

Bad Word Filter PRO

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API

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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

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

4.2 Crosstales.BWF Namespace Reference

Classes

- class [BWFFManager](#)
BWF is a multi-manager for all available managers.
- class [OnContainsCompleted](#)
- class [OnGetAllCompleted](#)
- class [OnReady](#)
- class [OnReplaceAllCompleted](#)

Functions

- delegate void **ContainsComplete** (string originalText, bool containsBadWords)
- delegate void **GetAllComplete** (string originalText, System.Collections.Generic.List< string > badWords)
- delegate void **ReplaceAllComplete** (string originalText, string cleanText)

4.3 Crosstales.BWF.Data Namespace Reference

Classes

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

4.4 Crosstales.BWF.Demo Namespace Reference

Classes

- class [EventTester](#)
Simple test script for all UnityEvent-callbacks.
- class [GUIBase](#)
Base-class for "GUIMain" and "GUIMainAsync".
- class [GUIMain](#)
Main GUI controller.
- class [GUIMainAsync](#)
Main GUI controller for async calls.
- class [GUISource](#)
Generates a scrollable list of sources.
- class [SourceEntry](#)
Wrapper for sources.
- class [ZInstaller](#)
Installs the 'UI'-package from [Common](#).

4.5 Crosstales.BWF.EditorExtension Namespace Reference

Classes

- class [BadWordManagerEditor](#)
Custom editor for the 'BadWordManager'-class.
- class [BadWordProviderTextEditor](#)
Custom editor for the 'BadWordProviderText'-class.
- class [BaseProviderEditor](#)
Base-class for custom editors of children of the 'BaseProvider'-class.
- class [BWFManagerEditor](#)
Custom editor for the '[BWFManager](#)'-class.
- class [CapitalizationManagerEditor](#)
Custom editor for the 'CapitalizationManager'-class.
- class [DomainManagerEditor](#)
Custom editor for the 'DomainManager'-class.
- class [DomainProviderTextEditor](#)
Custom editor for the 'DomainProviderText'-class.
- class [PunctuationManagerEditor](#)
Custom editor for the 'PunctuationManager'-class.
- class [SourceEditor](#)
Custom editor for the 'Source'-class.

4.6 Crosstales.BWF.EditorIntegration Namespace Reference

Classes

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

4.7 Crosstales.BWF.EditorTask Namespace Reference

Classes

- class [AAAConfigLoader](#)
Loads the configuration at startup.
- class [AutoInitialize](#)
Automatically adds the necessary BWF-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 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.

4.7.1 Enumeration Type Documentation

4.7.1.1 UpdateStatus

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

All possible update stati.

4.8 Crosstales.BWF.EditorUtil Namespace Reference

Classes

- class [EditorConfig](#)
Editor configuration for the asset.
- class [EditorConstants](#)
Collected editor constants of very general utility for the asset.
- class [EditorHelper](#)
Editor helper class.

4.9 Crosstales.BWF.Filter Namespace Reference

Classes

- class [BadWordFilter](#)
Filter for bad words. The class can also replace all bad words inside a string.
- class [BaseFilter](#)
Base class for all filters.
- class [CapitalizationFilter](#)
Filter for excessive capitalization. The class can also replace all capitalizations inside a string.
- class [DomainFilter](#)
Filter for domains. The class can also replace all domains inside a string.
- interface [IFilter](#)
Interface for all filters.
- class [PunctuationFilter](#)
Filter for excessive punctuation. The class can also replace all punctuations inside a string.

4.10 Crosstales.BWF.Manager Namespace Reference

Classes

- class [BadWordManager](#)
Manager for bad words.
- class [BaseManager](#)
Base class for all managers.
- class [CapitalizationManager](#)
Manager for excessive capitalization.
- class [DomainManager](#)
Manager for domains.
- class [PunctuationManager](#)
Manager for excessive punctuation.

4.11 Crosstales.BWF.Model Namespace Reference

Classes

- class [BadWords](#)
Model for a source of bad words.
- class [Domains](#)
Model for a source of domains.

4.12 Crosstales.BWF.Model.Enum Namespace Reference

Enumerations

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

4.12.1 Enumeration Type Documentation

4.12.1.1 ManagerMask

enum [Crosstales.BWF.Model.Enum.ManagerMask](#) [strong]

[Enum](#) for all available managers.

4.13 Crosstales.BWF.PlayMaker Namespace Reference

Classes

- class [BaseBWFEditor](#)
Base-class for custom editors.
- class [ContainsEditor](#)
Custom editor for the ContainsString-action.
- class [MarkStringEditor](#)
Custom editor for the MarkString-action.
- class [MarkUIEditor](#)
Custom editor for the MarkUI-action.
- class [ReplaceStringEditor](#)
Custom editor for the ReplaceString-action.
- class [ReplaceUIEditor](#)
Custom editor for the ReplaceUI-action.

4.14 Crosstales.BWF.Provider Namespace Reference

Classes

- class [BadWordProvider](#)
Base class for bad word providers.
- class [BadWordProviderText](#)
Text-file based bad word provider.
- class [BaseProvider](#)
Base class for all providers.
- class [DomainProvider](#)
Base class for domain providers.
- class [DomainProviderText](#)
Text-file based domain provider.
- interface [IProvider](#)
Interface for all providers.

4.15 Crosstales.BWF.Util Namespace Reference

Classes

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

4.16 Crosstales.Common Namespace Reference

4.17 Crosstales.Common.EditorTask Namespace Reference

Classes

- class [BaseCompileDefines](#)
Base for adding and removing the given symbols to PlayerSettings compiler define symbols.
- class [BaseSetupResources](#)
Base-class for moving all resources to 'Editor Default Resources'.
- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.
- class [SetupResources](#)
Moves all resources to 'Editor Default Resources'.

4.18 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseEditorHelper](#)
Base for various Editor helper functions.

4.19 Crosstales.Common.Model Namespace Reference

4.20 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum [Platform](#) {
Windows, OSX, Linux, IOS,
Android, WSA, Web, Unsupported }
All available platforms.
- enum [SampleRate](#) {
_8000Hz = 8000, _11025Hz = 11025, _22050Hz = 22050, _44100Hz = 44100,
_48000Hz = 48000 }
Typical audio sample rates.

4.20.1 Enumeration Type Documentation

4.20.1.1 Platform

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

All available platforms.

4.20.1.2 SampleRate

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

Typical audio sample rates.

4.21 Crosstales.Common.Tool Namespace Reference

Classes

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

4.22 Crosstales.Common.Util Namespace Reference

Classes

- class [BackgroundController](#)
Enables or disable game objects on Android or iOS in the background.
- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTProcess](#)
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).
- class [CTProcessStartInfo](#)
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).
- class [CTWebClient](#)
Specialized WebClient.
- class [HelperCT](#)
Helper to reset the necessary settings.
- class [HelperCTEditor](#)
- class [MemoryCacheStream](#)
Memory cache stream.
- class **NativeMethods**
Native methods (bridge to Windows).
- 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 [SurviveSceneSwitch](#)
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.
- class [TakeScreenshot](#)
Take screen shots inside an application.
- class [XmlHelper](#)
Helper-class for XML.

4.23 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.

4.24 Crosstales.UI.Audio Namespace Reference

Classes

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

4.25 Crosstales.UI.Util Namespace Reference

Classes

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

4.26 HutongGames Namespace Reference

4.27 HutongGames.PlayMaker Namespace Reference

4.28 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class [BaseBWFAction](#)
Base class for BWF-actions in [PlayMaker](#).
- class [BaseBWFActionString](#)
Base class for BWF-String-actions in [PlayMaker](#).
- class [BaseBWFActionUI](#)
Base class for BWF-UI-actions in [PlayMaker](#).
- class [ContainsString](#)
Contains-action for strings in [PlayMaker](#).
- class [MarkString](#)
Mark-action for strings in [PlayMaker](#).
- class [MarkUI](#)
Mark-action for UI-elements in [PlayMaker](#).
- class [ReplaceString](#)
Replace-action for strings in [PlayMaker](#).
- class [ReplaceUI](#)
Replace-action for UI-elements in [PlayMaker](#).

Chapter 5

Class Documentation

5.1 Crosstales.BWF.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

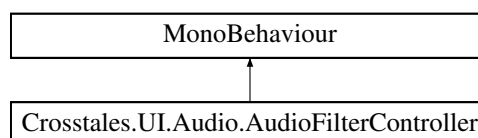
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/AAA↔ConfigLoader.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).

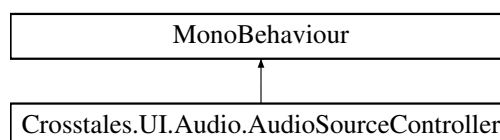
The documentation for this class was generated from the following file:

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

5.3 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



Public Member Functions

- void [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:

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

5.4 Crosstales.BWF.EditorTask.AutoInitialize Class Reference

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

5.4.1 Detailed Description

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

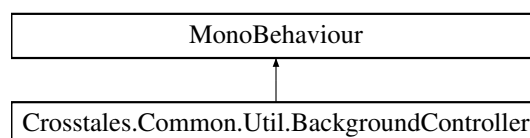
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/AutoInitialize.cs

5.5 Crosstales.Common.Util.BackgroundController Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BackgroundController:



Public Attributes

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

5.5.1 Detailed Description

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

5.5.2 Member Data Documentation

5.5.2.1 Objects

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

Selected objects to disable in the background for the controller.

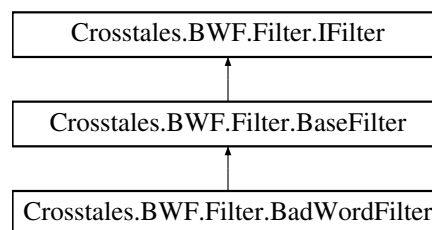
The documentation for this class was generated from the following file:

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

5.6 Crosstales.BWF.Filter.BadWordFilter Class Reference

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

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



Public Member Functions

- `BadWordFilter` (`System.Collections.Generic.List< Provider.BadWordProvider > badWordProviderLTR`, `System.Collections.Generic.List< Provider.BadWordProvider > badWordProviderRTL`, `string replaceCharacters`, `bool leetSpeak`, `bool simpleCheck`)
Instantiate the class.
- override `bool` `Contains` (`string text`, `params string[] sourceNames`)
Searches for bad words in a text.
- override `System.Collections.Generic.List< string >` `GetAll` (`string text`, `params string[] sourceNames`)
Searches for bad words in a text.
- override `string` `ReplaceAll` (`string text`, `bool markOnly=false`, `string prefix=""`, `string postfix=""`, `params string[] sourceNames`)
Searches and replaces all bad words in a text.

Public Attributes

- string [ReplaceCharacters](#)
Replace characters for bad words.
- bool [ReplaceLeetSpeak](#)
Replace Leet speak in the input string.
- bool [SimpleCheck](#)
Use simple detection algorithm.

Protected Member Functions

- string **replaceLeetToText** (string input)

Properties

- System.Collections.Generic.List< [Provider.BadWordProvider](#) > [BadWordProviderLTR](#) [get, set]
List of all left-to-right providers.
- System.Collections.Generic.List< [Provider.BadWordProvider](#) > [BadWordProviderRTL](#) [get, set]
List of all right-to-left providers.
- override bool?? [isReady](#) [get]
Checks the readiness status of the filter.

Additional Inherited Members

5.6.1 Detailed Description

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

5.6.2 Constructor & Destructor Documentation

5.6.2.1 BadWordFilter()

```
Crosstales.BWF.Filter.BadWordFilter.BadWordFilter (
    System.Collections.Generic.List< Provider.BadWordProvider > badWordProviderLTR,
    System.Collections.Generic.List< Provider.BadWordProvider > badWordProviderRTL,
    string replaceCharacters,
    bool leetSpeak,
    bool simpleCheck )
```

Instantiate the class.

Parameters

<i>badWordProviderLTR</i>	List of all left-to-right providers.
<i>badWordProviderRTL</i>	List of all right-to-left providers.
<i>replaceCharacters</i>	Replace characters for bad words.
<i>leetSpeak</i>	Replace Leet speak in the input string.
<i>simpleCheck</i>	Use simple detection algorithm.

5.6.3 Member Function Documentation

5.6.3.1 Contains()

```
override bool Crosstales.BWF.Filter.BadWordFilter.Contains (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.6.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.BadWordFilter.GetAll (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.6.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.BadWordFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [virtual]
```

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.6.4 Member Data Documentation

5.6.4.1 ReplaceCharacters

```
string Crosstales.BWF.Filter.BadWordFilter.ReplaceCharacters
```

Replace characters for bad words.

5.6.4.2 ReplaceLeetSpeak

```
bool Crosstales.BWF.Filter.BadWordFilter.ReplaceLeetSpeak
```

Replace Leet speak in the input string.

5.6.4.3 SimpleCheck

```
bool Crosstales.BWF.Filter.BadWordFilter.SimpleCheck
```

Use simple detection algorithm.

5.6.5 Property Documentation

5.6.5.1 BadWordProviderLTR

```
System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Filter.BadWordFilter.BadWordProviderLTR [get], [set]
```

List of all left-to-right providers.

Returns

All left-to-right providers.

5.6.5.2 BadWordProviderRTL

```
System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Filter.BadWordFilter.BadWordProviderRTL [get], [set]
```

List of all right-to-left providers.

Returns

All right-to-left providers.

5.6.5.3 isReady

```
override bool?? Crosstales.BWF.Filter.BadWordFilter.isReady [get]
```

Checks the readiness status of the filter.

Returns

True if the filter is ready.

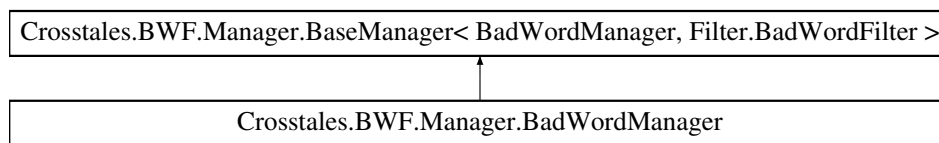
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/BadWordFilter.cs

5.7 Crosstales.BWF.Manager.BadWordManager Class Reference

[Manager](#) for for bad words.

Inheritance diagram for Crosstales.BWF.Manager.BadWordManager:



Public Member Functions

- void [Load](#) ()
Loads the current filter with all settings from this object.
- bool [Contains](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- void [ContainsAsync](#) (string text, params string[] sourceNames)
Searches asynchronously for bad words in a text. Use the "OnContainsComplete"-callback to get the result.
- System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- void [GetAllAsync](#) (string text, params string[] sourceNames)
Searches asynchronously for bad words in a text. Use the "OnGetAllComplete"-callback to get the result.
- string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text.
- void [ReplaceAllAsync](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces asynchronously all bad words in a text. Use the "OnReplaceAllComplete"-callback to get the result.
- string [Mark](#) (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[] sourceNames)
Marks the text with a prefix and postfix.

Static Public Member Functions

- static void [ResetObject](#) ()
Resets this object.

Public Attributes

- [OnContainsCompleted](#) [OnContainsCompleted](#)
- [OnGetAllCompleted](#) [OnGetAllCompleted](#)
- [OnReplaceAllCompleted](#) [OnReplaceAllCompleted](#)
- System.Collections.Generic.List< [Data.Source](#) > [Sources](#) => filter?.Sources
Returns all sources for the manager.
- int [TotalRegexCount](#) => Sources.Sum(src => src.RegexCount)
Total number of Regex.

Protected Member Functions

- override void **Awake** ()
- override void **OnApplicationQuit** ()

Protected Attributes

- override [OnContainsCompleted](#) **onContainsCompleted** => [OnContainsCompleted](#)
- override [OnGetAllCompleted](#) **onGetAllCompleted** => [OnGetAllCompleted](#)
- override [OnReplaceAllCompleted](#) **onReplaceAllCompleted** => [OnReplaceAllCompleted](#)

Properties

- string [ReplaceChars](#) [get, set]
Replace characters for bad words.
- bool [ReplaceLeetSpeak](#) [get, set]
Replace Leet speak in the input string.
- bool [SimpleCheck](#) [get, set]
Use simple detection algorithm. This is the way to check for Chinese, Japanese, Korean and Thai bad words.
- System.Collections.Generic.List< [Crosstales.BWF.Provider.BadWordProvider](#) > [BadWordProviderLTR](#) [get, set]
List of all left-to-right providers.
- System.Collections.Generic.List< [Crosstales.BWF.Provider.BadWordProvider](#) > [BadWordProviderRTL](#) [get, set]
List of all right-to-left providers.

Additional Inherited Members

5.7.1 Detailed Description

[Manager](#) for for bad words.

5.7.2 Member Function Documentation

5.7.2.1 Contains()

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

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

5.7.2.2 ContainsAsync()

```
void Crosstales.BWF.Manager.BadWordManager.ContainsAsync (
    string text,
    params string[] sourceNames )
```

Searches asynchronously for bad words in a text. Use the "OnContainsComplete"-callback to get the result.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

5.7.2.3 GetAll()

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

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

5.7.2.4 GetAllAsync()

```
void Crosstales.BWF.Manager.BadWordManager.GetAllAsync (
    string text,
    params string[] sourceNames )
```

Searches asynchronously for bad words in a text. Use the "OnGetAllComplete"-callback to get the result.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

5.7.2.5 Load()

```
void Crosstales.BWF.Manager.BadWordManager.Load ( )
```

Loads the current filter with all settings from this object.

5.7.2.6 Mark()

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

Marks the text with a prefix and postfix.

Parameters

<i>text</i>	Text containing bad words
<i>replace</i>	Replace the bad words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (default: bold and red, optional)
<i>postfix</i>	Postfix for every found bad word (default: bold and red, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Text with marked domains

5.7.2.7 ReplaceAll()

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

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

5.7.2.8 ReplaceAllAsync()

```
void Crosstales.BWF.Manager.BadWordManager.ReplaceAllAsync (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames )
```

Searches and replaces asynchronously all bad words in a text. Use the "OnReplaceAllComplete"-callback to get the result.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

5.7.2.9 ResetObject()

```
static void Crosstales.BWF.Manager.BadWordManager.ResetObject ( ) [static]
```

Resets this object.

5.7.3 Member Data Documentation

5.7.3.1 Sources

```
System.Collections.Generic.List<Data.Source> Crosstales.BWF.Manager.BadWordManager.Sources =>  
filter?.Sources
```

Returns all sources for the manager.

Returns

List with all sources for the manager

5.7.3.2 TotalRegexCount

```
int Crosstales.BWF.Manager.BadWordManager.TotalRegexCount => Sources.Sum(src => src.Regex↵  
Count)
```

Total number of Regex.

Returns

Total number of Regex.

5.7.4 Property Documentation

5.7.4.1 BadWordProviderLTR

```
System.Collections.Generic.List<Crosstales.BWF.Provider.BadWordProvider> Crosstales.BWF.↵  
Manager.BadWordManager.BadWordProviderLTR [get], [set]
```

List of all left-to-right providers.

5.7.4.2 BadWordProviderRTL

```
System.Collections.Generic.List<Crosstales.BWF.Provider.BadWordProvider> Crosstales.BWF.↵  
Manager.BadWordManager.BadWordProviderRTL [get], [set]
```

List of all right-to-left providers.

5.7.4.3 ReplaceChars

```
string Crosstales.BWF.Manager.BadWordManager.ReplaceChars [get], [set]
```

Replace characters for bad words.

5.7.4.4 ReplaceLeetSpeak

```
bool Crosstales.BWF.Manager.BadWordManager.ReplaceLeetSpeak [get], [set]
```

Replace Leet speak in the input string.

5.7.4.5 SimpleCheck

```
bool Crosstales.BWF.Manager.BadWordManager.SimpleCheck [get], [set]
```

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

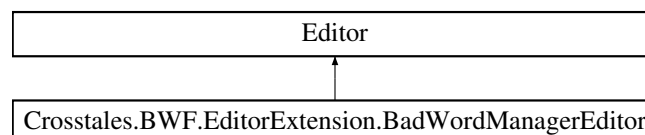
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/BadWordManager.cs

5.8 Crosstales.BWF.EditorExtension.BadWordManagerEditor Class Reference

Custom editor for the 'BadWordManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordManagerEditor:



Public Member Functions

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

5.8.1 Detailed Description

Custom editor for the 'BadWordManager'-class.

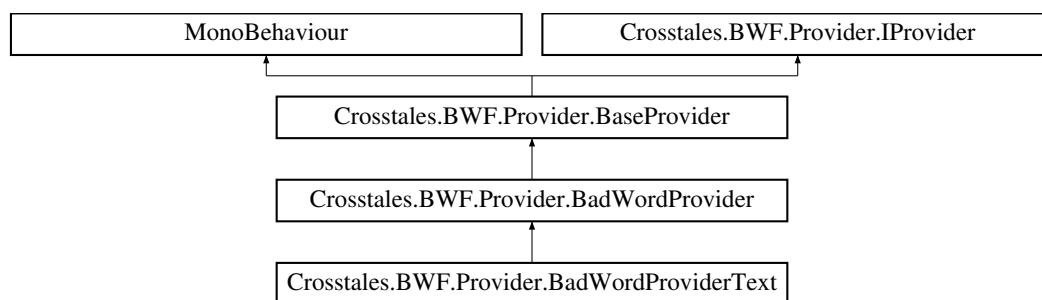
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/BadWordManagerEditor.cs

5.9 Crosstales.BWF.Provider.BadWordProvider Class Reference

Base class for bad word providers.

Inheritance diagram for Crosstales.BWF.Provider.BadWordProvider:



Public Member Functions

- override void [Load](#) ()
Loads all sources.

Protected Member Functions

- override void [init](#) ()
Initialize the provider.

Protected Attributes

- readonly System.Collections.Generic.List< [Model.BadWords](#) > **badwords** = new System.Collections.Generic.List<[Model.BadWords](#)>()

Properties

- System.Collections.Generic.Dictionary< string, System.Text.RegularExpressions.Regex > [ExactBadwordsRegex](#) [get, protected set]
Exact RegEx for bad words.
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< System.Text.RegularExpressions.Regex > > [DebugExactBadwordsRegex](#) [get, protected set]
Debug-version of "Exact RegEx for bad words".
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > > [SimpleBadwords](#) [get, protected set]
Simplified version of "RegEx for bad words".

Additional Inherited Members

5.9.1 Detailed Description

Base class for bad word providers.

5.9.2 Member Function Documentation

5.9.2.1 init()

```
override void Crosstales.BWF.Provider.BadWordProvider.init ( ) [protected], [virtual]
```

Initialize the provider.

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

5.9.2.2 Load()

```
override void Crosstales.BWF.Provider.BadWordProvider.Load ( ) [virtual]
```

Loads all sources.

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

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

5.9.3 Property Documentation

5.9.3.1 DebugExactBadwordsRegex

```
System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<System.Text.RegularExpressions.Regex> > Crosstales.BWF.Provider.BadWordProvider.DebugExactBadwordsRegex  
[get], [protected set]
```

Debug-version of "Exact RegEx for bad words".

5.9.3.2 ExactBadwordsRegex

System.Collections.Generic.Dictionary<string, System.Text.RegularExpressions.Regex> Crosstales.BWF.Provider.BadWordProvider.ExactBadwordsRegex [get], [protected set]

Exact RegEx for bad words.

5.9.3.3 SimpleBadwords

System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<string> > Crosstales.BWF.Provider.BadWordProvider.SimpleBadwords [get], [protected set]

Simplified version of "RegEx for bad words".

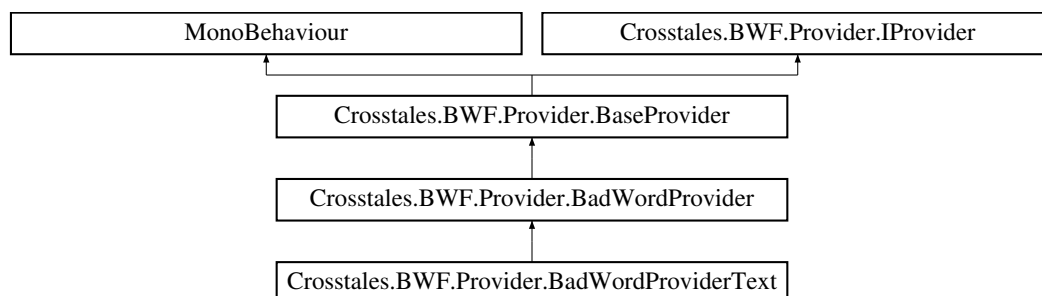
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/BadWordProvider.cs

5.10 Crosstales.BWF.Provider.BadWordProviderText Class Reference

Text-file based bad word provider.

Inheritance diagram for Crosstales.BWF.Provider.BadWordProviderText:



Public Member Functions

- override void [Load](#) ()
Loads all sources.
- override void [Save](#) ()
Saves all sources.

Additional Inherited Members

5.10.1 Detailed Description

Text-file based bad word provider.

5.10.2 Member Function Documentation

5.10.2.1 Load()

```
override void Crosstales.BWF.Provider.BadWordProviderText.Load ( ) [virtual]
```

Loads all sources.

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

5.10.2.2 Save()

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

Saves all sources.

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

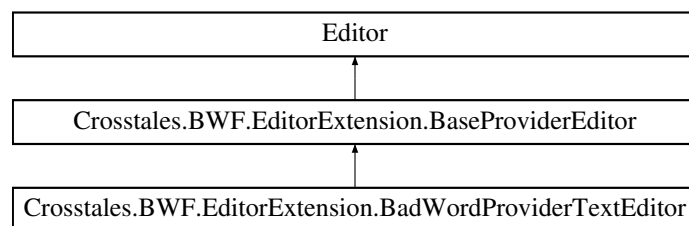
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPPro/BWFPPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/BadWordProviderText.cs

5.11 Crosstales.BWF.EditorExtension.BadWordProviderTextEditor Class Reference

Custom editor for the 'BadWordProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordProviderTextEditor:



Additional Inherited Members

5.11.1 Detailed Description

Custom editor for the 'BadWordProviderText'-class.

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

- D:/slaubenberger/git/assets/BWFPPro/BWFPPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/BadWordProviderTextEditor.cs

5.12 Crosstales.BWF.Model.BadWords Class Reference

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

Public Member Functions

- [BadWords](#) ([Data.Source](#) source, System.Collections.Generic.IEnumerable< string > badWordList)
Instantiate the class.
- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Public Attributes

- [Data.Source](#) [Source](#)
Source-object.
- System.Collections.Generic.List< string > [BadWordList](#) = new System.Collections.Generic.List<string>()
List of all bad words (RegEx).

5.12.1 Detailed Description

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

5.12.2 Constructor & Destructor Documentation

5.12.2.1 BadWords()

```
Crosstales.BWF.Model.BadWords.BadWords (
    Data.Source source,
    System.Collections.Generic.IEnumerable< string > badWordList )
```

Instantiate the class.

Parameters

<i>source</i>	Source-object.
<i>badWordList</i>	List of all bad words (RegEx).

5.12.3 Member Data Documentation

5.12.3.1 BadWordList

```
System.Collections.Generic.List<string> Crosstales.BWF.Model.BadWords.BadWordList = new System.Collections.Generic.List<string>()
```

List of all bad words (RegEx).

5.12.3.2 Source

```
Data.Source Crosstales.BWF.Model.BadWords.Source
```

Source-object.

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

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Model/BadWords.cs

5.13 HutongGames.PlayMaker.Actions.BaseBWFAction Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFAction:



Public Member Functions

- override void **OnUpdate** ()

Public Attributes

- FsmEvent **sendEvent**
- [Crosstales.BWF.Model.Enum.ManagerMask Filter](#) = Crosstales.BWF.Model.Enum.ManagerMask.All
Select the active filter (default: 'All').
- FsmArray [Sources](#)
Relevant sources (e.g. 'english', optional).
- FsmBool [EndlessFilter](#) = false
Enable EndlessFilter-mode (default: false).
- FsmFloat [EndlessFilterUpdateTime](#) = 1f
Defines the update time in EndlessFilter-mode in seconds (default: 1).

Protected Attributes

- float **endlessFilterUpdateTimer** = 0f

5.13.1 Detailed Description

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

5.13.2 Member Data Documentation

5.13.2.1 EndlessFilter

```
FsmBool HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilter = false
```

Enable EndlessFilter-mode (default: false).

5.13.2.2 EndlessFilterUpdateTime

```
FsmFloat HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilterUpdateTime = 1f
```

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

5.13.2.3 Filter

```
Crosstales.BWF.Model.Enum.ManagerMask HutongGames.PlayMaker.Actions.BaseBWFAction.Filter =
Crosstales.BWF.Model.Enum.ManagerMask.All
```

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

5.13.2.4 Sources

```
FsmArray HutongGames.PlayMaker.Actions.BaseBWFAction.Sources
```

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

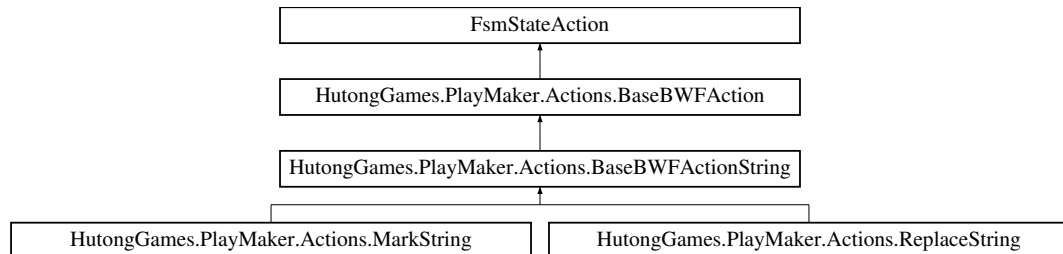
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFAction.cs

5.14 HutongGames.PlayMaker.Actions.BaseBWFActionString Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionString:



Public Attributes

- FsmString [Text](#)
Input string for validation.
- FsmString [OutputText](#)
Output string of the validation (output).

Additional Inherited Members

5.14.1 Detailed Description

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

5.14.2 Member Data Documentation

5.14.2.1 OutputText

FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.OutputText

Output string of the validation (output).

5.14.2.2 Text

FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.Text

Input string for validation.

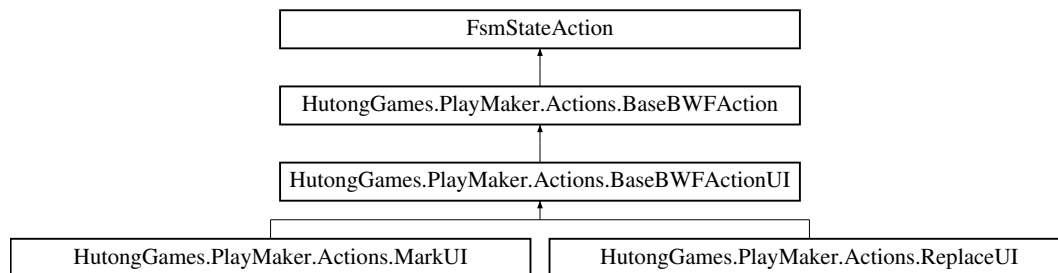
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstailes/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFActionString.cs

5.15 HutongGames.PlayMaker.Actions.BaseBWFActionUI Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionUI:



Public Attributes

- InputField [Text](#)
Input field for validation.
- [Text](#) OutputText
Output field of the validation (output).

Additional Inherited Members

5.15.1 Detailed Description

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

5.15.2 Member Data Documentation

5.15.2.1 OutputText

[Text](#) `HutongGames.PlayMaker.Actions.BaseBWFActionUI.OutputText`

Output field of the validation (output).

5.15.2.2 Text

`InputField HutongGames.PlayMaker.Actions.BaseBWFActionUI.Text`

Input field for validation.

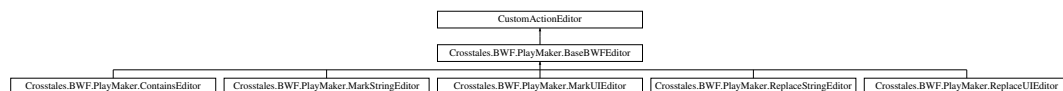
The documentation for this class was generated from the following file:

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

5.16 Crosstales.BWF.PlayMaker.BaseBWFEitor Class Reference

Base-class for custom editors.

Inheritance diagram for `Crosstales.BWF.PlayMaker.BaseBWFEitor`:



Public Member Functions

- override bool **OnGUI** ()

5.16.1 Detailed Description

Base-class for custom editors.

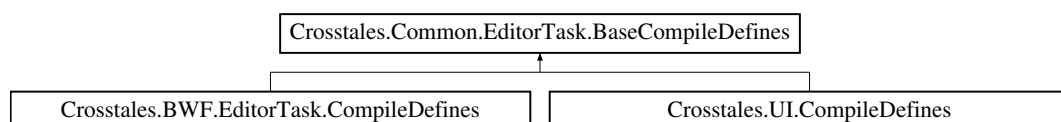
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/BaseBWFEitor.cs`

5.17 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)

5.17.1 Detailed Description

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

5.17.2 Member Function Documentation

5.17.2.1 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
----------------	--

5.17.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

Parameters

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

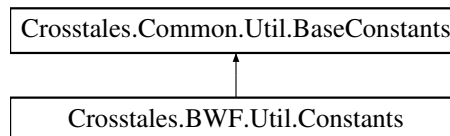
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Editor/Task/Base↔
CompileDefines.cs

5.18 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_BWF** = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the "Badword Filter" asset.
- const string **ASSET_DJ** = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
URL of the "DJ" asset.
- const string **ASSET_FB** = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
URL of the "File Browser" asset.
- const string **ASSET_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
URL of the "Online Check" asset.

- const string **ASSET_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the "Radio" asset.
- const string **ASSET_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the "RT-Voice" asset.
- const string **ASSET_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
URL of the "Turbo Backup" asset.
- const string **ASSET_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
URL of the "Turbo Builder" asset.
- const string **ASSET_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
URL of the "Turbo Switch" asset.
- const string **ASSET_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
URL of the "True Random" asset.
- const int **FACTOR_KB** = 1024
Factor for kilo bytes.
- const int **FACTOR_MB** = **FACTOR_KB** * 1024
Factor for mega bytes.
- const int **FACTOR_GB** = **FACTOR_MB** * 1024
Factor for giga bytes.
- const float **FLOAT_32768** = 32768f
Float value of 32768.
- const float **FLOAT_TOLERANCE** = 0.0001f
Float tolerance.
- const string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"
ToString for two decimal places.
- const string **FORMAT_NO_DECIMAL_PLACES** = "0"
ToString for no decimal places.
- const string **FORMAT_PERCENT** = "0%"
ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string **PATH_DELIMITER_WINDOWS** = @"\ "
Path delimiter for Windows.
- const string **PATH_DELIMITER_UNIX** = "/"
Path delimiter for Unix.
- static bool **DEV_DEBUG** = false
Development debug logging for the asset.
- static string **TEXT_TOSTRING_START** = "{"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ", "
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- static string **PREFIX_HTTP** = "http://"
- static string **PREFIX_HTTPS** = "https://"
- static int **PROCESS_KILL_TIME** = 5000
Kill processes after 5000 milliseconds.
- static string **CMD_WINDOWS_PATH** = @"C:\Windows\system32\cmd.exe"
Path to the cmd under Windows.
- static bool **SHOW_BWF_BANNER** = true
Show the BWF banner.
- static bool **SHOW_DJ_BANNER** = true
Show the DJ banner.
- static bool **SHOW_FB_BANNER** = true
Show the FB banner.

- static bool [SHOW_OC_BANNER](#) = true
Show the OC banner.
- static bool [SHOW_RADIO_BANNER](#) = true
Show the Radio banner.
- static bool [SHOW_RTV_BANNER](#) = true
Show the RTV banner.
- static bool [SHOW_TB_BANNER](#) = true
Show the TB banner.
- static bool [SHOW_TPB_BANNER](#) = true
Show the TPB banner.
- static bool [SHOW_TPS_BANNER](#) = true
Show the TPS banner.
- static bool [SHOW_TR_BANNER](#) = true
Show the TR banner.
- static string [APPLICATION_PATH](#) => [BaseHelper.ValidatePath](#)(Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))
Application path.

Properties

- static string [PREFIX_FILE](#) [get]
URL prefix for files.

5.18.1 Detailed Description

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

5.18.2 Member Data Documentation

5.18.2.1 APPLICATION_PATH

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

Application path.

5.18.2.2 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".

5.18.2.3 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".

5.18.2.4 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".

5.18.2.5 ASSET_AUTHOR

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

Author of the asset.

5.18.2.6 ASSET_AUTHOR_URL

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

URL of the asset author.

5.18.2.7 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.

5.18.2.8 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.

5.18.2.9 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.

5.18.2.10 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.

5.18.2.11 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.

5.18.2.12 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.

5.18.2.13 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.

5.18.2.14 ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

5.18.2.15 ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

5.18.2.16 ASSET_SOCIAL_LINKEDIN

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

URL of the crosstales LinkedIn-profile.

5.18.2.17 ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

5.18.2.18 ASSET_SOCIAL_YOUTUBE

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

URL of the crosstales Youtube-profile.

5.18.2.19 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.

5.18.2.20 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.

5.18.2.21 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.

5.18.2.22 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.

5.18.2.23 CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

5.18.2.24 DEV_DEBUG

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

Development debug logging for the asset.

5.18.2.25 FACTOR_GB

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

Factor for giga bytes.

5.18.2.26 FACTOR_KB

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

Factor for kilo bytes.

5.18.2.27 FACTOR_MB

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

Factor for mega bytes.

5.18.2.28 FLOAT_32768

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

Float value of 32768.

5.18.2.29 FLOAT_TOLERANCE

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

Float tolerance.

5.18.2.30 FORMAT_NO_DECIMAL_PLACES

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

ToString for no decimal places.

5.18.2.31 FORMAT_PERCENT

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

ToString for percent.

5.18.2.32 FORMAT_TWO_DECIMAL_PLACES

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

ToString for two decimal places.

5.18.2.33 PATH_DELIMITER_UNIX

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

Path delimiter for Unix.

5.18.2.34 PATH_DELIMITER_WINDOWS

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

Path delimiter for Windows.

5.18.2.35 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

5.18.2.36 SHOW_BWF_BANNER

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

Show the [BWF](#) banner.

5.18.2.37 SHOW_DJ_BANNER

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

Show the DJ banner.

5.18.2.38 SHOW_FB_BANNER

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

Show the FB banner.

5.18.2.39 SHOW_OC_BANNER

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

Show the OC banner.

5.18.2.40 SHOW_RADIO_BANNER

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

Show the Radio banner.

5.18.2.41 SHOW_RTV_BANNER

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

Show the RTV banner.

5.18.2.42 SHOW_TB_BANNER

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

Show the TB banner.

5.18.2.43 SHOW_TPB_BANNER

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

Show the TPB banner.

5.18.2.44 SHOW_TPS_BANNER

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

Show the TPS banner.

5.18.2.45 SHOW_TR_BANNER

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

Show the TR banner.

5.18.3 Property Documentation

5.18.3.1 PREFIX_FILE

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

URL prefix for files.

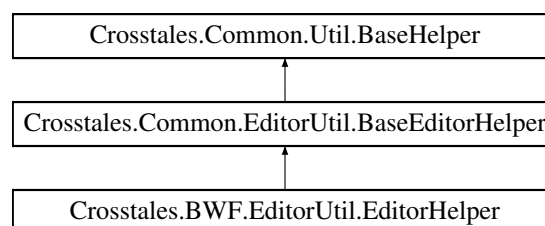
The documentation for this class was generated from the following file:

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

5.19 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")
Restart Unity.
- static void [SeparatorUI](#) (int space=12)
Shows a separator-UI.
- static void [ReadOnlyTextField](#) (string label, string text)
Generates a read-only text field with a label.
- static void [RefreshAssetDatabase](#) (ImportAssetOptions options=ImportAssetOptions.Default)
Refreshes the asset database.
- static void [InvokeMethod](#) (string className, string methodName, params object[] parameters)
Invokes a public static method on a full qualified class.

- static bool [IsValidBuildTarget](#) (BuildTarget target)
Returns the true if the BuildTarget is installed in Unity.
- static string [getCLIArgument](#) (string name)
Returns an argument for a name from the command line.
- static BuildTarget [getBuildTargetForBuildName](#) (string build)
Returns the BuildTarget for a build name, like 'win64'.
- static string [getBuildNameFromBuildTarget](#) (BuildTarget build)
Returns the build name for a BuildTarget.
- static System.Collections.Generic.List< T > [FindAssetsByType< T > \(\)](#)
Returns assets for a certain type.

Static Public Attributes

- static Texture2D **Logo_Asset_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")

Additional Inherited Members

5.19.1 Detailed Description

Base for various Editor helper functions.

5.19.2 Member Function Documentation

5.19.2.1 FindAssetsByType< T >()

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

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T: *Object*

5.19.2.2 getBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

Parameters

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

Returns

The build name for a BuildTarget.

5.19.2.3 getBuildTargetForBuildName()

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

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

Parameters

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

Returns

The BuildTarget for a build name.

5.19.2.4 getCLIArgument()

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

Returns an argument for a name from the command line.

Parameters

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

Returns

True if the BuildTarget is installed in Unity.

5.19.2.5 InvokeMethod()

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

Invokes a public static method on a full qualified class.

Parameters

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

5.19.2.6 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.

5.19.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.19.2.8 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).
----------------	---

5.19.2.9 RestartUnity()

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

Restart Unity.

Parameters

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

5.19.2.10 SeparatorUI()

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

Shows a separator-UI.

Parameters

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

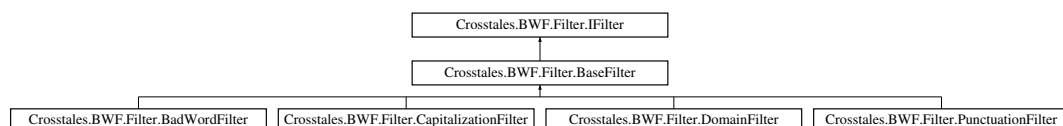
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Editor/Util/BaseEditorHelper.cs

5.20 Crosstales.BWF.Filter.BaseFilter Class Reference

Base class for all filters.

Inheritance diagram for Crosstales.BWF.Filter.BaseFilter:



Public Member Functions

- abstract bool **Contains** (string text, params string[] sourceNames)
Searches for bad words in a text.
- abstract System.Collections.Generic.List< string > **GetAll** (string text, params string[] sourceNames)
Searches for bad words in a text.
- abstract string **ReplaceAll** (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text.
- virtual string **Unmark** (string text, string prefix="<color=red>", string postfix="</color>")
Unmarks the text with a prefix and postfix.
- virtual string **Mark** (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[] sourceNames)
Marks the text with a prefix and postfix.

Static Protected Member Functions

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

Protected Attributes

- readonly System.Collections.Generic.Dictionary< string, [Data.Source](#) > **sources** = new System.Collections.Generic.Dictionary<string, [Data.Source](#)>()

Properties

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

5.20.1 Detailed Description

Base class for all filters.

5.20.2 Member Function Documentation

5.20.2.1 Contains()

```
abstract bool Crosstales.BWF.Filter.BaseFilter.Contains (
    string text,
    params string[] sourceNames ) [pure virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implements [Crosstales.BWF.Filter.IFilter](#).

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.PunctuationFilter](#).

5.20.2.2 GetAll()

```
abstract System.Collections.Generic.List<string> Crosstales.BWF.Filter.BaseFilter.GetAll (
    string text,
    params string[] sourceNames ) [pure virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

Implements [Crosstales.BWF.Filter.IFilter](#).

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.PunctuationFilter](#).

5.20.2.3 Mark()

```
virtual string Crosstales.BWF.Filter.BaseFilter.Mark (
    string text,
    bool replace = false,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>",
    params string[] sourceNames ) [virtual]
```

Marks the text with a prefix and postfix.

Parameters

<i>text</i>	Text containing bad words
<i>replace</i>	Replace the bad words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (default: bold and red, optional)
<i>postfix</i>	Postfix for every found bad word (default: bold and red, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Text with marked domains

Implements [Crosstales.BWF.Filter.IFilter](#).

5.20.2.4 ReplaceAll()

```
abstract string Crosstales.BWF.Filter.BaseFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [pure virtual]
```

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implements [Crosstales.BWF.Filter.IFilter](#).

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.PunctuationFilter](#), and [Crosstales.BWF.Filter.CapitalizationFilter](#).

5.20.2.5 Unmark()

```
virtual string Crosstales.BWF.Filter.BaseFilter.Unmark (
    string text,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" ) [virtual]
```

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked bad words
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)

Returns

Text with marked bad words

Implements [Crosstales.BWF.Filter.IFilter](#).

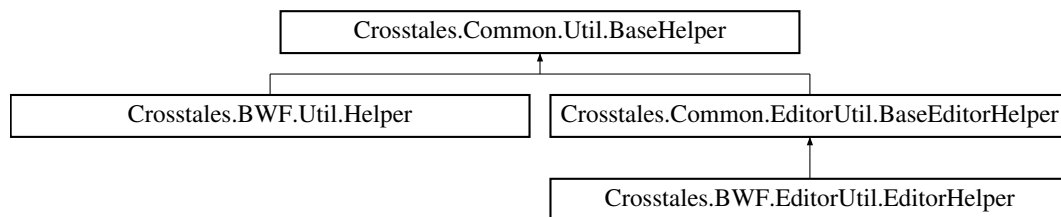
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/Base↔Filter.cs](#)

5.21 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static bool [OpenURL](#) (string url)
Opens the given URL with the file explorer or browser.
- static string [CreateString](#) (string replaceChars, int stringLength)
Creates a string of characters with a given length.
- static bool [hasActiveClip](#) (AudioSource source)
Determines if an AudioSource has an active clip.
- static bool [RemoteCertificateValidationCallback](#) (object sender, System.Security.Cryptography.X509↔Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path)
Validates a given file.
- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)
Find files inside a path.
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)
Find directories inside.
- static string[] [GetDrives](#) ()
Find all logical drives.
- static string [ValidURLFromFilePath](#) (string path)
Validates a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.
- static string [ClearTags](#) (string text)
Cleans a given text from tags.
- static string [ClearSpaces](#) (string text)
Cleans a given text from multiple spaces.
- static string [ClearLineEndings](#) (string text)
Cleans a given text from line endings.

- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommented↵
Lines=true, int skipHeaderLines=0, int skipFooterLines=0)
Split the given text to lines and return it as list.
- static string [FormatBytesToHRF](#) (long bytes)
Format byte-value to Human-Readable-Form.
- static string [FormatSecondsToHourMinSec](#) (double seconds)
Format seconds to Human-Readable-Form.
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)
Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>
- static bool [IsValidURL](#) (string url)
Checks if the URL is valid.
- static void [FileCopy](#) (string inputFile, string outputFile, bool move=false)
Copy or move a file.
- static void [ShowFileLocation](#) (string file)
Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms
- static void [OpenFile](#) (string file)
Opens a file with the OS default application. NOTE: only works for standalone platforms
- static string [getIP](#) (string host)
Returns the IP of a given host name.

Static Public Attributes

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

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex** = new System.Text.Regular↵
Expressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.Regular↵
Expressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.Regular↵
Expressions.Regex(@"<.*?>")
- static readonly System.Random **rnd** = new System.Random()
- const string **file_prefix** = "file://"

Properties

- static bool [isInternetAvailable](#) [get]
Checks if an Internet connection is available.
- static bool [isWindowsPlatform](#) [get]
Checks if the current platform is Windows.
- static bool [isMacOSPlatform](#) [get]
Checks if the current platform is OSX.
- static bool [isLinuxPlatform](#) [get]
Checks if the current platform is Linux.
- static bool [isAndroidPlatform](#) [get]
Checks if the current platform is Android.
- static bool [isIOSPlatform](#) [get]
Checks if the current platform is iOS.
- static bool [isTvOSPlatform](#) [get]
Checks if the current platform is tvOS.
- static bool [isWSAPlatform](#) [get]
Checks if the current platform is WSA.
- static bool [isXboxOnePlatform](#) [get]
Checks if the current platform is XboxOne.
- static bool [isPS4Platform](#) [get]
Checks if the current platform is PS4.
- static bool [isWebGLPlatform](#) [get]
Checks if the current platform is WebGL.
- static bool [isWindowsEditor](#) [get]
Checks if we are inside the Windows Editor.
- static bool [isMacOSEditor](#) [get]
Checks if we are inside the macOS Editor.
- static bool [isLinuxEditor](#) [get]
Checks if we are inside the Linux Editor.
- static bool [isIL2CPP](#) [get]
Checks if the current build target uses IL2CPP.
- static [Model.Enum.Platform?](#) [CurrentPlatform](#) [get]
Returns the current platform.
- static string [StreamingAssetsPath](#) [get]
Returns the path to the the "Streaming Assets".

5.21.1 Detailed Description

Base for various helper functions.

5.21.2 Member Function Documentation

5.21.2.1 CleanUrl()

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

Cleans a given URL.

Parameters

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

Returns

Clean URL

5.21.2.2 ClearLineEndings()

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

Cleans a given text from line endings.

Parameters

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

Returns

Clean text without line endings.

5.21.2.3 ClearSpaces()

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

Cleans a given text from multiple spaces.

Parameters

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

Returns

Clean text without multiple spaces.

5.21.2.4 ClearTags()

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

Cleans a given text from tags.

Parameters

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

Returns

Clean text without tags.

5.21.2.5 CreateString()

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

5.21.2.6 FileCopy()

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

Copy or move a file.

Parameters

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

5.21.2.7 FormatBytesToHRF()

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

Format byte-value to Human-Readable-Form.

Returns

Formatted byte-value in Human-Readable-Form.

5.21.2.8 FormatSecondsToHourMinSec()

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.21.2.9 GetDirectories()

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

Find directories inside.

Parameters

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

Returns

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

5.21.2.10 GetDrives()

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

Find all logical drives.

Returns

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

5.21.2.11 GetFiles()

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

Find files inside a path.

Parameters

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

Returns

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

5.21.2.12 getIP()

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

Returns the IP of a given host name.

Parameters

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

Returns

IP of a given host name.

5.21.2.13 hasActiveClip()

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

Determines if an AudioSource has an active clip.

Parameters

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

Returns

True if the AudioSource has an active clip.

5.21.2.14 HSVToRGB()

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

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

Parameters

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

Returns

True if the current platform is supported.

5.21.2.15 isValidURL()

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

Checks if the URL is valid.

Parameters

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

Returns

True if the URL is valid.

5.21.2.16 OpenFile()

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

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

Parameters

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

5.21.2.17 OpenURL()

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

Opens the given URL with the file explorer or browser.

Parameters

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

Returns

True if the URL was valid.

5.21.2.18 RemoteCertificateValidationCallback()

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

HTTPS-certification callback.

5.21.2.19 ShowFileLocation()

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

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

Parameters

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

5.21.2.20 SplitStringToLines()

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

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

Parameters

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

Returns

Splitted lines as array

5.21.2.21 ValidateFile()

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

Validates a given file.

Parameters

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

Returns

Valid file path

5.21.2.22 ValidatePath()

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

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

5.21.2.23 ValidURLFromFilePath()

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

Validates a given file.

Parameters

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

Returns

Valid file path

5.21.3 Member Data Documentation

5.21.3.1 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).

5.21.3.2 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.

5.21.3.3 isEditorMode

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.21.3.4 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).

5.21.3.5 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).

5.21.3.6 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).

5.21.3.7 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).

5.21.3.8 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).

5.21.3.9 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).

5.21.4 Property Documentation

5.21.4.1 CurrentPlatform

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

Returns the current platform.

Returns

The current platform.

5.21.4.2 isAndroidPlatform

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.21.4.3 isIL2CPP

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

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.21.4.4 isInternetAvailable

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.21.4.5 isIOSPlatform

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.21.4.6 isLinuxEditor

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

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.21.4.7 isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.21.4.8 isMacOSEditor

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

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.21.4.9 isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.21.4.10 isPS4Platform

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

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.21.4.11 isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.21.4.12 isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.21.4.13 isWindowsEditor

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

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.21.4.14 isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.21.4.15 isWSAPlatform

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.21.4.16 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

5.21.4.17 StreamingAssetsPath

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

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

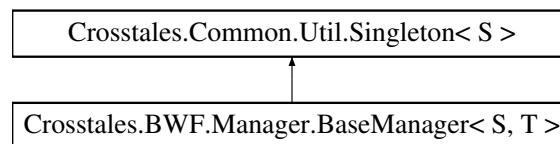
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/BaseHelper.cs

5.22 Crosstales.BWF.Manager.BaseManager< S, T > Class Template Reference

Base class for all managers.

Inheritance diagram for Crosstales.BWF.Manager.BaseManager< S, T >:



Public Member Functions

- string [Unmark](#) (string text, string prefix="<color=red>", string postfix="</color>")
Unmarks the text with a prefix and postfix.

Protected Member Functions

- void **onContainsComplete** (string text, bool result)
- void **onGetAllComplete** (string text, System.Collections.Generic.List< string > badWords)
- void **onReplaceAllComplete** (string originalText, string cleanText)

Protected Attributes

- T **filter**

Properties

- bool `isReady` [get]
Checks the readiness status of the manager.
- abstract `OnContainsCompleted` `onContainsCompleted` [get]
- abstract `OnGetAllCompleted` `onGetAllCompleted` [get]
- abstract `OnReplaceAllCompleted` `onReplaceAllCompleted` [get]

Events

- ContainsComplete `OnContainsComplete`
An event triggered whenever the "Contains"-operation is completed.
- GetAllComplete `OnGetAllComplete`
An event triggered whenever the "GetAll"-operation is completed.
- ReplaceAllComplete `OnReplaceAllComplete`
An event triggered whenever the "ReplaceAll"-operation is completed.

Additional Inherited Members

5.22.1 Detailed Description

Base class for all managers.

Type Constraints

S : `Crosstales.Common.Util.Singleton<S>`

T : `Crosstales.BWF.Filter.BaseFilter`

5.22.2 Member Function Documentation

5.22.2.1 Unmark()

```
string Crosstales.BWF.Manager.BaseManager< S, T >.Unmark (
    string text,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" )
```

Unmarks the text with a prefix and postfix.

Parameters

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

Returns

Text with unmarked bad words

5.22.3 Property Documentation

5.22.3.1 isReady

```
bool Crosstales.BWF.Manager.BaseManager< S, T >.isReady [get]
```

Checks the readiness status of the manager.

Returns

True if the manager is ready.

5.22.4 Event Documentation

5.22.4.1 OnContainsComplete

```
ContainsComplete Crosstales.BWF.Manager.BaseManager< S, T >.OnContainsComplete
```

An event triggered whenever the "Contains"-operation is completed.

5.22.4.2 OnGetAllComplete

```
GetAllComplete Crosstales.BWF.Manager.BaseManager< S, T >.OnGetAllComplete
```

An event triggered whenever the "GetAll"-operation is completed.

5.22.4.3 OnReplaceAllComplete

```
ReplaceAllComplete Crosstales.BWF.Manager.BaseManager< S, T >.OnReplaceAllComplete
```

An event triggered whenever the "ReplaceAll"-operation is completed.

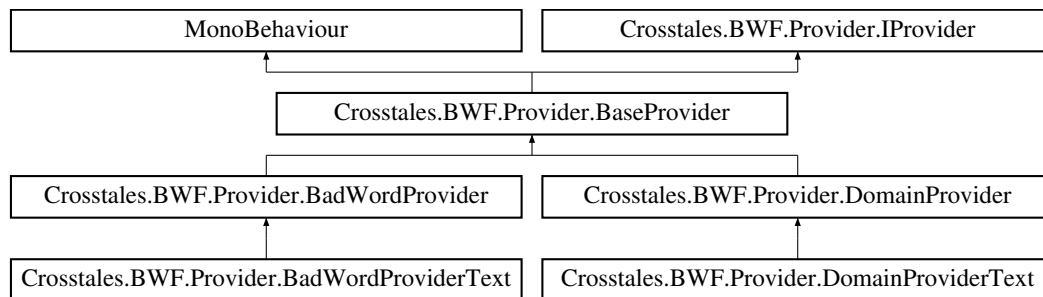
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/BaseManager.cs

5.23 Crosstales.BWF.Provider.BaseProvider Class Reference

Base class for all providers.

Inheritance diagram for Crosstales.BWF.Provider.BaseProvider:



Public Member Functions

- abstract void [Load](#) ()
Loads all sources.
- abstract void [Save](#) ()
Saves all sources.

Public Attributes

- System.Text.RegularExpressions.RegexOptions [RegexOption1](#) = System.Text.RegularExpressions.RegexOptions.IgnoreCase
Option1 (default: RegexOptions.IgnoreCase).
- System.Text.RegularExpressions.RegexOptions [RegexOption2](#) = System.Text.RegularExpressions.RegexOptions.CultureInvariant
Option2 (default: RegexOptions.CultureInvariant).
- System.Text.RegularExpressions.RegexOptions [RegexOption3](#) = System.Text.RegularExpressions.RegexOptions.None
Option3 (default: RegexOptions.None).
- System.Text.RegularExpressions.RegexOptions [RegexOption4](#) = System.Text.RegularExpressions.RegexOptions.None
Option4 (default: RegexOptions.None).
- System.Text.RegularExpressions.RegexOptions [RegexOption5](#) = System.Text.RegularExpressions.RegexOptions.None
Option5 (default: RegexOptions.None).
- System.Collections.Generic.List< [Data.Source](#) > [Sources](#)
All sources for this provider.
- bool [ClearOnLoad](#) = true
Clears all existing bad words on 'Load' (default: true).

Protected Member Functions

- abstract void [init](#) ()
Initialize the provider.
- void [logNoResourcesAdded](#) ()
- void [createSource](#) ()

Protected Attributes

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

Static Protected Attributes

- static bool **loggedUnsupportedPlatform** = false

Properties

- int **RegexCount** [get]
Number of Regex of this provider.
- bool **isReady** [get, set]

5.23.1 Detailed Description

Base class for all providers.

5.23.2 Member Function Documentation

5.23.2.1 init()

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

Initialize the provider.

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

5.23.2.2 Load()

```
abstract void Crosstales.BWF.Provider.BaseProvider.Load ( ) [pure virtual]
```

Loads all sources.

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

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

5.23.2.3 Save()

```
abstract void Crosstales.BWF.Provider.BaseProvider.Save ( ) [pure virtual]
```

Saves all sources.

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

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

5.23.3 Member Data Documentation

5.23.3.1 ClearOnLoad

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

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

5.23.3.2 RegexOptions1

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

Option1 (default: RegexOptions.IgnoreCase).

5.23.3.3 RegexOptions2

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

Option2 (default: RegexOptions.CultureInvariant).

5.23.3.4 RegexOptions3

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

Option3 (default: RegexOptions.None).

5.23.3.5 RegexOptions4

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

Option4 (default: RegexOptions.None).

5.23.3.6 RegexOptions5

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

Option5 (default: RegexOptions.None).

5.23.3.7 Sources

```
System.Collections.Generic.List<Data.Source> Crosstales.BWF.Provider.BaseProvider.Sources
```

All sources for this provider.

5.23.4 Property Documentation

5.23.4.1 RegexCount

```
int Crosstales.BWF.Provider.BaseProvider.RegexCount [get]
```

Number of Regex of this provider.

Returns

Number of Regex of this provider.

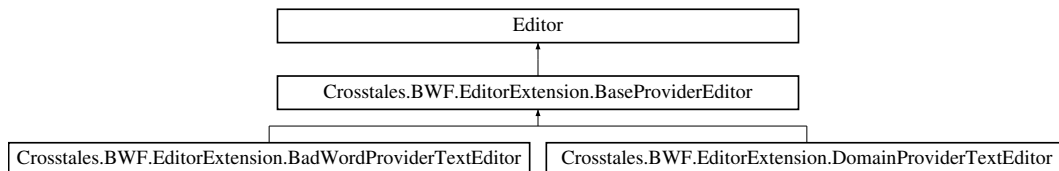
The documentation for this class was generated from the following file:

- D:/slauberberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/Base↔
Provider.cs

5.24 Crosstales.BWF.EditorExtension.BaseProviderEditor Class Reference

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

Inheritance diagram for Crosstales.BWF.EditorExtension.BaseProviderEditor:



Public Member Functions

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

5.24.1 Detailed Description

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

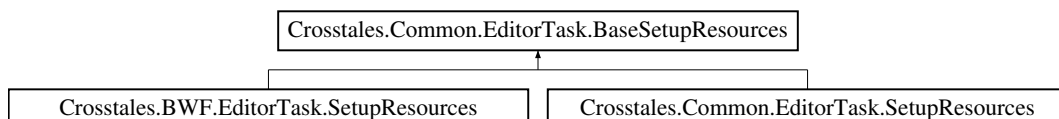
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/BaseProviderEditor.cs

5.25 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

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

5.25.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Editor/Task/BaseSetup↔
Resources.cs

5.26 Crosstales.BWF.EditorIntegration.BWFGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.26.1 Detailed Description

Editor component for the "Hierarchy"-menu.

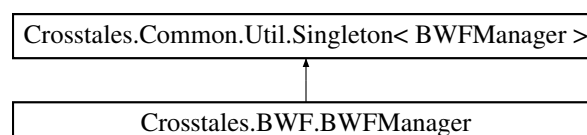
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Integration/B↔
WFGGameObject.cs

5.27 Crosstales.BWF.BWFManager Class Reference

BWF is a multi-manager for all available managers.

Inheritance diagram for Crosstales.BWF.BWFManager:



Public Member Functions

- delegate void **BWFReady** ()
- void **Load** ([Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#))
Loads the filter of a manager.
- [System.Collections.Generic.List< Data.Source > Sources](#) ([Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#))
Returns all sources for a manager.
- bool **Contains** (string text, [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)
Searches for unwanted words in a text.
- void **ContainsAsync** (string text, [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)
Searches asynchronously for unwanted words in a text. Use the "OnContainsComplete"-callback to get the result.
- [System.Collections.Generic.List< string > GetAll](#) (string text, [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)
Searches for unwanted words in a text.
- void **GetAllAsync** (string text, [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)
Searches asynchronously for unwanted words in a text. Use the "OnGetAllComplete"-callback to get the result.
- string **ReplaceAll** (string text, [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)
Searches and replaces all unwanted words in a text.
- string **ReplaceAll** (string text, [Model.Enum.ManagerMask](#) mask, bool markOnly, string prefix, string postfix, params string[] sourceNames)
Searches and replaces all unwanted words in a text.
- void **ReplaceAllAsync** (string text, [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)
Searches and replaces asynchronously all unwanted words in a text. Use the "OnReplaceAllComplete"-callback to get the result.
- void **ReplaceAllAsync** (string text, [Model.Enum.ManagerMask](#) mask, bool markOnly, string prefix, string postfix, params string[] sourceNames)
Searches and replaces asynchronously all unwanted words in a text. Use the "OnReplaceAllComplete"-callback to get the result.
- string **Mark** (string text, [System.Collections.Generic.List< string > unwantedWords](#), string prefix="<color=red>", string postfix="</color>")
Marks the text with a prefix and postfix from a list of words. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).
- string **Mark** (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", [Model.Enum.ManagerMask](#) mask=[Model.Enum.ManagerMask.All](#), params string[] sourceNames)
Marks the text with a prefix and postfix.
- string **Unmark** (string text, string prefix="<color=red>", string postfix="</color>")
Unmarks the text with a prefix and postfix.

Public Attributes

- bool **isReady** => [Manager.BadWordManager.Instance.isReady](#) && [Manager.DomainManager.Instance.isReady](#) && [Manager.CapitalizationManager.Instance.isReady](#) && [Manager.PunctuationManager.Instance.isReady](#)
Checks the readiness status of all managers.
- int **TotalRegexCount** => [Sources\(\)](#).Sum(src => src.RegexCount)
Total number of Regex.
- **OnReady OnReady**
- **OnContainsCompleted OnContainsCompleted**
- **OnGetAllCompleted OnGetAllCompleted**
- **OnReplaceAllCompleted OnReplaceAllCompleted**

Protected Member Functions

- override void **OnApplicationQuit** ()

Events

- BWFReady [OnBWFReady](#)
An event triggered whenever [BWF](#) is ready.
- ContainsComplete [OnContainsComplete](#)
An event triggered whenever the "Contains"-operation is completed.
- GetAllComplete [OnGetAllComplete](#)
An event triggered whenever the "GetAll"-operation is completed.
- ReplaceAllComplete [OnReplaceAllComplete](#)
An event triggered whenever the "ReplaceAll"-operation is completed.

Additional Inherited Members

5.27.1 Detailed Description

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

5.27.2 Member Function Documentation

5.27.2.1 Contains()

```
bool Crosstales.BWF.BWFManager.Contains (
    string text,
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
    params string[] sourceNames )
```

Searches for unwanted words in a text.

Parameters

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

Returns

True if a match was found

5.27.2.2 ContainsAsync()

```
void Crosstales.BWF.BWFManager.ContainsAsync (
    string text,
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
    params string[] sourceNames )
```

Searches asynchronously for unwanted words in a text. Use the "OnContainsComplete"-callback to get the result.

Parameters

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

5.27.2.3 GetAll()

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

Searches for unwanted words in a text.

Parameters

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

Returns

List with all the matches

5.27.2.4 GetAllAsync()

```
void Crosstales.BWF.BWFManager.GetAllAsync (
    string text,
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
    params string[] sourceNames )
```

Searches asynchronously for unwanted words in a text. Use the "OnGetAllComplete"-callback to get the result.

Parameters

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

5.27.2.5 Load()

```
void Crosstales.BWF.BWFManager.Load (
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All )
```

Loads the filter of a manager.

Parameters

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

5.27.2.6 Mark() [1/2]

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

Marks the text with a prefix and postfix.

Parameters

<i>text</i>	Text containing unwanted words
<i>replace</i>	Replace the bad words (default: false, optional)
<i>prefix</i>	Prefix for every found unwanted word (optional)
<i>postfix</i>	Postfix for every found unwanted word (optional)
<i>mask</i>	Active manager (default: Model.Enum.ManagerMask.All, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

5.27.2.7 Mark() [2/2]

```
string Crosstales.BWF.BWFManager.Mark (
    string text,
    System.Collections.Generic.List< string > unwantedWords,
```

```
string prefix = "<b><color=red>",  
string postfix = "</color></b>" )
```

Marks the text with a prefix and postfix from a list of words. Use this method if you already have a list of bad words (e.g. from the ['GetAll\(\)' method](#)).

Parameters

<i>text</i>	Text containing unwanted words
<i>unwantedWords</i>	Unwanted words to mark
<i>prefix</i>	Prefix for every found unwanted word (optional)
<i>postfix</i>	Postfix for every found unwanted word (optional)

Returns

Text with marked unwanted words

5.27.2.8 ReplaceAll() [1/2]

```
string Crosstales.BWF.BWFManager.ReplaceAll (
    string text,
    Model.Enum.ManagerMask mask,
    bool markOnly,
    string prefix,
    string postfix,
    params string[] sourceNames )
```

Searches and replaces all unwanted words in a text.

Parameters

<i>text</i>	Text to check
<i>mask</i>	Active manager (default: Model.Enum.ManagerMask.All, optional)
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

5.27.2.9 ReplaceAll() [2/2]

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

Searches and replaces all unwanted words in a text.

Parameters

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

Returns

Clean text

5.27.2.10 ReplaceAllAsync() [1/2]

```
void Crosstales.BWF.BWFManager.ReplaceAllAsync (
    string text,
    Model.Enum.ManagerMask mask,
    bool markOnly,
    string prefix,
    string postfix,
    params string[] sourceNames )
```

Searches and replaces asynchronously all unwanted words in a text. Use the "OnReplaceAllComplete"-callback to get the result.

Parameters

<i>text</i>	Text to check
<i>mask</i>	Active manager (default: Model.Enum.ManagerMask.All)
<i>markOnly</i>	Only mark the words (default: false)
<i>prefix</i>	Prefix for every found bad word
<i>postfix</i>	Postfix for every found bad word
<i>sourceNames</i>	Relevant sources (e.g. "english")

5.27.2.11 ReplaceAllAsync() [2/2]

```
void Crosstales.BWF.BWFManager.ReplaceAllAsync (
    string text,
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All,
    params string[] sourceNames )
```

Searches and replaces asynchronously all unwanted words in a text. Use the "OnReplaceAllComplete"-callback to get the result.

Parameters

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

5.27.2.12 Sources()

```
System.Collections.Generic.List<Data.Source> Crosstales.BWF.BWFManager.Sources (
    Model.Enum.ManagerMask mask = Model.Enum.ManagerMask.All )
```

Returns all sources for a manager.

Parameters

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

Returns

List with all sources for the selected manager

5.27.2.13 Unmark()

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

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked unwanted words
<i>prefix</i>	Prefix for every found unwanted word (optional)
<i>postfix</i>	Postfix for every found unwanted word (optional)

Returns

Text with unmarked unwanted words

5.27.3 Member Data Documentation

5.27.3.1 isReady

```
bool Crosstales.BWF.BWFManager.isReady => Manager.BadWordManager.Instance.isReady && Manager.↔
DomainManager.Instance.isReady && Manager.CapitalizationManager.Instance.isReady && Manager.↔
PunctuationManager.Instance.isReady
```

Checks the readiness status of all managers.

Returns

True if all managers are ready.

5.27.3.2 TotalRegexCount

```
int Crosstales.BWF.BWFManager.TotalRegexCount => Sources().Sum(src => src.RegexCount)
```

Total number of Regex.

Returns

Total number of Regex.

5.27.4 Event Documentation**5.27.4.1 OnBWFRReady**

```
BWFRReady Crosstales.BWF.BWFManager.OnBWFRReady
```

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

5.27.4.2 OnContainsComplete

```
ContainsComplete Crosstales.BWF.BWFManager.OnContainsComplete
```

An event triggered whenever the "Contains"-operation is completed.

5.27.4.3 OnGetAllComplete

```
GetAllComplete Crosstales.BWF.BWFManager.OnGetAllComplete
```

An event triggered whenever the "GetAll"-operation is completed.

5.27.4.4 OnReplaceAllComplete

ReplaceAllComplete Crosstales.BWF.BWFManager.OnReplaceAllComplete

An event triggered whenever the "ReplaceAll"-operation is completed.

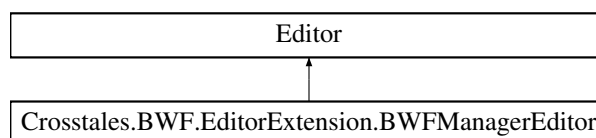
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFP/BWFP/Assets/Plugins/crosstales/BadWordFilter/Scripts/BWF↵
Manager.cs

5.28 Crosstales.BWF.EditorExtension.BWFManagerEditor Class Reference

Custom editor for the 'BWFManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BWFManagerEditor:



Public Member Functions

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

5.28.1 Detailed Description

Custom editor for the 'BWFManager'-class.

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

- D:/slaubenberger/git/assets/BWFP/BWFP/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/B↵
WFMangerEditor.cs

5.29 Crosstales.BWF.EditorIntegration.BWFMenu Class Reference

Editor component for the "Tools"-menu.

Static Public Member Functions

- static void **CreateSource** ()

5.29.1 Detailed Description

Editor component for the "Tools"-menu.

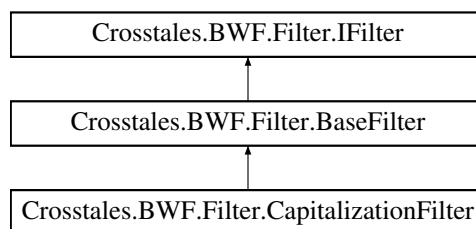
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Integration/BWMenu.cs

5.30 Crosstales.BWF.Filter.CapitalizationFilter Class Reference

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

Inheritance diagram for Crosstales.BWF.Filter.CapitalizationFilter:



Public Member Functions

- [CapitalizationFilter](#) (int capitalizationCharsNumber)
Instantiate the class.
- override bool [Contains](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text.

Public Attributes

- override bool [isReady](#) => true
Checks the readiness status of the filter.

Properties

- System.Text.RegularExpressions.Regex [RegularExpression](#) [get]
RegEx to find excessive capitalization.
- int? [CharacterNumber](#) [get, set]
Defines the number of allowed capital letters in a row.

Additional Inherited Members

5.30.1 Detailed Description

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

5.30.2 Constructor & Destructor Documentation

5.30.2.1 CapitalizationFilter()

```
Crosstales.BWF.Filter.CapitalizationFilter.CapitalizationFilter (
    int capitalizationCharsNumber )
```

Instantiate the class.

Parameters

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

5.30.3 Member Function Documentation

5.30.3.1 Contains()

```
override bool Crosstales.BWF.Filter.CapitalizationFilter.Contains (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.30.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.CapitalizationFilter.GetAll (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.30.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.CapitalizationFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [virtual]
```

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.30.4 Member Data Documentation

5.30.4.1 isReady

```
override bool Crosstales.BWF.Filter.CapitalizationFilter.isReady => true
```

Checks the readiness status of the filter.

Returns

True if the filter is ready.

5.30.5 Property Documentation

5.30.5.1 CharacterNumber

```
int? Crosstales.BWF.Filter.CapitalizationFilter.CharacterNumber [get], [set]
```

Defines the number of allowed capital letters in a row.

5.30.5.2 RegularExpression

```
System.Text.RegularExpressions.Regex Crosstales.BWF.Filter.CapitalizationFilter.Regular↵  
Expression [get]
```

RegEx to find excessive capitalization.

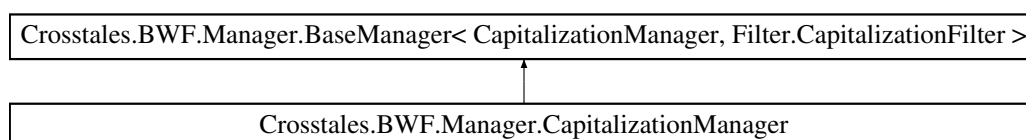
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/Capitalization↵
Filter.cs

5.31 Crosstales.BWF.Manager.CapitalizationManager Class Reference

[Manager](#) for excessive capitalization.

Inheritance diagram for Crosstales.BWF.Manager.CapitalizationManager:



Public Member Functions

- void [Load](#) ()
Loads the current filter with all settings from this object.
- bool [Contains](#) (string text)
Searches for excessive capitalizations in a text.
- void [ContainsAsync](#) (string text)
Searches asynchronously for excessive capitalizations in a text. Use the "OnContainsComplete"-callback to get the result.
- System.Collections.Generic.List< string > [GetAll](#) (string text)
Searches for excessive capitalizations in a text.
- void [GetAllAsync](#) (string text)
Searches asynchronously for excessive capitalizations in a text. Use the "OnGetAllComplete"-callback to get the result.
- string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="")
Searches and replaces all excessive capitalizations in a text.
- void [ReplaceAllAsync](#) (string text, bool markOnly=false, string prefix="", string postfix="")
Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.
- string [Mark](#) (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>")
Marks the text with a prefix and postfix.

Static Public Member Functions

- static void [ResetObject](#) ()
Resets this object.

Public Attributes

- [OnContainsCompleted](#) [OnContainsCompleted](#)
- [OnGetAllCompleted](#) [OnGetAllCompleted](#)
- [OnReplaceAllCompleted](#) [OnReplaceAllCompleted](#)

Protected Member Functions

- override void [Awake](#) ()
- override void [OnApplicationQuit](#) ()

Protected Attributes

- override [OnContainsCompleted](#) [onContainsCompleted](#) => [OnContainsCompleted](#)
- override [OnGetAllCompleted](#) [onGetAllCompleted](#) => [OnGetAllCompleted](#)
- override [OnReplaceAllCompleted](#) [onReplaceAllCompleted](#) => [OnReplaceAllCompleted](#)

Properties

- int? [CapitalizationCharsNumber](#) [get, set]
Defines the number of allowed capital letters in a row..

Additional Inherited Members

5.31.1 Detailed Description

[Manager](#) for excessive capitalization.

5.31.2 Member Function Documentation

5.31.2.1 Contains()

```
bool Crosstales.BWF.Manager.CapitalizationManager.Contains (
    string text )
```

Searches for excessive capitalizations in a text.

Parameters

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

Returns

True if a match was found

5.31.2.2 ContainsAsync()

```
void Crosstales.BWF.Manager.CapitalizationManager.ContainsAsync (
    string text )
```

Searches asynchronously for excessive capitalizations in a text. Use the "OnContainsComplete"-callback to get the result.

Parameters

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

5.31.2.3 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Manager.CapitalizationManager.GetAll (
    string text )
```

Searches for excessive capitalizations in a text.

Parameters

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

Returns

List with all the matches

5.31.2.4 GetAllAsync()

```
void Crosstales.BWF.Manager.CapitalizationManager.GetAllAsync (
    string text )
```

Searches asynchronously for excessive capitalizations in a text. Use the "OnGetAllComplete"-callback to get the result.

Parameters

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

5.31.2.5 Load()

```
void Crosstales.BWF.Manager.CapitalizationManager.Load ( )
```

Loads the current filter with all settings from this object.

5.31.2.6 Mark()

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

Marks the text with a prefix and postfix.

Parameters

<i>text</i>	Text containing excessive capitalizations
<i>replace</i>	Replace the excessive capitalizations (default: false, optional)
<i>prefix</i>	Prefix for every found capitalizations (default: bold and red, optional)
<i>postfix</i>	Postfix for every found capitalizations (default: bold and red, optional)

Returns

Text with marked excessive capitalizations

5.31.2.7 ReplaceAll()

```
string Crosstales.BWF.Manager.CapitalizationManager.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "" )
```

Searches and replaces all excessive capitalizations in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found capitalization (optional)
<i>postfix</i>	Postfix for every found capitalization (optional)

Returns

Clean text

5.31.2.8 ReplaceAllAsync()

```
void Crosstales.BWF.Manager.CapitalizationManager.ReplaceAllAsync (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "" )
```

Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found capitalization (optional)
<i>postfix</i>	Postfix for every found capitalization (optional)

5.31.2.9 ResetObject()

```
static void Crosstales.BWF.Manager.CapitalizationManager.ResetObject ( ) [static]
```

Resets this object.

5.31.3 Property Documentation

5.31.3.1 CapitalizationCharsNumber

```
int? Crosstales.BWF.Manager.CapitalizationManager.CapitalizationCharsNumber [get], [set]
```

Defines the number of allowed capital letters in a row..

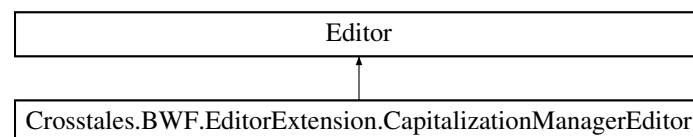
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/CapitalizationManager.cs

5.32 Crosstales.BWF.EditorExtension.CapitalizationManagerEditor Class Reference

Custom editor for the 'CapitalizationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.CapitalizationManagerEditor:



Public Member Functions

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

5.32.1 Detailed Description

Custom editor for the 'CapitalizationManager'-class.

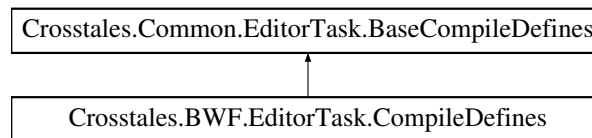
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/CapitalizationManagerEditor.cs

5.33 Crosstales.BWF.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.BWF.EditorTask.CompileDefines:



Additional Inherited Members

5.33.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

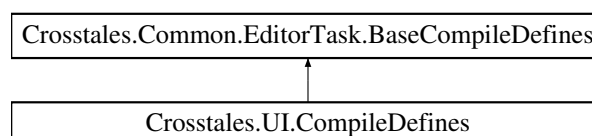
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/CompileDefines.cs

5.34 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



Additional Inherited Members

5.34.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/UI/Editor/CompileDefines.cs

5.35 Crosstales.BWF.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 all changeable variables.
- static void [Save](#) ()
Saves 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 [DEBUG_BADWORDS](#) = Constants.DEFAULT_DEBUG_BADWORDS
Enable or disable debug logging for BadWords (Attention: slow!).
- static bool [DEBUG_DOMAINS](#) = Constants.DEFAULT_DEBUG_DOMAINS
Enable or disable debug logging for Domains (Attention: VERY SLOOOOOOOOWWWW!).
- static bool [isLoaded](#)
Is the configuration loaded?

5.35.1 Detailed Description

Configuration for the asset.

5.35.2 Member Function Documentation

5.35.2.1 Load()

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

Loads all changeable variables.

5.35.2.2 Reset()

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

Resets all changeable variables to their default value.

5.35.2.3 Save()

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

Saves all changeable variables.

5.35.3 Member Data Documentation

5.35.3.1 DEBUG

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

Enable or disable debug logging for the asset.

5.35.3.2 DEBUG_BADWORDS

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

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

5.35.3.3 DEBUG_DOMAINS

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

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

5.35.3.4 isLoaded

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

Is the configuration loaded?

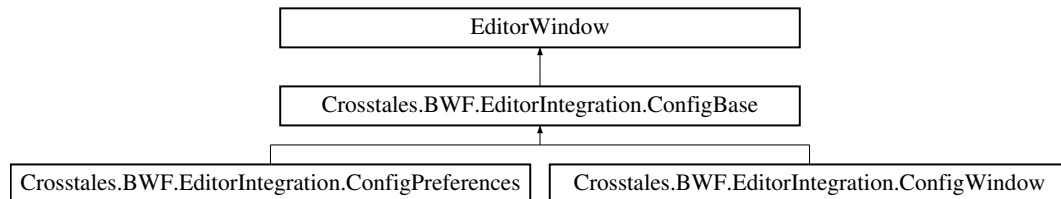
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Util/Config.[↔](#)
CS

5.36 Crosstales.BWF.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.36.1 Detailed Description

Base class for editor windows.

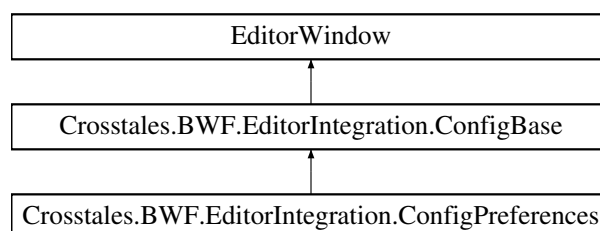
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Integration/ConfigBase.cs↔

5.37 Crosstales.BWF.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.37.1 Detailed Description

Unity "Preferences" extension.

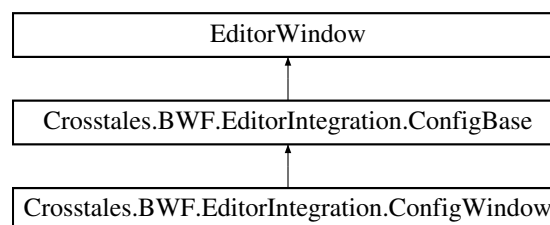
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Integration/Config↔ Preferences.cs

5.38 Crosstales.BWF.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigWindow:



Public Member Functions

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

Static Public Member Functions

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

Additional Inherited Members

5.38.1 Detailed Description

Editor window extension.

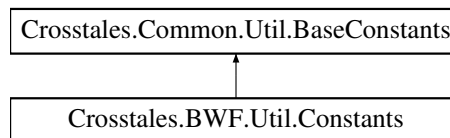
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Integration/Config↔ Window.cs

5.39 Crosstales.BWF.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.BWF.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "Bad Word Filter PRO"
Name of the asset.
- const string **ASSET_NAME_SHORT** = "BWF PRO"
Short name of the asset.
- const string **ASSET_VERSION** = "2021.1.0"
Version of the asset.
- const int **ASSET_BUILD** = 20210103
Build number of the asset.
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2015, 1, 3)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2021, 1, 3)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the PRO asset in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/bwf_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "bwf@crosstales.com"
Contact to the owner of the asset.
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/badwordfilter/BadWordFilter-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "https://www.crosstales.com/en/assets/badwordfilter/api"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "https://forum.unity.com/threads/bad-word-filter-pro-solution-against-profanity-and-obscenity.289960/"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio//badwordfilter/"
URL of the asset in crosstales.
- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/pXICeRKaRPM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the promotion video of the asset (Youtube).
- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/W8FxFIObWM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the tutorial video of the asset (Youtube).
- const string **KEY_PREFIX** = "BWF_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_DEBUG_BADWORDS** = KEY_PREFIX + "DEBUG_BADWORDS"

- const string **KEY_DEBUG_DOMAINS** = KEY_PREFIX + "DEBUG_DOMAINS"
- const bool **DEFAULT_DEBUG_BADWORDS** = false
- const bool **DEFAULT_DEBUG_DOMAINS** = false
- const string **MANAGER_SCENE_OBJECT_NAME** = "BWF"
BWF prefab scene name.
- static int **WWW_TIMEOUT** = 5
Timeout for the UnityWebRequest-class in seconds.

Additional Inherited Members

5.39.1 Detailed Description

Collected constants of very general utility for the asset.

5.39.2 Member Data Documentation

5.39.2.1 ASSET_API_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_API_URL = "https://www.crosstales.com/en/assets/badwordfilter"
[static]
```

URL of the asset API.

5.39.2.2 ASSET_BUILD

```
const int Crosstales.BWF.Util.Constants.ASSET_BUILD = 20210103 [static]
```

Build number of the asset.

5.39.2.3 ASSET_CHANGED

```
readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CHANGED = new System.DateTime(2021,
1, 3) [static]
```

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

5.39.2.4 ASSET_CONTACT

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

Contact to the owner of the asset.

5.39.2.5 ASSET_CREATED

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

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

5.39.2.6 ASSET_FORUM_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/bad-word-filter-  
289960/" [static]
```

URL of the asset forum.

5.39.2.7 ASSET_MANUAL_URL

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

URL of the asset manual.

5.39.2.8 ASSET_NAME

```
const string Crosstales.BWF.Util.Constants.ASSET_NAME = "Bad Word Filter PRO" [static]
```

Name of the asset.

5.39.2.9 ASSET_NAME_SHORT

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

Short name of the asset.

5.39.2.10 ASSET_PRO_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/26255?category=2&query=bad%20word%20filter%20pro%20ngt" [static]
```

URL of the PRO asset in UAS.

5.39.2.11 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

5.39.2.12 ASSET_VERSION

```
const string Crosstales.BWF.Util.Constants.ASSET_VERSION = "2021.1.0" [static]
```

Version of the asset.

5.39.2.13 ASSET_VIDEO_PROMO

```
const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/pXICeRkaRPM?list=PLgtonIO6Tb4lXTMeeZ836tjHlKg0084S" [static]
```

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

5.39.2.14 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/W8FxFlIcObWM?list=PLgtonIO6Tb4lXTMeeZ836tjHlKg0084S" [static]
```

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

5.39.2.15 ASSET_WEB_URL

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

URL of the asset in crosstales.

5.39.2.16 MANAGER_SCENE_OBJECT_NAME

```
const string Crosstales.BWF.Util.Constants.MANAGER_SCENE_OBJECT_NAME = "BWF" [static]
```

BWF prefab scene name.

5.39.2.17 WWW_TIMEOUT

```
int Crosstales.BWF.Util.Constants.WWW_TIMEOUT = 5 [static]
```

Timeout for the UnityWebRequest-class in seconds.

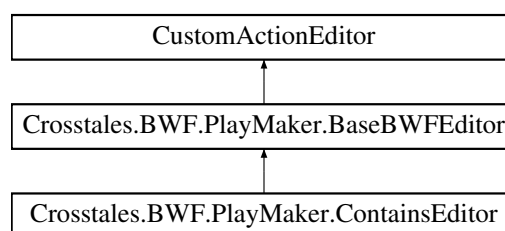
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Util/Constants.cs](#)

5.40 Crosstales.BWF.PlayMaker.ContainsEditor Class Reference

Custom editor for the ContainsString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ContainsEditor:



Additional Inherited Members

5.40.1 Detailed Description

Custom editor for the ContainsString-action.

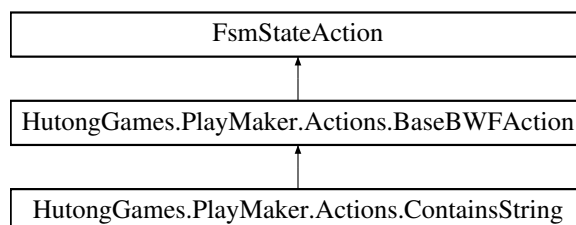
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ContainsEditor.cs](#)

5.41 HutongGames.PlayMaker.Actions.ContainsString Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.ContainsString:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- FsmString [Text](#)
Input string for validation.
- FsmBool [Contains](#)
True if 'Text' contains any bad words.

Additional Inherited Members

5.41.1 Detailed Description

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

5.41.2 Member Data Documentation

5.41.2.1 Contains

FsmBool HutongGames.PlayMaker.Actions.ContainsString.Contains

True if 'Text' contains any bad words.

5.41.2.2 Text

FsmString HutongGames.PlayMaker.Actions.ContainsString.Text

Input string for validation.

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

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

5.42 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

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

5.42.1 Detailed Description

Wrapper for the PlayerPrefs.

5.42.2 Member Function Documentation

5.42.2.1 DeleteAll()

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

Deletes all keys.

5.42.2.2 DeleteKey()

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

Delete the key.

Parameters

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

5.42.2.3 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.

5.42.2.4 GetDate()

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

Allows to get a DateTime from a key.

Parameters

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

Returns

Value for the key.

5.42.2.5 GetFloat()

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

Allows to get a float from a key.

Parameters

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

Returns

Value for the key.

5.42.2.6 GetInt()

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

Allows to get an int from a key.

Parameters

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

Returns

Value for the key.

5.42.2.7 GetString()

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

Allows to get a string from a key.

Parameters

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

Returns

Value for the key.

5.42.2.8 HasKey()

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

Exists the key?

Parameters

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

Returns

Value for the key.

5.42.2.9 Save()

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

Saves all modifications.

5.42.2.10 SetBool()

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

Allows to set a bool for a key.

Parameters

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

5.42.2.11 SetDate()

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

Allows to set a DateTime for a key.

Parameters

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

5.42.2.12 SetFloat()

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

Allows to set a float for a key.

Parameters

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

5.42.2.13 SetInt()

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

Allows to set an int for a key.

Parameters

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

5.42.2.14 SetString()

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

Allows to set a string for a key.

Parameters

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

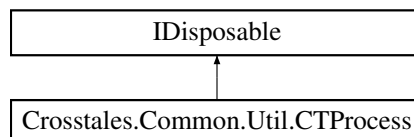
The documentation for this class was generated from the following file:

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

5.43 Crosstales.Common.Util.CTProcess Class Reference

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

Inheritance diagram for Crosstales.Common.Util.CTProcess:



Public Member Functions

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

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

- void **Start** (CTProcessStartInfo info)

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

- void **Kill** ()

Immediately stops the associated process.

- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

Public Attributes

- uint **ExitCode** => exitCode

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

Properties

- System.IntPtr **Handle** [get]

Gets the native handle of the associated process.

- int **Id** [get]

Gets the unique identifier for the associated process.

- CTProcessStartInfo **StartInfo** [get, set]

*Gets or sets the properties to pass to the **Start()** method of the Process.*

- bool **HasExited** [get]

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

- System.DateTime **StartTime** [get]

Gets the time that the associated process was started.

- System.DateTime **ExitTime** [get]

Gets the time that the associated process exited.

- System.IO.StreamReader **StandardOutput** [get]

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

- System.IO.StreamReader **StandardError** [get]

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

- bool **isBusy** [get]

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

Events

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

5.43.1 Detailed Description

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

5.43.2 Member Function Documentation

5.43.2.1 Kill() [1/2]

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

Immediately stops the associated process.

5.43.2.2 Kill() [2/2]

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

Immediately stops the associated process.

5.43.2.3 Start() [1/4]

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

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

5.43.2.4 Start() [2/4]

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

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

5.43.2.5 Start() [3/4]

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

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

5.43.2.6 Start() [4/4]

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

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

5.43.3 Member Data Documentation

5.43.3.1 ExitCode

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

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

5.43.4 Property Documentation

5.43.4.1 ExitTime

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

Gets the time that the associated process exited.

5.43.4.2 Handle

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

Gets the native handle of the associated process.

5.43.4.3 HasExited

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

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

5.43.4.4 Id

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

Gets the unique identifier for the associated process.

5.43.4.5 isBusy

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

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

5.43.4.6 StandardError

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

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

5.43.4.7 StandardOutput

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

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

5.43.4.8 StartInfo

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

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

5.43.4.9 StartTime

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

Gets the time that the associated process was started.

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

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

5.44 Crosstales.Common.Util.CTProcessStartInfo Class Reference

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

Properties

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

5.44.1 Detailed Description

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

5.44.2 Property Documentation

5.44.2.1 Arguments

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

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

5.44.2.2 CreateNoWindow

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

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

5.44.2.3 FileName

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

Gets or sets the application or document to start.

5.44.2.4 RedirectStandardError

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

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

5.44.2.5 RedirectStandardOutput

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

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

5.44.2.6 StandardErrorEncoding

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

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

5.44.2.7 StandardOutputEncoding

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

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

5.44.2.8 UseCmdExecute

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

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

5.44.2.9 UseShellExecute

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

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

5.44.2.10 UseThread

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

Gets or sets the application to be threaded.

5.44.2.11 WorkingDirectory

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

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

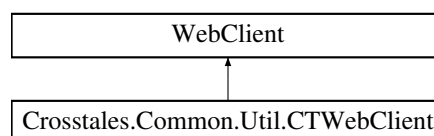
The documentation for this class was generated from the following file:

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

5.45 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (string uri)

Protected Member Functions

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

Properties

- int **Timeout** [get, set]
Timeout in milliseconds
- int **ConnectionLimit** [get, set]
Connection limit for all WebClients

5.45.1 Detailed Description

Specialized WebClient.

5.45.2 Property Documentation

5.45.2.1 ConnectionLimit

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

Connection limit for all WebClients

5.45.2.2 Timeout

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

Timeout in milliseconds

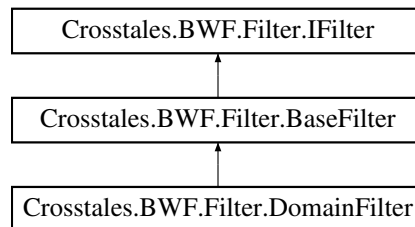
The documentation for this class was generated from the following file:

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

5.46 Crosstales.BWF.Filter.DomainFilter Class Reference

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

Inheritance diagram for Crosstales.BWF.Filter.DomainFilter:



Public Member Functions

- [DomainFilter](#) (System.Collections.Generic.List< [Provider.DomainProvider](#) > domainProvider, string replaceCharacters)
Instantiate the class.
- override bool [Contains](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text.

Public Attributes

- string [ReplaceCharacters](#)
Replace characters for domains.

Properties

- System.Collections.Generic.List< [Provider.DomainProvider](#) > [DomainProvider](#) [get, set]
List of all domain providers.
- override bool? [isReady](#) [get]
Checks the readiness status of the filter.

Additional Inherited Members

5.46.1 Detailed Description

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

5.46.2 Constructor & Destructor Documentation

5.46.2.1 DomainFilter()

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

Instantiate the class.

Parameters

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

5.46.3 Member Function Documentation

5.46.3.1 Contains()

```
override bool Crosstales.BWF.Filter.DomainFilter.Contains (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.46.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.DomainFilter.GetAll (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.46.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.DomainFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [virtual]
```

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.46.4 Member Data Documentation

5.46.4.1 ReplaceCharacters

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

Replace characters for domains.

5.46.5 Property Documentation

5.46.5.1 DomainProvider

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

List of all domain providers.

Returns

All domain providers.

5.46.5.2 isReady

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

Checks the readiness status of the filter.

Returns

True if the filter is ready.

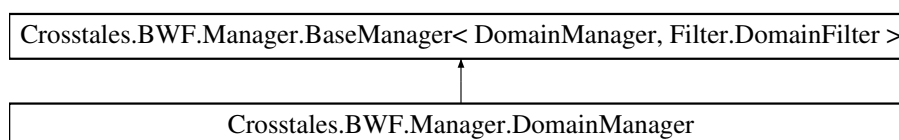
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/Domain↔
Filter.cs

5.47 Crosstales.BWF.Manager.DomainManager Class Reference

[Manager](#) for domains.

Inheritance diagram for Crosstales.BWF.Manager.DomainManager:



Public Member Functions

- void [Load](#) ()
Loads the current filter with all settings from this object.
- bool [Contains](#) (string text, params string[] sourceNames)
Searches for domains in a text.
- void [ContainsAsync](#) (string text, params string[] sourceNames)
Searches asynchronously for domains in a text. Use the "OnContainsComplete"-callback to get the result.
- System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)
Searches for domains in a text.
- void [GetAllAsync](#) (string text, params string[] sourceNames)
Searches asynchronously for domains in a text. Use the "OnGetAllComplete"-callback to get the result.
- string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all domains in a text.
- void [ReplaceAllAsync](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.
- string [Mark](#) (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[] sourceNames)
Marks the text with a prefix and postfix.

Static Public Member Functions

- static void [ResetObject](#) ()
Resets this object.

Public Attributes

- [OnContainsCompleted](#) **OnContainsCompleted**
- [OnGetAllCompleted](#) **OnGetAllCompleted**
- [OnReplaceAllCompleted](#) **OnReplaceAllCompleted**
- System.Collections.Generic.List< [Data.Source](#) > [Sources](#) => filter?.Sources
Returns all sources for the manager.
- int [TotalRegexCount](#) => Sources.Sum(src => src.RegexCount)
Total number of Regex of all providers and sources.

Protected Member Functions

- override void **Awake** ()
- override void **OnApplicationQuit** ()

Protected Attributes

- override [OnContainsCompleted](#) **onContainsCompleted** => [OnContainsCompleted](#)
- override [OnGetAllCompleted](#) **onGetAllCompleted** => [OnGetAllCompleted](#)
- override [OnReplaceAllCompleted](#) **onReplaceAllCompleted** => [OnReplaceAllCompleted](#)

Properties

- string [ReplaceChars](#) [get, set]
Replace characters for domains.
- System.Collections.Generic.List< [Crosstales.BWF.Provider.DomainProvider](#) > [DomainProvider](#) [get, set]
List of all domain providers.

Additional Inherited Members

5.47.1 Detailed Description

[Manager](#) for domains.

5.47.2 Member Function Documentation

5.47.2.1 Contains()

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

Searches for domains in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "iana", optional)

Returns

True if a match was found

5.47.2.2 ContainsAsync()

```
void Crosstales.BWF.Manager.DomainManager.ContainsAsync (
    string text,
    params string[] sourceNames )
```

Searches asynchronously for domains in a text. Use the "OnContainsComplete"-callback to get the result.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

5.47.2.3 GetAll()

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

Searches for domains in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "iana", optional)

Returns

List with all the matches

5.47.2.4 GetAllAsync()

```
void Crosstales.BWF.Manager.DomainManager.GetAllAsync (
    string text,
    params string[] sourceNames )
```

Searches asynchronously for domains in a text. Use the "OnGetAllComplete"-callback to get the result.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

5.47.2.5 Load()

```
void Crosstales.BWF.Manager.DomainManager.Load ( )
```

Loads the current filter with all settings from this object.

5.47.2.6 Mark()

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

Marks the text with a prefix and postfix.

Parameters

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

Returns

Text with marked domains

5.47.2.7 ReplaceAll()

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

Searches and replaces all domains in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found domain (optional)
<i>postfix</i>	Postfix for every found domain (optional)
<i>sourceNames</i>	Relevant sources (e.g. "iana", optional)

Returns

Clean text

5.47.2.8 ReplaceAllAsync()

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

Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found domain (optional)
<i>postfix</i>	Postfix for every found domain (optional)
<i>sourceNames</i>	Relevant sources (e.g. "iana", optional)

5.47.2.9 ResetObject()

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

Resets this object.

5.47.3 Member Data Documentation

5.47.3.1 Sources

```
System.Collections.Generic.List<Data.Source> Crosstales.BWF.Manager.DomainManager.Sources =>
filter?.Sources
```

Returns all sources for the manager.

Returns

List with all sources for the manager

5.47.3.2 TotalRegexCount

```
int Crosstales.BWF.Manager.DomainManager.TotalRegexCount => Sources.Sum(src => src.RegexCount)
```

Total number of Regex of all providers and sources.

Returns

Total number of Regex of all providers and sources.

5.47.4 Property Documentation

5.47.4.1 DomainProvider

```
System.Collections.Generic.List<Crosstales.BWF.Provider.DomainProvider> Crosstales.BWF.↔
Manager.DomainManager.DomainProvider [get], [set]
```

List of all domain providers.

5.47.4.2 ReplaceChars

```
string Crosstales.BWF.Manager.DomainManager.ReplaceChars [get], [set]
```

Replace characters for domains.

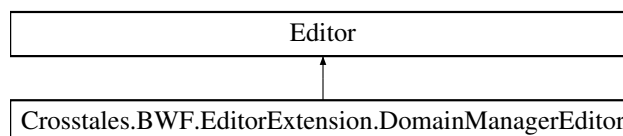
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/Domain↔
Manager.cs

5.48 Crosstales.BWF.EditorExtension.DomainManagerEditor Class Reference

Custom editor for the 'DomainManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainManagerEditor:



Public Member Functions

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

5.48.1 Detailed Description

Custom editor for the 'DomainManager'-class.

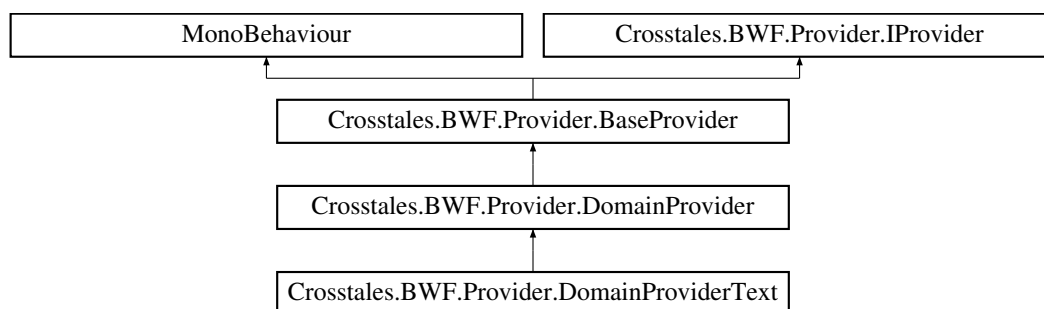
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/DomainManagerEditor.cs

5.49 Crosstales.BWF.Provider.DomainProvider Class Reference

Base class for domain providers.

Inheritance diagram for Crosstales.BWF.Provider.DomainProvider:



Public Member Functions

- override void **Load** ()
Loads all sources.

Protected Member Functions

- override void **init** ()
Initialize the provider.

Protected Attributes

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

Properties

- `System.Collections.Generic.Dictionary< string, System.Text.RegularExpressions.Regex >` [DomainsRegex](#) [get, protected set]
RegEx for domains.
- `System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< System.Text.RegularExpressions.Regex > >` [DebugDomainsRegex](#) [get, protected set]
Debug-version of "RegEx for domains".

Additional Inherited Members

5.49.1 Detailed Description

Base class for domain providers.

5.49.2 Member Function Documentation

5.49.2.1 `init()`

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

Initialize the provider.

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

5.49.2.2 `Load()`

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

Loads all sources.

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

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

5.49.3 Property Documentation

5.49.3.1 DebugDomainsRegex

`System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<System.Text.RegularExpressions.Regex>> Crosstales.BWF.Provider.DomainProvider.DebugDomainsRegex [get], [protected set]`

Debug-version of "RegEx for domains".

5.49.3.2 DomainsRegex

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

RegEx for domains.

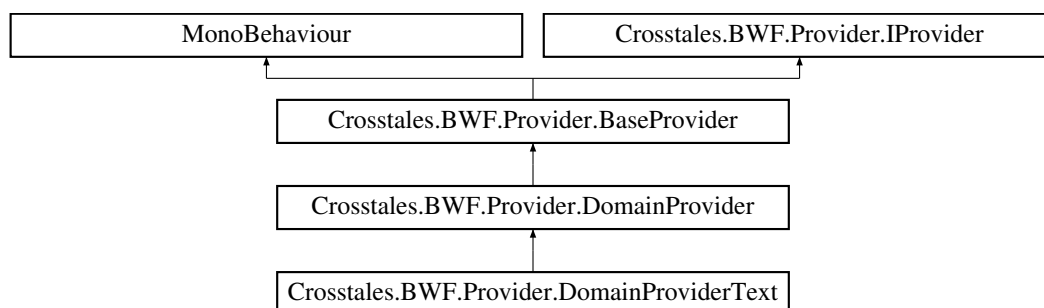
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/DomainProvider.cs`

5.50 Crosstales.BWF.Provider.DomainProviderText Class Reference

Text-file based domain provider.

Inheritance diagram for `Crosstales.BWF.Provider.DomainProviderText`:



Public Member Functions

- override void [Load](#) ()
Loads all sources.
- override void [Save](#) ()
Saves all sources.

Additional Inherited Members

5.50.1 Detailed Description

Text-file based domain provider.

5.50.2 Member Function Documentation

5.50.2.1 Load()

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

Loads all sources.

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

5.50.2.2 Save()

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

Saves all sources.

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

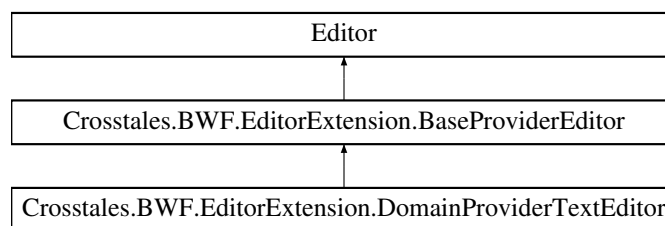
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/Domain↔
ProviderText.cs

5.51 Crosstales.BWF.EditorExtension.DomainProviderTextEditor Class Reference

Custom editor for the 'DomainProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainProviderTextEditor:



Additional Inherited Members

5.51.1 Detailed Description

Custom editor for the 'DomainProviderText'-class.

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

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/Domain↔
ProviderTextEditor.cs

5.52 Crosstales.BWF.Model.Domains Class Reference

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

Public Member Functions

- [Domains](#) ([Data.Source](#) source, System.Collections.Generic.IEnumerable< string > domainList)
Instantiate the class.
- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()

Public Attributes

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

5.52.1 Detailed Description

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

5.52.2 Constructor & Destructor Documentation

5.52.2.1 Domains()

```
Crosstales.BWF.Model.Domains.Domains (
    Data.Source source,
    System.Collections.Generic.IEnumerable< string > domainList )
```

Instantiate the class.

Parameters

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

5.52.3 Member Data Documentation

5.52.3.1 DomainList

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

List of all domains (RegEx).

5.52.3.2 Source

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

Source-object.

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

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Model/Domains.↵
cs

5.53 Crosstales.BWF.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 all changeable variables.
- static void [Save](#) ()
Saves all changeable variables.

Static Public Attributes

- static bool [UPDATE_CHECK](#) = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool [COMPILE_DEFINES](#) = EditorConstants.DEFAULT_COMPILE_DEFINES
Enable or disable adding compile define "CT_BWF" for the asset.
- static bool [PREFAB_AUTOLOAD](#) = EditorConstants.DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static bool [HIERARCHY_ICON](#) = EditorConstants.DEFAULT_HIERARCHY_ICON
Enable or disable the icon in the hierarchy.
- static bool [isLoading](#)
Is the configuration loaded?
- static string [PREFAB_PATH](#) => [ASSET_PATH](#) + [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.

5.53.1 Detailed Description

Editor configuration for the asset.

5.53.2 Member Function Documentation

5.53.2.1 Load()

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

Loads all changeable variables.

5.53.2.2 Reset()

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

Resets all changeable variables to their default value.

5.53.2.3 Save()

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

Saves all changeable variables.

5.53.3 Member Data Documentation

5.53.3.1 COMPILE_DEFINES

```
bool Crosstales.BWF.EditorUtil.EditorConfig.COMPILE_DEFINES = EditorConstants.DEFAULT_COMPILE_DEFINES [static]
```

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

5.53.3.2 HIERARCHY_ICON

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

Enable or disable the icon in the hierarchy.

5.53.3.3 isLoaded

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

Is the configuration loaded?

5.53.3.4 PREFAB_AUTOLOAD

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

Automatically load and add the prefabs to the scene.

5.53.3.5 PREFAB_PATH

```
string Crosstales.BWF.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + EditorConstants.PREFAB_SUBPATH [static]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

5.53.3.6 UPDATE_CHECK

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

Enable or disable update-checks for the asset.

5.53.4 Property Documentation

5.53.4.1 ASSET_PATH

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

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

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

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Util/Editor↵
Config.cs

5.54 Crosstales.BWF.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = Util.Constants.KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_PREFAB_AUTOLOAD** = Util.Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Util.Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/BadWordFilter/"
- 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** => Util.Constants.ASSET_PRO_URL
Returns the URL of the asset in UAS.
- static string **ASSET_ID** => "26255"
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** => new System.Guid("b11eebc0-525a-4d58-b33d-c0a9a728f3a9")
Returns the UID of the asset.

5.54.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.54.2 Member Data Documentation

5.54.2.1 ASSET_ID

```
string Crosstales.BWF.EditorUtil.EditorConstants.ASSET_ID => "26255" [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.54.2.2 ASSET_UID

```
System.Guid Crosstales.BWF.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("b11eebc0-525a-4d58-b33d-c  
[static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.54.2.3 ASSET_URL

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

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.54.2.4 PREFAB_SUBPATH

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

Sub-path to the prefabs.

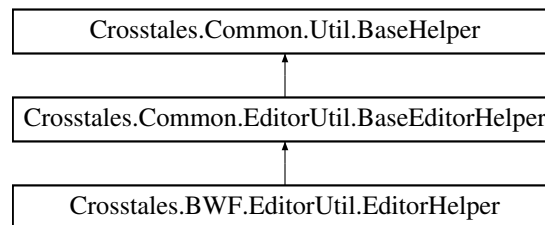
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Util/Editor↔
Constants.cs

5.55 Crosstales.BWF.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.BWF.EditorUtil.EditorHelper:



Static Public Member Functions

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

Static Public Attributes

- const int [GO_ID](#) = 20
Start index inside the "GameObject"-menu.
- const int [MENU_ID](#) = 10201
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 Texture2D **Icon_Contains** => loadImage(ref icon_contains, "icon_contains.png")
- static Texture2D **Icon_Get** => loadImage(ref icon_get, "icon_get.png")
- static Texture2D **Icon_Replace** => loadImage(ref icon_replace, "icon_replace.png")
- static Texture2D **Icon_Mark** => loadImage(ref icon_mark, "icon_mark.png")
- static bool [isBWFInScene](#) => GameObject.FindObjectOfType(typeof([BWFManager](#))) != null
Checks if the 'BWF'-prefab is in the scene.

Additional Inherited Members

5.55.1 Detailed Description

Editor helper class.

5.55.2 Member Function Documentation

5.55.2.1 BWFUnavailable()

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

Shows a "BWF unavailable"-[UI](#).

5.55.2.2 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

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

5.55.3 Member Data Documentation

5.55.3.1 GO_ID

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

Start index inside the "GameObject"-menu.

5.55.3.2 isBWFInScene

```
bool Crosstales.BWF.EditorUtil.EditorHelper.isBWFInScene => GameObject.FindObjectOfType(typeof(BWFManager))
!= null [static]
```

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

Returns

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

5.55.3.3 MENU_ID

```
const int Crosstales.BWF.EditorUtil.EditorHelper.MENU_ID = 10201 [static]
```

Start index inside the "Tools"-menu.

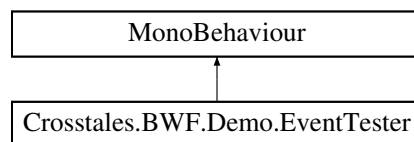
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Util/Editor↵
Helper.cs

5.56 Crosstales.BWF.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.BWF.Demo.EventTester:



Public Member Functions

- void **OnReady** ()
- void **OnContainsCompleted** (string text, bool containsBadwords)
- void **OnGetAllCompleted** (string text, string allBadwords)
- void **OnReplaceAllCompleted** (string originalText, string cleanText)

5.56.1 Detailed Description

Simple test script for all UnityEvent-callbacks.

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

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/Event↵
Tester.cs

5.57 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 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 [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 void [CTShuffle< T >](#) (this T[] array, int seed=0)
Extension method for Arrays. Shuffles an Array.
- static string [CTDump< T >](#) (this T[] array, string prefix="", string postfix="")
Extension method for Arrays. Dumps an array to a string.
- static string [CTDump](#) (this Quaternion[] array)
Extension method for Quaternion-Arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector2[] array)
Extension method for Vector2-Arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector3[] array)
Extension method for Vector3-Arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector4[] array)
Extension method for Vector4-Arrays. Dumps an array to a string.
- static string[] [CTToString< T >](#) (this T[] array)
Extension method for Arrays. Generates a string array with all entries (via ToString).

- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)
Extension method for IList. Shuffles a List.
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="")
Extension method for IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)
Extension method for Quaternion-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)
Extension method for Vector2-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)
Extension method for Vector3-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)
Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for IList. Generates a string list with all entries (via ToString).
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="")
Extension method for IDictionary. Dumps a dictionary to a string.
- static void [CTAddRange< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, System.Collections.Generic.IDictionary< K, V > collection)
Extension method for IDictionary. Adds a dictionary to an existing one.
- static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)
Extension method for Renderer. Determines if the renderer is visible from a certain camera.
- static Transform [CTDeepSearch](#) (Transform parent, string name)
Extension method for Transform. Recursively searches all children of a parent transform for specific named transform
- static byte[] [CTReadFully](#) (this System.IO.Stream input, int bufferSize=16384)
Extension method for Stream. Reads the full content of a Stream.

5.57.1 Detailed Description

Various extension methods.

5.57.2 Member Function Documentation

5.57.2.1 CTAddRange< K, V >()

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

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

Parameters

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

5.57.2.2 CTContains()

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

5.57.2.3 CTContainsAll()

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

5.57.2.4 CTContainsAny()

```
static bool Crosstales.ExtensionMethods.CTContainsAny (
    this string str,
```

```
string searchTerms,  
char splitChar = ' ' ) [static]
```

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.57.2.5 CTDeepSearch()

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

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

Parameters

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

Returns

True if the renderer is visible by the given camera.

5.57.2.6 CTDump() [1/8]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.57.2.7 CTDump() [2/8]

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

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

Parameters

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

Returns

String with lines for all list entries.

5.57.2.8 CTDump() [3/8]

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

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

Parameters

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

Returns

String with lines for all list entries.

5.57.2.9 CTDump() [4/8]

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

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

Parameters

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

Returns

String with lines for all list entries.

5.57.2.10 CTDump() [5/8]

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

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

Parameters

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

Returns

String with lines for all list entries.

5.57.2.11 CTDump() [6/8]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.57.2.12 CTDump() [7/8]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.57.2.13 CTDump() [8/8]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.57.2.14 CTDump< K, V >()

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

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

Parameters

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

Returns

String with lines for all dictionary entries.

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

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

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

Parameters

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

Returns

String with lines for all list entries.

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

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

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

Parameters

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

Returns

String with lines for all array entries.

5.57.2.17 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 (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string is integer.

5.57.2.18 CTEquals()

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

5.57.2.19 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 (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

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

5.57.2.20 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 (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

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

5.57.2.21 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.

5.57.2.22 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.

5.57.2.23 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.

5.57.2.24 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 (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

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

5.57.2.25 CTReadFully()

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

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

Parameters

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

Returns

Byte-array of the Stream content.

5.57.2.26 CTReplace()

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

Extension method for strings. Case insensitive 'Replace'.

Parameters

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

Returns

Replaced string.

5.57.2.27 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.

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

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

Extension method for IList. Shuffles a List.

Parameters

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

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

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

Extension method for Arrays. Shuffles an Array.

Parameters

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

5.57.2.30 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 (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string is integer.

5.57.2.31 CTToString< T >() [1/2]

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

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

Parameters

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

Returns

String list with all entries (via ToString).

5.57.2.32 CTToString< T >() [2/2]

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

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

Parameters

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

Returns

String array with all entries (via ToString).

5.57.2.33 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.

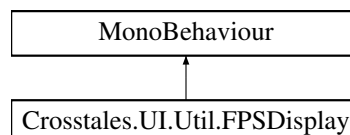
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPPro/BWFPPro/Assets/Plugins/crosstales/Common/Scripts/Extension↵
Methods.cs

5.58 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Attributes

- Text [FPS](#)
Text component to display the FPS.
- int [FrameUpdate](#) = 5
Update every set frame.

5.58.1 Detailed Description

Simple FPS-Counter.

5.58.2 Member Data Documentation

5.58.2.1 FPS

```
Text Crosstales.UI.Util.FPSDisplay.FPS
```

Text component to display the FPS.

5.58.2.2 FrameUpdate

```
int Crosstales.UI.Util.FPSDisplay.FrameUpdate = 5
```

Update every set frame.

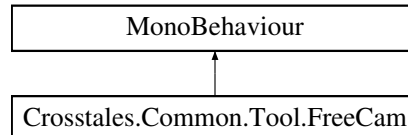
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/UI/Scripts/Util/FPSDisplay.cs](#)

5.59 Crosstales.Common.Tool.FreeCam Class Reference

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

Inheritance diagram for Crosstales.Common.Tool.FreeCam:



Public Member Functions

- void [StartLooking](#) ()
Enable free looking.
- void [StopLooking](#) ()
Disable free looking.

Public Attributes

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

5.59.1 Detailed Description

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

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

5.59.2 Member Function Documentation

5.59.2.1 StartLooking()

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

Enable free looking.

5.59.2.2 StopLooking()

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

Disable free looking.

5.59.3 Member Data Documentation

5.59.3.1 FastMovementSpeed

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

Speed of camera movement when shift is held down.

5.59.3.2 FastZoomSensitivity

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

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

5.59.3.3 FreeLookSensitivity

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

Sensitivity for free look.

5.59.3.4 MovementSpeed

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

Normal speed of camera movement.

5.59.3.5 ZoomSensitivity

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

Amount to zoom the camera when using the mouse wheel.

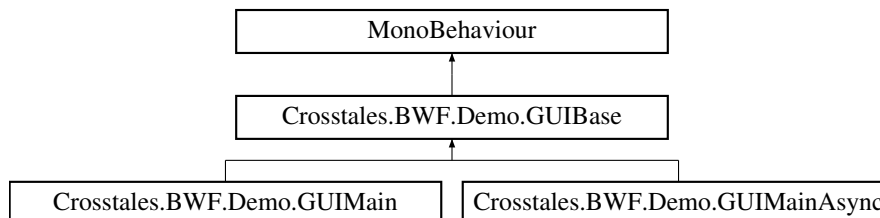
The documentation for this class was generated from the following file:

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

5.60 Crosstales.BWF.Demo.GUIBase Class Reference

Base-class for "GUIMain" and "GUIMainAsync".

Inheritance diagram for Crosstales.BWF.Demo.GUIBase:



Public Member Functions

- abstract void **Test** ()
- abstract void **Replace** ()
- void **TestChanged** (bool val)
- void **ReplaceChanged** (bool val)
- void **BadwordChanged** (bool val)
- void **DomainChanged** (bool val)
- void **CapitalizationChanged** (bool val)
- void **PunctuationChanged** (bool val)
- void **LeetChanged** (bool val)
- void **SimpleChanged** (bool val)
- void **FullscreenChanged** (bool val)
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()

Public Attributes

- bool **AutoTest** = true
- bool **AutoReplace**
- bool **ReplaceLeet** = true
- bool **SimpleCheck** = true
- float **IntervalCheck** = 0.8f
- float **IntervalReplace** = 2.5f
- Color32 **GoodColor** = new Color32(0, 255, 0, 192)
- Color32 **BadColor** = new Color32(255, 0, 0, 192)
- [Model.Enum.ManagerMask](#) **BadwordManager** = Model.Enum.ManagerMask.BadWord
- [Model.Enum.ManagerMask](#) **DomManager** = Model.Enum.ManagerMask.Domain
- [Model.Enum.ManagerMask](#) **CapsManager** = Model.Enum.ManagerMask.Capitalization
- [Model.Enum.ManagerMask](#) **PuncManager** = Model.Enum.ManagerMask.Punctuation
- System.Collections.Generic.List< string > **Sources** = new System.Collections.Generic.List<string>(30)
- InputField **Text**
- Text **OutputText**
- Text **BadWordList**
- Text **BadWordCounter**
- Text **Name**
- Text **Version**
- Text **Scene**
- Toggle **TestEnabled**
- Toggle **ReplaceEnabled**
- Toggle **Badword**
- Toggle **Domain**
- Toggle **Capitalization**
- Toggle **Punctuation**
- InputField **BadwordReplaceChars**
- InputField **DomainReplaceChars**
- InputField **CapsTrigger**
- InputField **PuncTrigger**
- Toggle **LeetReplace**
- Toggle **SimpleCheckToggle**
- Image **BadWordListImage**

Protected Attributes

- System.Collections.Generic.List< string > **badWords** = new System.Collections.Generic.List<string>()
- float **elapsedTimeCheck** = 0f
- float **elapsedTimeReplace** = 0f

5.60.1 Detailed Description

Base-class for "GUIMain" and "GUIMainAsync".

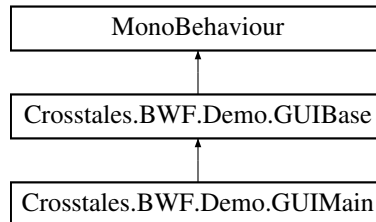
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/G↔UIBase.cs

5.61 Crosstales.BWF.Demo.GUIMain Class Reference

Main GUI controller.

Inheritance diagram for Crosstales.BWF.Demo.GUIMain:



Public Member Functions

- override void **Test** ()
- override void **Replace** ()

Additional Inherited Members

5.61.1 Detailed Description

Main GUI controller.

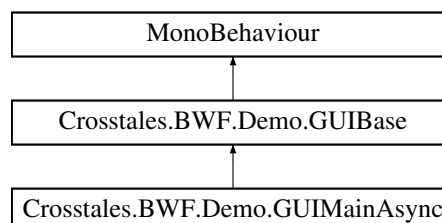
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/G↵
UIMain.cs

5.62 Crosstales.BWF.Demo.GUIMainAsync Class Reference

Main GUI controller for async calls.

Inheritance diagram for Crosstales.BWF.Demo.GUIMainAsync:



Public Member Functions

- override void **Test** ()
- override void **Replace** ()

Additional Inherited Members

5.62.1 Detailed Description

Main GUI controller for async calls.

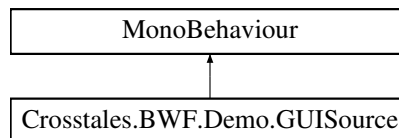
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/G↵
UIMainAsync.cs

5.63 Crosstales.BWF.Demo.GUISource Class Reference

Generates a scrollable list of sources.

Inheritance diagram for Crosstales.BWF.Demo.GUISource:



Public Attributes

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

5.63.1 Detailed Description

Generates a scrollable list of sources.

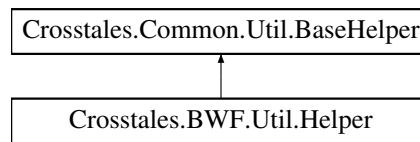
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/G↵
UISource.cs

5.64 Crosstales.BWF.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.BWF.Util.Helper:



Static Public Member Functions

- static void **CreateSource** ()

Static Public Attributes

- static bool **isSupportedPlatform** => true
Checks if the current platform is supported.

Additional Inherited Members

5.64.1 Detailed Description

Various helper functions.

5.64.2 Member Data Documentation

5.64.2.1 isSupportedPlatform

```
bool Crosstales.BWF.Util.Helper.isSupportedPlatform => true [static]
```

Checks if the current platform is supported.

Returns

True if the current platform is supported.

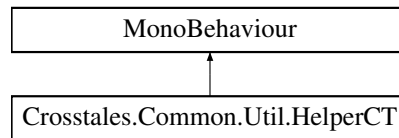
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Util/Helper.
CS

5.65 Crosstales.Common.Util.HelperCT Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.HelperCT:



Properties

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

5.65.1 Detailed Description

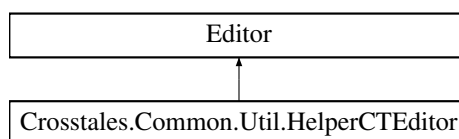
Helper to reset the necessary settings.

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

- D:/slaubenberger/git/assets/BWFPPro/BWFPPro/Assets/Plugins/crosstales/Common/Scripts/Util/Base↔
Helper.cs

5.66 Crosstales.Common.Util.HelperCTEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.HelperCTEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

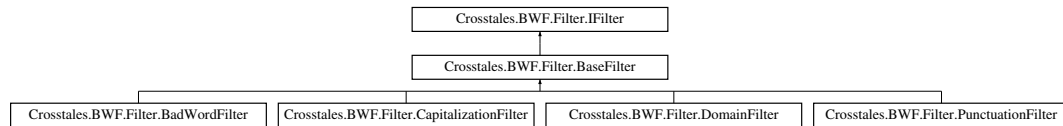
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPPro/BWFPPro/Assets/Plugins/crosstales/Common/Scripts/Util/Base↔
Helper.cs

5.67 Crosstales.BWF.Filter.IFilter Interface Reference

Interface for all filters.

Inheritance diagram for Crosstales.BWF.Filter.IFilter:



Public Member Functions

- bool [Contains](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text.
- string [Mark](#) (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[] sourceNames)
Marks the text with a prefix and postfix.
- string [Unmark](#) (string text, string prefix="<color=red>", string postfix="</color>")
Unmarks the text with a prefix and postfix.

Properties

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

5.67.1 Detailed Description

Interface for all filters.

5.67.2 Member Function Documentation

5.67.2.1 Contains()

```
bool Crosstales.BWF.Filter.IFilter.Contains (
    string text,
    params string[] sourceNames )
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), [Crosstales.BWF.Filter.PunctuationFilter](#), and [Crosstales.BWF.Filter.BaseFilter](#).

5.67.2.2 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Filter.IFilter.GetAll (
    string text,
    params string[] sourceNames )
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), [Crosstales.BWF.Filter.PunctuationFilter](#), and [Crosstales.BWF.Filter.BaseFilter](#).

5.67.2.3 Mark()

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

Marks the text with a prefix and postfix.

Parameters

<i>text</i>	Text containing bad words
<i>replace</i>	Replace the bad words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (default: bold and red, optional)
<i>postfix</i>	Postfix for every found bad word (default: bold and red, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Text with marked domains

Implemented in [Crosstales.BWF.Filter.BaseFilter](#).

5.67.2.4 ReplaceAll()

```
string Crosstales.BWF.Filter.IFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames )
```

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.PunctuationFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.BaseFilter](#).

5.67.2.5 Unmark()

```
string Crosstales.BWF.Filter.IFilter.Unmark (
    string text,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" )
```

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked bad words
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)

Returns

Text with marked bad words

Implemented in [Crosstales.BWF.Filter.BaseFilter](#).

5.67.3 Property Documentation

5.67.3.1 isReady

```
bool Crosstales.BWF.Filter.IFilter.isReady [get]
```

Checks the readiness status of the current filter.

Returns

True if the filter is ready.

5.67.3.2 Sources

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

All sources of the current filter.

Returns

List with all sources for the current filter

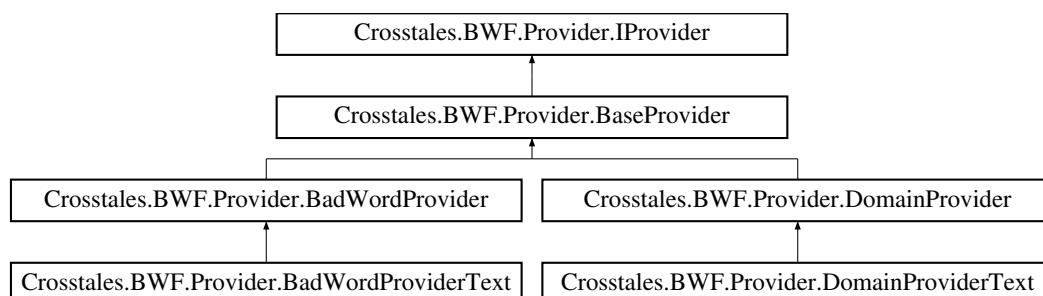
The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/I↔
Filter.cs

5.68 Crosstales.BWF.Provider.IProvider Interface Reference

Interface for all providers.

Inheritance diagram for Crosstales.BWF.Provider.IProvider:



Public Member Functions

- void [Load](#) ()
Loads all sources.
- void [Save](#) ()
Saves all sources.

Properties

- bool [isReady](#) [get, set]
Checks the readiness status of the provider.

5.68.1 Detailed Description

Interface for all providers.

5.68.2 Member Function Documentation

5.68.2.1 Load()

```
void Crosstales.BWF.Provider.IProvider.Load ( )
```

Loads all sources.

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

5.68.2.2 Save()

```
void Crosstales.BWF.Provider.IProvider.Save ( )
```

Saves all sources.

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

5.68.3 Property Documentation

5.68.3.1 isReady

```
bool Crosstales.BWF.Provider.IProvider.isReady [get], [set]
```

Checks the readiness status of the provider.

Returns

True if the provider is ready.

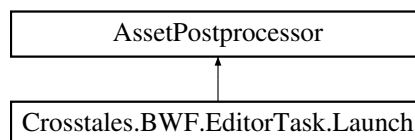
The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/IProvider.cs

5.69 Crosstales.BWF.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.BWF.EditorTask.Launch:



Static Public Member Functions

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

5.69.1 Detailed Description

Show the configuration window on the first launch.

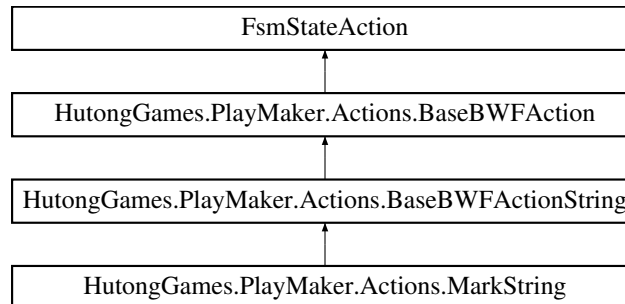
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/Launch.cs

5.70 HutongGames.PlayMaker.Actions.MarkString Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkString:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Additional Inherited Members

5.70.1 Detailed Description

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

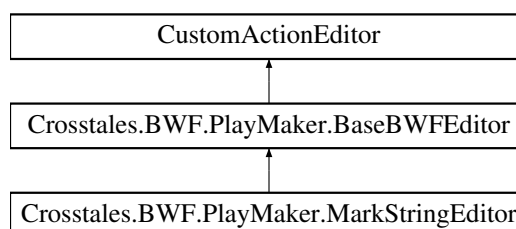
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstailes/BadWordFilter/3rd party/PlayMaker/Scripts/MarkString.cs

5.71 Crosstailes.BWF.PlayMaker.MarkStringEditor Class Reference

Custom editor for the MarkString-action.

Inheritance diagram for Crosstailes.BWF.PlayMaker.MarkStringEditor:



Additional Inherited Members

5.71.1 Detailed Description

Custom editor for the MarkString-action.

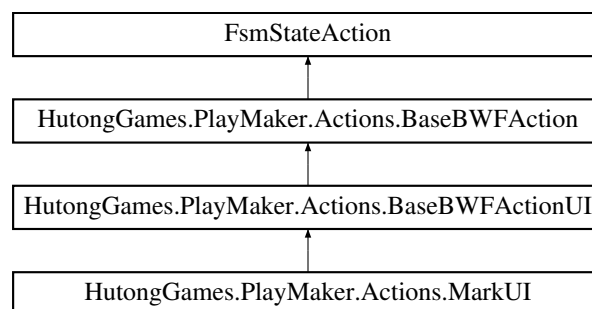
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstailes/BadWordFilter/3rd party/PlayMaker/Editor/MarkStringEditor.cs

5.72 HutongGames.PlayMaker.Actions.MarkUI Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkUI:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Additional Inherited Members

5.72.1 Detailed Description

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

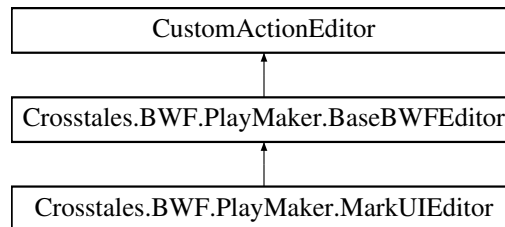
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstailes/BadWordFilter/3rd party/PlayMaker/Scripts/MarkUI.cs

5.73 Crosstales.BWF.PlayMaker.MarkUIEditor Class Reference

Custom editor for the MarkUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkUIEditor:



Additional Inherited Members

5.73.1 Detailed Description

Custom editor for the MarkUI-action.

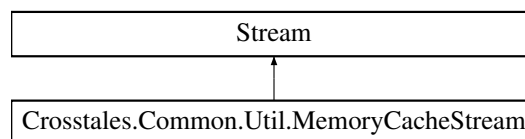
The documentation for this class was generated from the following file:

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

5.74 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



Public Member Functions

- [MemoryCacheStream](#) (int cacheSize=64 * [BaseConstants.FACTOR_KB](#), int maxCacheSize=64 * [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.

5.74.1 Detailed Description

Memory cache stream.

5.74.2 Constructor & Destructor Documentation

5.74.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
    int cacheSize = 64 * BaseConstants.FACTOR\_KB,
    int maxCacheSize = 64 * 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.

5.74.3 Member Data Documentation

5.74.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

5.74.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.74.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.74.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => length
```

Gets the current stream length.

5.74.4 Property Documentation

5.74.4.1 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:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/Memory↵
CacheStream.cs

5.75 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.75.1 Detailed Description

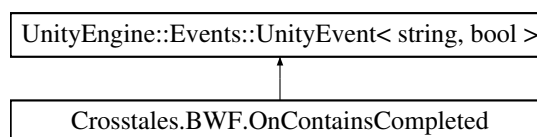
Checks if a 'Happy new year'-message must be displayed.

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

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

5.76 Crosstales.BWF.OnContainsCompleted Class Reference

Inheritance diagram for Crosstales.BWF.OnContainsCompleted:

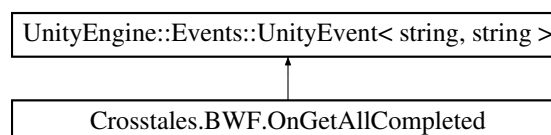


The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Delegates.↔
cs

5.77 Crosstales.BWF.OnGetAllCompleted Class Reference

Inheritance diagram for Crosstales.BWF.OnGetAllCompleted:

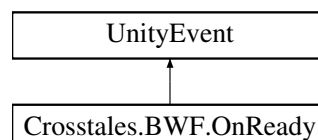


The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Delegates.↔
cs

5.78 Crosstales.BWF.OnReady Class Reference

Inheritance diagram for Crosstales.BWF.OnReady:

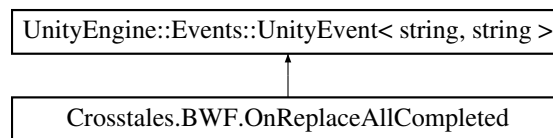


The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Delegates.↔
cs

5.79 Crosstales.BWF.OnReplaceAllCompleted Class Reference

Inheritance diagram for Crosstales.BWF.OnReplaceAllCompleted:



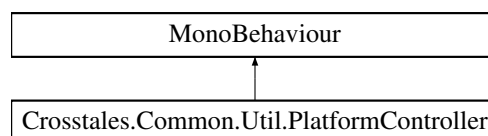
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Delegates.↔
cs`

5.80 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< 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

- `Model.Enum.Platform currentPlatform`

5.80.1 Detailed Description

Enables or disable game objects and scripts for a given platform.

5.80.2 Member Data Documentation

5.80.2.1 Active

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

summary>Selected objects for the controller.

5.80.2.2 Objects

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

summary>Selected scripts for the controller.

5.80.2.3 Platforms

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

Selected platforms for the controller.

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

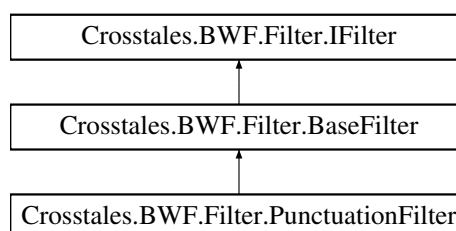
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/Platform↵
Controller.cs

5.81 Crosstales.BWF.Filter.PunctuationFilter Class Reference

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

Inheritance diagram for Crosstales.BWF.Filter.PunctuationFilter:



Public Member Functions

- [PunctuationFilter](#) (int punctuationCharacterNumber)
Instantiate the class.
- override bool [Contains](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text.

Public Attributes

- override bool [isReady](#) => true
Checks the readiness status of the filter.

Properties

- System.Text.RegularExpressions.Regex [RegularExpression](#) [get]
RegEx to find excessive punctuation.
- int?? [CharacterNumber](#) [get, set]
Defines the number of allowed punctuations in a row.

Additional Inherited Members

5.81.1 Detailed Description

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

5.81.2 Constructor & Destructor Documentation

5.81.2.1 PunctuationFilter()

```
Crosstales.BWF.Filter.PunctuationFilter.PunctuationFilter (  
    int punctuationCharacterNumber )
```

Instantiate the class.

Parameters

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

5.81.3 Member Function Documentation

5.81.3.1 Contains()

```
override bool Crosstales.BWF.Filter.PunctuationFilter.Contains (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.81.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.PunctuationFilter.GetAll (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.81.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.PunctuationFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [virtual]
```

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.81.4 Member Data Documentation

5.81.4.1 isReady

```
override bool Crosstales.BWF.Filter.PunctuationFilter.isReady => true
```

Checks the readiness status of the filter.

Returns

True if the filter is ready.

5.81.5 Property Documentation

5.81.5.1 CharacterNumber

```
int?? Crosstales.BWF.Filter.PunctuationFilter.CharacterNumber [get], [set]
```

Defines the number of allowed punctuations in a row.

5.81.5.2 RegularExpression

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

RegEx to find excessive punctuation.

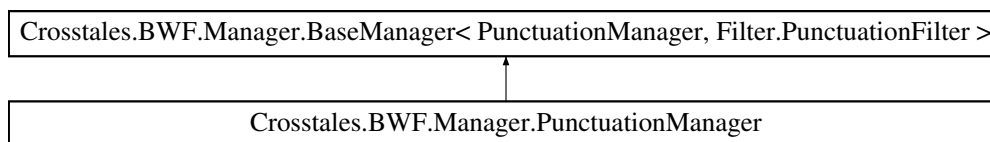
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Filter/Punctuation↵
Filter.cs

5.82 Crosstales.BWF.Manager.PunctuationManager Class Reference

[Manager](#) for excessive punctuation.

Inheritance diagram for Crosstales.BWF.Manager.PunctuationManager:



Public Member Functions

- void [Load](#) ()
Loads the current filter with all settings from this object.
- bool [Contains](#) (string text)
Searches for excessive punctuations in a text.
- void [ContainsAsync](#) (string text)
Searches asynchronously for excessive punctuations in a text. Use the "OnContainsComplete"-callback to get the result.
- System.Collections.Generic.List< string > [GetAll](#) (string text)
Searches for excessive punctuations in a text.
- void [GetAllAsync](#) (string text)
Searches asynchronously for excessive punctuations in a text. Use the "OnGetAllComplete"-callback to get the result.
- string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="")
Searches and replaces all excessive punctuations in a text.
- void [ReplaceAllAsync](#) (string text, bool markOnly=false, string prefix="", string postfix="")
Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.
- string [Mark](#) (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>")
Marks the text with a prefix and postfix.

Static Public Member Functions

- static void [ResetObject](#) ()
Resets this object.

Public Attributes

- [OnContainsCompleted](#) **OnContainsCompleted**
- [OnGetAllCompleted](#) **OnGetAllCompleted**
- [OnReplaceAllCompleted](#) **OnReplaceAllCompleted**

Protected Member Functions

- override void **Awake** ()
- override void **OnApplicationQuit** ()

Protected Attributes

- override [OnContainsCompleted](#) **onContainsCompleted** => [OnContainsCompleted](#)
- override [OnGetAllCompleted](#) **onGetAllCompleted** => [OnGetAllCompleted](#)
- override [OnReplaceAllCompleted](#) **onReplaceAllCompleted** => [OnReplaceAllCompleted](#)

Properties

- int? [PunctuationCharsNumber](#) [get, set]
Defines the number of allowed punctuation letters in a row (default: 3).

Additional Inherited Members

5.82.1 Detailed Description

[Manager](#) for excessive punctuation.

5.82.2 Member Function Documentation

5.82.2.1 Contains()

```
bool Crosstales.BWF.Manager.PunctuationManager.Contains (
    string text )
```

Searches for excessive punctuations in a text.

Parameters

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

Returns

True if a match was found

5.82.2.2 ContainsAsync()

```
void Crosstales.BWF.Manager.PunctuationManager.ContainsAsync (
    string text )
```

Searches asynchronously for excessive punctuations in a text. Use the "OnContainsComplete"-callback to get the result.

Parameters

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

5.82.2.3 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Manager.PunctuationManager.GetAll (
    string text )
```

Searches for excessive punctuations in a text.

Parameters

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

Returns

List with all the matches

5.82.2.4 GetAllAsync()

```
void Crosstales.BWF.Manager.PunctuationManager.GetAllAsync (
    string text )
```

Searches asynchronously for excessive punctuations in a text. Use the "OnGetAllComplete"-callback to get the result.

Parameters

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

5.82.2.5 Load()

```
void Crosstales.BWF.Manager.PunctuationManager.Load ( )
```

Loads the current filter with all settings from this object.

5.82.2.6 Mark()

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

Marks the text with a prefix and postfix.

Parameters

<i>text</i>	Text containing excessive punctuations
<i>replace</i>	Replace the excessive punctuations (default: false, optional)
<i>prefix</i>	Prefix for every found punctuation (default: bold and red, optional)
<i>postfix</i>	Postfix for every found punctuation (default: bold and red, optional)

Returns

Text with marked excessive punctuations

5.82.2.7 ReplaceAll()

```
string Crosstales.BWF.Manager.PunctuationManager.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "" )
```

Searches and replaces all excessive punctuations in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found punctuation (optional)
<i>postfix</i>	Postfix for every found punctuation (optional)

Returns

Clean text

5.82.2.8 ReplaceAllAsync()

```
void Crosstales.BWF.Manager.PunctuationManager.ReplaceAllAsync (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "" )
```

Searches and replaces asynchronously all domains in a text. Use the "OnReplaceAllComplete"-callback to get the result.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found punctuation (optional)
<i>postfix</i>	Postfix for every found punctuation (optional)

5.82.2.9 ResetObject()

```
static void Crosstales.BWF.Manager.PunctuationManager.ResetObject ( ) [static]
```

Resets this object.

5.82.3 Property Documentation

5.82.3.1 PunctuationCharsNumber

```
int? Crosstales.BWF.Manager.PunctuationManager.PunctuationCharsNumber [get], [set]
```

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

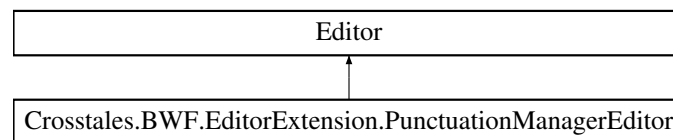
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/Punctuation↔Manager.cs

5.83 Crosstales.BWF.EditorExtension.PunctuationManagerEditor Class Reference

Custom editor for the 'PunctuationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.PunctuationManagerEditor:



Public Member Functions

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

5.83.1 Detailed Description

Custom editor for the 'PunctuationManager'-class.

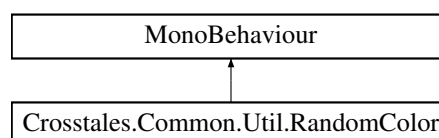
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/PunctuationManagerEditor.cs

5.84 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**

5.84.1 Detailed Description

Random color changer.

5.84.2 Member Data Documentation

5.84.2.1 AlphaRange

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

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

5.84.2.2 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).

5.84.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

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

5.84.2.4 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).

5.84.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

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

5.84.2.6 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).

5.84.2.7 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).

5.84.2.8 ValueRange

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

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

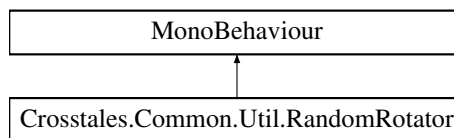
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/RandomColor.cs

5.85 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**

5.85.1 Detailed Description

Random rotation changer.

5.85.2 Member Data Documentation

5.85.2.1 ChangeInterval

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

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

5.85.2.2 SpeedMax

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

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

5.85.2.3 SpeedMin

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

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.85.2.4 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

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

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

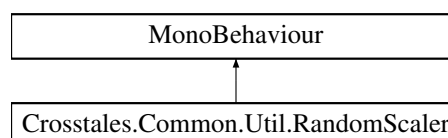
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

5.86 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**

5.86.1 Detailed Description

Random scale changer.

5.86.2 Member Data Documentation

5.86.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

5.86.2.2 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).

5.86.2.3 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).

5.86.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

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

5.86.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

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

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

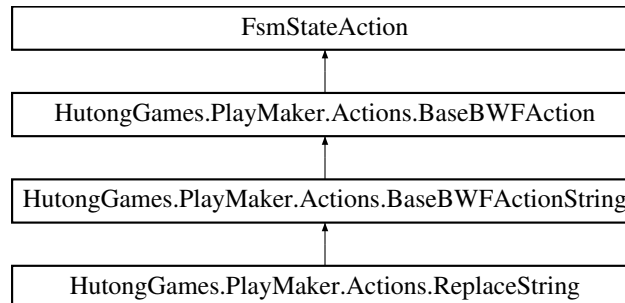
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPPro/BWFPPro/Assets/Plugins/crosstales/Common/Scripts/Util/RandomScaler.cs

5.87 HutongGames.PlayMaker.Actions.ReplaceString Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceString:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- FsmBool [ReplaceInput](#) = true
Replace the input text with the replaced string (default: true).

Additional Inherited Members

5.87.1 Detailed Description

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

5.87.2 Member Data Documentation

5.87.2.1 ReplaceInput

```
FsmBool HutongGames.PlayMaker.Actions.ReplaceString.ReplaceInput = true
```

Replace the input text with the replaced string (default: true).

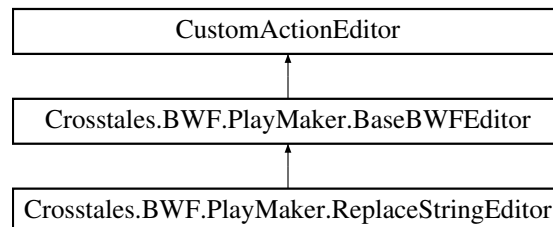
The documentation for this class was generated from the following file:

- D:/slauberberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ReplaceString.cs

5.88 Crosstales.BWF.PlayMaker.ReplaceStringEditor Class Reference

Custom editor for the ReplaceString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceStringEditor:



Additional Inherited Members

5.88.1 Detailed Description

Custom editor for the ReplaceString-action.

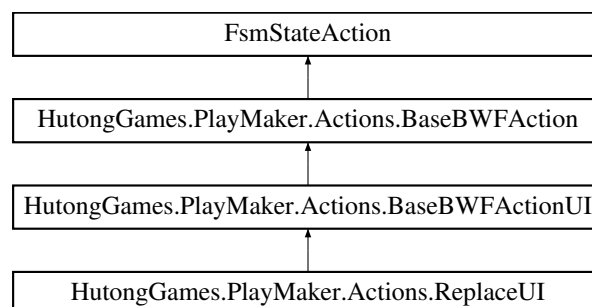
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ReplaceStringEditor.cs

5.89 HutongGames.PlayMaker.Actions.ReplaceUI Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceUI:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- FsmBool [ReplaceInput](#) = true
Replace the input text with the replaced string (default: true).

Additional Inherited Members

5.89.1 Detailed Description

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

5.89.2 Member Data Documentation

5.89.2.1 ReplaceInput

```
FsmBool HutongGames.PlayMaker.Actions.ReplaceUI.ReplaceInput = true
```

Replace the input text with the replaced string (default: true).

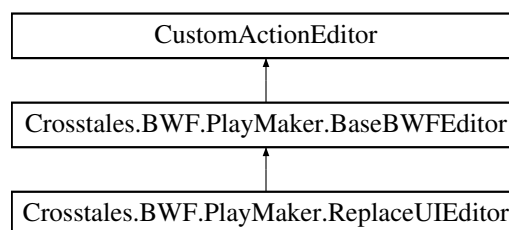
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ReplaceUI.cs

5.90 Crosstales.BWF.PlayMaker.ReplaceUIEditor Class Reference

Custom editor for the ReplaceUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceUIEditor:



Additional Inherited Members

5.90.1 Detailed Description

Custom editor for the ReplaceUI-action.

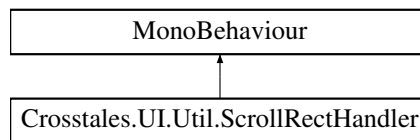
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ReplaceUIEditor.cs

5.91 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

5.91.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

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

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/UI/Scripts/Util/Scroll↔
RectHandler.cs

5.92 Crosstales.BWF.Util.SetupProject Class Reference

Setup the project to use [BWF](#).

5.92.1 Detailed Description

Setup the project to use [BWF](#).

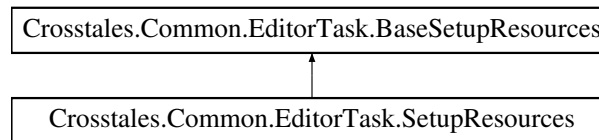
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Util/Setup↔
Project.cs

5.93 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

5.93.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

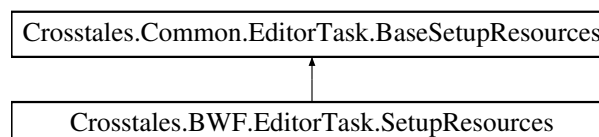
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Editor/Task/SetupResources.cs↔

5.94 Crosstales.BWF.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.BWF.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.94.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

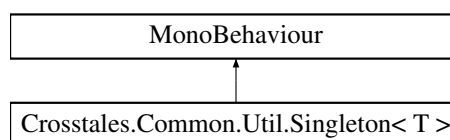
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/BWFP/BWFP/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/SetupResources.cs

5.95 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.

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.

5.95.1 Detailed Description

Base-class for all singletons.

Type Constraints

T: [Singleton](#)< *T*>

5.95.2 Member Function Documentation

5.95.2.1 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)

5.95.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( ) [static]
```

Deletes the instance of this object.

5.95.3 Member Data Documentation

5.95.3.1 PrefabPath

string [Crosstales.Common.Util.Singleton](#)< T >.PrefabPath [static]

Fully qualified prefab path.

5.95.4 Property Documentation

5.95.4.1 DontDestroy

bool [Crosstales.Common.Util.Singleton](#)< T >.DontDestroy [get], [set]

Don't destroy gameobject during scene switches.

5.95.4.2 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:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.cs

5.96 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

Properties

- static bool **isQuitting** [get, set]

5.96.1 Detailed Description

Helper-class for singletons.

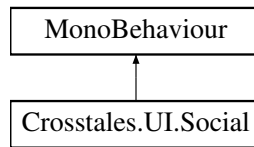
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/Singleton.cs

5.97 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** ()

5.97.1 Detailed Description

[Crosstales](#) social media links.

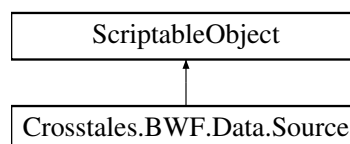
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/UI/Scripts/Social.cs

5.98 Crosstales.BWF.Data.Source Class Reference

[Data](#) definition of a source.

Inheritance diagram for Crosstales.BWF.Data.Source:



Public Member Functions

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

Public Attributes

- string **Name** = string.Empty
Name of the source.
- string **Culture** = string.Empty
Culture of the source (ISO 639-1).
- string **Description** = string.Empty
Description for the source (optional).
- Sprite **Icon**
Icon to represent the source (e.g. country flag, optional)
- string **URL** = string.Empty
URL of a text file containing all regular expressions for this source. Add also the protocol-type (' http://', ' file://' etc.).
- TextAsset **Resource**
Text file containing all regular expressions for this source.

Properties

- int **RegexCount** [get, set]

5.98.1 Detailed Description

Data definition of a source.

5.98.2 Member Data Documentation

5.98.2.1 Culture

```
string Crosstales.BWF.Data.Source.Culture = string.Empty
```

Culture of the source (ISO 639-1).

5.98.2.2 Description

```
string Crosstales.BWF.Data.Source.Description = string.Empty
```

Description for the source (optional).

5.98.2.3 Icon

```
Sprite Crosstales.BWF.Data.Source.Icon
```

Icon to represent the source (e.g. country flag, optional)

5.98.2.4 Name

```
string Crosstales.BWF.Data.Source.Name = string.Empty
```

Name of the source.

5.98.2.5 Resource

```
TextAsset Crosstales.BWF.Data.Source.Resource
```

Text file containing all regular expressions for this source.

5.98.2.6 URL

```
string Crosstales.BWF.Data.Source.URL = string.Empty
```

URL of a text file containing all regular expressions for this source. Add also the protocol-type (' <http://>', ' <file://>' etc.).

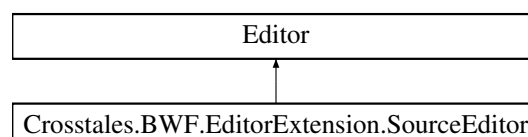
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Scripts/Data/Source.
cs ↔

5.99 Crosstales.BWF.EditorExtension.SourceEditor Class Reference

Custom editor for the 'Source'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.SourceEditor:



Public Member Functions

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

5.99.1 Detailed Description

Custom editor for the 'Source'-class.

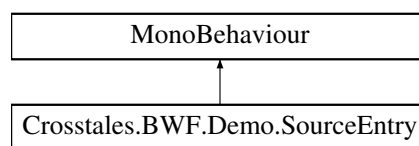
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Extension/Source↔ Editor.cs

5.100 Crosstales.BWF.Demo.SourceEntry Class Reference

Wrapper for sources.

Inheritance diagram for Crosstales.BWF.Demo.SourceEntry:



Public Member Functions

- void **Click** ()

Public Attributes

- Text **Text**
- Image **Icon**
- Image **Main**
- [Data.Source](#) **Source**
- [GUIBase](#) **GuiMain**
- Color32 **EnabledColor** = new Color32(0, 255, 0, 192)

5.100.1 Detailed Description

Wrapper for sources.

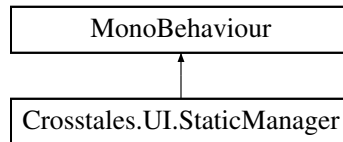
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Scripts/Source↔ Entry.cs

5.101 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.101.1 Detailed Description

Static Button Manager.

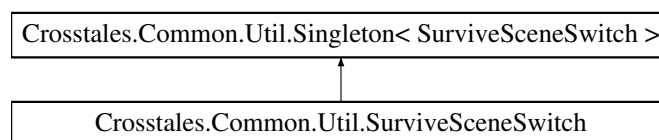
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/UI/Scripts/StaticManager.cs

5.102 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:



Public Attributes

- GameObject[] **Survivors**
Objects which have to survive a scene switch.

Additional Inherited Members

5.102.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

5.102.2 Member Data Documentation

5.102.2.1 Survivors

```
GameObject [ ] Crosstales.Common.Util.SurviveSceneSwitch.Survivors
```

Objects which have to survive a scene switch.

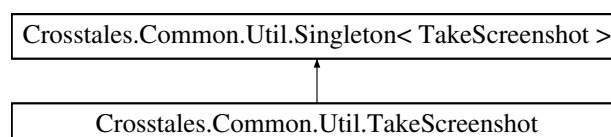
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Tool/SurviveSceneSwitch.cs

5.103 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:



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

5.103.1 Detailed Description

Take screen shots inside an application.

5.103.2 Member Function Documentation

5.103.2.1 Capture()

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

Capture the screen.

5.103.3 Member Data Documentation

5.103.3.1 KeyCode

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

summary>Show file location (default: true).

5.103.3.2 Prefix

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

Prefix for the generate file names.

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

5.103.3.3 Scale

```
int Crosstales.Common.Util.TakeScreenshot.Scale = 1
```

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

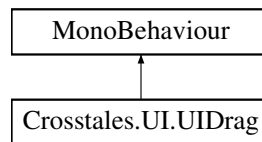
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Tool/TakeScreenshot.cs

5.104 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void **OnDrag** ()

5.104.1 Detailed Description

Allow to Drag the Windows around.

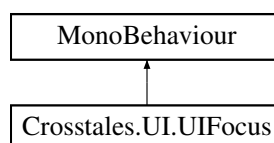
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/UI/Scripts/UIDrag.cs

5.105 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](#).

5.105.1 Detailed Description

Change the Focus on from a Window.

5.105.2 Member Function Documentation

5.105.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.105.3 Member Data Documentation

5.105.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the [UIWindowManager](#).

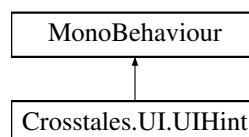
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/UI/Scripts/UIFocus.cs

5.106 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).

5.106.1 Detailed Description

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

5.106.2 Member Data Documentation

5.106.2.1 Delay

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

Delay in seconds before fading (default: 2).

5.106.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

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

5.106.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.106.2.4 FadeTime

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

Fade time in seconds (default: 2).

5.106.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

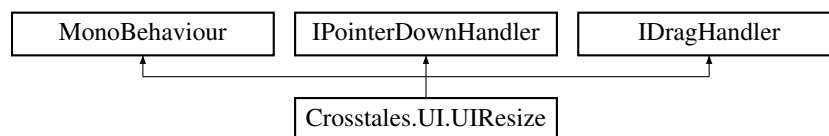
The documentation for this class was generated from the following file:

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

5.107 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.

5.107.1 Detailed Description

Resize a [UI](#) element.

5.107.2 Member Data Documentation

5.107.2.1 MaxSize

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

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

5.107.2.2 MinSize

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

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

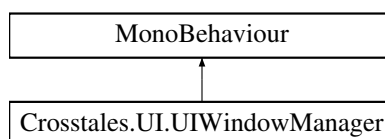
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/UI/Scripts/UIResize.cs

5.108 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.

5.108.1 Detailed Description

Change the state of all Window panels.

5.108.2 Member Function Documentation

5.108.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
    GameObject active )
```

Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.108.3 Member Data Documentation

5.108.3.1 Windows

```
GameObject [ ] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

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

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/UI/Scripts/UIWindow↵
Manager.cs

5.109 Crosstales.BWF.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

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

Static Public Attributes

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

5.109.1 Detailed Description

Checks for updates of the asset.

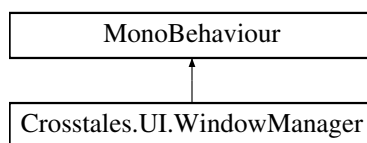
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Editor/Task/Update↔
Check.cs

5.110 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).

5.110.1 Detailed Description

Manager for a Window.

5.110.2 Member Data Documentation

5.110.2.1 Dependencies

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

Dependent GameObjects (active == open).

5.110.2.2 Speed

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

Window movement speed (default: 3).

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

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

5.111 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)
Serialize an object to an XML-file.
- static T [DeserializeFromFile< T >](#) (string filename, bool skipBOM=false)
Deserialize a XML-file to an object.
- static string [SerializeToString< T >](#) (T obj)
Serialize an object to an XML-string.
- static T [DeserializeFromString< T >](#) (string xmlAsString, bool skipBOM=true)
Deserialize a XML-string to an object.
- static T [DeserializeFromResource< T >](#) (string resourceName, bool skipBOM=true)
Deserialize a Unity XML resource (TextAsset) to an object.

5.111.1 Detailed Description

Helper-class for XML.

5.111.2 Member Function Documentation

5.111.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (
    string filename,
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.111.2.2 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  
    string resourceName,  
    bool skipBOM = true ) [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.111.2.3 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.111.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (
    T obj,
    string filename ) [static]
```

Serialize an object to an XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.111.2.5 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (
    T obj ) [static]
```

Serialize an object to an XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-stringValid path

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

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/Common/Scripts/Util/XmlHelper.cs

5.112 Crosstales.BWF.Demo.ZInstaller Class Reference

Installs the 'UI'-package from [Common](#).

5.112.1 Detailed Description

Installs the 'UI'-package from [Common](#).

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

- D:/slaubenberger/git/assets/BWFPro/BWFPro/Assets/Plugins/crosstales/BadWordFilter/Demos/Editor/Z↔Installer.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/badwordfilter/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<https://forum.unity.com/threads/bad-word-filter-pro-solution-against-profanity-and-obsc-289960/>

6.4 Documentation

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

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demo

6.6.1 WebGL

<https://www.crosstales.com/media/data/assets/badwordfilter/webgl/>

6.7 Videos

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

6.7.1 Promotion

<https://youtu.be/pXICeRKaRPM?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

6.7.2 Tutorial

<https://youtu.be/W8FxF1IObWM?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

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