

True Random PRO

Leave everything to chance



API

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4.2 Crosstales.Common Namespace Reference

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Classes

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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,
 MaryTTS }
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.Tool Namespace Reference

Classes

- class [FreeCam](#)
A simple free camera to be added to a Unity game object.

4.8 Crosstales.Common.Util Namespace Reference

Classes

- class [BackgroundController](#)
Enables or disable game objects on Android or iOS in the background.
- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTProcess](#)
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).
- class [CTProcessStartInfo](#)
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).
- class [CTWebClient](#)
Specialized WebClient.
- class **NativeMethods**
Native methods (bridge to Windows).
- class [PlatformController](#)
Enables or disable game objects for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [SerializableDictionary](#)
Serializable Dictionary-class for XML.
- class [SerializeDeSerialize](#)
Serialize and deserialize objects to/from binary files.
- class [SurviveSceneSwitch](#)
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.
- class [TakeScreenshot](#)
Take screen shots inside an application.
- class [XmlHelper](#)
Helper-class for XML.

4.9 Crosstales.TrueRandom Namespace Reference

Classes

- class [ExtensionMethods](#)
Various extension methods.
- class [OnError](#)
- class [OnGenerateCompleted](#)
- class [OnQuotaUpdated](#)
- class [TRManager](#)
The [TRManager](#) is the manager for all modules.

Functions

- delegate void **GenerateIntegerStart** (string id)
- delegate void **GenerateIntegerFinished** (System.Collections.Generic.List< int > result, string id)
- delegate void **GenerateFloatStart** (string id)
- delegate void **GenerateFloatFinished** (System.Collections.Generic.List< float > result, string id)
- delegate void **GenerateSequenceStart** (string id)
- delegate void **GenerateSequenceFinished** (System.Collections.Generic.List< int > result, string id)
- delegate void **GenerateStringStart** (string id)
- delegate void **GenerateStringFinished** (System.Collections.Generic.List< string > result, string id)
- delegate void **GenerateVector2Start** (string id)
- delegate void **GenerateVector2Finished** (System.Collections.Generic.List< Vector2 > result, string id)
- delegate void **GenerateVector3Start** (string id)
- delegate void **GenerateVector3Finished** (System.Collections.Generic.List< Vector3 > result, string id)
- delegate void **GenerateVector4Start** (string id)
- delegate void **GenerateVector4Finished** (System.Collections.Generic.List< Vector4 > result, string id)
- delegate void **ErrorInfo** (string error)
- delegate void **QuotaUpdate** (int quota)

4.10 Crosstales.TrueRandom.Demo Namespace Reference

Classes

- class [DiceRoll](#)
Simulates n random dices with the values 1-6.
- class [EventTester](#)
Simple test script for all UnityEvent-callbacks.
- class [GenerateFloat](#)
Generate random floats.
- class [GenerateInteger](#)
Generate random integers.
- class [GenerateSequence](#)
Generate a random sequence.
- class [GenerateStrings](#)
Generate random strings.
- class [GenerateVector2](#)
Generate random Vector2.
- class [GenerateVector3](#)
Generate random Vector3.
- class [GenerateVector4](#)
Generate random Vector3.
- class [GUIMain](#)
Main GUI component for all demo scenes.
- class [GUIScenes](#)
Main GUI scene manager for all demo scenes.
- class [Magic8Ball](#)
Magic 8-Ball simulator.
- class [ZInstaller](#)
Installs the 'UI'-package from [Common](#).

4.11 Crosstales.TrueRandom.EditorExtension Namespace Reference

Classes

- class [scriptEditor](#)
Custom editor for the 'script'-class.

4.12 Crosstales.TrueRandom.EditorIntegration Namespace Reference

Classes

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

4.13 Crosstales.TrueRandom.EditorTask Namespace Reference

Classes

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

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_PRO,
UPDATE_VERSION, DEPRECATED, V2019 }
All possible update stati.

4.13.1 Enumeration Type Documentation

4.13.1.1 UpdateStatus

enum `Crosstales.TrueRandom.EditorTask.UpdateStatus` [strong]

All possible update stati.

4.14 Crosstales.TrueRandom.EditorUtil Namespace Reference

Classes

- class `EditorConfig`
Editor Configuration for the asset.
- class `EditorConstants`
Collected editor constants of very general utility for the asset.
- class `EditorHelper`
Editor helper class.

4.15 Crosstales.TrueRandom.Module Namespace Reference

Classes

- class `BaseModule`
- class `ModuleFloat`
This module will generate true random floats in configurable intervals.
- class `ModuleInteger`
This module will generate true random integers in configurable intervals.
- class `ModuleQuota`
This module gets the remaining quota on www.random.org.
- class `ModuleSequence`
This module will randomize a given interval of integers, i.e. arrange them in random order.
- class `ModuleString`
This module will generate true random strings of various length and character compositions.
- class `ModuleVector2`
This generator will generate true random Vector2 in configurable intervals.
- class `ModuleVector3`
This generator will generate true random Vector3 in configurable intervals.
- class `ModuleVector4`
This generator will generate true random Vector4 in configurable intervals.

4.16 Crosstales.TrueRandom.PlayMaker Namespace Reference

Classes

- class [BaseTREditor](#)
Base-class for custom editors.
- class [GenerateFloatEditor](#)
Custom editor for the GenerateFloat-action.
- class [GenerateIntegerEditor](#)
Custom editor for the GenerateInteger-action.
- class [GenerateSequenceEditor](#)
Custom editor for the GenerateSequence-action.
- class [GenerateStringEditor](#)
Custom editor for the GenerateString-action.
- class [GenerateVector2Editor](#)
Custom editor for the GenerateVector2-action.
- class [GenerateVector3Editor](#)
Custom editor for the GenerateVector3-action.

4.17 Crosstales.TrueRandom.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.

4.18 Crosstales.UI Namespace Reference

Classes

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

4.19 Crosstales.UI.Audio Namespace Reference

Classes

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

4.20 Crosstales.UI.Util Namespace Reference

Classes

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

4.21 HutongGames Namespace Reference

4.22 HutongGames.PlayMaker Namespace Reference

4.23 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class [BaseTRAction](#)
Base class for TrueRandom-actions in [PlayMaker](#).
- class [GenerateFloat](#)
Generate-action for floats in [PlayMaker](#).
- class [GenerateInteger](#)
Generate-action for integers in [PlayMaker](#).
- class [GenerateSequence](#)
Generate-action for sequences in [PlayMaker](#).
- class [GenerateString](#)
Generate-action for strings in [PlayMaker](#).
- class [GenerateVector2](#)
Generate-action for Vector2 in [PlayMaker](#).
- class [GenerateVector3](#)
Generate-action for Vector3 in [PlayMaker](#).

Chapter 5

Class Documentation

5.1 Crosstales.TrueRandom.EditorTask.AAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

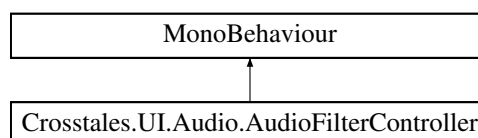
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/Task/AAConfigLoader.cs`

5.2 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



Public Member Functions

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

Public Attributes

- bool **FindAllAudioFiltersOnStart** = true
Searches for all audio filters in the whole scene (default: true).
- AudioReverbFilter[] **ReverbFilters**
- AudioChorusFilter[] **ChorusFilters**
- AudioEchoFilter[] **EchoFilters**
- AudioDistortionFilter[] **DistortionFilters**
- AudioLowPassFilter[] **LowPassFilters**
- AudioHighPassFilter[] **HighPassFilters**
- bool **ResetAudioFiltersOnStart** = true
- bool **ChorusFilter** = 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**

5.2.1 Detailed Description

Controller for audio filters.

5.2.2 Member Function Documentation

5.2.2.1 FindAllAudioFilters()

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

Finds all audio filters in the scene.

5.2.2.2 ResetAudioFilters()

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

Resets all audio filters.

5.2.3 Member Data Documentation

5.2.3.1 FindAllAudioFiltersOnStart

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

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

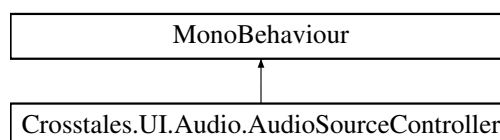
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/UI/Scripts/↔ Audio/AudioFilterController.cs

5.3 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



Public Member Functions

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

Public Attributes

- bool **FindAllAudioSourcesOnStart** = true
Searches for all AudioSource in the whole scene (default: true).
- AudioSource[] **AudioSources**
Active controlled AudioSources.
- bool **ResetAudioSourcesOnStart** = true
Resets all active AudioSources (default: true).
- bool **Mute** = 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**

5.3.1 Detailed Description

Controller for AudioSources.

5.3.2 Member Function Documentation

5.3.2.1 FindAllAudioSources()

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

Finds all audio sources in the scene.

5.3.2.2 ResetAllAudioSources()

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

Resets all audio sources.

5.3.3 Member Data Documentation

5.3.3.1 AudioSources

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

Active controlled AudioSources.

5.3.3.2 FindAllAudioSourcesOnStart

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

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

5.3.3.3 Loop

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

Loop on/off (default: false).

5.3.3.4 Mute

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

Mute on/off (default: false).

5.3.3.5 Pitch

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

Pitch of the audio (default: 1).

5.3.3.6 ResetAudioSourcesOnStart

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

Resets all active AudioSources (default: true).

5.3.3.7 StereoPan

```
float Crosstales.UI.Audio.AudioSourceController.StereoPan = 0f
```

Stereo pan of the audio (default: 0).

5.3.3.8 Volume

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

Volume of the audio (default: 1)

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/UI/Scripts/Audio/AudioSourceController.cs

5.4 Crosstales.TrueRandom.EditorTask.AutoInitialize Class Reference

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

5.4.1 Detailed Description

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

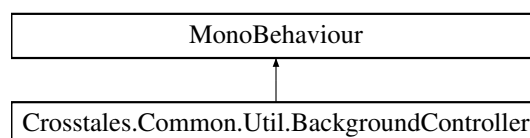
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/Task/AutoInitialize.cs

5.5 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** ()
- void **FixedUpdate** ()

Public Attributes

- GameObject[] [Objects](#)
Selected objects to disable in the background for the controller.

5.5.1 Detailed Description

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

5.5.2 Member Data Documentation

5.5.2.1 Objects

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

Selected objects to disable in the background for the controller.

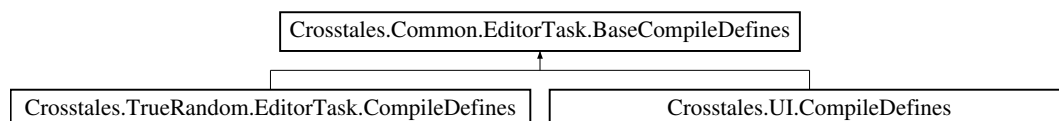
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔
Util/BackgroundController.cs

5.6 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)

5.6.1 Detailed Description

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

5.6.2 Member Function Documentation

5.6.2.1 AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.

Parameters

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

5.6.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

Parameters

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

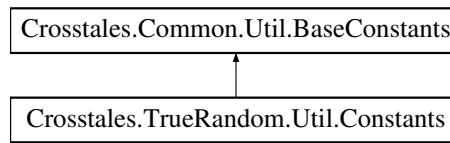
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Editor/↵
Task/BaseCompileDefines.cs

5.7 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string **ASSET_AUTHOR** = "crosstales LLC"
Author of the asset.
- const string **ASSET_AUTHOR_URL** = "https://www.crosstales.com"
URL of the asset author.
- const string **ASSET_CT_URL** = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string **ASSET_SOCIAL_DISCORD** = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string **ASSET_SOCIAL_FACEBOOK** = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string **ASSET_SOCIAL_TWITTER** = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string **ASSET_SOCIAL_YOUTUBE** = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string **ASSET_SOCIAL_LINKEDIN** = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string **ASSET_3P_PLAYMAKER** = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
URL of the 3rd party asset "PlayMaker".
- const string **ASSET_BWF** = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the "Badword Filter" asset.
- const string **ASSET_DJ** = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
URL of the "DJ" asset.
- const string **ASSET_FB** = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
URL of the "File Browser" asset.
- const string **ASSET_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
URL of the "Online Check" asset.
- const string **ASSET_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the "Radio" asset.
- const string **ASSET_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the "RT-Voice" asset.
- const string **ASSET_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
URL of the "Turbo Backup" asset.
- const string **ASSET_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
URL of the "Turbo Builder" asset.
- const string **ASSET_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
URL of the "Turbo Switch" asset.
- const string **ASSET_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
URL of the "True Random" asset.
- const int **FACTOR_KB** = 1024
Factor for kilo bytes.

- const int **FACTOR_MB** = **FACTOR_KB** * 1024
Factor for mega bytes.
- const int **FACTOR_GB** = **FACTOR_MB** * 1024
Factor for giga bytes.
- const float **FLOAT_32768** = 32768f
Float value of 32768.
- const float **FLOAT_TOLERANCE** = 0.0001f
Float tolerance.
- const string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"
ToString for two decimal places.
- const string **FORMAT_NO_DECIMAL_PLACES** = "0"
ToString for no decimal places.
- const string **FORMAT_PERCENT** = "0%"
ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string **PATH_DELIMITER_WINDOWS** = @"\"
Path delimiter for Windows.
- const string **PATH_DELIMITER_UNIX** = "/"
Path delimiter for Unix.
- static 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** = ""
- static string **PREFIX_HTTP** = "http://"
- static 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** => **BaseHelper.ValidatePath**(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))
Application path.

Properties

- static string `PREFIX_FILE` [get]
URL prefix for files.

5.7.1 Detailed Description

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

5.7.2 Member Data Documentation

5.7.2.1 APPLICATION_PATH

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

Application path.

5.7.2.2 ASSET_3P_PLAYMAKER

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

URL of the 3rd party asset "PlayMaker".

5.7.2.3 ASSET_AUTHOR

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

Author of the asset.

5.7.2.4 ASSET_AUTHOR_URL

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

URL of the asset author.

5.7.2.5 ASSET_BWF

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

URL of the "Badword Filter" asset.

5.7.2.6 ASSET_CT_URL

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

URL of the crosstales assets in UAS.

5.7.2.7 ASSET_DJ

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

URL of the "DJ" asset.

5.7.2.8 ASSET_FB

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

URL of the "File Browser" asset.

5.7.2.9 ASSET_OC

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

URL of the "Online Check" asset.

5.7.2.10 ASSET_RADIO

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

URL of the "Radio" asset.

5.7.2.11 ASSET_RTV

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

URL of the "RT-Voice" asset.

5.7.2.12 ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

5.7.2.13 ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

5.7.2.14 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.

5.7.2.15 ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

5.7.2.16 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.

5.7.2.17 ASSET_TB

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

URL of the "Turbo Backup" asset.

5.7.2.18 ASSET_TPB

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

URL of the "Turbo Builder" asset.

5.7.2.19 ASSET_TPS

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

URL of the "Turbo Switch" asset.

5.7.2.20 ASSET_TR

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

URL of the "True Random" asset.

5.7.2.21 CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

5.7.2.22 DEV_DEBUG

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

Development debug logging for the asset.

5.7.2.23 FACTOR_GB

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

Factor for giga bytes.

5.7.2.24 FACTOR_KB

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

Factor for kilo bytes.

5.7.2.25 FACTOR_MB

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

Factor for mega bytes.

5.7.2.26 FLOAT_32768

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

Float value of 32768.

5.7.2.27 FLOAT_TOLERANCE

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

Float tolerance.

5.7.2.28 FORMAT_NO_DECIMAL_PLACES

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

ToString for no decimal places.

5.7.2.29 FORMAT_PERCENT

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

ToString for percent.

5.7.2.30 FORMAT_TWO_DECIMAL_PLACES

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

ToString for two decimal places.

5.7.2.31 PATH_DELIMITER_UNIX

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

Path delimiter for Unix.

5.7.2.32 PATH_DELIMITER_WINDOWS

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

Path delimiter for Windows.

5.7.2.33 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

5.7.2.34 SHOW_BWF_BANNER

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

Show the BWF banner.

5.7.2.35 SHOW_DJ_BANNER

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

Show the DJ banner.

5.7.2.36 SHOW_FB_BANNER

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

Show the FB banner.

5.7.2.37 SHOW_OC_BANNER

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

Show the OC banner.

5.7.2.38 SHOW_RADIO_BANNER

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

Show the Radio banner.

5.7.2.39 SHOW_RTV_BANNER

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

Show the RTV banner.

5.7.2.40 SHOW_TB_BANNER

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

Show the TB banner.

5.7.2.41 SHOW_TPB_BANNER

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

Show the TPB banner.

5.7.2.42 SHOW_TPS_BANNER

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

Show the TPS banner.

5.7.2.43 SHOW_TR_BANNER

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

Show the TR banner.

5.7.3 Property Documentation

5.7.3.1 PREFIX_FILE

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

URL prefix for files.

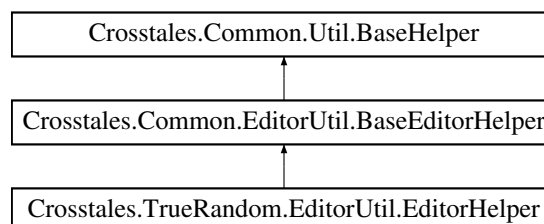
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔
Util/BaseConstants.cs

5.8 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 void [InvokeMethod](#) (string className, string methodName, params object[] parameters)
Invokes a public static method on a full qualified class.
- static bool [IsValidBuildTarget](#) (BuildTarget target)
Returns the true if the BuildTarget is installed in Unity.
- static string [getCLIArgument](#) (string name)
Returns an argument for a name from the command line.
- 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 Public Attributes

- 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")

Properties

- static Texture2D **Logo_Asset_BWF** [get]
- static Texture2D **Logo_Asset_DJ** [get]
- static Texture2D **Logo_Asset_FB** [get]
- static Texture2D **Logo_Asset_OC** [get]
- static Texture2D **Logo_Asset_Radio** [get]

Additional Inherited Members

5.8.1 Detailed Description

Base for various Editor helper functions.

5.8.2 Member Function Documentation

5.8.2.1 FindAssetsByType< T >()

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

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T: *Object*

5.8.2.2 getBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

Parameters

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

Returns

The build name for a BuildTarget.

5.8.2.3 getBuildTargetForBuildName()

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

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

Parameters

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

Returns

The BuildTarget for a build name.

5.8.2.4 getCLIArgument()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getCLIArgument (
    string name ) [static]
```

Returns an argument for a name from the command line.

Parameters

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

Returns

True if the BuildTarget is installed in Unity.

5.8.2.5 InvokeMethod()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InvokeMethod (
    string className,
    string methodName,
    params object[] parameters ) [static]
```

Invokes a public static method on a full qualified class.

Parameters

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

5.8.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

Parameters

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

Returns

True if the BuildTarget is installed in Unity.

5.8.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.8.2.8 RefreshAssetDatabase()

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

Refreshes the asset database.

Parameters

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

5.8.2.9 RestartUnity()

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

Restart Unity.

Parameters

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

5.8.2.10 SeparatorUI()

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

Shows a separator-UI.

Parameters

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

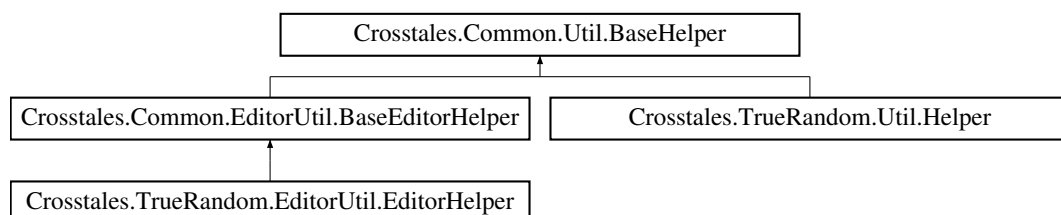
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstailes/Common/Editor/↵
Util/BaseEditorHelper.cs

5.9 Crosstailes.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstailes.Common.Util.BaseHelper:



Static Public Member Functions

- static bool [OpenURL](#) (string url)
Opens the given URL with the file explorer or browser.
- static string [CreateString](#) (string replaceChars, int stringLength)
Creates a string of characters with a given length.
- static bool [hasActiveClip](#) (AudioSource source)
Determines if an AudioSource has an active clip.
- static bool [RemoteCertificateValidationCallback](#) (object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path)
Validates a given file.
- static string[] [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 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 string [ClearTags](#) (string text)
Cleans a given text from tags.
- static string [ClearSpaces](#) (string text)
Cleans a given text from multiple spaces.
- static string [ClearLineEndings](#) (string text)
Cleans a given text from line endings.
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommentedLines=true, int skipHeaderLines=0, int skipFooterLines=0)
Split the given text to lines and return it as list.
- static string [FormatBytesToHRF](#) (long bytes)
Format byte-value to Human-Readable-Form.
- static string [FormatSecondsToHourMinSec](#) (double seconds)
Format seconds to Human-Readable-Form.
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)
Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>
- static bool [IsValidURL](#) (string url)
Checks if the URL is valid.
- static void [FileCopy](#) (string inputFile, string outputFile, bool move=false)
Copy or move a file.
- static void [ShowFileLocation](#) (string file)
Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms
- static void [OpenFile](#) (string file)
Opens a file with the OS default application. NOTE: only works for standalone platforms
- static string [getIP](#) (string host)
Returns the IP of a given host name.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture**
- 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 **isEditor** => **isWindowsEditor** || **isMacOSEditor** || **isLinuxEditor**
Checks if we are inside the Editor.
- static bool **isEditorMode** => **isEditor** && !Application.isPlaying
Checks if we are in Editor mode.

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex**
- static readonly System.Random **rnd** = new System.Random()
- const string **file_prefix** = "file://"

Properties

- static bool **isInternetAvailable** [get]
Checks if an Internet connection is available.
- static bool **isWindowsPlatform** [get]
Checks if the current platform is Windows.
- static bool **isMacOSPlatform** [get]
Checks if the current platform is OSX.
- static bool **isLinuxPlatform** [get]
Checks if the current platform is Linux.
- static bool **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 [Model.Enum.Platform?](#) [CurrentPlatform](#) [get]
Returns the current platform.
- static string [StreamingAssetsPath](#) [get]
Returns the path to the the "Streaming Assets".

5.9.1 Detailed Description

Base for various helper functions.

5.9.2 Member Function Documentation

5.9.2.1 CleanUrl()

```
static string Crosstales.Common.Util.BaseHelper.CleanUrl (  
    string url,  
    bool removeProtocol = true,  
    bool removeWWW = true,  
    bool removeSlash = true ) [static]
```

Cleans a given URL.

Parameters

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

Returns

Clean URL

5.9.2.2 ClearLineEndings()

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

Cleans a given text from line endings.

Parameters

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

Returns

Clean text without line endings.

5.9.2.3 ClearSpaces()

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

Cleans a given text from multiple spaces.

Parameters

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

Returns

Clean text without multiple spaces.

5.9.2.4 ClearTags()

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

Cleans a given text from tags.

Parameters

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

Returns

Clean text without tags.

5.9.2.5 CreateString()

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

5.9.2.6 FileCopy()

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

Copy or move a file.

Parameters

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

5.9.2.7 FormatBytesToHRF()

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

Format byte-value to Human-Readable-Form.

Returns

Formatted byte-value in Human-Readable-Form.

5.9.2.8 FormatSecondsToHourMinSec()

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.9.2.9 GetDirectories()

```
static string [] Crosstales.Common.Util.BaseHelper.GetDirectories (
    string path,
    bool isRecursive = false ) [static]
```

Find directories inside.

Parameters

<i>path</i>	Path to find the directories
<i>isRecursive</i>	Recursive search (default: false, optional)

Returns

Returns array of the found directories inside the path. Zero length array when an error occurred.

5.9.2.10 GetDrives()

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

Find all logical drives.

Returns

Returns array of the found drives. Zero length array when an error occurred.

5.9.2.11 GetFiles()

```
static string [] Crosstales.Common.Util.BaseHelper.GetFiles (
    string path,
    bool isRecursive = false,
    params string[] extensions ) [static]
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	Extensions for the file search, e.g. "png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

5.9.2.12 getIP()

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

Returns the IP of a given host name.

Parameters

<i>host</i>	Host name
-------------	-----------

Returns

IP of a given host name.

5.9.2.13 hasActiveClip()

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

Determines if an AudioSource has an active clip.

Parameters

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

Returns

True if the AudioSource has an active clip.

5.9.2.14 HSVToRGB()

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

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

Parameters

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

Returns

True if the current platform is supported.

5.9.2.15 isValidURL()

```
static bool Crosstales.Common.Util.BaseHelper.isValidURL (
    string url ) [static]
```

Checks if the URL is valid.

Parameters

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

Returns

True if the URL is valid.

5.9.2.16 OpenFile()

```
static void Crosstales.Common.Util.BaseHelper.OpenFile (
    string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

Parameters

<i>file</i>	File path
-------------	-----------

5.9.2.17 OpenURL()

```
static bool Crosstales.Common.Util.BaseHelper.OpenURL (
    string url ) [static]
```

Opens the given URL with the file explorer or browser.

Parameters

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

Returns

True if the URL was valid.

5.9.2.18 RemoteCertificateValidationCallback()

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

HTTPS-certification callback.

5.9.2.19 ShowFileLocation()

```
static void Crosstales.Common.Util.BaseHelper.ShowFileLocation (
    string file ) [static]
```

Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms

Parameters

<i>file</i>	File path
-------------	-----------

5.9.2.20 SplitStringToLines()

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

```
string text,  
bool ignoreCommentedLines = true,  
int skipHeaderLines = 0,  
int skipFooterLines = 0 ) [static]
```

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

Parameters

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

Returns

Splitted lines as array

5.9.2.21 ValidateFile()

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

Validates a given file.

Parameters

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

Returns

Valid file path

5.9.2.22 ValidatePath()

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

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

5.9.2.23 ValidURLFromFilePath()

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

Validates a given file.

Parameters

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

Returns

Valid file path

5.9.3 Member Data Documentation**5.9.3.1 BaseCulture**

```
readonly System.Globalization.CultureInfo Crosstales.Common.Util.BaseHelper.BaseCulture [static]
```

Initial value:

```
=  
    new System.Globalization.CultureInfo("en-US")
```

5.9.3.2 cleanSpacesRegex

```
readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanSpaces←  
Regex [static], [protected]
```

Initial value:

```
=  
    new System.Text.RegularExpressions.Regex(@"\s+")
```

5.9.3.3 cleanTagsRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanTagsRegex
[static], [protected]

Initial value:

```
=  
    new System.Text.RegularExpressions.Regex(@"<.*?>")
```

5.9.3.4 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).

5.9.3.5 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.

5.9.3.6 isEditorMode

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.9.3.7 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).

5.9.3.8 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).

5.9.3.9 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).

5.9.3.10 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).

5.9.3.11 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).

5.9.3.12 lineEndingsRegex

```
readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.lineEndings↵
Regex [static], [protected]
```

Initial value:

```
=
    new System.Text.RegularExpressions.Regex(@"\r\n|\r|\n")
```

5.9.4 Property Documentation

5.9.4.1 CurrentPlatform

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

Returns the current platform.

Returns

The current platform.

5.9.4.2 isAndroidPlatform

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.9.4.3 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.

5.9.4.4 isInternetAvailable

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.9.4.5 isiOSPlatform

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.9.4.6 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.

5.9.4.7 isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.9.4.8 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.

5.9.4.9 isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.9.4.10 isPS4Platform

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

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.9.4.11 isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.9.4.12 isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.9.4.13 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.

5.9.4.14 isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.9.4.15 isWSAPlatform

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.9.4.16 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

5.9.4.17 StreamingAssetsPath

```
string Crosstales.Common.Util.BaseHelper.StreamingAssetsPath [static], [get]
```

Returns the path to the the "Streaming Assets".

Returns

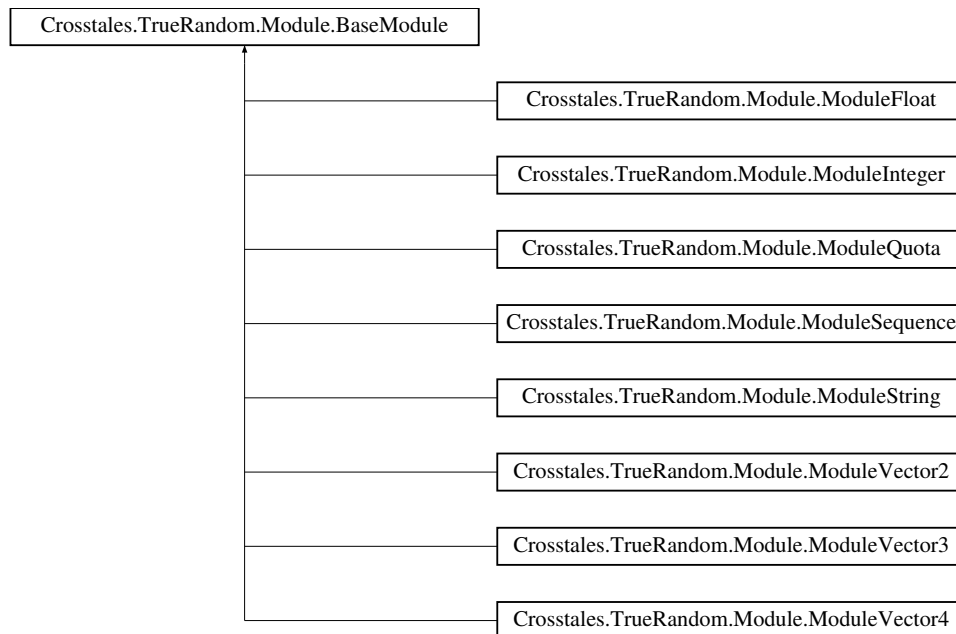
The path to the the "Streaming Assets".

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

- `D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↵
Util/BaseHelper.cs`

5.10 Crosstales.TrueRandom.Module.BaseModule Class Reference

Inheritance diagram for Crosstales.TrueRandom.Module.BaseModule:



Static Protected Member Functions

- static void **onErrorInfo** (string errorInfo)

Static Protected Attributes

- const int **timeout** = 5

Events

- static ErrorInfo [OnErrorInfo](#)
Event to get a message when an error occurred.

5.10.1 Event Documentation

5.10.1.1 OnErrorInfo

```
ErrorInfo Crosstales.TrueRandom.Module.BaseModule.OnErrorInfo [static]
```

Event to get a message when an error occurred.

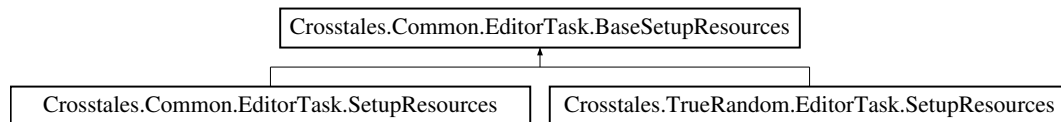
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/BaseModule.cs

5.11 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)

5.11.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Editor/Task/BaseSetupResources.cs

5.12 HutongGames.PlayMaker.Actions.BaseTRAction Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseTRAction:



Public Attributes

- FsmEvent **sendEvent**

Protected Attributes

- string **uid**

5.12.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/BaseTRAction.cs

5.13 Crosstales.TrueRandom.PlayMaker.BaseTREditor Class Reference

Base-class for custom editors.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.BaseTREditor:



Public Member Functions

- override bool **OnGUI** ()

5.13.1 Detailed Description

Base-class for custom editors.

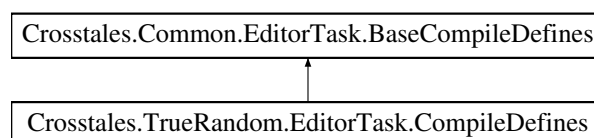
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/BaseTREditor.cs

5.14 Crosstales.TrueRandom.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.TrueRandom.EditorTask.CompileDefines:



Additional Inherited Members

5.14.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

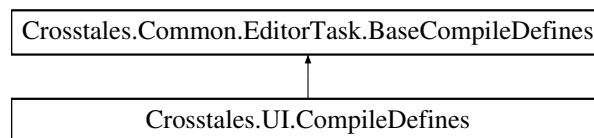
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/↔ Task/CompileDefines.cs

5.15 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



Additional Inherited Members

5.15.1 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/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/UI/Editor/Compile↔ Defines.cs

5.16 Crosstales.TrueRandom.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 [DEBUG](#) = Constants.DEFAULT_DEBUG || [Constants.DEV_DEBUG](#)
Enable or disable debug logging for the asset.
- static bool [SHOW_QUOTA](#) = Constants.DEFAULT_SHOW_QUOTA
Shows the quota inside the editor components.
- static bool [ENSURE_NAME](#) = Constants.DEFAULT_ENSURE_NAME
Enable or disable the ensuring the name of the [TrueRandom](#) gameobject.
- static bool [isLoading](#) = false
Is the configuration loaded?

5.16.1 Detailed Description

Configuration for the asset.

5.16.2 Member Function Documentation

5.16.2.1 Load()

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

Loads the all changeable variables.

5.16.2.2 Reset()

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

Resets all changeable variables to their default value.

5.16.2.3 Save()

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

Saves the all changeable variables.

5.16.3 Member Data Documentation

5.16.3.1 DEBUG

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

Enable or disable debug logging for the asset.

5.16.3.2 ENSURE_NAME

```
bool Crosstales.TrueRandom.Util.Config.ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME [static]
```

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

5.16.3.3 isLoaded

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

Is the configuration loaded?

5.16.3.4 SHOW_QUOTA

```
bool Crosstales.TrueRandom.Util.Config.SHOW_QUOTA = Constants.DEFAULT_SHOW_QUOTA [static]
```

Shows the quota inside the editor components.

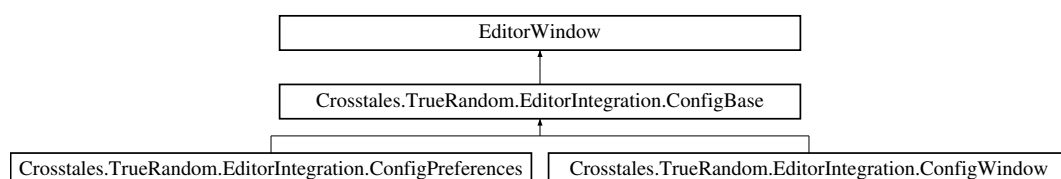
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Scripts/Util/Config.cs

5.17 Crosstales.TrueRandom.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for `Crosstales.TrueRandom.EditorIntegration.ConfigBase`:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.17.1 Detailed Description

Base class for editor windows.

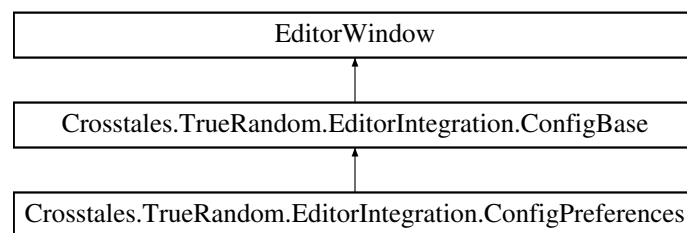
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/Integration/ConfigBase.cs

5.18 Crosstales.TrueRandom.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.TrueRandom.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.18.1 Detailed Description

Unity "Preferences" extension.

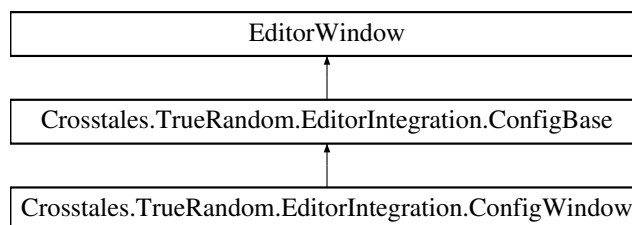
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/Integration/ConfigPreferences.cs

5.19 Crosstales.TrueRandom.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TrueRandom.EditorIntegration.ConfigWindow:



Public Member Functions

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

Static Public Member Functions

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

Additional Inherited Members

5.19.1 Detailed Description

Editor window extension.

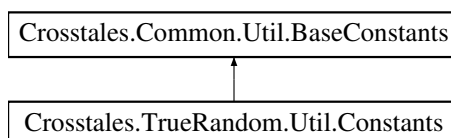
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/↔ Integration/ConfigWindow.cs

5.20 Crosstales.TrueRandom.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.TrueRandom.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "True Random PRO"
Name of the asset.
- const string **ASSET_NAME_SHORT** = "TR PRO"
Short name of the asset.
- const string **ASSET_VERSION** = "2020.3.0b2"
Version of the asset.
- const int **ASSET_BUILD** = 20200703
Build number of the asset.
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2016, 12, 5)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2020, 8, 25)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
URL of the PRO asset in UAS.
- const string **ASSET_2019_URL** = "https://www.assetstore.unity3d.com/#!/content/61617?aid=1011INGT"
URL of the 2019 asset in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/truerandom_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "truerandom@crosstales.com"
Contact to the owner of the asset.
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/truerandom/TrueRandom-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "https://www.crosstales.com/media/data/assets/truerandom/api/"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "https://forum.unity.com/threads/true-random-real-randomness-for-unity.457277/"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/truerandom/"
URL of the asset in crosstales.
- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/BsKR3V1EZOU?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the promotion video of the asset (Youtube).
- const string **ASSET_VIDEO_TUTORIAL** = "TBD"
URL of the tutorial video of the asset (Youtube).
- const string **KEY_PREFIX** = "TRUERANDOM_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_SHOW_QUOTA** = KEY_PREFIX + "SHOW_QUOTA"
- const string **KEY_ENSURE_NAME** = KEY_PREFIX + "ENSURE_NAME"
- const bool **DEFAULT_SHOW_QUOTA** = false
- const bool **DEFAULT_ENSURE_NAME** = true
- const string **GENERATOR_URL** = "https://www.random.org/"
- const string **TRUERANDOM_SCENE_OBJECT_NAME** = "TrueRandom"
TR prefab scene name.

Additional Inherited Members

5.20.1 Detailed Description

Collected constants of very general utility for the asset.

5.20.2 Member Data Documentation

5.20.2.1 ASSET_2019_URL

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_2019_URL = "https://www.assetstore.↵  
unity3d.com/#!/content/61617?aid=10111NGT" [static]
```

URL of the 2019 asset in UAS.

5.20.2.2 ASSET_API_URL

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_API_URL = "https://www.crosstales.↵  
com/media/data/assets/truerandom/api/" [static]
```

URL of the asset API.

5.20.2.3 ASSET_BUILD

```
const int Crosstales.TrueRandom.Util.Constants.ASSET_BUILD = 20200703 [static]
```

Build number of the asset.

5.20.2.4 ASSET_CHANGED

```
readonly System.DateTime Crosstales.TrueRandom.Util.Constants.ASSET_CHANGED = new System.↵  
DateTime(2020, 8, 25) [static]
```

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

5.20.2.5 ASSET_CONTACT

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

Contact to the owner of the asset.

5.20.2.6 ASSET_CREATED

```
readonly System.DateTime Crosstales.TrueRandom.Util.Constants.ASSET_CREATED = new System.↵  
DateTime(2016, 12, 5) [static]
```

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

5.20.2.7 ASSET_FORUM_URL

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.↵  
com/threads/true-random-real-randomness-for-unity.457277/" [static]
```

URL of the asset forum.

5.20.2.8 ASSET_MANUAL_URL

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

URL of the asset manual.

5.20.2.9 ASSET_NAME

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_NAME = "True Random PRO" [static]
```

Name of the asset.

5.20.2.10 ASSET_NAME_SHORT

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

Short name of the asset.

5.20.2.11 ASSET_PRO_URL

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

URL of the PRO asset in UAS.

5.20.2.12 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

5.20.2.13 ASSET_VERSION

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_VERSION = "2020.3.0b2" [static]
```

Version of the asset.

5.20.2.14 ASSET_VIDEO_PROMO

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/BsKR3V1EZOU?list=PLgtonIOOr6Tb41XTMeeZ836tjHlKg0O84S" [static]
```

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

5.20.2.15 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_VIDEO_TUTORIAL = "TBD" [static]
```

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

5.20.2.16 ASSET_WEB_URL

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

URL of the asset in crosstales.

5.20.2.17 TRUERANDOM_SCENE_OBJECT_NAME

```
const string Crosstales.TrueRandom.Util.Constants.TRUERANDOM_SCENE_OBJECT_NAME = "TrueRandom" [static]
```

TR prefab scene name.

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Util/Constants.cs

5.21 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 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.

5.21.1 Detailed Description

Wrapper for the PlayerPrefs.

5.21.2 Member Function Documentation

5.21.2.1 DeleteAll()

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

Deletes all keys.

5.21.2.2 DeleteKey()

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

Delete the key.

Parameters

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

5.21.2.3 GetBool()

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

Allows to get a bool from a key.

Parameters

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

Returns

Value for the key.

5.21.2.4 GetDate()

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

Allows to get a DateTime from a key.

Parameters

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

Returns

Value for the key.

5.21.2.5 GetFloat()

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

Allows to get a float from a key.

Parameters

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

Returns

Value for the key.

5.21.2.6 GetInt()

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

Allows to get an int from a key.

Parameters

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

Returns

Value for the key.

5.21.2.7 GetString()

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

Allows to get a string from a key.

Parameters

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

Returns

Value for the key.

5.21.2.8 HasKey()

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

Exists the key?

Parameters

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

Returns

Value for the key.

5.21.2.9 Save()

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

Saves all modifications.

5.21.2.10 SetBool()

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

Allows to set a bool for a key.

Parameters

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

5.21.2.11 SetDate()

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

Allows to set a DateTime for a key.

Parameters

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

5.21.2.12 SetFloat()

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

Allows to set a float for a key.

Parameters

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

5.21.2.13 SetInt()

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

Allows to set an int for a key.

Parameters

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

5.21.2.14 SetString()

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

Allows to set a string for a key.

Parameters

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

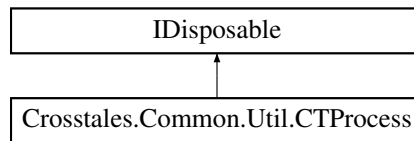
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTPlayerPrefs.cs

5.22 Crosstales.Common.Util.CTProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTProcess:



Public Member Functions

- void **Start** ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void **Start** (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void **Kill** ()
Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()
- void **Start** ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void **Start** (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void **Kill** ()
Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

Public Attributes

- uint **ExitCode** => exitCode
Gets the value that the associated process specified when it terminated.

Properties

- System.IntPtr **Handle** [get]
Gets the native handle of the associated process.
- int **Id** [get]
Gets the unique identifier for the associated process.
- CTProcessStartInfo **StartInfo** [get, set]
Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.
- bool **HasExited** [get]
Gets a value indicating whether the associated process has been terminated.
- System.DateTime **StartTime** [get]
Gets the time that the associated process was started.
- System.DateTime **ExitTime** [get]
Gets the time that the associated process exited.
- System.IO.StreamReader **StandardOutput** [get]
Gets a stream used to read the textual output of the application.
- System.IO.StreamReader **StandardError** [get]
Gets a stream used to read the error output of the application.
- bool **isBusy** [get]
Gets a value indicating whether the associated process has been busy.

Events

- System.EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

5.22.1 Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

5.22.2 Member Function Documentation

5.22.2.1 Kill() [1/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.22.2.2 Kill() [2/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.22.2.3 Start() [1/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.22.2.4 Start() [2/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.22.2.5 Start() [3/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.22.2.6 Start() [4/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.22.3 Member Data Documentation

5.22.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode => exitCode
```

Gets the value that the associated process specified when it terminated.

5.22.4 Property Documentation

5.22.4.1 ExitTime

```
System.DateTime Crosstales.Common.Util.CTProcess.ExitTime [get]
```

Gets the time that the associated process exited.

5.22.4.2 Handle

```
System.IntPtr Crosstales.Common.Util.CTProcess.Handle [get]
```

Gets the native handle of the associated process.

5.22.4.3 HasExited

```
bool Crosstales.Common.Util.CTProcess.HasExited [get]
```

Gets a value indicating whether the associated process has been terminated.

5.22.4.4 Id

```
int Crosstales.Common.Util.CTProcess.Id [get]
```

Gets the unique identifier for the associated process.

5.22.4.5 isBusy

```
bool Crosstales.Common.Util.CTProcess.isBusy [get]
```

Gets a value indicating whether the associated process has been busy.

5.22.4.6 StandardError

`System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError [get]`

Gets a stream used to read the error output of the application.

5.22.4.7 StandardOutput

`System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput [get]`

Gets a stream used to read the textual output of the application.

5.22.4.8 StartInfo

`CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo [get], [set]`

Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.

5.22.4.9 StartTime

`System.DateTime Crosstales.Common.Util.CTProcess.StartTime [get]`

Gets the time that the associated process was started.

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

- `D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↵
Util/CTProcess.cs`

5.23 Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↵
StartInfo"-class with the most important properties).

Properties

- bool [UseThread](#) [get, set]
Gets or sets the application to be threaded.
- bool [UseCmdExecute](#) [get, set]
Gets or sets the application to be started in cmd (command prompt).
- string [FileName](#) [get, set]
Gets or sets the application or document to start.
- string [Arguments](#) [get, set]
Gets or sets the set of command-line arguments to use when starting the application.
- bool [CreateNoWindow](#) [get, set]
Gets or sets a value indicating whether to start the process in a new window.
- string [WorkingDirectory](#) [get, set]
Gets or sets the working directory for the process to be started.
- bool [RedirectStandardOutput](#) [get, set]
Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.
- bool [RedirectStandardError](#) [get, set]
Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.
- System.Text.Encoding [StandardOutputEncoding](#) [get, set]
Gets or sets the preferred encoding for standard output (UTF8 per default).
- System.Text.Encoding [StandardErrorEncoding](#) [get, set]
Gets or sets the preferred encoding for error output (UTF8 per default).
- bool [UseShellExecute](#) [get, set]
Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.23.1 Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).

5.23.2 Property Documentation

5.23.2.1 Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

5.23.2.2 CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

5.23.2.3 FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName [get], [set]
```

Gets or sets the application or document to start.

5.23.2.4 RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

5.23.2.5 RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

5.23.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get],  
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

5.23.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get],  
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

5.23.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

5.23.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.23.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread [get], [set]
```

Gets or sets the application to be threaded.

5.23.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory [get], [set]
```

Gets or sets the working directory for the process to be started.

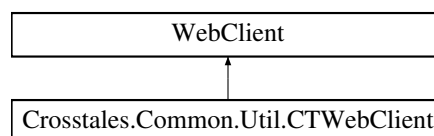
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↵
Util/CTProcess.cs

5.24 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

5.24.1 Detailed Description

Specialized WebClient.

5.24.2 Property Documentation

5.24.2.1 ConnectionLimit

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

Connection limit for all WebClients

5.24.2.2 Timeout

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

Timeout in milliseconds

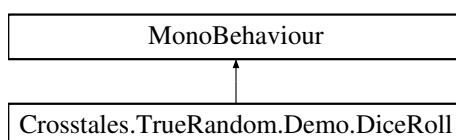
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔
Util/CTWebClient.cs

5.25 Crosstales.TrueRandom.Demo.DiceRoll Class Reference

Simulates n random dices with the values 1-6.

Inheritance diagram for Crosstales.TrueRandom.Demo.DiceRoll:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **SimulateRoll** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- Text **Error**
- Text **Quota**

5.25.1 Detailed Description

Simulates n random dices with the values 1-6.

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Demos/Scripts/DiceRoll.cs

5.26 Crosstales.TrueRandom.EditorUtil.EditorConfig Class Reference

Editor Configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

- static bool **UPDATE_CHECK** = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool **COMPILE_DEFINES** = EditorConstants.DEFAULT_COMPILE_DEFINES
Enable or disable adding compile define "CT_TR" for the asset.
- static bool **PREFAB_AUTOLOAD** = EditorConstants.DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static bool **HIERARCHY_ICON** = EditorConstants.DEFAULT_HIERARCHY_ICON
Enable or disable the icon in the hierarchy.
- static bool **isLoading** = false
Is the configuration loaded?

Properties

- static string [ASSET_PATH](#) [get]
Returns the path to the asset inside the Unity project.
- static string [PREFAB_PATH](#) [get]
Returns the path of the prefabs.

5.26.1 Detailed Description

Editor Configuration for the asset.

5.26.2 Member Function Documentation

5.26.2.1 Load()

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

Loads the all changeable variables.

5.26.2.2 Reset()

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

Resets all changeable variables to their default value.

5.26.2.3 Save()

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

Saves the all changeable variables.

5.26.3 Member Data Documentation

5.26.3.1 COMPILE_DEFINES

```
bool Crosstales.TrueRandom.EditorUtil.EditorConfig.COMPILE_DEFINES = EditorConstants.DEFAULT_↵  
_COMPILE_DEFINES [static]
```

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

5.26.3.2 HIERARCHY_ICON

```
bool Crosstales.TrueRandom.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_↵  
HIERARCHY_ICON [static]
```

Enable or disable the icon in the hierarchy.

5.26.3.3 isLoaded

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

Is the configuration loaded?

5.26.3.4 PREFAB_AUTOLOAD

```
bool Crosstales.TrueRandom.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_↵  
_PREFAB_AUTOLOAD [static]
```

Automatically load and add the prefabs to the scene.

5.26.3.5 UPDATE_CHECK

```
bool Crosstales.TrueRandom.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UP↵  
DATE_CHECK [static]
```

Enable or disable update-checks for the asset.

5.26.4 Property Documentation

5.26.4.1 ASSET_PATH

```
string Crosstales.TrueRandom.EditorUtil.EditorConfig.ASSET_PATH [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

5.26.4.2 PREFAB_PATH

```
string Crosstales.TrueRandom.EditorUtil.EditorConfig.PREFAB_PATH [static], [get]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/Util/EditorConfig.cs

5.27 Crosstales.TrueRandom.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = Util.Constants.KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_PREFAB_AUTOLOAD** = Util.Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Util.Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_LAUNCH** = Util.Constants.KEY_PREFIX + "LAUNCH"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/TrueRandom/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string **PREFAB_SUBPATH** = "Prefabs/"

Sub-path to the prefabs.

Properties

- static string [ASSET_URL](#) [get]
Returns the URL of the asset in UAS.
- static string [ASSET_ID](#) [get]
Returns the ID of the asset in UAS.
- static System.Guid [ASSET_UID](#) [get]
Returns the UID of the asset.

5.27.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.27.2 Member Data Documentation

5.27.2.1 PREFAB_SUBPATH

```
string Crosstales.TrueRandom.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Prefabs/" [static]
```

Sub-path to the prefabs.

5.27.3 Property Documentation

5.27.3.1 ASSET_ID

```
string Crosstales.TrueRandom.EditorUtil.EditorConstants.ASSET_ID [static], [get]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.27.3.2 ASSET_UID

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

Returns the UID of the asset.

Returns

The UID of the asset.

5.27.3.3 ASSET_URL

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

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

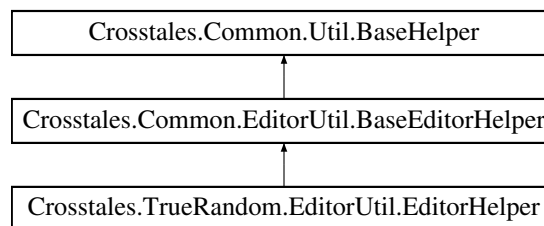
The documentation for this class was generated from the following file:

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

5.28 Crosstales.TrueRandom.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.TrueRandom.EditorUtil.EditorHelper:



Static Public Member Functions

- static void [TRUnavailable](#) ()
Shows a "True Random unavailable"-UI.
- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.
- static void [BannerOC](#) ()
Shows a banner for "Online Check".

Static Public Attributes

- const int [GO_ID](#) = 20
Start index inside the "GameObject"-menu.
- const int [MENU_ID](#) = 12018
Start index inside the "Tools"-menu.

Properties

- static Texture2D **Logo_Asset** [get]
- static Texture2D **Logo_Asset_Small** [get]
- static Texture2D **Icon_Generate** [get]
- static bool **isTrueRandomInScene** [get]
Checks if the "TrueRandom"-prefab is in the scene.

Additional Inherited Members

5.28.1 Detailed Description

Editor helper class.

5.28.2 Member Function Documentation

5.28.2.1 BannerOC()

```
static void Crosstales.TrueRandom.EditorUtil.EditorHelper.BannerOC ( ) [static]
```

Shows a banner for "Online Check".

5.28.2.2 InstantiatePrefab()

```
static void Crosstales.TrueRandom.EditorUtil.EditorHelper.InstantiatePrefab (
    string prefabName ) [static]
```

Instantiates a prefab.

Parameters

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

5.28.2.3 TRUnavailable()

```
static void Crosstales.TrueRandom.EditorUtil.EditorHelper.TRUnavailable ( ) [static]
```

Shows a "True Random unavailable"-UI.

5.28.3 Member Data Documentation

5.28.3.1 GO_ID

```
const int Crosstales.TrueRandom.EditorUtil.EditorHelper.GO_ID = 20 [static]
```

Start index inside the "GameObject"-menu.

5.28.3.2 MENU_ID

```
const int Crosstales.TrueRandom.EditorUtil.EditorHelper.MENU_ID = 12018 [static]
```

Start index inside the "Tools"-menu.

5.28.4 Property Documentation

5.28.4.1 isTrueRandomInScene

```
bool Crosstales.TrueRandom.EditorUtil.EditorHelper.isTrueRandomInScene [static], [get]
```

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

Returns

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

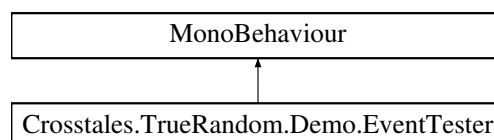
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/↔ Util/EditorHelper.cs

5.29 Crosstales.TrueRandom.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.TrueRandom.Demo.EventTester:



Public Member Functions

- void **GenerateComplete** (string id, string type)
- void **OnQuotaUpdate** (int quota)
- void **OnError** (string info)

5.29.1 Detailed Description

Simple test script for all UnityEvent-callbacks.

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Demos/Scripts/EventTester.cs

5.30 Crosstales.TrueRandom.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static Quaternion [ToQuaternion](#) (this Vector3 eulerAngle)
Extension method for Vector3. Convert it to a Quaternion.
- static Quaternion [ToQuaternion](#) (this Vector4 angle)
Extension method for Vector4. Convert it to a Quaternion.
- static Color [ToColorRGB](#) (this Vector3 rgb, float alpha=1f)
Extension method for Vector3. Convert it to a Color.
- static Color [ToColorRGBA](#) (this Vector4 rgba)
Extension method for Vector4. Convert it to a Color.

5.30.1 Detailed Description

Various extension methods.

5.30.2 Member Function Documentation

5.30.2.1 ToColorRGB()

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

Extension method for Vector3. Convert it to a Color.

Parameters

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

Returns

Color from RGB.

5.30.2.2 ToColorRGBA()

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

Extension method for Vector4. Convert it to a Color.

Parameters

<i>rgba</i>	Vector4-instance to convert (RGBA = xyzw).
-------------	--

Returns

Color from RGBA.

5.30.2.3 ToQuaternion() [1/2]

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

Extension method for Vector3. Convert it to a Quaternion.

Parameters

<i>eulerAngle</i>	Vector3-instance to convert.
-------------------	------------------------------

Returns

Quaternion from euler angles.

5.30.2.4 ToQuaternion() [2/2]

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

Extension method for Vector4. Convert it to a Quaternion.

Parameters

<i>angle</i>	Vector4-instance to convert.
--------------	------------------------------

Returns

Quaternion from Vector4.

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↵
Scripts/ExtensionMethods.cs

5.31 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 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 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="")
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 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="")
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="")
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 bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)
Extension method for Renderer. Determines if the renderer is visible from a certain camera.
- static Transform [CTDeepSearch](#) (Transform parent, string name)
Extension method for Transform. Recursively searches all children of a parent transform for specific named transform
- static byte[] [CTReadFully](#) (this System.IO.Stream input, int bufferSize=16384)
Extension method for Stream. Reads the full content of a Stream.

5.31.1 Detailed Description

Various extension methods.

5.31.2 Member Function Documentation

5.31.2.1 CTAddRange< K, V >()

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

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

Parameters

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

5.31.2.2 CTContains()

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

5.31.2.3 CTContainsAll()

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

5.31.2.4 CTContainsAny()

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.31.2.5 CTDeepSearch()

```
static Transform Crosstales.ExtensionMethods.CTDeepSearch (
    Transform parent,
    string name ) [static]
```

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

Parameters

<i>parent</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

True if the renderer is visible by the given camera.

5.31.2.6 CTDump() [1/8]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.31.2.7 CTDump() [2/8]

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

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

Parameters

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

Returns

String with lines for all list entries.

5.31.2.8 CTDump() [3/8]

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

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

Parameters

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

Returns

String with lines for all list entries.

5.31.2.9 CTDump() [4/8]

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


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

Parameters

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

Returns

String with lines for all list entries.

5.31.2.10 CTDump() [5/8]

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

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

Parameters

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

Returns

String with lines for all list entries.

5.31.2.11 CTDump() [6/8]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.31.2.12 CTDump() [7/8]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.31.2.13 CTDump() [8/8]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.31.2.14 CTDump< K, V >()

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

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

Parameters

<i>dict</i>	IDictionary-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all dictionary entries.

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

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

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

Parameters

<i>list</i>	IList-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all list entries.

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

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

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

Parameters

<i>array</i>	Array-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all array entries.

5.31.2.17 CTEquals()

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

5.31.2.18 CTisInteger()

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

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

Parameters

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

Returns

True if the string is integer.

5.31.2.19 CTisNumeric()

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

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

Parameters

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

Returns

True if the string is numeric.

5.31.2.20 CTIsVisibleFrom()

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

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

Parameters

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

Returns

True if the renderer is visible by the given camera.

5.31.2.21 CTReadFully()

```
static byte [] Crosstales.ExtensionMethods.CTReadFully (  
    this System.IO.Stream input,  
    int bufferSize = 16384 ) [static]
```

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

Parameters

<i>input</i>	Stream-instance to read.
<i>bufferSize</i>	Buffer size in bytes (default: 16384, optional).

Returns

Byte-array of the Stream content.

5.31.2.22 CTReplace()

```
static string Crosstales.ExtensionMethods.CTReplace (  
    this string str,  
    string oldString,  
    string newString,  
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Replace'.

Parameters

<i>str</i>	String-instance.
<i>oldString</i>	String to replace.
<i>newString</i>	New replacement string.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

Replaced string.

5.31.2.23 CTReverse()

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

Extension method for strings. Reverses a string.

Parameters

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

Returns

Reversed string.

5.31.2.24 CTShuffle< T >() [1/2]

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

Extension method for IList. Shuffles a List.

Parameters

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

5.31.2.25 CTShuffle< T >() [2/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (  

```



```
    this T[] array,  
    int seed = 0 ) [static]
```

Extension method for Arrays. Shuffles an Array.

Parameters

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

5.31.2.26 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

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

Returns

String list with all entries (via ToString).

5.31.2.27 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

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

Returns

String array with all entries (via ToString).

5.31.2.28 CToTitleCase()

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

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

Parameters

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

Returns

Converted string in title case.

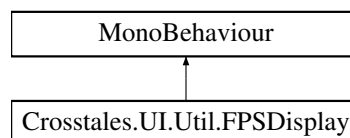
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/Extension↔Methods.cs](#)

5.32 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Member Functions

- void **Update** ()

Public Attributes

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

5.32.1 Detailed Description

Simple FPS-Counter.

5.32.2 Member Data Documentation

5.32.2.1 FPS

Text Crosstales.UI.Util.FPSDisplay.FPS

Text component to display the FPS.

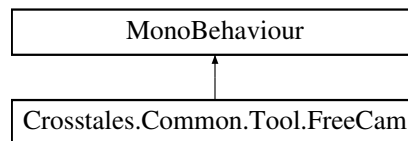
The documentation for this class was generated from the following file:

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

5.33 Crosstales.Common.Tool.FreeCam Class Reference

A simple free camera to be added to a Unity game object.

Inheritance diagram for Crosstales.Common.Tool.FreeCam:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDisable** ()
- void **StartLooking** ()
Enable free looking.
- void **StopLooking** ()
Disable free looking.

Public Attributes

- float **MovementSpeed** = 10f
Normal speed of camera movement.
- float **FastMovementSpeed** = 100f
Speed of camera movement when shift is held down.
- float **FreeLookSensitivity** = 3f
Sensitivity for free look.
- float **ZoomSensitivity** = 10f
Amount to zoom the camera when using the mouse wheel.
- float **FastZoomSensitivity** = 50f
Amount to zoom the camera when using the mouse wheel (fast mode).

5.33.1 Detailed Description

A simple free camera to be added to a Unity game object.

Keys: wasd / arrows - movement q/e - up/down (local space) r/f - up/down (world space) pageup/pagedown - up/down (world space) hold shift - enable fast movement mode right mouse - enable free look mouse - free look / rotation

5.33.2 Member Function Documentation

5.33.2.1 StartLooking()

```
void Crosstales.Common.Tool.FreeCam.StartLooking ( )
```

Enable free looking.

5.33.2.2 StopLooking()

```
void Crosstales.Common.Tool.FreeCam.StopLooking ( )
```

Disable free looking.

5.33.3 Member Data Documentation

5.33.3.1 FastMovementSpeed

```
float Crosstales.Common.Tool.FreeCam.FastMovementSpeed = 100f
```

Speed of camera movement when shift is held down.

5.33.3.2 FastZoomSensitivity

```
float Crosstales.Common.Tool.FreeCam.FastZoomSensitivity = 50f
```

Amount to zoom the camera when using the mouse wheel (fast mode).

5.33.3.3 FreeLookSensitivity

```
float Crosstales.Common.Tool.FreeCam.FreeLookSensitivity = 3f
```

Sensitivity for free look.

5.33.3.4 MovementSpeed

```
float Crosstales.Common.Tool.FreeCam.MovementSpeed = 10f
```

Normal speed of camera movement.

5.33.3.5 ZoomSensitivity

```
float Crosstales.Common.Tool.FreeCam.ZoomSensitivity = 10f
```

Amount to zoom the camera when using the mouse wheel.

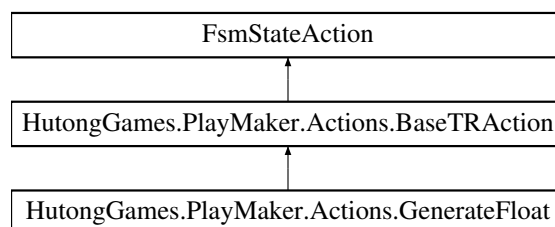
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↵
Tool/FreeCam.cs

5.34 HutongGames.PlayMaker.Actions.GenerateFloat Class Reference

Generate-action for floats in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateFloat:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- FsmFloat [Min](#)
Smallest possible number.
- FsmFloat [Max](#)
Biggest possible number.
- FsmInt [Number](#) = 1
How many numbers you want to generate (default: 1).
- FsmArray [Result](#)
Generated random floats (output array).

Additional Inherited Members

5.34.1 Detailed Description

Generate-action for floats in [PlayMaker](#).

5.34.2 Member Data Documentation

5.34.2.1 Max

```
FsmFloat HutongGames.PlayMaker.Actions.GenerateFloat.Max
```

Biggest possible number.

5.34.2.2 Min

```
FsmFloat HutongGames.PlayMaker.Actions.GenerateFloat.Min
```

Smallest possible number.

5.34.2.3 Number

```
FsmInt HutongGames.PlayMaker.Actions.GenerateFloat.Number = 1
```

How many numbers you want to generate (default: 1).

5.34.2.4 Result

FsmArray HutongGames.PlayMaker.Actions.GenerateFloat.Result

Generated random floats (output array).

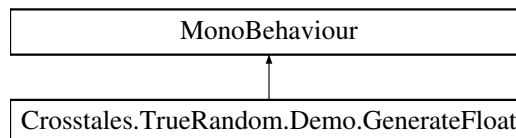
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateFloat.cs

5.35 Crosstales.TrueRandom.Demo.GenerateFloat Class Reference

Generate random floats.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateFloat:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateFloatNumbers** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **Min**
- InputField **Max**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.35.1 Detailed Description

Generate random floats.

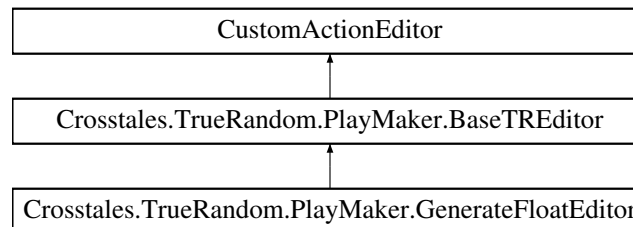
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/GenerateFloat.cs

5.36 Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor Class Reference

Custom editor for the GenerateFloat-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor:



Additional Inherited Members

5.36.1 Detailed Description

Custom editor for the GenerateFloat-action.

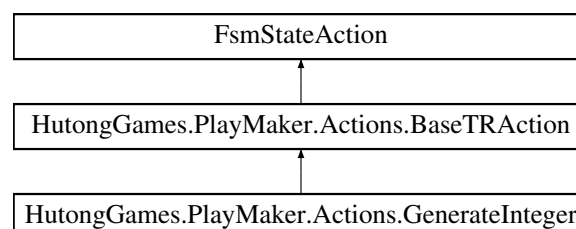
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateFloatEditor.cs

5.37 HutongGames.PlayMaker.Actions.GenerateInteger Class Reference

Generate-action for integers in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateInteger:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- FsmInt [Min](#)
Smallest possible number.
- FsmInt [Max](#)
Biggest possible number.
- FsmInt [Number](#) = 1
How many numbers you want to generate (default: 1).
- FsmArray [Result](#)
Generated random integers (output array).

Additional Inherited Members

5.37.1 Detailed Description

Generate-action for integers in [PlayMaker](#).

5.37.2 Member Data Documentation

5.37.2.1 Max

```
FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.Max
```

Biggest possible number.

5.37.2.2 Min

```
FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.Min
```

Smallest possible number.

5.37.2.3 Number

```
FsmInt HutongGames.PlayMaker.Actions.GenerateInteger.Number = 1
```

How many numbers you want to generate (default: 1).

5.37.2.4 Result

FsmArray HutongGames.PlayMaker.Actions.GenerateInteger.Result

Generated random integers (output array).

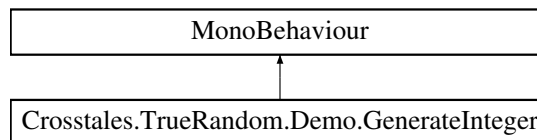
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateInteger.cs

5.38 Crosstales.TrueRandom.Demo.GenerateInteger Class Reference

Generate random integers.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateInteger:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateInt** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **Min**
- InputField **Max**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.38.1 Detailed Description

Generate random integers.

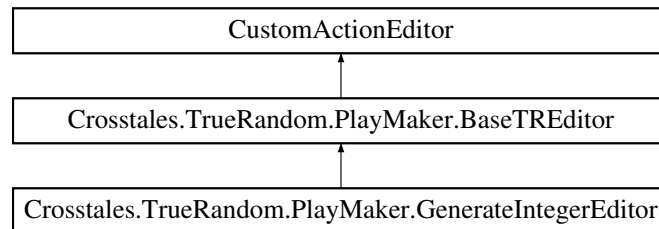
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/GenerateInteger.cs

5.39 Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor Class Reference

Custom editor for the GenerateInteger-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor:



Additional Inherited Members

5.39.1 Detailed Description

Custom editor for the GenerateInteger-action.

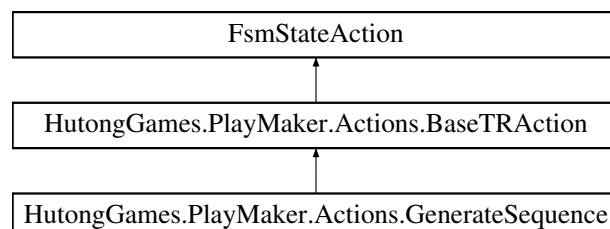
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateIntegerEditor.cs

5.40 HutongGames.PlayMaker.Actions.GenerateSequence Class Reference

Generate-action for sequences in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateSequence:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- FsmInt [Min](#)
Smallest possible number.
- FsmInt [Max](#)
Biggest possible number.
- FsmInt [Number](#) = 0
How many numbers you have in the result (max range: max - min).
- FsmArray [Result](#)
Generated random sequence (output array).

Additional Inherited Members

5.40.1 Detailed Description

Generate-action for sequences in [PlayMaker](#).

5.40.2 Member Data Documentation

5.40.2.1 Max

```
FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.Max
```

Biggest possible number.

5.40.2.2 Min

```
FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.Min
```

Smallest possible number.

5.40.2.3 Number

```
FsmInt HutongGames.PlayMaker.Actions.GenerateSequence.Number = 0
```

How many numbers you have in the result (max range: max - min).

5.40.2.4 Result

FsmArray HutongGames.PlayMaker.Actions.GenerateSequence.Result

Generated random sequence (output array).

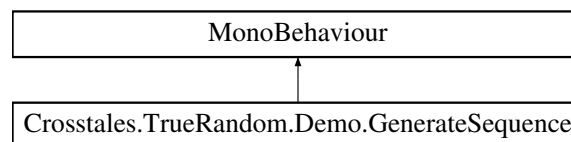
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateSequence.cs

5.41 Crosstales.TrueRandom.Demo.GenerateSequence Class Reference

Generate a random sequence.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateSequence:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateSeq** ()
- void **SaveFile** ()
- void **onError** (string e)

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Min**
- InputField **Max**
- InputField **Number**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.41.1 Detailed Description

Generate a random sequence.

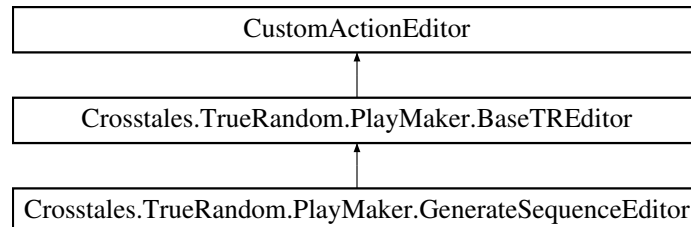
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/GenerateSequence.cs

5.42 Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor Class Reference

Custom editor for the GenerateSequence-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor:



Additional Inherited Members

5.42.1 Detailed Description

Custom editor for the GenerateSequence-action.

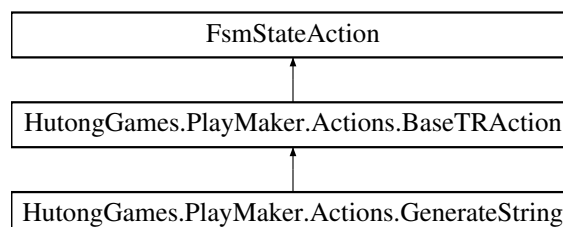
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateSequenceEditor.cs

5.43 HutongGames.PlayMaker.Actions.GenerateString Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateString:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- FsmInt [Length](#)
How long the strings 4 be.
- FsmInt [Number](#) = 1
How many numbers you want to generate (default: 1).
- FsmBool [Digits](#) = true
Allow digits (0-9) (default: true).
- FsmBool [Upper](#) = true
Allow uppercase (A-Z) letters (default: true).
- FsmBool [Lower](#) = true
Allow lowercase (a-z) letters (default: true).
- FsmBool [Unique](#) = false
String should be unique (default: false).
- FsmArray [Result](#)
Generated random strings (output array).

Additional Inherited Members

5.43.1 Detailed Description

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

5.43.2 Member Data Documentation

5.43.2.1 Digits

```
FsmBool HutongGames.PlayMaker.Actions.GenerateString.Digits = true
```

Allow digits (0-9) (default: true).

5.43.2.2 Length

```
FsmInt HutongGames.PlayMaker.Actions.GenerateString.Length
```

How long the strings 4 be.

5.43.2.3 Lower

```
FsmBool HutongGames.PlayMaker.Actions.GenerateString.Lower = true
```

Allow lowercase (a-z) letters (default: true).

5.43.2.4 Number

```
FsmInt HutongGames.PlayMaker.Actions.GenerateString.Number = 1
```

How many numbers you want to generate (default: 1).

5.43.2.5 Result

```
FsmArray HutongGames.PlayMaker.Actions.GenerateString.Result
```

Generated random strings (output array).

5.43.2.6 Unique

```
FsmBool HutongGames.PlayMaker.Actions.GenerateString.Unique = false
```

String should be unique (default: false).

5.43.2.7 Upper

```
FsmBool HutongGames.PlayMaker.Actions.GenerateString.Upper = true
```

Allow uppercase (A-Z) letters (default: true).

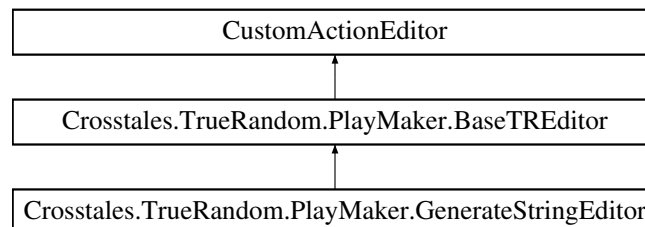
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstailes/TrueRandom/3rd party/PlayMaker/Scripts/GenerateString.cs

5.44 Crosstales.TrueRandom.PlayMaker.GenerateStringEditor Class Reference

Custom editor for the GenerateString-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateStringEditor:



Additional Inherited Members

5.44.1 Detailed Description

Custom editor for the GenerateString-action.

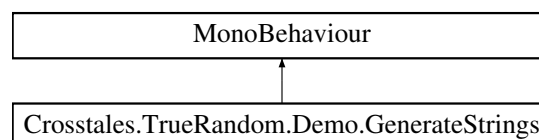
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateStringEditor.cs

5.45 Crosstales.TrueRandom.Demo.GenerateStrings Class Reference

Generate random strings.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateStrings:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateString** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **Length**
- Toggle **Digits**
- Toggle **UppercaseLetters**
- Toggle **LowecaseLetters**
- Toggle **Unique**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.45.1 Detailed Description

Generate random strings.

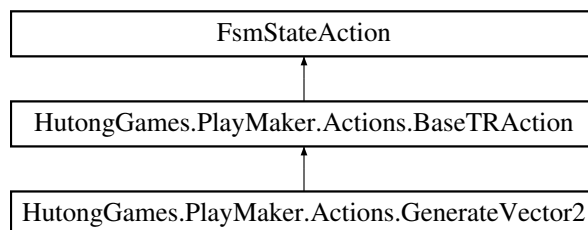
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Demos/Scripts/GenerateStrings.cs

5.46 HutongGames.PlayMaker.Actions.GenerateVector2 Class Reference

Generate-action for Vector2 in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateVector2:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- FsmVector2 **Min**
Smallest possible Vector2.
- FsmVector2 **Max**
Biggest possible Vector2.
- FsmInt **Number** = 1
How many Vector2 you want to generate (default: 1).
- FsmArray **Result**
Generated random Vector2 (output array).

Additional Inherited Members

5.46.1 Detailed Description

Generate-action for Vector2 in [PlayMaker](#).

5.46.2 Member Data Documentation

5.46.2.1 Max

```
FsmVector2 HutongGames.PlayMaker.Actions.GenerateVector2.Max
```

Biggest possible Vector2.

5.46.2.2 Min

```
FsmVector2 HutongGames.PlayMaker.Actions.GenerateVector2.Min
```

Smallest possible Vector2.

5.46.2.3 Number

```
FsmInt HutongGames.PlayMaker.Actions.GenerateVector2.Number = 1
```

How many Vector2 you want to generate (default: 1).

5.46.2.4 Result

```
FsmArray HutongGames.PlayMaker.Actions.GenerateVector2.Result
```

Generated random Vector2 (output array).

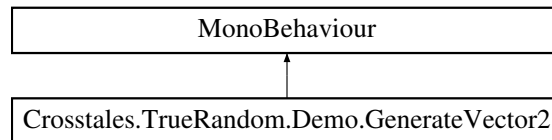
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstaes/TrueRandom/3rd party/PlayMaker/Scripts/GenerateVector2.cs

5.47 Crosstales.TrueRandom.Demo.GenerateVector2 Class Reference

Generate random Vector2.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector2:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateVector2Numbers** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MaxX**
- InputField **MaxY**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.47.1 Detailed Description

Generate random Vector2.

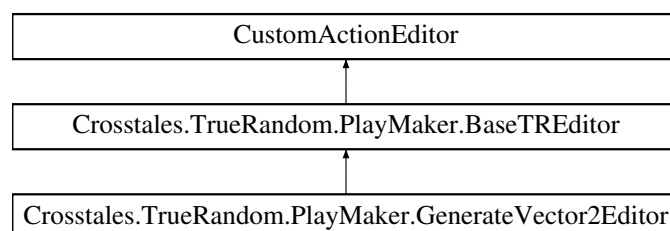
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Demos/Scripts/GenerateVector2.cs

5.48 Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor Class Reference

Custom editor for the GenerateVector2-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor:



Additional Inherited Members

5.48.1 Detailed Description

Custom editor for the GenerateVector2-action.

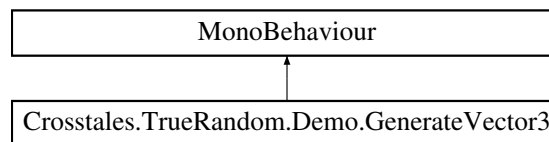
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateVector2Editor.cs

5.49 Crosstales.TrueRandom.Demo.GenerateVector3 Class Reference

Generate random Vector3.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector3:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateVector3Numbers** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MinZ**
- InputField **MaxX**
- InputField **MaxY**
- InputField **MaxZ**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.49.1 Detailed Description

Generate random Vector3.

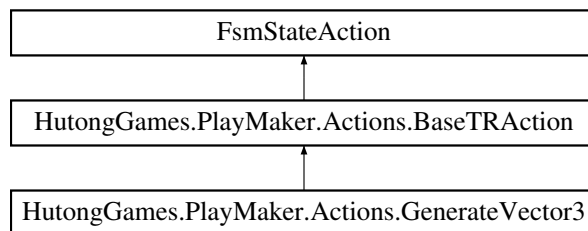
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
Demos/Scripts/GenerateVector3.cs

5.50 HutongGames.PlayMaker.Actions.GenerateVector3 Class Reference

Generate-action for Vector3 in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateVector3:



Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- FsmVector3 [Min](#)
Smallest possible Vector3.
- FsmVector3 [Max](#)
Biggest possible Vector3.
- FsmInt [Number](#) = 1
How many Vector3 you want to generate (default: 1).
- FsmArray [Result](#)
Generated random Vector3 (output array).

Additional Inherited Members

5.50.1 Detailed Description

Generate-action for Vector3 in [PlayMaker](#).

5.50.2 Member Data Documentation

5.50.2.1 Max

`FsmVector3 HutongGames.PlayMaker.Actions.GenerateVector3.Max`

Biggest possible Vector3.

5.50.2.2 Min

`FsmVector3 HutongGames.PlayMaker.Actions.GenerateVector3.Min`

Smallest possible Vector3.

5.50.2.3 Number

`FsmInt HutongGames.PlayMaker.Actions.GenerateVector3.Number = 1`

How many Vector3 you want to generate (default: 1).

5.50.2.4 Result

`FsmArray HutongGames.PlayMaker.Actions.GenerateVector3.Result`

Generated random Vector3 (output array).

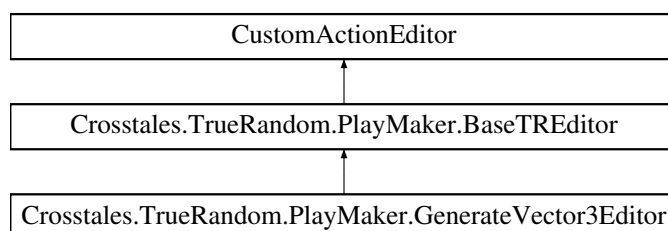
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateVector3.cs`

5.51 Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor Class Reference

Custom editor for the GenerateVector3-action.

Inheritance diagram for `Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor`:



Additional Inherited Members

5.51.1 Detailed Description

Custom editor for the GenerateVector3-action.

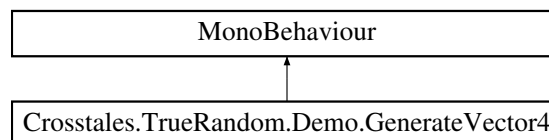
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateVector3Editor.cs

5.52 Crosstales.TrueRandom.Demo.GenerateVector4 Class Reference

Generate random Vector3.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector4:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **GenerateVector4Numbers** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MinZ**
- InputField **MinW**
- InputField **MaxX**
- InputField **MaxY**
- InputField **MaxZ**
- InputField **MaxW**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.52.1 Detailed Description

Generate random Vector3.

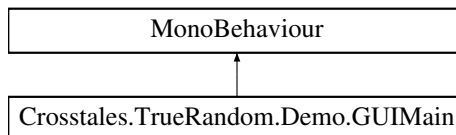
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/GenerateVector4.cs

5.53 Crosstales.TrueRandom.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.TrueRandom.Demo.GUIMain:



Public Member Functions

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

Public Attributes

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

5.53.1 Detailed Description

Main GUI component for all demo scenes.

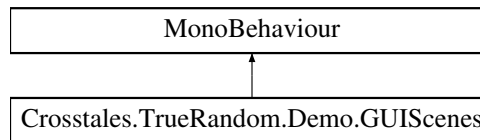
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Scripts/GUIMain.cs

5.54 Crosstales.TrueRandom.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.TrueRandom.Demo.GUIScenes:



Public Member Functions

- void **LoadPreviousScene** ()
- void **LoadNextScene** ()

Public Attributes

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

5.54.1 Detailed Description

Main GUI scene manager for all demo scenes.

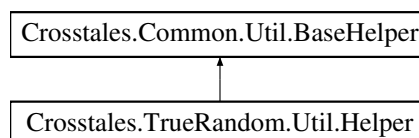
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Demos/Scripts/GUIScenes.cs

5.55 Crosstales.TrueRandom.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.TrueRandom.Util.Helper:



Static Public Member Functions

- static void [SaveAsText< T >](#) (string filePath, System.Collections.Generic.List< T > results)
Save generated results as text-file.
- static void [SaveAsText](#) (string filePath, System.Collections.Generic.List< Vector2 > results)
Save generated Vector2 as text-file.
- static void [SaveAsText](#) (string filePath, System.Collections.Generic.List< Vector3 > results)
Save generated Vector3 as text-file.
- static void [SaveAsText](#) (string filePath, System.Collections.Generic.List< Vector4 > results)
Save generated Vector4 as text-file.

Properties

- static bool [isSupportedPlatform](#) [get]
Checks if the current platform is supported.

Additional Inherited Members

5.55.1 Detailed Description

Various helper functions.

5.55.2 Member Function Documentation

5.55.2.1 [SaveAsText\(\)](#) [1/3]

```
static void Crosstales.TrueRandom.Util.Helper.SaveAsText (  
    string filePath,  
    System.Collections.Generic.List< Vector2 > results ) [static]
```

Save generated Vector2 as text-file.

Parameters

<i>filePath</i>	Path for the file
<i>results</i>	Results to save

5.55.2.2 [SaveAsText\(\)](#) [2/3]

```
static void Crosstales.TrueRandom.Util.Helper.SaveAsText (  
    string filePath,  
    System.Collections.Generic.List< Vector3 > results ) [static]
```

Save generated Vector3 as text-file.

Parameters

<i>filePath</i>	Path for the file
<i>results</i>	Results to save

5.55.2.3 SaveAsText() [3/3]

```
static void Crosstales.TrueRandom.Util.Helper.SaveAsText (
    string filePath,
    System.Collections.Generic.List< Vector4 > results ) [static]
```

Save generated Vector4 as text-file.

Parameters

<i>filePath</i>	Path for the file
<i>results</i>	Results to save

5.55.2.4 SaveAsText< T >()

```
static void Crosstales.TrueRandom.Util.Helper.SaveAsText< T > (
    string filePath,
    System.Collections.Generic.List< T > results ) [static]
```

Save generated results as text-file.

Parameters

<i>filePath</i>	Path for the file
<i>results</i>	Results to save

5.55.3 Property Documentation**5.55.3.1 isSupportedPlatform**

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

Checks if the current platform is supported.

Returns

True if the current platform is supported.

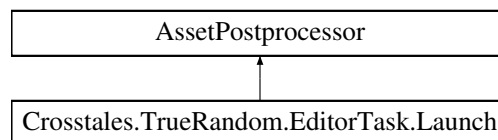
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Util/Helper.cs

5.56 Crosstales.TrueRandom.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.TrueRandom.EditorTask.Launch:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] movedAssets, string[] movedFromAssetPaths)

5.56.1 Detailed Description

Show the configuration window on the first launch.

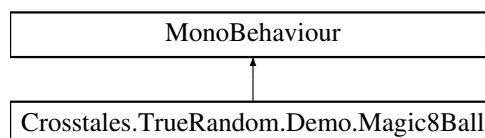
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/Task/Launch.cs

5.57 Crosstales.TrueRandom.Demo.Magic8Ball Class Reference

Magic 8-Ball simulator.

Inheritance diagram for Crosstales.TrueRandom.Demo.Magic8Ball:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Ask** ()

Public Attributes

- InputField **Question**
- Text **Answer**
- Text **Error**
- Text **Quota**

5.57.1 Detailed Description

Magic 8-Ball simulator.

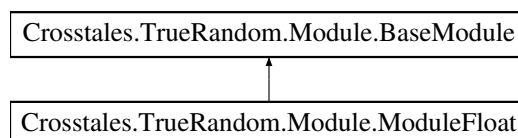
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↵
Demos/Scripts/Magic8Ball.cs

5.58 Crosstales.TrueRandom.Module.ModuleFloat Class Reference

This module will generate true random floats in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleFloat:



Static Public Member Functions

- static System.Collections.IEnumerator **Generate** (float min, float max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random floats.
- static System.Collections.Generic.List< float > **GeneratePRNG** (float min, float max, int number=1, int seed=0)
Generates random floats with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< float > **GenerateInEditor** (float min, float max, int number=1, bool prng=false, string id="")
Generates random floats (Editor only).

Properties

- static System.Collections.Generic.List< float > [Result](#) [get]
Returns the list of floats from the last generation.

Events

- static GenerateFloatStart [OnGenerateStart](#)
Event to get a message when generating floats has started.
- static GenerateFloatFinished [OnGenerateFinished](#)
Event to get a message with the generated floats when finished.

Additional Inherited Members

5.58.1 Detailed Description

This module will generate true random floats in configurable intervals.

5.58.2 Member Function Documentation

5.58.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleFloat.Generate (
    float min,
    float max,
    int number = 1,
    bool prng = false,
    bool silent = false,
    string id = "" ) [static]
```

Generates random floats.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.58.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<float> Crosstales.TrueRandom.Module.ModuleFloat.GenerateInEditor (
    float min,
    float max,
    int number = 1,
    bool prng = false,
    string id = "" ) [static]
```

Generates random floats (Editor only).

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated floats.

5.58.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<float> Crosstales.TrueRandom.Module.ModuleFloat.GeneratePRNG (
    float min,
    float max,
    int number = 1,
    int seed = 0 ) [static]
```

Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated floats.

5.58.3 Property Documentation

5.58.3.1 Result

```
System.Collections.Generic.List<float> Crosstales.TrueRandom.Module.ModuleFloat.Result [static],  
[get]
```

Returns the list of floats from the last generation.

Returns

List of floats from the last generation.

5.58.4 Event Documentation

5.58.4.1 OnGenerateFinished

```
GenerateFloatFinished Crosstales.TrueRandom.Module.ModuleFloat.OnGenerateFinished [static]
```

Event to get a message with the generated floats when finished.

5.58.4.2 OnGenerateStart

```
GenerateFloatStart Crosstales.TrueRandom.Module.ModuleFloat.OnGenerateStart [static]
```

Event to get a message when generating floats has started.

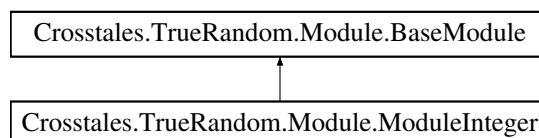
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Scripts/Module/ModuleFloat.cs

5.59 Crosstales.TrueRandom.Module.ModuleInteger Class Reference

This module will generate true random integers in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleInteger:



Static Public Member Functions

- static System.Collections.IEnumerator [Generate](#) (int min, int max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random integers.
- static System.Collections.Generic.List< int > [GeneratePRNG](#) (int min, int max, int number=1, int seed=0)
Generates random integers with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< int > [GenerateInEditor](#) (int min, int max, int number=1, bool prng=false, string id="")
Generates random integers with the C#-standard Pseudo-Random-Number-Generator (Editor only).

Properties

- static System.Collections.Generic.List< int > [Result](#) [get]
Returns the list of integers from the last generation.

Events

- static GenerateIntegerStart [OnGenerateStart](#)
Event to get a message when generating integers has started.
- static GenerateIntegerFinished [OnGenerateFinished](#)
Event to get a message with the generated integers when finished.

Additional Inherited Members

5.59.1 Detailed Description

This module will generate true random integers in configurable intervals.

5.59.2 Member Function Documentation

5.59.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleInteger.Generate (
    int min,
    int max,
    int number = 1,
    bool prng = false,
    bool silent = false,
    string id = "" ) [static]
```

Generates random integers.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.59.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleInteger.↔
GenerateInEditor (
    int min,
    int max,
    int number = 1,
    bool prng = false,
    string id = "" ) [static]
```

Generates random integers with the C#-standard Pseudo-Random-Number-Generator (Editor only).

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated integers.

5.59.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleInteger.↔
GeneratePRNG (
    int min,
    int max,
    int number = 1,
    int seed = 0 ) [static]
```

Generates random integers with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated integers.

5.59.3 Property Documentation

5.59.3.1 Result

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleInteger.Result [static],  
[get]
```

Returns the list of integers from the last generation.

Returns

List of integers from the last generation.

5.59.4 Event Documentation

5.59.4.1 OnGenerateFinished

```
GenerateIntegerFinished Crosstales.TrueRandom.Module.ModuleInteger.OnGenerateFinished [static]
```

Event to get a message with the generated integers when finished.

5.59.4.2 OnGenerateStart

```
GenerateIntegerStart Crosstales.TrueRandom.Module.ModuleInteger.OnGenerateStart [static]
```

Event to get a message when generating integers has started.

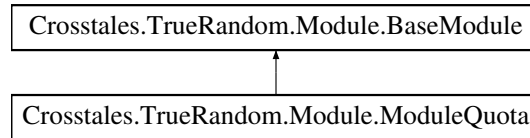
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Scripts/Module/ModuleInteger.cs

5.60 Crosstales.TrueRandom.Module.ModuleQuota Class Reference

This module gets the remaining quota on www.random.org.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleQuota:



Static Public Member Functions

- static System.Collections.IEnumerator [GetQuota](#) ()
Gets the remaining quota in bits from the server.
- static void [GetQuotaInEditor](#) ()
Gets the remaining quota in bits from the server (Editor only).

Properties

- static int [Quota](#) [get]
Returns the remaining quota in bits from the last check.

Events

- static QuotaUpdate [OnUpdateQuota](#)
Event to get a message with the current quota.

Additional Inherited Members

5.60.1 Detailed Description

This module gets the remaining quota on www.random.org.

5.60.2 Member Function Documentation

5.60.2.1 GetQuota()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleQuota.GetQuota ( )  
[static]
```

Gets the remaining quota in bits from the server.

5.60.2.2 GetQuotaInEditor()

```
static void Crosstales.TrueRandom.Module.ModuleQuota.GetQuotaInEditor ( ) [static]
```

Gets the remaining quota in bits from the server (Editor only).

5.60.3 Property Documentation

5.60.3.1 Quota

```
int Crosstales.TrueRandom.Module.ModuleQuota.Quota [static], [get]
```

Returns the remaining quota in bits from the last check.

Returns

Remaining quota in bits from the last check.

5.60.4 Event Documentation

5.60.4.1 OnUpdateQuota

```
QuotaUpdate Crosstales.TrueRandom.Module.ModuleQuota.OnUpdateQuota [static]
```

Event to get a message with the current quota.

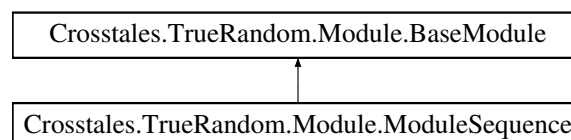
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Scripts/Module/ModuleQuota.cs

5.61 Crosstales.TrueRandom.Module.ModuleSequence Class Reference

This module will randomize a given interval of integers, i.e. arrange them in random order.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleSequence:



Static Public Member Functions

- static System.Collections.IEnumerator [Generate](#) (int min, int max, int number=0, bool prng=false, bool silent=false, string id="")
Generates random sequence.
- static System.Collections.Generic.List< int > [GeneratePRNG](#) (int min, int max, int number=0, int seed=0)
Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< int > [GenerateInEditor](#) (int min, int max, int number=0, bool prng=false, string id="")
Generates random sequence (Editor only).

Properties

- static System.Collections.Generic.List< int > [Result](#) [get]
Returns the sequence from the last generation.

Events

- static GenerateSequenceStart [OnGenerateStart](#)
Event to get a message when generating sequence has started.
- static GenerateSequenceFinished [OnGenerateFinished](#)
Event to get a message with the generated sequence when finished.

Additional Inherited Members

5.61.1 Detailed Description

This module will randomize a given interval of integers, i.e. arrange them in random order.

5.61.2 Member Function Documentation

5.61.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleSequence.Generate (  
    int min,  
    int max,  
    int number = 0,  
    bool prng = false,  
    bool silent = false,  
    string id = "" ) [static]
```

Generates random sequence.

Parameters

<i>min</i>	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	End of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.61.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleSequence.↵  
GenerateInEditor (  
    int min,  
    int max,  
    int number = 0,  
    bool prng = false,  
    string id = "" ) [static]
```

Generates random sequence (Editor only).

Parameters

<i>min</i>	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	End of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated sequence.

5.61.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleSequence.↵  
GeneratePRNG (  
    int min,  
    int max,  
    int number = 0,  
    int seed = 0 ) [static]
```

Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Start of the interval
<i>max</i>	End of the interval
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated sequence.

5.61.3 Property Documentation

5.61.3.1 Result

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleSequence.Result [static],  
[get]
```

Returns the sequence from the last generation.

Returns

Sequence from the last generation.

5.61.4 Event Documentation

5.61.4.1 OnGenerateFinished

```
GenerateSequenceFinished Crosstales.TrueRandom.Module.ModuleSequence.OnGenerateFinished [static]
```

Event to get a message with the generated sequence when finished.

5.61.4.2 OnGenerateStart

```
GenerateSequenceStart Crosstales.TrueRandom.Module.ModuleSequence.OnGenerateStart [static]
```

Event to get a message when generating sequence has started.

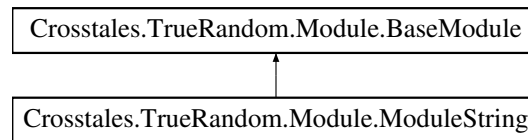
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Scripts/Module/ModuleSequence.cs

5.62 Crosstales.TrueRandom.Module.ModuleString Class Reference

This module will generate true random strings of various length and character compositions.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleString:



Static Public Member Functions

- static System.Collections.IEnumerator [Generate](#) (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, bool prng=false, bool silent=false, string id="")
Generates random strings.
- static System.Collections.Generic.List< string > [GeneratePRNG](#) (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, int seed=0)
Generates random strings with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< string > [GenerateInEditor](#) (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, bool prng=false, string id="")
Generates random strings (Editor only).

Properties

- static System.Collections.Generic.List< string > [Result](#) [get]
Returns the list of strings from the last generation.

Events

- static GenerateStringStart [OnGenerateStart](#)
Event to get a message when generating strings has started.
- static GenerateStringFinished [OnGenerateFinished](#)
Event to get a message with the generated strings when finished.

Additional Inherited Members

5.62.1 Detailed Description

This module will generate true random strings of various length and character compositions.

5.62.2 Member Function Documentation

5.62.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleString.Generate (
    int length,
    int number = 1,
    bool digits = true,
    bool upper = true,
    bool lower = true,
    bool unique = false,
    bool prng = false,
    bool silent = false,
    string id = "" ) [static]
```

Generates random strings.

Parameters

<i>length</i>	How long the strings should be (range: 1 - 20)
<i>number</i>	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase letters (default: true, optional)
<i>lower</i>	Allow lowercase letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.62.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<string> Crosstales.TrueRandom.Module.ModuleString.GenerateInEditor (
    int length,
    int number = 1,
    bool digits = true,
    bool upper = true,
    bool lower = true,
    bool unique = false,
    bool prng = false,
    string id = "" ) [static]
```

Generates random strings (Editor only).

Parameters

<i>length</i>	How long the strings should be (range: 1 - 20)
<i>number</i>	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase letters (default: true, optional)
<i>lower</i>	Allow lowercase letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated strings.

5.62.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<string> Crosstales.TrueRandom.Module.ModuleString.↵  
GeneratePRNG (   
    int length,  
    int number = 1,  
    bool digits = true,  
    bool upper = true,  
    bool lower = true,  
    bool unique = false,  
    int seed = 0 ) [static]
```

Generates random strings with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>length</i>	How long the strings should be
<i>number</i>	How many strings you want to generate (default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase (A-Z) letters (default: true, optional)
<i>lower</i>	Allow lowercase (a-z) letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated strings.

5.62.3 Property Documentation**5.62.3.1 Result**

```
System.Collections.Generic.List<string> Crosstales.TrueRandom.Module.ModuleString.Result  
[static], [get]
```

Returns the list of strings from the last generation.

Returns

List of strings from the last generation.

5.62.4 Event Documentation

5.62.4.1 OnGenerateFinished

GenerateStringFinished Crosstales.TrueRandom.Module.ModuleString.OnGenerateFinished [static]

Event to get a message with the generated strings when finished.

5.62.4.2 OnGenerateStart

GenerateStringStart Crosstales.TrueRandom.Module.ModuleString.OnGenerateStart [static]

Event to get a message when generating strings has started.

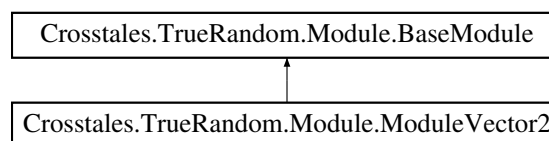
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleString.cs

5.63 Crosstales.TrueRandom.Module.ModuleVector2 Class Reference

This generator will generate true random Vector2 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector2:



Static Public Member Functions

- static System.Collections.IEnumerator [Generate](#) (Vector2 min, Vector2 max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random Vector2.
- static System.Collections.Generic.List< Vector2 > [GeneratePRNG](#) (Vector2 min, Vector2 max, int number=1, int seed=0)
Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector2 > [GenerateInEditor](#) (Vector2 min, Vector2 max, int number=1, bool prng=false, string id="")
Generates random Vector2 (Editor only).

Properties

- static `System.Collections.Generic.List< Vector2 >` [Result](#) [get]
Returns the list of Vector2 from the last generation.

Events

- static `GenerateVector2Start` [OnGenerateStart](#)
Event to get a message when generating Vector2 has started.
- static `GenerateVector2Finished` [OnGenerateFinished](#)
Event to get a message with the generated Vector2 when finished.

Additional Inherited Members

5.63.1 Detailed Description

This generator will generate true random Vector2 in configurable intervals.

5.63.2 Member Function Documentation

5.63.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector2.Generate (
    Vector2 min,
    Vector2 max,
    int number = 1,
    bool prng = false,
    bool silent = false,
    string id = "" ) [static]
```

Generates random Vector2.

Parameters

<i>min</i>	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.63.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.Module.ModuleVector2.↵
GenerateInEditor (
    Vector2 min,
    Vector2 max,
    int number = 1,
    bool prng = false,
    string id = "" ) [static]
```

Generates random Vector2 (Editor only).

Parameters

<i>min</i>	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector2 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated Vector2.

5.63.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.Module.ModuleVector2.↵
GeneratePRNG (
    Vector2 min,
    Vector2 max,
    int number = 1,
    int seed = 0 ) [static]
```

Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector2
<i>max</i>	Biggest possible Vector2
<i>number</i>	How many Vector2 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector2.

5.63.3 Property Documentation

5.63.3.1 Result

```
System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.Module.ModuleVector2.Result  
[static], [get]
```

Returns the list of Vector2 from the last generation.

Returns

List of Vector2 from the last generation.

5.63.4 Event Documentation

5.63.4.1 OnGenerateFinished

```
GenerateVector2Finished Crosstales.TrueRandom.Module.ModuleVector2.OnGenerateFinished [static]
```

Event to get a message with the generated Vector2 when finished.

5.63.4.2 OnGenerateStart

```
GenerateVector2Start Crosstales.TrueRandom.Module.ModuleVector2.OnGenerateStart [static]
```

Event to get a message when generating Vector2 has started.

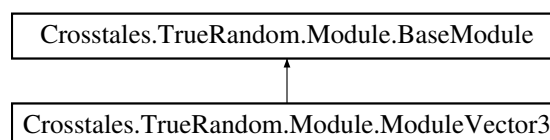
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/Module/ModuleVector2.cs

5.64 Crosstales.TrueRandom.Module.ModuleVector3 Class Reference

This generator will generate true random Vector3 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector3:



Static Public Member Functions

- static System.Collections.IEnumerator [Generate](#) (Vector3 min, Vector3 max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random Vector3.
- static System.Collections.Generic.List< Vector3 > [GeneratePRNG](#) (Vector3 min, Vector3 max, int number=1, int seed=0)
Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector3 > [GenerateInEditor](#) (Vector3 min, Vector3 max, int number=1, bool prng=false, string id="")
Generates random Vector3 (Editor only).

Properties

- static System.Collections.Generic.List< Vector3 > [Result](#) [get]
Returns the list of Vector3 from the last generation.

Events

- static GenerateVector3Start [OnGenerateStart](#)
Event to get a message when generating Vector3 has started.
- static GenerateVector3Finished [OnGenerateFinished](#)
Event to get a message with the generated Vector3 when finished.

Additional Inherited Members

5.64.1 Detailed Description

This generator will generate true random Vector3 in configurable intervals.

5.64.2 Member Function Documentation

5.64.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector3.Generate (
    Vector3 min,
    Vector3 max,
    int number = 1,
    bool prng = false,
    bool silent = false,
    string id = "" ) [static]
```

Generates random Vector3.

Parameters

<i>min</i>	Smallest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.64.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.Module.ModuleVector3.↔
GenerateInEditor (
    Vector3 min,
    Vector3 max,
    int number = 1,
    bool prng = false,
    string id = "" ) [static]
```

Generates random Vector3 (Editor only).

Parameters

<i>min</i>	Smallest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector3 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated Vector3.

5.64.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.Module.ModuleVector3.↔
GeneratePRNG (
    Vector3 min,
    Vector3 max,
    int number = 1,
    int seed = 0 ) [static]
```

Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector3
<i>max</i>	Biggest possible Vector3
<i>number</i>	How many Vector3 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector3.

5.64.3 Property Documentation

5.64.3.1 Result

```
System.Collections.Generic.List<Vector3> Crosstailes.TrueRandom.Module.ModuleVector3.Result  
[static], [get]
```

Returns the list of Vector3 from the last generation.

Returns

List of Vector3 from the last generation.

5.64.4 Event Documentation

5.64.4.1 OnGenerateFinished

```
GenerateVector3Finished Crosstailes.TrueRandom.Module.ModuleVector3.OnGenerateFinished [static]
```

Event to get a message with the generated Vector3 when finished.

5.64.4.2 OnGenerateStart

```
GenerateVector3Start Crosstailes.TrueRandom.Module.ModuleVector3.OnGenerateStart [static]
```

Event to get a message when generating Vector3 has started.

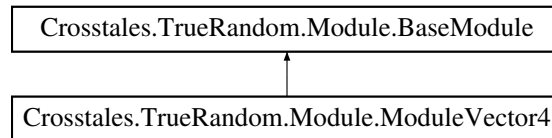
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstailes/TrueRandom/↔
Scripts/Module/ModuleVector3.cs

5.65 Crosstales.TrueRandom.Module.ModuleVector4 Class Reference

This generator will generate true random Vector4 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector4:



Static Public Member Functions

- static System.Collections.IEnumerator [Generate](#) (Vector4 min, Vector4 max, int number=1, bool prng=false, bool silent=false, string id="")
Generates random Vector4.
- static System.Collections.Generic.List< Vector4 > [GeneratePRNG](#) (Vector4 min, Vector4 max, int number=1, int seed=0)
Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector4 > [GenerateInEditor](#) (Vector4 min, Vector4 max, int number=1, bool prng=false, string id="")
Generates random Vector4 (Editor only).

Properties

- static GenerateVector4Start [OnGenerateStart](#)
Event to get a message when generating Vector4 has started.
- static GenerateVector4Finished [OnGenerateFinished](#)
Event to get a message with the generated Vector4 when finished.
- static System.Collections.Generic.List< Vector4 > [Result](#) [get]
Returns the list of Vector4 from the last generation.

Additional Inherited Members

5.65.1 Detailed Description

This generator will generate true random Vector4 in configurable intervals.

5.65.2 Member Function Documentation

5.65.2.1 Generate()

```

static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector4.Generate (
    Vector4 min,
    Vector4 max,
    int number = 1,
    bool prng = false,
    bool silent = false,
    string id = "" ) [static]
  
```

Generates random Vector4.

Parameters

<i>min</i>	Smallest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>silent</i>	Ignore callbacks (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

5.65.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.Module.ModuleVector4.↔
GenerateInEditor (
    Vector4 min,
    Vector4 max,
    int number = 1,
    bool prng = false,
    string id = "" ) [static]
```

Generates random Vector4 (Editor only).

Parameters

<i>min</i>	Smallest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector4 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>prng</i>	Use Pseudo-Random-Number-Generator (default: false, optional)
<i>id</i>	id to identify the generated result (optional)

Returns

List with the generated Vector4.

5.65.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.Module.ModuleVector4.↔
GeneratePRNG (
    Vector4 min,
    Vector4 max,
    int number = 1,
    int seed = 0 ) [static]
```

Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector4
<i>max</i>	Biggest possible Vector4
<i>number</i>	How many Vector4 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector4.

5.65.3 Property Documentation

5.65.3.1 OnGenerateFinished

```
GenerateVector4Finished Crosstales.TrueRandom.Module.ModuleVector4.OnGenerateFinished [static],  
[add], [remove]
```

Event to get a message with the generated Vector4 when finished.

5.65.3.2 OnGenerateStart

```
GenerateVector4Start Crosstales.TrueRandom.Module.ModuleVector4.OnGenerateStart [static],  
[add], [remove]
```

Event to get a message when generating Vector4 has started.

5.65.3.3 Result

```
System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.Module.ModuleVector4.Result  
[static], [get]
```

Returns the list of Vector4 from the last generation.

Returns

List of Vector4 from the last generation.

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔
Scripts/Module/ModuleVector4.cs

5.66 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.66.1 Detailed Description

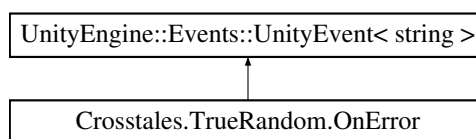
Checks if a 'Happy new year'-message must be displayed.

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Editor/↔ Task/NYCheck.cs

5.67 Crosstales.TrueRandom.OnError Class Reference

Inheritance diagram for Crosstales.TrueRandom.OnError:

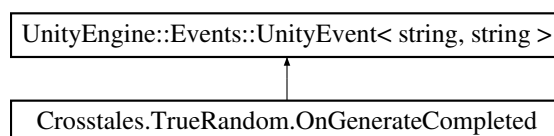


The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Scripts/TRManager.cs

5.68 Crosstales.TrueRandom.OnGenerateCompleted Class Reference

Inheritance diagram for Crosstales.TrueRandom.OnGenerateCompleted:

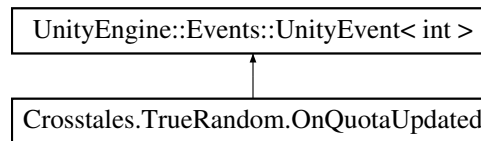


The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Scripts/TRManager.cs

5.69 Crosstales.TrueRandom.OnQuotaUpdated Class Reference

Inheritance diagram for Crosstales.TrueRandom.OnQuotaUpdated:



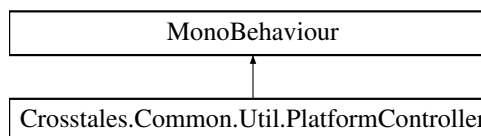
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Scripts/TRManager.cs

5.70 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Member Functions

- virtual void **Start** ()

Public Attributes

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

Protected Member Functions

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

Protected Attributes

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

5.70.1 Detailed Description

Enables or disable game objects for a given platform.

5.70.2 Member Data Documentation

5.70.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.70.2.2 Platforms

```
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).

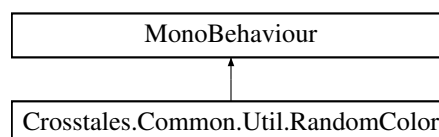
The documentation for this class was generated from the following file:

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

5.71 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Member Functions

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

Public Attributes

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

5.71.1 Detailed Description

Random color changer.

5.71.2 Member Data Documentation

5.71.2.1 AlphaRange

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

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

5.71.2.2 ChangeInterval

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

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

5.71.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale = false
```

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

5.71.2.4 HueRange

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

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

5.71.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

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

5.71.2.6 SaturationRange

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

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

5.71.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

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

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

5.71.2.8 ValueRange

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

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

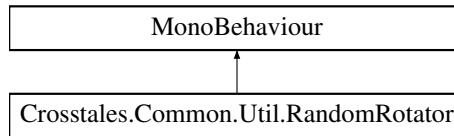
The documentation for this class was generated from the following file:

- <D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/Util/RandomColor.cs>

5.72 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Member Functions

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

Public Attributes

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

5.72.1 Detailed Description

Random rotation changer.

5.72.2 Member Data Documentation

5.72.2.1 ChangeInterval

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

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

5.72.2.2 SpeedMax

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

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

5.72.2.3 SpeedMin

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

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.72.2.4 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

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

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

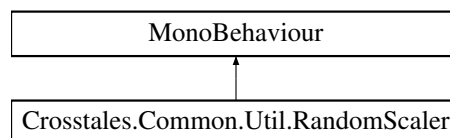
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

5.73 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Member Functions

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

Public Attributes

- bool `UseInterval` = true
Use intervals to change the scale (default: true).
- Vector2 `ChangeInterval` = new Vector2(10, 20)
summary> Minimum scale per axis (default: 0.1 for all axis).
- Vector3 `ScaleMin` = new Vector3(0.1f, 0.1f, 0.1f)
summary> Maximum scale per axis (default: 0.1 for all axis).
- Vector3 `ScaleMax` = new Vector3(3, 3, 3)
summary> Uniform scaling for all axis (x-axis values will be used, default: true).
- bool `Uniform` = true
summary> Set the object to a random scale at Start (default: false).
- bool `RandomScaleAtStart` = false

5.73.1 Detailed Description

Random scale changer.

5.73.2 Member Data Documentation

5.73.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary> Minimum scale per axis (default: 0.1 for all axis).

5.73.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary> Uniform scaling for all axis (x-axis values will be used, default: true).

5.73.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary> Maximum scale per axis (default: 0.1 for all axis).

5.73.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

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

5.73.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

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

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

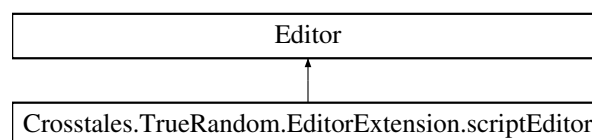
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/RandomScaler.cs

5.74 Crosstales.TrueRandom.EditorExtension.scriptEditor Class Reference

Custom editor for the 'script'-class.

Inheritance diagram for Crosstales.TrueRandom.EditorExtension.scriptEditor:



Public Member Functions

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

5.74.1 Detailed Description

Custom editor for the 'script'-class.

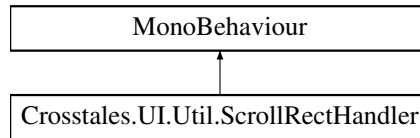
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/↔ Extension/TRManagerEditor.cs

5.75 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**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.75.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

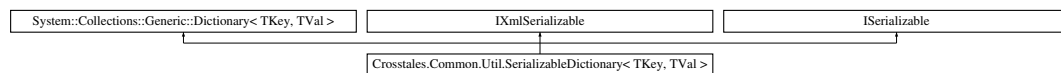
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/UI/Scripts/↵
Util/ScrollRectHandler.cs

5.76 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:



Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.↵
Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.StreamingContext context)

5.76.1 Detailed Description

Serializable Dictionary-class for XML.

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/Util/SerializableDictionary.cs

5.77 Crosstales.Common.Util.SerializeDeSerialize Class Reference

Serialize and deserialize objects to/from binary files.

Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)
Serialize an object to a byte-array.
- static byte[] [SerializeToByteArray< T >](#) (T obj)
Serialize an object to a byte-array.
- static T [DeserializeFromFile< T >](#) (string filename)
Deserialize a binary-file to an object.
- static T [DeserializeFromByteArray< T >](#) (byte[] data)
Deserialize a byte-array to an object.

5.77.1 Detailed Description

Serialize and deserialize objects to/from binary files.

5.77.2 Member Function Documentation

5.77.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > (
    byte[] data ) [static]
```

Deserialize a byte-array to an object.

Parameters

<i>data</i>	Byte-array of the object
-------------	--------------------------

Returns

Object

5.77.2.2 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > (  
    string filename ) [static]
```

Deserialize a binary-file to an object.

Parameters

<i>filename</i>	Binary-file of the object
-----------------	---------------------------

Returns

Object

5.77.2.3 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< T > (  
    T obj ) [static]
```

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Byte-array of the object

5.77.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.SerializeDeSerialize.SerializeToFile< T > (  
    T obj,  
    string filename ) [static]
```

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	Binary-file for the object

Returns

Byte-array of the object

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/SerializeDeSerialize.cs

5.78 Crosstales.TrueRandom.EditorTask.SetAndroid Class Reference

Sets the required build parameters for Android.

5.78.1 Detailed Description

Sets the required build parameters for Android.

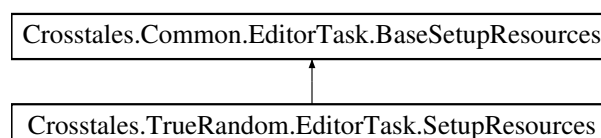
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/↔ Task/SetAndroid.cs

5.79 Crosstales.TrueRandom.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.TrueRandom.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.79.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

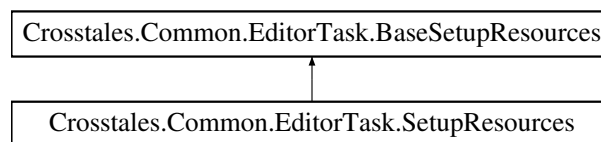
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/Task/SetupResources.cs`

5.80 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

5.80.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

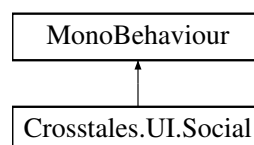
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Editor/Task/SetupResources.cs`

5.81 Crosstales.UI.Social Class Reference

[Crosstales](#) social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

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

5.81.1 Detailed Description

[Crosstales](#) social media links.

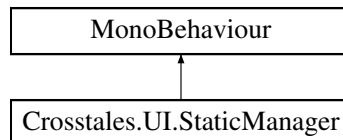
The documentation for this class was generated from the following file:

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

5.82 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.82.1 Detailed Description

Static Button Manager.

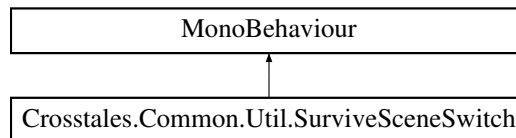
The documentation for this class was generated from the following file:

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

5.83 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:



Public Member Functions

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

Public Attributes

- GameObject[] **Survivors**
Objects which have to survive a scene switch.
- bool **DontDestroy** = true
Don't destroy gameobject during scene switches (default: true).

5.83.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

5.83.2 Member Data Documentation

5.83.2.1 DontDestroy

```
bool Crosstales.Common.Util.SurviveSceneSwitch.DontDestroy = true
```

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

5.83.2.2 Survivors

`GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors`

Objects which have to survive a scene switch.

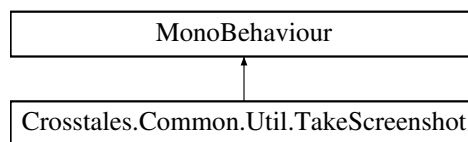
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Tool/SurviveSceneSwitch.cs`

5.84 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

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



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **Capture** ()
Capture the screen.
- void **Start** ()

Public Attributes

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

5.84.1 Detailed Description

Take screen shots inside an application.

5.84.2 Member Function Documentation

5.84.2.1 Capture()

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

Capture the screen.

5.84.3 Member Data Documentation

5.84.3.1 KeyCode

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

summary>Show file location (default: true).

5.84.3.2 Prefix

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

Prefix for the generate file names.

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

5.84.3.3 Scale

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

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

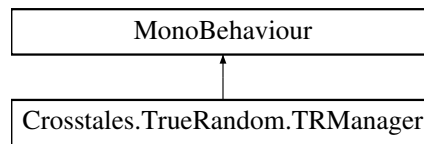
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↵
Tool/TakeScreenshot.cs`

5.85 Crosstales.TrueRandom.TRManager Class Reference

The [TRManager](#) is the manager for all modules.

Inheritance diagram for Crosstales.TrueRandom.TRManager:



Public Member Functions

- void **OnEnable** ()
- void **Update** ()
- void **OnDisable** ()
- void **OnApplicationQuit** ()
- int [CalculateFloat](#) (int number=1)
Calculates needed bits (from the quota) for generating random floats.
- int [CalculateInteger](#) (int max, int number=1)
Calculates needed bits (from the quota) for generating random integers.
- int [CalculateSequence](#) (int min, int max)
Calculates needed bits (from the quota) for generating a random sequence.
- int [CalculateString](#) (int length, int number=1)
Calculates needed bits (from the quota) for generating random strings.
- int [CalculateVector2](#) (int number=1)
Calculates needed bits (from the quota) for generating random Vector2.
- int [CalculateVector3](#) (int number=1)
Calculates needed bits (from the quota) for generating random Vector3.
- int [CalculateVector4](#) (int number=1)
Calculates needed bits (from the quota) for generating random Vector4.
- string [GenerateInteger](#) (int min, int max, int number=1, string id="")
Generates random integers.
- string [GenerateFloat](#) (float min, float max, int number=1, string id="")
Generates random floats.
- string [GenerateSequence](#) (int min, int max, int number=0, string id="")
Generates random sequence.
- string [GenerateString](#) (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, string id="")
Generates random strings.
- string [GenerateVector2](#) (Vector2 min, Vector2 max, int number=1, string id="")
Generates random Vector2.
- string [GenerateVector3](#) (Vector3 min, Vector3 max, int number=1, string id="")
Generates random Vector3.
- string [GenerateVector4](#) (Vector4 min, Vector4 max, int number=1, string id="")
Generates random Vector4.
- void [GetQuota](#) ()
Gets the remaining quota in bits from the server.
- System.Collections.Generic.List< int > [GenerateIntegerPRNG](#) (int min, int max, int number=1, int seed=0)

Generates random integers with the C#-standard Pseudo-Random-Number-Generator.

- System.Collections.Generic.List< float > [GenerateFloatPRNG](#) (float min, float max, int number=1, int seed=0)

Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

- System.Collections.Generic.List< int > [GenerateSequencePRNG](#) (int min, int max, int number=0, int seed=0)

Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.

- System.Collections.Generic.List< string > [GenerateStringPRNG](#) (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, int seed=0)

Generates random strings with the C#-standard Pseudo-Random-Number-Generator.

- System.Collections.Generic.List< Vector2 > [GenerateVector2PRNG](#) (Vector2 min, Vector2 max, int number=1, int seed=0)

Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.

- System.Collections.Generic.List< Vector3 > [GenerateVector3PRNG](#) (Vector3 min, Vector3 max, int number=1, int seed=0)

Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

- System.Collections.Generic.List< Vector4 > [GenerateVector4PRNG](#) (Vector4 min, Vector4 max, int number=1, int seed=0)

Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Static Public Member Functions

- static void [ResetObject](#) ()

Resets this object.

Public Attributes

- bool **prng** = false
- bool **dontDestroy** = true
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< int > > **AllIntegerResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<int>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< float > > **AllFloatResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<float>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< int > > **AllSequenceResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<int>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > > **AllStringResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<string>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< Vector2 > > **AllVector2Results** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<Vector2>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< Vector3 > > **AllVector3Results** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<Vector3>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< Vector4 > > **AllVector4Results** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<Vector4>>()
- [OnGenerateCompleted](#) **OnGenerateCompleted**
- [OnQuotaUpdated](#) **OnQuotaUpdated**
- [OnError](#) **OnError**

Properties

- static [TRManager Instance](#) [get]
Returns the singleton instance of this class.
- bool [PRNG](#) [get, set]
Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode.
- bool [DontDestroy](#) [get, set]
Don't destroy gameobject during scene switches.
- int [CurrentQuota](#) [get]
Returns the remaining quota in bits from the last check.
- System.Collections.Generic.List< int > [CurrentIntegers](#) [get]
Returns the list of integers from the last generation.
- System.Collections.Generic.List< float > [CurrentFloats](#) [get]
Returns the list of floats from the last generation.
- System.Collections.Generic.List< int > [CurrentSequence](#) [get]
Returns the sequence from the last generation.
- System.Collections.Generic.List< string > [CurrentStrings](#) [get]
Returns the list of strings from the last generation.
- System.Collections.Generic.List< Vector2 > [CurrentVector2](#) [get]
Returns the list of Vector2 from the last generation.
- System.Collections.Generic.List< Vector3 > [CurrentVector3](#) [get]
Returns the list of Vector3 from the last generation.
- System.Collections.Generic.List< Vector4 > [CurrentVector4](#) [get]
Returns the list of Vector4 from the last generation.
- bool [isGenerating](#) [get]
Checks if True Random is generating numbers on this system.
- static int [Seed](#) [get]
Returns a seed for the PRNG.

Events

- GenerateIntegerStart [OnGenerateIntegerStart](#)
An event triggered whenever generating integers has started.
- GenerateIntegerFinished [OnGenerateIntegerFinished](#)
An event triggered whenever generating integers has finished.
- GenerateFloatStart [OnGenerateFloatStart](#)
An event triggered whenever generating floats has started.
- GenerateFloatFinished [OnGenerateFloatFinished](#)
An event triggered whenever generating floats has finished.
- GenerateSequenceStart [OnGenerateSequenceStart](#)
An event triggered whenever generating sequence has started.
- GenerateSequenceFinished [OnGenerateSequenceFinished](#)
An event triggered whenever generating sequence has finished.
- GenerateStringStart [OnGenerateStringStart](#)
An event triggered whenever generating strings has started.
- GenerateStringFinished [OnGenerateStringFinished](#)
An event triggered whenever generating strings has finished.
- GenerateVector2Start [OnGenerateVector2Start](#)
An event triggered whenever generating Vector2 has started.
- GenerateVector2Finished [OnGenerateVector2Finished](#)

- An event triggered whenever generating Vector2 has finished.*
- GenerateVector3Start [OnGenerateVector3Start](#)
 - An event triggered whenever generating Vector3 has started.*
- GenerateVector3Finished [OnGenerateVector3Finished](#)
 - An event triggered whenever generating Vector3 has finished.*
- GenerateVector4Start [OnGenerateVector4Start](#)
 - An event triggered whenever generating Vector4 has started.*
- GenerateVector4Finished [OnGenerateVector4Finished](#)
 - An event triggered whenever generating Vector4 has finished.*
- QuotaUpdate [OnQuotaUpdate](#)
 - An event triggered whenever the quota is updated.*
- ErrorInfo [OnErrorInfo](#)
 - An event triggered whenever an error occurs.*

5.85.1 Detailed Description

The [TRManager](#) is the manager for all modules.

5.85.2 Member Function Documentation

5.85.2.1 CalculateFloat()

```
int Crosstales.TrueRandom.TRManager.CalculateFloat (
    int number = 1 )
```

Calculates needed bits (from the quota) for generating random floats.

Parameters

<i>number</i>	How many numbers (default: 1, optional)
---------------	---

Returns

Needed bits for generating the floats.

5.85.2.2 CalculateInteger()

```
int Crosstales.TrueRandom.TRManager.CalculateInteger (
    int max,
    int number = 1 )
```

Calculates needed bits (from the quota) for generating random integers.

Parameters

<i>max</i>	Biggest allowed number
<i>number</i>	How many numbers (default: 1, optional)

Returns

Needed bits for generating the integers.

5.85.2.3 CalculateSequence()

```
int Crosstales.TrueRandom.TRManager.CalculateSequence (
    int min,
    int max )
```

Calculates needed bits (from the quota) for generating a random sequence.

Parameters

<i>min</i>	Start of the interval
<i>max</i>	End of the interval

Returns

Needed bits for generating the sequence.

5.85.2.4 CalculateString()

```
int Crosstales.TrueRandom.TRManager.CalculateString (
    int length,
    int number = 1 )
```

Calculates needed bits (from the quota) for generating random strings.

Parameters

<i>length</i>	Length of the strings
<i>number</i>	How many strings (default: 1, optional)

Returns

Needed bits for generating the strings.

5.85.2.5 CalculateVector2()

```
int Crosstales.TrueRandom.TRManager.CalculateVector2 (
    int number = 1 )
```

Calculates needed bits (from the quota) for generating random Vector2.

Parameters

<i>number</i>	How many Vector2 (default: 1, optional)
---------------	---

Returns

Needed bits for generating the Vector2.

5.85.2.6 CalculateVector3()

```
int Crosstales.TrueRandom.TRManager.CalculateVector3 (
    int number = 1 )
```

Calculates needed bits (from the quota) for generating random Vector3.

Parameters

<i>number</i>	How many Vector3 (default: 1, optional)
---------------	---

Returns

Needed bits for generating the Vector3.

5.85.2.7 CalculateVector4()

```
int Crosstales.TrueRandom.TRManager.CalculateVector4 (
    int number = 1 )
```

Calculates needed bits (from the quota) for generating random Vector4.

Parameters

<i>number</i>	How many Vector4 (default: 1, optional)
---------------	---

Returns

Needed bits for generating the Vector4.

5.85.2.8 GenerateFloat()

```
string Crosstales.TrueRandom.TRManager.GenerateFloat (
    float min,
    float max,
    int number = 1,
    string id = "" )
```

Generates random floats.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.85.2.9 GenerateFloatPRNG()

```
System.Collections.Generic.List<float> Crosstales.TrueRandom.TRManager.GenerateFloatPRNG (
    float min,
    float max,
    int number = 1,
    int seed = 0 )
```

Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated floats.

5.85.2.10 GenerateInteger()

```
string Crosstales.TrueRandom.TRManager.GenerateInteger (
    int min,
    int max,
    int number = 1,
    string id = "" )
```

Generates random integers.

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.85.2.11 GenerateIntegerPRNG()

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.GenerateIntegerPRNG (
    int min,
    int max,
    int number = 1,
    int seed = 0 )
```

Generates random integers with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible number
<i>max</i>	Biggest possible number
<i>number</i>	How many numbers you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated integers.

5.85.2.12 GenerateSequence()

```
string Crosstales.TrueRandom.TRManager.GenerateSequence (
    int min,
```

```
int max,  
int number = 0,  
string id = "" )
```

Generates random sequence.

Parameters

<i>min</i>	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	End of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.85.2.13 GenerateSequencePRNG()

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.GenerateSequencePRNG (  
    int min,  
    int max,  
    int number = 0,  
    int seed = 0 )
```

Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Start of the interval
<i>max</i>	End of the interval
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated sequence.

5.85.2.14 GenerateString()

```
string Crosstales.TrueRandom.TRManager.GenerateString (  
    int length,  
    int number = 1,  
    bool digits = true,  
    bool upper = true,
```

```
bool lower = true,  
bool unique = false,  
string id = "" )
```

Generates random strings.

Parameters

<i>length</i>	How long the strings should be (range: 1 - 20)
<i>number</i>	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase (A-Z) letters (default: true, optional)
<i>lower</i>	Allow lowercase (a-z) letters (default: true, optional)
<i>unique</i>	String should be unique in the result (default: false, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.85.2.15 GenerateStringPRNG()

```
System.Collections.Generic.List<string> Crosstales.TrueRandom.TRManager.GenerateStringPRNG (   
    int length,  
    int number = 1,  
    bool digits = true,  
    bool upper = true,  
    bool lower = true,  
    bool unique = false,  
    int seed = 0 )
```

Generates random strings with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>length</i>	How long the strings should be
<i>number</i>	How many strings you want to generate (default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase (A-Z) letters (default: true, optional)
<i>lower</i>	Allow lowercase (a-z) letters (default: true, optional)
<i>unique</i>	String should be unique (default: false, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated strings.

5.85.2.16 GenerateVector2()

```
string Crosstales.TrueRandom.TRManager.GenerateVector2 (
    Vector2 min,
    Vector2 max,
    int number = 1,
    string id = "" )
```

Generates random Vector2.

Parameters

<i>min</i>	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector2 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.85.2.17 GenerateVector2PRNG()

```
System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.TRManager.GenerateVector2PRNG (
    Vector2 min,
    Vector2 max,
    int number = 1,
    int seed = 0 )
```

Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector2
<i>max</i>	Biggest possible Vector2
<i>number</i>	How many Vector2 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector2.

5.85.2.18 GenerateVector3()

```
string Crosstales.TrueRandom.TRManager.GenerateVector3 (
    Vector3 min,
```

```
Vector3 max,  
int number = 1,  
string id = "" )
```

Generates random Vector3.

Parameters

<i>min</i>	Smallest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector3 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.85.2.19 GenerateVector3PRNG()

```
System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.TRManager.GenerateVector3PRNG (  
    Vector3 min,  
    Vector3 max,  
    int number = 1,  
    int seed = 0 )
```

Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector3
<i>max</i>	Biggest possible Vector3
<i>number</i>	How many Vector3 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector3.

5.85.2.20 GenerateVector4()

```
string Crosstales.TrueRandom.TRManager.GenerateVector4 (  
    Vector4 min,  
    Vector4 max,  
    int number = 1,  
    string id = "" )
```

Generates random Vector4.

Parameters

<i>min</i>	Smallest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	Biggest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many Vector4 you want to generate (range: 1 - 10'000, default: 1, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.85.2.21 GenerateVector4PRNG()

```
System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.TRManager.GenerateVector4PRNG (
    Vector4 min,
    Vector4 max,
    int number = 1,
    int seed = 0 )
```

Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

<i>min</i>	Smallest possible Vector4
<i>max</i>	Biggest possible Vector4
<i>number</i>	How many Vector4 you want to generate (default: 1, optional)
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector4.

5.85.2.22 GetQuota()

```
void Crosstales.TrueRandom.TRManager.GetQuota ( )
```

Gets the remaining quota in bits from the server.

5.85.2.23 ResetObject()

```
static void Crosstales.TrueRandom.TRManager.ResetObject ( ) [static]
```

Resets this object.

5.85.3 Property Documentation

5.85.3.1 CurrentFloats

```
System.Collections.Generic.List<float> Crosstales.TrueRandom.TRManager.CurrentFloats [get]
```

Returns the list of floats from the last generation.

Returns

List of floats from the last generation.

5.85.3.2 CurrentIntegers

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.CurrentIntegers [get]
```

Returns the list of integers from the last generation.

Returns

List of integers from the last generation.

5.85.3.3 CurrentQuota

```
int Crosstales.TrueRandom.TRManager.CurrentQuota [get]
```

Returns the remaining quota in bits from the last check.

Returns

Remaining quota in bits from the last check.

5.85.3.4 CurrentSequence

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.CurrentSequence [get]
```

Returns the sequence from the last generation.

Returns

Sequence from the last generation.

5.85.3.5 CurrentStrings

```
System.Collections.Generic.List<string> Crosstales.TrueRandom.TRManager.CurrentStrings [get]
```

Returns the list of strings from the last generation.

Returns

List of strings from the last generation.

5.85.3.6 CurrentVector2

```
System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.TRManager.CurrentVector2 [get]
```

Returns the list of Vector2 from the last generation.

Returns

List of Vector2 from the last generation.

5.85.3.7 CurrentVector3

```
System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.TRManager.CurrentVector3 [get]
```

Returns the list of Vector3 from the last generation.

Returns

List of Vector3 from the last generation.

5.85.3.8 CurrentVector4

```
System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.TRManager.CurrentVector4 [get]
```

Returns the list of Vector4 from the last generation.

Returns

List of Vector4 from the last generation.

5.85.3.9 DontDestroy

```
bool Crosstales.TrueRandom.TRManager.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

5.85.3.10 Instance

```
TRManager Crosstales.TrueRandom.TRManager.Instance [static], [get]
```

Returns the singleton instance of this class.

Returns

Singleton instance of this class.

5.85.3.11 isGenerating

```
bool Crosstales.TrueRandom.TRManager.isGenerating [get]
```

Checks if True Random is generating numbers on this system.

Returns

True if True Random is generating numbers on this system.

5.85.3.12 PRNG

```
bool Crosstales.TrueRandom.TRManager.PRNG [get], [set]
```

Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode.

5.85.3.13 Seed

```
int Crosstales.TrueRandom.TRManager.Seed [static], [get]
```

Returns a seed for the PRNG.

Returns

Seed for the PRNG.

5.85.4 Event Documentation

5.85.4.1 OnErrorInfo

ErrorInfo Crosstales.TrueRandom.TRManager.OnErrorInfo

An event triggered whenever an error occurs.

5.85.4.2 OnGenerateFloatFinished

GenerateFloatFinished Crosstales.TrueRandom.TRManager.OnGenerateFloatFinished

An event triggered whenever generating floats has finished.

5.85.4.3 OnGenerateFloatStart

GenerateFloatStart Crosstales.TrueRandom.TRManager.OnGenerateFloatStart

An event triggered whenever generating floats has started.

5.85.4.4 OnGenerateIntegerFinished

GenerateIntegerFinished Crosstales.TrueRandom.TRManager.OnGenerateIntegerFinished

An event triggered whenever generating integers has finished.

5.85.4.5 OnGenerateIntegerStart

GenerateIntegerStart Crosstales.TrueRandom.TRManager.OnGenerateIntegerStart

An event triggered whenever generating integers has started.

5.85.4.6 OnGenerateSequenceFinished

`GenerateSequenceFinished` `Crosstales.TrueRandom.TRManager.OnGenerateSequenceFinished`

An event triggered whenever generating sequence has finished.

5.85.4.7 OnGenerateSequenceStart

`GenerateSequenceStart` `Crosstales.TrueRandom.TRManager.OnGenerateSequenceStart`

An event triggered whenever generating sequence has started.

5.85.4.8 OnGenerateStringFinished

`GenerateStringFinished` `Crosstales.TrueRandom.TRManager.OnGenerateStringFinished`

An event triggered whenever generating strings has finished.

5.85.4.9 OnGenerateStringStart

`GenerateStringStart` `Crosstales.TrueRandom.TRManager.OnGenerateStringStart`

An event triggered whenever generating strings has started.

5.85.4.10 OnGenerateVector2Finished

`GenerateVector2Finished` `Crosstales.TrueRandom.TRManager.OnGenerateVector2Finished`

An event triggered whenever generating Vector2 has finished.

5.85.4.11 OnGenerateVector2Start

`GenerateVector2Start` `Crosstales.TrueRandom.TRManager.OnGenerateVector2Start`

An event triggered whenever generating Vector2 has started.

5.85.4.12 OnGenerateVector3Finished

GenerateVector3Finished Crosstales.TrueRandom.TRManager.OnGenerateVector3Finished

An event triggered whenever generating Vector3 has finished.

5.85.4.13 OnGenerateVector3Start

GenerateVector3Start Crosstales.TrueRandom.TRManager.OnGenerateVector3Start

An event triggered whenever generating Vector3 has started.

5.85.4.14 OnGenerateVector4Finished

GenerateVector4Finished Crosstales.TrueRandom.TRManager.OnGenerateVector4Finished

An event triggered whenever generating Vector4 has finished.

5.85.4.15 OnGenerateVector4Start

GenerateVector4Start Crosstales.TrueRandom.TRManager.OnGenerateVector4Start

An event triggered whenever generating Vector4 has started.

5.85.4.16 OnQuotaUpdate

QuotaUpdate Crosstales.TrueRandom.TRManager.OnQuotaUpdate

An event triggered whenever the quota is updated.

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Scripts/TRManager.cs

5.86 Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.86.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstailes/TrueRandom/Editor/Integration/TrueRandomGameObject.cs

5.87 Crosstailes.TrueRandom.EditorIntegration.TrueRandomMenu Class Reference

Editor component for the "Tools"-menu.

5.87.1 Detailed Description

Editor component for the "Tools"-menu.

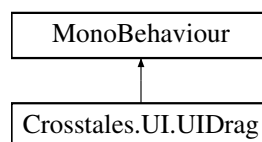
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstailes/TrueRandom/Editor/Integration/TrueRandomMenu.cs

5.88 Crosstailes.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstailes.UI.UIDrag:



Public Member Functions

- void **Start** ()
- void **OnDrag** ()

5.88.1 Detailed Description

Allow to Drag the Windows around.

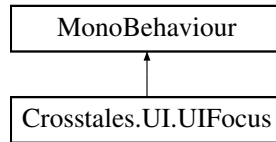
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstailes/Common/UI/Scripts/UIDrag.cs

5.89 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** ()

Panel entered.

Public Attributes

- string **ManagerName** = "Canvas"

Name of the gameobject containing the [UIWindowManager](#).

5.89.1 Detailed Description

Change the Focus on from a Window.

5.89.2 Member Function Documentation

5.89.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.89.3 Member Data Documentation

5.89.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the [UIWindowManager](#).

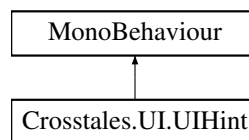
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/UI/Scripts/UIFocus.cs

5.90 Crosstales.UI.UIHint Class Reference

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

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

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

5.90.1 Detailed Description

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

5.90.2 Member Data Documentation

5.90.2.1 Delay

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

Delay in seconds before fading (default: 2).

5.90.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

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

5.90.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.90.2.4 FadeTime

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

Fade time in seconds (default: 2).

5.90.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

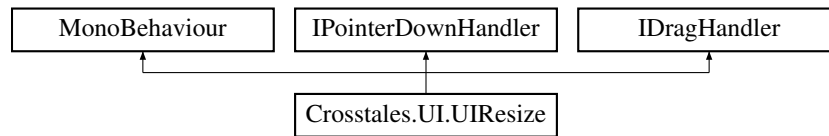
The documentation for this class was generated from the following file:

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

5.91 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.

5.91.1 Detailed Description

Resize a [UI](#) element.

5.91.2 Member Data Documentation

5.91.2.1 MaxSize

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

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

5.91.2.2 MinSize

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

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

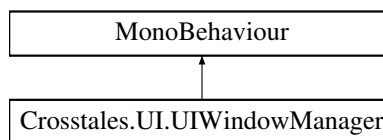
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/UI/Scripts/UI↔IResize.cs

5.92 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void **Start** ()
- void [ChangeState](#) (GameObject active)
Change the state of all windows.

Public Attributes

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

5.92.1 Detailed Description

Change the state of all Window panels.

5.92.2 Member Function Documentation

5.92.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (  
    GameObject active )
```

Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.92.3 Member Data Documentation

5.92.3.1 Windows

`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/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/UI/Scripts/UIWindowManager.cs`

5.93 Crosstales.TrueRandom.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

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

Static Public Attributes

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

5.93.1 Detailed Description

Checks for updates of the asset.

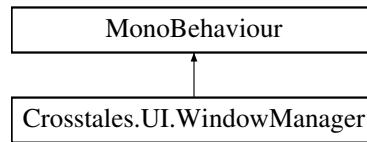
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/Task/UpdateCheck.cs`

5.94 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

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

Public Attributes

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

5.94.1 Detailed Description

Manager for a Window.

5.94.2 Member Data Documentation

5.94.2.1 Dependencies

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

Dependent GameObjects (active == open).

5.94.2.2 Speed

```
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/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/UI/Scripts/Window↵
Manager.cs

5.95 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.

5.95.1 Detailed Description

Helper-class for XML.

5.95.2 Member Function Documentation

5.95.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (
    string filename,
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.95.2.2 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

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.95.2.3 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.95.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (
    T obj,
    string filename ) [static]
```

Serialize an object to an XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.95.2.5 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (
    T obj ) [static]
```

Serialize an object to an XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-stringValid path

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/XmlHelper.cs

5.96 Crosstales.TrueRandom.Demo.ZInstaller Class Reference

Installs the 'UI'-package from [Common](#).

5.96.1 Detailed Description

Installs the 'UI'-package from [Common](#).

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

- D:/slaubenberger/git/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↔ Demos/Editor/ZInstaller.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/truerandom/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<https://forum.unity.com/threads/true-random-pro-real-randomness-for-unity.457277/>

6.4 Documentation

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

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demo

6.6.1 WebGL

<https://www.crosstales.com/media/data/assets/truerandom/webgl/>

6.7 Videos

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

6.7.1 Promotion

<https://youtu.be/BsKR3V1EZOU?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

6.7.2 Tutorial

<https://youtu.be/LHn8vRyGwu0?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

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