

File Browser

Native file browser for Windows and macOS



API

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Chapter 1

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Class Index

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Controller for AudioSources.	
Crosstales.Common.Util.BackgroundController	14
Enables or disable game objects on Android or iOS in the background.	
Crosstales.FB.EditorTask.CompileDefines	15
Adds the given define symbols to PlayerSettings define symbols.	
Crosstales.FB.Util.Config	15
Configuration for the asset.	
Crosstales.FB.EditorTask.ConfigLoader	17
Loads the configuration at startup.	
Crosstales.FB.Util.Constants	17
Collected constants of very general utility for the asset.	
Crosstales.FB.EditorUtil.EditorConfig	19
Editor configuration for the asset.	
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Collected editor constants of very general utility for the asset.	
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Crosstales.FB.Wrapper.FileBrowserBase	28
Base class for all file browsers.	
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File browser implementation for generic devices (currently NOT IMPLEMENTED).	
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Simple FPS-Counter.	
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Main GUI component for all demo scenes.	
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Crosstales.FB.EditorTask.UpdateCheck	
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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

4.2 Crosstales.Common Namespace Reference

Namespaces

4.3 Crosstales.Common.Util Namespace Reference

Classes

- class [BackgroundController](#)
Enables or disable game objects on Android or iOS in the background.
- class [PlatformController](#)
Enables or disable game objects for a given platform.

4.4 Crosstales.FB Namespace Reference

Namespaces

Classes

- struct [ExtensionFilter](#)
Filter for extensions.
- class [FileBrowser](#)
Native file browser various actions like open file, open folder and save file.

4.5 Crosstales.FB.Demo Namespace Reference

Classes

- class [Examples](#)
Examples for all methods.
- class [GUIMain](#)
Main GUI component for all demo scenes.
- class [GUIScenes](#)
Main GUI scene manager for all demo scenes.

4.6 Crosstales.FB.EditorTask Namespace Reference

Classes

- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [ConfigLoader](#)
Loads the configuration at startup.
- class [ReminderCheck](#)
Reminds the customer to create an UAS review.
- class [ReminderCT](#)
Reminds the customer to visit our other assets.
- class [Telemetry](#)
Gather some telemetry data for the asset.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_PRO,
UPDATE_VERSION, DEPRECATED }
All possible update stati.

4.6.1 Enumeration Type Documentation

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

All possible update stati.

4.7 Crosstales.FB.EditorUtil Namespace Reference

Classes

- class [EditorConfig](#)
Editor configuration for the asset.
- class [EditorConstants](#)
Collected editor constants of very general utility for the asset.
- class [GAApi](#)
GA-wrapper API.

4.8 Crosstales.FB.Util Namespace Reference

Classes

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

4.9 Crosstales.FB.Wrapper Namespace Reference

Classes

- class [FileBrowserBase](#)
Base class for all file browsers.
- class [FileBrowserGeneric](#)
File browser implementation for generic devices (currently NOT IMPLEMENTED).
- interface [IFileBrowser](#)
Interface for all file browsers.

4.10 Crosstales.UI Namespace Reference

Namespaces

Classes

- class [Social](#)
Crosstales social media links.
- class [StaticManager](#)
Static Button Manager.
- class [UIDrag](#)
Allow to Drag the Windows arround.

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

4.11 Crosstales.UI.Util Namespace Reference

Classes

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

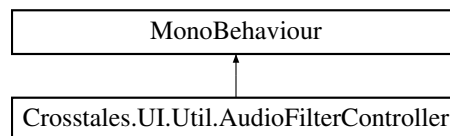
Chapter 5

Class Documentation

5.1 Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **FindAllAudioFilters** ()
- void **ResetAudioFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

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

5.1.1 Detailed Description

Controller for audio filters.

5.1.2 Member Data Documentation

5.1.2.1 bool Crosstales.UI.Util.AudioFilterController.FindAllAudioFiltersOnStart = true

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

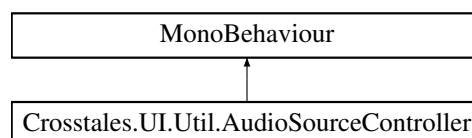
The documentation for this class was generated from the following file:

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

5.2 Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:



Public Member Functions

- void **Update** ()
- void **FindAllAudioSources** ()
- void **ResetAudioFilters** ()
- void **MuteEnabled** (bool enabled)
- void **LoopEnabled** (bool enabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

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

5.2.1 Detailed Description

Controller for AudioSources.

5.2.2 Member Data Documentation

5.2.2.1 AudioSource [] Crosstales.UI.Util.AudioSourceController.AudioSources

Active controlled AudioSources.

5.2.2.2 bool Crosstales.UI.Util.AudioSourceController.FindAllAudioSourcesOnStart = true

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

5.2.2.3 `bool Crosstales.UI.Util.AudioSourceController.Loop = false`

Loop on/off (default: false).

5.2.2.4 `bool Crosstales.UI.Util.AudioSourceController.Mute = false`

Mute on/off (default: false).

5.2.2.5 `float Crosstales.UI.Util.AudioSourceController.Pitch = 1f`

Pitch of the audio (default: 1).

5.2.2.6 `bool Crosstales.UI.Util.AudioSourceController.ResetAudioSourcesOnStart = true`

Resets all active AudioSources (default: true).

5.2.2.7 `float Crosstales.UI.Util.AudioSourceController.StereoPan = 0f`

Stereo pan of the audio (default: 0).

5.2.2.8 `float Crosstales.UI.Util.AudioSourceController.Volume = 1f`

Volume of the audio (default: 1)

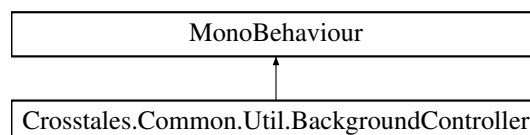
The documentation for this class was generated from the following file:

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

5.3 Crosstales.Common.Util.BackgroundController Class Reference

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

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



Public Member Functions

- `void Start ()`

Public Attributes

- `GameObject[]` [Objects](#)
Selected objects for the controller.

5.3.1 Detailed Description

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

5.3.2 Member Data Documentation

5.3.2.1 `GameObject[]` `Crosstales.Common.Util.BackgroundController.Objects`

Selected objects for the controller.

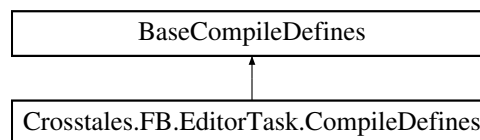
The documentation for this class was generated from the following file:

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

5.4 Crosstales.FB.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for `Crosstales.FB.EditorTask.CompileDefines`:



5.4.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

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

5.5 Crosstales.FB.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool [isLoading](#) = false
Is the configuration loaded?

5.5.1 Detailed Description

Configuration for the asset.

5.5.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.5.3 Member Data Documentation

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

Enable or disable debug logging for the asset.

5.5.3.2 bool Crosstales.FB.Util.Config.isLoaded = false [static]

Is the configuration loaded?

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

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

5.6 Crosstales.FB.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.

5.6.1 Detailed Description

Loads the configuration at startup.

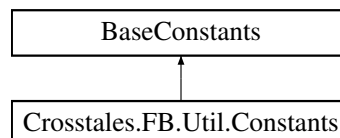
The documentation for this class was generated from the following file:

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

5.7 Crosstales.FB.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.FB.Util.Constants:



Public Attributes

- const string **ASSET_NAME** = "File Browser"
Name of the asset.
- const string **ASSET_VERSION** = "1.2.0a1"
Version of the asset.
- const int **ASSET_BUILD** = 110
Build number of the asset.
- const string **ASSET_PRO_URL** = "https://www.assetstore.unity3d.com/#!/content/98713?aid=1011ING↵ T&pubref=" + ASSET_NAME
URL of the PRO asset in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/fb_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "fb@crosstales.com"
Contact to the owner of the asset.
- const string **KEY_PREFIX** = "FILEBROWSER_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"

Static Public Attributes

- static readonly bool `isPro` = false
Is PRO-version?
- static readonly System.DateTime `ASSET_CREATED` = new System.DateTime(2017, 8, 1)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime `ASSET_CHANGED` = new System.DateTime(2018, 3, 22)
Change date of the asset (YYYY, MM, DD).

5.7.1 Detailed Description

Collected constants of very general utility for the asset.

5.7.2 Member Data Documentation

5.7.2.1 `const int Crosstales.FB.Util.Constants.ASSET_BUILD = 110`

Build number of the asset.

5.7.2.2 `readonly System.DateTime Crosstales.FB.Util.Constants.ASSET_CHANGED = new System.DateTime(2018, 3, 22)` `[static]`

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

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

Contact to the owner of the asset.

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

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

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

Name of the asset.

5.7.2.6 `const string Crosstales.FB.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/98713?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the PRO asset in UAS.

5.7.2.7 `const string Crosstales.FB.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/fb_versions.txt"`

URL for update-checks of the asset

5.7.2.8 `const string Crosstales.FB.Util.Constants.ASSET_VERSION = "1.2.0a1"`

Version of the asset.

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

Is PRO-version?

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

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

5.8 Crosstales.FB.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

- static bool `UPDATE_CHECK` = `EditorConstants.DEFAULT_UPDATE_CHECK`
Enable or disable update-checks for the asset.
- static bool `UPDATE_OPEN_UAS` = `EditorConstants.DEFAULT_UPDATE_OPEN_UAS`
Open the UAS-site when an update is found.
- static bool `REMINDER_CHECK` = `EditorConstants.DEFAULT_REMINDER_CHECK`
Enable or disable reminder-checks for the asset.
- static bool `TELEMETRY` = `EditorConstants.DEFAULT_TELEMETRY`
Enable or disable anonymous telemetry data.
- static bool `isLoading` = `false`
Is the configuration loaded?

5.8.1 Detailed Description

Editor configuration for the asset.

5.8.2 Member Function Documentation

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

Loads the all changable variables.

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

Resets all changable variables to their default value.

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

Saves the all changable variables.

5.8.3 Member Data Documentation

5.8.3.1 `bool Crosstales.FB.EditorUtil.EditorConfig.isLoaded = false [static]`

Is the configuration loaded?

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

Enable or disable reminder-checks for the asset.

5.8.3.3 `bool Crosstales.FB.EditorUtil.EditorConfig.TELEMETRY = EditorConstants.DEFAULT_TELEMETRY [static]`

Enable or disable anonymous telemetry data.

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

Enable or disable update-checks for the asset.

5.8.3.5 `bool Crosstales.FB.EditorUtil.EditorConfig.UPDATE_OPEN_UAS = EditorConstants.DEFAULT_UPDATE_OPEN_UAS`
[static]

Open the UAS-site when an update is found.

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

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

5.9 Crosstales.FB.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_UPDATE_OPEN_UAS** = Util.Constants.KEY_PREFIX + "UPDATE_OPEN_UAS"
- const string **KEY_REMINDER_CHECK** = Util.Constants.KEY_PREFIX + "REMINDER_CHECK"
- const string **KEY_TELEMETRY** = Util.Constants.KEY_PREFIX + "TELEMETRY"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_REMINDER_DATE** = Util.Constants.KEY_PREFIX + "REMINDER_DATE"
- const string **KEY_REMINDER_COUNT** = Util.Constants.KEY_PREFIX + "REMINDER_COUNT"
- const string **KEY_TELEMETRY_DATE** = Util.Constants.KEY_PREFIX + "TELEMETRY_DATE"
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_UPDATE_OPEN_UAS** = false
- const bool **DEFAULT_REMINDER_CHECK** = true
- const bool **DEFAULT_TELEMETRY** = true

Properties

- static string **ASSET_URL** [get]
Returns the URL of the asset in UAS.
- static System.Guid **ASSET_UID** [get]
Returns the UID of the asset.

5.9.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.9.2 Property Documentation

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

Returns the UID of the asset.

Returns

The UID of the asset.

5.9.2.2 `string Crosstales.FB.EditorUtil.EditorConstants.ASSET_URL` `[static], [get]`

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

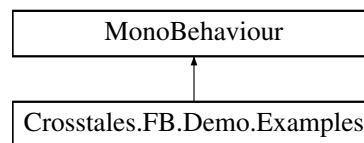
The documentation for this class was generated from the following file:

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

5.10 Crosstales.FB.Demo.Examples Class Reference

[Examples](#) for all methods.

Inheritance diagram for Crosstales.FB.Demo.Examples:



Public Member Functions

- void **OpenSingleFile** ()
- void **OpenFiles** ()
- void **OpenSingleFolder** ()
- void **OpenFolders** ()
- void **SaveFile** ()
- void **OpenFilesAsync** ()
- void **OpenFoldersAsync** ()
- void **SaveFileAsync** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- Text **Error**

5.10.1 Detailed Description

[Examples](#) for all methods.

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

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

5.11 Crosstales.FB.ExtensionFilter Struct Reference

Filter for extensions.

Public Member Functions

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

Public Attributes

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

5.11.1 Detailed Description

Filter for extensions.

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

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

5.12 Crosstales.FB.FileBrowser Class Reference

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

Static Public Member Functions

- static string [OpenSingleFile](#) (string title, string directory, string extension)
Open native file browser for a single file.
- static string [OpenSingleFile](#) (string title, string directory, [ExtensionFilter](#)[] extensions)
Open native file browser for a single file.
- static string[] [OpenFiles](#) (string title, string directory, string extension, bool multiselect)
Open native file browser for multiple files.
- static string[] [OpenFiles](#) (string title, string directory, [ExtensionFilter](#)[] extensions, bool multiselect)
Open native file browser for multiple files.
- static string [OpenSingleFolder](#) (string title, string directory="")
Open native folder browser for a single folder.
- static string[] [OpenFolders](#) (string title, string directory="", bool multiselect=true)
Open native folder browser for multiple folders. NOTE: Multiple folder selection isn't supported on Windows!
- static string [SaveFile](#) (string title, string directory, string defaultName, string extension)
Open native save file browser
- static string [SaveFile](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions)
Open native save file browser
- static void [OpenFilesAsync](#) (string title, string directory, string extension, bool multiselect, Action< string[]> cb)

Open native file browser for multiple files.

- static void [OpenFilesAsync](#) (string title, string directory, [ExtensionFilter\[\]](#) extensions, bool multiselect, Action< string[]> cb)

Open native file browser for multiple files (async).

- static void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, Action< string[]> cb)

Open native folder browser for multiple folders (async).

- static void [SaveFileAsync](#) (string title, string directory, string defaultName, string extension, Action< string > cb)

Open native save file browser

- static void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter\[\]](#) extensions, Action< string > cb)

Open native save file browser (async).

5.12.1 Detailed Description

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

5.12.2 Member Function Documentation

5.12.2.1 static string [] Crosstales.FB.FileBrowser.OpenFiles (string title, string directory, string extension, bool multiselect)
[static]

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extension</i>	Allowed extension
<i>multiselect</i>	Allow multiple file selection

Returns

Returns array of chosen files. Zero length array when cancelled

5.12.2.2 static string [] Crosstales.FB.FileBrowser.OpenFiles (string title, string directory, [ExtensionFilter\[\]](#) extensions, bool multiselect) [static]

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	Allow multiple file selection

Returns

Returns array of chosen files. Zero length array when cancelled

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

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extension</i>	Allowed extension
<i>multiselect</i>	Allow multiple file selection
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen files. Zero length array when cancelled

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

Open native file browser for multiple files (async).

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	Allow multiple file selection
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen files. Zero length array when cancelled

5.12.2.5 `static string [] Crosstales.FB.FileBrowser.OpenFolders (string title, string directory = " ", bool multiselect = true) [static]`

Open native folder browser for multiple folders. NOTE: Multiple folder selection isn't supported on Windows!

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Zero length array when cancelled

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

Open native folder browser for multiple folders (async).

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

5.12.2.7 `static string Crosstales.FB.FileBrowser.OpenSingleFile (string title, string directory, string extension) [static]`

Open native file browser for a single file.

Parameters

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

Returns

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

5.12.2.8 `static string Crosstales.FB.FileBrowser.OpenSingleFile (string title, string directory, ExtensionFilter[] extensions) [static]`

Open native file browser for a single file.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

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

5.12.2.9 `static string Crosstales.FB.FileBrowser.OpenSingleFolder (string title, string directory = " ") [static]`

Open native folder browser for a single folder.

Parameters

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

Returns

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

5.12.2.10 `static string Crosstales.FB.FileBrowser.SaveFile (string title, string directory, string defaultName, string extension) [static]`

Open native save file browser

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extension</i>	File extension

Returns

Returns chosen file. Empty string when cancelled

5.12.2.11 `static string Crosstales.FB.FileBrowser.SaveFile (string title, string directory, string defaultName, ExtensionFilter\[\] extensions) [static]`

Open native save file browser

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Empty string when cancelled

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

Open native save file browser

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extension</i>	File extension
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Empty string when cancelled

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

Open native save file browser (async).

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Empty string when cancelled

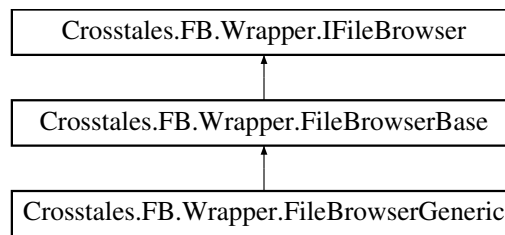
The documentation for this class was generated from the following file:

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

5.13 Crosstales.FB.Wrapper.FileBrowserBase Class Reference

Base class for all file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserBase:



Public Member Functions

- string [OpenSingleFile](#) (string title, string directory, [ExtensionFilter\[\]](#) extensions)
Open native file browser for a single file.
- abstract string[] [OpenFiles](#) (string title, string directory, [ExtensionFilter\[\]](#) extensions, bool multiselect)
Open native file browser for multiple files.
- string [OpenSingleFolder](#) (string title, string directory)
Open native folder browser for a single folder.
- abstract string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- abstract string [SaveFile](#) (string title, string directory, string defaultName, [ExtensionFilter\[\]](#) extensions)
Open native save file browser.
- abstract void [OpenFilesAsync](#) (string title, string directory, [ExtensionFilter\[\]](#) extensions, bool multiselect, System.Action< string[]> cb)
Open native file browser for multiple files (async).
- abstract void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, System.Action< string[]> cb)
Open native folder browser for multiple folders (async).
- abstract void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter\[\]](#) extensions, System.Action< string > cb)
Open native save file browser (async).

5.13.1 Detailed Description

Base class for all file browsers.

5.13.2 Member Function Documentation

5.13.2.1 abstract string [] Crosstales.FB.Wrapper.FileBrowserBase.OpenFiles (string title, string directory, [ExtensionFilter\[\]](#) extensions, bool multiselect) [pure virtual]

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")
<i>multiselect</i>	Allow multiple file selection

Returns

Returns array of chosen files. Zero length array when cancelled

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

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

5.13.2.2 `abstract void Crosstales.FB.Wrapper.FileBrowserBase.OpenFilesAsync (string title, string directory,
ExtensionFilter[] extensions, bool multiselect, System.Action< string[]> cb) [pure virtual]`

Open native file browser for multiple files (async).

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	Allow multiple file selection
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen files. Zero length array when cancelled

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

5.13.2.3 `abstract string [] Crosstales.FB.Wrapper.FileBrowserBase.OpenFolders (string title, string directory, bool multiselect
) [pure virtual]`

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Zero length array when cancelled

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

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

5.13.2.4 `abstract void Crosstales.FB.Wrapper.FileBrowserBase.OpenFoldersAsync (string title, string directory, bool
multiselect, System.Action< string[]> cb) [pure virtual]`

Open native folder browser for multiple folders (async).

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

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

5.13.2.5 `string Crosstales.FB.Wrapper.FileBrowserBase.OpenSingleFile (string title, string directory, ExtensionFilter[] extensions)`

Open native file browser for a single file.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

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

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

5.13.2.6 `string Crosstales.FB.Wrapper.FileBrowserBase.OpenSingleFolder (string title, string directory)`

Open native folder browser for a single folder.

Parameters

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

Returns

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

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

5.13.2.7 **abstract** string Crosstales.FB.Wrapper.FileBrowserBase.SaveFile (string *title*, string *directory*, string *defaultName*, **ExtensionFilter**[] *extensions*) [pure virtual]

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Empty string when cancelled

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

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

5.13.2.8 **abstract** void Crosstales.FB.Wrapper.FileBrowserBase.SaveFileAsync (string *title*, string *directory*, string *defaultName*, **ExtensionFilter**[] *extensions*, System.Action< string > *cb*) [pure virtual]

Open native save file browser (async).

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Empty string when cancelled

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

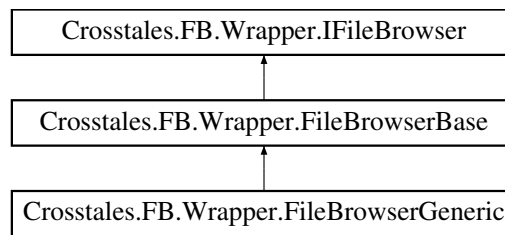
The documentation for this class was generated from the following file:

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

5.14 Crosstales.FB.Wrapper.FileBrowserGeneric Class Reference

File browser implementation for generic devices (currently NOT IMPLEMENTED).

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserGeneric:



Public Member Functions

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

5.14.1 Detailed Description

File browser implementation for generic devices (currently NOT IMPLEMENTED).

5.14.2 Member Function Documentation

5.14.2.1 override string [] Crosstales.FB.Wrapper.FileBrowserGeneric.OpenFiles (string title, string directory, [ExtensionFilter](#)[] extensions, bool multiselect) [virtual]

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	Allow multiple file selection

Returns

Returns array of chosen files. Zero length array when cancelled

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

5.14.2.2 `override string [] Crosstales.FB.Wrapper.FileBrowserGeneric.OpenFolders (string title, string directory, bool multiselect) [virtual]`

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Zero length array when cancelled

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

5.14.2.3 `override string Crosstales.FB.Wrapper.FileBrowserGeneric.SaveFile (string title, string directory, string defaultName, ExtensionFilter[] extensions) [virtual]`

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Empty string when cancelled

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

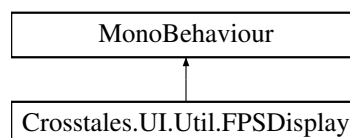
The documentation for this class was generated from the following file:

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

5.15 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Member Functions

- void **Update** ()

Public Attributes

- Text **FPS**

5.15.1 Detailed Description

Simple FPS-Counter.

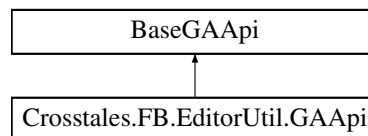
The documentation for this class was generated from the following file:

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

5.16 Crosstales.FB.EditorUtil.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstales.FB.EditorUtil.GAApi:



Static Public Member Functions

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

5.16.1 Detailed Description

GA-wrapper API.

5.16.2 Member Function Documentation

- 5.16.2.1** static void Crosstales.FB.EditorUtil.GAApi.Event (string category, string action, string label = " ", int value = 0)
[static]

Tracks an event from the asset.

Parameters

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

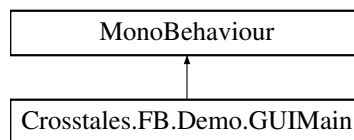
The documentation for this class was generated from the following file:

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

5.17 Crosstales.FB.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.FB.Demo.GUIMain:



Public Member Functions

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

Public Attributes

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

5.17.1 Detailed Description

Main GUI component for all demo scenes.

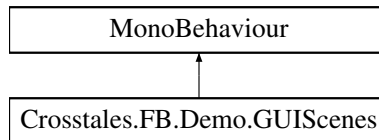
The documentation for this class was generated from the following file:

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

5.18 Crosstailes.FB.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstailes.FB.Demo.GUIScenes:



Public Member Functions

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

Public Attributes

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

5.18.1 Detailed Description

Main GUI scene manager for all demo scenes.

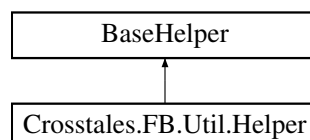
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstailes/FileBrowser/Demo/↔ Scripts/GUIScenes.cs

5.19 Crosstailes.FB.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstailes.FB.Util.Helper:



Properties

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

5.19.1 Detailed Description

Various helper functions.

5.19.2 Property Documentation

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

Checks if the current platform is supported.

Returns

True if the current platform is supported.

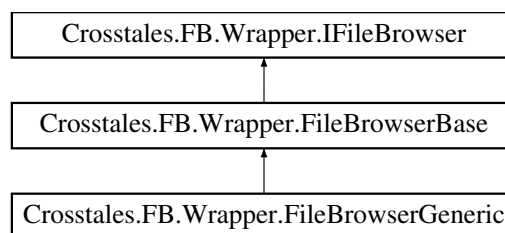
The documentation for this class was generated from the following file:

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

5.20 Crosstales.FB.Wrapper.IFileBrowser Interface Reference

Interface for all file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.IFileBrowser:



Public Member Functions

- string [OpenSingleFile](#) (string title, string directory, [ExtensionFilter\[\]](#) extensions)
Open native file browser for a single file.
- string[] [OpenFiles](#) (string title, string directory, [ExtensionFilter\[\]](#) extensions, bool multiselect)
Open native file browser for multiple files.
- string [OpenSingleFolder](#) (string title, string directory)
Open native folder browser for a single folder.
- string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- string [SaveFile](#) (string title, string directory, string defaultName, [ExtensionFilter\[\]](#) extensions)
Open native save file browser.
- void [OpenFilesAsync](#) (string title, string directory, [ExtensionFilter\[\]](#) extensions, bool multiselect, System.↵ Action< string[]> cb)
Open native file browser for multiple files (async).
- void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, System.Action< string[]> cb)
Open native folder browser for multiple folders (async).
- void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter\[\]](#) extensions, System.↵ Action< string > cb)
Open native save file browser (async).

5.20.1 Detailed Description

Interface for all file browsers.

5.20.2 Member Function Documentation

5.20.2.1 `string [] Crosstales.FB.Wrapper.IFileBrowser.OpenFiles (string title, string directory, ExtensionFilter[] extensions, bool multiselect)`

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	Allow multiple file selection

Returns

Returns array of chosen files. Zero length array when cancelled

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

5.20.2.2 `void Crosstales.FB.Wrapper.IFileBrowser.OpenFilesAsync (string title, string directory, ExtensionFilter[] extensions, bool multiselect, System.Action< string[] > cb)`

Open native file browser for multiple files (async).

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>multiselect</i>	Allow multiple file selection
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen files. Zero length array when cancelled

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

5.20.2.3 `string [] Crosstales.FB.Wrapper.IFileBrowser.OpenFolders (string title, string directory, bool multiselect)`

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Zero length array when cancelled

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

5.20.2.4 void Crosstales.FB.Wrapper.IFileBrowser.OpenFoldersAsync (string *title*, string *directory*, bool *multiselect*, System.Action< string[]> *cb*)

Open native folder browser for multiple folders (async).

Parameters

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

Returns

Returns array of chosen folders. Zero length array when cancelled

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

5.20.2.5 string Crosstales.FB.Wrapper.IFileBrowser.OpenSingleFile (string *title*, string *directory*, ExtensionFilter[] *extensions*)

Open native file browser for a single file.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

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

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

5.20.2.6 string Crosstales.FB.Wrapper.IFileBrowser.OpenSingleFolder (string *title*, string *directory*)

Open native folder browser for a single folder.

Parameters

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

Returns

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

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

5.20.2.7 string Crosstales.FB.Wrapper.IFileBrowser.SaveFile (string *title*, string *directory*, string *defaultName*, **ExtensionFilter**[] *extensions*)

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Empty string when cancelled

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

5.20.2.8 void Crosstales.FB.Wrapper.IFileBrowser.SaveFileAsync (string *title*, string *directory*, string *defaultName*, **ExtensionFilter**[] *extensions*, System.Action< string > *cb*)

Open native save file browser (async).

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Empty string when cancelled

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

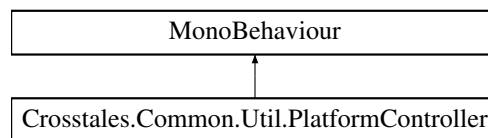
The documentation for this interface was generated from the following file:

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

5.21 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Member Functions

- virtual void **Start** ()

Public Attributes

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

Protected Member Functions

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

Protected Attributes

- Model.Enum.Platform **currentPlatform**

5.21.1 Detailed Description

Enables or disable game objects for a given platform.

5.21.2 Member Data Documentation

5.21.2.1 `GameObject []` `Crosstales.Common.Util.PlatformController.Objects`

Selected objects for the controller.

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

Selected platforms for the controller.

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

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

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

5.22 Crosstales.FB.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.22.1 Detailed Description

Reminds the customer to create an UAS review.

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

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

5.23 Crosstales.FB.EditorTask.ReminderCT Class Reference

Reminds the customer to visit our other assets.

5.23.1 Detailed Description

Reminds the customer to visit our other assets.

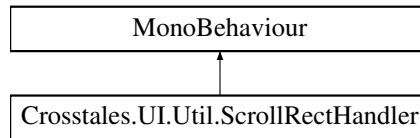
The documentation for this class was generated from the following file:

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

5.24 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**

5.24.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

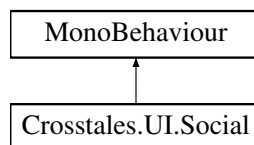
The documentation for this class was generated from the following file:

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

5.25 Crosstales.UI.Social Class Reference

[Crosstales](#) social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Xing** ()
- void **Youtube** ()

5.25.1 Detailed Description

[Crosstales](#) social media links.

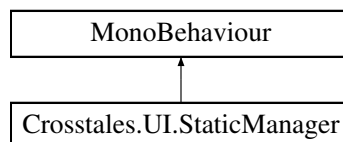
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/Social.cs](#)↔

5.26 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

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

5.26.1 Detailed Description

Static Button Manager.

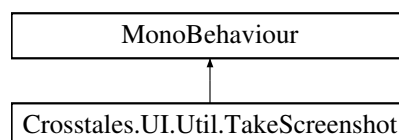
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/StaticManager.cs](#)↔

5.27 Crosstales.UI.Util.TakeScreenshot Class Reference

Take a screen shot of the application.

Inheritance diagram for Crosstales.UI.Util.TakeScreenshot:



Public Member Functions

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

Public Attributes

- string **Prefix** = "CT_Screenshot"
- int **Scale** = 1
- KeyCode **KeyCode** = KeyCode.F8

5.27.1 Detailed Description

Take a screen shot of the application.

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

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

5.28 Crosstales.FB.EditorTask.Telemetry Class Reference

Gather some telemetry data for the asset.

5.28.1 Detailed Description

Gather some telemetry data for the asset.

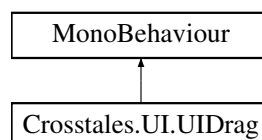
The documentation for this class was generated from the following file:

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

5.29 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows arround.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

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

5.29.1 Detailed Description

Allow to Drag the Windows arround.

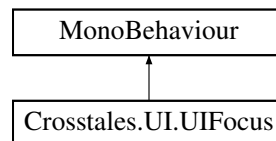
The documentation for this class was generated from the following file:

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

5.30 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void **Start** ()
- void **OnPanelEnter** ()

Public Attributes

- string **CanvasName** = "Canvas"

5.30.1 Detailed Description

Change the Focus on from a Window.

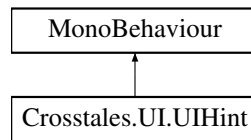
The documentation for this class was generated from the following file:

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

5.31 Crosstales.UI.UIHint Class Reference

Controls a [UI](#) group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **Start** ()

Public Attributes

- CanvasGroup [Group](#)
Group to fade.
- float [Delay](#) = 2f
Delay in seconds before fading (default: 2).
- float [FadeTime](#) = 2f
Fade time in seconds (default: 2).
- bool [DestroyWhenFinished](#) = true
Destroy [UI](#) element after the fade (default: true).

5.31.1 Detailed Description

Controls a [UI](#) group (hint).

5.31.2 Member Data Documentation

5.31.2.1 float Crosstales.UI.UIHint.Delay = 2f

Delay in seconds before fading (default: 2).

5.31.2.2 bool Crosstales.UI.UIHint.DestroyWhenFinished = true

Destroy [UI](#) element after the fade (default: true).

5.31.2.3 float Crosstales.UI.UIHint.FadeTime = 2f

Fade time in seconds (default: 2).

5.31.2.4 CanvasGroup Crosstales.UI.UHint.Group

Group to fade.

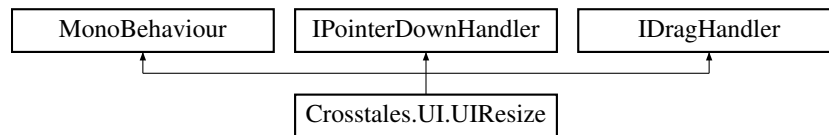
The documentation for this class was generated from the following file:

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

5.32 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **Awake** ()
- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)
Minimum size of the [UI](#) element.
- Vector2 **MaxSize** = new Vector2(800, 600)
Maximum size of the [UI](#) element.

5.32.1 Detailed Description

Resize a [UI](#) element.

5.32.2 Member Data Documentation

5.32.2.1 Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)

Maximum size of the [UI](#) element.

5.32.2.2 Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)

Minimum size of the [UI](#) element.

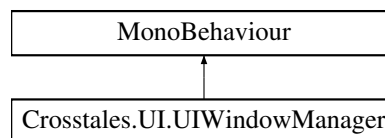
The documentation for this class was generated from the following file:

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

5.33 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void **Start** ()
- void **ChangeState** (GameObject x)

Public Attributes

- GameObject[] [Windows](#)
All Windows of the scene.

5.33.1 Detailed Description

Change the state of all Window panels.

5.33.2 Member Data Documentation

5.33.2.1 GameObject [] Crosstales.UI.UIWindowManager.Windows

All Windows of the scene.

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

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

5.34 Crosstales.FB.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

Public Attributes

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

5.34.1 Detailed Description

Checks for updates of the asset.

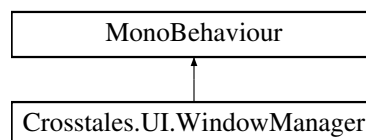
The documentation for this class was generated from the following file:

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

5.35 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

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

Public Attributes

- float [Speed](#) = 3f
Window movement speed (default: 3).
- GameObject[] [Dependencies](#)
Dependent GameObjects (active == open).

5.35.1 Detailed Description

Manager for a Window.

5.35.2 Member Data Documentation

5.35.2.1 `GameObject [] Crosstales.UI.WindowManager.Dependencies`

Dependent GameObjects (active == open).

5.35.2.2 `float Crosstales.UI.WindowManager.Speed = 3f`

Window movement speed (default: 3).

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

- `D:/slaubenberger/git/assets/FileBrowser/FileBrowser/Assets/Plugins/crosstales/Common/UI/Scripts/Window↵
Manager.cs`

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/>

6.2 AssetStore

<https://goo.gl/qwtXyb>

6.3 Forum

<https://forum.unity.com/threads/file-browser-native-file-browser-for-windows-and-macos.510403/>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/FileBrowser/FileBrowser-doc.pdf>

6.5 Demos

6.5.1 Windows

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

6.5.2 macOS

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

6.6 Videos

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

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