

Online Check PRO

Stay connected



API

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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

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

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.EditorTask Namespace Reference

Classes

- class [BaseCompileDefines](#)
Base for adding and removing the given symbols to PlayerSettings compiler define symbols.
- class [BaseInstaller](#)
Base-class for all installers.
- class [BaseSetupResources](#)
Base-class for moving all resources to 'Editor Default Resources'.
- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.
- class [RTFBCheck](#)
Search for the "Runtime File Browser" and add the compile define "CT_RTFB".
- 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 = 0, **OSX** = 1, **Linux** = 2, **IOS** = 3,
 Android = 4, **WSA** = 5, **Web** = 6, **Unsupported** = 7 }
 All available platforms.
- enum [SampleRate](#) {
 _**8000Hz** = 8000, _**11025Hz** = 11025, _**22050Hz** = 22050, _**44100Hz** = 44100,
 _**48000Hz** = 48000 }
 Typical audio sample rates.

4.6.1 Enumeration Type Documentation

4.6.1.1 Platform

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

All available platforms.

4.6.1.2 SampleRate

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

Typical audio sample rates.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class [BaseConstants](#)
 Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
 Base for various helper functions.
- class [CTHelper](#)
 Helper to reset the necessary settings.
- class [CTHelperEditor](#)
- class [CTOWCompileDefines](#)
 Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTScreenshot](#)
Take screen shots inside an application.
- class [CTWebClient](#)
Specialized WebClient.
- class [FileHelper](#)
Various helper functions for the file system.
- class [MemoryCacheStream](#)
Memory cache stream.
- class [NetworkHelper](#)
Base for various helper functions for networking.
- class [PlatformController](#)
Enables or disable game objects and scripts for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [Singleton](#)
Base-class for all singletons.
- class [SingletonHelper](#)
Helper-class for singletons.
- class [XmlHelper](#)
Helper-class for XML.

4.8 Crosstales.Internal Namespace Reference

Classes

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

4.9 Crosstales.OnlineCheck Namespace Reference

Classes

- class [OnlineCheck](#)
Checks the Internet availability.
- class [StatusChangeEvent](#)

4.10 Crosstales.OnlineCheck.Data Namespace Reference

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- class [CustomCheck](#)
Data definition of a custom check.

4.11 Crosstales.OnlineCheck.Demo Namespace Reference

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- class [EventTester](#)
Simple test script for all UnityEvent-callbacks.
- class [GUIMain](#)
Main GUI component for all demo scenes.
- class [GUINetworkInfo](#)
GUI component for NetworkInfo.
- class [GUIPing](#)
GUI component for PingCheck.
- class [GUIScenes](#)
Main GUI scene manager for all demo scenes.
- class [GUISpeed](#)
GUI component for SpeedTest.
- class [GUISpeedNET](#)
GUI component for SpeedTestNET.
- class [ZInstaller](#)
Installs the packages from [Common](#) and OnRadio.

4.12 Crosstales.OnlineCheck.Demo.Util Namespace Reference

Classes

- class [ManageEndlessMode](#)
Enable or disable EndlessMode at startup.

4.13 Crosstales.OnlineCheck.EditorBuild Namespace Reference

Classes

- class [SetAndroid](#)
Sets the required build parameters for Android.

4.14 Crosstales.OnlineCheck.EditorExtension Namespace Reference

Classes

- class [CustomCheckEditor](#)
Custom editor for the 'CustomCheck'-class.
- class [OnlineCheckEditor](#)
Custom editor for the '[OnlineCheck](#)'-class.
- class [PingCheckEditor](#)
Custom editor for the 'PingCheck'-class.
- class [ProxyEditor](#)
Custom editor for the 'Proxy'-class.
- class [SpeedTestEditor](#)
Custom editor for the 'SpeedTest'-class.
- class [SpeedTestNETEditor](#)
Custom editor for the 'SpeedTestNET'-class.

4.15 Crosstales.OnlineCheck.EditorIntegration Namespace Reference

Classes

- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigWindow](#)
Editor window extension.
- class [OnlineCheckGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [OnlineCheckMenu](#)
Editor component for the "Tools"-menu.
- class [PingCheckGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [PingCheckMenu](#)
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Editor component for the "Hierarchy"-menu.
- class [SpeedTestNETMenu](#)
Editor component for the "Tools"-menu.

4.16 Crosstales.OnlineCheck.EditorIntegration.PingCheck Namespace Reference

Classes

- class [ZInstaller](#)
Installs the Demos-package.

4.17 Crosstales.OnlineCheck.EditorIntegration.SpeedTest Namespace Reference

Classes

- class [ZInstaller](#)
Installs the Demos-package.

4.18 Crosstales.OnlineCheck.EditorIntegration.SpeedTestNET Namespace Reference

Classes

- class [ZInstaller](#)
Installs the Demos-package.

4.19 Crosstales.OnlineCheck.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 [SetupResources](#)
Moves all needed resources to 'Editor Default Resources'.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

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

4.19.1 Enumeration Type Documentation

4.19.1.1 UpdateStatus

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

All possible update stati.

4.20 Crosstales.OnlineCheck.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.

4.21 Crosstales.OnlineCheck.Model Namespace Reference

Classes

- class [NetworkInterface](#)
Model for a network interface.

4.22 Crosstales.OnlineCheck.PlayMaker Namespace Reference

Classes

- class [CheckEditor](#)
Custom editor for the Check-action.

4.23 Crosstales.OnlineCheck.Tool Namespace Reference

Classes

- class [Proxy](#)
Handles HTTP/HTTPS Internet connections via proxy server.

4.24 Crosstales.OnlineCheck.Tool.PingCheck Namespace Reference

Classes

- class [PingCheck](#)
Checks the Ping to an Internet address.
- class [PingCompleteEvent](#)
- class [SetupProject](#)
Setup the project to use [PingCheck](#).

4.25 Crosstales.OnlineCheck.Tool.SpeedTest Namespace Reference

Classes

- class [SetupProject](#)
Setup the project to use [SpeedTest](#).
- class [SpeedTest](#)
Test the download speed of the Internet connection.
- class [SpeedTestCompleteEvent](#)

4.26 Crosstales.OnlineCheck.Tool.SpeedTest.Model Namespace Reference

4.27 Crosstales.OnlineCheck.Tool.SpeedTest.Model.Enum Namespace Reference

Enumerations

- enum [TestSize](#) { **SMALL** = 0, **MEDIUM** = 1, **LARGE** = 2 }
The file sizes for [SpeedTest](#).

4.27.1 Enumeration Type Documentation

4.27.1.1 TestSize

```
enum Crosstales.OnlineCheck.Tool.SpeedTest.Model.Enum.TestSize [strong]
```

The file sizes for [SpeedTest](#).

4.28 Crosstales.OnlineCheck.Tool.SpeedTestNET Namespace Reference

Classes

- interface [ISpeedTestClient](#)
Interface for the [SpeedTestClient](#).
- class [SetupProject](#)
Setup the project to use [SpeedTestNET](#).
- class [SpeedTestClient](#)
Implementation of a [SpeedTestClient](#).
- class [SpeedTestHttpClient](#)
Specialized [HttpClient](#).
- class [SpeedTestNET](#)
Test the down- and upload speed of the Internet connection.
- class [SpeedTestNETCompleteEvent](#)

4.29 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model Namespace Reference

Classes

- class [Client](#)
Model for a client.
- class [Coordinate](#)
Model for a geo coordinate.
- class [Download](#)
Model for a download.
- class [Server](#)
Model for a server.
- class [ServerConfig](#)
Model for a server configuration.
- class [ServersList](#)
Model for a server-list.
- class [Settings](#)
Model for settings.
- class [Times](#)
Model for times.
- class [Upload](#)
Model for an upload.

4.30 Crosstales.OnlineCheck.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [Context](#)
Context for the asset.
- class [CTWebClientNotCached](#)
Specialized WebClient.
- class [Helper](#)
Various helper functions.
- class [NetworkInfo](#)
Provides extra information about the network environment.
- class [SetupProject](#)
Setup the project to use [OnlineCheck](#).

4.31 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.

4.32 Crosstales.UI.Audio Namespace Reference

Classes

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

4.33 Crosstales.UI.Util Namespace Reference

Classes

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

4.34 HutongGames Namespace Reference

4.35 HutongGames.PlayMaker Namespace Reference

4.36 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class [BaseOCAction](#)
Base class for OnlineCheck-actions in [PlayMaker](#).
- class [Check](#)
Check-action for Internet availability in [PlayMaker](#).

4.37 System Namespace Reference

4.38 System.Web Namespace Reference

Classes

- class [HttpUtility](#)

4.39 System.Web.Util Namespace Reference

Classes

- class [HttpEncoder](#)

Chapter 5

Class Documentation

5.1 Crosstales.OnlineCheck.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

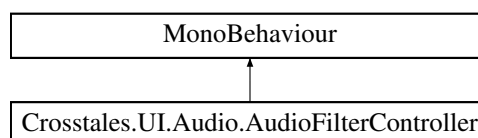
The documentation for this class was generated from the following file:

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

5.2 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



Public Member Functions

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

Public Attributes

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

5.2.1 Detailed Description

Controller for audio filters.

5.2.2 Member Function Documentation

5.2.2.1 FindAllAudioFilters()

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

Finds all audio filters in the scene.

5.2.2.2 ResetAudioFilters()

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

Resets all audio filters.

5.2.3 Member Data Documentation

5.2.3.1 FindAllAudioFiltersOnStart

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

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

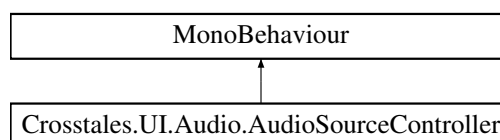
The documentation for this class was generated from the following file:

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

5.3 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



Public Member Functions

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

Public Attributes

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

5.3.1 Detailed Description

Controller for AudioSources.

5.3.2 Member Function Documentation

5.3.2.1 FindAllAudioSources()

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

Finds all audio sources in the scene.

5.3.2.2 ResetAllAudioSources()

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

Resets all audio sources.

5.3.3 Member Data Documentation

5.3.3.1 AudioSources

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

Active controlled AudioSources.

5.3.3.2 FindAllAudioSourcesOnStart

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

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

5.3.3.3 Loop

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

Loop on/off (default: false).

5.3.3.4 Mute

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

Mute on/off (default: false).

5.3.3.5 Pitch

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

Pitch of the audio (default: 1).

5.3.3.6 ResetAudioSourcesOnStart

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

Resets all active AudioSources (default: true).

5.3.3.7 StereoPan

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

Stereo pan of the audio (default: 0).

5.3.3.8 Volume

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

Volume of the audio (default: 1)

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

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

5.4 Crosstales.OnlineCheck.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.

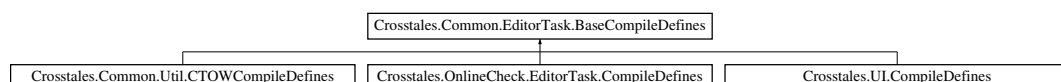
The documentation for this class was generated from the following file:

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

5.5 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)

5.5.1 Detailed Description

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

5.5.2 Member Function Documentation

5.5.2.1 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
----------------	--

5.5.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

Parameters

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

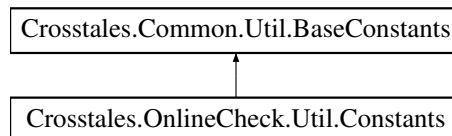
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/BaseCompileDefines.cs

5.6 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string **ASSET_AUTHOR** = "crosstales LLC"
Author of the asset.
- const string **ASSET_AUTHOR_URL** = "https://www.crosstales.com"
URL of the asset author.
- const string **ASSET_CT_URL** = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string **ASSET_SOCIAL_DISCORD** = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string **ASSET_SOCIAL_FACEBOOK** = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string **ASSET_SOCIAL_TWITTER** = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string **ASSET_SOCIAL_YOUTUBE** = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string **ASSET_SOCIAL_LINKEDIN** = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string **ASSET_3P_PLAYMAKER** = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
URL of the 3rd party asset "PlayMaker".
- const string **ASSET_3P_VOLUMETRIC_AUDIO** = "https://assetstore.unity.com/packages/slug/17125?aid=1011INGT"
URL of the 3rd party asset "Volumetric Audio".
- const string **ASSET_3P_ROCKTOMATE** = "https://assetstore.unity.com/packages/slug/156311?aid=1011INGT"
URL of the 3rd party asset "RockTomate".
- const string **ASSET_3P_RTFB** = "https://assetstore.unity.com/packages/slug/113006?aid=1011INGT"
URL of the 3rd party asset "Runtime File Browser".
- 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 System.Text.RegularExpressions.Regex **REGEX_LINEENDINGS** => _regexLineEndings ?? (←
_regexLineEndings = new System.Text.RegularExpressions.Regex(@"[\u000A\u000B\u000C\u000D\u0028\u0029\u0085]+"))
- static System.Text.RegularExpressions.Regex **REGEX_EMAIL** => _regexEmail ?? (_regexEmail = new
System.Text.RegularExpressions.Regex(@"^(?("")|"".+""@)|((([0-9a-zA-Z](\.(?!\.))|[-!#\$%&'*\+=\?^\`{|}|\~\w])*)(?<=[0-9a-zA-Z])@))?(\\|)(\{d{1,3}\}\{d{1,3}\})|((([0-9a-zA-Z]|\w)*[0-9a-zA-Z]\.)+[a-zA-Z]{2,6}))\$"))
- static System.Text.RegularExpressions.Regex **REGEX_CREDITCARD** => _regexCreditCard ?? (_regex←
CreditCard = new System.Text.RegularExpressions.Regex(@"^(?d{4}[-]){3}d{4}\$"))
- static System.Text.RegularExpressions.Regex **REGEX_URL_WEB** => _regexUrlWeb ?? (_regexUrl←
Web = new System.Text.RegularExpressions.Regex(@"^(ht|tp(s?))\:\/\/[0-9a-zA-Z]([-.\w]*[0-9a-zA-Z])*(:(0-9)*)*(\?|)([a-zA-Z0-9\-\.\!\,\'\\""+&%\$_#_-]?)?\$"))
- static System.Text.RegularExpressions.Regex **REGEX_IP_ADDRESS** => _regexIPAddress ?? (_regexI←
PAddress = new System.Text.RegularExpressions.Regex(@"^([0-9]{1,3}\.){3}[0-9]{1,3}\$"))
- static System.Text.RegularExpressions.Regex **REGEX_INVALID_CHARS** => _regexInvalidChars ?? (←
regexInvalidChars = new System.Text.RegularExpressions.Regex(@"^[^\w\.\@-]"))
- static System.Text.RegularExpressions.Regex **REGEX_ALPHANUMERIC** => _regexAlpha ?? (_regex←
Alpha = new System.Text.RegularExpressions.Regex(@"^[A-Za-z0-9_]+"))

- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_SPACES** => _regexCleanSpace ?? (↵
regexCleanSpace = new System.Text.RegularExpressions.Regex(@"\s+"))
- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_TAGS** => _regexCleanTags ?? (↵
CleanTags = new System.Text.RegularExpressions.Regex(@"<.*?>"))
- static System.Text.RegularExpressions.Regex **REGEX_DRIVE_LETTERS** => _regexDriveLetters ?? (↵
regexDriveLetters = new System.Text.RegularExpressions.Regex(@"^[a-zA-Z]:"))
- static System.Text.RegularExpressions.Regex **REGEX_FILE** => _regexFile ?? (↵
Text.RegularExpressions.Regex(@"^\.[\w]+\$"))
- const string **ALPHABET_LATIN_UPPERCASE** = "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
- const string **ALPHABET_LATIN_LOWERCASE** = "abcdefghijklmnopqrstuvwxyz"
- const string **ALPHABET_EXT_UPPERCASE** = "ÀÂÃÄÅÆÇÈÉÊËÏÎÏÏŒÛÜŮ"
- const string **ALPHABET_EXT_LOWERCASE** = "àâãäåæçèéêëïîïïŒœûüů"
- static readonly string **ALPHABET_LATIN** = \$"{ALPHABET_LATIN_UPPERCASE}{ALPHABET_EXT_UP↵
PERCASE}{ALPHABET_LATIN_LOWERCASE}{ALPHABET_EXT_LOWERCASE}"
- const string **NUMBERS** = "0123456789"
- static readonly string **SIGNS** = \$"{ALPHABET_LATIN}{NUMBERS}"
- static bool **DEV_DEBUG** = false
Development debug logging for the asset.
- static string **TEXT_TOSTRING_START** = " {"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ", "
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- const string **PREFIX_HTTP** = "http://"
- const string **PREFIX_HTTPS** = "https://"
- static int **PROCESS_KILL_TIME** = 5000
Kill processes after 5000 milliseconds.
- static string **CMD_WINDOWS_PATH** = @"C:\Windows\system32\cmd.exe"
Path to the cmd under Windows.
- static bool **SHOW_BWF_BANNER** = true
Show the BWF banner.
- static bool **SHOW_DJ_BANNER** = true
Show the DJ banner.
- static bool **SHOW_FB_BANNER** = true
Show the FB banner.
- static bool **SHOW_OC_BANNER** = true
Show the OC banner.
- static bool **SHOW_RADIO_BANNER** = true
Show the Radio banner.
- static bool **SHOW_RTV_BANNER** = true
Show the RTV banner.
- static bool **SHOW_TB_BANNER** = true
Show the TB banner.
- static bool **SHOW_TPB_BANNER** = true
Show the TPB banner.
- static bool **SHOW_TPS_BANNER** = true
Show the TPS banner.
- static bool **SHOW_TR_BANNER** = true
Show the TR banner.
- static string **APPLICATION_PATH** => [Crosstales.Common.Util.FileHelper.ValidatePath](#)(Application.data↵
Path.Substring(0, Application.dataPath.LastIndexOf('/') + 1))
Application path.

Properties

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

5.6.1 Detailed Description

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

5.6.2 Member Data Documentation

5.6.2.1 APPLICATION_PATH

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

Application path.

5.6.2.2 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".

5.6.2.3 ASSET_3P_ROCKTOMATE

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

URL of the 3rd party asset "RockTomate".

5.6.2.4 ASSET_3P_RTFB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_RTFB = "https://assetstore.unity.com/packages/slug/113006?aid=10111NGT" [static]
```

URL of the 3rd party asset "Runtime File Browser".

5.6.2.5 ASSET_3P_VOLUMETRIC_AUDIO

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

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

5.6.2.6 ASSET_AUTHOR

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

Author of the asset.

5.6.2.7 ASSET_AUTHOR_URL

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

URL of the asset author.

5.6.2.8 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.

5.6.2.9 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.

5.6.2.10 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.

5.6.2.11 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.

5.6.2.12 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.

5.6.2.13 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.

5.6.2.14 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.

5.6.2.15 ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

5.6.2.16 ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

5.6.2.17 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.

5.6.2.18 ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

5.6.2.19 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.

5.6.2.20 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.

5.6.2.21 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.

5.6.2.22 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.

5.6.2.23 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.

5.6.2.24 CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

5.6.2.25 DEV_DEBUG

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

Development debug logging for the asset.

5.6.2.26 FACTOR_GB

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

Factor for giga bytes.

5.6.2.27 FACTOR_KB

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

Factor for kilo bytes.

5.6.2.28 FACTOR_MB

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

Factor for mega bytes.

5.6.2.29 FLOAT_32768

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

Float value of 32768.

5.6.2.30 FLOAT_TOLERANCE

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

Float tolerance.

5.6.2.31 FORMAT_NO_DECIMAL_PLACES

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

ToString for no decimal places.

5.6.2.32 FORMAT_PERCENT

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

ToString for percent.

5.6.2.33 FORMAT_TWO_DECIMAL_PLACES

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

ToString for two decimal places.

5.6.2.34 PATH_DELIMITER_UNIX

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

Path delimiter for Unix.

5.6.2.35 PATH_DELIMITER_WINDOWS

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

Path delimiter for Windows.

5.6.2.36 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

5.6.2.37 SHOW_BWF_BANNER

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

Show the BWF banner.

5.6.2.38 SHOW_DJ_BANNER

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

Show the DJ banner.

5.6.2.39 SHOW_FB_BANNER

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

Show the FB banner.

5.6.2.40 SHOW_OC_BANNER

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

Show the OC banner.

5.6.2.41 SHOW_RADIO_BANNER

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

Show the Radio banner.

5.6.2.42 SHOW_RTV_BANNER

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

Show the RTV banner.

5.6.2.43 SHOW_TB_BANNER

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

Show the TB banner.

5.6.2.44 SHOW_TPB_BANNER

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

Show the TPB banner.

5.6.2.45 SHOW_TPS_BANNER

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

Show the TPS banner.

5.6.2.46 SHOW_TR_BANNER

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

Show the TR banner.

5.6.3 Property Documentation

5.6.3.1 PREFIX_FILE

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

URL prefix for files.

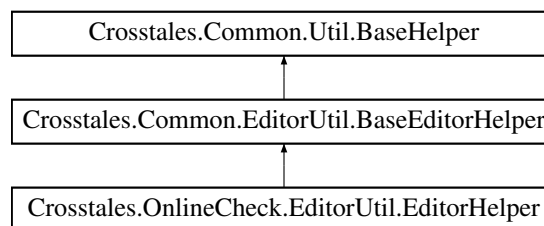
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/BaseConstants.cs

5.7 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

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

Static Public Attributes

- static Texture2D **Logo_Asset_BWF** => loadImage(ref logo_asset_bwf, "logo_asset_bwf.png")
- static Texture2D **Logo_Asset_DJ** => loadImage(ref logo_asset_dj, "logo_asset_dj.png")
- static Texture2D **Logo_Asset_FB** => loadImage(ref logo_asset_fb, "logo_asset_fb.png")
- static Texture2D **Logo_Asset_OC** => loadImage(ref logo_asset_oc, "logo_asset_oc.png")
- static Texture2D **Logo_Asset_Radio** => loadImage(ref logo_asset_radio, "logo_asset_radio.png")
- static Texture2D **Logo_Asset_RTV** => loadImage(ref logo_asset_rtv, "logo_asset_rtv.png")
- static Texture2D **Logo_Asset_TB** => loadImage(ref logo_asset_tb, "logo_asset_tb.png")
- static Texture2D **Logo_Asset_TPB** => loadImage(ref logo_asset_tpb, "logo_asset_tpb.png")
- static Texture2D **Logo_Asset_TPS** => loadImage(ref logo_asset_tps, "logo_asset_tps.png")
- static Texture2D **Logo_Asset_TR** => loadImage(ref logo_asset_tr, "logo_asset_tr.png")
- static Texture2D **Logo_CT** => loadImage(ref logo_ct, "logo_ct.png")
- static Texture2D **Logo_Unity** => loadImage(ref logo_unity, "logo_unity.png")
- static Texture2D **Icon_Save** => loadImage(ref icon_save, "icon_save.png")
- static Texture2D **Icon_Reset** => loadImage(ref icon_reset, "icon_reset.png")
- static Texture2D **Icon_Refresh** => loadImage(ref icon_refresh, "icon_refresh.png")
- static Texture2D **Icon_Delete** => loadImage(ref icon_delete, "icon_delete.png")
- static Texture2D **Icon_Folder** => loadImage(ref icon_folder, "icon_folder.png")
- static Texture2D **Icon_Plus** => loadImage(ref icon_plus, "icon_plus.png")
- static Texture2D **Icon_Minus** => loadImage(ref icon_minus, "icon_minus.png")
- static Texture2D **Icon_Manual** => loadImage(ref icon_manual, "icon_manual.png")
- static Texture2D **Icon_API** => loadImage(ref icon_api, "icon_api.png")
- static Texture2D **Icon_Forum** => loadImage(ref icon_forum, "icon_forum.png")
- static Texture2D **Icon_Product** => loadImage(ref icon_product, "icon_product.png")
- static Texture2D **Icon_Check** => loadImage(ref icon_check, "icon_check.png")
- static Texture2D **Social_Discord** => loadImage(ref social_Discord, "social_Discord.png")
- static Texture2D **Social_Facebook** => loadImage(ref social_Facebook, "social_Facebook.png")
- static Texture2D **Social_Twitter** => loadImage(ref social_Twitter, "social_Twitter.png")
- static Texture2D **Social_Youtube** => loadImage(ref social_Youtube, "social_Youtube.png")
- static Texture2D **Social_Linkedin** => loadImage(ref social_Linkedin, "social_Linkedin.png")
- static Texture2D **Video_Promo** => loadImage(ref video_promo, "video_promo.png")
- static Texture2D **Video_Tutorial** => loadImage(ref video_tutorial, "video_tutorial.png")
- static Texture2D **Icon_Videos** => loadImage(ref icon_videos, "icon_videos.png")
- static Texture2D **Icon_3p_Assets** => loadImage(ref icon_3p_assets, "icon_3p_assets.png")
- static Texture2D **Asset_PlayMaker** => loadImage(ref asset_PlayMaker, "asset_PlayMaker.png")
- static Texture2D **Asset_VolumetricAudio** => loadImage(ref asset_VolumetricAudio, "asset_VolumetricAudio.png")
- static Texture2D **Asset_RockTomate** => loadImage(ref asset_rocktomate, "asset_rocktomate.png")
- static Texture2D **Asset_RTFB** => loadImage(ref asset_RTFB, "asset_RTFB.png")

Additional Inherited Members

5.7.1 Detailed Description

Base for various Editor helper functions.

5.7.2 Member Function Documentation

5.7.2.1 CreateAsset< T >()

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

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

Parameters

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

Returns

The new asset.

Type Constraints

T* : *ScriptableObject

5.7.2.2 FindAssetsByType< T >()

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

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T* : *Object

5.7.2.3 GetBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

Parameters

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

Returns

The build name for a BuildTarget.

5.7.2.4 GetBuildTargetForBuildName()

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

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

Parameters

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

Returns

The BuildTarget for a build name.

5.7.2.5 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

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

5.7.2.6 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.

5.7.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.7.2.8 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).
----------------	---

5.7.2.9 RestartUnity()

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

Restart Unity.

Parameters

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

5.7.2.10 SeparatorUI()

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

Shows a separator-UI.

Parameters

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

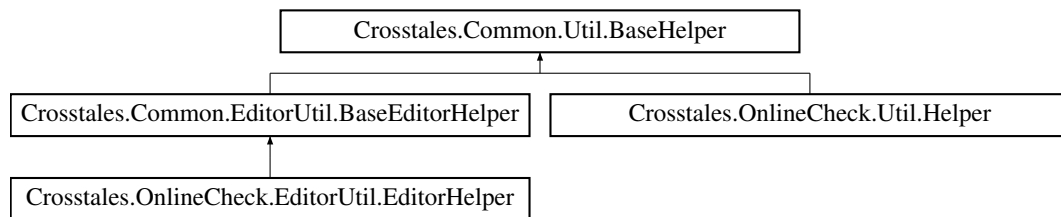
The documentation for this class was generated from the following file:

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

5.8 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

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

Static Public Attributes

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

Static Protected Attributes

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

Properties

- static System.Globalization.CultureInfo **BaseCulture** [get]
The current culture of the application.
- static bool **isIL2CPP** [get]
Checks if the current build target uses IL2CPP.
- static Crosstales.Common.Model.Enum.Platform? **CurrentPlatform** [get]
Returns the current platform.
- static int **AndroidAPILevel** [get]
Returns the Android API level of the current device (Android only)".
- 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.

5.8.1 Detailed Description

Base for various helper functions.

5.8.2 Member Function Documentation

5.8.2.1 CreateString()

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

Creates a string of characters with a given length.

Parameters

<i>generateChars</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

5.8.2.2 FormatBytesToHRF()

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

Format byte-value to Human-Readable-Form.

Parameters

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

Returns

Formatted byte-value in Human-Readable-Form.

5.8.2.3 FormatSecondsToHRF()

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

Format seconds to Human-Readable-Form.

Parameters

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

Returns

Formatted seconds in Human-Readable-Form.

5.8.2.4 GenerateLoremIpsum()

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

Generates a "Lorem Ipsum" based on various parameters.

Parameters

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

Returns

"Lorem Ipsum" based on the given parameters.

5.8.2.5 GetArgument()

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

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

Parameters

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

Returns

Argument for a name from the url or command line.

5.8.2.6 GetArguments()

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

Returns all arguments from the url or command line.

Returns

Arguments from the url or command line.

5.8.2.7 HSVToRGB()

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

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

Parameters

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

Returns

True if the current platform is supported.

5.8.2.8 InvokeMethod()

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

Invokes a public static method on a full qualified class.

Parameters

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

5.8.2.9 ISO639ToLanguage()

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

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

Parameters

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

Returns

"SystemLanguage for the given ISO639-1 code.

5.8.2.10 LanguageToISO639()

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

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

Parameters

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

Returns

"ISO639-1 code for the given SystemLanguage.

5.8.2.11 SplitStringToLines()

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

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

Parameters

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

Returns

Splitted lines as array

5.8.3 Member Data Documentation**5.8.3.1 isAppleBasedPlatform**

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

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

Returns

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

5.8.3.2 isEditor

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.8.3.3 isEditorMode

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.8.3.4 isIOSBasedPlatform

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

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

Returns

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

5.8.3.5 isMobilePlatform

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

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

Returns

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

5.8.3.6 isStandalonePlatform

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

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

Returns

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

5.8.3.7 isWebPlatform

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

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

Returns

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

5.8.3.8 isWindowsBasedPlatform

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

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

Returns

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

5.8.3.9 isWSABasedPlatform

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

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

Returns

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

5.8.4 Property Documentation

5.8.4.1 AndroidAPILevel

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

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

Returns

The Android API level of the current device.

5.8.4.2 BaseCulture

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

The current culture of the application.

Returns

Culture of the application.

5.8.4.3 CurrentPlatform

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

Returns the current platform.

Returns

The current platform.

5.8.4.4 isAndroidPlatform

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.8.4.5 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.

5.8.4.6 isIOSPlatform

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.8.4.7 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.

5.8.4.8 isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.8.4.9 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.

5.8.4.10 isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.8.4.11 isPS4Platform

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

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.8.4.12 isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.8.4.13 isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.8.4.14 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.

5.8.4.15 isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.8.4.16 isWSAPlatform

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.8.4.17 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

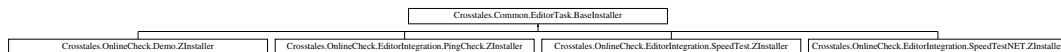
The documentation for this class was generated from the following file:

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

5.9 Crosstales.Common.EditorTask.BaseInstaller Class Reference

Base-class for all installers.

Inheritance diagram for Crosstales.Common.EditorTask.BaseInstaller:



Static Public Member Functions

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

Static Protected Member Functions

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

5.9.1 Detailed Description

Base-class for all installers.

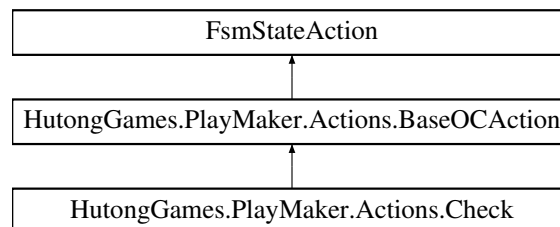
The documentation for this class was generated from the following file:

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

5.10 HutongGames.PlayMaker.Actions.BaseOAction Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseOAction:



Public Attributes

- FsmEvent **sendEvent**

5.10.1 Detailed Description

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

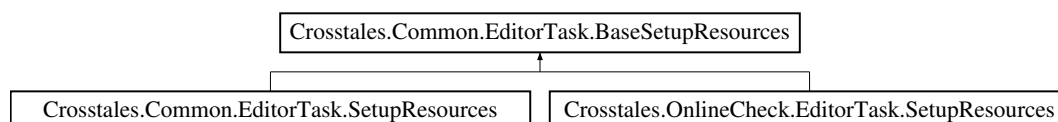
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/OnlineCheck/3rd party/PlayMaker/Scripts/BaseOAction.cs

5.11 Crosstailes.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstailes.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'.

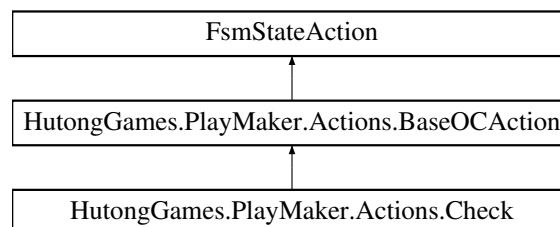
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↔ Editor/Task/BaseSetupResources.cs

5.12 HutongGames.PlayMaker.Actions.Check Class Reference

Check-action for Internet availability in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Check:



Public Member Functions

- override void **Awake** ()
- override void **OnEnter** ()

Public Attributes

- FsmInt [IntervalMin](#) = 4
Minimum delay between checks in seconds (default: 4, range: 3 - 120).
- FsmInt [IntervalMax](#) = 10
Maximum delay between checks in seconds (default: 10, range: 4 - 120).
- FsmInt [Timeout](#) = 2
Timeout for every check in seconds (default: 2, range: 1 - 20).
- FsmBool [isInternetAvailable](#)
Checks if an Internet connection is available (output variable).

5.12.1 Detailed Description

Check-action for Internet availability in [PlayMaker](#).

5.12.2 Member Data Documentation

5.12.2.1 IntervalMax

```
FsmInt HutongGames.PlayMaker.Actions.Check.IntervalMax = 10
```

Maximum delay between checks in seconds (default: 10, range: 4 - 120).

5.12.2.2 IntervalMin

```
FsmInt HutongGames.PlayMaker.Actions.Check.IntervalMin = 4
```

Minimum delay between checks in seconds (default: 4, range: 3 - 120).

5.12.2.3 isInternetAvailable

```
FsmBool HutongGames.PlayMaker.Actions.Check.isInternetAvailable
```

Checks if an Internet connection is available (output variable).

5.12.2.4 Timeout

```
FsmInt HutongGames.PlayMaker.Actions.Check.Timeout = 2
```

Timeout for every check in seconds (default: 2, range: 1 - 20).

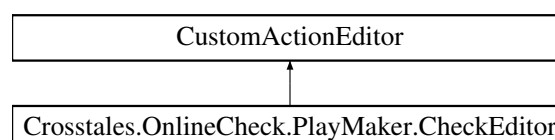
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/3rd party/PlayMaker/Scripts/Check.cs

5.13 Crosstales.OnlineCheck.PlayMaker.CheckEditor Class Reference

Custom editor for the Check-action.

Inheritance diagram for Crosstales.OnlineCheck.PlayMaker.CheckEditor:



Public Member Functions

- override bool **OnGUI** ()

5.13.1 Detailed Description

Custom editor for the Check-action.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/3rd party/PlayMaker/Scripts/Editor/CheckEditor.cs

5.14 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Client Class Reference

[Model](#) for a client.

Public Attributes

- [Coordinate](#) **GeoCoordinate** => geoCoordinate.Value

Properties

- string **Ip** [get, set]
- double **Latitude** [get, set]
- double **Longitude** [get, set]
- string **Isp** [get, set]
- double **IspRating** [get, set]
- double **Rating** [get, set]
- int **IspAvarageDownloadSpeed** [get, set]
- int **IspAvarageUploadSpeed** [get, set]

5.14.1 Detailed Description

[Model](#) for a client.

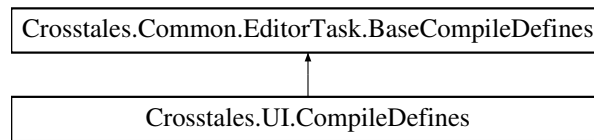
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ SpeedTestNET/Scripts/Model/Client.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.

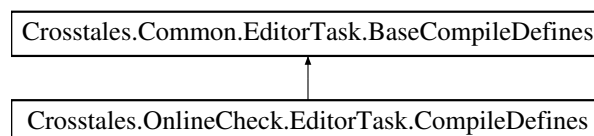
The documentation for this class was generated from the following file:

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

5.16 Crosstales.OnlineCheck.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.OnlineCheck.EditorTask.CompileDefines:



Additional Inherited Members

5.16.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

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

5.17 Crosstailes.OnlineCheck.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 [isLoading](#)
Is the configuration loaded?

5.17.1 Detailed Description

Configuration for the asset.

5.17.2 Member Function Documentation

5.17.2.1 Load()

```
static void Crosstailes.OnlineCheck.Util.Config.Load ( ) [static]
```

Loads the all changeable variables.

5.17.2.2 Reset()

```
static void Crosstailes.OnlineCheck.Util.Config.Reset ( ) [static]
```

Resets all changeable variables to their default value.

5.17.2.3 Save()

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

Saves the all changeable variables.

5.17.3 Member Data Documentation

5.17.3.1 DEBUG

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

Enable or disable debug logging for the asset.

5.17.3.2 isLoaded

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

Is the configuration loaded?

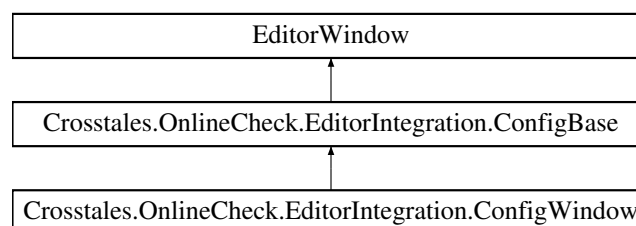
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔
Scripts/Util/Config.cs

5.18 Crosstales.OnlineCheck.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.18.1 Detailed Description

Base class for editor windows.

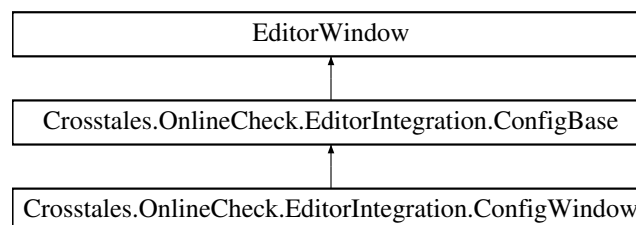
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔ Scripts/Editor/Integration/ConfigBase.cs

5.19 Crosstales.OnlineCheck.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.ConfigWindow:



Static Public Member Functions

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

Additional Inherited Members

5.19.1 Detailed Description

Editor window extension.

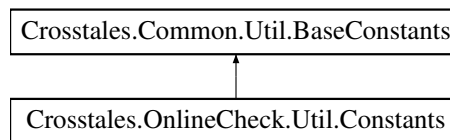
The documentation for this class was generated from the following file:

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

5.20 Crosstales.OnlineCheck.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.OnlineCheck.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "Online Check PRO"
Name of the asset.
- const string **ASSET_NAME_SHORT** = "OC PRO"
Short name of the asset.
- const string **ASSET_VERSION** = "2023.2.0"
Version of the asset.
- const int **ASSET_BUILD** = 20230618
Build number of the asset.
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2017, 5, 4)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2023, 6, 18)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
URL of the PRO asset in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/onlinecheck_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "onlinecheck@crosstales.com"
Contact to the owner of the asset.
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/OnlineCheck/OnlineCheck-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "https://crosstales.com/media/data/assets/OnlineCheck/api"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "https://forum.unity.com/threads/online-check-pro-verify-internet-reachability.472558/"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/OnlineCheck/"
URL of the asset in crosstales.
- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/pPvKE-eyxV4?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the promotion video of the asset (Youtube).
- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/bNdafUNcs68?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the tutorial video of the asset (Youtube).
- const string **KEY_PREFIX** = "ONLINECHECK_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"

- const string [ONLINECHECK_SCENE_OBJECT_NAME](#) = "OnlineCheck"
OnlineCheck prefab scene name.
- const string [PROXY_SCENE_OBJECT_NAME](#) = "Proxy"
Proxy prefab scene name.
- const string [PINGCHECK_SCENE_OBJECT_NAME](#) = "PingCheck"
PingCheck prefab scene name.
- const string [SPEEDTEST_SCENE_OBJECT_NAME](#) = "SpeedTest"
SpeedTest prefab scene name.
- const string [SPEEDTESTNET_SCENE_OBJECT_NAME](#) = "SpeedTestNET"
SpeedTestNET prefab scene name.
- const string **TAB** = "\\t\\t"

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_API_URL

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

URL of the asset API.

5.20.2.2 ASSET_BUILD

```
const int Crosstales.OnlineCheck.Util.Constants.ASSET_BUILD = 20230618 [static]
```

Build number of the asset.

5.20.2.3 ASSET_CHANGED

```
readonly System.DateTime Crosstales.OnlineCheck.Util.Constants.ASSET_CHANGED = new System.↵  
DateTime(2023, 6, 18) [static]
```

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

5.20.2.4 ASSET_CONTACT

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_CONTACT = "onlinecheck@crosstales.↵  
com" [static]
```

Contact to the owner of the asset.

5.20.2.5 ASSET_CREATED

```
readonly System.DateTime Crosstales.OnlineCheck.Util.Constants.ASSET_CREATED = new System.↵  
DateTime(2017, 5, 4) [static]
```

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

5.20.2.6 ASSET_FORUM_URL

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.↵  
com/threads/online-check-pro-verify-internet-reachability.472558/" [static]
```

URL of the asset forum.

5.20.2.7 ASSET_MANUAL_URL

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

URL of the asset manual.

5.20.2.8 ASSET_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_NAME = "Online Check PRO" [static]
```

Name of the asset.

5.20.2.9 ASSET_NAME_SHORT

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

Short name of the asset.

5.20.2.10 ASSET_PRO_URL

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

URL of the PRO asset in UAS.

5.20.2.11 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

5.20.2.12 ASSET_VERSION

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_VERSION = "2023.2.0" [static]
```

Version of the asset.

5.20.2.13 ASSET_VIDEO_PROMO

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/pPv↵  
KE-eyxV4?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

5.20.2.14 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.OnlineCheck.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.↵  
be/bNdafUNcs68?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

5.20.2.15 ASSET_WEB_URL

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

URL of the asset in crosstales.

5.20.2.16 ONLINECHECK_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.ONLINECHECK_SCENE_OBJECT_NAME = "Online↔  
Check" [static]
```

[OnlineCheck](#) prefab scene name.

5.20.2.17 PINGCHECK_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.PINGCHECK_SCENE_OBJECT_NAME = "PingCheck"  
[static]
```

PingCheck prefab scene name.

5.20.2.18 PROXY_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.PROXY_SCENE_OBJECT_NAME = "Proxy" [static]
```

Proxy prefab scene name.

5.20.2.19 SPEEDTEST_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.SPEEDTEST_SCENE_OBJECT_NAME = "SpeedTest"  
[static]
```

SpeedTest prefab scene name.

5.20.2.20 SPEEDTESTNET_SCENE_OBJECT_NAME

```
const string Crosstales.OnlineCheck.Util.Constants.SPEEDTESTNET_SCENE_OBJECT_NAME = "Speed↔  
TestNET" [static]
```

SpeedTestNET prefab scene name.

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

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

5.21 Crosstales.OnlineCheck.Util.Context Class Reference

[Context](#) for the asset.

Static Public Attributes

- static int [NumberOfChecks](#) = 0
The current total number of checks.
- static float [Runtime](#) = 0f
Time since start of the scene.
- static float [Uptime](#) = 0f
The current total of Internet availability uptime.
- static float [ChecksPerMinute](#) => [NumberOfChecks](#) / ([Runtime](#) / 60f)
Calculates checks per minute.
- static float [Downtime](#) => [Runtime](#) - [Uptime](#)
Calculates Internet unavailability.

5.21.1 Detailed Description

[Context](#) for the asset.

5.21.2 Member Data Documentation

5.21.2.1 ChecksPerMinute

```
float Crosstales.OnlineCheck.Util.Context.ChecksPerMinute => NumberOfChecks / (Runtime / 60f)  
[static]
```

Calculates checks per minute.

Returns

Returns checks done within 60 seconds

5.21.2.2 Downtime

```
float Crosstales.OnlineCheck.Util.Context.Downtime => Runtime - Uptime [static]
```

Calculates Internet unavailability.

Returns

Returns downtime in seconds.

5.21.2.3 NumberOfChecks

```
int Crosstales.OnlineCheck.Util.Context.NumberOfChecks = 0 [static]
```

The current total number of checks.

5.21.2.4 Runtime

```
float Crosstales.OnlineCheck.Util.Context.Runtime = 0f [static]
```

Time since start of the scene.

5.21.2.5 Uptime

```
float Crosstales.OnlineCheck.Util.Context.Uptime = 0f [static]
```

The current total of Internet availability uptime.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔ Scripts/Util/Context.cs

5.22 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Coordinate Class Reference

[Model](#) for a geo coordinate.

Public Member Functions

- **Coordinate** (double latitude, double longitude)
- double **GetDistanceTo** ([Coordinate](#) other)

Properties

- double **Latitude** [get]
- double **Longitude** [get]

5.22.1 Detailed Description

[Model](#) for a geo coordinate.

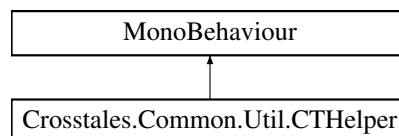
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ SpeedTestNET/Scripts/Model/Coordinate.cs

5.23 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:



Properties

- static [CTHelper Instance](#) [get]

5.23.1 Detailed Description

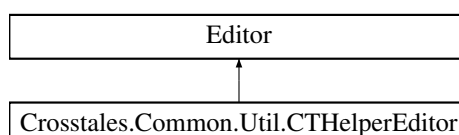
Helper to reset the necessary settings.

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

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

5.24 Crosstales.Common.Util.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.CTHelperEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

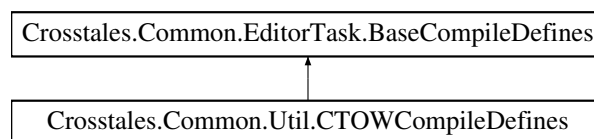
The documentation for this class was generated from the following file:

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

5.25 Crosstales.Common.Util.CTOWCompileDefines Class Reference

Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTOWCompileDefines:



Additional Inherited Members

5.25.1 Detailed Description

Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/CT↔ OpenWindow/Editor/CTOWCompileDefines.cs

5.26 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

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

5.26.1 Detailed Description

Wrapper for the PlayerPrefs.

5.26.2 Member Function Documentation

5.26.2.1 DeleteAll()

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

Deletes all keys.

5.26.2.2 DeleteKey()

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

Delete the key.

Parameters

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

5.26.2.3 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.

5.26.2.4 GetColor()

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

Allows to get a Color from a key.

Parameters

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

Returns

Value for the key.

5.26.2.5 GetDate()

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

Allows to get a DateTime from a key.

Parameters

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

Returns

Value for the key.

5.26.2.6 GetFloat()

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

Allows to get a float from a key.

Parameters

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

Returns

Value for the key.

5.26.2.7 GetInt()

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

Allows to get an int from a key.

Parameters

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

Returns

Value for the key.

5.26.2.8 GetLanguage()

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

Allows to get a SystemLanguage from a key.

Parameters

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

Returns

Value for the key.

5.26.2.9 GetQuaternion()

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

Allows to get a Quaternion from a key.

Parameters

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

Returns

Value for the key.

5.26.2.10 GetString()

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

Allows to get a string from a key.

Parameters

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

Returns

Value for the key.

5.26.2.11 GetVector2()

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

Allows to get a Vector2 from a key.

Parameters

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

Returns

Value for the key.

5.26.2.12 GetVector3()

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

Allows to get a Vector3 from a key.

Parameters

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

Returns

Value for the key.

5.26.2.13 GetVector4()

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

Allows to get a Vector4 from a key.

Parameters

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

Returns

Value for the key.

5.26.2.14 HasKey()

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

Exists the key?

Parameters

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

Returns

Value for the key.

5.26.2.15 Save()

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

Saves all modifications.

5.26.2.16 SetBool()

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

Allows to set a bool for a key.

Parameters

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

5.26.2.17 SetColor()

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

Allows to set a Color for a key.

Parameters

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

5.26.2.18 SetDate()

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

Allows to set a DateTime for a key.

Parameters

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

5.26.2.19 SetFloat()

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

Allows to set a float for a key.

Parameters

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

5.26.2.20 SetInt()

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

Allows to set an int for a key.

Parameters

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

5.26.2.21 SetLanguage()

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

Allows to set a SystemLanguage for a key.

Parameters

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

5.26.2.22 SetQuaternion()

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



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

Allows to set a Quaternion for a key.

Parameters

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

5.26.2.23 SetString()

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

Allows to set a string for a key.

Parameters

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

5.26.2.24 SetVector2()

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

Allows to set a Vector2 for a key.

Parameters

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

5.26.2.25 SetVector3()

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

Allows to set a Vector3 for a key.

Parameters

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

5.26.2.26 SetVector4()

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

Allows to set a Vector4 for a key.

Parameters

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

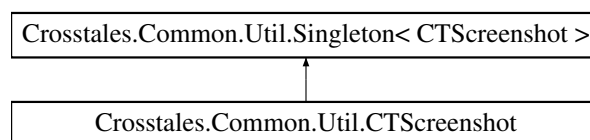
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↔
Util/CTPlayerPrefs.cs

5.27 Crosstales.Common.Util.CTScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.CTScreenshot:

**Public Member Functions**

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

Public Attributes

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

Additional Inherited Members

5.27.1 Detailed Description

Take screen shots inside an application.

5.27.2 Member Function Documentation

5.27.2.1 Capture()

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

Capture the screen.

5.27.3 Member Data Documentation

5.27.3.1 KeyCode

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

summary>Show file location (default: true).

5.27.3.2 Prefix

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

Prefix for the generate file names.

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

5.27.3.3 Scale

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

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

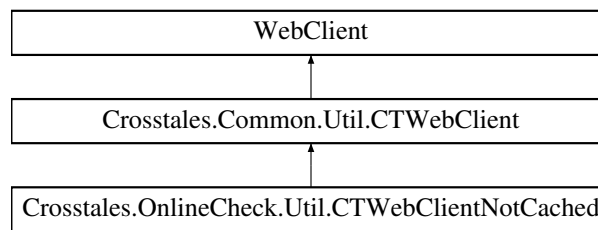
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/Common/Extras/CTScreenshot/Scripts/CTScreenshot.cs

5.28 Crosstailes.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstailes.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

5.28.1 Detailed Description

Specialized WebClient.

5.28.2 Property Documentation

5.28.2.1 ConnectionLimit

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

Connection limit for all WebClients

5.28.2.2 Timeout

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

Timeout in milliseconds

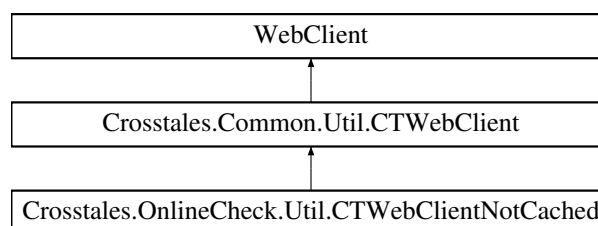
The documentation for this class was generated from the following file:

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

5.29 Crosstales.OnlineCheck.Util.CTWebClientNotCached Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.OnlineCheck.Util.CTWebClientNotCached:



Public Member Functions

- **CTWebClientNotCached** (int timeout, int connectionLimit=20)

Protected Member Functions

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

Additional Inherited Members

5.29.1 Detailed Description

Specialized WebClient.

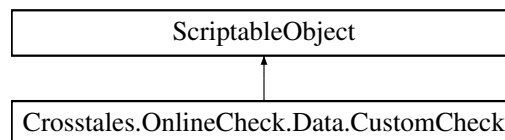
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔ Scripts/Util/CTWebClientNotCached.cs

5.30 Crosstales.OnlineCheck.Data.CustomCheck Class Reference

[Data](#) definition of a custom check.

Inheritance diagram for Crosstales.OnlineCheck.Data.CustomCheck:



Public Member Functions

- override string **Tostring** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Properties

- string [URL](#) [get, set]
Custom URL to perform the Internet availability tests e.g. <https://mydomain.com/connect.txt>. The host should be https-based and provide an 'Access-Control-Allow-Origin' header.
- string [ExpectedData](#) [get, set]
Expected data from the custom URL (as string).
- bool [DataMustBeEquals](#) [get, set]
Compares the custom data with 'equals' to the expected data.
- bool [UseOnlyCustom](#) [get, set]
Use only the custom url for Internet availability tests and ignores all built-in checks.
- bool [ShowErrors](#) [get, set]
Displays all connection errors.
- int [HeaderSize](#) [get, set]
Size of the request header.

5.30.1 Detailed Description

[Data](#) definition of a custom check.

5.30.2 Property Documentation

5.30.2.1 DataMustBeEquals

```
bool Crosstales.OnlineCheck.Data.CustomCheck.DataMustBeEquals [get], [set]
```

Compares the custom data with 'equals' to the expected data.

5.30.2.2 ExpectedData

```
string Crosstales.OnlineCheck.Data.CustomCheck.ExpectedData [get], [set]
```

Expected data from the custom URL (as string).

5.30.2.3 HeaderSize

```
int Crosstales.OnlineCheck.Data.CustomCheck.HeaderSize [get], [set]
```

Size of the request header.

5.30.2.4 ShowErrors

```
bool Crosstales.OnlineCheck.Data.CustomCheck.ShowErrors [get], [set]
```

Displays all connection errors.

5.30.2.5 URL

```
string Crosstales.OnlineCheck.Data.CustomCheck.URL [get], [set]
```

Custom URL to perform the Internet availability tests e.g. <https://mydomain.com/connect.txt>. The host should be https-based and provide an 'Access-Control-Allow-Origin' header.

5.30.2.6 UseOnlyCustom

```
bool Crosstales.OnlineCheck.Data.CustomCheck.UseOnlyCustom [get], [set]
```

Use only the custom url for Internet availability tests and ignores all built-in checks.

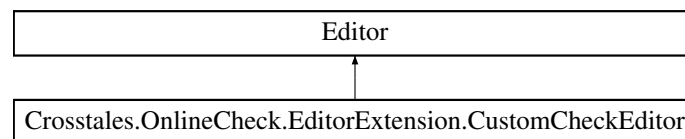
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔ Scripts/Data/CustomCheck.cs

5.31 Crosstales.OnlineCheck.EditorExtension.CustomCheckEditor Class Reference

Custom editor for the 'CustomCheck'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.CustomCheckEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.31.1 Detailed Description

Custom editor for the 'CustomCheck'-class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔ Scripts/Editor/Extension/CustomCheckEditor.cs

5.32 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Download Class Reference

[Model](#) for a download.

Properties

- int **TestLength** [get, set]
- string **InitialTest** [get, set]
- string **MinTestSize** [get, set]
- int **ThreadsPerUrl** [get, set]

5.32.1 Detailed Description

[Model](#) for a download.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔
SpeedTestNET/Scripts/Model/Download.cs

5.33 Crosstales.OnlineCheck.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](#) = Crosstales.OnlineCheck.EditorUtil.EditorConstants.DEFAULT_UPDATE_↔
CHECK
Enable or disable update-checks for the asset.
- static bool [COMPILE_DEFINES](#) = Crosstales.OnlineCheck.EditorUtil.EditorConstants.DEFAULT_COMPIL↔
E_DEFINES
Enable or disable adding compile define "CT_OC" for the asset.
- static bool [PREFAB_AUTOLOAD](#) = Crosstales.OnlineCheck.EditorUtil.EditorConstants.DEFAULT_PREF↔
AB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static bool [HIERARCHY_ICON](#) = Crosstales.OnlineCheck.EditorUtil.EditorConstants.DEFAULT_HIERAR↔
CHY_ICON
Enable or disable the icon in the hierarchy.
- static bool [isLoading](#)
Is the configuration loaded?
- static string [PREFAB_PATH](#) => [ASSET_PATH](#) + Crosstales.OnlineCheck.EditorUtil.EditorConstants.PREFAB_SUBPATH
Returns the path of the prefabs.

Properties

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

5.33.1 Detailed Description

Editor configuration for the asset.

5.33.2 Member Function Documentation

5.33.2.1 Load()

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

Loads the all changeable variables.

5.33.2.2 Reset()

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

Resets all changeable variables to their default value.

5.33.2.3 Save()

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

Saves the all changeable variables.

5.33.3 Member Data Documentation

5.33.3.1 COMPILE_DEFINES

```
bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.COMPILE_DEFINES = Crosstales.Online←  
Check.EditorUtil.EditorConstants.DEFAULT_COMPILE_DEFINES [static]
```

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

5.33.3.2 HIERARCHY_ICON

```
bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.HIERARCHY_ICON = Crosstales.OnlineCheck.EditorUtil.EditorConstants.DEFAULT_HIERARCHY_ICON [static]
```

Enable or disable the icon in the hierarchy.

5.33.3.3 isLoaded

```
bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.isLoaded [static]
```

Is the configuration loaded?

5.33.3.4 PREFAB_AUTOLOAD

```
bool Crosstales.OnlineCheck.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = Crosstales.OnlineCheck.EditorUtil.EditorConstants.DEFAULT_PREFAB_AUTOLOAD [static]
```

Automatically load and add the prefabs to the scene.

5.33.3.5 PREFAB_PATH

```
string Crosstales.OnlineCheck.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + Crosstales.OnlineCheck.EditorUtil.EditorConstants.DEFAULT_PREFAB_PATH [static]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

5.33.3.6 UPDATE_CHECK

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

Enable or disable update-checks for the asset.

5.33.4 Property Documentation

5.33.4.1 ASSET_PATH

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

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Scripts/Editor/Util/EditorConfig.cs ↩

5.34 Crosstales.OnlineCheck.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = Constants.KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_PREFAB_AUTOLOAD** = Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/[OnlineCheck](#)"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string **PREFAB_SUBPATH** = "Resources/Prefabs/"
 - Sub-path to the prefabs.*
- static string **ASSET_URL** => Constants.ASSET_PRO_URL
 - Returns the URL of the asset in UAS.*
- static string **ASSET_ID** => "74688"
 - Returns the ID of the asset in UAS.*
- static System.Guid **ASSET_UID** => new System.Guid("8d9c788b-065f-410e-ba67-f44e997d1a9c")
 - Returns the UID of the asset.*

5.34.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.34.2 Member Data Documentation

5.34.2.1 ASSET_ID

```
string Crosstales.OnlineCheck.EditorUtil.EditorConstants.ASSET_ID => "74688" [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.34.2.2 ASSET_UID

```
System.Guid Crosstales.OnlineCheck.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("8d9c788b-065f-410a-8000-000000000000") [static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.34.2.3 ASSET_URL

```
string Crosstales.OnlineCheck.EditorUtil.EditorConstants.ASSET_URL => Constants.ASSET_PRO_URL [static]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.34.2.4 PREFAB_SUBPATH

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

Sub-path to the prefabs.

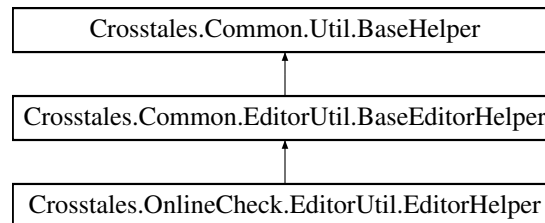
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Scripts/Editor/Util/EditorConstants.cs

5.35 Crosstales.OnlineCheck.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.OnlineCheck.EditorUtil.EditorHelper:



Static Public Member Functions

- static void [OCUnavailable](#) ()
Shows an "Online Check unavailable"-UI.
- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.

Static Public Attributes

- const int [GO_ID](#) = 29
Start index inside the "GameObject"-menu.
- const int [MENU_ID](#) = 11415
Start index inside the "Tools"-menu.
- static Texture2D [Logo_Asset](#) => loadImage(ref logo_asset, "logo_asset_pro.png")
- static Texture2D [Logo_Asset_Small](#) => loadImage(ref logo_asset_small, "logo_asset_small_pro.png")
- static bool [isOnlineCheckInScene](#) => GameObject.FindFirstObjectByType<[OnlineCheck](#)>() != null
Checks if the 'OnlineCheck'-prefab is in the scene.
- static bool [isProxyInScene](#) => GameObject.FindFirstObjectByType<[Tool.Proxy](#)>() != null
Checks if the 'Proxy'-prefab is in the scene.
- static bool [isPingInScene](#) => GameObject.Find(Constants.PINGCHECK_SCENE_OBJECT_NAME) != null
Checks if the 'PingCheck'-prefab is in the scene.
- static bool [isSpeedTestInScene](#) => GameObject.Find(Constants.SPEEDTEST_SCENE_OBJECT_NAME) != null
Checks if the 'SpeedTest'-prefab is in the scene.
- static bool [isSpeedTestNETInScene](#) => GameObject.Find(Constants.SPEEDTESTNET_SCENE_OBJECT_NAME) != null
Checks if the 'SpeedTestNET'-prefab is in the scene.

Additional Inherited Members

5.35.1 Detailed Description

Editor helper class.

5.35.2 Member Function Documentation

5.35.2.1 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

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

5.35.2.2 OCUnavailable()

```
static void Crosstales.OnlineCheck.EditorUtil.EditorHelper.OCUnavailable ( ) [static]
```

Shows an "Online Check unavailable"-[UI](#).

5.35.3 Member Data Documentation

5.35.3.1 GO_ID

```
const int Crosstales.OnlineCheck.EditorUtil.EditorHelper.GO_ID = 29 [static]
```

Start index inside the "GameObject"-menu.

5.35.3.2 isOnlineCheckInScene

```
static bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isOnlineCheckInScene => Game↔
Object.FindFirstObjectByType<OnlineCheck>() != null [static]
```

Checks if the '[OnlineCheck](#)'-prefab is in the scene.

Returns

True if the '[OnlineCheck](#)'-prefab is in the scene.

5.35.3.3 isPingInScene

```
bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isPingInScene => GameObject.Find(Constants.PINGCHECK_SCENE_OBJECT_NAME) != null [static]
```

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

Returns

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

5.35.3.4 isProxyInScene

```
static bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isProxyInScene => GameObject.FindFirstObjectByType<Tool.Proxy>() != null [static]
```

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

Returns

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

5.35.3.5 isSpeedTestInScene

```
bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isSpeedTestInScene => GameObject.Find(Constants.SPEEDTEST_SCENE_OBJECT_NAME) != null [static]
```

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

Returns

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

5.35.3.6 isSpeedTestNETInScene

```
bool Crosstales.OnlineCheck.EditorUtil.EditorHelper.isSpeedTestNETInScene => GameObject.Find(Constants.SPEEDTESTNET_SCENE_OBJECT_NAME) != null [static]
```

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

Returns

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

5.35.3.7 MENU_ID

```
const int Crosstales.OnlineCheck.EditorUtil.EditorHelper.MENU_ID = 11415 [static]
```

Start index inside the "Tools"-menu.

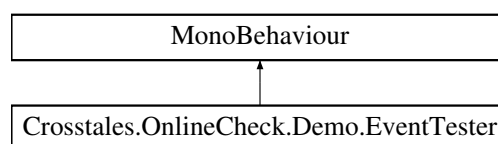
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔ Scripts/Editor/Util/EditorHelper.cs

5.36 Crosstales.OnlineCheck.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.OnlineCheck.Demo.EventTester:



Public Member Functions

- void **OnStatusChange** (bool isConnected)
- void **OnPingComplete** (float time)
- void **OnSpeedTestComplete** (double duration, double speed)
- void **OnSpeedTestNETComplete** (double duration, double speed, double uploadspeed)

5.36.1 Detailed Description

Simple test script for all UnityEvent-callbacks.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔ Demos/Scripts/EventTester.cs

5.37 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [CTReverse](#) (this string str)
Extension method for strings. Reverses a string.
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains any given string.
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains all given strings.
- static string [CTRemoveNewLines](#) (this string str, string replacement="#nl#", string newLine=null)
Extension method for strings. Replaces new lines with a replacement string pattern.
- static string [CTAddNewLines](#) (this string str, string replacement="#nl#", string newLine=null)
Extension method for strings. Replaces a given string pattern with new lines in a string.
- static bool [CTIsNumeric](#) (this string str)
Extension method for strings. Checks if the string is numeric.
- static bool [CTIsInteger](#) (this string str)
Extension method for strings. Checks if the string is integer.
- static bool [CTIsEmail](#) (this string str)
Extension method for strings. Checks if the string is an email address.
- static bool [CTIsWebsite](#) (this string str)
Extension method for strings. Checks if the string is a website address.
- static bool [CTIsCreditcard](#) (this string str)
Extension method for strings. Checks if the string is a creditcard.
- static bool [CTIsIPv4](#) (this string str)
Extension method for strings. Checks if the string is an IPv4 address.
- static bool [CTIsAlphanumeric](#) (this string str)
Extension method for strings. Checks if the string is alphanumeric.
- static bool [CTHasLineEndings](#) (this string str)
Extension method for strings. Checks if the string has line endings.
- static bool [CTHasInvalidChars](#) (this string str)
Extension method for strings. Checks if the string has invalid characters.
- static bool [CTStartsWith](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Checks if the string starts with another string.
- static bool [CTEndsWith](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Checks if the string ends with another string.
- static int [CTLastIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Returns the index of the last occurrence of a given string.
- static int [CTIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

- Extension method for strings. Returns the index of the first occurrence of a given string.*
- static int [CTIndexOf](#) (this string str, string toCheck, int startIndex, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
- Extension method for strings. Returns the index of the first occurrence of a given string.*
- static string [CTToBase64](#) (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a string to a Base64-string.*
- static string [CTFromBase64](#) (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a Base64-string to a string.*
- static byte[] [CTFromBase64ToByteArray](#) (this string str)
- Extension method for strings. Converts the value of a Base64-string to a byte-array.*
- static string [CTToHex](#) (this string str, bool addPrefix=false)
- Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).*
- static string [CTHexToString](#) (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).*
- static Color32 [CTHexToColor32](#) (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a Color32.*
- static Color [CTHexToColor](#) (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a Color.*
- static byte[] [CTToByteArray](#) (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a string to a byte-array.*
- static string [CTClearTags](#) (this string str)
- Extension method for strings. Cleans a given text from tags.*
- static string [CTClearSpaces](#) (this string str)
- Extension method for strings. Cleans a given text from multiple spaces.*
- static string [CTClearLineEndings](#) (this string str)
- Extension method for strings. Cleans a given text from line endings.*
- static void [CTShuffle< T >](#) (this T[] array, int seed=0)
- Extension method for arrays. Shuffles an array.*
- static string [CTDump< T >](#) (this T[] array, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
- Extension method for arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Quaternion[] array)
- Extension method for Quaternion-arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector2[] array)
- Extension method for Vector2-arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector3[] array)
- Extension method for Vector3-arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector4[] array)
- Extension method for Vector4-arrays. Dumps an array to a string.*
- static string[] [CTToStringArray< T >](#) (this T[] array)
- Extension method for arrays. Generates a string array with all entries (via ToString).*
- static float[] [CTToFloatArray](#) (this byte[] array, int count=0)
- Extension method for byte-arrays. Converts a byte-array to a float-array.*
- static byte[] [CTToByteArray](#) (this float[] array, int count=0)
- Extension method for float-arrays. Converts a float-array to a byte-array.*
- static Texture2D [CTToTexture](#) (this byte[] data, Texture2D supportTexture=null)
- Extension method for byte-arrays. Converts a byte-array to a Texture. Supported image formats: PNG and JPG.*
- static Sprite [CTToSprite](#) (this byte[] data, Texture2D supportTexture=null)
- Extension method for byte-arrays. Converts a byte-array to a Sprite. Supported image formats: PNG and JPG.*
- static string [CTToString](#) (this byte[] data, System.Text.Encoding encoding=null)
- Extension method for byte-arrays. Converts a byte-array to a string.*

- static string [CTToBase64](#) (this byte[] data)
Extension method for byte-arrays. Converts a byte-array to a Base64-string.
- static T[] [GetColumn< T >](#) (this T[,] matrix, int columnNumber)
Extension method for 2D-arrays. Returns the column of a 2D-array as array.
- static T[] [GetRow< T >](#) (this T[,] matrix, int rowNumber)
Extension method for 2D-arrays. Returns the row of a 2D-array as array.
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)
Extension method for IList. Shuffles a List.
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
Extension method for IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)
Extension method for Quaternion-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)
Extension method for Vector2-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)
Extension method for Vector3-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)
Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for IList. Generates a string list with all entries (via ToString).
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
Extension method for IDictionary. Dumps a dictionary to a string.
- static void [CTAddRange< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, System.Collections.Generic.IDictionary< K, V > collection)
Extension method for IDictionary. Adds a dictionary to an existing one.
- static byte[] [CTReadFully](#) (this System.IO.Stream input)
Extension method for Stream. Reads the full content of a Stream.
- static string [CTToHexRGB](#) (this Color32 input)
Extension method for Color32. Converts the value of a color to a RGB Hex-string.
- static string [CTToHexRGB](#) (this Color input)
Extension method for Color. Converts the value of a color to a RGB Hex-string.
- static string [CTToHexRGBA](#) (this Color32 input)
Extension method for Color32. Converts the value of a color to a RGBA Hex-string.
- static string [CTToHexRGBA](#) (this Color input)
Extension method for Color. Converts the value of a color to a RGBA Hex-string.
- static Vector3 [CTVector3](#) (this Color32 color)
Extension method for Color32. Convert it to a Vector3.
- static Vector3 [CTVector3](#) (this Color color)
Extension method for Color. Convert it to a Vector3.
- static Vector4 [CTVector4](#) (this Color32 color)
Extension method for Color32. Convert it to a Vector4.
- static Vector4 [CTVector4](#) (this Color color)
Extension method for Color. Convert it to a Vector4.
- static Vector2 [CTMultiply](#) (this Vector2 a, Vector2 b)
Allows you to multiply two Vector2s together, something Unity sorely lacks by default.
- static Vector3 [CTMultiply](#) (this Vector3 a, Vector3 b)
Allows you to multiply two Vector3s together, something Unity sorely lacks by default.
- static Vector3 [CTFlatten](#) (this Vector3 a)

- Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.*
- static Quaternion [CTQuaternion](#) (this Vector3 eulerAngle)
Extension method for Vector3. Convert it to a Quaternion.
 - static Color [CTColorRGB](#) (this Vector3 rgb, float alpha=1f)
Extension method for Vector3. Convert it to a Color.
 - static Vector4 [CTMultiply](#) (this Vector4 a, Vector4 b)
Allows you to multiply two Vector4s together, something Unity sorely lacks by default.
 - static Quaternion [CTQuaternion](#) (this Vector4 angle)
Extension method for Vector4. Convert it to a Quaternion.
 - static Color [CTColorRGBA](#) (this Vector4 rgba)
Extension method for Vector4. Convert it to a Color.
 - static Vector3 [CTVector3](#) (this Quaternion angle)
Extension method for Quaternion. Convert it to a Vector3.
 - static Vector4 [CTVector4](#) (this Quaternion angle)
Extension method for Quaternion. Convert it to a Vector4.
 - static Vector3 [CTCorrectLossyScale](#) (this Canvas canvas)
Extension method for Canvas. Convert current resolution scale.
 - static void [CTGetLocalCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.
 - static Vector3[] [CTGetLocalCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)
Extension method for RectTransform. Returns the local corners of a RectTransform.
 - static void [CTGetScreenCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.
 - static Vector3[] [CTGetScreenCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)
Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.
 - static Bounds [CTGetBounds](#) (this RectTransform transform, float uiScaleFactor=1f)
Extension method for RectTransform. Returns the bounds of a RectTransform including the children.
 - static void [CTSetLeft](#) (this RectTransform transform, float value)
Extension method for RectTransform. Sets the Left-property of a RectTransform.
 - static void [CTSetRight](#) (this RectTransform transform, float value)
Extension method for RectTransform. Sets the Right-property of a RectTransform.
 - static void [CTSetTop](#) (this RectTransform transform, float value)
Extension method for RectTransform. Sets the Top-property of a RectTransform.
 - static void [CTSetBottom](#) (this RectTransform transform, float value)
Extension method for RectTransform. Sets the Bottom-property of a RectTransform.
 - static float [CTGetLeft](#) (this RectTransform transform)
Extension method for RectTransform. Gets the Left-property of a RectTransform.
 - static float [CTGetRight](#) (this RectTransform transform)
Extension method for RectTransform. Gets the Right-property of a RectTransform.
 - static float [CTGetTop](#) (this RectTransform transform)
Extension method for RectTransform. Gets the Top-property of a RectTransform.
 - static float [CTGetBottom](#) (this RectTransform transform)
Extension method for RectTransform. Gets the Bottom-property of a RectTransform.
 - static Vector4 [CTGetLRTB](#) (this RectTransform transform)
Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.
 - static void [CTSetLRTB](#) (this RectTransform transform, Vector4 lrtb)
Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.

- static System.Collections.Generic.List< GameObject > [CTFindAll](#) (this Component component, string name, int maxDepth=0)
Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects
- static System.Collections.Generic.List< T > [CTFindAll< T >](#) (this Component component, string name)
Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects
- static GameObject [CTFind](#) (this MonoBehaviour mb, string name)
Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject
- static T [CTFind< T >](#) (this MonoBehaviour mb, string name)
Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.
- static GameObject [CTFind](#) (this GameObject go, string name)
Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject
- static T [CTFind< T >](#) (this GameObject go, string name)
Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.
- static Bounds [CTGetBounds](#) (this GameObject go)
Extension method for GameObject. Returns the bounds of a GameObject including the children.
- static Transform [CTFind](#) (this Transform transform, string name)
Extension method for Transform. Recursively searches all children of a parent transform for specific named transform
- static T [CTFind< T >](#) (this Transform transform, string name)
Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.
- static byte[] [CTToPNG](#) (this Sprite sprite)
Extension method for Sprite. Converts a Sprite to a PNG byte-array.
- static byte[] [CTToJPG](#) (this Sprite sprite)
Extension method for Sprite. Converts a Sprite to a JPG byte-array.
- static byte[] [CTToTGA](#) (this Sprite sprite)
Extension method for Sprite. Converts a Sprite to a TGA byte-array.
- static byte[] [CTToEXR](#) (this Sprite sprite)
Extension method for Sprite. Converts a Sprite to a EXR byte-array.
- static byte[] [CTToPNG](#) (this Texture2D texture)
Extension method for Texture. Converts a Texture to a PNG byte-array.
- static byte[] [CTToJPG](#) (this Texture2D texture)
Extension method for Texture. Converts a Texture to a JPG byte-array.
- static byte[] [CTToTGA](#) (this Texture2D texture)
Extension method for Texture. Converts a Texture to a TGA byte-array.
- static byte[] [CTToEXR](#) (this Texture2D texture)
Extension method for Texture. Converts a Texture to a EXR byte-array.
- static Sprite [CTToSprite](#) (this Texture2D texture, float pixelsPerUnit=100f)
Extension method for Texture. Converts a Texture to a Sprite.
- static Texture2D [CTRotate90](#) (this Texture2D texture)
Extension method for Texture. Rotates a Texture by 90 degrees.
- static Texture2D [CTRotate180](#) (this Texture2D texture)
Extension method for Texture. Rotates a Texture by 180 degrees.
- static Texture2D [CTRotate270](#) (this Texture2D texture)
Extension method for Texture. Rotates a Texture by 270 degrees.
- static Texture2D [CTToTexture2D](#) (this Texture texture)
Extension method for Texture. Convert a Texture to a Texture2D

- static Texture2D [CTToTexture2D](#) (this WebCamTexture texture)
Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D
- static Texture2D [CTFlipHorizontal](#) (this Texture2D texture)
Extension method for Texture. Flips a Texture2D horizontally
- static Texture2D [CTFlipVertical](#) (this Texture2D texture)
Extension method for Texture. Flips a Texture2D vertically
- static bool [CTHasActiveClip](#) (this AudioSource source)
Extension method for AudioSource. Determines if an AudioSource has an active clip.
- static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)
Extension method for Renderer. Determines if the renderer is visible from a certain camera.

5.37.1 Detailed Description

Various extension methods.

5.37.2 Member Function Documentation

5.37.2.1 CTAddNewLines()

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

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

Parameters

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

Returns

Replaced string with new lines.

5.37.2.2 CTAddRange< K, V >()

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

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

Parameters

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

5.37.2.3 CTClearLineEndings()

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

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

Parameters

<i>str</i>	Input to clean.
------------	-----------------

Returns

Clean text without line endings.

5.37.2.4 CTClearSpaces()

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

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

Parameters

<i>str</i>	Input to clean.
------------	-----------------

Returns

Clean text without multiple spaces.

5.37.2.5 CTClearTags()

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

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

Parameters

<i>str</i>	Input to clean.
------------	-----------------

Returns

Clean text without tags.

5.37.2.6 CTColorRGB()

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

Extension method for Vector3. Convert it to a Color.

Parameters

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

Returns

Color from RGB.

5.37.2.7 CTColorRGBA()

```
static Color Crosstales.ExtensionMethods.CTColorRGBA (
    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.

5.37.2.8 CTContains()

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

5.37.2.9 CTContainsAll()

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

5.37.2.10 CTContainsAny()

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.37.2.11 CTCorrectLossyScale()

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

Extension method for Canvas. Convert current resolution scale.

Parameters

<i>canvas</i>	Canvas to convert.
---------------	--------------------

Returns

Vector3 with the correct scale.

5.37.2.12 CTDump() [1/8]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.37.2.13 CTDump() [2/8]

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

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

Parameters

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

Returns

String with lines for all list entries.

5.37.2.14 CTDump() [3/8]

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

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

Parameters

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

Returns

String with lines for all list entries.

5.37.2.15 CTDump() [4/8]

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

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

Parameters

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

Returns

String with lines for all list entries.

5.37.2.16 CTDump() [5/8]

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

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

Parameters

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

Returns

String with lines for all list entries.

5.37.2.17 CTDump() [6/8]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.37.2.18 CTDump() [7/8]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.37.2.19 CTDump() [8/8]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.37.2.20 CTDump< K, V >()

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

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

Parameters

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

Returns

String with lines for all dictionary entries.

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

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

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

Parameters

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

Returns

String with lines for all list entries.

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

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

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

Parameters

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

Returns

String with lines for all array entries.

5.37.2.23 CTEndsWith()

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

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

Parameters

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

Returns

True if the string is integer.

5.37.2.24 CTEquals()

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

5.37.2.25 CTFind() [1/3]

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

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

Parameters

<i>go</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

GameObject with the given name or null.

5.37.2.26 CTFind() [2/3]

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

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

Parameters

<i>mb</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

GameObject with the given name or null.

5.37.2.27 CTFind() [3/3]

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

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

Parameters

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

Returns

Transform with the given name or null.

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

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

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

Parameters

<i>go</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

Component with the given type or null.

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

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

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

Parameters

<i>mb</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

Component with the given type or null.

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

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

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

Parameters

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

Returns

Component with the given type or null.

5.37.2.31 CTFindAll()

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

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

Parameters

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

Returns

List of GameObjects with the given name or empty list.

5.37.2.32 CTFindAll< T >()

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

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

Parameters

<i>component</i>	Parent of the current children.
<i>name</i>	Name of the GameObject.

Returns

List of GameObjects with the given name or empty list.

Type Constraints

T : ***Component***

5.37.2.33 CTFlatten()

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

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

5.37.2.34 CTFlipHorizontal()

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

Extension method for Texture. Flips a Texture2D horizontally

Parameters

<i>texture</i>	Texture to flip.
----------------	------------------

Returns

Horizontally flipped Texture2D.

5.37.2.35 CTFlipVertical()

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

Extension method for Texture. Flips a Texture2D vertically

Parameters

<i>texture</i>	Texture to flip.
----------------	------------------

Returns

Vertically flipped Texture2D.

5.37.2.36 CTFromBase64()

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

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

Parameters

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

Returns

Base64-string value as converted string.

5.37.2.37 CTFromBase64ToByteArray()

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

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

Parameters

<i>str</i>	Input Base64-string.
------------	----------------------

Returns

Base64-Byte-array from the Base64-string.

5.37.2.38 CTGetBottom()

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

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

Parameters

<i>transform</i>	RectTransform to get the Bottom-property.
------------------	---

Returns

Bottom-property of the RectTransform.

5.37.2.39 CTGetBounds() [1/2]

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

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

Parameters

<i>go</i>	GameObject to calculate the bounds.
-----------	-------------------------------------

Returns

Bounds of the GameObject.

5.37.2.40 CTGetBounds() [2/2]

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

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

Parameters

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

Returns

Bounds of the RectTransform.

5.37.2.41 CTGetLeft()

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

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

Parameters

<i>transform</i>	RectTransform to get the Left-property.
------------------	---

Returns

Left-property of the RectTransform.

5.37.2.42 CTGetLocalCorners() [1/2]

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

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

Parameters

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

Returns

Array of the four local corners of the RectTransform.

5.37.2.43 CTGetLocalCorners() [2/2]

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

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

Parameters

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

5.37.2.44 CTGetLRTB()

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

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

Parameters

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

Returns

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

5.37.2.45 CTGetRight()

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

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

Parameters

<i>transform</i>	RectTransform to get the Right-property.
------------------	--

Returns

Right-property of the RectTransform.

5.37.2.46 CTGetScreenCorners() [1/2]

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



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

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

Parameters

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

Returns

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

5.37.2.47 CTGetScreenCorners() [2/2]

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

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

Parameters

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

5.37.2.48 CTGetTop()

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

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

Parameters

<i>transform</i>	RectTransform to get the Top-property.
------------------	--

Returns

Top-property of the RectTransform.

5.37.2.49 CTHasActiveClip()

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

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

Parameters

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

Returns

True if the AudioSource has an active clip.

5.37.2.50 CTHasInvalidChars()

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

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

Parameters

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

Returns

True if the string has invalid characters.

5.37.2.51 CTHasLineEndings()

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

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

Parameters

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

Returns

True if the string has line endings.

5.37.2.52 CTHexToColor()

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

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

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as Color.

5.37.2.53 CTHexToColor32()

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

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

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as Color32.

5.37.2.54 CTHexToString()

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

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

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as converted string.

5.37.2.55 CTIndexOf() [1/2]

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

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

Parameters

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

Returns

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

5.37.2.56 CTIndexOf() [2/2]

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

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

Parameters

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

Returns

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

5.37.2.57 CTisAlphanumeric()

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

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

Parameters

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

Returns

True if the string is alphanumeric.

5.37.2.58 CTisCreditcard()

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

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

Parameters

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

Returns

True if the string is a creditcard.

5.37.2.59 CTisEmail()

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

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

Parameters

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

Returns

True if the string is an email address.

5.37.2.60 CTisInteger()

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

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

Parameters

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

Returns

True if the string is integer.

5.37.2.61 CTisIPv4()

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

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

Parameters

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

Returns

True if the string is an IPv4 address.

5.37.2.62 CTisNumeric()

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

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

Parameters

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

Returns

True if the string is numeric.

5.37.2.63 CTIsVisibleFrom()

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

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

Parameters

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

Returns

True if the renderer is visible by the given camera.

5.37.2.64 CTIsWebsite()

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

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

Parameters

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

Returns

True if the string is a website address.

5.37.2.65 CTLastIndexOf()

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

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

Parameters

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

Returns

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

5.37.2.66 CTMultiply() [1/3]

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

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

Parameters

<i>a</i>	First vector
<i>b</i>	Second vector

Returns

The ax*bx, ay*by result.

5.37.2.67 CTMultiply() [2/3]

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

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

Parameters

<i>a</i>	First vector
<i>b</i>	Second vector

Returns

The $ax*bx$, $ay*by$, $az*bz$ result.

5.37.2.68 CTMultiply() [3/3]

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

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

Parameters

<i>a</i>	First vector
<i>b</i>	Second vector

Returns

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

5.37.2.69 CTQuaternion() [1/2]

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

Extension method for Vector3. Convert it to a Quaternion.

Parameters

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

Returns

Quaternion from euler angles.

5.37.2.70 CTQuaternion() [2/2]

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

Extension method for Vector4. Convert it to a Quaternion.

Parameters

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

Returns

Quaternion from Vector4.

5.37.2.71 CTReadFully()

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

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

Parameters

<i>input</i>	Stream-instance to read.
--------------	--------------------------

Returns

Byte-array of the Stream content.

5.37.2.72 CTRemoveNewLines()

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

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

Parameters

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

Returns

Replaced string without new lines.

5.37.2.73 CTReplace()

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

Extension method for strings. Case insensitive 'Replace'.

Parameters

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

Returns

Replaced string.

5.37.2.74 CTReverse()

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

Extension method for strings. Reverses a string.

Parameters

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

Returns

Reversed string.

5.37.2.75 CTRotate180()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate180 (
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 180 degrees.

Parameters

<i>texture</i>	Texture to rotate.
----------------	--------------------

Returns

Rotated Texture.

5.37.2.76 CTRotate270()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate270 (  
    this Texture2D texture ) [static]
```

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

Parameters

<i>texture</i>	Texture to rotate.
----------------	--------------------

Returns

Rotated Texture.

5.37.2.77 CTRotate90()

```
static Texture2D Crosstales.ExtensionMethods.CTRotate90 (  
    this Texture2D texture ) [static]
```

Extension method for Texture. Rotates a Texture by 90 degrees.

Parameters

<i>texture</i>	Texture to rotate.
----------------	--------------------

Returns

Rotated Texture.

5.37.2.78 CTSetBottom()

```
static void Crosstales.ExtensionMethods.CTSetBottom (
    this RectTransform transform,
    float value ) [static]
```

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

Parameters

<i>transform</i>	RectTransform to set the Bottom-property.
<i>value</i>	Value for the Bottom-property.

5.37.2.79 CTSetLeft()

```
static void Crosstales.ExtensionMethods.CTSetLeft (
    this RectTransform transform,
    float value ) [static]
```

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

Parameters

<i>transform</i>	RectTransform to set the Left-property.
<i>value</i>	Value for the Left-property.

5.37.2.80 CTSetLRTB()

```
static void Crosstales.ExtensionMethods.CTSetLRTB (
    this RectTransform transform,
    Vector4 lrtb ) [static]
```

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

Parameters

<i>transform</i>	RectTransform to set the Left/Right/Top/Bottom-properties.
<i>lrtb</i>	Left/Right/Top/Bottom-properties as Vector4.

5.37.2.81 CTSetRight()

```
static void Crosstales.ExtensionMethods.CTSetRight (
```

```
this RectTransform transform,  
float value ) [static]
```

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

Parameters

<i>transform</i>	RectTransform to set the Right-property.
<i>value</i>	Value for the Right-property.

5.37.2.82 CTSetTop()

```
static void Crosstales.ExtensionMethods.CTSetTop (  
    this RectTransform transform,  
    float value ) [static]
```

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

Parameters

<i>transform</i>	RectTransform to set the Top-property.
<i>value</i>	Value for the Top-property.

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

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

Extension method for IList. Shuffles a List.

Parameters

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

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

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

Extension method for arrays. Shuffles an array.

Parameters

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

5.37.2.85 CTStartsWith()

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

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

Parameters

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

Returns

True if the string is integer.

5.37.2.86 CTToBase64() [1/2]

```
static string Crosstales.ExtensionMethods.CTToBase64 (
    this byte[] data ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Base64-string.

Parameters

<i>data</i>	Input as byte-array.
-------------	----------------------

Returns

Base64-string from the byte-array.

5.37.2.87 CToBase64() [2/2]

```
static string Crosstales.ExtensionMethods.CToBase64 (
    this string str,
    System.Text.Encoding encoding = null ) [static]
```

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

Parameters

<i>str</i>	Input string.
<i>encoding</i>	Encoding of the string (optional, default: UTF8).

Returns

String value as converted Base64-string.

5.37.2.88 CToByteArray() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToByteArray (
    this float[] array,
    int count = 0 ) [static]
```

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

Parameters

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of floats to convert (optional).

Returns

Converted byte-array.

5.37.2.89 CToByteArray() [2/2]

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

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

Parameters

<i>str</i>	Input string.
<i>encoding</i>	Encoding of the string (optional, default: UTF8).

Returns

Byte-array with the string.

5.37.2.90 CTTToEXR() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CTTToEXR (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a EXR byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as EXR byte-array.

5.37.2.91 CTTToEXR() [2/2]

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

Extension method for Texture. Converts a Texture to a EXR byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as EXR byte-array.

5.37.2.92 CTTToFloatArray()

```
static float [] Crosstales.ExtensionMethods.CTTToFloatArray (  
    this byte[] array,  
    int count = 0 ) [static]
```

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

Parameters

<i>array</i>	Array-instance to convert.
<i>count</i>	Number of bytes to convert (optional).

Returns

Converted float-array.

5.37.2.93 CToHex()

```
static string Crosstales.ExtensionMethods.CToHex (  
    this string str,  
    bool addPrefix = false ) [static]
```

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

Parameters

<i>str</i>	Input string.
<i>addPrefix</i>	Add "0x"-as prefix (optional, default: false).

Returns

String value as converted Hex-string.

5.37.2.94 CToHexRGB() [1/2]

```
static string Crosstales.ExtensionMethods.CToHexRGB (  
    this Color input ) [static]
```

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

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBB").

5.37.2.95 CToHexRGB() [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGB (  
    this Color32 input ) [static]
```

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

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBB").

5.37.2.96 CToHexRGBA() [1/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color input ) [static]
```

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

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBBAA").

5.37.2.97 CToHexRGBA() [2/2]

```
static string Crosstales.ExtensionMethods.CToHexRGBA (  
    this Color32 input ) [static]
```

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

Parameters

<i>input</i>	Color to convert.
--------------	-------------------

Returns

Color value as Hex (format "RRGGBBAA").

5.37.2.98 CToJPG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToJPG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a JPG byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as JPG byte-array.

5.37.2.99 CToJPG() [2/2]

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

Extension method for Texture. Converts a Texture to a JPG byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as JPG byte-array.

5.37.2.100 CToPNG() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToPNG (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a PNG byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as PNG byte-array.

5.37.2.101 CToPNG() [2/2]

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

Extension method for Texture. Converts a Texture to a PNG byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as PNG byte-array.

5.37.2.102 CToSprite() [1/2]

```
static Sprite Crosstales.ExtensionMethods.CToSprite (  
    this byte[] data,  
    Texture2D supportTexture = null ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Sprite. Supported image formats: PNG and JPG.

Parameters

<i>data</i>	byte-array-instance to convert.
<i>supportTexture</i>	Support texture to prevent possible texture garbage (optional).

Returns

Converted Sprite.

5.37.2.103 CToSprite() [2/2]

```
static Sprite Crosstales.ExtensionMethods.CToSprite (  
    this Texture2D texture,  
    float pixelsPerUnit = 100f ) [static]
```

Extension method for Texture. Converts a Texture to a Sprite.

Parameters

<i>texture</i>	Texture to convert.
<i>pixelsPerUnit</i>	Pixels per unit for the Sprite (optional, default: 100).

Returns

Converted Texture as Sprite.

5.37.2.104 CTToString()

```
static string Crosstales.ExtensionMethods.CTToString (  
    this byte[] data,  
    System.Text.Encoding encoding = null ) [static]
```

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

Parameters

<i>data</i>	Input string as byte-array.
<i>encoding</i>	Encoding of the string (optional, default: UTF8).

Returns

Byte-array with the string.

5.37.2.105 CTToString< T >()

```
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).

5.37.2.106 CTToStringArray< T >()

```
static string [] Crosstales.ExtensionMethods.CTToStringArray< T > (  
    this T[] array ) [static]
```

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

Parameters

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

Returns

String array with all entries (via ToString).

5.37.2.107 CTToTexture()

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture (  
    this byte[] data,  
    Texture2D supportTexture = null ) [static]
```

Extension method for byte-arrays. Converts a byte-array to a Texture. Supported image formats: PNG and JPG.

Parameters

<i>data</i>	byte-array-instance to convert.
<i>supportTexture</i>	Support texture to prevent possible texture garbage (optional).

Returns

Converted Texture.

5.37.2.108 CTToTexture2D() [1/2]

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture2D (  
    this Texture texture ) [static]
```

Extension method for Texture. Convert a Texture to a Texture2D

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture2D.

5.37.2.109 CToTexture2D() [2/2]

```
static Texture2D Crosstales.ExtensionMethods.CToTexture2D (  
    this WebCamTexture texture ) [static]
```

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

Parameters

<i>texture</i>	WebCamTexture to convert.
----------------	---------------------------

Returns

Converted Texture2D.

5.37.2.110 CToTGA() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToTGA (  
    this Sprite sprite ) [static]
```

Extension method for Sprite. Converts a Sprite to a TGA byte-array.

Parameters

<i>sprite</i>	Sprite to convert.
---------------	--------------------

Returns

Converted Sprite as TGA byte-array.

5.37.2.111 CToTGA() [2/2]

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

Extension method for Texture. Converts a Texture to a TGA byte-array.

Parameters

<i>texture</i>	Texture to convert.
----------------	---------------------

Returns

Converted Texture as TGA byte-array.

5.37.2.112 CTToTitleCase()

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

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

Parameters

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

Returns

Converted string in title case.

5.37.2.113 CTVector3() [1/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector3.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector3 from color.

5.37.2.114 CTVector3() [2/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector3.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector3 from color.

5.37.2.115 CTVector3() [3/3]

```
static Vector3 Crosstales.ExtensionMethods.CTVector3 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector3.

Parameters

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

Returns

Vector3 from Quaternion.

5.37.2.116 CTVector4() [1/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color color ) [static]
```

Extension method for Color. Convert it to a Vector4.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector4 from color.

5.37.2.117 CTVector4() [2/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Color32 color ) [static]
```

Extension method for Color32. Convert it to a Vector4.

Parameters

<i>color</i>	Color-instance to convert.
--------------	----------------------------

Returns

Vector4 from color.

5.37.2.118 CTVector4() [3/3]

```
static Vector4 Crosstales.ExtensionMethods.CTVector4 (  
    this Quaternion angle ) [static]
```

Extension method for Quaternion. Convert it to a Vector4.

Parameters

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

Returns

Vector4 from Quaternion.

5.37.2.119 GetColumn< T >()

```
static T [ ] Crosstales.ExtensionMethods.GetColumn< T > (  
    this T matrix [, ],  
    int columnNumber ) [static]
```

Extension method for 2D-arrays. Returns the column of a 2D-array as array.

Parameters

<i>matrix</i>	Input as 2D-array.
<i>columnNumber</i>	Desired column of the 2D-array

Returns

Column of a 2D-array as array.

5.37.2.120 GetRow< T >()

```
static T [] Crosstales.ExtensionMethods.GetRow< T > (
    this T matrix[,],
    int rowNumber ) [static]
```

Extension method for 2D-arrays. Returns the row of a 2D-array as array.

Parameters

<i>matrix</i>	Input as 2D-array.
<i>columnNumber</i>	Desired row of the 2D-array

Returns

Row of a 2D-array as array.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/Extension↵
Methods.cs

5.38 Crosstales.Common.Util.FileHelper Class Reference

Various helper functions for the file system.

Static Public Member Functions

- static bool [isUnixPath](#) (string path)
Checks if the given path is from a Unix-device
- static bool [isWindowsPath](#) (string path)
Checks if the given path is from a Windows-device
- static bool [isUNCPath](#) (string path)
Checks if the given path is UNC
- static bool [isURL](#) (string path)
Checks if the given path is an URL
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true, bool preserveFile=true, bool remove↵
InvalidChars=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path, bool removeInvalidChars=true)
Validates a given file.
- static bool [HasPathInvalidChars](#) (string path, bool ignoreNullOrEmpty=true)
Checks a given path for invalid characters
- static bool [HasFileInvalidChars](#) (string file, bool ignoreNullOrEmpty=true)
Checks a given file for invalid characters
- static string[] [GetFilesForName](#) (string path, bool isRecursive=false, params string[] filenames)
Find files inside a path.
- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)

- Find files inside a path.*
 - static string[] [GetDirectories](#) (string path, bool isRecursive=false)
- Find directories inside.*
 - static string[] [GetDrives](#) ()
- Find all logical drives.*
 - static bool [CopyDirectory](#) (string sourceDir, string destDir, bool move=false)
- Copy or move a directory.*
 - static bool [CopyFile](#) (string sourceFile, string destFile, bool move=false)
- Copy or move a file.*
 - static bool [MoveDirectory](#) (string sourceDir, string destDir)
- Move a directory.*
 - static bool [MoveFile](#) (string sourceFile, string destFile)
- Move a file.*
 - static string [RenameDirectory](#) (string path, string newName)
- Renames a directory in a path.*
 - static string [RenameFile](#) (string path, string newName)
- Renames a file in a path.*
 - static bool [DeleteFile](#) (string file)
- Delete a file.*
 - static bool [DeleteDirectory](#) (string dir)
- Delete a directory.*
 - static bool [ExistsFile](#) (string file)
- Checks if the directory exists.*
 - static bool [ExistsDirectory](#) (string path)
- Checks if the directory exists.*
 - static string [CreateDirectory](#) (string path, string folderName)
- Creates a directory in a given path.*
 - static bool [CreateDirectory](#) (string path)
- Creates a directory.*
 - static string [CreateFile](#) (string path, string fileName)
- Creates a file in a given path.*
 - static bool [CreateFile](#) (string path)
- Creates a file.*
 - static bool [IsDirectory](#) (string path, bool checkForExtensions=true)
- Checks if the path is a directory.*
 - static bool [IsFile](#) (string path, bool checkForExtensions=true)
- Checks if the path is a file.*
 - static string [GetFileName](#) (string path, bool removeInvalidChars=true)
- Returns the file name for the path.*
 - static string [GetCurrentDirectoryName](#) (string path)
- Returns the current directory name for the path.*
 - static string [GetDirectoryName](#) (string path)
- Returns the directory name for the path.*
 - static long [GetFileSize](#) (string path)
- Returns the size of a file.*
 - static string [GetExtension](#) (string path)
- Returns the extension of a file.*
 - static System.DateTime [GetLastModifiedDate](#) (string path)
- Returns the size of a file.*
 - static string [ReadAllText](#) (string sourceFile, System.Text.Encoding encoding=null)
- Reads the text of a file.*

- static string[] [ReadAllLines](#) (string sourceFile, System.Text.Encoding encoding=null)
Reads all lines of text from a file.
- static byte[] [ReadAllBytes](#) (string sourceFile)
Reads the bytes of a file.
- static bool [WriteAllText](#) (string destFile, string text, System.Text.Encoding encoding=null)
Writes text to a file.
- static bool [WriteAllLines](#) (string destFile, string[] lines, System.Text.Encoding encoding=null)
Writes all lines of text to a file.
- static bool [WriteAllBytes](#) (string destFile, byte[] data)
Writes bytes to a file.
- static bool [ShowPath](#) (string path)
Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms
- static bool [ShowFile](#) (string file)
Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms
- static bool [OpenFile](#) (string file)
Opens a file with the OS default application. NOTE: only works for standalone platforms
- static bool [PathHasInvalidChars](#) (string path)
Checks a given path for invalid characters
- static bool [FileHasInvalidChars](#) (string file)
Checks a given file for invalid characters
- static bool [CopyPath](#) (string sourceDir, string destDir, bool move=false)
Copy or move a directory.
- static bool [MovePath](#) (string sourceDir, string destDir)
Move a directory.

Static Public Attributes

- static string [ApplicationDataPath](#) => _applicationDataPath
Returns the Unity application data path.
- static string [ApplicationTempPath](#) => _applicationTempPath
Returns the Unity application temporary path.
- static string [ApplicationPersistentPath](#) => _applicationPersistentPath
Returns the Unity application persistent path.
- static string [TempFile](#) => System.IO.Path.GetTempFileName()
Returns a temporary file.
- static string [TempPath](#) => System.IO.Path.GetTempPath()
Returns the temporary directory path from the device.

Properties

- static string [StreamingAssetsPath](#) [get]
Returns the path to the the "Streaming Assets".

5.38.1 Detailed Description

Various helper functions for the file system.

5.38.2 Member Function Documentation

5.38.2.1 CopyDirectory()

```
static bool Crosstales.Common.Util.FileHelper.CopyDirectory (
    string sourceDir,
    string destDir,
    bool move = false ) [static]
```

Copy or move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path
<i>move</i>	Move directory instead of copy (optional, default: false)

Returns

True if the operation was successful

5.38.2.2 CopyFile()

```
static bool Crosstales.Common.Util.FileHelper.CopyFile (
    string sourceFile,
    string destFile,
    bool move = false ) [static]
```

Copy or move a file.

Parameters

<i>sourceFile</i>	Source file path
<i>destFile</i>	Destination file path
<i>move</i>	Move file instead of copy (optional, default: false)

Returns

True if the operation was successful

5.38.2.3 CopyPath()

```
static bool Crosstales.Common.Util.FileHelper.CopyPath (
    string sourceDir,
    string destDir,
    bool move = false ) [static]
```

Copy or move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path
<i>move</i>	Move directory instead of copy (optional, default: false)

Returns

True if the operation was successful

5.38.2.4 CreateDirectory() [1/2]

```
static bool Crosstales.Common.Util.FileHelper.CreateDirectory (
    string path ) [static]
```

Creates a directory.

Parameters

<i>path</i>	Path to the directory to create
-------------	---------------------------------

Returns

True if the operation was successful

5.38.2.5 CreateDirectory() [2/2]

```
static string Crosstales.Common.Util.FileHelper.CreateDirectory (
    string path,
    string folderName ) [static]
```

Creates a directory in a given path.

Parameters

<i>path</i>	Path for the directory
<i>folderName</i>	New folder

5.38.2.6 CreateFile() [1/2]

```
static bool Crosstales.Common.Util.FileHelper.CreateFile (  
    string path ) [static]
```

Creates a file.

Parameters

<i>path</i>	Path to the file to create
-------------	----------------------------

Returns

True if the operation was successful

5.38.2.7 CreateFile() [2/2]

```
static string Crosstales.Common.Util.FileHelper.CreateFile (  
    string path,  
    string fileName ) [static]
```

Creates a file in a given path.

Parameters

<i>path</i>	Path for the file
<i>fileName</i>	New file

5.38.2.8 DeleteDirectory()

```
static bool Crosstales.Common.Util.FileHelper.DeleteDirectory (  
    string dir ) [static]
```

Delete a directory.

Parameters

<i>dir</i>	Directory to delete
------------	---------------------

Returns

True if the operation was successful

5.38.2.9 DeleteFile()

```
static bool Crosstales.Common.Util.FileHelper.DeleteFile (  
    string file ) [static]
```

Delete a file.

Parameters

<i>file</i>	File to delete
-------------	----------------

Returns

True if the operation was successful

5.38.2.10 ExistsDirectory()

```
static bool Crosstales.Common.Util.FileHelper.ExistsDirectory (  
    string path ) [static]
```

Checks if the directory exists.

Returns

True if the directory exists

5.38.2.11 ExistsFile()

```
static bool Crosstales.Common.Util.FileHelper.ExistsFile (  
    string file ) [static]
```

Checks if the directory exists.

Returns

True if the directory exists

5.38.2.12 FileHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.FileHasInvalidChars (  
    string file ) [static]
```

Checks a given file for invalid characters

Parameters

<i>file</i>	File to check for invalid characters
-------------	--------------------------------------

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.38.2.13 GetCurrentDirectoryName()

```
static string Crosstales.Common.Util.FileHelper.GetCurrentDirectoryName (  
    string path ) [static]
```

Returns the current directory name for the path.

Parameters

<i>path</i>	Path to the directory
-------------	-----------------------

Returns

Current directory name for the path

5.38.2.14 GetDirectories()

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

Find directories inside.

Parameters

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

Returns

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

5.38.2.15 GetDirectoryName()

```
static string Crosstales.Common.Util.FileHelper.GetDirectoryName (
    string path ) [static]
```

Returns the directory name for the path.

Parameters

<i>path</i>	Path to the directory
-------------	-----------------------

Returns

Directory name for the path

5.38.2.16 GetDrives()

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

Find all logical drives.

Returns

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

5.38.2.17 GetExtension()

```
static string Crosstales.Common.Util.FileHelper.GetExtension (
    string path ) [static]
```

Returns the extension of a file.

Parameters

<i>path</i>	Path to the file
-------------	------------------

Returns

Extension of the file

5.38.2.18 GetFileName()

```
static string Crosstales.Common.Util.FileHelper.GetFileName (
    string path,
    bool removeInvalidChars = true ) [static]
```

Returns the file name for the path.

Parameters

<i>path</i>	Path to the file
<i>removeInvalidChars</i>	Removes invalid characters in the file name (optional, default: true)

Returns

File name for the path

5.38.2.19 GetFiles()

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

Find files inside a path.

Parameters

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

5.38.2.20 GetFilesForName()

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
    string path,
    bool isRecursive = false,
    params string[] filenames ) [static]
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (optional, default: false)
<i>filenames</i>	Array of file names for the file search, e.g. "Image.png" (optional)

Returns

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

5.38.2.21 GetFileSize()

```
static long Crosstales.Common.Util.FileHelper.GetFileSize (  
    string path ) [static]
```

Returns the size of a file.

Parameters

<i>path</i>	Path of the file
-------------	------------------

Returns

Size for the file

5.38.2.22 GetLastModifiedDate()

```
static System.DateTime Crosstales.Common.Util.FileHelper.GetLastModifiedDate (  
    string path ) [static]
```

Returns the size of a file.

Parameters

<i>path</i>	Path to the file
-------------	------------------

Returns

Size for the file

5.38.2.23 HasFileInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasFileInvalidChars (
    string file,
    bool ignoreNullOrEmpty = true ) [static]
```

Checks a given file for invalid characters

Parameters

<i>file</i>	File to check for invalid characters
<i>ignoreNullOrEmpty</i>	If set to true, return false for null or empty paths (optional, default: true)

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.38.2.24 HasPathInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasPathInvalidChars (
    string path,
    bool ignoreNullOrEmpty = true ) [static]
```

Checks a given path for invalid characters

Parameters

<i>path</i>	Path to check for invalid characters
<i>ignoreNullOrEmpty</i>	If set to true, return false for null or empty paths (optional, default: true)

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.38.2.25 isDirectory()

```
static bool Crosstales.Common.Util.FileHelper.isDirectory (
    string path,
    bool checkForExtensions = true ) [static]
```

Checks if the path is a directory.

Parameters

<i>path</i>	Path to the directory
<i>checkForExtensions</i>	Check for extensions (optional, default: true)

Returns

True if the path is a directory

5.38.2.26 isFile()

```
static bool Crosstales.Common.Util.FileHelper.isFile (
    string path,
    bool checkForExtensions = true ) [static]
```

Checks if the path is a file.

Parameters

<i>path</i>	Path to the file
<i>checkForExtensions</i>	Check for extensions (optional, default: true)

Returns

True if the path is a file

5.38.2.27 isUNCPath()

```
static bool Crosstales.Common.Util.FileHelper.isUNCPath (
    string path ) [static]
```

Checks if the given path is UNC

Parameters

<i>path</i>	Path to check
-------------	---------------

Returns

True if the given path is UNC

5.38.2.28 isUnixPath()

```
static bool Crosstales.Common.Util.FileHelper.isUnixPath (
    string path ) [static]
```

Checks if the given path is from a Unix-device

Parameters

<i>path</i>	Path to check
-------------	---------------

Returns

True if the given path is from a Unix-device

5.38.2.29 isURL()

```
static bool Crosstales.Common.Util.FileHelper.isURL (  
    string path ) [static]
```

Checks if the given path is an URL

Parameters

<i>path</i>	Path to check
-------------	---------------

Returns

True if the given path is an URL

5.38.2.30 isWindowsPath()

```
static bool Crosstales.Common.Util.FileHelper.isWindowsPath (  
    string path ) [static]
```

Checks if the given path is from a Windows-device

Parameters

<i>path</i>	Path to check
-------------	---------------

Returns

True if the given path is from a Windows-device

5.38.2.31 MoveDirectory()

```
static bool Crosstales.Common.Util.FileHelper.MoveDirectory (  
    string sourceDir,  
    string destDir ) [static]
```

Move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path

Returns

True if the operation was successful

5.38.2.32 MoveFile()

```
static bool Crosstales.Common.Util.FileHelper.MoveFile (
    string sourceFile,
    string destFile ) [static]
```

Move a file.

Parameters

<i>sourceFile</i>	Source file path
<i>destFile</i>	Destination file path

Returns

True if the operation was successful

5.38.2.33 MovePath()

```
static bool Crosstales.Common.Util.FileHelper.MovePath (
    string sourceDir,
    string destDir ) [static]
```

Move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path

Returns

True if the operation was successful

5.38.2.34 OpenFile()

```
static bool Crosstales.Common.Util.FileHelper.OpenFile (  
    string file ) [static]
```

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

Parameters

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

Returns

True if the operation was successful

5.38.2.35 PathHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.PathHasInvalidChars (  
    string path ) [static]
```

Checks a given path for invalid characters

Parameters

<i>path</i>	Path to check for invalid characters
-------------	--------------------------------------

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.38.2.36 ReadAllBytes()

```
static byte [] Crosstales.Common.Util.FileHelper.ReadAllBytes (  
    string sourceFile ) [static]
```

Reads the bytes of a file.

Parameters

<i>sourceFile</i>	Source file path
-------------------	------------------

Returns

Byte-content of the file

5.38.2.37 ReadAllLines()

```
static string [] Crosstales.Common.Util.FileHelper.ReadAllLines (
    string sourceFile,
    System.Text.Encoding encoding = null ) [static]
```

Reads all lines of text from a file.

Parameters

<i>sourceFile</i>	Source file path
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

Array of text lines from the file

5.38.2.38 ReadAllText()

```
static string Crosstales.Common.Util.FileHelper.ReadAllText (
    string sourceFile,
    System.Text.Encoding encoding = null ) [static]
```

Reads the text of a file.

Parameters

<i>sourceFile</i>	Source file path
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

Text-content of the file

5.38.2.39 RenameDirectory()

```
static string Crosstales.Common.Util.FileHelper.RenameDirectory (
    string path,
    string newName ) [static]
```

Renames a directory in a path.

Parameters

<i>path</i>	Path to the directory
<i>newName</i>	New name for the directory

Returns

New path of the directory

5.38.2.40 RenameFile()

```
static string Crosstales.Common.Util.FileHelper.RenameFile (  
    string path,  
    string newName ) [static]
```

Renames a file in a path.

Parameters

<i>path</i>	Path to the file
<i>newName</i>	New name for the file

Returns

New path of the file

5.38.2.41 ShowFile()

```
static bool Crosstales.Common.Util.FileHelper.ShowFile (  
    string file ) [static]
```

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

Returns

True if the operation was successful

5.38.2.42 ShowPath()

```
static bool Crosstales.Common.Util.FileHelper.ShowPath (  
    string path ) [static]
```

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

Returns

True if the operation was successful

5.38.2.43 ValidateFile()

```
static string Crosstales.Common.Util.FileHelper.ValidateFile (
    string path,
    bool removeInvalidChars = true ) [static]
```

Validates a given file.

Parameters

<i>path</i>	File to validate
<i>removeInvalidChars</i>	Removes invalid characters in the file name (optional, default: true)

Returns

Valid file path

5.38.2.44 ValidatePath()

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

Validates a given path and add missing slash.

Parameters

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	Add delimiter at the end of the path (optional, default: true)
<i>preserveFile</i>	Preserves a given file in the path (optional, default: true)
<i>removeInvalidChars</i>	Removes invalid characters in the path name (optional default: true)

Returns

Valid path

5.38.2.45 WriteAllBytes()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllBytes (
    string destFile,
    byte[] data ) [static]
```

Writes bytes to a file.

Parameters

<i>destFile</i>	Destination file path
<i>data</i>	Byte-content to write

Returns

True if the operation was successful

5.38.2.46 WriteAllLines()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllLines (
    string destFile,
    string[] lines,
    System.Text.Encoding encoding = null ) [static]
```

Writes all lines of text to a file.

Parameters

<i>destFile</i>	Destination file path
<i>lines</i>	Array of text lines to write
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

True if the operation was successful

5.38.2.47 WriteAllText()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllText (
    string destFile,
    string text,
    System.Text.Encoding encoding = null ) [static]
```

Writes text to a file.

Parameters

<i>destFile</i>	Destination file path
<i>text</i>	Text-content to write
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

True if the operation was successful

5.38.3 Member Data Documentation

5.38.3.1 ApplicationDataPath

```
string Crosstales.Common.Util.FileHelper.ApplicationDataPath => _applicationDataPath [static]
```

Returns the Unity application data path.

Returns

Unity application data path

5.38.3.2 ApplicationPersistentPath

```
string Crosstales.Common.Util.FileHelper.ApplicationPersistentPath => _applicationPersistent↵  
Path [static]
```

Returns the Unity application persistent path.

Returns

Unity application persistent path

5.38.3.3 ApplicationTempPath

```
string Crosstales.Common.Util.FileHelper.ApplicationTempPath => _applicationTempPath [static]
```

Returns the Unity application temporary path.

Returns

Unity application temporary path

5.38.3.4 TempFile

```
string Crosstailes.Common.Util.FileHelper.TempFile => System.IO.Path.GetTempFileName() [static]
```

Returns a temporary file.

Returns

Temporary file

5.38.3.5 TempPath

```
string Crosstailes.Common.Util.FileHelper.TempPath => System.IO.Path.GetTempPath() [static]
```

Returns the temporary directory path from the device.

Returns

Temporary directory path of the device

5.38.4 Property Documentation

5.38.4.1 StreamingAssetsPath

```
string Crosstailes.Common.Util.FileHelper.StreamingAssetsPath [static], [get]
```

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

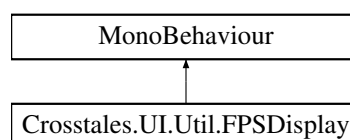
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/Common/Scripts/↔
Util/FileHelper.cs

5.39 Crosstailes.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstailes.UI.Util.FPSDisplay:



Public Attributes

- Text [FPS](#)
Text component to display the FPS.
- int [FrameUpdate](#) = 5
Update every set frame (default: 5).
- KeyCode [Key](#) = KeyCode.None

5.39.1 Detailed Description

Simple FPS-Counter.

5.39.2 Member Data Documentation

5.39.2.1 FPS

```
Text Crosstales.UI.Util.FPSDisplay.FPS
```

Text component to display the FPS.

5.39.2.2 FrameUpdate

```
int Crosstales.UI.Util.FPSDisplay.FrameUpdate = 5
```

Update every set frame (default: 5).

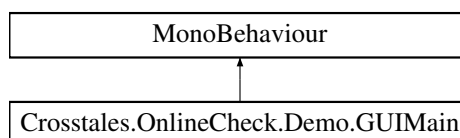
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/Util/FPSDisplay.cs

5.40 Crosstales.OnlineCheck.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUIMain:



Public Member Functions

- void **Check** ()
- void **ChangeIntervalMin** ()
- void **ChangeIntervalMax** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**
- Image **Status**
- Slider **MinimumSlider**
- Slider **MaximumSlider**
- Text **MinValue**
- Text **MaxValue**
- Text **Available**
- Text **Reachability**
- Text **LastCheck**
- Text **Total**
- Text **PerMinute**
- Text **Data**
- Text **Runtime**
- Text **Uptime**
- Text **Downtime**

5.40.1 Detailed Description

Main GUI component for all demo scenes.

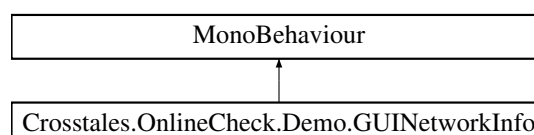
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔
Demos/Scripts/GUIMain.cs

5.41 Crosstales.OnlineCheck.Demo.GUINetworkInfo Class Reference

GUI component for NetworkInfo.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUINetworkInfo:



Public Member Functions

- void **Refresh** ()

Public Attributes

- Text **Result**

5.41.1 Detailed Description

GUI component for NetworkInfo.

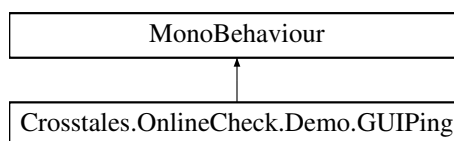
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↵
Demos/Scripts/GUINetworkInfo.cs

5.42 Crosstales.OnlineCheck.Demo.GUIPing Class Reference

GUI component for PingCheck.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUIPing:



Public Member Functions

- void **Ping** ()

Public Attributes

- string **Host** = "google.com"
- InputField **Hostname**
- Text **Result**
- Button **CheckButton**

5.42.1 Detailed Description

GUI component for PingCheck.

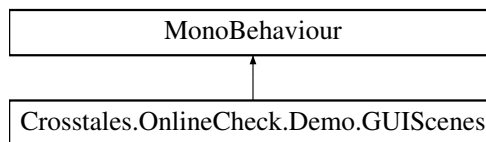
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↵
PingCheck/Demo/Scripts/GUIPing.cs

5.43 Crosstales.OnlineCheck.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUIScenes:



Public Member Functions

- void [LoadPreviousScene](#) ()
Load previous scene.
- void [LoadNextScene](#) ()
Load next scene.
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void [Quit](#) ()
Quit the application.

Public Attributes

- string [PreviousScene](#)
Name of the previous scene.
- string [NextScene](#)
Name of the next scene.

5.43.1 Detailed Description

Main GUI scene manager for all demo scenes.

5.43.2 Member Function Documentation

5.43.2.1 LoadNextScene()

```
void Crosstales.OnlineCheck.Demo.GUIScenes.LoadNextScene ( )
```

Load next scene.

5.43.2.2 LoadPreviousScene()

```
void Crosstales.OnlineCheck.Demo.GUIScenes.LoadPreviousScene ( )
```

Load previous scene.

5.43.2.3 Quit()

```
void Crosstales.OnlineCheck.Demo.GUIScenes.Quit ( )
```

Quit the application.

5.43.3 Member Data Documentation

5.43.3.1 NextScene

```
string Crosstales.OnlineCheck.Demo.GUIScenes.NextScene
```

Name of the next scene.

5.43.3.2 PreviousScene

```
string Crosstales.OnlineCheck.Demo.GUIScenes.PreviousScene
```

Name of the previous scene.

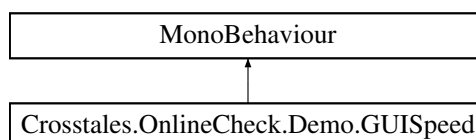
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↵
Demos/Scripts/GUIScenes.cs

5.44 Crosstales.OnlineCheck.Demo.GUISpeed Class Reference

GUI component for SpeedTest.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUISpeed:



Public Member Functions

- void **Test** ()
- void **SetSize** (int value)

Public Attributes

- Text **Result**
- Button **CheckButton**

5.44.1 Detailed Description

GUI component for SpeedTest.

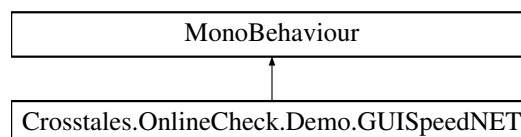
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ SpeedTest/Demo/Scripts/GUISpeed.cs

5.45 Crosstales.OnlineCheck.Demo.GUISpeedNET Class Reference

GUI component for SpeedTestNET.

Inheritance diagram for Crosstales.OnlineCheck.Demo.GUISpeedNET:



Public Member Functions

- void **Test** ()

Public Attributes

- Text **Result**
- Button **CheckButton**

5.45.1 Detailed Description

GUI component for SpeedTestNET.

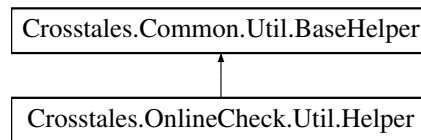
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ SpeedTestNET/Demo/Scripts/GUISpeedNET.cs

5.46 Crosstales.OnlineCheck.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.OnlineCheck.Util.Helper:



Static Public Member Functions

- static void [CreateCustomCheck](#) ()
Creates a custom check asset.

Additional Inherited Members

5.46.1 Detailed Description

Various helper functions.

5.46.2 Member Function Documentation

5.46.2.1 CreateCustomCheck()

```
static void Crosstales.OnlineCheck.Util.Helper.CreateCustomCheck ( ) [static]
```

Creates a custom check asset.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔
Scripts/Util/Helper.cs

5.47 System.Web.Util.HttpEncoder Class Reference

Static Public Attributes

- static [HttpEncoder](#) **Default** => defaultEncoder.Value

Properties

- static [HttpEncoder](#)???? **Current** [get, set]

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ SpeedTestNET/Scripts/Mono/HttpEncoder.cs

5.48 System.Web.HttpUtility Class Reference

Static Public Member Functions

- static void **HtmlAttributeEncode** (string s, TextWriter output)
- static string **HtmlAttributeEncode** (string s)
- static string **UrlDecode** (string str)
- static string **UrlDecode** (string str, Encoding e)
- static string **UrlDecode** (byte[] bytes, Encoding e)
- static string **UrlDecode** (byte[] bytes, int offset, int count, Encoding e)
- static byte[] **UrlDecodeToBytes** (byte[] bytes)
- static byte[] **UrlDecodeToBytes** (string str)
- static byte[] **UrlDecodeToBytes** (string str, Encoding e)
- static byte[] **UrlDecodeToBytes** (byte[] bytes, int offset, int count)
- static string **UrlEncode** (string str)
- static string **UrlEncode** (string str, Encoding e)
- static string **UrlEncode** (byte[] bytes)
- static string **UrlEncode** (byte[] bytes, int offset, int count)
- static byte[] **UrlEncodeToBytes** (string str)
- static byte[] **UrlEncodeToBytes** (string str, Encoding e)
- static byte[] **UrlEncodeToBytes** (byte[] bytes)
- static byte[] **UrlEncodeToBytes** (byte[] bytes, int offset, int count)
- static string **UrlEncodeUnicode** (string str)
- static byte[] **UrlEncodeUnicodeToBytes** (string str)
- static string [HtmlDecode](#) (string s)
Decodes an HTML-encoded string and returns the decoded string.
- static void [HtmlDecode](#) (string s, TextWriter output)
Decodes an HTML-encoded string and sends the resulting output to a TextWriter output stream.
- static string **HtmlEncode** (string s)
- static void [HtmlEncode](#) (string s, TextWriter output)
HTML-encodes a string and sends the resulting output to a TextWriter output stream.
- static string **HtmlEncode** (object value)
- static string **JavaScriptStringEncode** (string value)
- static string **JavaScriptStringEncode** (string value, bool addDoubleQuotes)
- static string **UrlPathEncode** (string str)
- static NameValueCollection **ParseQueryString** (string query)
- static NameValueCollection **ParseQueryString** (string query, Encoding encoding)

5.48.1 Member Function Documentation

5.48.1.1 HtmlDecode() [1/2]

```
static string System.Web.HttpUtility.HtmlDecode (
    string s ) [static]
```

Decodes an HTML-encoded string and returns the decoded string.

Parameters

<i>s</i>	The HTML string to decode.
----------	----------------------------

Returns

The decoded text.

5.48.1.2 HtmlDecode() [2/2]

```
static void System.Web.HttpUtility.HtmlDecode (
    string s,
    TextWriter output ) [static]
```

Decodes an HTML-encoded string and sends the resulting output to a TextWriter output stream.

Parameters

<i>s</i>	The HTML string to decode
<i>output</i>	The TextWriter output stream containing the decoded string.

5.48.1.3 HtmlEncode()

```
static void System.Web.HttpUtility.HtmlEncode (
    string s,
    TextWriter output ) [static]
```

HTML-encodes a string and sends the resulting output to a TextWriter output stream.

Parameters

<i>s</i>	The string to encode.
<i>output</i>	The TextWriter output stream containing the encoded string.

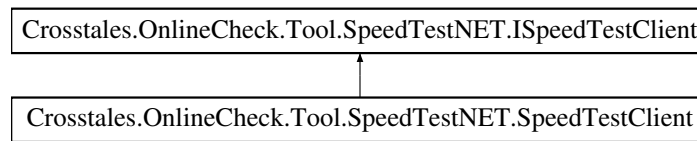
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↵SpeedTestNET/Scripts/Mono/HttpUtility.cs

5.49 Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient Interface Reference

Interface for the [SpeedTestClient](#).

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient:



Public Member Functions

- [Settings](#) [GetSettings](#) ()
Download SpeedTest.net settings
- int [TestServerLatency](#) ([Server](#) server, int retryCount=3)
Test latency (ping) to server
- double [TestDownloadSpeed](#) ([Server](#) server, int simultaneousDownloads=2, int retryCount=2)
Test download speed to server
- double [TestUploadSpeed](#) ([Server](#) server, int simultaneousUploads=2, int retryCount=2)
Test upload speed to server

5.49.1 Detailed Description

Interface for the [SpeedTestClient](#).

5.49.2 Member Function Documentation

5.49.2.1 GetSettings()

[Settings](#) `Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.GetSettings ()`

Download SpeedTest.net settings

Returns

SpeedTest.net settings

Implemented in [Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient](#).

5.49.2.2 TestDownloadSpeed()

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.TestDownloadSpeed (
    Server server,
    int simultaneousDownloads = 2,
    int retryCount = 2 )
```

Test download speed to server

Returns

Download speed in Kbps

Implemented in [Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient](#).

5.49.2.3 TestServerLatency()

```
int Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.TestServerLatency (
    Server server,
    int retryCount = 3 )
```

Test latency (ping) to server

Returns

Latency in milliseconds (ms)

Implemented in [Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient](#).

5.49.2.4 TestUploadSpeed()

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient.TestUploadSpeed (
    Server server,
    int simultaneousUploads = 2,
    int retryCount = 2 )
```

Test upload speed to server

Returns

Upload speed in Kbps

Implemented in [Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient](#).

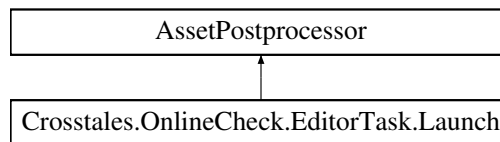
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ SpeedTestNET/Scripts/ISpeedTestClient.cs

5.50 Crosstales.OnlineCheck.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.OnlineCheck.EditorTask.Launch:



Static Public Member Functions

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

5.50.1 Detailed Description

Show the configuration window on the first launch.

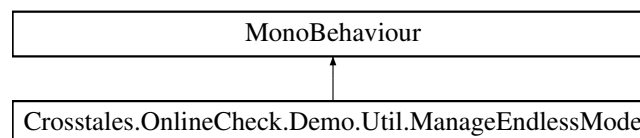
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Scripts/Editor/Task/Launch.cs

5.51 Crosstales.OnlineCheck.Demo.Util.ManageEndlessMode Class Reference

Enable or disable EndlessMode at startup.

Inheritance diagram for Crosstales.OnlineCheck.Demo.Util.ManageEndlessMode:



Public Member Functions

- void **Start** ()

Public Attributes

- bool **EndlessMode**

5.51.1 Detailed Description

Enable or disable EndlessMode at startup.

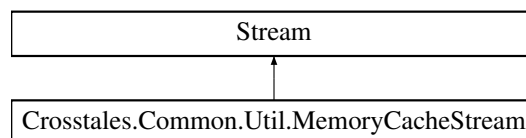
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔ Demos/Scripts/Util/ManageEndlessMode.cs

5.52 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



Public Member Functions

- [MemoryCacheStream](#) (int cacheSize=64 *[Crosstales.Common.Util.BaseConstants.FACTOR_KB](#), int max↔ CacheSize=64 *[Crosstales.Common.Util.BaseConstants.FACTOR_MB](#))
Constructor with a specified cache size.
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[] buffer, int offset, int count)
- override void **Write** (byte[] buffer, int offset, int count)

Public Attributes

- override bool [CanRead](#) => true
Gets a flag flag that indicates if the stream is readable (always true).
- override bool [CanSeek](#) => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override bool [CanWrite](#) => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override long [Length](#) => _length
Gets the current stream length.

Properties

- override long [Position](#) [get, set]
Gets or sets the current stream position.

5.52.1 Detailed Description

Memory cache stream.

5.52.2 Constructor & Destructor Documentation

5.52.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
    int cacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_KB,
    int maxCacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_MB )
```

Constructor with a specified cache size.

Parameters

<i>cacheSize</i>	Cache size of the stream in bytes.
<i>maxCacheSize</i>	Maximum cache size of the stream in bytes.

5.52.3 Member Data Documentation

5.52.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

5.52.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.52.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.52.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => _length
```

Gets the current stream length.

5.52.4 Property Documentation

5.52.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position [get], [set]
```

Gets or sets the current stream position.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↵
Util/MemoryCacheStream.cs

5.53 Crosstales.Common.Util.NetworkHelper Class Reference

Base for various helper functions for networking.

Static Public Member Functions

- static bool [OpenURL](#) (string url)
Opens the given URL with the file explorer or browser.
- static bool [RemoteCertificateValidationCallback](#) (object sender, System.Security.Cryptography.X509↵
Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain,
System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [GetURLFromFile](#) (string path)
Returns the URL of a given file.
- static string [ValidateURL](#) (string url, bool removeProtocol=false, bool removeWWW=true, bool remove↵
Slash=true)
Validates a given URL.
- static bool [isURL](#) (string url)
Checks if the input is an URL.
- static bool [isIPv4](#) (string ip)
Checks if the input is an IPv4 address.
- static string [GetIP](#) (string host)
Returns the IP of a given host name.
- static string [ValidURLFromFilePath](#) (string path)
Returns the URL of a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.
- static bool [isValidURL](#) (string url)
Checks if the URL is valid.

Static Protected Attributes

- const string **FILE_PREFIX** = "file://"
- const string **CONTENT_PREFIX** = "content://"

Properties

- static bool [isInternetAvailable](#) [get]
Checks if an Internet connection is available.

5.53.1 Detailed Description

Base for various helper functions for networking.

5.53.2 Member Function Documentation

5.53.2.1 CleanUrl()

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

Cleans a given URL.

Parameters

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

Returns

Clean URL

5.53.2.2 GetIP()

```
static string Crosstales.Common.Util.NetworkHelper.GetIP (  
    string host ) [static]
```

Returns the IP of a given host name.

Parameters

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

Returns

IP of a given host name.

5.53.2.3 GetURLFromFile()

```
static string Crosstales.Common.Util.NetworkHelper.GetURLFromFile (  
    string path ) [static]
```

Returns the URL of a given file.

Parameters

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

Returns

URL of the file path

5.53.2.4 isIPv4()

```
static bool Crosstales.Common.Util.NetworkHelper.isIPv4 (  
    string ip ) [static]
```

Checks if the input is an IPv4 address.

Parameters

<i>url</i>	Input as possible IPv4
------------	------------------------

Returns

True if the given path is an IPv4 address

5.53.2.5 isURL()

```
static bool Crosstales.Common.Util.NetworkHelper.isURL (  
    string url ) [static]
```

Checks if the input is an URL.

Parameters

<i>url</i>	Input as possible URL
------------	-----------------------

Returns

True if the given path is an URL

5.53.2.6 isValidURL()

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

Checks if the URL is valid.

Parameters

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

Returns

True if the URL is valid.

5.53.2.7 OpenURL()

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

Opens the given URL with the file explorer or browser.

Parameters

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

Returns

True if the operation was successful

5.53.2.8 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.NetworkHelper.RemoteCertificateValidationCallback (
    object sender,
```

```
System.Security.Cryptography.X509Certificates.X509Certificate certificate,  
System.Security.Cryptography.X509Certificates.X509Chain chain,  
System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]
```

HTTPS-certification callback.

5.53.2.9 ValidateURL()

```
static string Crosstales.Common.Util.NetworkHelper.ValidateURL (  
    string url,  
    bool removeProtocol = false,  
    bool removeWWW = true,  
    bool removeSlash = true ) [static]
```

Validates a given URL.

Parameters

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

Returns

Clean URL

5.53.2.10 ValidURLFromFilePath()

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

Returns the URL of a given file.

Parameters

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

Returns

URL of the file path

5.53.3 Property Documentation

5.53.3.1 isInternetAvailable

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/NetworkHelper.cs

5.54 Crosstales.OnlineCheck.Util.NetworkInfo Class Reference

Provides extra information about the network environment.

Static Public Member Functions

- static void [Refresh](#) ()
Refresh the network information.
- static System.Collections.Generic.List< [NetworkInterface](#) > [getNetworkInterfaces](#) (bool activeOnly=true)
Returns a list of all available network interfaces.

Static Public Attributes

- static string [LastPublicIP](#) => publicIpCache ?? (publicIpCache = [PublicIP](#))
Returns the last public IP.
- static bool [isPlatformSupported](#) => !Helper.isWebPlatform && !Helper.isWSABasedPlatform
Indicates if [NetworkInfo](#) is supporting the current platform.

Properties

- static string [PublicIP](#) [get]
Returns the public IP of the Internet connection.
- static System.Collections.Generic.List< [NetworkInterface](#) > [LastNetworkInterfaces](#) [get]
Returns the last list of network interfaces.

5.54.1 Detailed Description

Provides extra information about the network environment.

5.54.2 Member Function Documentation

5.54.2.1 getNetworkInterfaces()

```
static System.Collections.Generic.List<NetworkInterface> Crosstales.OnlineCheck.Util.Network↔
Info.getNetworkInterfaces (
    bool activeOnly = true ) [static]
```

Returns a list of all available network interfaces.

Parameters

<i>activeOnly</i>	Search only for active network interfaces (optional)
-------------------	--

Returns

List of network interfaces.

5.54.2.2 Refresh()

```
static void Crosstales.OnlineCheck.Util.NetworkInfo.Refresh ( ) [static]
```

Refresh the network information.

5.54.3 Member Data Documentation

5.54.3.1 isPlatformSupported

```
bool Crosstales.OnlineCheck.Util.NetworkInfo.isPlatformSupported => !Helper.isWebPlatform &&  
!Helper.isWSABasedPlatform [static]
```

Indicates if [NetworkInfo](#) is supporting the current platform.

Returns

True if [NetworkInfo](#) supports current platform.

5.54.3.2 LastPublicIP

```
string Crosstales.OnlineCheck.Util.NetworkInfo.LastPublicIP => publicIpCache ?? (publicIp↔  
Cache = PublicIP) [static]
```

Returns the last public IP.

Returns

Last public IP.

5.54.4 Property Documentation

5.54.4.1 LastNetworkInterfaces

```
System.Collections.Generic.List<NetworkInterface> Crosstales.OnlineCheck.Util.NetworkInfo.↵  
LastNetworkInterfaces [static], [get]
```

Returns the last list of network interfaces.

Returns

Last list of network interfaces.

5.54.4.2 PublicIP

```
string Crosstales.OnlineCheck.Util.NetworkInfo.PublicIP [static], [get]
```

Returns the public IP of the Internet connection.

Returns

Public IP of the Internet connection.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↵
Scripts/Util/NetworkInfo.cs

5.55 Crosstales.OnlineCheck.Model.NetworkInterface Class Reference

[Model](#) for a network interface.

Public Member Functions

- **NetworkInterface** (string id, string name, System.Net.NetworkInformation.NetworkInterfaceType type, System.Net.IPAddress address, System.Net.IPAddress mask, string macAddress, System.Net.IPAddress gateway, long speed, System.Net.NetworkInformation.OperationalStatus status)
- override string **ToString** ()

Public Attributes

- readonly string [Id](#)
Id of the network interface.
- readonly string [Name](#)
Name of the network interface.
- readonly System.Net.NetworkInformation.NetworkInterfaceType [Type](#)
Type of the network interface.
- readonly System.Net.IPAddress [Address](#)
Address of the network interface.
- readonly System.Net.IPAddress [Mask](#)
Mask of the network interface.
- readonly string [MacAddress](#)
MAC address of the network interface.
- readonly System.Net.IPAddress [Gateway](#)
Gateway of the network interface.
- readonly long [Speed](#)
Speed of the network interface in bits-per-second (bps).
- readonly System.Net.NetworkInformation.OperationalStatus [Status](#)
Status of the network interface.

5.55.1 Detailed Description

[Model](#) for a network interface.

5.55.2 Member Data Documentation

5.55.2.1 Address

```
readonly System.Net.IPAddress Crosstales.OnlineCheck.Model.NetworkInterface.Address
```

Address of the network interface.

5.55.2.2 Gateway

```
readonly System.Net.IPAddress Crosstales.OnlineCheck.Model.NetworkInterface.Gateway
```

Gateway of the network interface.

5.55.2.3 Id

```
readonly string Crosstales.OnlineCheck.Model.NetworkInterface.Id
```

Id of the network interface.

5.55.2.4 MacAddress

```
readonly string Crosstales.OnlineCheck.Model.NetworkInterface.MacAddress
```

MAC address of the network interface.

5.55.2.5 Mask

```
readonly System.Net.IPAddress Crosstales.OnlineCheck.Model.NetworkInterface.Mask
```

Mask of the network interface.

5.55.2.6 Name

```
readonly string Crosstales.OnlineCheck.Model.NetworkInterface.Name
```

Name of the network interface.

5.55.2.7 Speed

```
readonly long Crosstales.OnlineCheck.Model.NetworkInterface.Speed
```

Speed of the network interface in bits-per-second (bps).

5.55.2.8 Status

```
readonly System.Net.NetworkInformation.OperationalStatus Crosstales.OnlineCheck.Model.NetworkInterface.Status
```

Status of the network interface.

5.55.2.9 Type

```
readonly System.Net.NetworkInformation.NetworkInterfaceType Crosstales.OnlineCheck.Model.NetworkInterface.Type
```

Type of the network interface.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Scripts/Model/NetworkInterface.cs

5.56 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.56.1 Detailed Description

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

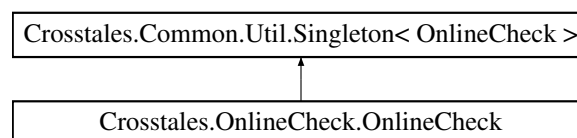
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/NYCheck.cs

5.57 Crosstales.OnlineCheck.OnlineCheck Class Reference

Checks the Internet availability.

Inheritance diagram for Crosstales.OnlineCheck.OnlineCheck:



Public Member Functions

- delegate void [OnlineStatusChange](#) (bool isConnected)
Callback to determine whether the online status has changed or not.
- delegate void [NetworkReachabilityChange](#) ([NetworkReachability](#) networkReachability)
Callback to determine whether the network reachability has changed or not.
- delegate void [OnlineCheckComplete](#) (bool isConnected, [NetworkReachability](#) networkReachability)
Callback to determine whether the checks have completed or not.
- void [Refresh](#) (bool triggerCallbacks=false)
Checks for Internet availability.
- IEnumerator [RefreshYield](#) (bool triggerCallbacks=false)
Checks for Internet availability as an IEnumerator.

Static Public Member Functions

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

Public Attributes

- NetworkReachability [NetworkReachability](#) => networkReachability
Returns the network reachability.
- bool [isBusy](#) => isRunning
Returns true if [OnlineCheck](#) is busy.
- float [LastCheckRTT](#) => [LastCheckRTTMilliseconds](#) / 1000f
Returns the round trip time of the last successful availability check in seconds. Note: This value is only accurate if used with "ForceWWW" disabled.
- [StatusChangeEvent](#) [OnStatusChange](#)

Protected Member Functions

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

Properties

- bool [EndlessMode](#) [get, set]
Continuously check for Internet availability within given intervals.
- int? [IntervalMin](#) [get, set]
Minimum delay between checks in seconds (range: 3 - 59).
- int? [IntervalMax](#) [get, set]
Maximum delay between checks in seconds (range: 4 - 60).
- int? [Timeout](#) [get, set]
Timeout for every check in seconds (range: 1 - 10).
- bool [ForceWWW](#) [get, set]
Force UnityWebRequest instead of WebClient.
- [CustomCheck](#) [CustomCheck](#) [get, set]
Use a custom configuration for the checks.
- bool [Google204](#) [get, set]
Enable or disable the 'Google 204' check (279 Bytes).
- bool [GoogleBlank](#) [get, set]
Enable or disable the 'Google Blank' check (831 Bytes).
- bool [Microsoft](#) [get, set]
Enable or disable the 'Microsoft' check (184 Bytes).
- bool [Apple](#) [get, set]
Enable or disable the 'Apple' check (??? Bytes).
- bool [Ubuntu](#) [get, set]
Enable or disable the 'Ubuntu' check (1001 Bytes).
- bool [RunOnStart](#) [get, set]
Start at runtime.
- float [Delay](#) [get, set]
Delay in seconds until the [OnlineCheck](#) starts checking.

- bool [isInternetAvailable](#) [get]
Returns true if an Internet connection is available.
- string [NetworkReachabilityShort](#) [get]
Returns the network reachability in shorter form.
- System.DateTime [LastCheck](#) [get]
Returns the time of the last availability check.
- long [DataDownloaded](#) [get]
Returns the total download size in bytes for the current session.
- int [LastCheckRTTMilliseconds](#) [get]
Returns the round trip time of the last successful availability check in milliseconds. Note: This value is only accurate if used with "ForceWWW" disabled.

Events

- [OnlineStatusChange](#) [OnOnlineStatusChange](#)
An event triggered whenever the Internet connection status changes.
- [NetworkReachabilityChange](#) [OnNetworkReachabilityChange](#)
An event triggered whenever the network reachability changes.
- [OnlineCheckComplete](#) [OnOnlineCheckComplete](#)
An event triggered whenever the Internet connection check is completed.

Additional Inherited Members

5.57.1 Detailed Description

Checks the Internet availability.

5.57.2 Member Function Documentation

5.57.2.1 NetworkReachabilityChange()

```
delegate void Crosstales.OnlineCheck.OnlineCheck.NetworkReachabilityChange (
    NetworkReachability networkReachability )
```

Callback to determine whether the network reachability has changed or not.

5.57.2.2 OnlineCheckComplete()

```
delegate void Crosstales.OnlineCheck.OnlineCheck.OnlineCheckComplete (
    bool isConnected,
    NetworkReachability networkReachability )
```

Callback to determine whether the checks have completed or not.

5.57.2.3 OnlineStatusChange()

```
delegate void Crosstales.OnlineCheck.OnlineCheck.OnlineStatusChange (
    bool isConnected )
```

Callback to determine whether the online status has changed or not.

5.57.2.4 Refresh()

```
void Crosstales.OnlineCheck.OnlineCheck.Refresh (
    bool triggerCallbacks = false )
```

Checks for Internet availability.

Parameters

<i>triggerCallbacks</i>	Always trigger the callbacks (default: false, optional)
-------------------------	---

5.57.2.5 RefreshYield()

```
IEnumerator Crosstales.OnlineCheck.OnlineCheck.RefreshYield (
    bool triggerCallbacks = false )
```

Checks for Internet availability as an IEnumerator.

Parameters

<i>triggerCallbacks</i>	Always trigger the callbacks (default: false, optional)
-------------------------	---

5.57.2.6 ResetObject()

```
static void Crosstales.OnlineCheck.OnlineCheck.ResetObject ( ) [static]
```

Resets this object.

5.57.3 Member Data Documentation

5.57.3.1 isBusy

```
bool Crosstales.OnlineCheck.OnlineCheck.isBusy => isRunning
```

Returns true if [OnlineCheck](#) is busy.

Returns

True if if [OnlineCheck](#) is busy.

5.57.3.2 LastCheckRTT

```
float Crosstales.OnlineCheck.OnlineCheck.LastCheckRTT => LastCheckRTTMilliseconds / 1000f
```

Returns the round trip time of the last successful availability check in seconds. Note: This value is only accurate if used with "ForceWWW" disabled.

Returns

Round trip time of the last successful availability check in seconds.

5.57.3.3 NetworkReachability

```
NetworkReachability Crosstales.OnlineCheck.OnlineCheck.NetworkReachability => networkReachability
```

Returns the network reachability.

Returns

The Internet reachability.

5.57.4 Property Documentation

5.57.4.1 Apple

```
bool Crosstales.OnlineCheck.OnlineCheck.Apple [get], [set]
```

Enable or disable the 'Apple' check (??? Bytes).

5.57.4.2 CustomCheck

`CustomCheck` Crosstales.OnlineCheck.OnlineCheck.CustomCheck [get], [set]

Use a custom configuration for the checks.

5.57.4.3 DataDownloaded

`long` Crosstales.OnlineCheck.OnlineCheck.DataDownloaded [get]

Returns the total download size in bytes for the current session.

Returns

Download size in bytes.

5.57.4.4 Delay

`float` Crosstales.OnlineCheck.OnlineCheck.Delay [get], [set]

Delay in seconds until the [OnlineCheck](#) starts checking.

5.57.4.5 EndlessMode

`bool` Crosstales.OnlineCheck.OnlineCheck.EndlessMode [get], [set]

Continuously check for Internet availability within given intervals.

5.57.4.6 ForceWWW

`bool` Crosstales.OnlineCheck.OnlineCheck.ForceWWW [get], [set]

Force UnityWebRequest instead of WebClient.

5.57.4.7 Google204

`bool` Crosstales.OnlineCheck.OnlineCheck.Google204 [get], [set]

Enable or disable the 'Google 204' check (279 Bytes).

5.57.4.8 GoogleBlank

```
bool Crosstales.OnlineCheck.OnlineCheck.GoogleBlank [get], [set]
```

Enable or disable the 'Google Blank' check (831 Bytes).

5.57.4.9 IntervalMax

```
int? Crosstales.OnlineCheck.OnlineCheck.IntervalMax [get], [set]
```

Maximum delay between checks in seconds (range: 4 - 60).

5.57.4.10 IntervalMin

```
int? Crosstales.OnlineCheck.OnlineCheck.IntervalMin [get], [set]
```

Minimum delay between checks in seconds (range: 3 - 59).

5.57.4.11 isInternetAvailable

```
bool Crosstales.OnlineCheck.OnlineCheck.isInternetAvailable [get]
```

Returns true if an Internet connection is available.

Returns

True if an Internet connection is available.

5.57.4.12 LastCheck

```
System.DateTime Crosstales.OnlineCheck.OnlineCheck.LastCheck [get]
```

Returns the time of the last availability check.

Returns

Time of the last availability check.

5.57.4.13 LastCheckRTTMilliseconds

```
int Crosstales.OnlineCheck.OnlineCheck.LastCheckRTTMilliseconds [get]
```

Returns the round trip time of the last successful availability check in milliseconds. Note: This value is only accurate if used with "ForceWWW" disabled.

Returns

Round trip time of the last successful availability check in milliseconds.

5.57.4.14 Microsoft

```
bool Crosstales.OnlineCheck.OnlineCheck.Microsoft [get], [set]
```

Enable or disable the 'Microsoft' check (184 Bytes).

5.57.4.15 NetworkReachabilityShort

```
string Crosstales.OnlineCheck.OnlineCheck.NetworkReachabilityShort [get]
```

Returns the network reachability in shorter form.

Returns

The Internet reachability in shorter form.

5.57.4.16 RunOnStart

```
bool Crosstales.OnlineCheck.OnlineCheck.RunOnStart [get], [set]
```

Start at runtime.

5.57.4.17 Timeout

```
int? Crosstales.OnlineCheck.OnlineCheck.Timeout [get], [set]
```

Timeout for every check in seconds (range: 1 - 10).

5.57.4.18 Ubuntu

`bool Crosstales.OnlineCheck.OnlineCheck.Ubuntu [get], [set]`

Enable or disable the 'Ubuntu' check (1001 Bytes).

5.57.5 Event Documentation

5.57.5.1 OnNetworkReachabilityChange

`NetworkReachabilityChange Crosstales.OnlineCheck.OnlineCheck.OnNetworkReachabilityChange`

An event triggered whenever the network reachability changes.

5.57.5.2 OnOnlineCheckComplete

`OnlineCheckComplete Crosstales.OnlineCheck.OnlineCheck.OnOnlineCheckComplete`

An event triggered whenever the Internet connection check is completed.

5.57.5.3 OnOnlineStatusChange

`OnlineStatusChange Crosstales.OnlineCheck.OnlineCheck.OnOnlineStatusChange`

An event triggered whenever the Internet connection status changes.

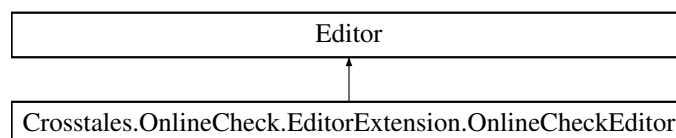
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↵Scripts/OnlineCheck.cs

5.58 Crosstales.OnlineCheck.EditorExtension.OnlineCheckEditor Class Reference

Custom editor for the '`OnlineCheck`'-class.

Inheritance diagram for `Crosstales.OnlineCheck.EditorExtension.OnlineCheckEditor`:



Public Member Functions

- override void **OnInspectorGUI** ()

5.58.1 Detailed Description

Custom editor for the 'OnlineCheck'-class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔ Scripts/Editor/Extension/OnlineCheckEditor.cs

5.59 Crosstales.OnlineCheck.EditorIntegration.OnlineCheckGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.59.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔ Scripts/Editor/Integration/OnlineCheckGameObject.cs

5.60 Crosstales.OnlineCheck.EditorIntegration.OnlineCheckMenu Class Reference

Editor component for the "Tools"-menu.

Static Public Member Functions

- static void **CreateCustomCheck** ()

5.60.1 Detailed Description

Editor component for the "Tools"-menu.

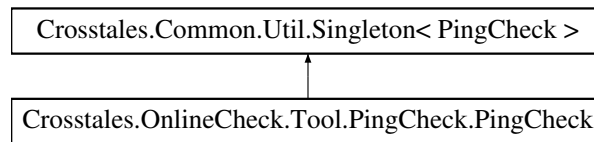
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔ Scripts/Editor/Integration/OnlineCheckMenu.cs

5.61 Crosstales.OnlineCheck.Tool.PingCheck.PingCheck Class Reference

Checks the Ping to an Internet address.

Inheritance diagram for Crosstales.OnlineCheck.Tool.PingCheck.PingCheck:



Public Member Functions

- delegate void [PingCompleted](#) (string host, string ip, float time)
Callback to determine whether the Ping-call has completed.
- void [Ping](#) ()
Checks the ping with the 'HostName'-variable.
- void [Ping](#) (string hostname)
Checks the ping with the given host name.

Public Attributes

- [PingCompleteEvent](#) **OnPingComplete**
- float [LastPingTime](#) => [LastPingTimeMilliseconds](#) / 1000f
Returns the last ping time in seconds.
- bool [isPlatformSupported](#) => [!Crosstales.OnlineCheck.Util.Helper.isWebPlatform](#)
Indicates if [PingCheck](#) is supporting the current platform.

Protected Member Functions

- override void **Awake** ()

Properties

- string [HostName](#) [get, set]
Hostname or IP for the Ping.
- float [Timeout](#) [get, set]
Timeout for the Ping in seconds (default: 3, range: 1 - 10).
- bool [RunOnStart](#) [get, set]
Start at runtime.
- string [LastHost](#) [get]
Returns the last host.
- string [LastIP](#) [get]
Returns the last IP.
- int [LastPingTimeMilliseconds](#) [get]
Returns the last ping time in milliseconds.
- bool [isBusy](#) [get]
Returns true if [SpeedTest](#) is busy.

Events

- [PingCompleted OnPingCompleted](#)

An event triggered whenever the Ping-call has completed.

Additional Inherited Members

5.61.1 Detailed Description

Checks the Ping to an Internet address.

5.61.2 Member Function Documentation

5.61.2.1 Ping() [1/2]

```
void Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.Ping ( )
```

Checks the ping with the 'HostName'-variable.

5.61.2.2 Ping() [2/2]

```
void Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.Ping (
    string hostname )
```

Checks the ping with the given host name.

Parameters

<i>hostname</i>	Host name or IP for the ping
-----------------	------------------------------

5.61.2.3 PingCompleted()

```
delegate void Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.PingCompleted (
    string host,
    string ip,
    float time )
```

Callback to determine whether the Ping-call has completed.

5.61.3 Member Data Documentation

5.61.3.1 isPlatformSupported

```
bool Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.isPlatformSupported => !Crosstales.OnlineCheck.Util.Help
```

Indicates if [PingCheck](#) is supporting the current platform.

Returns

True if [PingCheck](#) supports current platform.

5.61.3.2 LastPingTime

```
float Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.LastPingTime => LastPingTimeMilliseconds  
/ 1000f
```

Returns the last ping time in seconds.

Returns

Last ping time in seconds.

5.61.4 Property Documentation

5.61.4.1 HostName

```
string Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.HostName [get], [set]
```

Hostname or IP for the Ping.

5.61.4.2 isBusy

```
bool Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.isBusy [get]
```

Returns true if [SpeedTest](#) is busy.

Returns

True if [SpeedTest](#) is busy.

5.61.4.3 LastHost

```
string Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.LastHost [get]
```

Returns the last host.

Returns

Last host.

5.61.4.4 LastIP

```
string Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.LastIP [get]
```

Returns the last IP.

Returns

Last IP.

5.61.4.5 LastPingTimeMilliseconds

```
int Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.LastPingTimeMilliseconds [get]
```

Returns the last ping time in milliseconds.

Returns

Last ping time in milliseconds.

5.61.4.6 RunOnStart

```
bool Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.RunOnStart [get], [set]
```

Start at runtime.

5.61.4.7 Timeout

```
float Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.Timeout [get], [set]
```

Timeout for the Ping in seconds (default: 3, range: 1 - 10).

5.61.5 Event Documentation

5.61.5.1 OnPingCompleted

`PingCompleted` Crosstales.OnlineCheck.Tool.PingCheck.PingCheck.OnPingCompleted

An event triggered whenever the Ping-call has completed.

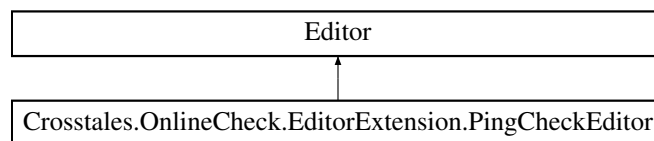
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔
PingCheck/Scripts/PingCheck.cs

5.62 Crosstales.OnlineCheck.EditorExtension.PingCheckEditor Class Reference

Custom editor for the 'PingCheck'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.PingCheckEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.62.1 Detailed Description

Custom editor for the 'PingCheck'-class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔
PingCheck/Scripts/Editor/PingCheckEditor.cs

5.63 Crosstales.OnlineCheck.EditorIntegration.PingCheckGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.63.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ PingCheck/Scripts/Editor/PingCheckGameObject.cs

5.64 Crosstales.OnlineCheck.EditorIntegration.PingCheckMenu Class Reference

Editor component for the "Tools"-menu.

5.64.1 Detailed Description

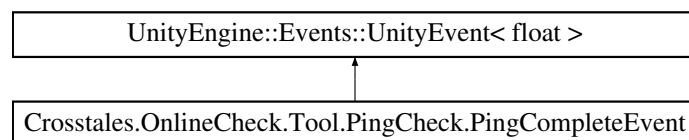
Editor component for the "Tools"-menu.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ PingCheck/Scripts/Editor/PingCheckMenu.cs

5.65 Crosstales.OnlineCheck.Tool.PingCheck.PingCompleteEvent Class Reference

Inheritance diagram for Crosstales.OnlineCheck.Tool.PingCheck.PingCompleteEvent:



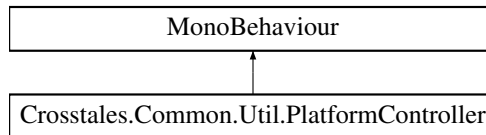
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ PingCheck/Scripts/PingCheck.cs

5.66 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects and scripts for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Attributes

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

Protected Member Functions

- virtual void **Awake** ()
- void **selectPlatform** ()
- void **activateGameObjects** ()
- void **activateScripts** ()

Protected Attributes

- [Crosstales.Common.Model.Enum.Platform](#) **_currentPlatform**

5.66.1 Detailed Description

Enables or disable game objects and scripts for a given platform.

5.66.2 Member Data Documentation

5.66.2.1 Active

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

summary> Selected objects for the controller.

5.66.2.2 Objects

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

summary>Selected scripts for the controller.

5.66.2.3 Platforms

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

Selected platforms for the controller.

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

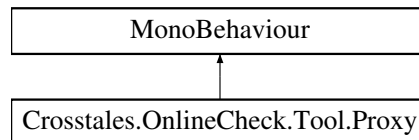
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/PlatformController/Scripts/PlatformController.cs`

5.67 Crosstales.OnlineCheck.Tool.Proxy Class Reference

Handles HTTP/HTTPS Internet connections via proxy server.

Inheritance diagram for `Crosstales.OnlineCheck.Tool.Proxy`:



Public Member Functions

- void [EnableHTTPProxy](#) ()
Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.
- void [EnableHTTPSProxy](#) ()
Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.

Static Public Member Functions

- static void [EnableHTTPProxy](#) (string url, int port, string username="", string password="", string urlProtocol="")
Enables or disables a proxy server for HTTP connections.
- static void [EnableHTTPSProxy](#) (string url, int port, string username="", string password="", string urlProtocol="")
Enables or disables a proxy server for HTTPS connections.
- static void [DisableHTTPProxy](#) ()
Disables the proxy server for HTTP connections.
- static void [DisableHTTPSProxy](#) ()
Disables the proxy server for HTTPS connections.

Public Attributes

- string [HTTPProxyURL](#)
URL (without protocol) or IP of the proxy server.
- int [HTTPProxyPort](#) = 8080
Port of the proxy server.
- string [HTTPProxyUsername](#) = string.Empty
Username for the proxy server (optional).
- string [HTTPProxyPassword](#) = string.Empty
Password for the proxy server (optional).
- string [HTTPProxyURLProtocol](#) = string.Empty
Protocol (e.g. ' http:// ') for the proxy server (optional).
- string [HTTPSProxyURL](#)
URL (without protocol) or IP of the proxy server.
- int [HTTPSProxyPort](#) = 8443
Port of the proxy server.
- string [HTTPSProxyUsername](#) = string.Empty
Username for the proxy server (optional).
- string [HTTPSProxyPassword](#) = string.Empty
Password for the proxy server (optional).
- string [HTTPSProxyURLProtocol](#) = string.Empty
Protocol (e.g. ' http:// ') for the proxy server (optional).
- bool [EnableOnAwake](#)
Enable the proxy on awake (default: false).

Properties

- static bool [hasHTTPProxy](#) [get]
Is HTTP-proxy enabled?
- static bool [hasHTTPSProxy](#) [get]
Is HTTPS-proxy enabled?

5.67.1 Detailed Description

Handles HTTP/HTTPS Internet connections via proxy server.

5.67.2 Member Function Documentation

5.67.2.1 DisableHTTPProxy()

```
static void Crosstales.OnlineCheck.Tool.Proxy.DisableHTTPProxy ( ) [static]
```

Disables the proxy server for HTTP connections.

5.67.2.2 DisableHTTPSProxy()

```
static void Crosstales.OnlineCheck.Tool.Proxy.DisableHTTPSProxy ( ) [static]
```

Disables the proxy server for HTTPS connections.

5.67.2.3 EnableHTTPProxy() [1/2]

```
void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPProxy ( )
```

Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.

5.67.2.4 EnableHTTPProxy() [2/2]

```
static void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPProxy (
    string url,
    int port,
    string username = "",
    string password = "",
    string urlProtocol = "" ) [static]
```

Enables or disables a proxy server for HTTP connections.

Parameters

<i>url</i>	URL (without protocol) or IP of the proxy server
<i>port</i>	Port of the proxy server
<i>username</i>	"Username for the proxy server (optional)</param> <param name="password">Password for the proxy server (optional)</param> <param name="urlProtocol">Protocol (e.g. 'http://') for the proxy server (optional)

5.67.2.5 EnableHTTPSProxy() [1/2]

```
void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPSProxy ( )
```

Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.

5.67.2.6 EnableHTTPSProxy() [2/2]

```
static void Crosstales.OnlineCheck.Tool.Proxy.EnableHTTPSProxy (  
    string url,  
    int port,  
    string username = "",  
    string password = "",  
    string urlProtocol = "" ) [static]
```

Enables or disables a proxy server for HTTPS connections.

Parameters

<i>url</i>	URL (without protocol) or IP of the proxy server
<i>port</i>	Port of the proxy server
<i>username</i>	"Username for the proxy server (optional)</param> <param name="password">Password for the proxy server (optional)</param> <param name="urlProtocol">Protocol (e.g. 'http://') for the proxy server (optional)

5.67.3 Member Data Documentation

5.67.3.1 EnableOnAwake

```
bool Crosstales.OnlineCheck.Tool.Proxy.EnableOnAwake
```

Enable the proxy on awake (default: false).

5.67.3.2 HTTPProxyPassword

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyPassword = string.Empty
```

Password for the proxy server (optional).

5.67.3.3 HTTPProxyPort

```
int Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyPort = 8080
```

Port of the proxy server.

5.67.3.4 HTTPProxyURL

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyURL
```

URL (without protocol) or IP of the proxy server.

5.67.3.5 HTTPProxyURLProtocol

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyURLProtocol = string.Empty
```

Protocol (e.g. ' `http://`') for the proxy server (optional).

5.67.3.6 HTTPProxyUsername

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPProxyUsername = string.Empty
```

Username for the proxy server (optional).

5.67.3.7 HTTPSProxyPassword

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyPassword = string.Empty
```

Password for the proxy server (optional).

5.67.3.8 HTTPSProxyPort

```
int Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyPort = 8443
```

Port of the proxy server.

5.67.3.9 HTTPSProxyURL

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyURL
```

URL (without protocol) or IP of the proxy server.

5.67.3.10 HTTPSProxyURLProtocol

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyURLProtocol = string.Empty
```

Protocol (e.g. ' `http://`') for the proxy server (optional).

5.67.3.11 HTTPSProxyUsername

```
string Crosstales.OnlineCheck.Tool.Proxy.HTTPSProxyUsername = string.Empty
```

Username for the proxy server (optional).

5.67.4 Property Documentation

5.67.4.1 hasHTTPProxy

```
bool Crosstales.OnlineCheck.Tool.Proxy.hasHTTPProxy [static], [get]
```

Is HTTP-proxy enabled?

Returns

True if the HTTP-proxy is enabled.

5.67.4.2 hasHTTPSProxy

```
bool Crosstales.OnlineCheck.Tool.Proxy.hasHTTPSProxy [static], [get]
```

Is HTTPS-proxy enabled?

Returns

True if the HTTPS-proxy is enabled.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↵ Proxy/Scripts/Proxy.cs

5.68 Crosstales.OnlineCheck.EditorIntegration.ProxyGameobject Class Reference

Editor component for the "Hierarchy"-menu.

5.68.1 Detailed Description

Editor component for the "Hierarchy"-menu.

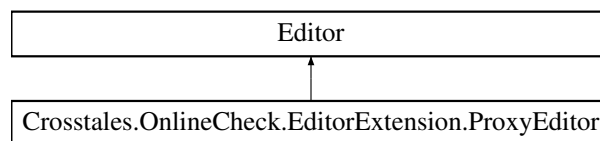
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ Proxy/Scripts/Editor/ProxyGameObject.cs

5.69 Crosstales.OnlineCheck.EditorExtension.ProxyEditor Class Reference

Custom editor for the 'Proxy'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.ProxyEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.69.1 Detailed Description

Custom editor for the 'Proxy'-class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ Proxy/Scripts/Editor/ProxyEditor.cs

5.70 Crosstales.OnlineCheck.EditorIntegration.ProxyMenu Class Reference

Editor component for the "Tools"-menu.

5.70.1 Detailed Description

Editor component for the "Tools"-menu.

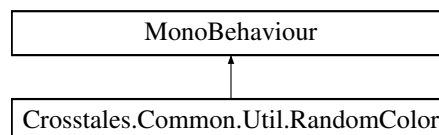
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ Proxy/Scripts/Editor/ProxyMenu.cs

5.71 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Attributes

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

5.71.1 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
```

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).

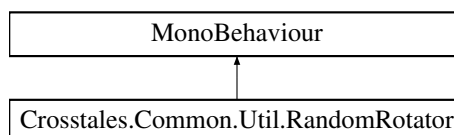
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↵
Random/Scripts/RandomColor.cs

5.72 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Attributes

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

5.72.1 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 RandomChangeIntervalPerAxis

```
bool Crosstales.Common.Util.RandomRotator.RandomChangeIntervalPerAxis = true
```

summary>Random direction per axis (default: true).

5.72.2.3 RandomRotationAtStart

```
bool Crosstales.Common.Util.RandomRotator.RandomRotationAtStart
```

summary>Random change interval per axis (default: true).

5.72.2.4 SpeedMax

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

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

5.72.2.5 SpeedMin

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

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.72.2.6 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

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

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

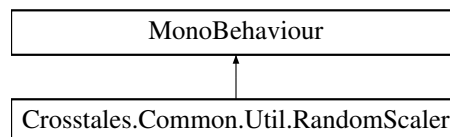
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↵
Random/Scripts/RandomRotator.cs

5.73 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Attributes

- bool **UseInterval** = true
Use intervals to change the scale (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)
summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)
summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool **Uniform** = true
summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart**

5.73.1 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).

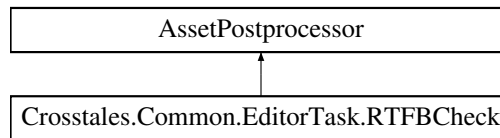
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↵
Random/Scripts/RandomScaler.cs

5.74 Crosstales.Common.EditorTask.RTFBCheck Class Reference

Search for the "Runtime File Browser" and add the compile define "CT_RTFB".

Inheritance diagram for Crosstales.Common.EditorTask.RTFBCheck:



Static Public Member Functions

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

5.74.1 Detailed Description

Search for the "Runtime File Browser" and add the compile define "CT_RTFB".

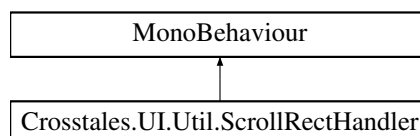
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/RTFBCheck.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 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:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/Util/ScrollRectHandler.cs

5.76 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Server Class Reference

[Model](#) for a server.

Public Member Functions

- override string **ToString** ()

Public Attributes

- [Coordinate](#) **GeoCoordinate** => geoCoordinate.Value

Properties

- int **Id** [get, set]
- string **Name** [get, set]
- string **Country** [get, set]
- string **Sponsor** [get, set]
- string **Host** [get, set]
- string **Url** [get, set]
- double **Latitude** [get, set]
- double **Longitude** [get, set]
- double **Distance** [get, set]
- int **Latency** [get, set]

5.76.1 Detailed Description

[Model](#) for a server.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ SpeedTestNET/Scripts/Model/Server.cs

5.77 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.ServerConfig Class Reference

[Model](#) for a server configuration.

Properties

- string **IgnoreIds** [get, set]

5.77.1 Detailed Description

[Model](#) for a server configuration.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ SpeedTestNET/Scripts/Model/ServerConfig.cs

5.78 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.ServersList Class Reference

[Model](#) for a server-list.

Public Member Functions

- void **CalculateDistances** ([Coordinate](#) clientCoordinate)

Properties

- List< [Server](#) > **Servers** [get, set]

5.78.1 Detailed Description

[Model](#) for a server-list.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ SpeedTestNET/Scripts/Model/ServersList.cs

5.79 Crosstales.OnlineCheck.EditorBuild.SetAndroid Class Reference

Sets the required build parameters for Android.

5.79.1 Detailed Description

Sets the required build parameters for Android.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/OnlineCheck/↔
Scripts/Editor/Builder/SetAndroid.cs

5.80 Crosstailes.OnlineCheck.Tool.SpeedTestNET.Model.Settings Class Reference

[Model](#) for settings.

Properties

- [Client](#) **Client** [get, set]
- [Times](#) **Times** [get, set]
- [Download](#) **Download** [get, set]
- [Upload](#) **Upload** [get, set]
- [ServerConfig](#) **ServerConfig** [get, set]
- List< [Server](#) > **Servers** [get, set]

5.80.1 Detailed Description

[Model](#) for settings.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/OnlineCheck/Extras/↔
SpeedTestNET/Scripts/Model/Settings.cs

5.81 Crosstailes.OnlineCheck.Tool.SpeedTestNET.SetupProject Class Reference

Setup the project to use [SpeedTestNET](#).

5.81.1 Detailed Description

Setup the project to use [SpeedTestNET](#).

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/OnlineCheck/Extras/↔
SpeedTestNET/Scripts/SetupProject.cs

5.82 Crosstales.OnlineCheck.Tool.SpeedTest.SetupProject Class Reference

Setup the project to use [SpeedTest](#).

5.82.1 Detailed Description

Setup the project to use [SpeedTest](#).

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ SpeedTest/Scripts/SetupProject.cs

5.83 Crosstales.OnlineCheck.Tool.PingCheck.SetupProject Class Reference

Setup the project to use [PingCheck](#).

5.83.1 Detailed Description

Setup the project to use [PingCheck](#).

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ PingCheck/Scripts/SetupProject.cs

5.84 Crosstales.OnlineCheck.Util.SetupProject Class Reference

Setup the project to use [OnlineCheck](#).

5.84.1 Detailed Description

Setup the project to use [OnlineCheck](#).

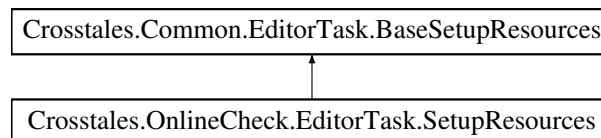
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔ Scripts/Util/SetupProject.cs

5.85 Crosstales.OnlineCheck.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.OnlineCheck.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.85.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

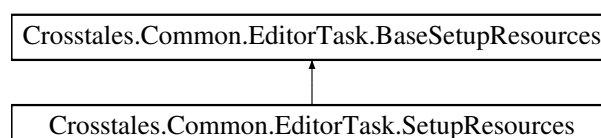
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Scripts/Editor/Task/SetupResources.cs

5.86 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

5.86.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

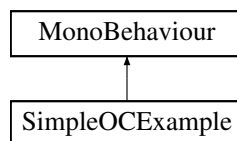
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/Common/Scripts/↔ Editor/Task/SetupResources.cs

5.87 SimpleOCExample Class Reference

Simple example to demonstrate the basic usage of OnlineCheck.

Inheritance diagram for SimpleOCExample:



Public Member Functions

- void **Check** ()

Public Attributes

- Text **Result**

5.87.1 Detailed Description

Simple example to demonstrate the basic usage of OnlineCheck.

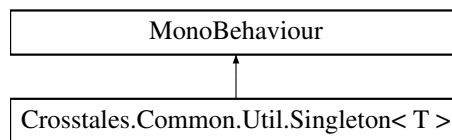
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/OnlineCheck/↔ Demos/Scripts/SimpleOCExample.cs

5.88 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:



Static Public Member Functions

- static void [CreateInstance](#) (bool searchExistingGameObject=true, bool deleteExistingInstance=false)
Creates an instance of this object.
- static void [DeleteInstance](#) ()
Deletes the instance of this object.

Static Public Attributes

- static string [PrefabPath](#)
Fully qualified prefab path.
- static string [GameObjectName](#) = typeof(T).Name
Name of the gameobject in the scene.

Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnDestroy** ()
- virtual void **OnApplicationQuit** ()

Static Protected Attributes

- static T **instance**

Properties

- static T [Instance](#) [get, protected set]
Returns the singleton instance of this class.
- bool [DontDestroy](#) [get, set]
Don't destroy gameobject during scene switches.

5.88.1 Detailed Description

Base-class for all singletons.

Type Constraints

T: [Singleton](#)< *T* >

5.88.2 Member Function Documentation

5.88.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (
    bool searchExistingGameObject = true,
    bool deleteExistingInstance = false ) [static]
```

Creates an instance of this object.

Parameters

<i>searchExistingGameObject</i>	Search for existing GameObjects of this object (default: true, optional)
<i>deleteExistingInstance</i>	Delete existing instance of this object (default: false, optional)

5.88.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( ) [static]
```

Deletes the instance of this object.

5.88.3 Member Data Documentation

5.88.3.1 GameObjectName

```
string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name [static]
```

Name of the gameobject in the scene.

5.88.3.2 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath [static]
```

Fully qualified prefab path.

5.88.4 Property Documentation

5.88.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

5.88.4.2 Instance

```
T Crosstales.Common.Util.Singleton< T >.Instance [static], [get], [protected set]
```

Returns the singleton instance of this class.

Returns

[Singleton](#) instance of this class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↵
Util/Singleton.cs

5.89 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

Properties

- static bool **isQuitting** = false [get, set]

5.89.1 Detailed Description

Helper-class for singletons.

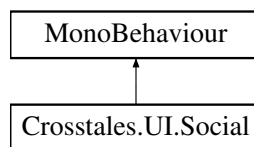
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/Singleton.cs

5.90 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** ()

5.90.1 Detailed Description

[Crosstales](#) social media links.

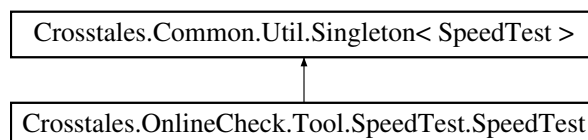
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/Social.cs

5.91 Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest Class Reference

Test the download speed of the Internet connection.

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest:



Public Member Functions

- delegate void [TestCompleted](#) (string url, long dataSize, double duration, double speed)
Callback to determine whether the speed test has completed.
- void [Test](#) ()
Checks the Internet download speed with the 'DataSize'-variable.
- void [Test](#) ([TestSize](#) size)
Checks the Internet download speed with a given data size.
- void [Test](#) (string url)
Checks the Internet download speed with a given url.

Public Attributes

- [SpeedTestCompleteEvent](#) **OnSpeedTestComplete**
- double [LastDataSizeMB](#) => (double)[LastDataSize](#) / 8 / 1024 / 1024
Returns the last data size in mega bytes (MB).
- double [LastSpeedMBps](#) => [LastSpeed](#) / 8 / 1024 / 1024
Returns the last test speed in mega bytes-per-second (MBps).
- bool [isPlatformSupported](#) => !Helper.isWebPlatform && !Helper.isWSABasedPlatform
Indicates if [SpeedTest](#) is supporting the current platform.

Protected Member Functions

- override void **OnApplicationQuit** ()

Properties

- [TestSize](#) [DataSize](#) [get, set]
Data size for the speed test.
- string [SmallUrl](#) [get, set]
URL for the small data speed test.
- string [MediumUrl](#) [get, set]
URL for the medium data speed test.
- string [LargeUrl](#) [get, set]
URL for the large data speed test.
- bool [RunOnStart](#) [get, set]
Start at runtime.
- string [LastURL](#) [get]
Returns the last URL.
- long [LastDataSize](#) [get]
Returns the last data size in bits.
- double [LastDuration](#) [get]
Returns the last test duration size seconds.
- double [LastSpeed](#) [get]
Returns the last test speed in bits-per-second (bps).
- bool [isBusy](#) [get]
Returns true if [SpeedTest](#) is busy.

Events

- [TestCompleted OnTestCompleted](#)

An event triggered whenever the speed test has completed.

Additional Inherited Members

5.91.1 Detailed Description

Test the download speed of the Internet connection.

5.91.2 Member Function Documentation

5.91.2.1 Test() [1/3]

```
void Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.Test ( )
```

Checks the Internet download speed with the 'DataSize'-variable.

5.91.2.2 Test() [2/3]

```
void Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.Test (
    string url )
```

Checks the Internet download speed with a given url.

Parameters

<i>url</i>	URL for the test
------------	------------------

5.91.2.3 Test() [3/3]

```
void Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.Test (
    TestSize size )
```

Checks the Internet download speed with a given data size.

Parameters

<i>size</i>	Data size for the test
-------------	--

5.91.2.4 TestCompleted()

```
delegate void Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.TestCompleted (
    string url,
    long dataSize,
    double duration,
    double speed )
```

Callback to determine whether the speed test has completed.

5.91.3 Member Data Documentation

5.91.3.1 isPlatformSupported

```
bool Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.isPlatformSupported => !Helper.isWeb<←
Platform && !Helper.isWSABasedPlatform
```

Indicates if [SpeedTest](#) is supporting the current platform.

Returns

True if [SpeedTest](#) supports current platform.

5.91.3.2 LastDataSizeMB

```
double Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LastDataSizeMB => (double)LastDataSize
/ 8 / 1024 / 1024
```

Returns the last data size in mega bytes (MB).

Returns

Last data size in mega bytes (MB).

5.91.3.3 LastSpeedMBps

```
double Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LastSpeedMBps => LastSpeed / 8 / 1024 /
1024
```

Returns the last test speed in mega bytes-per-second (MBps).

Returns

Last test speed in mega bytes-per-second (MBps).

5.91.4 Property Documentation

5.91.4.1 DataSize

`TestSize` Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.DataSize [get], [set]

`Data` size for the speed test.

5.91.4.2 isBusy

`bool` Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.isBusy [get]

Returns true if `SpeedTest` is busy.

Returns

True if if `SpeedTest` is busy.

5.91.4.3 LargeUrl

`string` Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LargeUrl [get], [set]

URL for the large data speed test.

5.91.4.4 LastDataSize

`long` Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LastDataSize [get]

Returns the last data size in bits.

Returns

Last data size in bits.

5.91.4.5 LastDuration

```
double Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LastDuration [get]
```

Returns the last test duration size seconds.

Returns

Last test duration size seconds.

5.91.4.6 LastSpeed

```
double Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LastSpeed [get]
```

Returns the last test speed in bits-per-second (bps).

Returns

Last test speed in bits-per-second (bps).

5.91.4.7 LastURL

```
string Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.LastURL [get]
```

Returns the last URL.

Returns

Last URL.

5.91.4.8 MediumUrl

```
string Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.MediumUrl [get], [set]
```

URL for the medium data speed test.

5.91.4.9 RunOnStart

```
bool Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.RunOnStart [get], [set]
```

Start at runtime.

5.91.4.10 SmallUrl

string Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.SmallUrl [get], [set]

URL for the small data speed test.

5.91.5 Event Documentation

5.91.5.1 OnTestCompleted

[TestCompleted](#) Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTest.OnTestCompleted

An event triggered whenever the speed test has completed.

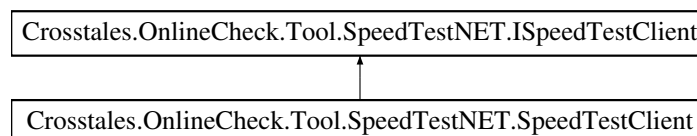
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔
SpeedTest/Scripts/SpeedTest.cs

5.92 Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient Class Reference

Implementation of a [SpeedTestClient](#).

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient:



Public Member Functions

- [Settings](#) [GetSettings](#) ()
- int [TestServerLatency](#) ([Server](#) server, int retryCount=3)
Test latency (ping) to server
- double [TestDownloadSpeed](#) ([Server](#) server, int simultaneousDownloads=2, int retryCount=2)
Test download speed to server
- double [TestUploadSpeed](#) ([Server](#) server, int simultaneousUploads=2, int retryCount=2)
Test upload speed to server

5.92.1 Detailed Description

Implementation of a [SpeedTestClient](#).

5.92.2 Member Function Documentation

5.92.2.1 GetSettings()

`Settings` Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.GetSettings ()

Download SpeedTest.net settings

Exceptions

<code>InvalidOperationException</code>	
--	--

Implements [Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient](#).

5.92.2.2 TestDownloadSpeed()

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.TestDownloadSpeed (
    Server server,
    int simultaneousDownloads = 2,
    int retryCount = 2 )
```

Test download speed to server

Returns

Download speed in Kbps

Implements [Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient](#).

5.92.2.3 TestUploadSpeed()

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestClient.TestUploadSpeed (
    Server server,
    int simultaneousUploads = 2,
    int retryCount = 2 )
```

Test upload speed to server

Returns

Upload speed in Kbps

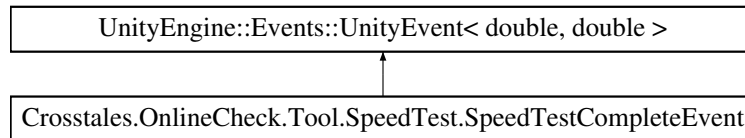
Implements [Crosstales.OnlineCheck.Tool.SpeedTestNET.ISpeedTestClient](#).

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔
SpeedTestNET/Scripts/SpeedTestClient.cs

5.93 Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTestCompleteEvent Class Reference

Inheritance diagram for Crosstales.OnlineCheck.Tool.SpeedTest.SpeedTestCompleteEvent:



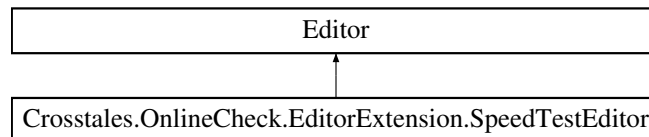
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ SpeedTest/Scripts/SpeedTest.cs

5.94 Crosstales.OnlineCheck.EditorExtension.SpeedTestEditor Class Reference

Custom editor for the 'SpeedTest'-class.

Inheritance diagram for Crosstales.OnlineCheck.EditorExtension.SpeedTestEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.94.1 Detailed Description

Custom editor for the 'SpeedTest'-class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ SpeedTest/Scripts/Editor/SpeedTestEditor.cs

5.95 Crosstales.OnlineCheck.EditorIntegration.SpeedTestGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.95.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/OnlineCheck/Extras/↔SpeedTest/Scripts/Editor/SpeedTestGameObject.cs

5.96 Crosstailes.OnlineCheck.EditorIntegration.SpeedTestMenu Class Reference

Editor component for the "Tools"-menu.

5.96.1 Detailed Description

Editor component for the "Tools"-menu.

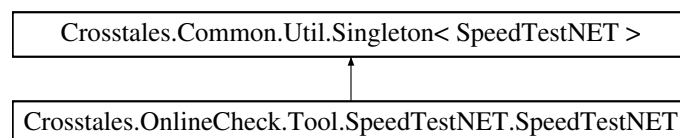
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/OnlineCheck/Extras/↔SpeedTest/Scripts/Editor/SpeedTestMenu.cs

5.97 Crosstailes.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET Class Reference

Test the down- and upload speed of the Internet connection.

Inheritance diagram for Crosstailes.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET:



Public Member Functions

- delegate void [TestCompleted](#) ([Crosstailes.OnlineCheck.Tool.SpeedTestNET.Model.Server](#) server, double duration, double downloadspeed, double uploadspeed)
Callback to determine whether the speed test has completed.
- void [Test](#) ()
Checks the Internet down- and upload speed.
- void **Start** ()

Public Attributes

- [SpeedTestNETCompleteEvent](#) **OnSpeedTestComplete**
- double [LastDownloadSpeedMbps](#) => [LastDownloadSpeed](#) / 8 / 1024 / 1024
Returns the last download speed in mega bytes-per-second (MBps).
- double [LastUploadSpeedMbps](#) => [LastUploadSpeed](#) / 8 / 1024 / 1024
Returns the last upload speed in mega bytes-per-second (MBps).
- bool [isPlatformSupported](#) => !Helper.isWebPlatform && !Helper.isWSABasedPlatform
Indicates if [SpeedTestNET](#) is supporting the current platform.

Protected Member Functions

- override void **OnApplicationQuit** ()

Properties

- bool [TestDownload](#) [get, set]
Test the download speed.
- bool [TestUpload](#) [get, set]
Test the upload speed.
- bool [RunOnStart](#) [get, set]
Start at runtime.
- [Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Server](#) [LastServer](#) [get]
Returns the last used server.
- double [LastDuration](#) [get]
Returns the last test duration size seconds.
- double [LastDownloadSpeed](#) [get]
Returns the last download speed in bits-per-second (bps).
- double [LastUploadSpeed](#) [get]
Returns the last upload speed in bits-per-second (bps).
- bool [isBusy](#) [get]
Returns true if [SpeedTest](#) is busy.

Events

- [TestCompleted](#) **OnTestCompleted**
An event triggered whenever the speed test has completed.

Additional Inherited Members

5.97.1 Detailed Description

Test the down- and upload speed of the Internet connection.

5.97.2 Member Function Documentation

5.97.2.1 Test()

```
void Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.Test ( )
```

Checks the Internet down- and upload speed.

5.97.2.2 TestCompleted()

```
delegate void Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.TestCompleted (
    Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Server server,
    double duration,
    double downloadspeed,
    double uploadspeed )
```

Callback to determine whether the speed test has completed.

5.97.3 Member Data Documentation

5.97.3.1 isPlatformSupported

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.isPlatformSupported => !Helper.is↔
WebPlatform && !Helper.isWSABasedPlatform
```

Indicates if [SpeedTestNET](#) is supporting the current platform.

Returns

True if [SpeedTestNET](#) supports current platform.

5.97.3.2 LastDownloadSpeedMBps

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastDownloadSpeedMBps => LastDownloadSpeed
/ 8 / 1024 / 1024
```

Returns the last download speed in mega bytes-per-second (MBps).

Returns

Last test download in mega bytes-per-second (MBps).

5.97.3.3 LastUploadSpeedMBps

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastUploadSpeedMBps => LastUploadSpeed
/ 8 / 1024 / 1024
```

Returns the last upload speed in mega bytes-per-second (MBps).

Returns

Last test upload in mega bytes-per-second (MBps).

5.97.4 Property Documentation

5.97.4.1 isBusy

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.isBusy [get]
```

Returns true if [SpeedTest](#) is busy.

Returns

True if if [SpeedTest](#) is busy.

5.97.4.2 LastDownloadSpeed

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastDownloadSpeed [get]
```

Returns the last download speed in bits-per-second (bps).

Returns

Last download speed in bits-per-second (bps).

5.97.4.3 LastDuration

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastDuration [get]
```

Returns the last test duration size seconds.

Returns

Last test duration size seconds.

5.97.4.4 LastServer

```
Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Server Crosstales.OnlineCheck.Tool.SpeedTestNET.LastServer [get]
```

Returns the last used server.

Returns

Last used server.

5.97.4.5 LastUploadSpeed

```
double Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.LastUploadSpeed [get]
```

Returns the last upload speed in bits-per-second (bps).

Returns

Last upload speed in bits-per-second (bps).

5.97.4.6 RunOnStart

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.RunOnStart [get], [set]
```

Start at runtime.

5.97.4.7 TestDownload

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.TestDownload [get], [set]
```

Test the download speed.

5.97.4.8 TestUpload

```
bool Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.TestUpload [get], [set]
```

Test the upload speed.

5.97.5 Event Documentation

5.97.5.1 OnTestCompleted

`TestCompleted` `Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNET.OnTestCompleted`

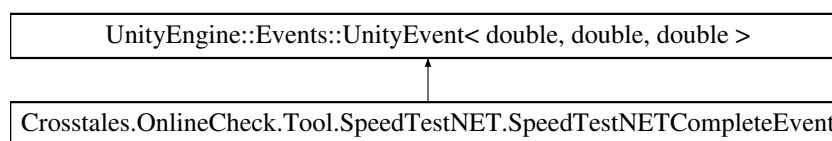
An event triggered whenever the speed test has completed.

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

- `C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔
SpeedTestNET/Scripts/SpeedTestNET.cs`

5.98 Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNETCompleteEvent Class Reference ↔

Inheritance diagram for `Crosstales.OnlineCheck.Tool.SpeedTestNET.SpeedTestNETCompleteEvent`:



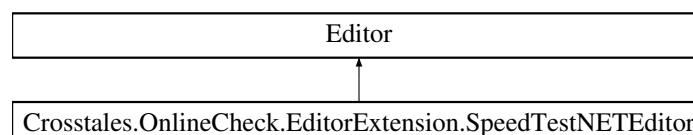
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔
SpeedTestNET/Scripts/SpeedTestNET.cs`

5.99 Crosstales.OnlineCheck.EditorExtension.SpeedTestNETEditor Class Reference

Custom editor for the 'SpeedTestNET'-class.

Inheritance diagram for `Crosstales.OnlineCheck.EditorExtension.SpeedTestNETEditor`:



Public Member Functions

- override void **OnInspectorGUI** ()

5.99.1 Detailed Description

Custom editor for the 'SpeedTestNET'-class.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔
SpeedTestNET/Scripts/Editor/SpeedTestNETEditor.cs

5.100 Crosstales.OnlineCheck.EditorIntegration.SpeedTestNETGame↔ Object Class Reference

Editor component for the "Hierarchy"-menu.

5.100.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔
SpeedTestNET/Scripts/Editor/SpeedTestNETGameObject.cs

5.101 Crosstales.OnlineCheck.EditorIntegration.SpeedTestNETMenu Class Reference

Editor component for the "Tools"-menu.

5.101.1 Detailed Description

Editor component for the "Tools"-menu.

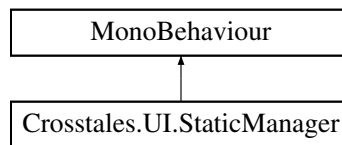
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔
SpeedTestNET/Scripts/Editor/SpeedTestNETMenu.cs

5.102 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.102.1 Detailed Description

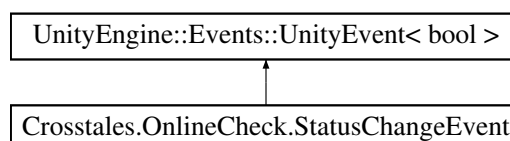
Static Button Manager.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/StaticManager.cs

5.103 Crosstales.OnlineCheck.StatusChangeEvent Class Reference

Inheritance diagram for Crosstales.OnlineCheck.StatusChangeEvent:



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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Scripts/OnlineCheck.cs

5.104 Crosstales.OnlineCheck.Tool.SpeedTestNET.Model.Times Class Reference

[Model](#) for times.

Properties

- int **Download1** [get, set]
- int **Download2** [get, set]
- int **Download3** [get, set]
- int **Upload1** [get, set]
- int **Upload2** [get, set]
- int **Upload3** [get, set]

5.104.1 Detailed Description

[Model](#) for times.

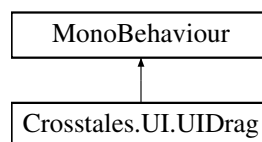
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/OnlineCheck/Extras/↔
SpeedTestNET/Scripts/Model/Times.cs

5.105 Crosstailes.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstailes.UI.UIDrag:



Public Member Functions

- void **OnDrag** ()

5.105.1 Detailed Description

Allow to Drag the Windows around.

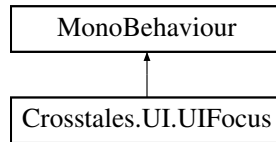
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/Common/Extras/UI/↔
Scripts/UIDrag.cs

5.106 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void [OnPanelEnter](#) ()
Panel entered.

Public Attributes

- string [ManagerName](#) = "Canvas"
Name of the gameobject containing the [UIWindowManager](#).

5.106.1 Detailed Description

Change the Focus on from a Window.

5.106.2 Member Function Documentation

5.106.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.106.3 Member Data Documentation

5.106.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the [UIWindowManager](#).

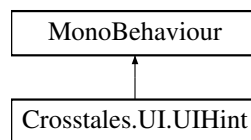
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/UIFocus.cs

5.107 Crosstales.UI.UIHint Class Reference

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

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

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

5.107.1 Detailed Description

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

5.107.2 Member Data Documentation

5.107.2.1 Delay

```
float Crosstailes.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

5.107.2.2 Disable

```
bool Crosstailes.UI.UIHint.Disable = true
```

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

5.107.2.3 FadeAtStart

```
bool Crosstailes.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.107.2.4 FadeTime

```
float Crosstailes.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

5.107.2.5 Group

```
CanvasGroup Crosstailes.UI.UIHint.Group
```

Group to fade.

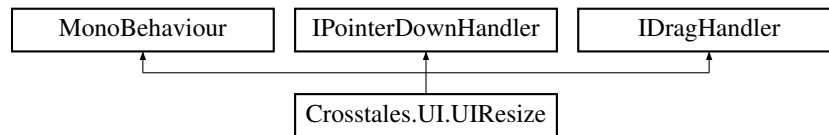
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/Common/Extras/UI/↔ Scripts/UIHint.cs

5.108 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

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

Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)
Minimum size of the [UI](#) element.
- Vector2 **MaxSize** = new Vector2(800, 600)
Maximum size of the [UI](#) element.
- bool **IgnoreMaxSize** = false
Ignore maximum size of the [UI](#) element (default: false).
- float **SpeedFactor** = 2
Resize speed (default: 2).

5.108.1 Detailed Description

Resize a [UI](#) element.

5.108.2 Member Data Documentation

5.108.2.1 IgnoreMaxSize

```
bool Crosstales.UI.UIResize.IgnoreMaxSize = false
```

Ignore maximum size of the [UI](#) element (default: false).

5.108.2.2 MaxSize

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

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

5.108.2.3 MinSize

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

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

5.108.2.4 SpeedFactor

```
float Crosstales.UI.UIResize.SpeedFactor = 2
```

Resize speed (default: 2).

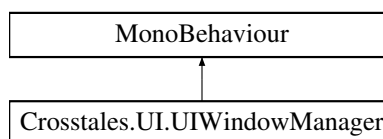
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/UIResize.cs

5.109 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void [ChangeState](#) (GameObject active)
Change the state of all windows.

Public Attributes

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

5.109.1 Detailed Description

Change the state of all Window panels.

5.109.2 Member Function Documentation

5.109.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
    GameObject active )
```

Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.109.3 Member Data Documentation

5.109.3.1 Windows

```
GameObject [ ] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/UIWindowManager.cs

5.110 Crosstales.OnlineCheck.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

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

Static Public Attributes

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

5.110.1 Detailed Description

Checks for updates of the asset.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/OnlineCheck/↵Scripts/Editor/Task/UpdateCheck.cs

5.111 Crosstailes.OnlineCheck.Tool.SpeedTestNET.Model.Upload Class Reference

[Model](#) for an upload.

Properties

- int **TestLength** [get, set]
- int **Ratio** [get, set]
- int **InitialTest** [get, set]
- string **MinTestSize** [get, set]
- int **Threads** [get, set]
- string **MaxChunkSize** [get, set]
- string **MaxChunkCount** [get, set]
- int **ThreadsPerUrl** [get, set]

5.111.1 Detailed Description

[Model](#) for an upload.

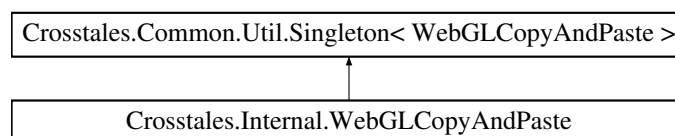
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstailes/OnlineCheck/Extras/↵SpeedTestNET/Scripts/Model/Upload.cs

5.112 Crosstailes.Internal.WebGLCopyAndPaste Class Reference

Allows copy and paste in WebGL.

Inheritance diagram for Crosstailes.Internal.WebGLCopyAndPaste:



Public Member Functions

- delegate void **StringCallback** (string content)

Static Public Member Functions

- static void **GetClipboard** (string key)
- static void **ReceivePaste** (string str)

Additional Inherited Members

5.112.1 Detailed Description

Allows copy and paste in WebGL.

Based on <https://github.com/greggman/unity-webgl-copy-and-paste>

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↵ WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.113 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference

Static Public Member Functions

- static void **Init** ()
- static void **PassCopyToBrowser** (string str)

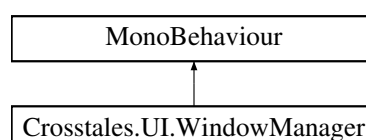
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/↵ WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.114 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **ClosePanel** ()

Public Attributes

- float **Speed** = 3f
Window movement speed (default: 3).
- GameObject[] **Dependencies**
Dependent GameObjects (active == open).
- bool **ClosedAtStart** = true
Close the window at Start (default: true).

5.114.1 Detailed Description

Manager for a Window.

5.114.2 Member Data Documentation

5.114.2.1 ClosedAtStart

```
bool Crosstales.UI.WindowManager.ClosedAtStart = true
```

Close the window at Start (default: true).

5.114.2.2 Dependencies

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

Dependent GameObjects (active == open).

5.114.2.3 Speed

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

Window movement speed (default: 3).

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/WindowManager.cs

5.115 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)
Serialize an object to a XML-file.
- static string [SerializeToString< T >](#) (T obj)
Serialize an object to a XML-string.
- static byte[] [SerializeToByteArray< T >](#) (T obj)
Serialize an object to a XML byte-array.
- static T [DeserializeFromFile< T >](#) (string filename, bool skipBOM=false)
Deserialize a XML-file to an object.
- static T [DeserializeFromString< T >](#) (string xmlAsString, bool skipBOM=true)
Deserialize a XML-string to an object.
- static T [DeserializeFromByteArray< T >](#) (byte[] data)
Deserialize a XML byte-array to an object.
- static T [DeserializeFromResource< T >](#) (string resourceName, bool skipBOM=true)
Deserialize a Unity XML resource (TextAsset) to an object.

5.115.1 Detailed Description

Helper-class for XML.

5.115.2 Member Function Documentation

5.115.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromByteArray< T > (  
    byte[] data ) [static]
```

Deserialize a XML byte-array to an object.

Parameters

<i>data</i>	XML of the object
-------------	-------------------

Returns

Object

5.115.2.2 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (  
    string filename,  
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.115.2.3 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  
    string resourceName,  
    bool skipBOM = true ) [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.115.2.4 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.115.2.5 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.XmlHelper.SerializeToByteArray< T > (  
    T obj ) [static]
```

Serialize an object to a XML byte-array.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as byte-array

5.115.2.6 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (  
    T obj,  
    string filename ) [static]
```

Serialize an object to a XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.115.2.7 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (  
    T obj ) [static]
```

Serialize an object to a XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-string

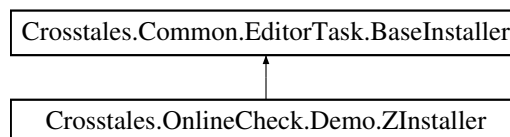
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/XmlHelper.cs

5.116 Crosstales.OnlineCheck.Demo.ZInstaller Class Reference

Installs the packages from [Common](#) and OnRadio.

Inheritance diagram for Crosstales.OnlineCheck.Demo.ZInstaller:



Additional Inherited Members

5.116.1 Detailed Description

Installs the packages from [Common](#) and OnRadio.

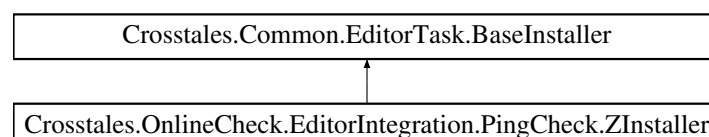
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/↔ Demos/Scripts/Editor/ZInstaller.cs

5.117 Crosstales.OnlineCheck.EditorIntegration.PingCheck.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.PingCheck.ZInstaller:



Additional Inherited Members

5.117.1 Detailed Description

Installs the Demos-package.

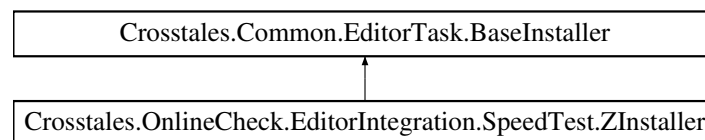
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ PingCheck/Scripts/Editor/ZInstaller.cs

5.118 Crosstales.OnlineCheck.EditorIntegration.SpeedTest.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.SpeedTest.ZInstaller:



Additional Inherited Members

5.118.1 Detailed Description

Installs the Demos-package.

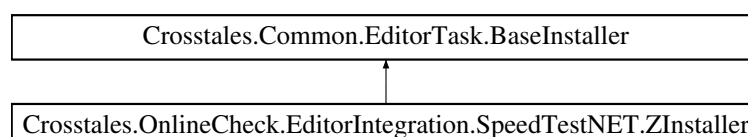
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↔ SpeedTest/Scripts/Editor/ZInstaller.cs

5.119 Crosstales.OnlineCheck.EditorIntegration.SpeedTestNET.Z↔ Installer Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.OnlineCheck.EditorIntegration.SpeedTestNET.ZInstaller:



Additional Inherited Members

5.119.1 Detailed Description

Installs the Demos-package.

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

- C:/Users/slaub/Unity/assets/OnlineCheck/OnlineCheckPro/Assets/Plugins/crosstales/OnlineCheck/Extras/↵
SpeedTestNET/Scripts/Editor/ZInstaller.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/OnlineCheck/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<https://goo.gl/9XH5Ke>

6.4 Documentation

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

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demos

6.6.1 WebGL

<https://www.crosstales.com/media/data/assets/OnlineCheck/webgl/>

6.6.2 Windows

https://drive.google.com/file/d/1J_a0Jn2UeYR9Vg2Pa_gNVv676xxXDooW/view?usp=sharing

6.6.3 macOS

<https://drive.google.com/file/d/1JYQ8QhmG7yTTtiX1K9LzYrUxtVkSjuAy/view?usp=sharing>

6.6.4 Linux

<https://drive.google.com/file/d/1JcYflIjaNdxxQkZl-iyIeDbT2Z5BaWY0/view?usp=sharing>

6.6.5 Android

<https://drive.google.com/file/d/1JiY96hHyvyNF4COWZu5erIhuAlGWSJtH/view?usp=sharing>

6.7 Videos

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

6.7.1 Promotion

<https://youtu.be/pPvKE-eyxV4?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

6.7.2 Tutorial

<https://youtu.be/bNdafUNcs68?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

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