2D **Icon_Videos** => loadImage(ref icon_videos, "icon_videos.png")
- static Texture2D **Icon_3p_Assets** => loadImage(ref icon_3p_assets, "icon_3p_assets.png")
- static Texture2D **Asset_PlayMaker** => loadImage(ref asset_PlayMaker, "asset_PlayMaker.png")
- static Texture2D **Asset_VolumetricAudio** => loadImage(ref asset_VolumetricAudio, "asset_Volumetric↩ Audio.png")
- static Texture2D **Asset_RockTomate** => loadImage(ref asset_rocktomate, "asset_rocktomate.png")

Additional Inherited Members

5.4.1 Detailed Description

Base for various Editor helper functions.

5.4.2 Member Function Documentation

5.4.2.1 CreateAsset< T >()

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

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

Parameters

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

Returns

The new asset.

Type Constraints

T **:** ***ScriptableObject***

5.4.2.2 FindAssetsByType< T >()

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

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T **:** ***Object***

5.4.2.3 GetBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

Parameters

build	BuildTarget for a build name

Returns

The build name for a BuildTarget.

5.4.2.4 GetBuildTargetForBuildName()

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

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

Parameters

build	Build name, like 'win64'

Returns

The BuildTarget for a build name.

5.4.2.5 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

prefabName	Name of the prefab.
path	Path to the prefab.

5.4.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

Parameters

target	BuildTarget to test

Returns

True if the BuildTarget is installed in Unity.

5.4.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.4.2.8 RefreshAssetDatabase()

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

Refreshes the asset database.

Parameters

options	Asset import options (default: ImportAssetOptions.Default, optional).

5.4.2.9 RestartUnity()

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

Restart Unity.

Parameters

executeMethod	Executed method after the restart (optional)

5.4.2.10 SeparatorUI()

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

Shows a separator-UI.

Parameters

space	Space in pixels between the component and the separator line (default: 12, optional).

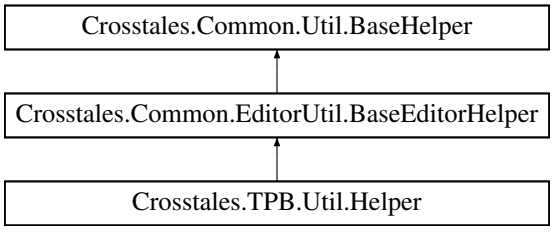
The documentation for this class was generated from the following file:

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

5.5 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string CreateString (string replaceChars, int stringLength)

  Creates a string of characters with a given length.
- static System.Collections.Generic.List< string > SplitStringToLines (string text, bool ignoreCommentedLines=true, int skipHeaderLines=0, int skipFooterLines=0)

  Split the given text to lines and return it as list.
- static string FormatBytesToHRF (long bytes, bool useSI=false)

  Format byte-value to Human-Readable-Form.
- static string FormatSecondsToHourMinSec (double seconds)

  Format seconds to Human-Readable-Form.
- static string FormatSecondsToHRF (double seconds)

  Format seconds to Human-Readable-Form.
- static Color HSVToRGB (float h, float s, float v, float a=1f)

  Generate nice HSV colors. Based on https://gist.github.com/rje/6206099
- static string GenerateLoremIpsum (int length, int minSentences=1, int maxSentences=int.MaxValue, int minWords=1, int maxWords=15)

  Generates a "Lorem Ipsum" based on various parameters.
- static string LanguageToISO639 (SystemLanguage language)

  Converts a SystemLanguage to an ISO639-1 code. Returns "en" if the SystemLanguage could not be converted.
- static SystemLanguage ISO639ToLanguage (string isoCode)

  Converts an ISO639-1 code to a SystemLanguage. Returns SystemLanguage.English if the code could not be converted.
- static object InvokeMethod (string className, string methodName, params object[] parameters)

  Invokes a public static method on a full qualified class.
- static string GetArgument (string name)

  Returns an argument for a name from the url or command line.
- static string[] GetArguments ()

  Returns all arguments from the url or command line.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")
- static bool **ApplicationIsPlaying** = Application.isPlaying
- static bool isStandalonePlatform => isWindowsPlatform || isMacOSPlatform || isLinuxPlatform

  Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool isWebPlatform => isWebGLPlatform

  Checks if the current platform is Web (WebPlayer or WebGL).
- static bool isWindowsBasedPlatform => isWindowsPlatform || isWSAPlatform || isXboxOnePlatform

  Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).
- static bool isWSABasedPlatform => isWSAPlatform || isXboxOnePlatform

  Checks if the current platform is WSA-based (WSA or XboxOne).
- static bool isAppleBasedPlatform => isMacOSPlatform || isIOSPlatform || isTvOSPlatform

  Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).
- static bool isIOSBasedPlatform => isIOSPlatform || isTvOSPlatform

  Checks if the current platform is iOS-based (iOS or tvOS).
- static bool isMobilePlatform => isAndroidPlatform || isIOSBasedPlatform

  Checks if the current platform is mobile (Android and iOS).
- static bool isEditor => isWindowsEditor || isMacOSEditor || isLinuxEditor

  Checks if we are inside the Editor.
- static bool isEditorMode => isEditor && !ApplicationIsPlaying

  Checks if we are in Editor mode.

Static Protected Attributes

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

Properties

- static bool isWindowsPlatform `[get]`
  Checks if the current platform is Windows.
- static bool isMacOSPlatform `[get]`
  Checks if the current platform is OSX.
- static bool isLinuxPlatform `[get]`
  Checks if the current platform is Linux.
- static bool isAndroidPlatform `[get]`
  Checks if the current platform is Android.
- static bool isIOSPlatform `[get]`
  Checks if the current platform is iOS.
- static bool isTvOSPlatform `[get]`
  Checks if the current platform is tvOS.
- static bool isWSAPlatform `[get]`
  Checks if the current platform is WSA.
- static bool isXboxOnePlatform `[get]`
  Checks if the current platform is XboxOne.
- static bool isPS4Platform `[get]`
  Checks if the current platform is PS4.
- static bool isWebGLPlatform `[get]`
  Checks if the current platform is WebGL.
- static bool isWindowsEditor `[get]`
  Checks if we are inside the Windows Editor.
- static bool isMacOSEditor `[get]`
  Checks if we are inside the macOS Editor.
- static bool isLinuxEditor `[get]`
  Checks if we are inside the Linux Editor.
- static bool isIL2CPP `[get]`
  Checks if the current build target uses IL2CPP.
- static Crosstales.Common.Model.Enum.Platform? CurrentPlatform `[get]`
  Returns the current platform.
- static int AndroidAPILevel `[get]`
  Returns the Android API level of the current device (Android only)".

5.5.1 Detailed Description

Base for various helper functions.

5.5.2 Member Function Documentation

5.5.2.1 CreateString()

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

5.5.2.2 FormatBytesToHRF()

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

Format byte-value to Human-Readable-Form.

Parameters

bytes	Value in bytes
use↩ SI	Use SI-system (default: false, optional)

Returns

Formatted byte-value in Human-Readable-Form.

5.5.2.3 FormatSecondsToHourMinSec()

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

Format seconds to Human-Readable-Form.

Parameters

seconds	Value in seconds

Returns

Formatted seconds in Human-Readable-Form.

5.5.2.4 FormatSecondsToHRF()

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

Format seconds to Human-Readable-Form.

Parameters

seconds	Value in seconds

Returns

Formatted seconds in Human-Readable-Form.

5.5.2.5 GenerateLoremIpsum()

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

Generates a "Lorem Ipsum" based on various parameters.

Parameters

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

Returns

"Lorem Ipsum" based on the given parameters.

5.5.2.6 GetArgument()

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

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

Parameters

name	Name for the argument

Returns

Argument for a name from the url or command line.

5.5.2.7 GetArguments()

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

Returns all arguments from the url or command line.

Returns

Arguments from the url or command line.

5.5.2.8 HSVToRGB()

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

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

Parameters

h	Hue
s	Saturation
v	Value
a	Alpha (optional)

Returns

True if the current platform is supported.

5.5.2.9 InvokeMethod()

```
static object Crosstales.Common.Util.BaseHelper.InvokeMethod (
            string className,
```

```
            string methodName,
            params object[] parameters )  [static]
```

Invokes a public static method on a full qualified class.

Parameters

className	Full qualified name of the class
methodName	Public static method of the class to execute
parameters	Parameters for the method (optional)

5.5.2.10 ISO639ToLanguage()

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

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

Parameters

isoCode	ISO639-1 code to convert.

Returns

"SystemLanguage for the given ISO639-1 code.

5.5.2.11 LanguageToISO639()

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

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

Parameters

language	SystemLanguage to convert.

Returns

"ISO639-1 code for the given SystemLanguage.

5.5.2.12 SplitStringToLines()

```
static System.Collections.Generic.List<string> Crosstales.Common.Util.BaseHelper.SplitString↩
ToLines (
            string text,
            bool ignoreCommentedLines = true,
            int skipHeaderLines = 0,
            int skipFooterLines = 0 )  [static]
```

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

Parameters

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

Returns

Splitted lines as array

5.5.3 Member Data Documentation

5.5.3.1 isAppleBasedPlatform

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

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

Returns

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

5.5.3.2 isEditor

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.5.3.3 isEditorMode

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.5.3.4 isIOSBasedPlatform

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

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

Returns

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

5.5.3.5 isMobilePlatform

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

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

Returns

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

5.5.3.6 isStandalonePlatform

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

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

Returns

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

5.5.3.7 isWebPlatform

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

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

Returns

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

5.5.3.8 isWindowsBasedPlatform

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

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

Returns

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

5.5.3.9 isWSABasedPlatform

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

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

Returns

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

5.5.4 Property Documentation

5.5.4.1 AndroidAPILevel

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

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

Returns

The Android API level of the current device.

5.5.4.2 CurrentPlatform

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

Returns the current platform.

Returns

The current platform.

5.5.4.3 isAndroidPlatform

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.5.4.4 isIL2CPP

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

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.5.4.5 isIOSPlatform

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.5.4.6 isLinuxEditor

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

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.5.4.7 isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.5.4.8 isMacOSEditor

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

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.5.4.9 isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.5.4.10 isPS4Platform

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

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.5.4.11 isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.5.4.12 isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.5.4.13 isWindowsEditor

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

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.5.4.14 isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.5.4.15 isWSAPlatform

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.5.4.16 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

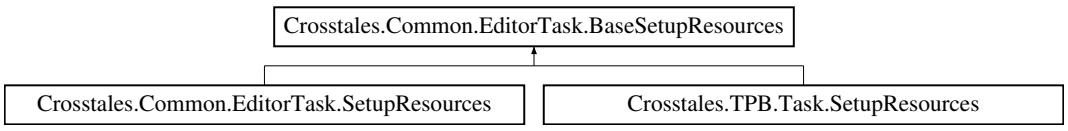
The documentation for this class was generated from the following file:

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

5.6 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

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

5.6.1 Detailed Description

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

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

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/Common/Editor/Task/BaseSetupResources.cs

5.7 Crosstales.TPB.Builder Class Reference

Platform builder.

Public Member Functions

- delegate void **BuildingStart** ()
- delegate void **BuildingComplete** (bool success)
- delegate void **BuildStart** (BuildTarget target, string path, string name)
- delegate void **BuildComplete** (BuildTarget target, string path, bool success)
- delegate void **BuildAllStart** ()
- delegate void **BuildAllComplete** (bool success)

Static Public Member Functions

- static bool Build (BuildTarget target, string path=null, string name=null, params string[ ] scenes)

  Builds the given target.
- static bool BuildAll (string path=null, string name=null, params string[ ] scenes)

  Builds all selected targets.
- static void BuildAllCLI ()

  Builds all selected targets via CLI.
- static void BuildCLI ()

  Builds the targets via CLI.
- static void BuildTPS ()

  Builds the current target via TPS.
- static void SayHello ()

  Test building with an execute method.
- static void MethodBeforeBuilding ()

  Test method (before building).
- static void MethodAfterBuilding ()

  Test method (after building).
- static void MethodBeforeBuild ()

  Test method (before a build).
- static void MethodAfterBuild ()

  Test method (after a build).
- static void MethodBeforeBuildAll ()

  Test method (before build all).
- static void MethodAfterBuildAll ()

  Test method (after build all).

Properties

- static BuildTarget CurrentBuildTarget = BuildTarget.NoTarget `[get]`

  The current build target.
- static bool isBusy `[get]`

  True if the Builder is busy.

Events

- static BuildingStart OnBuildingStart

  An event triggered before the build process starts.
- static BuildingComplete OnBuildingComplete

  An event triggered after the build process is completed.
- static BuildStart OnBuildStart

  An event triggered whenever a build is started.
- static BuildComplete OnBuildComplete

  An event triggered whenever a build is completed.
- static BuildAllStart OnBuildAllStart

  An event triggered whenever the "BuildAll"-method is started.
- static BuildAllComplete OnBuildAllComplete

  An event triggered whenever the "BuildAll"-method is completed.

5.7.1 Detailed Description

Platform builder.

5.7.2 Member Function Documentation

5.7.2.1 Build()

```
static bool Crosstales.TPB.Builder.Build (
            BuildTarget target,
            string path = null,
            string name = null,
            params string[] scenes )  [static]
```

Builds the given target.

Parameters

target	Build target
path	Build path (optional)
name	Name of the build artifact (optional)
scenes	Scenes for the build (optional)

Returns

True if the build was successful.

5.7.2.2 BuildAll()

```
static bool Crosstales.TPB.Builder.BuildAll (
            string path = null,
            string name = null,
            params string[] scenes )  [static]
```

Builds all selected targets.

Parameters

path	Build path (optional)
name	Name of the build artifact (optional)
scenes	Scenes for the build (optional)

Returns

True if the builds were successful.

5.7.2.3 BuildAllCLI()

```
static void Crosstales.TPB.Builder.BuildAllCLI ( )  [static]
```

Builds all selected targets via CLI.

5.7.2.4 BuildCLI()

```
static void Crosstales.TPB.Builder.BuildCLI ( )  [static]
```

Builds the targets via CLI.

5.7.2.5 BuildTPS()

```
static void Crosstales.TPB.Builder.BuildTPS ( )  [static]
```

Builds the current target via TPS.

5.7.2.6 MethodAfterBuild()

```
static void Crosstales.TPB.Builder.MethodAfterBuild ( )  [static]
```

Test method (after a build).

5.7.2.7 MethodAfterBuildAll()

```
static void Crosstales.TPB.Builder.MethodAfterBuildAll ( )  [static]
```

Test method (after build all).

5.7.2.8 MethodAfterBuilding()

```
static void Crosstales.TPB.Builder.MethodAfterBuilding ( )  [static]
```

Test method (after building).

5.7.2.9 MethodBeforeBuild()

```
static void Crosstales.TPB.Builder.MethodBeforeBuild ( )  [static]
```

Test method (before a build).

5.7.2.10 MethodBeforeBuildAll()

```
static void Crosstales.TPB.Builder.MethodBeforeBuildAll ( )  [static]
```

Test method (before build all).

5.7.2.11 MethodBeforeBuilding()

```
static void Crosstales.TPB.Builder.MethodBeforeBuilding ( )  [static]
```

Test method (before building).

5.7.2.12 SayHello()

```
static void Crosstales.TPB.Builder.SayHello ( )  [static]
```

Test building with an execute method.

5.7.3 Property Documentation

5.7.3.1 CurrentBuildTarget

```
BuildTarget Crosstales.TPB.Builder.CurrentBuildTarget = BuildTarget.NoTarget  [static], [get]
```

The current build target.

5.7.3.2 isBusy

```
bool Crosstales.TPB.Builder.isBusy  [static], [get]
```

True if the Builder is busy.

5.7.4 Event Documentation

5.7.4.1 OnBuildAllComplete

```
BuildAllComplete Crosstales.TPB.Builder.OnBuildAllComplete  [static]
```

An event triggered whenever the "BuildAll"-method is completed.

5.7.4.2 OnBuildAllStart

```
BuildAllStart Crosstales.TPB.Builder.OnBuildAllStart  [static]
```

An event triggered whenever the "BuildAll"-method is started.

5.7.4.3 OnBuildComplete

```
BuildComplete Crosstales.TPB.Builder.OnBuildComplete [static]
```

An event triggered whenever a build is completed.

5.7.4.4 OnBuildingComplete

```
BuildingComplete Crosstales.TPB.Builder.OnBuildingComplete [static]
```

An event triggered after the build process is completed.

5.7.4.5 OnBuildingStart

```
BuildingStart Crosstales.TPB.Builder.OnBuildingStart [static]
```

An event triggered before the build process starts.

5.7.4.6 OnBuildStart

```
BuildStart Crosstales.TPB.Builder.OnBuildStart [static]
```

An event triggered whenever a build is started.

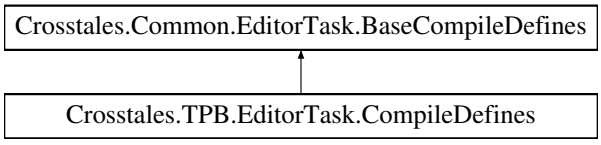
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Editor/Builder.cs

5.8 Crosstales.TPB.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.TPB.EditorTask.CompileDefines:



Additional Inherited Members

5.8.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Editor/↩ Task/CompileDefines.cs

5.9 Crosstales.TPB.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void Reset ()

  Resets all changeable variables to their default value.
- static void Load ()

  Loads the all changeable variables.
- static void Save ()

  Saves the all changeable variables.

Static Public Attributes

- static bool CUSTOM_PATH_BUILD = Constants.DEFAULT_CUSTOM_PATH_BUILD

  Enable or disable custom location for the cache.
- static int VCS = Constants.DEFAULT_VCS

  Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial, 4 = Collab, 5 = PlasticSCM).
- static bool ADD_NAME_TO_PATH = Constants.DEFAULT_ADD_NAME_TO_PATH

  Enable or disable adding the product name to the build path.
- static bool ADD_VERSION_TO_PATH = Constants.DEFAULT_ADD_VERSION_TO_PATH

  Enable or disable adding the product version to the build path.
- static bool ADD_DATE_TO_PATH = Constants.DEFAULT_ADD_DATE_TO_PATH

  Enable or disable adding the current date and time to the build path.
- static string DATE_FORMAT = Constants.DEFAULT_DATE_FORMAT

  The date format for the builds.
- static string EXECUTE_METHOD_PRE_BUILDING = string.Empty

  Execute static method 'ClassName.MethodName' in Unity before building.
- static string EXECUTE_METHOD_POST_BUILDING = string.Empty

  Execute static method 'ClassName.MethodName' in Unity after building.
- static string EXECUTE_METHOD_PRE_BUILD = string.Empty

  Execute static method 'ClassName.MethodName' in Unity before a build.
- static string EXECUTE_METHOD_POST_BUILD = string.Empty

  Execute static method 'ClassName.MethodName>' in Unity after a build.
- static string EXECUTE_METHOD_PRE_BUILD_ALL = string.Empty

Execute static method 'ClassName.MethodName' in Unity before all builds.

- static string EXECUTE_METHOD_POST_BUILD_ALL = string.Empty

  Execute static method 'ClassName.MethodName>' in Unity after all builds.
- static bool DELETE_LOCKFILE = Constants.DEFAULT_DELETE_LOCKFILE

  Enable or disable deleting the 'UnityLockfile'.
- static bool CONFIRM_BUILD = Constants.DEFAULT_CONFIRM_BUILD

  Enable or disable the build confirmation dialog.
- static bool DEBUG = Constants.DEFAULT_DEBUG

  Enable or disable debug logging for the asset.
- static bool UPDATE_CHECK = Constants.DEFAULT_UPDATE_CHECK

  Enable or disable update-checks for the asset.
- static bool COMPILE_DEFINES = Constants.DEFAULT_COMPILE_DEFINES

  Enable or disable adding compile define "CT_TPB" for the asset.
- static bool PLATFORM_WINDOWS

  Enable or disable the Windows platform.
- static bool PLATFORM_MAC

  Enable or disable the macOS platform.
- static bool PLATFORM_LINUX

  Enable or disable the Linux platform.
- static bool PLATFORM_ANDROID

  Enable or disable the Android platform.
- static bool PLATFORM_IOS

  Enable or disable the iOS platform.
- static bool PLATFORM_WSA

  Enable or disable the WSA platform.
- static bool PLATFORM_WEBGL

  Enable or disable the WebGL platform.
- static bool PLATFORM_TVOS

  Enable or disable the tvOS platform.
- static bool PLATFORM_PS4

  Enable or disable the PS4 platform.
- static bool PLATFORM_XBOXONE

  Enable or disable the XBoxOne platform.
- static bool PLATFORM_SWITCH

  Enable or disable the Nintendo Switch platform.
- static int ARCH_WINDOWS = Constants.DEFAULT_ARCH_WINDOWS

  Architecture of the Windows platform.
- static int ARCH_LINUX = Constants.DEFAULT_ARCH_LINUX

  Architecture of the Linux platform.
- static int TEX_ANDROID = Constants.DEFAULT_TEX_ANDROID

  Texture format of the Android platform.
- static bool BO_SHOW_BUILT_PLAYER = Constants.DEFAULT_BO_SHOW_BUILT_PLAYER

  Enable or disable 'BuildOptions.ShowBuiltPlayer'.
- static bool BO_DEVELOPMENT = Constants.DEFAULT_BO_DEVELOPMENT

  Enable or disable 'BuildOptions.Development'.
- static bool BO_PROFILER = Constants.DEFAULT_BO_PROFILER

  Enable or disable 'BuildOptions.ConnectWithProfiler'.
- static bool BO_SCRIPTDEBUG = Constants.DEFAULT_BO_SCRIPTDEBUG

  Enable or disable 'BuildOptions.AllowDebugging'.
- static bool SHOW_COLUMN_PLATFORM = Constants.DEFAULT_SHOW_COLUMN_PLATFORM

  Shows or hides the column for the platform.

- static bool SHOW_COLUMN_PLATFORM_LOGO = Constants.DEFAULT_SHOW_COLUMN_PLATFOR↩ M_LOGO

  Shows or hides the column for the platform.
- static bool SHOW_COLUMN_ARCHITECTURE = Constants.DEFAULT_SHOW_COLUMN_ARCHITECT↩ URE

  Shows or hides the column for the architecture.
- static bool AUTO_SAVE = Constants.DEFAULT_AUTO_SAVE

  Enable or disable automatic saving of all scenes.
- static bool isLoaded

  Is the configuration loaded?

Properties

- static string? **PATH_BUILD** `[get, set]`
- static string ASSET_PATH `[get]`

  Returns the path to the asset inside the Unity project.

5.9.1 Detailed Description

Configuration for the asset.

5.9.2 Member Function Documentation

5.9.2.1 Load()

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

Loads the all changeable variables.

5.9.2.2 Reset()

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

Resets all changeable variables to their default value.

5.9.2.3 Save()

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

Saves the all changeable variables.

5.9.3 Member Data Documentation

5.9.3.1 ADD_DATE_TO_PATH

```
bool Crosstales.TPB.Util.Config.ADD_DATE_TO_PATH = Constants.DEFAULT_ADD_DATE_TO_PATH  [static]
```

Enable or disable adding the current date and time to the build path.

5.9.3.2 ADD_NAME_TO_PATH

```
bool Crosstales.TPB.Util.Config.ADD_NAME_TO_PATH = Constants.DEFAULT_ADD_NAME_TO_PATH  [static]
```

Enable or disable adding the product name to the build path.

5.9.3.3 ADD_VERSION_TO_PATH

```
bool Crosstales.TPB.Util.Config.ADD_VERSION_TO_PATH = Constants.DEFAULT_ADD_VERSION_TO_PATH
[static]
```

Enable or disable adding the product version to the build path.

5.9.3.4 ARCH_LINUX

```
int Crosstales.TPB.Util.Config.ARCH_LINUX = Constants.DEFAULT_ARCH_LINUX  [static]
```

Architecture of the Linux platform.

5.9.3.5 ARCH_WINDOWS

```
int Crosstales.TPB.Util.Config.ARCH_WINDOWS = Constants.DEFAULT_ARCH_WINDOWS  [static]
```

Architecture of the Windows platform.

5.9.3.6 AUTO_SAVE

```
bool Crosstales.TPB.Util.Config.AUTO_SAVE = Constants.DEFAULT_AUTO_SAVE  [static]
```

Enable or disable automatic saving of all scenes.

5.9.3.7 BO_DEVELOPMENT

```
bool Crosstales.TPB.Util.Config.BO_DEVELOPMENT = Constants.DEFAULT_BO_DEVELOPMENT  [static]
```

Enable or disable 'BuildOptions.Development'.

5.9.3.8 BO_PROFILER

```
bool Crosstales.TPB.Util.Config.BO_PROFILER = Constants.DEFAULT_BO_PROFILER  [static]
```

Enable or disable 'BuildOptions.ConnectWithProfiler'.

5.9.3.9 BO_SCRIPTDEBUG

```
bool Crosstales.TPB.Util.Config.BO_SCRIPTDEBUG = Constants.DEFAULT_BO_SCRIPTDEBUG  [static]
```

Enable or disable 'BuildOptions.AllowDebugging'.

5.9.3.10 BO_SHOW_BUILT_PLAYER

```
bool Crosstales.TPB.Util.Config.BO_SHOW_BUILT_PLAYER = Constants.DEFAULT_BO_SHOW_BUILT_PLAYER
[static]
```

Enable or disable 'BuildOptions.ShowBuiltPlayer'.

5.9.3.11 COMPILE_DEFINES

```
bool Crosstales.TPB.Util.Config.COMPILE_DEFINES = Constants.DEFAULT_COMPILE_DEFINES  [static]
```

Enable or disable adding compile define "CT_TPB" for the asset.

5.9.3.12 CONFIRM_BUILD

```
bool Crosstales.TPB.Util.Config.CONFIRM_BUILD = Constants.DEFAULT_CONFIRM_BUILD  [static]
```

Enable or disable the build confirmation dialog.

5.9.3.13 CUSTOM_PATH_BUILD

```
bool Crosstales.TPB.Util.Config.CUSTOM_PATH_BUILD = Constants.DEFAULT_CUSTOM_PATH_BUILD  [static]
```

Enable or disable custom location for the cache.

5.9.3.14 DATE_FORMAT

```
string Crosstales.TPB.Util.Config.DATE_FORMAT = Constants.DEFAULT_DATE_FORMAT  [static]
```

The date format for the builds.

5.9.3.15 DEBUG

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

Enable or disable debug logging for the asset.

5.9.3.16 DELETE_LOCKFILE

```
bool Crosstales.TPB.Util.Config.DELETE_LOCKFILE = Constants.DEFAULT_DELETE_LOCKFILE  [static]
```

Enable or disable deleting the 'UnityLockfile'.

5.9.3.17 EXECUTE_METHOD_POST_BUILD

```
string Crosstales.TPB.Util.Config.EXECUTE_METHOD_POST_BUILD = string.Empty  [static]
```

Execute static method 'ClassName.MethodName>' in Unity after a build.

5.9.3.18 EXECUTE_METHOD_POST_BUILD_ALL

```
string Crosstales.TPB.Util.Config.EXECUTE_METHOD_POST_BUILD_ALL = string.Empty  [static]
```

Execute static method 'ClassName.MethodName>' in Unity after all builds.

5.9.3.19 EXECUTE_METHOD_POST_BUILDING

```
string Crosstales.TPB.Util.Config.EXECUTE_METHOD_POST_BUILDING = string.Empty  [static]
```

Execute static method 'ClassName.MethodName' in Unity after building.

5.9.3.20 EXECUTE_METHOD_PRE_BUILD

```
string Crosstales.TPB.Util.Config.EXECUTE_METHOD_PRE_BUILD = string.Empty  [static]
```

Execute static method 'ClassName.MethodName' in Unity before a build.

5.9.3.21 EXECUTE_METHOD_PRE_BUILD_ALL

```
string Crosstales.TPB.Util.Config.EXECUTE_METHOD_PRE_BUILD_ALL = string.Empty  [static]
```

Execute static method 'ClassName.MethodName' in Unity before all builds.

5.9.3.22 EXECUTE_METHOD_PRE_BUILDING

```
string Crosstales.TPB.Util.Config.EXECUTE_METHOD_PRE_BUILDING = string.Empty  [static]
```

Execute static method 'ClassName.MethodName' in Unity before building.

5.9.3.23 isLoaded

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

Is the configuration loaded?

5.9.3.24 PLATFORM_ANDROID

```
bool Crosstales.TPB.Util.Config.PLATFORM_ANDROID  [static]
```

Enable or disable the Android platform.

5.9.3.25 PLATFORM_IOS

```
bool Crosstales.TPB.Util.Config.PLATFORM_IOS  [static]
```

Enable or disable the iOS platform.

5.9.3.26 PLATFORM_LINUX

```
bool Crosstales.TPB.Util.Config.PLATFORM_LINUX  [static]
```

Enable or disable the Linux platform.

5.9.3.27 PLATFORM_MAC

```
bool Crosstales.TPB.Util.Config.PLATFORM_MAC  [static]
```

Enable or disable the macOS platform.

5.9.3.28 PLATFORM_PS4

```
bool Crosstales.TPB.Util.Config.PLATFORM_PS4  [static]
```

Enable or disable the PS4 platform.

5.9.3.29 PLATFORM_SWITCH

```
bool Crosstales.TPB.Util.Config.PLATFORM_SWITCH  [static]
```

Enable or disable the Nintendo Switch platform.

5.9.3.30 PLATFORM_TVOS

```
bool Crosstales.TPB.Util.Config.PLATFORM_TVOS  [static]
```

Enable or disable the tvOS platform.

5.9.3.31 PLATFORM_WEBGL

```
bool Crosstales.TPB.Util.Config.PLATFORM_WEBGL  [static]
```

Enable or disable the WebGL platform.

5.9.3.32 PLATFORM_WINDOWS

```
bool Crosstales.TPB.Util.Config.PLATFORM_WINDOWS  [static]
```

Enable or disable the Windows platform.

5.9.3.33 PLATFORM_WSA

```
bool Crosstales.TPB.Util.Config.PLATFORM_WSA  [static]
```

Enable or disable the WSA platform.

5.9.3.34 PLATFORM_XBOXONE

```
bool Crosstales.TPB.Util.Config.PLATFORM_XBOXONE  [static]
```

Enable or disable the XBoxOne platform.

5.9.3.35 SHOW_COLUMN_ARCHITECTURE

```
bool Crosstales.TPB.Util.Config.SHOW_COLUMN_ARCHITECTURE = Constants.DEFAULT_SHOW_COLUMN_ARC↩
HITECTURE  [static]
```

Shows or hides the column for the architecture.

5.9.3.36 SHOW_COLUMN_PLATFORM

```
bool Crosstales.TPB.Util.Config.SHOW_COLUMN_PLATFORM = Constants.DEFAULT_SHOW_COLUMN_PLATFORM
[static]
```

Shows or hides the column for the platform.

5.9.3.37 SHOW_COLUMN_PLATFORM_LOGO

```
bool Crosstales.TPB.Util.Config.SHOW_COLUMN_PLATFORM_LOGO = Constants.DEFAULT_SHOW_COLUMN_PL↩
ATFORM_LOGO [static]
```

Shows or hides the column for the platform.

5.9.3.38 TEX_ANDROID

```
int Crosstales.TPB.Util.Config.TEX_ANDROID = Constants.DEFAULT_TEX_ANDROID [static]
```

Texture format of the Android platform.

5.9.3.39 UPDATE_CHECK

```
bool Crosstales.TPB.Util.Config.UPDATE_CHECK = Constants.DEFAULT_UPDATE_CHECK [static]
```

Enable or disable update-checks for the asset.

5.9.3.40 VCS

```
int Crosstales.TPB.Util.Config.VCS = Constants.DEFAULT_VCS [static]
```

Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial, 4 = Collab, 5 = PlasticSCM).

5.9.4 Property Documentation

5.9.4.1 ASSET_PATH

```
string Crosstales.TPB.Util.Config.ASSET_PATH  [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

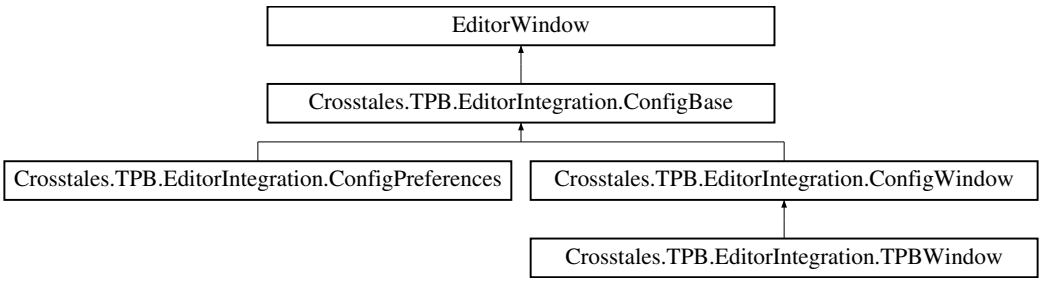
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Editor/↩ Util/Config.cs

5.10 Crosstales.TPB.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.TPB.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **init** ()
- static void **save** ()

5.10.1 Detailed Description

Base class for editor windows.

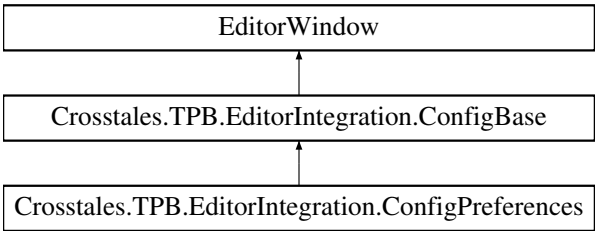
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Editor/↩ Integration/ConfigBase.cs

5.11 Crosstales.TPB.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.TPB.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.11.1 Detailed Description

Unity "Preferences" extension.

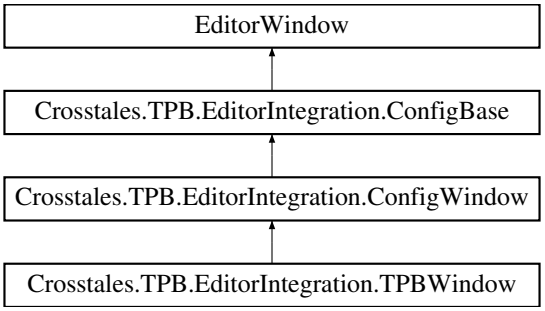
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Editor/↩ Integration/ConfigPreferences.cs

5.12 Crosstales.TPB.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TPB.EditorIntegration.ConfigWindow:



Static Public Member Functions

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

Additional Inherited Members

5.12.1 Detailed Description

Editor window extension.

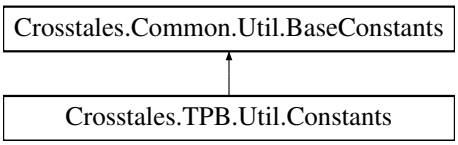
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Editor/↩ Integration/ConfigWindow.cs

5.13 Crosstales.TPB.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.TPB.Util.Constants:



Static Public Attributes

- const string ASSET_NAME = "Turbo Builder PRO"

  Name of the asset.
- const string ASSET_NAME_SHORT = "TPB PRO"

  Short name of the asset.
- const string ASSET_VERSION = "2022.1.0"

  Version of the asset.
- const int ASSET_BUILD = 20220323

  Build number of the asset.
- static readonly System.DateTime ASSET_CREATED = new System.DateTime(2018, 3, 4)

  Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime ASSET_CHANGED = new System.DateTime(2022, 3, 23)

  Change date of the asset (YYYY, MM, DD).
- const string ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/98714?aid=1011INGT"

  URL of the PRO asset in UAS.
- const string ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/tpb_versions.txt"

  URL for update-checks of the asset
- const string ASSET_CONTACT = "tpb@crosstales.com"

  Contact to the owner of the asset.
- const string ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/TurboBuilder/Turbo↩ Builder-doc.pdf"

  URL of the asset manual.
- const string ASSET_API_URL = "https://www.crosstales.com/media/data/assets/TurboBuilder/api/"

  URL of the asset API.

- const string ASSET_FORUM_URL = "https://forum.unity.com/threads/turbo-builder-fast-build-solution.↩644425/"

  URL of the asset forum.
- const string ASSET_VIDEO_TUTORIAL = "https://youtu.be/DewnM7GQ2x0?list=PLgtonIOr6Tb41XTMee↩Z836tjHlKgOO84S"

  URL of the tutorial video of the asset (Youtube).
- const string ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/TurboBuilder/"

  URL of the asset in crosstales.
- const string **KEY_VCS** = "CT_CFG_VCS"
- const string **KEY_CUSTOM_PATH_BUILD** = KEY_PREFIX + "CUSTOM_PATH_BUILD"
- const string **KEY_PATH_BUILD** = KEY_PREFIX + "PATH_BUILD"
- const string **KEY_ADD_NAME_TO_PATH** = KEY_PREFIX + "ADD_NAME_TO_PATH"
- const string **KEY_ADD_VERSION_TO_PATH** = KEY_PREFIX + "ADD_VERSION_TO_PATH"
- const string **KEY_ADD_DATE_TO_PATH** = KEY_PREFIX + "ADD_DATE_TO_PATH"
- const string **KEY_DATE_FORMAT** = KEY_PREFIX + "DATE_FORMAT"
- const string **KEY_EXECUTE_METHOD_PRE_BUILDING** = KEY_PREFIX + "EXECUTE_METHOD_PRE↩_BUILDING"
- const string **KEY_EXECUTE_METHOD_POST_BUILDING** = KEY_PREFIX + "EXECUTE_METHOD_PO↩ST_BUILDING"
- const string **KEY_EXECUTE_METHOD_PRE_BUILD** = KEY_PREFIX + "EXECUTE_METHOD_PRE_B↩UILD"
- const string **KEY_EXECUTE_METHOD_POST_BUILD** = KEY_PREFIX + "EXECUTE_METHOD_POST↩_BUILD"
- const string **KEY_EXECUTE_METHOD_PRE_BUILD_ALL** = KEY_PREFIX + "EXECUTE_METHOD_PR↩E_BUILD_ALL"
- const string **KEY_EXECUTE_METHOD_POST_BUILD_ALL** = KEY_PREFIX + "EXECUTE_METHOD_P↩OST_BUILD_ALL"
- const string **KEY_DELETE_LOCKFILE** = KEY_PREFIX + "DELETE_LOCKFILE"
- const string **KEY_CONFIRM_BUILD** = KEY_PREFIX + "CONFIRM_BUILD"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_UPDATE_CHECK** = KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_TARGETS** = KEY_PREFIX + "TARGETS"
- const string **KEY_BATCHMODE** = KEY_PREFIX + "BATCHMODE"
- const string **KEY_PLATFORM_WINDOWS** = KEY_PREFIX + "PLATFORM_WINDOWS"
- const string **KEY_PLATFORM_MAC** = KEY_PREFIX + "PLATFORM_MAC"
- const string **KEY_PLATFORM_LINUX** = KEY_PREFIX + "PLATFORM_LINUX"
- const string **KEY_PLATFORM_ANDROID** = KEY_PREFIX + "PLATFORM_ANDROID"
- const string **KEY_PLATFORM_IOS** = KEY_PREFIX + "PLATFORM_IOS"
- const string **KEY_PLATFORM_WSA** = KEY_PREFIX + "PLATFORM_WSA"
- const string **KEY_PLATFORM_WEBGL** = KEY_PREFIX + "PLATFORM_WEBGL"
- const string **KEY_PLATFORM_TVOS** = KEY_PREFIX + "PLATFORM_TVOS"
- const string **KEY_PLATFORM_PS4** = KEY_PREFIX + "PLATFORM_PS4"
- const string **KEY_PLATFORM_XBOXONE** = KEY_PREFIX + "PLATFORM_XBOXONE"
- const string **KEY_PLATFORM_SWITCH** = KEY_PREFIX + "PLATFORM_SWITCH"
- const string **KEY_ARCH_WINDOWS** = KEY_PREFIX + "ARCH_WINDOWS"
- const string **KEY_ARCH_LINUX** = KEY_PREFIX + "ARCH_LINUX"
- const string **KEY_TEX_ANDROID** = KEY_PREFIX + "TEX_ANDROID"
- const string **KEY_BO_SHOW_BUILT_PLAYER** = KEY_PREFIX + "BO_SHOW_BUILT_PLAYER"
- const string **KEY_BO_DEVELOPMENT** = KEY_PREFIX + "BO_DEVELOPMENT"
- const string **KEY_BO_PROFILER** = KEY_PREFIX + "BO_PROFILER"
- const string **KEY_BO_SCRIPTDEBUG** = KEY_PREFIX + "BO_SCRIPTDEBUG"
- const string **KEY_SHOW_COLUMN_PLATFORM** = KEY_PREFIX + "SHOW_COLUMN_PLATFORM"
- const string **KEY_SHOW_COLUMN_ARCHITECTURE** = KEY_PREFIX + "SHOW_COLUMN_ARCHITE↩CTURE"

- const string **KEY_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_AUTO_SAVE** = KEY_PREFIX + "AUTO_SAVE"
- const string **BUILD_DIRNAME** = "Builds"
- static readonly string PATH = Crosstales.Common.Util.FileHelper.ValidatePath(Application.dataPath.↩ Substring(0, Application.dataPath.LastIndexOf('/') + 1))

  Application path.
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/TurboBuilder/"
- static readonly string **DEFAULT_PATH_CACHE** = Crosstales.Common.Util.FileHelper.ValidatePath(PATH + BUILD_DIRNAME)
- const bool **DEFAULT_CUSTOM_PATH_BUILD** = false
- const int **DEFAULT_VCS** = 1
- const bool **DEFAULT_ADD_NAME_TO_PATH** = false
- const bool **DEFAULT_ADD_VERSION_TO_PATH** = false
- const bool **DEFAULT_ADD_DATE_TO_PATH** = false
- const string **DEFAULT_DATE_FORMAT** = "yyyyMMdd_HHmmss"
- const bool **DEFAULT_DELETE_LOCKFILE** = true
- const bool **DEFAULT_CONFIRM_BUILD** = true
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const int **DEFAULT_ARCH_WINDOWS** = 1
- const int **DEFAULT_ARCH_LINUX** = 1
- const int **DEFAULT_TEX_ANDROID** = 0
- const bool **DEFAULT_BO_SHOW_BUILT_PLAYER** = false
- const bool **DEFAULT_BO_DEVELOPMENT** = false
- const bool **DEFAULT_BO_PROFILER** = false
- const bool **DEFAULT_BO_SCRIPTDEBUG** = false
- const bool **DEFAULT_SHOW_COLUMN_PLATFORM** = true
- const bool **DEFAULT_SHOW_COLUMN_PLATFORM_LOGO** = false
- const bool **DEFAULT_SHOW_COLUMN_ARCHITECTURE** = true
- const bool **DEFAULT_AUTO_SAVE** = false
- const string **TEXT_NO_BUILDS** = "no builds"
- static string ASSET_URL => ASSET_PRO_URL

  Returns the URL of the asset in UAS.
- static string ASSET_ID => "98714"

  Returns the ID of the asset in UAS.
- static System.Guid ASSET_UID => new System.Guid("afef0ff3-ba0b-4e0e-9aa7-3d5fabf279b9")

  Returns the UID of the asset.

Additional Inherited Members

5.13.1 Detailed Description

Collected constants of very general utility for the asset.

5.13.2 Member Data Documentation

5.13.2.1 ASSET_API_URL

```
const string Crosstales.TPB.Util.Constants.ASSET_API_URL = "https://www.crosstales.com/media/data/assets/Turbo
Builder/api/"  [static]
```

URL of the asset API.

5.13.2.2 ASSET_BUILD

```
const int Crosstales.TPB.Util.Constants.ASSET_BUILD = 20220323  [static]
```

Build number of the asset.

5.13.2.3 ASSET_CHANGED

```
readonly System.DateTime Crosstales.TPB.Util.Constants.ASSET_CHANGED = new System.DateTime(2022,
3, 23)  [static]
```

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

5.13.2.4 ASSET_CONTACT

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

Contact to the owner of the asset.

5.13.2.5 ASSET_CREATED

```
readonly System.DateTime Crosstales.TPB.Util.Constants.ASSET_CREATED = new System.DateTime(2018,
3, 4)  [static]
```

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

5.13.2.6 ASSET_FORUM_URL

```
const string Crosstales.TPB.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/turbo-builder-fa
644425/"  [static]
```

URL of the asset forum.

5.13.2.7 ASSET_ID

```
string Crosstales.TPB.Util.Constants.ASSET_ID => "98714"  [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.13.2.8 ASSET_MANUAL_URL

```
const string Crosstales.TPB.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/Tu
Builder/TurboBuilder-doc.pdf"  [static]
```

URL of the asset manual.

5.13.2.9 ASSET_NAME

```
const string Crosstales.TPB.Util.Constants.ASSET_NAME = "Turbo Builder PRO"  [static]
```

Name of the asset.

5.13.2.10 ASSET_NAME_SHORT

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

Short name of the asset.

5.13.2.11 ASSET_PRO_URL

```
const string Crosstales.TPB.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.↩
com/#!/content/98714?aid=1011lNGT"  [static]
```

URL of the PRO asset in UAS.

5.13.2.12 ASSET_UID

```
System.Guid Crosstales.TPB.Util.Constants.ASSET_UID => new System.Guid("afef0ff3-ba0b-4e0e-9aa7-3d5fabf279b9")
[static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.13.2.13 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

5.13.2.14 ASSET_URL

```
string Crosstales.TPB.Util.Constants.ASSET_URL => ASSET_PRO_URL  [static]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.13.2.15 ASSET_VERSION

```
const string Crosstales.TPB.Util.Constants.ASSET_VERSION = "2022.1.0"  [static]
```

Version of the asset.

5.13.2.16 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.TPB.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/DewnM7G↩
Q2x0?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

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

5.13.2.17 ASSET_WEB_URL

```
const string Crosstales.TPB.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/Turbo↩
Builder/"  [static]
```

URL of the asset in crosstales.

5.13.2.18 PATH

```
readonly string Crosstales.TPB.Util.Constants.PATH = Crosstales.Common.Util.FileHelper.ValidatePath(Applicatio
dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))  [static]
```

Application path.

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

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Editor/↩ Util/Constants.cs

5.14 Crosstales.TPB.Util.CTLogger Class Reference

Logger for the asset.

Static Public Member Functions

- static void **Log** (string log)
- static void **BeforeBuild** ()
- static void **AfterBuild** ()
- static void **BeforeBuilding** ()
- static void **AfterBuilding** ()

5.14.1 Detailed Description

Logger for the asset.

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

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Editor/↩ Util/CTLogger.cs

5.15 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool HasKey (string key)

  Exists the key?
- static void DeleteAll ()

  Deletes all keys.
- static void DeleteKey (string key)

  Delete the key.
- static void Save ()

  Saves all modifications.
- static string GetString (string key)

  Allows to get a string from a key.
- static float GetFloat (string key)

  Allows to get a float from a key.
- static int GetInt (string key)

  Allows to get an int from a key.
- static bool GetBool (string key)

  Allows to get a bool from a key.
- static System.DateTime GetDate (string key)

  Allows to get a DateTime from a key.
- static Vector2 GetVector2 (string key)

  Allows to get a Vector2 from a key.
- static Vector3 GetVector3 (string key)

  Allows to get a Vector3 from a key.
- static Vector4 GetVector4 (string key)

  Allows to get a Vector4 from a key.
- static Quaternion GetQuaternion (string key)

  Allows to get a Quaternion from a key.
- static Color GetColor (string key)

  Allows to get a Color from a key.
- static SystemLanguage GetLanguage (string key)

  Allows to get a SystemLanguage from a key.
- static void SetString (string key, string value)

  Allows to set a string for a key.
- static void SetFloat (string key, float value)

  Allows to set a float for a key.
- static void SetInt (string key, int value)

  Allows to set an int for a key.
- static void SetBool (string key, bool value)

  Allows to set a bool for a key.
- static void SetDate (string key, System.DateTime value)

  Allows to set a DateTime for a key.
- static void SetVector2 (string key, Vector2 value)

  Allows to set a Vector2 for a key.
- static void SetVector3 (string key, Vector3 value)

  Allows to set a Vector3 for a key.
- static void SetVector4 (string key, Vector4 value)

  Allows to set a Vector4 for a key.
- static void SetQuaternion (string key, Quaternion value)

  Allows to set a Quaternion for a key.
- static void SetColor (string key, Color value)

  Allows to set a Color for a key.
- static void SetLanguage (string key, SystemLanguage language)

  Allows to set a SystemLanguage for a key.

5.15.1 Detailed Description

Wrapper for the PlayerPrefs.

5.15.2 Member Function Documentation

5.15.2.1 DeleteAll()

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

Deletes all keys.

5.15.2.2 DeleteKey()

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

Delete the key.

Parameters

key	Key to delete in the PlayerPrefs.

5.15.2.3 GetBool()

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

Allows to get a bool from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.15.2.4 GetColor()

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

Allows to get a Color from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.15.2.5 GetDate()

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

Allows to get a DateTime from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.15.2.6 GetFloat()

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

Allows to get a float from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.15.2.7 GetInt()

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

Allows to get an int from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.15.2.8 GetLanguage()

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

Allows to get a SystemLanguage from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.15.2.9 GetQuaternion()

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

Allows to get a Quaternion from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.15.2.10 GetString()

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

Allows to get a string from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.15.2.11 GetVector2()

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

Allows to get a Vector2 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.15.2.12 GetVector3()

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

Allows to get a Vector3 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.15.2.13 GetVector4()

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

Allows to get a Vector4 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.15.2.14 HasKey()

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

Exists the key?

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.15.2.15 Save()

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

Saves all modifications.

5.15.2.16 SetBool()

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

Allows to set a bool for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.15.2.17 SetColor()

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

Allows to set a Color for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.15.2.18 SetDate()

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

Allows to set a DateTime for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.15.2.19 SetFloat()

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

Allows to set a float for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.15.2.20 SetInt()

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

Allows to set an int for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.15.2.21 SetLanguage()

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

Allows to set a SystemLanguage for a key.

Parameters

key	Key for the PlayerPrefs.
language	Value for the PlayerPrefs.

5.15.2.22 SetQuaternion()

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

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

Allows to set a Quaternion for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.15.2.23 SetString()

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

Allows to set a string for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.15.2.24 SetVector2()

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

Allows to set a Vector2 for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.15.2.25 SetVector3()

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

Allows to set a Vector3 for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.15.2.26 SetVector4()

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

Allows to set a Vector4 for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

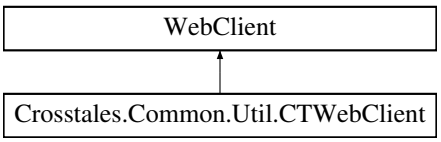
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/Common/Scripts/Util/CT↩ PlayerPrefs.cs

5.16 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

5.16.1 Detailed Description

Specialized WebClient.

5.16.2 Property Documentation

5.16.2.1 ConnectionLimit

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

Connection limit for all WebClients

5.16.2.2 Timeout

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

Timeout in milliseconds

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

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

5.17 Crosstales.TPB.Example.EventTester Class Reference

Simple test script for all callbacks.

5.17.1 Detailed Description

Simple test script for all callbacks.

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

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Example Integration/Editor/EventTester.cs

5.18 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string CTToTitleCase (this string str)

  Extension method for strings. Converts a string to title case (first letter uppercase).
- static string CTReverse (this string str)

  Extension method for strings. Reverses a string.
- static string CTReplace (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

  Extension method for strings. Case insensitive 'Replace'.
- static bool CTEquals (this string str, string toCheck, System.StringComparison comp=System.String↩Comparison.OrdinalIgnoreCase)

  Extension method for strings. Case insensitive 'Equals'.
- static bool CTContains (this string str, string toCheck, System.StringComparison comp=System.String↩Comparison.OrdinalIgnoreCase)

  Extension method for strings. Case insensitive 'Contains'.
- static bool CTContainsAny (this string str, string searchTerms, char splitChar=' ')

  Extension method for strings. Contains any given string.
- static bool CTContainsAll (this string str, string searchTerms, char splitChar=' ')

  Extension method for strings. Contains all given strings.
- static string CTRemoveNewLines (this string str, string replacement="#nl#", string newLine=null)

  Extension method for strings. Replaces new lines with a replacement string pattern.
- static string CTAddNewLines (this string str, string replacement="#nl#", string newLine=null)

  Extension method for strings. Replaces a given string pattern with new lines in a string.
- static bool CTisNumeric (this string str)

  Extension method for strings. Checks if the string is numeric.
- static bool CTisInteger (this string str)

  Extension method for strings. Checks if the string is integer.
- static bool CTisEmail (this string str)

  Extension method for strings. Checks if the string is an email address.
- static bool CTisWebsite (this string str)

  Extension method for strings. Checks if the string is a website address.
- static bool CTisCreditcard (this string str)

  Extension method for strings. Checks if the string is a creditcard.
- static bool CTisIPv4 (this string str)

  Extension method for strings. Checks if the string is an IPv4 address.
- static bool CTisAlphanumeric (this string str)

  Extension method for strings. Checks if the string is alphanumeric.
- static bool CThasLineEndings (this string str)

  Extension method for strings. Checks if the string has line endings.
- static bool CThasInvalidChars (this string str)

  Extension method for strings. Checks if the string has invalid characters.
- static bool CTStartsWith (this string str, string toCheck, System.StringComparison comp=System.String↩Comparison.OrdinalIgnoreCase)

  Extension method for strings. Checks if the string starts with another string.
- static bool CTEndsWith (this string str, string toCheck, System.StringComparison comp=System.String↩Comparison.OrdinalIgnoreCase)

Extension method for strings. Checks if the string ends with another string.

- static int CTLastIndexOf (this string str, string toCheck, System.StringComparison comp=System.String↩ Comparison.OrdinalIgnoreCase)

  Extension method for strings. Returns the index of the last occurence of a given string.
- static int CTIndexOf (this string str, string toCheck, System.StringComparison comp=System.String↩ Comparison.OrdinalIgnoreCase)

  Extension method for strings. Returns the index of the first occurence of a given string.
- static int CTIndexOf (this string str, string toCheck, int startIndex, System.StringComparison comp=System.↩ StringComparison.OrdinalIgnoreCase)

  Extension method for strings. Returns the index of the first occurence of a given string.
- static string CTToBase64 (this string str, System.Text.Encoding encoding=null)

  Extension method for strings. Converts the value of a string to a Base64-string.
- static string CTFromBase64 (this string str, System.Text.Encoding encoding=null)

  Extension method for strings. Converts the value of a Base64-string to a string.
- static byte[ ] CTFromBase64ToByteArray (this string str)

  Extension method for strings. Converts the value of a Base64-string to a byte-array.
- static string CTToHex (this string str, bool addPrefix=false)

  Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).
- static string CTHexToString (this string hexString)

  Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).
- static Color32 CTHexToColor32 (this string hexString)

  Extension method for strings. Converts the Hex-value of a string to a Color32.
- static Color CTHexToColor (this string hexString)

  Extension method for strings. Converts the Hex-value of a string to a Color.
- static byte[ ] CTToByteArray (this string str, System.Text.Encoding encoding=null)

  Extension method for strings. Converts the value of a string to a byte-array.
- static string CTClearTags (this string str)

  Extension method for strings. Cleans a given text from tags.
- static string CTClearSpaces (this string str)

  Extension method for strings. Cleans a given text from multiple spaces.
- static string CTClearLineEndings (this string str)

  Extension method for strings. Cleans a given text from line endings.
- static void CTShuffle< T > (this T[ ] array, int seed=0)

  Extension method for arrays. Shuffles an array.
- static string CTDump< T > (this T[ ] array, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")

  Extension method for arrays. Dumps an array to a string.
- static string CTDump (this Quaternion[ ] array)

  Extension method for Quaternion-arrays. Dumps an array to a string.
- static string CTDump (this Vector2[ ] array)

  Extension method for Vector2-arrays. Dumps an array to a string.
- static string CTDump (this Vector3[ ] array)

  Extension method for Vector3-arrays. Dumps an array to a string.
- static string CTDump (this Vector4[ ] array)

  Extension method for Vector4-arrays. Dumps an array to a string.
- static string[ ] CTToString< T > (this T[ ] array)

  Extension method for arrays. Generates a string array with all entries (via ToString).
- static float[ ] CTToFloatArray (this byte[ ] array, int count=0)

  Extension method for byte-arrays. Converts a byte-array to a float-array.
- static byte[ ] CTToByteArray (this float[ ] array, int count=0)

  Extension method for float-arrays. Converts a float-array to a byte-array.

- static Texture2D CTToTexture (this byte[ ] data)

  Extension method for byte-arrays. Converts a byte-array to a Texture.
- static Sprite CTToSprite (this byte[ ] data)

  Extension method for byte-arrays. Converts a byte-array to Sprite.
- static string CTToString (this byte[ ] data, System.Text.Encoding encoding=null)

  Extension method for byte-arrays. Converts a byte-array to a string.
- static string CTToBase64 (this byte[ ] data)

  Extension method for byte-arrays. Converts a byte-array to a Base64-string.
- static void CTShuffle< T > (this System.Collections.Generic.IList< T > list, int seed=0)

  Extension method for IList. Shuffles a List.
- static string CTDump< T > (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")

  Extension method for IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Quaternion > list)

  Extension method for Quaternion-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector2 > list)

  Extension method for Vector2-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector3 > list)

  Extension method for Vector3-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector4 > list)

  Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > CTToString< T > (this System.Collections.Generic.IList< T > list)

  Extension method for IList. Generates a string list with all entries (via ToString).
- static string CTDump< K, V > (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")

  Extension method for IDictionary. Dumps a dictionary to a string.
- static void CTAddRange< K, V > (this System.Collections.Generic.IDictionary< K, V > dict, System.↩ Collections.Generic.IDictionary< K, V > collection)

  Extension method for IDictionary. Adds a dictionary to an existing one.
- static byte[ ] CTReadFully (this System.IO.Stream input)

  Extension method for Stream. Reads the full content of a Stream.
- static string CTToHexRGB (this Color32 input)

  Extension method for Color32. Converts the value of a color to a RGB Hex-string.
- static string CTToHexRGB (this Color input)

  Extension method for Color. Converts the value of a color to a RGB Hex-string.
- static string CTToHexRGBA (this Color32 input)

  Extension method for Color32. Converts the value of a color to a RGBA Hex-string.
- static string CTToHexRGBA (this Color input)

  Extension method for Color. Converts the value of a color to a RGBA Hex-string.
- static Vector3 CTVector3 (this Color32 color)

  Extension method for Color32. Convert it to a Vector3.
- static Vector3 CTVector3 (this Color color)

  Extension method for Color. Convert it to a Vector3.
- static Vector4 CTVector4 (this Color32 color)

  Extension method for Color32. Convert it to a Vector4.
- static Vector4 CTVector4 (this Color color)

  Extension method for Color. Convert it to a Vector4.
- static Vector2 CTMultiply (this Vector2 a, Vector2 b)

  Allows you to multiply two Vector2s together, something Unity sorely lacks by default.
- static Vector3 CTMultiply (this Vector3 a, Vector3 b)

Allows you to multiply two Vector3s together, something Unity sorely lacks by default.

- static Vector3 CTFlatten (this Vector3 a)

  Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.
- static Quaternion CTQuaternion (this Vector3 eulerAngle)

  Extension method for Vector3. Convert it to a Quaternion.
- static Color CTColorRGB (this Vector3 rgb, float alpha=1f)

  Extension method for Vector3. Convert it to a Color.
- static Vector4 CTMultiply (this Vector4 a, Vector4 b)

  Allows you to multiply two Vector4s together, something Unity sorely lacks by default.
- static Quaternion CTQuaternion (this Vector4 angle)

  Extension method for Vector4. Convert it to a Quaternion.
- static Color CTColorRGBA (this Vector4 rgba)

  Extension method for Vector4. Convert it to a Color.
- static Vector3 CTVector3 (this Quaternion angle)

  Extension method for Quaternion. Convert it to a Vector3.
- static Vector4 CTVector4 (this Quaternion angle)

  Extension method for Quaternion. Convert it to a Vector4.
- static Vector3 CTCorrectLossyScale (this Canvas canvas)

  Extension method for Canvas. Convert current resolution scale.
- static void CTGetLocalCorners (this RectTransform transform, Vector3[ ] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)

  Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.
- static Vector3[ ] CTGetLocalCorners (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)

  Extension method for RectTransform. Returns the local corners of a RectTransform.
- static void CTGetScreenCorners (this RectTransform transform, Vector3[ ] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)

  Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.
- static Vector3[ ] CTGetScreenCorners (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)

  Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.
- static Bounds CTGetBounds (this RectTransform transform, float uiScaleFactor=1f)

  Extension method for RectTransform. Returns the bounds of a RectTransform including the children.
- static void CTSetLeft (this RectTransform transform, float value)

  Extension method for RectTransform. Sets the Left-property of a RectTransform.
- static void CTSetRight (this RectTransform transform, float value)

  Extension method for RectTransform. Sets the Right-property of a RectTransform.
- static void CTSetTop (this RectTransform transform, float value)

  Extension method for RectTransform. Sets the Top-property of a RectTransform.
- static void CTSetBottom (this RectTransform transform, float value)

  Extension method for RectTransform. Sets the Bottom-property of a RectTransform.
- static float CTGetLeft (this RectTransform transform)

  Extension method for RectTransform. Gets the Left-property of a RectTransform.
- static float CTGetRight (this RectTransform transform)

  Extension method for RectTransform. Gets the Right-property of a RectTransform.
- static float CTGetTop (this RectTransform transform)

  Extension method for RectTransform. Gets the Top-property of a RectTransform.
- static float CTGetBottom (this RectTransform transform)

  Extension method for RectTransform. Gets the Bottom-property of a RectTransform.
- static Vector4 CTGetLRTB (this RectTransform transform)

  Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.

- static void CTSetLRTB (this RectTransform transform, Vector4 lrtb)

  Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.
- static System.Collections.Generic.List< GameObject > CTFindAll (this Component component, string name, int maxDepth=0)

  Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects
- static System.Collections.Generic.List< T > CTFindAll< T > (this Component component, string name)

  Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects
- static GameObject CTFind (this MonoBehaviour mb, string name)

  Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject
- static T CTFind< T > (this MonoBehaviour mb, string name)

  Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.
- static GameObject CTFind (this GameObject go, string name)

  Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject
- static T CTFind< T > (this GameObject go, string name)

  Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.
- static Bounds CTGetBounds (this GameObject go)

  Extension method for GameObject. Returns the bounds of a GameObject including the children.
- static Transform CTFind (this Transform transform, string name)

  Extension method for Transform. Recursively searches all children of a parent transform for specific named transform
- static T CTFind< T > (this Transform transform, string name)

  Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.
- static byte[ ] CTToPNG (this Sprite sprite)

  Extension method for Sprite. Converts a Sprite to a PNG byte-array.
- static byte[ ] CTToJPG (this Sprite sprite)

  Extension method for Sprite. Converts a Sprite to a JPG byte-array.
- static byte[ ] CTToTGA (this Sprite sprite)

  Extension method for Sprite. Converts a Sprite to a TGA byte-array.
- static byte[ ] CTToEXR (this Sprite sprite)

  Extension method for Sprite. Converts a Sprite to a EXR byte-array.
- static byte[ ] CTToPNG (this Texture2D texture)

  Extension method for Texture. Converts a Texture to a PNG byte-array.
- static byte[ ] CTToJPG (this Texture2D texture)

  Extension method for Texture. Converts a Texture to a JPG byte-array.
- static byte[ ] CTToTGA (this Texture2D texture)

  Extension method for Texture. Converts a Texture to a TGA byte-array.
- static byte[ ] CTToEXR (this Texture2D texture)

  Extension method for Texture. Converts a Texture to a EXR byte-array.
- static Sprite CTToSprite (this Texture2D texture, float pixelsPerUnit=100f)

  Extension method for Texture. Converts a Texture to a Sprite.
- static Texture2D CTRotate90 (this Texture2D texture)

  Extension method for Texture. Rotates a Texture by 90 degrees.
- static Texture2D CTRotate180 (this Texture2D texture)

  Extension method for Texture. Rotates a Texture by 180 degrees.
- static Texture2D CTRotate270 (this Texture2D texture)

  Extension method for Texture. Rotates a Texture by 270 degrees.

- static Texture2D CTToTexture2D (this Texture texture)

  Extension method for Texture. Convert a Texture to a Texture2D
- static Texture2D CTToTexture2D (this WebCamTexture texture)

  Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D
- static Texture2D CTFlipHorizontal (this Texture2D texture)

  Extension method for Texture. Flips a Texture2D horizontally
- static Texture2D CTFlipVertical (this Texture2D texture)

  Extension method for Texture. Flips a Texture2D vertically
- static bool CTHasActiveClip (this AudioSource source)

  Extension method for AudioSource. Determines if an AudioSource has an active clip.
- static bool CTIsVisibleFrom (this Renderer renderer, Camera camera)

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

5.18.1 Detailed Description

Various extension methods.

5.18.2 Member Function Documentation

5.18.2.1 CTAddNewLines()

```
static string Crosstales.ExtensionMethods.CTAddNewLines (
            this string str,
            string replacement = "#nl#",
            string newLine = null )  [static]
```

Extension method for strings. Replaces a given string pattern with new lines in a string.

Parameters

str	String-instance.
replacement	Replacement string pattern (default: "#nl#", optional).
newLine	New line string (default: System.Environment.NewLine, optional).

Returns

Replaced string with new lines.

5.18.2.2 CTAddRange< K, V >()

```
static void Crosstales.ExtensionMethods.CTAddRange< K, V > (
            this System.Collections.Generic.IDictionary< K, V > dict,
            System.Collections.Generic.IDictionary< K, V > collection )  [static]
```

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

Parameters

dict	IDictionary-instance.
collection	Dictionary to add.

5.18.2.3 CTClearLineEndings()

```
static string Crosstales.ExtensionMethods.CTClearLineEndings (
            this string str )  [static]
```

Extension method for strings. Cleans a given text from line endings.

Parameters

str	Input to clean.

Returns

Clean text without line endings.

5.18.2.4 CTClearSpaces()

```
static string Crosstales.ExtensionMethods.CTClearSpaces (
            this string str )  [static]
```

Extension method for strings. Cleans a given text from multiple spaces.

Parameters

str	Input to clean.

Returns

Clean text without multiple spaces.

5.18.2.5 CTClearTags()

```
static string Crosstales.ExtensionMethods.CTClearTags (
            this string str )  [static]
```

Extension method for strings. Cleans a given text from tags.

Parameters

str	Input to clean.

Returns

Clean text without tags.

5.18.2.6 CTColorRGB()

```
static Color Crosstales.ExtensionMethods.CTColorRGB (
            this Vector3 rgb,
            float alpha = 1f )  [static]
```

Extension method for Vector3. Convert it to a Color.

Parameters

rgb	Vector3-instance to convert (RGB = xyz).
alpha	Alpha-value of the color (default: 1, optional).

Returns

Color from RGB.

5.18.2.7 CTColorRGBA()

```
static Color Crosstales.ExtensionMethods.CTColorRGBA (
            this Vector4 rgba )  [static]
```

Extension method for Vector4. Convert it to a Color.

Parameters

rgba	Vector4-instance to convert (RGBA = xyzw).

Returns

Color from RGBA.

5.18.2.8 CTContains()

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

5.18.2.9 CTContainsAll()

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

5.18.2.10 CTContainsAny()

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.18.2.11 CTCorrectLossyScale()

```
static Vector3 Crosstales.ExtensionMethods.CTCorrectLossyScale (
            this Canvas canvas )  [static]
```

Extension method for Canvas. Convert current resolution scale.

Parameters

canvas	Canvas to convert.

Returns

Vector3 with the correct scale.

5.18.2.12 CTDump() [1/8]

```
static string Crosstales.ExtensionMethods.CTDump (
            this Quaternion[] array )  [static]
```

Extension method for Quaternion-arrays. Dumps an array to a string.

Parameters

array	Quaternion-array-instance to dump.

Returns

String with lines for all array entries.

5.18.2.13 CTDump() [2/8]

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

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

Parameters

list	Quaternion-IList-instance to dump.

Returns

String with lines for all list entries.

5.18.2.14 CTDump() [3/8]

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

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

Parameters

list	Vector2-IList-instance to dump.

Returns

String with lines for all list entries.

5.18.2.15 CTDump() [4/8]

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

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

Parameters

list	Vector3-IList-instance to dump.

Returns

String with lines for all list entries.

5.18.2.16 CTDump() [5/8]

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

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

Parameters

list	Vector4-IList-instance to dump.

Returns

String with lines for all list entries.

5.18.2.17 CTDump() [6/8]

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

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

Parameters

array	Vector2-array-instance to dump.

Returns

String with lines for all array entries.

5.18.2.18 CTDump() [7/8]

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

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

Parameters

array	Vector3-array-instance to dump.

Returns

String with lines for all array entries.

5.18.2.19 CTDump() [8/8]

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

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

Parameters

array	Vector4-array-instance to dump.

Returns

String with lines for all array entries.

5.18.2.20 CTDump< K, V >()

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (
            this System.Collections.Generic.IDictionary< K, V > dict,
            string prefix = "",
            string postfix = "",
            bool appendNewLine = true,
            string delimiter = "; " )  [static]
```

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

Parameters

dict	IDictionary-instance to dump.
prefix	Prefix for every element (default: empty, optional).
postfix	Postfix for every element (default: empty, optional).
appendNewLine	Append new line, otherwise use the given delimiter (default: false, optional).
delimiter	Delimiter if appendNewLine is false (default: "; ", optional).

Returns

String with lines for all dictionary entries.

5.18.2.21 CTDump< T >() [1/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
            this System.Collections.Generic.IList< T > list,
            string prefix = "",
            string postfix = "",
            bool appendNewLine = true,
            string delimiter = "; " )  [static]
```

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

Parameters

list	IList-instance to dump.
prefix	Prefix for every element (default: empty, optional).
postfix	Postfix for every element (default: empty, optional).
appendNewLine	Append new line, otherwise use the given delimiter (default: false, optional).
delimiter	Delimiter if appendNewLine is false (default: "; ", optional).

Returns

String with lines for all list entries.

5.18.2.22 CTDump< T >() [2/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
            this T[] array,
            string prefix = "",
            string postfix = "",
            bool appendNewLine = true,
            string delimiter = "; " )  [static]
```

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

Parameters

array	Array-instance to dump.
prefix	Prefix for every element (default: empty, optional).
postfix	Postfix for every element (default: empty, optional).
appendNewLine	Append new line, otherwise use the given delimiter (default: false, optional).
delimiter	Delimiter if appendNewLine is false (default: "; ", optional).

Returns

String with lines for all array entries.

5.18.2.23 CTEndsWith()

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

Extension method for strings. Checks if the string ends with another string.

Parameters

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

Returns

True if the string is integer.

5.18.2.24 CTEquals()

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

5.18.2.25 CTFind() [1/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (
            this GameObject go,
            string name )  [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject

Parameters

go	Parent of the current children.
name	Name of the GameObject.

Returns

GameObject with the given name or null.

5.18.2.26 CTFind() [2/3]

```
static GameObject Crosstales.ExtensionMethods.CTFind (
            this MonoBehaviour mb,
            string name )  [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject

Parameters

mb	Parent of the current children.
name	Name of the GameObject.

Returns

GameObject with the given name or null.

5.18.2.27 CTFind() [3/3]

```
static Transform Crosstales.ExtensionMethods.CTFind (
            this Transform transform,
            string name )  [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

transform	Parent of the current children.
name	Name of the transform.

Returns

Transform with the given name or null.

5.18.2.28 CTFind< T >() [1/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
            this GameObject go,
            string name )  [static]
```

Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.

Parameters

go	Parent of the current children.
name	Name of the GameObject.

Returns

Component with the given type or null.

5.18.2.29 CTFind< T >() [2/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
            this MonoBehaviour mb,
            string name )  [static]
```

Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.

Parameters

mb	Parent of the current children.
name	Name of the GameObject.

Returns

Component with the given type or null.

5.18.2.30 CTFind< T >() [3/3]

```
static T Crosstales.ExtensionMethods.CTFind< T > (
            this Transform transform,
            string name )  [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.

Parameters

transform	Parent of the current children.
name	Name of the transform.

Returns

Component with the given type or null.

5.18.2.31 CTFindAll()

```
static System.Collections.Generic.List<GameObject> Crosstales.ExtensionMethods.CTFindAll (
            this Component component,
            string name,
            int maxDepth = 0 )  [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

Parameters

component	Parent of the current children.
name	Name of the GameObject.
maxDepth	Maximal depth of the search (default 0, optional).

Returns

List of GameObjects with the given name or empty list.

5.18.2.32 CTFindAll< T >()

```
static System.Collections.Generic.List<T> Crosstales.ExtensionMethods.CTFindAll< T > (
            this Component component,
            string name )  [static]
```

Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects

Parameters

component	Parent of the current children.
name	Name of the GameObject.

Returns

List of GameObjects with the given name or empty list.

Type Constraints

T **:** ***Component***

5.18.2.33 CTFlatten()

```
static Vector3 Crosstales.ExtensionMethods.CTFlatten (
            this Vector3 a )  [static]
```

Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.

5.18.2.34 CTFlipHorizontal()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipHorizontal (
            this Texture2D texture )  [static]
```

Extension method for Texture. Flips a Texture2D horizontally

Parameters

texture	Texture to flip.

Returns

Horizontally flipped Texture2D.

5.18.2.35 CTFlipVertical()

```
static Texture2D Crosstales.ExtensionMethods.CTFlipVertical (
            this Texture2D texture )  [static]
```

Extension method for Texture. Flips a Texture2D vertically

Parameters

texture	Texture to flip.

Returns

Vertically flipped Texture2D.

5.18.2.36 CTFromBase64()

```
static string Crosstales.ExtensionMethods.CTFromBase64 (
            this string str,
            System.Text.Encoding encoding = null )  [static]
```

Extension method for strings. Converts the value of a Base64-string to a string.

Parameters

str	Input Base64-string.
encoding	Encoding of the string (default: UTF8, optional).

Returns

Base64-string value as converted string.

5.18.2.37 CTFromBase64ToByteArray()

```
static byte [] Crosstales.ExtensionMethods.CTFromBase64ToByteArray (
            this string str )  [static]
```

Extension method for strings. Converts the value of a Base64-string to a byte-array.

Parameters

str	Input Base64-string.

Returns

Base64-Byte-array from the Base64-string.

5.18.2.38 CTGetBottom()

```
static float Crosstales.ExtensionMethods.CTGetBottom (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Bottom-property of a RectTransform.

Parameters

transform	RectTransform to get the Bottom-property.

Returns

Bottom-property of the RectTransform.

5.18.2.39 CTGetBounds() [1/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
            this GameObject go )  [static]
```

Extension method for GameObject. Returns the bounds of a GameObject including the children.

Parameters

go	GameObject to calculate the bounds.

Returns

Bounds of the GameObject.

5.18.2.40 CTGetBounds() [2/2]

```
static Bounds Crosstales.ExtensionMethods.CTGetBounds (
            this RectTransform transform,
            float uiScaleFactor = 1f )  [static]
```

Extension method for RectTransform. Returns the bounds of a RectTransform including the children.

Parameters

transform	RectTransform to calculate the bounds.
uiScaleFactor	Scale of the UI (default: 1.0, optional).

Returns

Bounds of the RectTransform.

5.18.2.41 CTGetLeft()

```
static float Crosstales.ExtensionMethods.CTGetLeft (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Left-property of a RectTransform.

Parameters

transform	RectTransform to get the Left-property.

Returns

Left-property of the RectTransform.

5.18.2.42 CTGetLocalCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetLocalCorners (
            this RectTransform transform,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Returns the local corners of a RectTransform.

Parameters

transform	RectTransform-instance.
canvas	Relevant canvas.
inset	Inset from the corners (default: 0, optional).
corrected	Automatically adjust scaling (default: false, optional).

Returns

Array of the four local corners of the RectTransform.

5.18.2.43 CTGetLocalCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetLocalCorners (
            this RectTransform transform,
            Vector3[] fourCornersArray,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.

Parameters

transform	RectTransform-instance.
fourCornersArray	Corners for the RectTransform.
canvas	Relevant canvas.
inset	Inset from the corners (default: 0, optional).
corrected	Automatically adjust scaling (default: false, optional).

5.18.2.44 CTGetLRTB()

```
static Vector4 Crosstales.ExtensionMethods.CTGetLRTB (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.

Parameters

transform	RectTransform to get the Left/Right/Top/Bottom-properties.

Returns

Left/Right/Top/Bottom-properties of the RectTransform as Vector4.

5.18.2.45 CTGetRight()

```
static float Crosstales.ExtensionMethods.CTGetRight (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Right-property of a RectTransform.

Parameters

transform	RectTransform to get the Right-property.

Returns

Right-property of the RectTransform.

5.18.2.46 CTGetScreenCorners() [1/2]

```
static Vector3 [] Crosstales.ExtensionMethods.CTGetScreenCorners (
            this RectTransform transform,
```

```
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.

Parameters

transform	RectTransform-instance.
canvas	Relevant canvas.
inset	Inset from the corners (default: 0, optional).
corrected	Automatically adjust scaling (default: false, optional).

Returns

Array of the four screen (world) corners of the RectTransform.

5.18.2.47 CTGetScreenCorners() [2/2]

```
static void Crosstales.ExtensionMethods.CTGetScreenCorners (
            this RectTransform transform,
            Vector3[] fourCornersArray,
            Canvas canvas,
            float inset = 0,
            bool corrected = false )  [static]
```

Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.

Parameters

transform	RectTransform-instance.
fourCornersArray	Corners for the RectTransform.
canvas	Relevant canvas.
inset	Inset from the corners (default: 0, optional).
corrected	Automatically adjust scaling (default: false, optional).

5.18.2.48 CTGetTop()

```
static float Crosstales.ExtensionMethods.CTGetTop (
            this RectTransform transform )  [static]
```

Extension method for RectTransform. Gets the Top-property of a RectTransform.

Parameters

transform	RectTransform to get the Top-property.

Returns

Top-property of the RectTransform.

5.18.2.49 CTHasActiveClip()

```
static bool Crosstales.ExtensionMethods.CTHasActiveClip (
            this AudioSource source )  [static]
```

Extension method for AudioSource. Determines if an AudioSource has an active clip.

Parameters

source	AudioSource to check.

Returns

True if the AudioSource has an active clip.

5.18.2.50 CThasInvalidChars()

```
static bool Crosstales.ExtensionMethods.CThasInvalidChars (
            this string str )  [static]
```

Extension method for strings. Checks if the string has invalid characters.

Parameters

str	String-instance.

Returns

True if the string has invalid characters.

5.18.2.51 CThasLineEndings()

```
static bool Crosstales.ExtensionMethods.CThasLineEndings (
            this string str )  [static]
```

Extension method for strings. Checks if the string has line endings.

Parameters

str	String-instance.

Returns

True if the string has line endings.

5.18.2.52 CTHexToColor()

```
static Color Crosstales.ExtensionMethods.CTHexToColor (
            this string hexString )  [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color.

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as Color.

5.18.2.53 CTHexToColor32()

```
static Color32 Crosstales.ExtensionMethods.CTHexToColor32 (
            this string hexString )  [static]
```

Extension method for strings. Converts the Hex-value of a string to a Color32.

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as Color32.

5.18.2.54 CTHexToString()

```
static string Crosstales.ExtensionMethods.CTHexToString (
            this string hexString )  [static]
```

Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as converted string.

5.18.2.55 CTIndexOf() [1/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (
            this string str,
            string toCheck,
            int startIndex,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Returns the index of the first occurence of a given string.

Parameters

str	String-instance.
toCheck	String for the index.
startIndex	Start index for the check.
comp	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

The index of the first occurence of the given string if the string is integer.

5.18.2.56 CTIndexOf() [2/2]

```
static int Crosstales.ExtensionMethods.CTIndexOf (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Returns the index of the first occurence of a given string.

Parameters

str	String-instance.
toCheck	String for the index.
comp	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

The index of the first occurence of the given string if the string is integer.

5.18.2.57 CTisAlphanumeric()

```
static bool Crosstales.ExtensionMethods.CTisAlphanumeric (
            this string str )  [static]
```

Extension method for strings. Checks if the string is alphanumeric.

Parameters

str	String-instance.

Returns

True if the string is alphanumeric.

5.18.2.58 CTisCreditcard()

```
static bool Crosstales.ExtensionMethods.CTisCreditcard (
            this string str )  [static]
```

Extension method for strings. Checks if the string is a creditcard.

Parameters

str	String-instance.

Returns

True if the string is a creditcard.

5.18.2.59 CTisEmail()

```
static bool Crosstales.ExtensionMethods.CTisEmail (
            this string str )  [static]
```

Extension method for strings. Checks if the string is an email address.

Parameters

str	String-instance.

Returns

True if the string is an email address.

5.18.2.60 CTisInteger()

```
static bool Crosstales.ExtensionMethods.CTisInteger (
            this string str )  [static]
```

Extension method for strings. Checks if the string is integer.

Parameters

str	String-instance.

Returns

True if the string is integer.

5.18.2.61 CTisIPv4()

```
static bool Crosstales.ExtensionMethods.CTisIPv4 (
            this string str )  [static]
```

Extension method for strings. Checks if the string is an IPv4 address.

Parameters

str	String-instance.

Returns

True if the string is an IPv4 address.

5.18.2.62 CTisNumeric()

```
static bool Crosstales.ExtensionMethods.CTisNumeric (
            this string str )  [static]
```

Extension method for strings. Checks if the string is numeric.

Parameters

str	String-instance.

Returns

True if the string is numeric.

5.18.2.63 CTIsVisibleFrom()

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

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

Parameters

renderer	Renderer to test the visibility.
camera	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.18.2.64 CTisWebsite()

```
static bool Crosstales.ExtensionMethods.CTisWebsite (
            this string str )  [static]
```

Extension method for strings. Checks if the string is a website address.

Parameters

str	String-instance.

Returns

True if the string is a website address.

5.18.2.65 CTLastIndexOf()

```
static int Crosstales.ExtensionMethods.CTLastIndexOf (
            this string str,
            string toCheck,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Returns the index of the last occurence of a given string.

Parameters

str	String-instance.
toCheck	String for the index.
comp	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

The index of the last occurence of the given string if the string is integer.

5.18.2.66 CTMultiply() [1/3]

```
static Vector2 Crosstales.ExtensionMethods.CTMultiply (
            this Vector2 a,
            Vector2 b )  [static]
```

Allows you to multiply two Vector2s together, something Unity sorely lacks by default.

Parameters

a	First vector
b	Second vector

Returns

The ax∗bx, ay∗by result.

5.18.2.67 CTMultiply() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTMultiply (
            this Vector3 a,
            Vector3 b )  [static]
```

Allows you to multiply two Vector3s together, something Unity sorely lacks by default.

Parameters

a	First vector
b	Second vector

Returns

The ax∗bx, ay∗by, az∗bz result.

5.18.2.68 CTMultiply() [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTMultiply (
            this Vector4 a,
            Vector4 b )  [static]
```

Allows you to multiply two Vector4s together, something Unity sorely lacks by default.

Parameters

a	First vector
b	Second vector

Returns

The ax∗bx, ay∗by, az∗bz, aw∗bw result.

5.18.2.69 CTQuaternion() [1/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (
            this Vector3 eulerAngle )  [static]
```

Extension method for Vector3. Convert it to a Quaternion.

Parameters

eulerAngle	Vector3-instance to convert.

Returns

Quaternion from euler angles.

5.18.2.70 CTQuaternion() [2/2]

```
static Quaternion Crosstales.ExtensionMethods.CTQuaternion (
            this Vector4 angle )  [static]
```

Extension method for Vector4. Convert it to a Quaternion.

Parameters

angle	Vector4-instance to convert.

Returns

Quaternion from Vector4.

5.18.2.71 CTReadFully()

```
static byte [] Crosstales.ExtensionMethods.CTReadFully (
            this System.IO.Stream input )  [static]
```

Extension method for Stream. Reads the full content of a Stream.

Parameters

input	Stream-instance to read.

Returns

Byte-array of the Stream content.

5.18.2.72 CTRemoveNewLines()

```
static string Crosstales.ExtensionMethods.CTRemoveNewLines (
            this string str,
            string replacement = "#nl#",
            string newLine = null )  [static]
```

Extension method for strings. Replaces new lines with a replacement string pattern.

Parameters

str	String-instance.
replacement	Replacement string pattern (default: "#nl#", optional).
newLine	New line string (default: System.Environment.NewLine, optional).

Returns

Replaced string without new lines.

5.18.2.73 CTReplace()

```
static string Crosstales.ExtensionMethods.CTReplace (
            this string str,
            string oldString,
            string newString,
            System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase )  [static]
```

Extension method for strings. Case insensitive 'Replace'.

Parameters

str	String-instance.
oldString	String to replace.
newString	New replacement string.
comp	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

Replaced string.

5.18.2.74 CTReverse()

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

Extension method for strings. Reverses a string.

Parameters

str	String-instance.

Returns

Reversed string.

5.18.2.75 CTRotate180()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate180 (
            this Texture2D texture )  [static]
```

Extension method for Texture. Rotates a Texture by 180 degrees.

Parameters

texture	Texture to rotate.

Returns

Rotated Texture.

5.18.2.76 CTRotate270()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate270 (
            this Texture2D texture )  [static]
```

Extension method for Texture. Rotates a Texture by 270 degrees.

Parameters

texture	Texture to rotate.

Returns

Rotated Texture.

5.18.2.77 CTRotate90()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate90 (
            this Texture2D texture )  [static]
```

Extension method for Texture. Rotates a Texture by 90 degrees.

Parameters

texture	Texture to rotate.

Returns

Rotated Texture.

5.18.2.78 CTSetBottom()

```
static void Crosstales.ExtensionMethods.CTSetBottom (
            this RectTransform transform,
            float value )  [static]
```

Extension method for RectTransform. Sets the Bottom-property of a RectTransform.

Parameters

transform	RectTransform to set the Bottom-property.
value	Value for the Bottom-property.

5.18.2.79 CTSetLeft()

```
static void Crosstales.ExtensionMethods.CTSetLeft (
            this RectTransform transform,
            float value )  [static]
```

Extension method for RectTransform. Sets the Left-property of a RectTransform.

Parameters

transform	RectTransform to set the Left-property.
value	Value for the Left-property.

5.18.2.80 CTSetLRTB()

```
static void Crosstales.ExtensionMethods.CTSetLRTB (
            this RectTransform transform,
            Vector4 lrtb )  [static]
```

Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.

Parameters

transform	RectTransform to set the Left/Right/Top/Bottom-properties.
lrtb	Left/Right/Top/Bottom-properties as Vector4.

5.18.2.81 CTSetRight()

```
static void Crosstales.ExtensionMethods.CTSetRight (
```

```
            this RectTransform transform,
            float value )  [static]
```

Extension method for RectTransform. Sets the Right-property of a RectTransform.

Parameters

transform	RectTransform to set the Right-property.
value	Value for the Right-property.

5.18.2.82 CTSetTop()

```
static void Crosstales.ExtensionMethods.CTSetTop (
            this RectTransform transform,
            float value )  [static]
```

Extension method for RectTransform. Sets the Top-property of a RectTransform.

Parameters

transform	RectTransform to set the Top-property.
value	Value for the Top-property.

5.18.2.83 CTShuffle< T >() [1/2]

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

Extension method for IList. Shuffles a List.

Parameters

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

5.18.2.84 CTShuffle< T >() [2/2]

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

Extension method for arrays. Shuffles an array.

Parameters

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

5.18.2.85 CTStartsWith()

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

Extension method for strings. Checks if the string starts with another string.

Parameters

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

Returns

True if the string is integer.

5.18.2.86 CTToBase64() [1/2]

```
static string Crosstales.ExtensionMethods.CTToBase64 (
            this byte[] data )  [static]
```

Extension method for byte-arrays. Converts a byte-array to a Base64-string.

Parameters

data	Input as byte-array.

Returns

Base64-string from the byte-array.

5.18.2.87 CTToBase64() [2/2]

```
static string Crosstales.ExtensionMethods.CTToBase64 (
            this string str,
            System.Text.Encoding encoding = null )  [static]
```

Extension method for strings. Converts the value of a string to a Base64-string.

Parameters

str	Input string.
encoding	Encoding of the string (default: UTF8, optional).

Returns

String value as converted Base64-string.

5.18.2.88 CTToByteArray() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToByteArray (
            this float[] array,
            int count = 0 )  [static]
```

Extension method for float-arrays. Converts a float-array to a byte-array.

Parameters

array	Array-instance to convert.
count	Number of floats to convert (optional).

Returns

Converted byte-array.

5.18.2.89 CTToByteArray() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToByteArray (
            this string str,
            System.Text.Encoding encoding = null )  [static]
```

Extension method for strings. Converts the value of a string to a byte-array.

Parameters

str	Input string.
encoding	Encoding of the string (default: UTF8, optional).

Returns

Byte-array with the string.

5.18.2.90 CTToEXR() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToEXR (
            this Sprite sprite )  [static]
```

Extension method for Sprite. Converts a Sprite to a EXR byte-array.

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as EXR byte-array.

5.18.2.91 CTToEXR() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToEXR (
            this Texture2D texture )  [static]
```

Extension method for Texture. Converts a Texture to a EXR byte-array.

Parameters

texture	Texture to convert.

Returns

Converted Texture as EXR byte-array.

5.18.2.92 CTToFloatArray()

```
static float [] Crosstales.ExtensionMethods.CTToFloatArray (
            this byte[] array,
            int count = 0 )  [static]
```

Extension method for byte-arrays. Converts a byte-array to a float-array.

Parameters

array	Array-instance to convert.
count	Number of bytes to convert (optional).

Returns

Converted float-array.

5.18.2.93 CTToHex()

```
static string Crosstales.ExtensionMethods.CTToHex (
            this string str,
            bool addPrefix = false )  [static]
```

Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).

Parameters

str	Input string.
addPrefix	Add "0x"-as prefix (default: false, optional).

Returns

String value as converted Hex-string.

5.18.2.94 CTToHexRGB() [1/2]

```
static string Crosstales.ExtensionMethods.CTToHexRGB (
            this Color input )  [static]
```

Extension method for Color. Converts the value of a color to a RGB Hex-string.

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBB").

5.18.2.95 CTToHexRGB() [2/2]

```
static string Crosstales.ExtensionMethods.CTToHexRGB (
            this Color32 input )  [static]
```

Extension method for Color32. Converts the value of a color to a RGB Hex-string.

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBB").

5.18.2.96 CTToHexRGBA() [1/2]

```
static string Crosstales.ExtensionMethods.CTToHexRGBA (
            this Color input )  [static]
```

Extension method for Color. Converts the value of a color to a RGBA Hex-string.

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBBAA").

5.18.2.97 CTToHexRGBA() [2/2]

```
static string Crosstales.ExtensionMethods.CTToHexRGBA (
            this Color32 input )  [static]
```

Extension method for Color32. Converts the value of a color to a RGBA Hex-string.

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBBAA").

5.18.2.98 CTToJPG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToJPG (
            this Sprite sprite )  [static]
```

Extension method for Sprite. Converts a Sprite to a JPG byte-array.

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as JPG byte-array.

5.18.2.99 CTToJPG() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToJPG (
            this Texture2D texture )  [static]
```

Extension method for Texture. Converts a Texture to a JPG byte-array.

Parameters

texture	Texture to convert.

Returns

Converted Texture as JPG byte-array.

5.18.2.100 CTToPNG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToPNG (
            this Sprite sprite )  [static]
```

Extension method for Sprite. Converts a Sprite to a PNG byte-array.

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as PNG byte-array.

5.18.2.101 CTToPNG() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToPNG (
            this Texture2D texture )  [static]
```

Extension method for Texture. Converts a Texture to a PNG byte-array.

Parameters

texture	Texture to convert.

Returns

Converted Texture as PNG byte-array.

5.18.2.102 CTToSprite() [1/2]

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (
            this byte[] data )  [static]
```

Extension method for byte-arrays. Converts a byte-array to Sprite.

Parameters

data	byte-array-instance to convert.

Returns

Converted Sprite.

5.18.2.103 CTToSprite() [2/2]

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (
            this Texture2D texture,
            float pixelsPerUnit = 100f )  [static]
```

Extension method for Texture. Converts a Texture to a Sprite.

Parameters

texture	Texture to convert.
pixelsPerUnit	Pixels per unit for the Sprite (default: 100, optional).

Returns

Converted Texture as Sprite.

5.18.2.104 CTToString()

```
static string Crosstales.ExtensionMethods.CTToString (
            this byte[] data,
            System.Text.Encoding encoding = null )  [static]
```

Extension method for byte-arrays. Converts a byte-array to a string.

Parameters

data	Input string as byte-array.
encoding	Encoding of the string (default: UTF8, optional).

Returns

Byte-array with the string.

5.18.2.105 CTToString< T >() [1/2]

```
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

list	IList-instance to ToString.

Returns

String list with all entries (via ToString).

5.18.2.106 CTToString< T >() [2/2]

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

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

Parameters

array	Array-instance to ToString.

Returns

String array with all entries (via ToString).

5.18.2.107 CTToTexture()

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture (
            this byte[] data )  [static]
```

Extension method for byte-arrays. Converts a byte-array to a Texture.

Parameters

data	byte-array-instance to convert.

Returns

Converted Texture.

5.18.2.108 CTToTexture2D() [1/2]

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture2D (
            this Texture texture )  [static]
```

Extension method for Texture. Convert a Texture to a Texture2D

Parameters

texture	Texture to convert.

Returns

Converted Texture2D.

5.18.2.109 CTToTexture2D() [2/2]

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture2D (
            this WebCamTexture texture )  [static]
```

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

Parameters

texture	WebCamTexture to convert.

Returns

Converted Texture2D.

5.18.2.110 CTToTGA() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTToTGA (
            this Sprite sprite )  [static]
```

Extension method for Sprite. Converts a Sprite to a TGA byte-array.

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as TGA byte-array.

5.18.2.111 CTToTGA() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CTToTGA (
            this Texture2D texture )  [static]
```

Extension method for Texture. Converts a Texture to a TGA byte-array.

Parameters

texture	Texture to convert.

Returns

Converted Texture as TGA byte-array.

5.18.2.112 CTToTitleCase()

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

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

Parameters

str	String-instance.

Returns

Converted string in title case.

5.18.2.113 CTVector3() [1/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (
            this Color color )  [static]
```

Extension method for Color. Convert it to a Vector3.

Parameters

color	Color-instance to convert.

Returns

Vector3 from color.

5.18.2.114 CTVector3() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (
            this Color32 color )  [static]
```

Extension method for Color32. Convert it to a Vector3.

Parameters

color	Color-instance to convert.

Returns

Vector3 from color.

5.18.2.115 CTVector3() [3/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (
            this Quaternion angle )  [static]
```

Extension method for Quaternion. Convert it to a Vector3.

Parameters

angle	Quaternion-instance to convert.

Returns

Vector3 from Quaternion.

5.18.2.116 CTVector4() [1/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (
            this Color color )  [static]
```

Extension method for Color. Convert it to a Vector4.

Parameters

color	Color-instance to convert.

Returns

Vector4 from color.

5.18.2.117 CTVector4() [2/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (
            this Color32 color )  [static]
```

Extension method for Color32. Convert it to a Vector4.

Parameters

color	Color-instance to convert.

Returns

Vector4 from color.

5.18.2.118 CTVector4() [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (
            this Quaternion angle )  [static]
```

Extension method for Quaternion. Convert it to a Vector4.

Parameters

angle	Quaternion-instance to convert.

Returns

Vector4 from Quaternion.

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

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/Common/Scripts/Extension↩ Methods.cs

5.19 Crosstales.Common.Util.FileHelper Class Reference

Various helper functions for the file system.

Static Public Member Functions

- static string ValidatePath (string path, bool addEndDelimiter=true, bool preserveFile=true)

  Validates a given path and add missing slash.
- static string ValidateFile (string path)

  Validates a given file.
- static bool PathHasInvalidChars (string path)

  Checks a given path for invalid characters
- static bool FileHasInvalidChars (string file)

  Checks a given file for invalid characters
- static string[ ] GetFilesForName (string path, bool isRecursive=false, params string[ ] filenames)

  Find files inside a path.

- static string[ ] GetFiles (string path, bool isRecursive=false, params string[ ] extensions)

  Find files inside a path.
- static string[ ] GetDirectories (string path, bool isRecursive=false)

  Find directories inside.
- static string[ ] GetDrives ()

  Find all logical drives.
- static void CopyPath (string sourcePath, string destPath, bool move=false)

  Copy or move a directory.
- static void CopyFile (string sourceFile, string destFile, bool move=false)

  Copy or move a file.
- static void ShowPath (string path)

  Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms
- static void ShowFile (string file)

  Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms
- static void OpenFile (string file)

  Opens a file with the OS default application. NOTE: only works for standalone platforms

Properties

- static string StreamingAssetsPath `[get]`

  Returns the path to the the "Streaming Assets".

5.19.1 Detailed Description

Various helper functions for the file system.

5.19.2 Member Function Documentation

5.19.2.1 CopyFile()

```
static void Crosstales.Common.Util.FileHelper.CopyFile (
            string sourceFile,
            string destFile,
            bool move = false )  [static]
```

Copy or move a file.

Parameters

sourceFile	Source file path
destFile	Destination file path
move	Move file instead of copy (default: false, optional)

5.19.2.2 CopyPath()

```
static void Crosstales.Common.Util.FileHelper.CopyPath (
            string sourcePath,
            string destPath,
            bool move = false )  [static]
```

Copy or move a directory.

Parameters

sourcePath	Source directory path
destPath	Destination directory path
move	Move directory instead of copy (default: false, optional)

5.19.2.3 FileHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.FileHasInvalidChars (
            string file )  [static]
```

Checks a given file for invalid characters

Parameters

file	File to check for invalid characters

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.19.2.4 GetDirectories()

```
static string [] Crosstales.Common.Util.FileHelper.GetDirectories (
            string path,
            bool isRecursive = false )  [static]
```

Find directories inside.

Parameters

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

Returns

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

5.19.2.5 GetDrives()

```
static string [] Crosstales.Common.Util.FileHelper.GetDrives ( )  [static]
```

Find all logical drives.

Returns

Returns array of the found drives. Zero length array when an error occured.

5.19.2.6 GetFiles()

```
static string [] Crosstales.Common.Util.FileHelper.GetFiles (
            string path,
            bool isRecursive = false,
            params string[] extensions )  [static]
```

Find files inside a path.

Parameters

path	Path to find the files
isRecursive	Recursive search (default: false, optional)
extensions	Extensions for the file search, e.g. "png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occured.

5.19.2.7 GetFilesForName()

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
            string path,
            bool isRecursive = false,
            params string[] filenames )  [static]
```

Find files inside a path.

Parameters

path	Path to find the files
isRecursive	Recursive search (default: false, optional)
filenames	Filenames for the file search, e.g. "Image.png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occured.

5.19.2.8 OpenFile()

```
static void Crosstales.Common.Util.FileHelper.OpenFile (
            string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

Parameters

file	File path

5.19.2.9 PathHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.PathHasInvalidChars (
            string path ) [static]
```

Checks a given path for invalid characters

Parameters

path	Path to check for invalid characters

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.19.2.10 ShowFile()

```
static void Crosstales.Common.Util.FileHelper.ShowFile (
            string file ) [static]
```

Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms

5.19.2.11 ShowPath()

```
static void Crosstales.Common.Util.FileHelper.ShowPath (
            string path )  [static]
```

Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms

5.19.2.12 ValidateFile()

```
static string Crosstales.Common.Util.FileHelper.ValidateFile (
            string path )  [static]
```

Validates a given file.

Parameters

path	File to validate

Returns

Valid file path

5.19.2.13 ValidatePath()

```
static string Crosstales.Common.Util.FileHelper.ValidatePath (
            string path,
            bool addEndDelimiter = true,
            bool preserveFile = true )  [static]
```

Validates a given path and add missing slash.

Parameters

path	Path to validate
addEndDelimiter	Add delimiter at the end of the path (optional, default: true)
preserveFile	Preserves a given file in the path (optional, default: true)

Returns

Valid path

5.19.3 Property Documentation

5.19.3.1 StreamingAssetsPath

```
string Crosstales.Common.Util.FileHelper.StreamingAssetsPath  [static], [get]
```

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

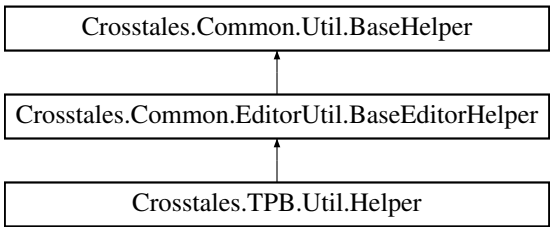
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/Common/Scripts/↩ Util/FileHelper.cs

5.20 Crosstales.TPB.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.TPB.Util.Helper:



Static Public Member Functions

- static void SetupVCS ()

  Setup the VCS before building.
- static void DeleteBuilds ()

  Delete the builds for all platforms.
- static void ProcessBuildPipeline (string target, bool batchmode=true)

  Builds the target.

Static Public Attributes

- static bool **isDeleting**
- static Texture2D **Logo_Asset** => loadImage(ref logo_asset, "logo_asset.png")
- static Texture2D **Logo_Asset_Small** => loadImage(ref logo_asset_small, "logo_asset_small.png")
- static Texture2D **Icon_Play** => loadImage(ref icon_play, "icon_play.png")
- static Texture2D **Icon_Show** => loadImage(ref icon_show, "icon_show.png")
- static Texture2D **Logo_Windows** => loadImage(ref logo_windows, "logo_windows.png")
- static Texture2D **Logo_Mac** => loadImage(ref logo_mac, "logo_mac.png")
- static Texture2D **Logo_Linux** => loadImage(ref logo_linux, "logo_linux.png")
- static Texture2D **Logo_Ios** => loadImage(ref logo_ios, "logo_ios.png")
- static Texture2D **Logo_Android** => loadImage(ref logo_android, "logo_android.png")
- static Texture2D **Logo_Wsa** => loadImage(ref logo_wsa, "logo_wsa.png")
- static Texture2D **Logo_Webgl** => loadImage(ref logo_webgl, "logo_webgl.png")
- static Texture2D **Logo_Tvos** => loadImage(ref logo_tvos, "logo_tvos.png")
- static Texture2D **Logo_Ps4** => loadImage(ref logo_ps4, "logo_ps4.png")
- static Texture2D **Logo_Xboxone** => loadImage(ref logo_xboxone, "logo_xboxone.png")
- static Texture2D **Logo_Switch** => loadImage(ref logo_switch, "logo_switch.png")
- static BuildTarget TargetWindows => Config.ARCH_WINDOWS == 0 ? BuildTarget.StandaloneWindows : BuildTarget.StandaloneWindows64

  Returns the active Windows platform.
- static BuildTarget TargetMac => BuildTarget.StandaloneOSX

  Returns the active macOS platform.
- static bool hasActiveArchitecturePlatforms => Config.PLATFORM_WINDOWS

  Checks if the user has selected any architecture platforms.
- static string[] ScenePaths => (from t in EditorBuildSettings.scenes where t.enabled select t.path).ToArray()

  All active scene paths of the project.
- static bool hasActiveScenes => ScenePaths.Length > 0

  Checks if a project has any active scenes.
- static bool hasBuild => System.IO.Directory.Exists(Config.PATH_BUILD)

  Checks if a build for the project exists.

Properties

- static System.Collections.Generic.List< BuildTarget > Targets `[get]`

  Returns all active platforms.
- static BuildTarget TargetLinux `[get]`

  Returns the active Linux platform.
- static string? BuildInfo `[get]`

  Scans the build usage information.

Additional Inherited Members

5.20.1 Detailed Description

Various helper functions.

5.20.2 Member Function Documentation

5.20.2.1 DeleteBuilds()

```
static void Crosstales.TPB.Util.Helper.DeleteBuilds ( )  [static]
```

Delete the builds for all platforms.

5.20.2.2 ProcessBuildPipeline()

```
static void Crosstales.TPB.Util.Helper.ProcessBuildPipeline (
            string target,
            bool batchmode = true )  [static]
```

Builds the target.

Parameters

target	Target platform for the build
batchmode	Build in batch-mode (default: true, optional)

5.20.2.3 SetupVCS()

```
static void Crosstales.TPB.Util.Helper.SetupVCS ( )  [static]
```

Setup the VCS before building.

5.20.3 Member Data Documentation

5.20.3.1 hasActiveArchitecturePlatforms

```
static bool Crosstales.TPB.Util.Helper.hasActiveArchitecturePlatforms => Config.PLATFORM_WINDOWS
[static]
```

Checks if the user has selected any architecture platforms.

Returns

True if the user has selected any architecture platforms.

5.20.3.2 hasActiveScenes

```
bool Crosstales.TPB.Util.Helper.hasActiveScenes => ScenePaths.Length > 0  [static]
```

Checks if a project has any active scenes.

Returns

True if a project has any active scenes.

5.20.3.3 hasBuild

```
bool Crosstales.TPB.Util.Helper.hasBuild => System.IO.Directory.Exists(Config.PATH_BUILD)
[static]
```

Checks if a build for the project exists.

Returns

True if a build for the project exists.

5.20.3.4 ScenePaths

```
string [] Crosstales.TPB.Util.Helper.ScenePaths => (from t in EditorBuildSettings.scenes where
t.enabled select t.path).ToArray()  [static]
```

All active scene paths of the project.

Returns

All active scene paths of the project.

5.20.3.5 TargetMac

```
BuildTarget Crosstales.TPB.Util.Helper.TargetMac => BuildTarget.StandaloneOSX  [static]
```

Returns the active macOS platform.

Returns

Active macOS platform.

5.20.3.6 TargetWindows

```
BuildTarget Crosstales.TPB.Util.Helper.TargetWindows => Config.ARCH_WINDOWS == 0 ? Build↩
Target.StandaloneWindows : BuildTarget.StandaloneWindows64 [static]
```

Returns the active Windows platform.

Returns

Active Windows platform.

5.20.4 Property Documentation

5.20.4.1 BuildInfo

```
string? Crosstales.TPB.Util.Helper.BuildInfo [static], [get]
```

Scans the build usage information.

Returns

Build usage information.

5.20.4.2 TargetLinux

```
BuildTarget Crosstales.TPB.Util.Helper.TargetLinux [static], [get]
```

Returns the active Linux platform.

Returns

Active Linux platform.

5.20.4.3 Targets

```
System.Collections.Generic.List<BuildTarget> Crosstales.TPB.Util.Helper.Targets [static],
[get]
```

Returns all active platforms.

Returns

All active platforms.

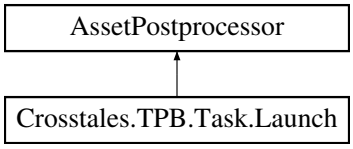
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Editor/↩ Util/Helper.cs

5.21 Crosstales.TPB.Task.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.TPB.Task.Launch:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] moved↩ Assets, string[] movedFromAssetPaths)

5.21.1 Detailed Description

Show the configuration window on the first launch.

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

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Editor/↩ Task/Launch.cs

5.22 Crosstales.Common.Util.NetworkHelper Class Reference

Base for various helper functions for networking.

Static Public Member Functions

- static bool OpenURL (string url)

  Opens the given URL with the file explorer or browser.
- static bool RemoteCertificateValidationCallback (object sender, System.Security.Cryptography.X509↩ Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)

  HTTPS-certification callback.
- static string ValidURLFromFilePath (string path)

  Validates a given file.
- static string CleanUrl (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)

  Cleans a given URL.
- static bool isValidURL (string url)

  Checks if the URL is valid.
- static string GetIP (string host)

  Returns the IP of a given host name.

Static Protected Attributes

- const string **file_prefix** = "file://"
- const string **content_prefix** = "content://"

Properties

- static bool isInternetAvailable `[get]`

  Checks if an Internet connection is available.

5.22.1 Detailed Description

Base for various helper functions for networking.

5.22.2 Member Function Documentation

5.22.2.1 CleanUrl()

```
static string Crosstales.Common.Util.NetworkHelper.CleanUrl (
            string url,
            bool removeProtocol = true,
            bool removeWWW = true,
            bool removeSlash = true )  [static]
```

Cleans a given URL.

Parameters

url	URL to clean
removeProtocol	Remove the protocol, e.g. `http://` (default: true, optional).
removeWWW	Remove www (default: true, optional).
removeSlash	Remove slash at the end (default: true, optional)

Returns

Clean URL

5.22.2.2 GetIP()

```
static string Crosstales.Common.Util.NetworkHelper.GetIP (
            string host )  [static]
```

Returns the IP of a given host name.

Parameters

host	Host name

Returns

IP of a given host name.

5.22.2.3 isValidURL()

```
static bool Crosstales.Common.Util.NetworkHelper.isValidURL (
            string url )  [static]
```

Checks if the URL is valid.

Parameters

url	URL to check

Returns

True if the URL is valid.

5.22.2.4 OpenURL()

```
static bool Crosstales.Common.Util.NetworkHelper.OpenURL (
            string url )  [static]
```

Opens the given URL with the file explorer or browser.

Parameters

url	URL to open

Returns

True uf the URL was valid.

5.22.2.5 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.NetworkHelper.RemoteCertificateValidationCallback (
            object sender,
```

```
            System.Security.Cryptography.X509Certificates.X509Certificate certificate,
            System.Security.Cryptography.X509Certificates.X509Chain chain,
            System.Net.Security.SslPolicyErrors sslPolicyErrors )  [static]
```

HTTPS-certification callback.

5.22.2.6 ValidURLFromFilePath()

```
static string Crosstales.Common.Util.NetworkHelper.ValidURLFromFilePath (
            string path )  [static]
```

Validates a given file.

Parameters

path	File to validate

Returns

Valid file path

5.22.3 Property Documentation

5.22.3.1 isInternetAvailable

```
bool Crosstales.Common.Util.NetworkHelper.isInternetAvailable  [static], [get]
```

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

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

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

5.23 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.23.1 Detailed Description

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

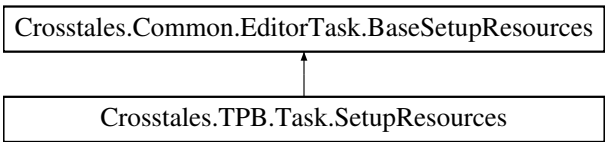
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/Common/Editor/Task/N↩ YCheck.cs

5.24 Crosstales.TPB.Task.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.TPB.Task.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.24.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

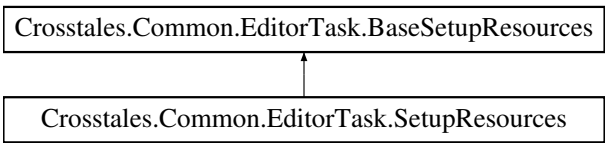
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Editor/↩ Task/SetupResources.cs

5.25 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.25.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

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

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/Common/Editor/Task/Setup↩ Resources.cs

5.26 Crosstales.TPB.Example.SwitchBackAfterBuild Class Reference

Switch back to a defined BuildTarget after building.

5.26.1 Detailed Description

Switch back to a defined BuildTarget after building.

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

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Example Integration/Editor/SwitchBackAfterBuild.cs

5.27 Crosstales.TPB.Example.TPBMenu Class Reference

Example editor menu integration of Turbo Builder for your own scripts.

Static Public Member Functions

- static void **BuildWindows** ()
- static void **BuildAndroid** ()
- static void **BuildAll** ()

5.27.1 Detailed Description

Example editor menu integration of Turbo Builder for your own scripts.

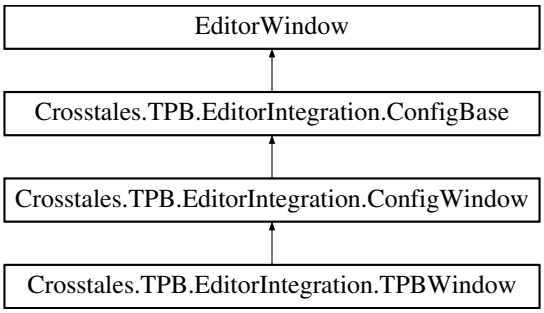
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Example Integration/Editor/TPBMenu.cs

5.28 Crosstales.TPB.EditorIntegration.TPBWindow Class Reference

Example editor window integration of Turbo Builder for your own scripts.

Inheritance diagram for Crosstales.TPB.EditorIntegration.TPBWindow:



Static Public Member Functions

- static void **ShowCustomWindow** ()

Additional Inherited Members

5.28.1 Detailed Description

Example editor window integration of Turbo Builder for your own scripts.

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

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Example Integration/Editor/TPBWindow.cs

5.29 Crosstales.TPB.Task.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

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

Static Public Attributes

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

5.29.1 Detailed Description

Checks for updates of the asset.

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

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/TurboBuilder/Editor/↩ Task/UpdateCheck.cs

5.30 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.

5.30.1 Detailed Description

Helper-class for XML.

5.30.2 Member Function Documentation

5.30.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (
            string filename,
            bool skipBOM = false )  [static]
```

Deserialize a XML-file to an object.

Parameters

filename	XML-file of the object
skipBOM	Skip BOM (optional, default: false)

Returns

Object

5.30.2.2 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (
            string resourceName,
            bool skipBOM = true )  [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

resourceName	Name of the resource
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.30.2.3 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (
            string xmlAsString,
            bool skipBOM = true )  [static]
```

Deserialize a XML-string to an object.

Parameters

xmlAsString	XML of the object
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.30.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (
            T obj,
            string filename )  [static]
```

Serialize an object to an XML-file.

Parameters

obj	Object to serialize.
filename	File name of the XML.

5.30.2.5 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (
            T obj ) [static]
```

Serialize an object to an XML-string.

Parameters

obj	Object to serialize.

Returns

Object as XML-string

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

- C:/Users/slaub/Unity/assets/TurboBuilder/TurboBuilder/Assets/Plugins/crosstales/Common/Scripts/↩ Util/XmlHelper.cs

Chapter 6

More information

6.1 Homepage

https://www.crosstales.com/en/portfolio/TurboBuilder/

6.2 AssetStore

https://assetstore.unity.com/packages/slug/98714?aid=1011lNGT

6.3 Forum

https://forum.unity.com/threads/turbo-builder-fast-build-solution.644425/

6.4 Documentation

https://www.crosstales.com/media/data/assets/TurboBuilder/TurboBuilder-doc.pdf

6.5 Discord

https://discord.gg/ZbZ2sh4

6.6 Videos

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

6.6.1 Tutorial

https://youtu.be/DewnM7GQ2x0?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

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