True Random PRO

Leave everything to chance

API

Date: 28.03.2022
Version: 2022.1.0

Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

- class ExtensionMethods

    Various extension methods.

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.EditorTask Namespace Reference

Classes

- class BaseCompileDefines

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

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

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

    Moves all resources to 'Editor Default Resources'.

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class BaseEditorHelper

    Base for various Editor helper functions.

4.5   Crosstales.Common.Model Namespace Reference

4.6   Crosstales.Common.Model.Enum Namespace Reference

Enumerations

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

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

    Typical audio sample rates.

4.6.1   Enumeration Type Documentation

4.6.1.1   Platform

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

All available platforms.

4.6.1.2   SampleRate

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

Typical audio sample rates.

4.7   Crosstales.Common.Util Namespace Reference

Classes

- class BaseConstants

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

    Base for various helper functions.
- class CTHelper

    Helper to reset the necessary settings.
- class CTHelperEditor
- class CTPlayerPrefs

    Wrapper for the PlayerPrefs.

- class CTScreenshot

    Take screen shots inside an application.

- class CTWebClient

    Specialized WebClient.

- class FileHelper

    Various helper functions for the file system.

- class MemoryCacheStream

    Memory cache stream.

- class NetworkHelper

    Base for various helper functions for networking.

- class PlatformController

    Enables or disable game objects and scripts for a given platform.

- class RandomColor

    Random color changer.

- class RandomRotator

    Random rotation changer.

- class RandomScaler

    Random scale changer.

- class Singleton

    Base-class for all singletons.

- class SingletonHelper

    Helper-class for singletons.

- class XmlHelper

    Helper-class for XML.

4.8   Crosstales.Internal Namespace Reference

Classes

- class WebGLCopyAndPaste

    Allows copy and paste in WebGL.

- class WebGLCopyAndPasteAPI

4.9   Crosstales.TrueRandom Namespace Reference

Classes

- class OnError
- class OnGenerateCompleted
- class OnQuotaUpdated
- class TRManager

    *The *TRManager* is the manager for all modules.*

Functions

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

4.10   Crosstales.TrueRandom.Demo Namespace Reference

Classes

- class DiceRoll

  Simulates n random dices with the values 1-6.
- class EventTester

  Simple test script for all UnityEvent-callbacks.
- class GenerateFloat

  Generate random floats.
- class GenerateInteger

  Generate random integers.
- class GenerateSequence

  Generate a random sequence.
- class GenerateStrings

  Generate random strings.
- class GenerateVector2

  Generate random Vector2.
- class GenerateVector3

  Generate random Vector3.
- class GenerateVector4

  Generate random Vector3.
- class GUIMain

  Main GUI component for all demo scenes.
- class GUIScenes

  Main GUI scene manager for all demo scenes.
- class Magic8Ball

  Magic 8-Ball simulator.
- class ZInstaller

  Installs the 'UI'-package from Common.

4.11   Crosstales.TrueRandom.EditorExtension Namespace Reference

Classes

- class scriptEditor

    Custom editor for the 'script'-class.

4.12   Crosstales.TrueRandom.EditorIntegration Namespace Reference

Classes

- class ConfigBase

    Base class for editor windows.
- class ConfigPreferences

    Unity "Preferences" extension.
- class ConfigWindow

    Editor window extension.
- class TrueRandomGameObject

    Editor component for the "Hierarchy"-menu.
- class TrueRandomMenu

    Editor component for the "Tools"-menu.

4.13   Crosstales.TrueRandom.EditorTask Namespace Reference

Classes

- class AAAConfigLoader

    Loads the configuration at startup.
- class AutoInitialize

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

    Adds the given define symbols to PlayerSettings define symbols.
- class Launch

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

    Sets the required build parameters for Android.
- class SetupResources

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

    Checks for updates of the asset.

Enumerations

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

    All possible update stati.

4.13.1   Enumeration Type Documentation

4.13.1.1   UpdateStatus

enum Crosstales.TrueRandom.EditorTask.UpdateStatus [strong]

All possible update stati.

4.14   Crosstales.TrueRandom.EditorUtil Namespace Reference

Classes

- class EditorConfig

    Editor Configuration for the asset.
- class EditorConstants

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

    Editor helper class.

4.15   Crosstales.TrueRandom.Module Namespace Reference

Classes

- class BaseModule
- class ModuleFloat

    This module will generate true random floats in configurable intervals.
- class ModuleInteger

    This module will generate true random integers in configurable intervals.
- class ModuleQuota

    This module gets the remaining quota on www.random.org.
- class ModuleSequence

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

    This module will generate true random strings of various length and character compositions.
- class ModuleVector2

    This generator will generate true random Vector2 in configurable intervals.
- class ModuleVector3

    This generator will generate true random Vector3 in configurable intervals.
- class ModuleVector4

    This generator will generate true random Vector4 in configurable intervals.

4.16   Crosstales.TrueRandom.PlayMaker Namespace Reference

Classes

- class BaseTREditor

    Base-class for custom editors.

- class GenerateFloatEditor

    Custom editor for the GenerateFloat-action.

- class GenerateIntegerEditor

    Custom editor for the GenerateInteger-action.

- class GenerateSequenceEditor

    Custom editor for the GenerateSequence-action.

- class GenerateStringEditor

    Custom editor for the GenerateString-action.

- class GenerateVector2Editor

    Custom editor for the GenerateVector2-action.

- class GenerateVector3Editor

    Custom editor for the GenerateVector3-action.

4.17   Crosstales.TrueRandom.Util Namespace Reference

Classes

- class Config

    Configuration for the asset.

- class Constants

    Collected constants of very general utility for the asset.

- class Helper

    Various helper functions.

- class SetupProject

    Setup the project to use True Random.

4.18   Crosstales.UI Namespace Reference

Classes

- class CompileDefines

    Adds the given define symbols to PlayerSettings define symbols.

- class Social

    Crosstales social media links.

- class StaticManager

    Static Button Manager.

- class UIDrag

    Allow to Drag the Windows around.

- class UIFocus

    Change the Focus on from a Window.

- class UIHint

Controls a UI group (hint).

- class UIResize

    Resize a UI element.

- class UIWindowManager

    Change the state of all Window panels.

- class WindowManager

    Manager for a Window.

4.19   Crosstales.UI.Audio Namespace Reference

Classes

- class AudioFilterController

    Controller for audio filters.

- class AudioSourceController

    Controller for AudioSources.

4.20   Crosstales.UI.Util Namespace Reference

Classes

- class FPSDisplay

    Simple FPS-Counter.

- class ScrollRectHandler

    Changes the sensitivity of ScrollRects under various platforms.

4.21   HutongGames Namespace Reference

4.22   HutongGames.PlayMaker Namespace Reference

4.23   HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class BaseTRAction

    Base class for TrueRandom-actions in PlayMaker.

- class GenerateFloat

    Generate-action for floats in PlayMaker.

- class GenerateInteger

    Generate-action for integers in PlayMaker.

- class GenerateSequence

    Generate-action for sequences in PlayMaker.

- class GenerateString

    Generate-action for strings in PlayMaker.

- class GenerateVector2

    Generate-action for Vector2 in PlayMaker.

- class GenerateVector3

    Generate-action for Vector3 in PlayMaker.

Chapter 5

Class Documentation

5.1 Crosstales.TrueRandom.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/↩
  Task/AAAConfigLoader.cs

5.2 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:
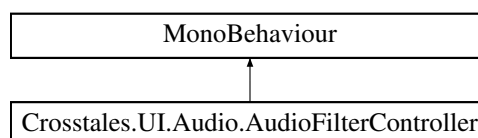
Public Member Functions

- void FindAllAudioFilters ()

    Finds all audio filters in the scene.

- void ResetAudioFilters ()

    Resets all audio filters.

- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

- bool FindAllAudioFiltersOnStart = true

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

- AudioReverbFilter[ ] **ReverbFilters**
- AudioChorusFilter[ ] **ChorusFilters**
- AudioEchoFilter[ ] **EchoFilters**
- AudioDistortionFilter[ ] **DistortionFilters**
- AudioLowPassFilter[ ] **LowPassFilters**
- AudioHighPassFilter[ ] **HighPassFilters**
- bool **ResetAudioFiltersOnStart** = true
- bool **ChorusFilter**
- bool **EchoFilter**
- bool **DistortionFilter**
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter**
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter**
- float **HighpassFilterValue** = 5000f
- Dropdown **ReverbFilterDropdown**
- Text **DistortionText**
- Text **LowpassText**
- Text **HighpassText**

5.2.1   Detailed Description

Controller for audio filters.

5.2.2   Member Function Documentation

5.2.2.1   FindAllAudioFilters()

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

Finds all audio filters in the scene.

5.2.2.2   ResetAudioFilters()

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

Resets all audio filters.

5.2.3   Member Data Documentation

5.2.3.1   FindAllAudioFiltersOnStart

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

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

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↩
Scripts/Audio/AudioFilterController.cs

5.3   Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                   │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│  Crosstales.UI.Audio.AudioSourceController   │
└─────────────────────────────────────────────┘
```
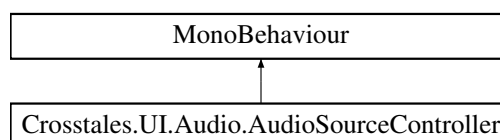
Public Member Functions

- void FindAllAudioSources ()

  Finds all audio sources in the scene.
- void ResetAllAudioSources ()

  Resets all audio sources.
- void **MuteEnabled** (bool isEnabled)
- void **LoopEnabled** (bool isEnabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

- bool FindAllAudioSourcesOnStart = true

  Searches for all AudioSource in the whole scene (default: true).
- AudioSource[ ] AudioSources

  Active controlled AudioSources.
- bool ResetAudioSourcesOnStart = true

  Resets all active AudioSources (default: true).
- bool Mute

  Mute on/off (default: false).
- bool Loop

  Loop on/off (default: false).
- float Volume = 1f

  Volume of the audio (default: 1)
- float Pitch = 1f

  Pitch of the audio (default: 1).
- float StereoPan

  Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.3.1   Detailed Description

Controller for AudioSources.

5.3.2   Member Function Documentation

5.3.2.1   FindAllAudioSources()

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

Finds all audio sources in the scene.

5.3.2.2 ResetAllAudioSources()

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

Resets all audio sources.

5.3.3 Member Data Documentation

5.3.3.1 AudioSources

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

Active controlled AudioSources.

5.3.3.2 FindAllAudioSourcesOnStart

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

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

5.3.3.3 Loop

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

Loop on/off (default: false).

5.3.3.4 Mute

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

Mute on/off (default: false).

5.3.3.5 Pitch

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

Pitch of the audio (default: 1).

5.3.3.6 ResetAudioSourcesOnStart

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

Resets all active AudioSources (default: true).

5.3.3.7 StereoPan

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

Stereo pan of the audio (default: 0).

5.3.3.8 Volume

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

Volume of the audio (default: 1)

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/←
  Scripts/Audio/AudioSourceController.cs

5.4 Crosstales.TrueRandom.EditorTask.AutoInitialize Class Reference

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

5.4.1 Detailed Description

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

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/←
  Task/AutoInitialize.cs

5.5 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:

```
┌─────────────────────────────────────────────────────┐
│     Crosstales.Common.EditorTask.BaseCompileDefines  │
└─────────────────────────────────────────────────────┘
                          ▲
        ┌─────────────────┴──────────────────┐
┌───────────────────────────────────┐ ┌──────────────────────────────┐
│ Crosstales.TrueRandom.EditorTask.  │ │ Crosstales.UI.CompileDefines │
│ CompileDefines                     │ │                              │
└───────────────────────────────────┘ └──────────────────────────────┘
```
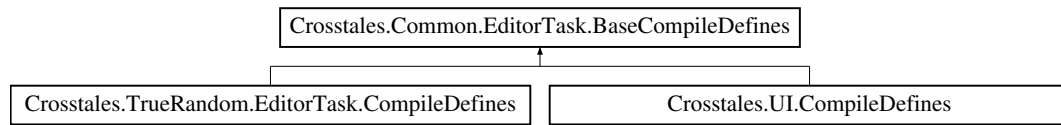
Static Public Member Functions

- static void AddSymbolsToAllTargets (params string[ ] symbols)

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

    Removes the given symbols from the compiler defines.

Static Protected Member Functions

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

5.5.1 Detailed Description

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

5.5.2 Member Function Documentation

5.5.2.1 AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.

Parameters

symbols	Symbols to add to the compiler defines

5.5.2.2   RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

Parameters

symbols	Symbols to remove from the compiler defines

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Editor/←↩
  Task/BaseCompileDefines.cs

5.6   Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:

```
┌─────────────────────────────────────────┐
│  Crosstales.Common.Util.BaseConstants    │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│  Crosstales.TrueRandom.Util.Constants    │
└─────────────────────────────────────────┘
```
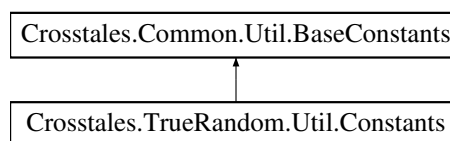
Static Public Attributes

- const string ASSET_AUTHOR = "crosstales LLC"

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

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

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

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

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

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

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

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

  URL of the 3rd party asset "PlayMaker".

- const string ASSET_3P_VOLUMETRIC_AUDIO = "https://assetstore.unity.com/packages/slug/17125?aid=1011l↩
  NGT"
    - *URL of the 3rd party asset "Volumetric Audio".*
- const string ASSET_3P_ROCKTOMATE = "https://assetstore.unity.com/packages/slug/156311?aid=1011l↩
  NGT"
    - *URL of the 3rd party asset "RockTomate".*
- const string ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011lNGT"
    - *URL of the "Badword Filter" asset.*
- const string ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011lNGT"
    - *URL of the "DJ" asset.*
- const string ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=1011lNGT"
    - *URL of the "File Browser" asset.*
- const string ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011lNGT"
    - *URL of the "Online Check" asset.*
- const string ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011lNGT"
    - *URL of the "Radio" asset.*
- const string ASSET_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=1011lNGT"
    - *URL of the "RT-Voice" asset.*
- const string ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=1011lNGT"
    - *URL of the "Turbo Backup" asset.*
- const string ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=1011lNGT"
    - *URL of the "Turbo Builder" asset.*
- const string ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=1011lNGT"
    - *URL of the "Turbo Switch" asset.*
- const string ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=1011lNGT"
    - *URL of the "True Random" asset.*
- const int FACTOR_KB = 1024
    - *Factor for kilo bytes.*
- const int FACTOR_MB = FACTOR_KB * 1024
    - *Factor for mega bytes.*
- const int FACTOR_GB = FACTOR_MB * 1024
    - *Factor for giga bytes.*
- const float FLOAT_32768 = 32768f
    - *Float value of 32768.*
- const float FLOAT_TOLERANCE = 0.0001f
    - *Float tolerance.*
- const string FORMAT_TWO_DECIMAL_PLACES = "0.00"
    - *ToString for two decimal places.*
- const string FORMAT_NO_DECIMAL_PLACES = "0"
    - *ToString for no decimal places.*
- const string FORMAT_PERCENT = "0%"
    - *ToString for percent.*
- const bool **DEFAULT_DEBUG** = false
- const string PATH_DELIMITER_WINDOWS = @"\"
    - *Path delimiter for Windows.*
- const string PATH_DELIMITER_UNIX = "/"
    - *Path delimiter for Unix.*
- static readonly System.Text.RegularExpressions.Regex **REGEX_LINEENDINGS** = new System.Text.↩
  RegularExpressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **REGEX_EMAIL** = new System.Text.Regular↩
  Expressions.Regex(@"^(?("")("".+?""@)|(([0-9a-zA-Z]((\.(?!\.))|[-!#\$%&'*\+/=\?\^`\{\}\|~\w])*)(?<=[0-9a-
  zA-Z])@))(?(\[)(\[(\d{1,3}\.){3}\d{1,3}\])|(([0-9a-zA-Z][-\w]*[0-9a-zA-Z]\.)+[a-zA-Z]{2,6}))$")

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

    Development debug logging for the asset.
- static string **TEXT_TOSTRING_START** = " {"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = "', "
- static string **TEXT_TOSTRING_DELIMITER_END** = "'"
- const string **PREFIX_HTTP** = "http://"
- const string **PREFIX_HTTPS** = "https://"
- static int PROCESS_KILL_TIME = 5000

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

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

    Show the BWF banner.
- static bool SHOW_DJ_BANNER = true

    Show the DJ banner.
- static bool SHOW_FB_BANNER = true

    Show the FB banner.
- static bool SHOW_OC_BANNER = true

    Show the OC banner.
- static bool SHOW_RADIO_BANNER = true

    Show the Radio banner.
- static bool SHOW_RTV_BANNER = true

    Show the RTV banner.
- static bool SHOW_TB_BANNER = true

    Show the TB banner.
- static bool SHOW_TPB_BANNER = true

    Show the TPB banner.
- static bool SHOW_TPS_BANNER = true

    Show the TPS banner.
- static bool SHOW_TR_BANNER = true

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

    Application path.

Properties

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

5.6.1 Detailed Description

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

5.6.2 Member Data Documentation

5.6.2.1 APPLICATION_PATH

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

Application path.

5.6.2.2 ASSET_3P_PLAYMAKER

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

URL of the 3rd party asset "PlayMaker".

5.6.2.3 ASSET_3P_ROCKTOMATE

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

URL of the 3rd party asset "RockTomate".

5.6.2.4 ASSET_3P_VOLUMETRIC_AUDIO

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

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

5.6.2.5 ASSET_AUTHOR

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

Author of the asset.

5.6.2.6 ASSET_AUTHOR_URL

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

URL of the asset author.

5.6.2.7 ASSET_BWF

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

URL of the "Badword Filter" asset.

5.6.2.8 ASSET_CT_URL

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

URL of the crosstales assets in UAS.

5.6.2.9 ASSET_DJ

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

URL of the "DJ" asset.

5.6.2.10 ASSET_FB

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

URL of the "File Browser" asset.

5.6.2.11 ASSET_OC

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

URL of the "Online Check" asset.

5.6.2.12 ASSET_RADIO

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

URL of the "Radio" asset.

5.6.2.13 ASSET_RTV

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

URL of the "RT-Voice" asset.

5.6.2.14 ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

5.6.2.15 ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

5.6.2.16 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.

5.6.2.17 ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

5.6.2.18 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.

5.6.2.19 ASSET_TB

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

URL of the "Turbo Backup" asset.

5.6.2.20 ASSET_TPB

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

URL of the "Turbo Builder" asset.

5.6.2.21 ASSET_TPS

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

URL of the "Turbo Switch" asset.

5.6.2.22 ASSET_TR

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

URL of the "True Random" asset.

5.6.2.23 CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

5.6.2.24 DEV_DEBUG

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

Development debug logging for the asset.

5.6.2.25 FACTOR_GB

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

Factor for giga bytes.

5.6.2.26 FACTOR_KB

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

Factor for kilo bytes.

5.6.2.27 FACTOR_MB

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

Factor for mega bytes.

5.6.2.28 FLOAT_32768

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

Float value of 32768.

5.6.2.29 FLOAT_TOLERANCE

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

Float tolerance.

5.6.2.30 FORMAT_NO_DECIMAL_PLACES

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

ToString for no decimal places.

5.6.2.31 FORMAT_PERCENT

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

ToString for percent.

5.6.2.32 FORMAT_TWO_DECIMAL_PLACES

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

ToString for two decimal places.

5.6.2.33 PATH_DELIMITER_UNIX

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

Path delimiter for Unix.

5.6.2.34 PATH_DELIMITER_WINDOWS

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

Path delimiter for Windows.

5.6.2.35 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

5.6.2.36 SHOW_BWF_BANNER

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

Show the BWF banner.

5.6.2.37 SHOW_DJ_BANNER

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

Show the DJ banner.

5.6.2.38 SHOW_FB_BANNER

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

Show the FB banner.

5.6.2.39 SHOW_OC_BANNER

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

Show the OC banner.

5.6.2.40 SHOW_RADIO_BANNER

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

Show the Radio banner.

5.6.2.41 SHOW_RTV_BANNER

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

Show the RTV banner.

5.6.2.42 SHOW_TB_BANNER

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

Show the TB banner.

5.6.2.43 SHOW_TPB_BANNER

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

Show the TPB banner.

5.6.2.44 SHOW_TPS_BANNER

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

Show the TPS banner.

5.6.2.45 SHOW_TR_BANNER

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

Show the TR banner.

5.6.3 Property Documentation

5.6.3.1 PREFIX_FILE

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

URL prefix for files.

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

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

5.7 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:

```
┌─────────────────────────────────────────────┐
│      Crosstales.Common.Util.BaseHelper       │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│  Crosstales.Common.EditorUtil.BaseEditorHelper │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│  Crosstales.TrueRandom.EditorUtil.EditorHelper │
└─────────────────────────────────────────────┘
```

Static Public Member Functions

- static void RestartUnity (string executeMethod="")

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

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

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

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

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

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

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

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

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

  Instantiates a prefab.

Static Public Attributes

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

Additional Inherited Members

5.7.1 Detailed Description

Base for various Editor helper functions.

5.7.2 Member Function Documentation

5.7.2.1 CreateAsset< **T** >()

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

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

Parameters

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

Returns

> The new asset.

Type Constraints

> ***T : ScriptableObject***

5.7.2.2 FindAssetsByType< T >()

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

Returns assets for a certain type.

Returns

> List of assets for a certain type.

Type Constraints

> ***T : Object***

5.7.2.3 GetBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

Parameters

build	BuildTarget for a build name

Returns

> The build name for a BuildTarget.

5.7.2.4 GetBuildTargetForBuildName()

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

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

Parameters

build	Build name, like 'win64'

Returns

The BuildTarget for a build name.

5.7.2.5 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

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

5.7.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

Parameters

target	BuildTarget to test

Returns

True if the BuildTarget is installed in Unity.

5.7.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.7.2.8 RefreshAssetDatabase()

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

Refreshes the asset database.

Parameters

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

5.7.2.9 RestartUnity()

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

Restart Unity.

Parameters

executeMethod	Executed method after the restart (optional)

5.7.2.10 SeparatorUI()

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

Shows a separator-UI.

Parameters

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

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

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

5.8 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:

```
          ┌────────────────────────────────────────────┐
          │   Crosstales.Common.Util.BaseHelper         │
          └────────────────────────────────────────────┘
                    ▲                      ▲
  ┌─────────────────────────────────────┐   ┌──────────────────────────────────────┐
  │ Crosstales.Common.EditorUtil.BaseEditorHelper │   │ Crosstales.TrueRandom.Util.Helper    │
  └─────────────────────────────────────┘   └──────────────────────────────────────┘
                    ▲
  ┌─────────────────────────────────────┐
  │ Crosstales.TrueRandom.EditorUtil.EditorHelper │
  └─────────────────────────────────────┘
```

Static Public Member Functions

- static string CreateString (string replaceChars, int stringLength)

    Creates a string of characters with a given length.

- static System.Collections.Generic.List< string > SplitStringToLines (string text, bool ignoreCommented↩
Lines=true, int skipHeaderLines=0, int skipFooterLines=0)

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

- static string FormatBytesToHRF (long bytes, bool useSI=false)

    Format byte-value to Human-Readable-Form.

- static string FormatSecondsToHourMinSec (double seconds)

    Format seconds to Human-Readable-Form.

- static string FormatSecondsToHRF (double seconds)

    Format seconds to Human-Readable-Form.

- static Color HSVToRGB (float h, float s, float v, float a=1f)

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

- static string GenerateLoremIpsum (int length, int minSentences=1, int maxSentences=int.MaxValue, int min↩
Words=1, int maxWords=15)

    Generates a "Lorem Ipsum" based on various parameters.

- static string LanguageToISO639 (SystemLanguage language)

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

- static SystemLanguage ISO639ToLanguage (string isoCode)

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

- static object InvokeMethod (string className, string methodName, params object[ ] parameters)

    Invokes a public static method on a full qualified class.

- static string GetArgument (string name)

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

- static string[ ] GetArguments ()

    Returns all arguments from the url or command line.

Static Public Attributes

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

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

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

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

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

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

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

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

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

  Checks if we are in Editor mode.

Static Protected Attributes

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

Properties

- static bool isWindowsPlatform `[get]`

  Checks if the current platform is Windows.
- static bool isMacOSPlatform `[get]`

  Checks if the current platform is OSX.
- static bool isLinuxPlatform `[get]`

  Checks if the current platform is Linux.
- static bool isAndroidPlatform `[get]`

  Checks if the current platform is Android.
- static bool isIOSPlatform `[get]`

  Checks if the current platform is iOS.
- static bool isTvOSPlatform `[get]`

  Checks if the current platform is tvOS.
- static bool isWSAPlatform `[get]`

  Checks if the current platform is WSA.
- static bool isXboxOnePlatform `[get]`

  Checks if the current platform is XboxOne.
- static bool isPS4Platform `[get]`

  Checks if the current platform is PS4.
- static bool isWebGLPlatform `[get]`

  Checks if the current platform is WebGL.

- static bool isWindowsEditor `[get]`

  Checks if we are inside the Windows Editor.

- static bool isMacOSEditor `[get]`

  Checks if we are inside the macOS Editor.

- static bool isLinuxEditor `[get]`

  Checks if we are inside the Linux Editor.

- static bool isIL2CPP `[get]`

  Checks if the current build target uses IL2CPP.

- static Crosstales.Common.Model.Enum.Platform? CurrentPlatform `[get]`

  Returns the current platform.

- static int AndroidAPILevel `[get]`

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

5.8.1 Detailed Description

Base for various helper functions.

5.8.2 Member Function Documentation

5.8.2.1 CreateString()

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

5.8.2.2 FormatBytesToHRF()

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

Format byte-value to Human-Readable-Form.

Parameters

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

Returns

Formatted byte-value in Human-Readable-Form.

5.8.2.3 FormatSecondsToHourMinSec()

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

Format seconds to Human-Readable-Form.

Parameters

seconds	Value in seconds

Returns

Formatted seconds in Human-Readable-Form.

5.8.2.4 FormatSecondsToHRF()

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

Format seconds to Human-Readable-Form.

Parameters

seconds	Value in seconds

Returns

Formatted seconds in Human-Readable-Form.

5.8.2.5 GenerateLoremIpsum()

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

Generates a "Lorem Ipsum" based on various parameters.

Parameters

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

Returns

"Lorem Ipsum" based on the given parameters.

5.8.2.6 GetArgument()

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

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

Parameters

name	Name for the argument

Returns

Argument for a name from the url or command line.

5.8.2.7 GetArguments()

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

Returns all arguments from the url or command line.

Returns

Arguments from the url or command line.

5.8.2.8 HSVToRGB()

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

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

Parameters

h	Hue
s	Saturation
v	Value
a	Alpha (optional)

Returns

> True if the current platform is supported.

5.8.2.9 InvokeMethod()

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

Invokes a public static method on a full qualified class.

Parameters

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

5.8.2.10 ISO639ToLanguage()

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

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

Parameters

isoCode	ISO639-1 code to convert.

Returns

"SystemLanguage for the given ISO639-1 code.

5.8.2.11 LanguageToISO639()

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

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

Parameters

language	SystemLanguage to convert.

Returns

"ISO639-1 code for the given SystemLanguage.

5.8.2.12 SplitStringToLines()

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

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

Parameters

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

Returns

Splitted lines as array

5.8.3   Member Data Documentation

5.8.3.1   isAppleBasedPlatform

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

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

Returns

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

5.8.3.2   isEditor

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

Checks if we are inside the Editor.

Returns

> True if we are inside the Editor.

5.8.3.3   isEditorMode

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

Checks if we are in Editor mode.

Returns

> True if in Editor mode.

5.8.3.4   isIOSBasedPlatform

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

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

Returns

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

5.8.3.5   isMobilePlatform

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

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

Returns

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

5.8.3.6   isStandalonePlatform

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

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

Returns

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

5.8.3.7   isWebPlatform

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

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

Returns

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

5.8.3.8   isWindowsBasedPlatform

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

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

Returns

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

5.8.3.9 isWSABasedPlatform

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

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

Returns

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

5.8.4 Property Documentation

5.8.4.1 AndroidAPILevel

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

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

Returns

> The Android API level of the current device.

5.8.4.2 CurrentPlatform

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

Returns the current platform.

Returns

> The current platform.

5.8.4.3 isAndroidPlatform

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

Checks if the current platform is Android.

Returns

> True if the current platform is Android.

5.8.4.4   isIL2CPP

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

Checks if the current build target uses IL2CPP.

Returns

    True if the current build target uses IL2CPP.

5.8.4.5   isIOSPlatform

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

Checks if the current platform is iOS.

Returns

    True if the current platform is iOS.

5.8.4.6   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.

5.8.4.7   isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

    True if the current platform is Linux.

5.8.4.8   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.

5.8.4.9   isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

> True if the current platform is OSX.

5.8.4.10   isPS4Platform

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

Checks if the current platform is PS4.

Returns

> True if the current platform is PS4.

5.8.4.11   isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

> True if the current platform is tvOS.

5.8.4.12   isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

    True if the current platform is WebGL.

5.8.4.13   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.

5.8.4.14   isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

    True if the current platform is Windows.

5.8.4.15   isWSAPlatform

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

Checks if the current platform is WSA.

Returns

    True if the current platform is WSA.

5.8.4.16 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/$\hookleftarrow$ Util/BaseHelper.cs

5.9 Crosstales.TrueRandom.Module.BaseModule Class Reference

Inheritance diagram for Crosstales.TrueRandom.Module.BaseModule:

```
┌─────────────────────────────────────────────┐
│   Crosstales.TrueRandom.Module.BaseModule    │
└─────────────────────────────────────────────┘
         │
         │        ┌─────────────────────────────────────────────┐
         ├────────│   Crosstales.TrueRandom.Module.ModuleFloat   │
         │        └─────────────────────────────────────────────┘
         │        ┌─────────────────────────────────────────────┐
         ├────────│  Crosstales.TrueRandom.Module.ModuleInteger  │
         │        └─────────────────────────────────────────────┘
         │        ┌─────────────────────────────────────────────┐
         ├────────│   Crosstales.TrueRandom.Module.ModuleQuota   │
         │        └─────────────────────────────────────────────┘
         │        ┌─────────────────────────────────────────────┐
         ├────────│  Crosstales.TrueRandom.Module.ModuleSequence │
         │        └─────────────────────────────────────────────┘
         │        ┌─────────────────────────────────────────────┐
         ├────────│   Crosstales.TrueRandom.Module.ModuleString  │
         │        └─────────────────────────────────────────────┘
         │        ┌─────────────────────────────────────────────┐
         ├────────│  Crosstales.TrueRandom.Module.ModuleVector2  │
         │        └─────────────────────────────────────────────┘
         │        ┌─────────────────────────────────────────────┐
         ├────────│  Crosstales.TrueRandom.Module.ModuleVector3  │
         │        └─────────────────────────────────────────────┘
         │        ┌─────────────────────────────────────────────┐
         └────────│  Crosstales.TrueRandom.Module.ModuleVector4  │
                  └─────────────────────────────────────────────┘
```
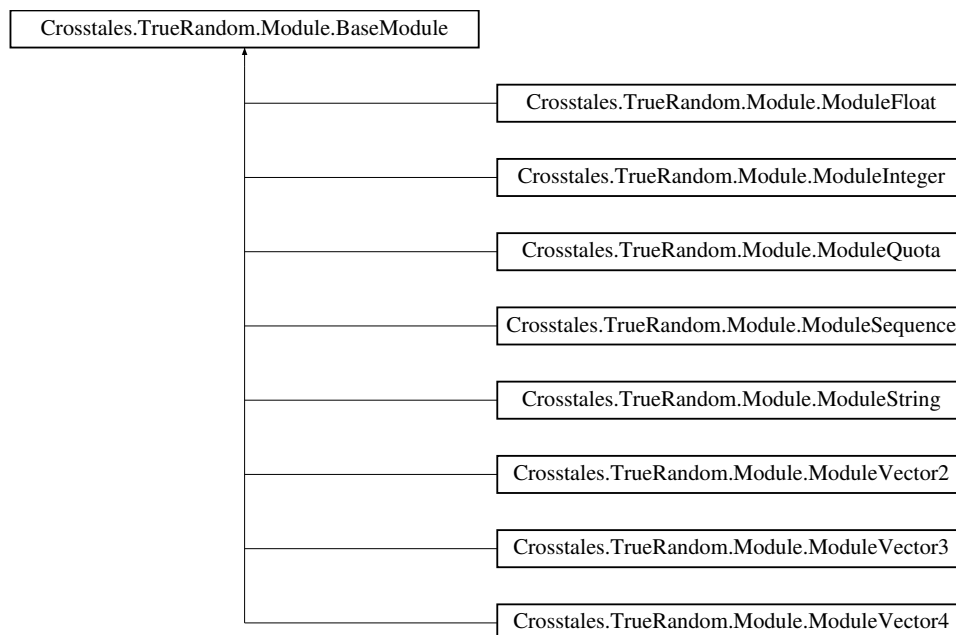
Static Protected Member Functions

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

Static Protected Attributes

- const int **timeout** = 5

Events

- static ErrorInfo OnErrorInfo

  Event to get a message when an error occured.

5.9.1 Event Documentation

5.9.1.1 OnErrorInfo

```
ErrorInfo Crosstales.TrueRandom.Module.BaseModule.OnErrorInfo  [static]
```
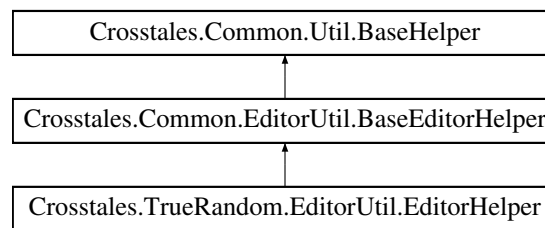
Event to get a message when an error occured.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
  Scripts/Module/BaseModule.cs

5.10 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:

Crosstales.Common.EditorTask.BaseSetupResources

Crosstales.Common.EditorTask.SetupResources	Crosstales.TrueRandom.EditorTask.SetupResources
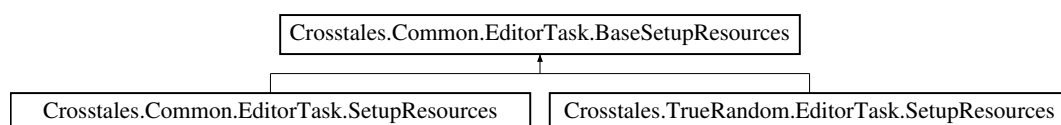
Static Protected Member Functions

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

5.10.1 Detailed Description

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

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

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

5.11 HutongGames.PlayMaker.Actions.BaseTRAction Class Reference

Base class for TrueRandom-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseTRAction:
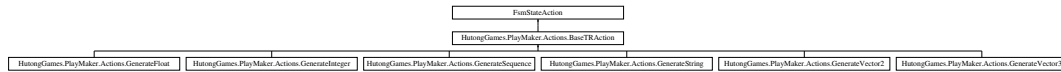
Public Attributes

- FsmEvent **sendEvent**

Protected Attributes

- string **uid**

5.11.1 Detailed Description

Base class for TrueRandom-actions in PlayMaker.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/BaseTRAction.cs

5.12 Crosstales.TrueRandom.PlayMaker.BaseTREditor Class Reference

Base-class for custom editors.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.BaseTREditor:

Public Member Functions

- override bool **OnGUI** ()

5.12.1 Detailed Description

Base-class for custom editors.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/BaseTREditor.cs

5.13 Crosstales.TrueRandom.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.TrueRandom.EditorTask.CompileDefines:

```
┌─────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseCompileDefines  │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│ Crosstales.TrueRandom.EditorTask.CompileDefines  │
└─────────────────────────────────────────────────┘
```
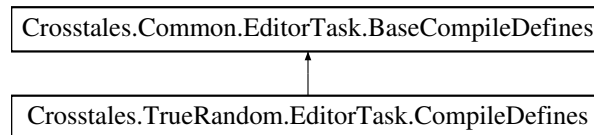
Additional Inherited Members

5.13.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

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

5.14 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:

```
┌─────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseCompileDefines  │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│          Crosstales.UI.CompileDefines            │
└─────────────────────────────────────────────────┘
```
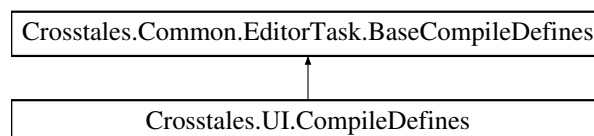
Additional Inherited Members

5.14.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↩
  Editor/CompileDefines.cs

5.15   Crosstales.TrueRandom.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void Reset ()

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

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

    Saves the all changeable variables.

Static Public Attributes

- static bool DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG

    Enable or disable debug logging for the asset.
- static bool SHOW_QUOTA = Constants.DEFAULT_SHOW_QUOTA

    Shows the quota inside the editor components.
- static bool isLoaded

    Is the configuration loaded?

5.15.1   Detailed Description

Configuration for the asset.

5.15.2   Member Function Documentation

5.15.2.1   Load()

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

Loads the all changeable variables.

5.15.2.2   Reset()

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

Resets all changeable variables to their default value.

5.15.2.3 Save()

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

Saves the all changeable variables.

5.15.3 Member Data Documentation

5.15.3.1 DEBUG

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

Enable or disable debug logging for the asset.

5.15.3.2 isLoaded

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

Is the configuration loaded?

5.15.3.3 SHOW_QUOTA

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

Shows the quota inside the editor components.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←↩
  Scripts/Util/Config.cs

5.16 Crosstales.TrueRandom.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.TrueRandom.EditorIntegration.ConfigBase:

```
                    ┌─────────────────────────────────────────────────┐
                    │                  EditorWindow                   │
                    └─────────────────────────────────────────────────┘
                                          │
                    ┌─────────────────────────────────────────────────┐
                    │  Crosstales.TrueRandom.EditorIntegration.ConfigBase  │
                    └─────────────────────────────────────────────────┘
                                          │
        ┌─────────────────────────────────────────┬───────────────────────────────────────────┐
┌───────────────────────────────────────────────┐ ┌───────────────────────────────────────────┐
│ Crosstales.TrueRandom.EditorIntegration.ConfigPreferences │ │ Crosstales.TrueRandom.EditorIntegration.ConfigWindow │
└───────────────────────────────────────────────┘ └───────────────────────────────────────────┘
```
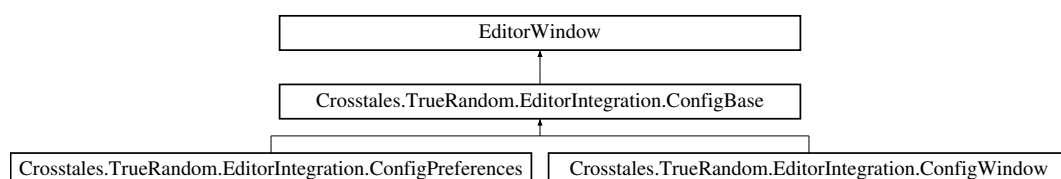
Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

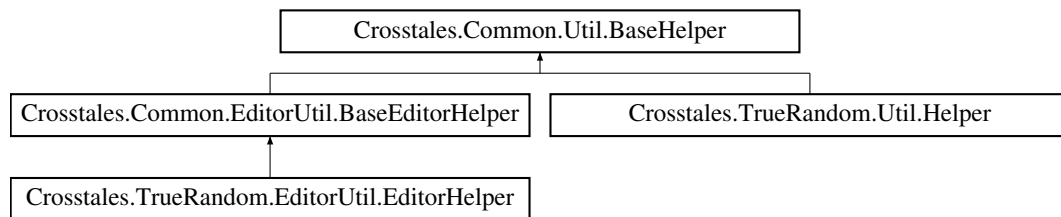### 5.16.1 Detailed Description

Base class for editor windows.

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

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

5.17 Crosstales.TrueRandom.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.TrueRandom.EditorIntegration.ConfigPreferences:

EditorWindow

↑

Crosstales.TrueRandom.EditorIntegration.ConfigBase

↑

Crosstales.TrueRandom.EditorIntegration.ConfigPreferences

Additional Inherited Members

5.17.1 Detailed Description

Unity "Preferences" extension.

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

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

5.18 Crosstales.TrueRandom.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TrueRandom.EditorIntegration.ConfigWindow:

```
┌─────────────────────────────────────────────────────────────┐
│                       EditorWindow                          │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│    Crosstales.TrueRandom.EditorIntegration.ConfigBase       │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│   Crosstales.TrueRandom.EditorIntegration.ConfigWindow      │
└─────────────────────────────────────────────────────────────┘
```

Static Public Member Functions

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

Additional Inherited Members

5.18.1 Detailed Description

Editor window extension.

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

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

5.19 Crosstales.TrueRandom.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.TrueRandom.Util.Constants:

```
┌─────────────────────────────────────────────┐
│      Crosstales.Common.Util.BaseConstants   │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│      Crosstales.TrueRandom.Util.Constants    │
└─────────────────────────────────────────────┘
```
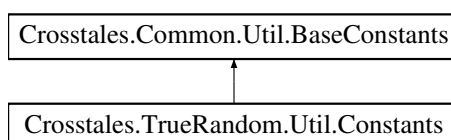
Static Public Attributes

- const string ASSET_NAME = "True Random PRO"

  Name of the asset.

- const string ASSET_NAME_SHORT = "TR PRO"

  Short name of the asset.

- const string ASSET_VERSION = "2022.1.0"

  Version of the asset.

- const int ASSET_BUILD = 20220328

  Build number of the asset.

- static readonly System.DateTime ASSET_CREATED = new System.DateTime(2016, 12, 5)

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

- static readonly System.DateTime ASSET_CHANGED = new System.DateTime(2022, 3, 28)

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

- const string ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/61617?aid=1011lNGT"

  URL of the PRO asset in UAS.

- const string ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/truerandom_↩ versions.txt"

  URL for update-checks of the asset

- const string ASSET_CONTACT = "truerandom@crosstales.com"

  Contact to the owner of the asset.

- const string ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/truerandom/True↩ Random-doc.pdf"

  URL of the asset manual.

- const string ASSET_API_URL = "https://www.crosstales.com/media/data/assets/truerandom/api/"

  URL of the asset API.

- const string ASSET_FORUM_URL = "https://forum.unity.com/threads/true-random-real-randomness-for-unity.457277/"

  URL of the asset forum.

- const string ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/truerandom/"

  URL of the asset in crosstales.

- const string ASSET_VIDEO_PROMO = "https://youtu.be/BsKR3V1EZOU?list=PLgtonIOr6Tb41XTMee↩ Z836tjHlKgOO84S"

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

- const string ASSET_VIDEO_TUTORIAL = "TBD"

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

- const string **KEY_PREFIX** = "TRUERANDOM_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_SHOW_QUOTA** = KEY_PREFIX + "SHOW_QUOTA"
- const bool **DEFAULT_SHOW_QUOTA** = false
- const string **GENERATOR_URL** = "https://www.random.org/"
- const string TRUERANDOM_SCENE_OBJECT_NAME = "TrueRandom"

  TR prefab scene name.

Additional Inherited Members

5.19.1 Detailed Description

Collected constants of very general utility for the asset.

5.19.2 Member Data Documentation

5.19.2.1 ASSET_API_URL

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

URL of the asset API.

5.19.2.2 ASSET_BUILD

```
const int Crosstales.TrueRandom.Util.Constants.ASSET_BUILD = 20220328 [static]
```

Build number of the asset.

5.19.2.3 ASSET_CHANGED

```
readonly System.DateTime Crosstales.TrueRandom.Util.Constants.ASSET_CHANGED = new System.↵
DateTime(2022, 3, 28) [static]
```

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

5.19.2.4 ASSET_CONTACT

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

Contact to the owner of the asset.

5.19.2.5 ASSET_CREATED

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

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

5.19.2.6 ASSET_FORUM_URL

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

URL of the asset forum.

5.19.2.7 ASSET_MANUAL_URL

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

URL of the asset manual.

5.19.2.8 ASSET_NAME

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

Name of the asset.

5.19.2.9 ASSET_NAME_SHORT

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

Short name of the asset.

5.19.2.10 ASSET_PRO_URL

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

URL of the PRO asset in UAS.

5.19.2.11 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

5.19.2.12 ASSET_VERSION

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

Version of the asset.

5.19.2.13 ASSET_VIDEO_PROMO

```
const string Crosstales.TrueRandom.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/BsK←
R3V1EZOU?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

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

5.19.2.14 ASSET_VIDEO_TUTORIAL

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

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

5.19.2.15 ASSET_WEB_URL

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

URL of the asset in crosstales.

5.19.2.16 TRUERANDOM_SCENE_OBJECT_NAME

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

TR prefab scene name.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
Scripts/Util/Constants.cs

5.20 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:
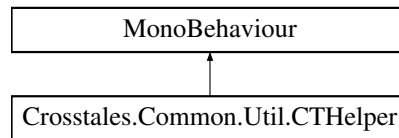
Properties

- static CTHelper **Instance** `[get]`

5.20.1 Detailed Description

Helper to reset the necessary settings.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↩
  Util/CTHelper.cs

5.21 Crosstales.Common.Util.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.CTHelperEditor:
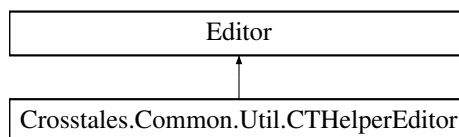
Public Member Functions

- override void **OnInspectorGUI** ()

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↩
  Util/CTHelper.cs

5.22   Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool HasKey (string key)

  Exists the key?
- static void DeleteAll ()

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

  Delete the key.
- static void Save ()

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Allows to set a Vector3 for a key.

- static void SetVector4 (string key, Vector4 value)

  Allows to set a Vector4 for a key.

- static void SetQuaternion (string key, Quaternion value)

  Allows to set a Quaternion for a key.

- static void SetColor (string key, Color value)

  Allows to set a Color for a key.

- static void SetLanguage (string key, SystemLanguage language)

  Allows to set a SystemLanguage for a key.

5.22.1   Detailed Description

Wrapper for the PlayerPrefs.

5.22.2   Member Function Documentation

5.22.2.1   DeleteAll()

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

Deletes all keys.

5.22.2.2   DeleteKey()

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

Delete the key.

Parameters

key	Key to delete in the PlayerPrefs.

5.22.2.3   GetBool()

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

Allows to get a bool from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

> Value for the key.

5.22.2.4 GetColor()

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

Allows to get a Color from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

> Value for the key.

5.22.2.5 GetDate()

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

Allows to get a DateTime from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

> Value for the key.

5.22.2.6 GetFloat()

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

Allows to get a float from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.22.2.7 GetInt()

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

Allows to get an int from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.22.2.8 GetLanguage()

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

Allows to get a SystemLanguage from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.22.2.9 GetQuaternion()

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

Allows to get a Quaternion from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.22.2.10   GetString()

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

Allows to get a string from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.22.2.11   GetVector2()

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

Allows to get a Vector2 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.22.2.12   GetVector3()

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

Allows to get a Vector3 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

>   Value for the key.

5.22.2.13   GetVector4()

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

Allows to get a Vector4 from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

>   Value for the key.

5.22.2.14   HasKey()

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

Exists the key?

Parameters

key	Key for the PlayerPrefs.

Returns

>   Value for the key.

5.22.2.15   Save()

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

Saves all modifications.

5.22.2.16   SetBool()

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

Allows to set a bool for a key.

Parameters

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

5.22.2.17   SetColor()

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

Allows to set a Color for a key.

Parameters

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

5.22.2.18   SetDate()

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

Allows to set a DateTime for a key.

Parameters

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

5.22.2.19   SetFloat()

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

Allows to set a float for a key.

Parameters

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

5.22.2.20   SetInt()

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

Allows to set an int for a key.

Parameters

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

5.22.2.21   SetLanguage()

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

Allows to set a SystemLanguage for a key.

Parameters

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

5.22.2.22   SetQuaternion()

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

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

Allows to set a Quaternion for a key.

Parameters

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

5.22.2.23   SetString()

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

Allows to set a string for a key.

Parameters

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

5.22.2.24   SetVector2()

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

Allows to set a Vector2 for a key.

Parameters

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

5.22.2.25   SetVector3()

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

Allows to set a Vector3 for a key.

Parameters

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

5.22.2.26   SetVector4()

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

Allows to set a Vector4 for a key.

Parameters

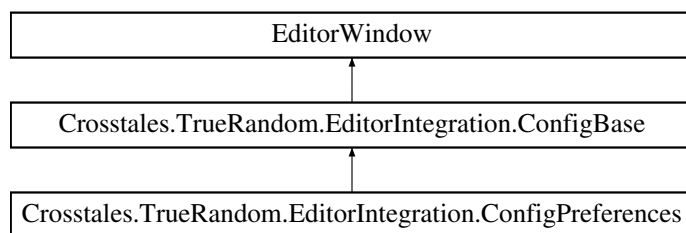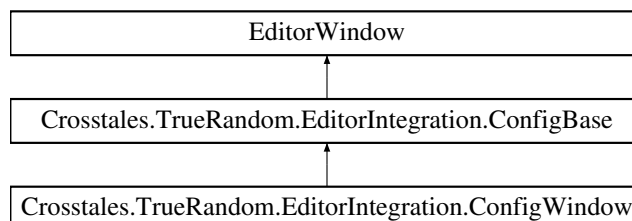|	
key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↩
  Util/CTPlayerPrefs.cs

5.23   Crosstales.Common.Util.CTScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.CTScreenshot:

```
┌──────────────────────────────────────────────┐
│ Crosstales.Common.Util.Singleton< CTScreenshot > │
└──────────────────────────────────────────────┘
                       ▲
                       │
┌──────────────────────────────────────────────┐
│     Crosstales.Common.Util.CTScreenshot        │
└──────────────────────────────────────────────┘
```
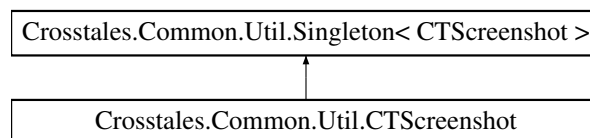
Public Member Functions

- void Capture ()

    Capture the screen.
- void **Start** ()

Public Attributes

- string Prefix = "CT_Screenshot"

  Prefix for the generate file names.
- int Scale = 1

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

  summary>Show file location (default: true).
- bool **ShowFileLocation** = true

Additional Inherited Members

5.23.1   Detailed Description

Take screen shots inside an application.

5.23.2   Member Function Documentation

5.23.2.1   Capture()

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

Capture the screen.

5.23.3   Member Data Documentation

5.23.3.1   KeyCode

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

summary>Show file location (default: true).

5.23.3.2   Prefix

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

Prefix for the generate file names.

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

5.23.3.3 Scale

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

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

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/CT↩
Screenshot/Scripts/CTScreenshot.cs

5.24   Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:

```
┌─────────────────────────────────────┐
│              WebClient               │
└─────────────────────────────────────┘
                  ▲
┌─────────────────────────────────────┐
│ Crosstales.Common.Util.CTWebClient   │
└─────────────────────────────────────┘
```
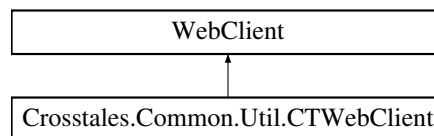
Public Member Functions

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

Protected Member Functions

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

Properties

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

5.24.1   Detailed Description

Specialized WebClient.

5.24.2   Property Documentation

5.24.2.1   ConnectionLimit

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

Connection limit for all WebClients

5.24.2.2   Timeout

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

Timeout in milliseconds

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/$\hookleftarrow$
  Util/CTWebClient.cs

5.25   Crosstales.TrueRandom.Demo.DiceRoll Class Reference

Simulates n random dices with the values 1-6.

Inheritance diagram for Crosstales.TrueRandom.Demo.DiceRoll:

```
┌─────────────────────────────────────────┐
│              MonoBehaviour               │
└─────────────────────────────────────────┘
                     ▲
                     │
┌─────────────────────────────────────────┐
│  Crosstales.TrueRandom.Demo.DiceRoll     │
└─────────────────────────────────────────┘
```
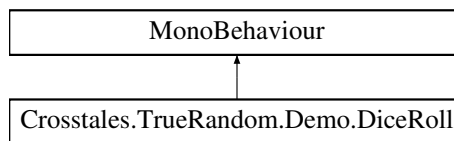
Public Member Functions

- void **SimulateRoll** ()

Public Attributes

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

5.25.1   Detailed Description

Simulates n random dices with the values 1-6.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/$\hookleftarrow$
  Demos/Scripts/DiceRoll.cs

5.26   Crosstales.TrueRandom.EditorUtil.EditorConfig Class Reference

Editor Configuration for the asset.

Static Public Member Functions

- static void Reset ()

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

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

   Saves the all changeable variables.

Static Public Attributes

- static bool UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK

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

   Enable or disable adding compile define "CT_TR" for the asset.
- static bool PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD

   Automatically load and add the prefabs to the scene.
- static bool HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON

   Enable or disable the icon in the hierarchy.
- static bool isLoaded

   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.

5.26.1   Detailed Description

Editor Configuration for the asset.

5.26.2   Member Function Documentation

5.26.2.1   Load()

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

Loads the all changeable variables.

5.26.2.2   Reset()

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

Resets all changeable variables to their default value.

5.26.2.3   Save()

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

Saves the all changeable variables.

5.26.3   Member Data Documentation

5.26.3.1   COMPILE_DEFINES

```
bool Crosstales.TrueRandom.EditorUtil.EditorConfig.COMPILE_DEFINES = EditorConstants.DEFAULT↩
_COMPILE_DEFINES  [static]
```

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

5.26.3.2   HIERARCHY_ICON

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

Enable or disable the icon in the hierarchy.

5.26.3.3   isLoaded

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

Is the configuration loaded?

5.26.3.4 PREFAB_AUTOLOAD

```
bool Crosstales.TrueRandom.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT↩
_PREFAB_AUTOLOAD  [static]
```

Automatically load and add the prefabs to the scene.

5.26.3.5 PREFAB_PATH

```
string Crosstales.TrueRandom.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + EditorConstants.PREFAB_SUBPAT
[static]
```

Returns the path of the prefabs.

Returns

> The path of the prefabs.

5.26.3.6 UPDATE_CHECK

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

Enable or disable update-checks for the asset.

5.26.4 Property Documentation

5.26.4.1 ASSET_PATH

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

Returns the path to the asset inside the Unity project.

Returns

> The path to the asset inside the Unity project.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/↩
  Util/EditorConfig.cs

5.27 Crosstales.TrueRandom.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = Constants.KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_PREFAB_AUTOLOAD** = Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/TrueRandom/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string PREFAB_SUBPATH = "Resources/Prefabs/"
    - *Sub-path to the prefabs.*
- static string ASSET_URL => Constants.ASSET_PRO_URL
    - *Returns the URL of the asset in UAS.*
- static string ASSET_ID => "61617"
    - *Returns the ID of the asset in UAS.*
- static System.Guid ASSET_UID => new System.Guid("20dba9ee-0be5-4d24-9427-c17b601499f9")
    - *Returns the UID of the asset.*

5.27.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.27.2 Member Data Documentation

5.27.2.1 ASSET_ID

```
string Crosstales.TrueRandom.EditorUtil.EditorConstants.ASSET_ID => "61617"  [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.27.2.2 ASSET_UID

```
System.Guid Crosstales.TrueRandom.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("20dba9ee-0be5-4d24
[static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.27.2.3 ASSET_URL

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

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.27.2.4 PREFAB_SUBPATH

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

Sub-path to the prefabs.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/↩
  Util/EditorConstants.cs

5.28 Crosstales.TrueRandom.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.TrueRandom.EditorUtil.EditorHelper:

```
┌─────────────────────────────────────────────┐
│      Crosstales.Common.Util.BaseHelper       │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  Crosstales.Common.EditorUtil.BaseEditorHelper  │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  Crosstales.TrueRandom.EditorUtil.EditorHelper  │
└─────────────────────────────────────────────┘
```
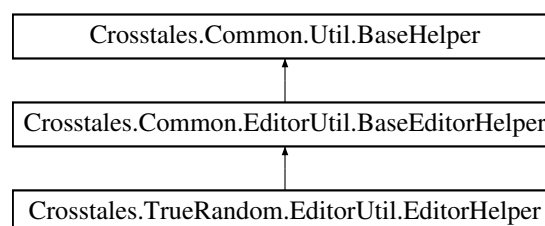
Static Public Member Functions

- static void TRUnavailable ()

    Shows a "True Random unavailable"-UI.

- static void InstantiatePrefab (string prefabName)

    Instantiates a prefab.

- static void BannerOC ()

    Shows a banner for "Online Check".

Static Public Attributes

- const int GO_ID = 38

    Start index inside the "GameObject"-menu.

- const int MENU_ID = 12018

    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_Generate** => loadImage(ref icon_generate, "icon_generate.png")

- static bool isTrueRandomInScene => GameObject.FindObjectOfType(typeof(TRManager)) != null

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

Additional Inherited Members

5.28.1   Detailed Description

Editor helper class.

5.28.2   Member Function Documentation

5.28.2.1   BannerOC()

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

Shows a banner for "Online Check".

5.28.2.2   InstantiatePrefab()

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

Instantiates a prefab.

Parameters

prefabName	Name of the prefab.

5.28.2.3 TRUnavailable()

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

Shows a "True Random unavailable"-UI.

5.28.3 Member Data Documentation

5.28.3.1 GO_ID

```
const int Crosstales.TrueRandom.EditorUtil.EditorHelper.GO_ID = 38  [static]
```

Start index inside the "GameObject"-menu.

5.28.3.2 isTrueRandomInScene

```
bool Crosstales.TrueRandom.EditorUtil.EditorHelper.isTrueRandomInScene => GameObject.Find←
ObjectOfType(typeof(TRManager)) != null  [static]
```

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

Returns

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

5.28.3.3 MENU_ID

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

Start index inside the "Tools"-menu.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/←
  Util/EditorHelper.cs

5.29   Crosstales.TrueRandom.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.TrueRandom.Demo.EventTester:

```
┌─────────────────────────────────────────────┐
│               MonoBehaviour                  │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│   Crosstales.TrueRandom.Demo.EventTester     │
└─────────────────────────────────────────────┘
```
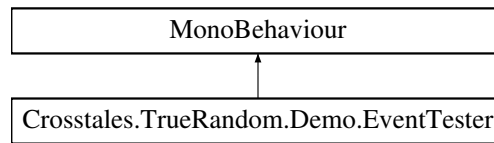
Public Member Functions

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

5.29.1   Detailed Description

Simple test script for all UnityEvent-callbacks.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↩
  Demos/Scripts/EventTester.cs

5.30   Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string CTToTitleCase (this string str)

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

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

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

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

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

Extension method for strings. Contains any given string.

- static bool CTContainsAll (this string str, string searchTerms, char splitChar=' ')

    Extension method for strings. Contains all given strings.

- static string CTRemoveNewLines (this string str, string replacement="#nl#", string newLine=null)

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

- static string CTAddNewLines (this string str, string replacement="#nl#", string newLine=null)

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

- static bool CTisNumeric (this string str)

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

- static bool CTisInteger (this string str)

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

- static bool CTisEmail (this string str)

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

- static bool CTisWebsite (this string str)

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

- static bool CTisCreditcard (this string str)

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

- static bool CTisIPv4 (this string str)

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

- static bool CTisAlphanumeric (this string str)

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

- static bool CThasLineEndings (this string str)

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

- static bool CThasInvalidChars (this string str)

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

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

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

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

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

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

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

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

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

- static int CTIndexOf (this string str, string toCheck, int startIndex, System.StringComparison comp=System.↩
StringComparison.OrdinalIgnoreCase)

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

- static string CTToBase64 (this string str, System.Text.Encoding encoding=null)

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

- static string CTFromBase64 (this string str, System.Text.Encoding encoding=null)

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

- static byte[ ] CTFromBase64ToByteArray (this string str)

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

- static string CTToHex (this string str, bool addPrefix=false)

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

- static string CTHexToString (this string hexString)

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

- static Color32 CTHexToColor32 (this string hexString)

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

- static Color CTHexToColor (this string hexString)

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

- static byte[ ] CTToByteArray (this string str, System.Text.Encoding encoding=null)

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

- static string CTClearTags (this string str)

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

- static string CTClearSpaces (this string str)

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

- static string CTClearLineEndings (this string str)

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

- static void CTShuffle< T > (this T[ ] array, int seed=0)

  Extension method for arrays. Shuffles an array.

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

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

- static string CTDump (this Quaternion[ ] array)

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

- static string CTDump (this Vector2[ ] array)

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

- static string CTDump (this Vector3[ ] array)

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

- static string CTDump (this Vector4[ ] array)

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

- static string[ ] CTToString< T > (this T[ ] array)

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

- static float[ ] CTToFloatArray (this byte[ ] array, int count=0)

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

- static byte[ ] CTToByteArray (this float[ ] array, int count=0)

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

- static Texture2D CTToTexture (this byte[ ] data)

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

- static Sprite CTToSprite (this byte[ ] data)

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

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

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

- static string CTToBase64 (this byte[ ] data)

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

- static void CTShuffle< T > (this System.Collections.Generic.IList< T > list, int seed=0)

  Extension method for IList. Shuffles a List.

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

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

- static string CTDump (this System.Collections.Generic.IList< Quaternion > list)

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

- static string CTDump (this System.Collections.Generic.IList< Vector2 > list)

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

- static string CTDump (this System.Collections.Generic.IList< Vector3 > list)

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

- static string CTDump (this System.Collections.Generic.IList< Vector4 > list)

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

- static System.Collections.Generic.List< string > CTToString< T > (this System.Collections.Generic.IList< T > list)

    Extension method for IList. Generates a string list with all entries (via ToString).

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

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

- static void CTAddRange< K, V > (this System.Collections.Generic.IDictionary< K, V > dict, System.↩ Collections.Generic.IDictionary< K, V > collection)

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

- static byte[] CTReadFully (this System.IO.Stream input)

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

- static string CTToHexRGB (this Color32 input)

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

- static string CTToHexRGB (this Color input)

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

- static string CTToHexRGBA (this Color32 input)

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

- static string CTToHexRGBA (this Color input)

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

- static Vector3 CTVector3 (this Color32 color)

    Extension method for Color32. Convert it to a Vector3.

- static Vector3 CTVector3 (this Color color)

    Extension method for Color. Convert it to a Vector3.

- static Vector4 CTVector4 (this Color32 color)

    Extension method for Color32. Convert it to a Vector4.

- static Vector4 CTVector4 (this Color color)

    Extension method for Color. Convert it to a Vector4.

- static Vector2 CTMultiply (this Vector2 a, Vector2 b)

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

- static Vector3 CTMultiply (this Vector3 a, Vector3 b)

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

- static Vector3 CTFlatten (this Vector3 a)

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

- static Quaternion CTQuaternion (this Vector3 eulerAngle)

    Extension method for Vector3. Convert it to a Quaternion.

- static Color CTColorRGB (this Vector3 rgb, float alpha=1f)

    Extension method for Vector3. Convert it to a Color.

- static Vector4 CTMultiply (this Vector4 a, Vector4 b)

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

- static Quaternion CTQuaternion (this Vector4 angle)

    Extension method for Vector4. Convert it to a Quaternion.

- static Color CTColorRGBA (this Vector4 rgba)

    Extension method for Vector4. Convert it to a Color.

- static Vector3 CTVector3 (this Quaternion angle)

    Extension method for Quaternion. Convert it to a Vector3.

- static Vector4 CTVector4 (this Quaternion angle)

    Extension method for Quaternion. Convert it to a Vector4.

- static Vector3 CTCorrectLossyScale (this Canvas canvas)

    Extension method for Canvas. Convert current resolution scale.

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

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

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

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

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

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

- static Vector3[ ] CTGetScreenCorners (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)

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

- static Bounds CTGetBounds (this RectTransform transform, float uiScaleFactor=1f)

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

- static void CTSetLeft (this RectTransform transform, float value)

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

- static void CTSetRight (this RectTransform transform, float value)

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

- static void CTSetTop (this RectTransform transform, float value)

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

- static void CTSetBottom (this RectTransform transform, float value)

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

- static float CTGetLeft (this RectTransform transform)

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

- static float CTGetRight (this RectTransform transform)

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

- static float CTGetTop (this RectTransform transform)

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

- static float CTGetBottom (this RectTransform transform)

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

- static Vector4 CTGetLRTB (this RectTransform transform)

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

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

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

- static System.Collections.Generic.List< GameObject > CTFindAll (this Component component, string name, int maxDepth=0)

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

- static System.Collections.Generic.List< T > CTFindAll< T > (this Component component, string name)

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

- static GameObject CTFind (this MonoBehaviour mb, string name)

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

- static T CTFind< T > (this MonoBehaviour mb, string name)

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

- static GameObject CTFind (this GameObject go, string name)

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

- static T CTFind< T > (this GameObject go, string name)

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

- static Bounds CTGetBounds (this GameObject go)

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

- static Transform CTFind (this Transform transform, string name)

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

- static T CTFind< T > (this Transform transform, string name)

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

- static byte[ ] CTToPNG (this Sprite sprite)

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

- static byte[ ] CTToJPG (this Sprite sprite)

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

- static byte[ ] CTToTGA (this Sprite sprite)

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

- static byte[ ] CTToEXR (this Sprite sprite)

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

- static byte[ ] CTToPNG (this Texture2D texture)

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

- static byte[ ] CTToJPG (this Texture2D texture)

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

- static byte[ ] CTToTGA (this Texture2D texture)

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

- static byte[ ] CTToEXR (this Texture2D texture)

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

- static Sprite CTToSprite (this Texture2D texture, float pixelsPerUnit=100f)

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

- static Texture2D CTRotate90 (this Texture2D texture)

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

- static Texture2D CTRotate180 (this Texture2D texture)

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

- static Texture2D CTRotate270 (this Texture2D texture)

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

- static Texture2D CTToTexture2D (this Texture texture)

    Extension method for Texture. Convert a Texture to a Texture2D

- static Texture2D CTToTexture2D (this WebCamTexture texture)

    Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

- static Texture2D CTFlipHorizontal (this Texture2D texture)

    Extension method for Texture. Flips a Texture2D horizontally

- static Texture2D CTFlipVertical (this Texture2D texture)

    Extension method for Texture. Flips a Texture2D vertically

- static bool CTHasActiveClip (this AudioSource source)

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

- static bool CTIsVisibleFrom (this Renderer renderer, Camera camera)

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

5.30.1 Detailed Description

Various extension methods.

5.30.2 Member Function Documentation

5.30.2.1   CTAddNewLines()

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

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

Parameters

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

Returns

Replaced string with new lines.

5.30.2.2   CTAddRange< K, V >()

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

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

Parameters

dict	IDictionary-instance.
collection	Dictionary to add.

5.30.2.3   CTClearLineEndings()

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

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

Parameters

str	Input to clean.

Returns

   Clean text without line endings.

5.30.2.4   CTClearSpaces()

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

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

Parameters

str	Input to clean.

Returns

   Clean text without multiple spaces.

5.30.2.5   CTClearTags()

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

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

Parameters

str	Input to clean.

Returns

   Clean text without tags.

5.30.2.6   CTColorRGB()

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

Extension method for Vector3. Convert it to a Color.

Parameters

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

Returns

Color from RGB.

5.30.2.7 CTColorRGBA()

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

Extension method for Vector4. Convert it to a Color.

Parameters

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

Returns

Color from RGBA.

5.30.2.8 CTContains()

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

5.30.2.9 CTContainsAll()

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

5.30.2.10 CTContainsAny()

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.30.2.11 CTCorrectLossyScale()

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

Extension method for Canvas. Convert current resolution scale.

Parameters

canvas	Canvas to convert.

Returns

Vector3 with the correct scale.

5.30.2.12 CTDump() [1/8]

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

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

Parameters

array	Quaternion-array-instance to dump.

Returns

String with lines for all array entries.

5.30.2.13 CTDump() [2/8]

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

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

Parameters

list	Quaternion-IList-instance to dump.

Returns

String with lines for all list entries.

5.30.2.14 CTDump() [3/8]

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

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

Parameters

list	Vector2-IList-instance to dump.

Returns

String with lines for all list entries.

5.30.2.15   CTDump() [4/8]

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

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

Parameters

list	Vector3-IList-instance to dump.

Returns

String with lines for all list entries.

5.30.2.16   CTDump() [5/8]

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

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

Parameters

list	Vector4-IList-instance to dump.

Returns

String with lines for all list entries.

5.30.2.17   CTDump() [6/8]

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

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

Parameters

array	Vector2-array-instance to dump.

Returns

String with lines for all array entries.

5.30.2.18 CTDump() [7/8]

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

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

Parameters

array	Vector3-array-instance to dump.

Returns

String with lines for all array entries.

5.30.2.19 CTDump() [8/8]

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

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

Parameters

array	Vector4-array-instance to dump.

Returns

String with lines for all array entries.

5.30.2.20 CTDump< K, V >()

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (
            this System.Collections.Generic.IDictionary< K, V > dict,
```

```
                string prefix = "",
                string postfix = "",
                bool appendNewLine = true,
                string delimiter = "; " )  [static]
```

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

Parameters

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

Returns

String with lines for all dictionary entries.

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

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

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

Parameters

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

Returns

String with lines for all list entries.

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

```
static string Crosstales.ExtensionMethods.CTDump< T > (
                this T[] array,
```

```
                string prefix = "",
                string postfix = "",
                bool appendNewLine = true,
                string delimiter = "; " )  [static]
```

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

Parameters

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

Returns

String with lines for all array entries.

5.30.2.23 CTEndsWith()

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

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

Parameters

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

Returns

True if the string is integer.

5.30.2.24 CTEquals()

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

5.30.2.25 CTFind() [1/3]

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

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

Parameters

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

Returns

GameObject with the given name or null.

5.30.2.26 CTFind() [2/3]

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

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

Parameters

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

Returns

GameObject with the given name or null.

5.30.2.27 CTFind() [3/3]

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

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

Parameters

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

Returns

Transform with the given name or null.

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

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

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

Parameters

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

Returns

Component with the given type or null.

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

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

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

Parameters

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

Returns

Component with the given type or null.

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

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

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

Parameters

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

Returns

Component with the given type or null.

5.30.2.31 CTFindAll()

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

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

Parameters

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

Returns

List of GameObjects with the given name or empty list.

5.30.2.32 CTFindAll< T >()

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

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

Parameters

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

Returns

List of GameObjects with the given name or empty list.

Type Constraints

T : *Component*

5.30.2.33 CTFlatten()

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

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

5.30.2.34 CTFlipHorizontal()

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

Extension method for Texture. Flips a Texture2D horizontally

Parameters

texture	Texture to flip.

Returns

Horizontally flipped Texture2D.

5.30.2.35   CTFlipVertical()

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

Extension method for Texture. Flips a Texture2D vertically

Parameters

texture	Texture to flip.

Returns

Vertically flipped Texture2D.

5.30.2.36   CTFromBase64()

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

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

Parameters

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

Returns

Base64-string value as converted string.

5.30.2.37   CTFromBase64ToByteArray()

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

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

Parameters

str	Input Base64-string.

Returns

Base64-Byte-array from the Base64-string.

5.30.2.38 CTGetBottom()

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

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

Parameters

transform	RectTransform to get the Bottom-property.

Returns

Bottom-property of the RectTransform.

5.30.2.39 CTGetBounds() [1/2]

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

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

Parameters

go	GameObject to calculate the bounds.

Returns

Bounds of the GameObject.

5.30.2.40 CTGetBounds() [2/2]

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

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

Parameters

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

Returns

Bounds of the RectTransform.

5.30.2.41   CTGetLeft()

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

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

Parameters

transform	RectTransform to get the Left-property.

Returns

Left-property of the RectTransform.

5.30.2.42   CTGetLocalCorners() [1/2]

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

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

Parameters

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

Returns

Array of the four local corners of the RectTransform.

5.30.2.43   CTGetLocalCorners() [2/2]

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

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

Parameters

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

5.30.2.44   CTGetLRTB()

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

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

Parameters

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

Returns

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

5.30.2.45   CTGetRight()

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

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

Parameters

transform	RectTransform to get the Right-property.

Returns

Right-property of the RectTransform.

5.30.2.46 CTGetScreenCorners() [1/2]

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

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

Parameters

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

Returns

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

5.30.2.47 CTGetScreenCorners() [2/2]

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

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

Parameters

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

5.30.2.48 CTGetTop()

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

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

Parameters

transform	RectTransform to get the Top-property.

Returns

Top-property of the RectTransform.

5.30.2.49 CTHasActiveClip()

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

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

Parameters

source	AudioSource to check.

Returns

True if the AudioSource has an active clip.

5.30.2.50 CThasInvalidChars()

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

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

Parameters

str	String-instance.

Returns

True if the string has invalid characters.

5.30.2.51   CThasLineEndings()

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

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

Parameters

str	String-instance.

Returns

True if the string has line endings.

5.30.2.52   CTHexToColor()

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

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

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as Color.

5.30.2.53   CTHexToColor32()

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

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

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as Color32.

5.30.2.54   CTHexToString()

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

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

Parameters

hexString	Input as Hex-string.

Returns

Hex-string value as converted string.

5.30.2.55   CTIndexOf() [1/2]

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

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

Parameters

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

Returns

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

5.30.2.56　CTIndexOf() [2/2]

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

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

Parameters

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

Returns

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

5.30.2.57　CTisAlphanumeric()

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

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

Parameters

str	String-instance.

Returns

> True if the string is alphanumeric.

5.30.2.58　CTisCreditcard()

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

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

Parameters

str	String-instance.

Returns

     True if the string is a creditcard.

5.30.2.59 CTisEmail()

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

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

Parameters

str	String-instance.

Returns

     True if the string is an email address.

5.30.2.60 CTisInteger()

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

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

Parameters

str	String-instance.

Returns

     True if the string is integer.

5.30.2.61 CTisIPv4()

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

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

Parameters

str	String-instance.

Returns

True if the string is an IPv4 address.

5.30.2.62 CTisNumeric()

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

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

Parameters

str	String-instance.

Returns

True if the string is numeric.

5.30.2.63 CTIsVisibleFrom()

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

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

Parameters

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

Returns

True if the renderer is visible by the given camera.

5.30.2.64 CTisWebsite()

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

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

Parameters

str	String-instance.

Returns

     True if the string is a website address.

5.30.2.65 CTLastIndexOf()

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

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

Parameters

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

Returns

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

5.30.2.66 CTMultiply() [1/3]

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

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

Parameters

a	First vector
b	Second vector

Returns

The ax∗bx, ay∗by result.

5.30.2.67   CTMultiply() [2/3]

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

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

Parameters

a	First vector
b	Second vector

Returns

The ax∗bx, ay∗by, az∗bz result.

5.30.2.68   CTMultiply() [3/3]

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

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

Parameters

a	First vector
b	Second vector

Returns

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

5.30.2.69   CTQuaternion() [1/2]

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

Extension method for Vector3. Convert it to a Quaternion.

Parameters

eulerAngle	Vector3-instance to convert.

Returns

Quaternion from euler angles.

5.30.2.70 CTQuaternion() [2/2]

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

Extension method for Vector4. Convert it to a Quaternion.

Parameters

angle	Vector4-instance to convert.

Returns

Quaternion from Vector4.

5.30.2.71 CTReadFully()

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

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

Parameters

input	Stream-instance to read.

Returns

Byte-array of the Stream content.

5.30.2.72 CTRemoveNewLines()

```
static string Crosstales.ExtensionMethods.CTRemoveNewLines (
            this string str,
```

```
            string replacement = "#nl#",
            string newLine = null ) [static]
```

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

Parameters

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

Returns

Replaced string without new lines.

5.30.2.73 CTReplace()

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

Extension method for strings. Case insensitive 'Replace'.

Parameters

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

Returns

Replaced string.

5.30.2.74 CTReverse()

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

Extension method for strings. Reverses a string.

Parameters

str	String-instance.

Returns

Reversed string.

5.30.2.75 CTRotate180()

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

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

Parameters

texture	Texture to rotate.

Returns

Rotated Texture.

5.30.2.76 CTRotate270()

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

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

Parameters

texture	Texture to rotate.

Returns

Rotated Texture.

5.30.2.77 CTRotate90()

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

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

Parameters

texture	Texture to rotate.

Returns

Rotated Texture.

5.30.2.78   CTSetBottom()

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

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

Parameters

transform	RectTransform to set the Bottom-property.
value	Value for the Bottom-property.

5.30.2.79   CTSetLeft()

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

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

Parameters

transform	RectTransform to set the Left-property.
value	Value for the Left-property.

5.30.2.80   CTSetLRTB()

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

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

Parameters

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

5.30.2.81 CTSetRight()

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

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

Parameters

transform	RectTransform to set the Right-property.
value	Value for the Right-property.

5.30.2.82 CTSetTop()

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

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

Parameters

transform	RectTransform to set the Top-property.
value	Value for the Top-property.

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

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

Extension method for IList. Shuffles a List.

Parameters

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

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

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

Extension method for arrays. Shuffles an array.

Parameters

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

5.30.2.85 CTStartsWith()

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

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

Parameters

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

Returns

True if the string is integer.

5.30.2.86 CTToBase64() [1/2]

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

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

Parameters

data	Input as byte-array.

Returns

     Base64-string from the byte-array.

5.30.2.87 CTToBase64() [2/2]

```
static string Crosstales.ExtensionMethods.CTToBase64 (
            this string str,
            System.Text.Encoding encoding = null ) [static]
```

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

Parameters

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

Returns

     String value as converted Base64-string.

5.30.2.88 CTToByteArray() [1/2]

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

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

Parameters

array	Array-instance to convert.
count	Number of floats to convert (optional).

Returns

     Converted byte-array.

5.30.2.89 CTToByteArray() [2/2]

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

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

Parameters

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

Returns

Byte-array with the string.

5.30.2.90 CTToEXR() [1/2]

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

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

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as EXR byte-array.

5.30.2.91 CTToEXR() [2/2]

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

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

Parameters

texture	Texture to convert.

Returns

Converted Texture as EXR byte-array.

5.30.2.92   CTToFloatArray()

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

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

Parameters

array	Array-instance to convert.
count	Number of bytes to convert (optional).

Returns

Converted float-array.

5.30.2.93   CTToHex()

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

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

Parameters

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

Returns

String value as converted Hex-string.

5.30.2.94   CTToHexRGB() [1/2]

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

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

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBB").

5.30.2.95   CTToHexRGB() [2/2]

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

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

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBB").

5.30.2.96   CTToHexRGBA() [1/2]

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

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

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBBAA").

5.30.2.97   CTToHexRGBA() [2/2]

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

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

Parameters

input	Color to convert.

Returns

Color value as Hex (format "RRGGBBAA").

5.30.2.98 CTToJPG() [1/2]

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

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

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as JPG byte-array.

5.30.2.99 CTToJPG() [2/2]

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

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

Parameters

texture	Texture to convert.

Returns

Converted Texture as JPG byte-array.

5.30.2.100 CTToPNG() [1/2]

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

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

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as PNG byte-array.

5.30.2.101   CTToPNG() [2/2]

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

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

Parameters

texture	Texture to convert.

Returns

Converted Texture as PNG byte-array.

5.30.2.102   CTToSprite() [1/2]

```
static Sprite Crosstales.ExtensionMethods.CTToSprite (
            this byte[] data )  [static]
```

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

Parameters

data	byte-array-instance to convert.

Returns

Converted Sprite.

5.30.2.103   CTToSprite() [2/2]

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

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

Parameters

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

Returns

Converted Texture as Sprite.

5.30.2.104   CTToString()

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

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

Parameters

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

Returns

Byte-array with the string.

5.30.2.105   CTToString< T >() [1/2]

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > (
            this System.Collections.Generic.IList< T > list )  [static]
```

Extension method for IList. Generates a string list with all entries (via ToString).

Parameters

list	IList-instance to ToString.

Returns

String list with all entries (via ToString).

5.30.2.106   CTToString< T >() [2/2]

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

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

Parameters

array	Array-instance to ToString.

Returns

String array with all entries (via ToString).

5.30.2.107   CTToTexture()

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture (
           this byte[] data ) [static]
```

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

Parameters

data	byte-array-instance to convert.

Returns

Converted Texture.

5.30.2.108   CTToTexture2D() [1/2]

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

Extension method for Texture. Convert a Texture to a Texture2D

Parameters

texture	Texture to convert.

Returns

Converted Texture2D.

5.30.2.109 CTToTexture2D() [2/2]

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

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

Parameters

texture	WebCamTexture to convert.

Returns

Converted Texture2D.

5.30.2.110 CTToTGA() [1/2]

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

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

Parameters

sprite	Sprite to convert.

Returns

Converted Sprite as TGA byte-array.

5.30.2.111 CTToTGA() [2/2]

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

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

Parameters

texture	Texture to convert.

Returns

Converted Texture as TGA byte-array.

5.30.2.112   CTToTitleCase()

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

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

Parameters

str	String-instance.

Returns

Converted string in title case.

5.30.2.113   CTVector3() [1/3]

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

Extension method for Color. Convert it to a Vector3.

Parameters

color	Color-instance to convert.

Returns

Vector3 from color.

5.30.2.114   CTVector3() [2/3]

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

Extension method for Color32. Convert it to a Vector3.

Parameters

color	Color-instance to convert.

Returns

Vector3 from color.

5.30.2.115 CTVector3() [3/3]

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

Extension method for Quaternion. Convert it to a Vector3.

Parameters

angle	Quaternion-instance to convert.

Returns

Vector3 from Quaternion.

5.30.2.116 CTVector4() [1/3]

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

Extension method for Color. Convert it to a Vector4.

Parameters

color	Color-instance to convert.

Returns

Vector4 from color.

5.30.2.117 CTVector4() [2/3]

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

Extension method for Color32. Convert it to a Vector4.

Parameters

color	Color-instance to convert.

Returns

Vector4 from color.

5.30.2.118 CTVector4() [3/3]

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

Extension method for Quaternion. Convert it to a Vector4.

Parameters

angle	Quaternion-instance to convert.

Returns

Vector4 from Quaternion.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/Extension↩
  Methods.cs

5.31 Crosstales.Common.Util.FileHelper Class Reference

Various helper functions for the file system.

Static Public Member Functions

- static string ValidatePath (string path, bool addEndDelimiter=true, bool preserveFile=true)

  Validates a given path and add missing slash.
- static string ValidateFile (string path)

  Validates a given file.
- static bool PathHasInvalidChars (string path)

  Checks a given path for invalid characters
- static bool FileHasInvalidChars (string file)

  Checks a given file for invalid characters
- static string[ ] GetFilesForName (string path, bool isRecursive=false, params string[ ] filenames)

  Find files inside a path.

- static string[ ] GetFiles (string path, bool isRecursive=false, params string[ ] extensions)

    Find files inside a path.

- static string[ ] GetDirectories (string path, bool isRecursive=false)

    Find directories inside.

- static string[ ] GetDrives ()

    Find all logical drives.

- static void CopyPath (string sourcePath, string destPath, bool move=false)

    Copy or move a directory.

- static void CopyFile (string sourceFile, string destFile, bool move=false)

    Copy or move a file.

- static void ShowPath (string path)

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

- static void ShowFile (string file)

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

- static void OpenFile (string file)

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

Properties

- static string StreamingAssetsPath `[get]`

    Returns the path to the the "Streaming Assets".

5.31.1 Detailed Description

Various helper functions for the file system.

5.31.2 Member Function Documentation

5.31.2.1 CopyFile()

```
static void Crosstales.Common.Util.FileHelper.CopyFile (
            string sourceFile,
            string destFile,
            bool move = false )  [static]
```

Copy or move a file.

Parameters

sourceFile	Source file path
destFile	Destination file path
move	Move file instead of copy (default: false, optional)

5.31.2.2 CopyPath()

```
static void Crosstales.Common.Util.FileHelper.CopyPath (
            string sourcePath,
            string destPath,
            bool move = false )  [static]
```

Copy or move a directory.

Parameters

sourcePath	Source directory path
destPath	Destination directory path
move	Move directory instead of copy (default: false, optional)

5.31.2.3 FileHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.FileHasInvalidChars (
            string file )  [static]
```

Checks a given file for invalid characters

Parameters

file	File to check for invalid characters

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.31.2.4 GetDirectories()

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

Find directories inside.

Parameters

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

Returns

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

5.31.2.5 GetDrives()

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

Find all logical drives.

Returns

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

5.31.2.6 GetFiles()

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

Find files inside a path.

Parameters

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

Returns

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

5.31.2.7 GetFilesForName()

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
            string path,
            bool isRecursive = false,
            params string[] filenames )  [static]
```

Find files inside a path.

Parameters

path	Path to find the files
isRecursive	Recursive search (default: false, optional)
filenames	Filenames for the file search, e.g. "Image.png" (optional)

Returns

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

5.31.2.8 OpenFile()

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

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

Parameters

file	File path

5.31.2.9 PathHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.PathHasInvalidChars (
            string path )  [static]
```

Checks a given path for invalid characters

Parameters

path	Path to check for invalid characters

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.31.2.10 ShowFile()

```
static void Crosstales.Common.Util.FileHelper.ShowFile (
            string file )  [static]
```
Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms

5.31.2.11 ShowPath()

```
static void Crosstales.Common.Util.FileHelper.ShowPath (
            string path ) [static]
```

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

5.31.2.12 ValidateFile()

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

Validates a given file.

Parameters

path	File to validate

Returns

Valid file path

5.31.2.13 ValidatePath()

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

Validates a given path and add missing slash.

Parameters

path	Path to validate
addEndDelimiter	Add delimiter at the end of the path (optional, default: true)
preserveFile	Preserves a given file in the path (optional, default: true)

Returns

Valid path

5.31.3 Property Documentation

5.31.3.1 StreamingAssetsPath

string Crosstales.Common.Util.FileHelper.StreamingAssetsPath [static], [get]

Returns the path to the the "Streaming Assets".
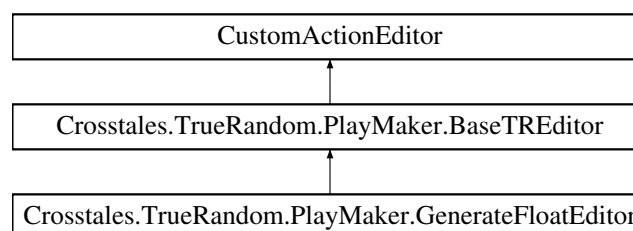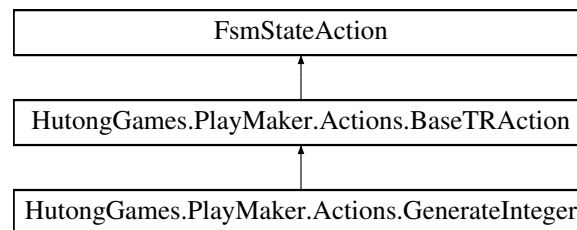
Returns

The path to the the "Streaming Assets".

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↩
  Util/FileHelper.cs

5.32   Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:

```
┌─────────────────────────┐
│      MonoBehaviour      │
└─────────────────────────┘
             ▲
┌─────────────────────────┐
│ Crosstales.UI.Util.FPSDisplay │
└─────────────────────────┘
```
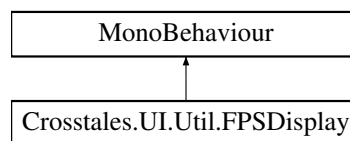
Public Attributes

- Text FPS
     Text component to display the FPS.
- int FrameUpdate = 5
     Update every set frame (default: 5).
- KeyCode **Key** = KeyCode.None

5.32.1   Detailed Description

Simple FPS-Counter.

5.32.2   Member Data Documentation

5.32.2.1 FPS

`Text Crosstales.UI.Util.FPSDisplay.FPS`

Text component to display the FPS.

5.32.2.2 FrameUpdate

`int Crosstales.UI.Util.FPSDisplay.FrameUpdate = 5`
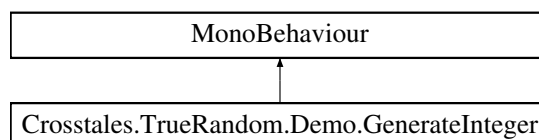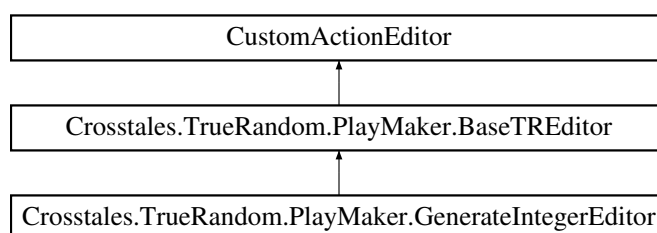
Update every set frame (default: 5).

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↩
  Scripts/Util/FPSDisplay.cs

5.33 HutongGames.PlayMaker.Actions.GenerateFloat Class Reference

Generate-action for floats in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateFloat:
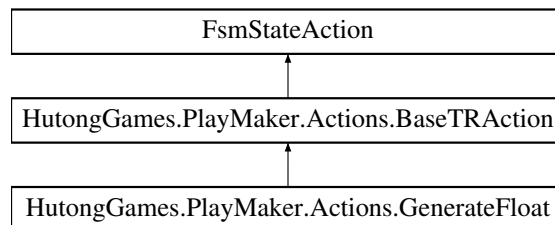
```
┌─────────────────────────────────────────────────────┐
│                   FsmStateAction                    │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│    HutongGames.PlayMaker.Actions.BaseTRAction       │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│   HutongGames.PlayMaker.Actions.GenerateFloat       │
└─────────────────────────────────────────────────────┘
```

Public Member Functions

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

Public Attributes

- FsmFloat Min

    Smallest possible number.
- FsmFloat Max

    Biggest possible number.
- FsmInt Number = 1

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

    Generated random floats (output array).

Additional Inherited Members

5.33.1   Detailed Description

Generate-action for floats in PlayMaker.

5.33.2   Member Data Documentation

5.33.2.1   Max

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

Biggest possible number.

5.33.2.2   Min

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

Smallest possible number.

5.33.2.3   Number

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

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

5.33.2.4   Result

```
FsmArray HutongGames.PlayMaker.Actions.GenerateFloat.Result
```

Generated random floats (output array).

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateFloat.cs

5.34   Crosstales.TrueRandom.Demo.GenerateFloat Class Reference

Generate random floats.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateFloat:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                    │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  Crosstales.TrueRandom.Demo.GenerateFloat     │
└─────────────────────────────────────────────┘
```
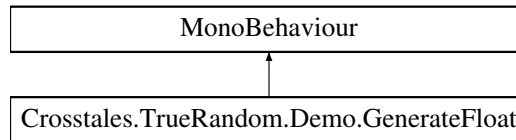
Public Member Functions

- void **GenerateFloatNumbers** ()
- void **SaveFile** ()

Public Attributes

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

5.34.1   Detailed Description
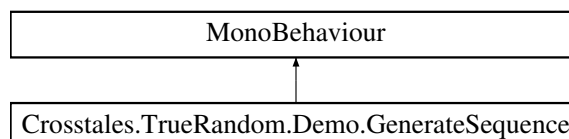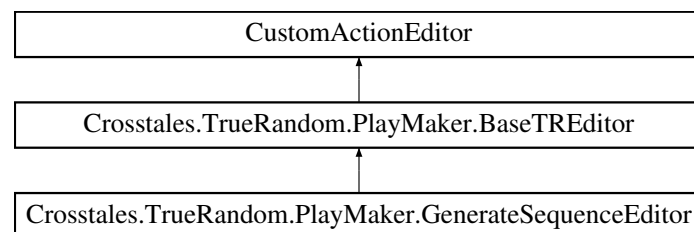
Generate random floats.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←↩
  Demos/Scripts/GenerateFloat.cs

5.35   Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor Class Reference

Custom editor for the GenerateFloat-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor:

```
┌─────────────────────────────────────────────┐
│              CustomActionEditor               │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  Crosstales.TrueRandom.PlayMaker.BaseTREditor │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│ Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor │
└─────────────────────────────────────────────┘
```

Additional Inherited Members

5.35.1 Detailed Description

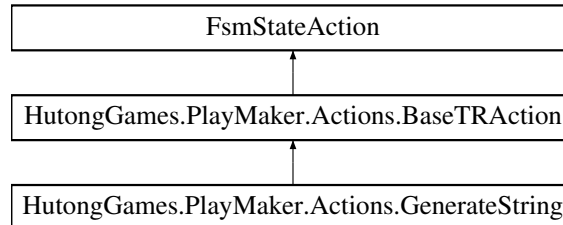Custom editor for the GenerateFloat-action.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateFloatEditor.cs

5.36 HutongGames.PlayMaker.Actions.GenerateInteger Class Reference

Generate-action for integers in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateInteger:

```
┌─────────────────────────────────────────────────┐
│              FsmStateAction                      │
└─────────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────────┐
│  HutongGames.PlayMaker.Actions.BaseTRAction      │
└─────────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────────┐
│  HutongGames.PlayMaker.Actions.GenerateInteger   │
└─────────────────────────────────────────────────┘
```

Public Member Functions

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

Public Attributes

- FsmInt Min

    Smallest possible number.
- FsmInt Max

    Biggest possible number.
- FsmInt Number = 1

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

    Generated random integers (output array).

Additional Inherited Members

5.36.1 Detailed Description

Generate-action for integers in PlayMaker.

5.36.2   Member Data Documentation

5.36.2.1   Max

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

Biggest possible number.

5.36.2.2   Min

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

Smallest possible number.

5.36.2.3   Number

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

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

5.36.2.4   Result

`FsmArray HutongGames.PlayMaker.Actions.GenerateInteger.Result`

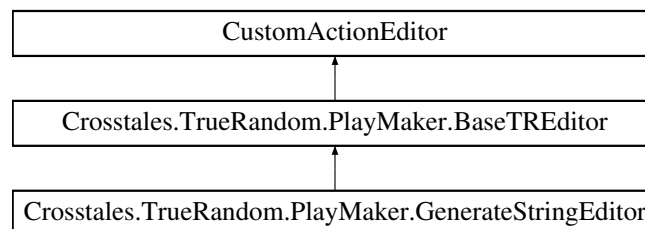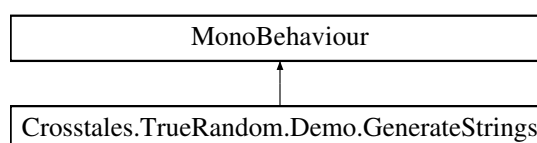Generated random integers (output array).

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateInteger.cs

5.37   Crosstales.TrueRandom.Demo.GenerateInteger Class Reference

Generate random integers.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateInteger:

```
┌─────────────────────────────────────────────────┐
│                 MonoBehaviour                   │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.TrueRandom.Demo.GenerateInteger     │
└─────────────────────────────────────────────────┘
```

Public Member Functions

- void **GenerateInt** ()
- void **SaveFile** ()

Public Attributes

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

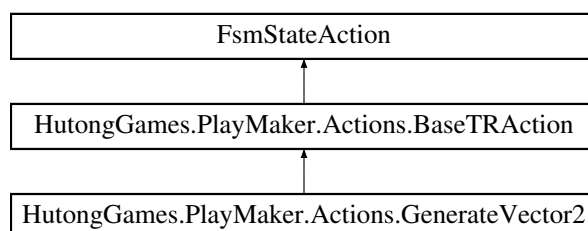### 5.37.1 Detailed Description

Generate random integers.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←┘
  Demos/Scripts/GenerateInteger.cs

5.38 Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor Class Reference

Custom editor for the GenerateInteger-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor:

```
┌─────────────────────────────────────────────────────────────┐
│                     CustomActionEditor                       │
└─────────────────────────────────────────────────────────────┘
                               ▲
┌─────────────────────────────────────────────────────────────┐
│        Crosstales.TrueRandom.PlayMaker.BaseTREditor          │
└─────────────────────────────────────────────────────────────┘
                               ▲
┌─────────────────────────────────────────────────────────────┐
│   Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor      │
└─────────────────────────────────────────────────────────────┘
```

Additional Inherited Members

5.38.1 Detailed Description
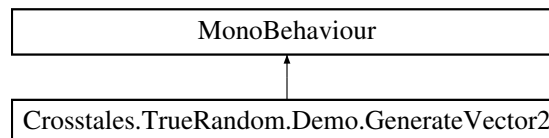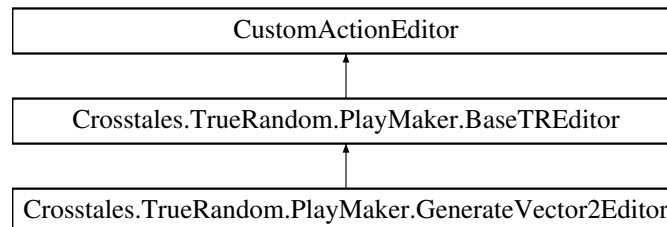
Custom editor for the GenerateInteger-action.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd
  party/PlayMaker/Editor/GenerateIntegerEditor.cs

5.39 HutongGames.PlayMaker.Actions.GenerateSequence Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateSequence:

```
┌─────────────────────────────────────────────────┐
│                FsmStateAction                   │
└─────────────────────────────────────────────────┘
                        ↑
┌─────────────────────────────────────────────────┐
│  HutongGames.PlayMaker.Actions.BaseTRAction    │
└─────────────────────────────────────────────────┘
                        ↑
┌─────────────────────────────────────────────────┐
│ HutongGames.PlayMaker.Actions.GenerateSequence │
└─────────────────────────────────────────────────┘
```
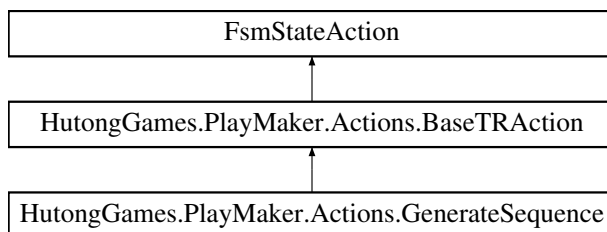
Public Member Functions

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

Public Attributes

- FsmInt [Min](#)

    Smallest possible number.
- FsmInt [Max](#)

    Biggest possible number.
- FsmInt [Number](#) = 0

    How many numbers you have in the result (max range: max - min).
- FsmArray [Result](#)

    Generated random sequence (output array).

Additional Inherited Members

5.39.1 Detailed Description

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

5.39.2 Member Data Documentation

5.39.2.1 Max

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

Biggest possible number.

5.39.2.2 Min

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

Smallest possible number.

5.39.2.3 Number

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

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

5.39.2.4 Result

`FsmArray HutongGames.PlayMaker.Actions.GenerateSequence.Result`

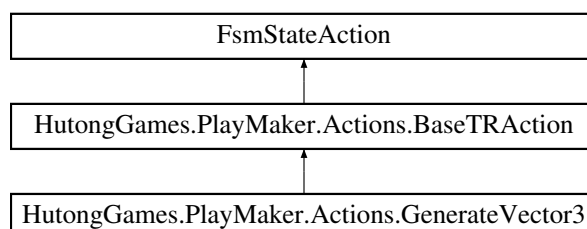Generated random sequence (output array).

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateSequence.cs

5.40 Crosstales.TrueRandom.Demo.GenerateSequence Class Reference

Generate a random sequence.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateSequence:

```
┌─────────────────────────────────────────────────┐
│                 MonoBehaviour                    │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│ Crosstales.TrueRandom.Demo.GenerateSequence      │
└─────────────────────────────────────────────────┘
```

Public Member Functions

- void **GenerateSeq** ()
- void **SaveFile** ()
- void **onError** (string e, string id)

Public Attributes

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

5.40.1   Detailed Description
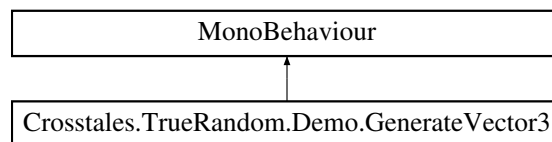
Generate a random sequence.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
  Demos/Scripts/GenerateSequence.cs

5.41   Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor Class Reference

Custom editor for the GenerateSequence-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor:

```
┌─────────────────────────────────────────────────────┐
│                 CustomActionEditor                   │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│    Crosstales.TrueRandom.PlayMaker.BaseTREditor      │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│ Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor │
└─────────────────────────────────────────────────────┘
```

Additional Inherited Members

5.41.1   Detailed Description

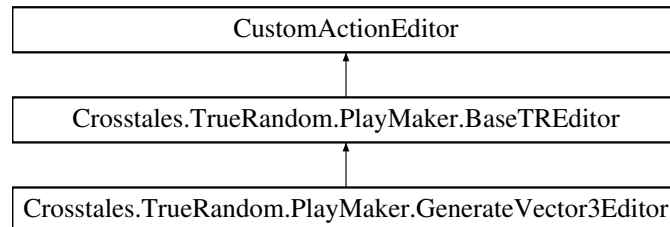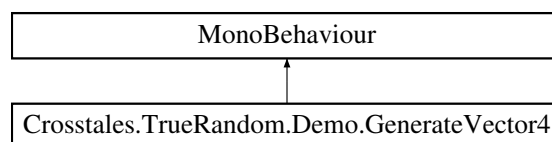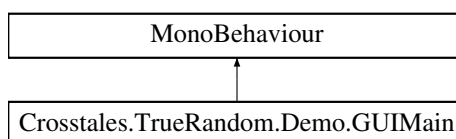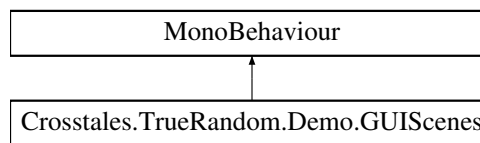Custom editor for the GenerateSequence-action.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd
  party/PlayMaker/Editor/GenerateSequenceEditor.cs

5.42 HutongGames.PlayMaker.Actions.GenerateString Class Reference

Generate-action for strings in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateString:

```
┌─────────────────────────────────────────────────┐
│              FsmStateAction                     │
└─────────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────────┐
│   HutongGames.PlayMaker.Actions.BaseTRAction    │
└─────────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────────┐
│  HutongGames.PlayMaker.Actions.GenerateString   │
└─────────────────────────────────────────────────┘
```

Public Member Functions

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

Public Attributes

- FsmInt Length

    How long the strings 4 be.
- FsmInt Number = 1

    How many numbers you want to generate (default: 1).
- FsmBool Digits = true

    Allow digits (0-9) (default: true).
- FsmBool Upper = true

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

    Allow lowercase (a-z) letters (default: true).
- FsmBool Unique = false

    String should be unique (default: false).
- FsmArray Result

    Generated random strings (output array).

Additional Inherited Members

5.42.1 Detailed Description

Generate-action for strings in PlayMaker.

5.42.2 Member Data Documentation

5.42.2.1 Digits

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

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

5.42.2.2 Length

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

How long the strings 4 be.

5.42.2.3 Lower

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

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

5.42.2.4 Number

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

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

5.42.2.5 Result

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

Generated random strings (output array).

5.42.2.6 Unique

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

String should be unique (default: false).

5.42.2.7 Upper

`FsmBool HutongGames.PlayMaker.Actions.GenerateString.Upper = true`
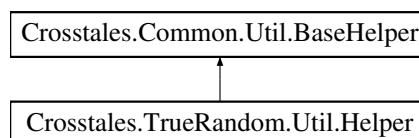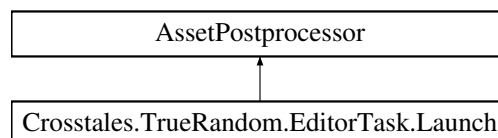
Allow uppercase (A-Z) letters (default: true).

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateString.cs

5.43 Crosstales.TrueRandom.PlayMaker.GenerateStringEditor Class Reference

Custom editor for the GenerateString-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateStringEditor:

```
                    ┌─────────────────────────────────────────┐
                    │          CustomActionEditor             │
                    └─────────────────────────────────────────┘
                                       ▲
                    ┌─────────────────────────────────────────┐
                    │  Crosstales.TrueRandom.PlayMaker.BaseTREditor  │
                    └─────────────────────────────────────────┘
                                       ▲
                    ┌─────────────────────────────────────────┐
                    │ Crosstales.TrueRandom.PlayMaker.GenerateStringEditor │
                    └─────────────────────────────────────────┘
```

Additional Inherited Members

5.43.1 Detailed Description

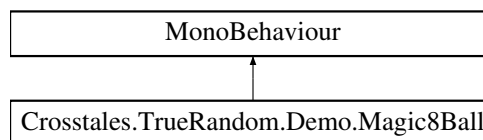Custom editor for the GenerateString-action.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateStringEditor.cs

5.44 Crosstales.TrueRandom.Demo.GenerateStrings Class Reference

Generate random strings.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateStrings:

```
                    ┌─────────────────────────────────────────┐
                    │             MonoBehaviour               │
                    └─────────────────────────────────────────┘
                                       ▲
                    ┌─────────────────────────────────────────┐
                    │ Crosstales.TrueRandom.Demo.GenerateStrings │
                    └─────────────────────────────────────────┘
```

Public Member Functions

- void **GenerateString** ()
- void **SaveFile** ()

Public Attributes

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

5.44.1   Detailed Description

Generate random strings.

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

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
  Demos/Scripts/GenerateStrings.cs

5.45   HutongGames.PlayMaker.Actions.GenerateVector2 Class Reference

Generate-action for Vector2 in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateVector2:

```
            ┌─────────────────────────────────────────────────┐
            │                  FsmStateAction                 │
            └─────────────────────────────────────────────────┘
                                  ▲
            ┌─────────────────────────────────────────────────┐
            │   HutongGames.PlayMaker.Actions.BaseTRAction    │
            └─────────────────────────────────────────────────┘
                                  ▲
            ┌─────────────────────────────────────────────────┐
            │  HutongGames.PlayMaker.Actions.GenerateVector2  │
            └─────────────────────────────────────────────────┘
```

Public Member Functions

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

Public Attributes

- FsmVector2 Min

    Smallest possible Vector2.
- FsmVector2 Max

    Biggest possible Vector2.
- FsmInt Number = 1

    How many Vector2 you want to generate (default: 1).
- FsmArray Result

    Generated random Vector2 (output array).

Additional Inherited Members

5.45.1 Detailed Description

Generate-action for Vector2 in PlayMaker.

5.45.2 Member Data Documentation

5.45.2.1 Max

```
FsmVector2 HutongGames.PlayMaker.Actions.GenerateVector2.Max
```

Biggest possible Vector2.

5.45.2.2 Min

```
FsmVector2 HutongGames.PlayMaker.Actions.GenerateVector2.Min
```

Smallest possible Vector2.

5.45.2.3 Number

```
FsmInt HutongGames.PlayMaker.Actions.GenerateVector2.Number = 1
```

How many Vector2 you want to generate (default: 1).

5.45.2.4 Result

`FsmArray HutongGames.PlayMaker.Actions.GenerateVector2.Result`

Generated random Vector2 (output array).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateVector2.cs

5.46 Crosstales.TrueRandom.Demo.GenerateVector2 Class Reference

Generate random Vector2.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector2:

```
┌──────────────────────────────────────────────────┐
│                 MonoBehaviour                      │
└──────────────────────────────────────────────────┘
                         ▲
                         │
┌──────────────────────────────────────────────────┐
│  Crosstales.TrueRandom.Demo.GenerateVector2        │
└──────────────────────────────────────────────────┘
```

Public Member Functions

- void **GenerateVector2Numbers** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MaxX**
- InputField **MaxY**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.46.1 Detailed Description

Generate random Vector2.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←┘ Demos/Scripts/GenerateVector2.cs

5.47 Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor Class Reference

Custom editor for the GenerateVector2-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor:

```
┌─────────────────────────────────────────────────────┐
│                 CustomActionEditor                  │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│     Crosstales.TrueRandom.PlayMaker.BaseTREditor    │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│ Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor│
└─────────────────────────────────────────────────────┘
```

Additional Inherited Members

5.47.1 Detailed Description

Custom editor for the GenerateVector2-action.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateVector2Editor.cs

5.48 HutongGames.PlayMaker.Actions.GenerateVector3 Class Reference

Generate-action for Vector3 in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.GenerateVector3:

```
┌─────────────────────────────────────────────────────┐
│                   FsmStateAction                    │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│      HutongGames.PlayMaker.Actions.BaseTRAction     │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│    HutongGames.PlayMaker.Actions.GenerateVector3    │
└─────────────────────────────────────────────────────┘
```

Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- FsmVector3 Min

  Smallest possible Vector3.
- FsmVector3 Max

  Biggest possible Vector3.
- FsmInt Number = 1

  How many Vector3 you want to generate (default: 1).
- FsmArray Result

  Generated random Vector3 (output array).

Additional Inherited Members

5.48.1   Detailed Description

Generate-action for Vector3 in PlayMaker.

5.48.2   Member Data Documentation

5.48.2.1   Max

```
FsmVector3 HutongGames.PlayMaker.Actions.GenerateVector3.Max
```

Biggest possible Vector3.

5.48.2.2   Min

```
FsmVector3 HutongGames.PlayMaker.Actions.GenerateVector3.Min
```

Smallest possible Vector3.

5.48.2.3   Number

```
FsmInt HutongGames.PlayMaker.Actions.GenerateVector3.Number = 1
```

How many Vector3 you want to generate (default: 1).

5.48.2.4   Result

```
FsmArray HutongGames.PlayMaker.Actions.GenerateVector3.Result
```

Generated random Vector3 (output array).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Scripts/GenerateVector3.cs

5.49   Crosstales.TrueRandom.Demo.GenerateVector3 Class Reference

Generate random Vector3.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector3:

```
┌─────────────────────────────────────────────────┐
│                 MonoBehaviour                     │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│ Crosstales.TrueRandom.Demo.GenerateVector3        │
└─────────────────────────────────────────────────┘
```

Public Member Functions

- void **GenerateVector3Numbers** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MinZ**
- InputField **MaxX**
- InputField **MaxY**
- InputField **MaxZ**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.49.1   Detailed Description

Generate random Vector3.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/← Demos/Scripts/GenerateVector3.cs

5.50 Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor Class Reference

Custom editor for the GenerateVector3-action.

Inheritance diagram for Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor:

```
┌─────────────────────────────────────────────────────────┐
│                  CustomActionEditor                      │
└─────────────────────────────────────────────────────────┘
                            ▲
                            │
┌─────────────────────────────────────────────────────────┐
│     Crosstales.TrueRandom.PlayMaker.BaseTREditor         │
└─────────────────────────────────────────────────────────┘
                            ▲
                            │
┌─────────────────────────────────────────────────────────┐
│  Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor   │
└─────────────────────────────────────────────────────────┘
```

Additional Inherited Members

5.50.1 Detailed Description

Custom editor for the GenerateVector3-action.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/3rd party/PlayMaker/Editor/GenerateVector3Editor.cs

5.51 Crosstales.TrueRandom.Demo.GenerateVector4 Class Reference

Generate random Vector3.

Inheritance diagram for Crosstales.TrueRandom.Demo.GenerateVector4:

```
┌─────────────────────────────────────────────────────────┐
│                     MonoBehaviour                        │
└─────────────────────────────────────────────────────────┘
                            ▲
                            │
┌─────────────────────────────────────────────────────────┐
│      Crosstales.TrueRandom.Demo.GenerateVector4          │
└─────────────────────────────────────────────────────────┘
```

Public Member Functions

- void **GenerateVector4Numbers** ()
- void **SaveFile** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- InputField **Number**
- InputField **MinX**
- InputField **MinY**
- InputField **MinZ**
- InputField **MinW**
- InputField **MaxX**
- InputField **MaxY**
- InputField **MaxZ**
- InputField **MaxW**
- Text **Error**
- Text **Quota**
- Button **ButtonSave**

5.51.1   Detailed Description

Generate random Vector3.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←↩
  Demos/Scripts/GenerateVector4.cs

5.52   Crosstales.TrueRandom.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.TrueRandom.Demo.GUIMain:

```
┌─────────────────────────────────────────────┐
│               MonoBehaviour                  │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│    Crosstales.TrueRandom.Demo.GUIMain        │
└─────────────────────────────────────────────┘
```

Public Member Functions

- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**

5.52.1   Detailed Description
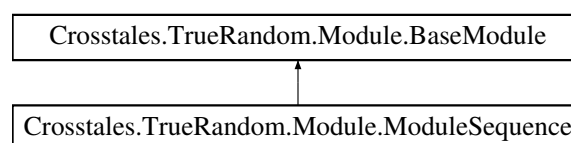
Main GUI component for all demo scenes.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←↩
  Demos/Scripts/GUIMain.cs

5.53   Crosstales.TrueRandom.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.TrueRandom.Demo.GUIScenes:

```
┌─────────────────────────────────────────┐
│            MonoBehaviour                 │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│  Crosstales.TrueRandom.Demo.GUIScenes    │
└─────────────────────────────────────────┘
```

Public Member Functions

- void **LoadPreviousScene** ()
- void **LoadNextScene** ()

Public Attributes

- string **PreviousScene**
- string **NextScene**

5.53.1   Detailed Description

Main GUI scene manager for all demo scenes.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←↩
  Demos/Scripts/GUIScenes.cs

5.54   Crosstales.TrueRandom.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.TrueRandom.Util.Helper:

```
┌─────────────────────────────────────────┐
│    Crosstales.Common.Util.BaseHelper     │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│    Crosstales.TrueRandom.Util.Helper      │
└─────────────────────────────────────────┘
```

Static Public Attributes

- static bool isSupportedPlatform => true
    Checks if the current platform is supported.

Additional Inherited Members

5.54.1   Detailed Description

Various helper functions.

5.54.2   Member Data Documentation

5.54.2.1   isSupportedPlatform

```
bool Crosstales.TrueRandom.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:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↩
  Scripts/Util/Helper.cs

5.55   Crosstales.TrueRandom.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.TrueRandom.EditorTask.Launch:

```
┌─────────────────────────────────────────┐
│            AssetPostprocessor            │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│ Crosstales.TrueRandom.EditorTask.Launch  │
└─────────────────────────────────────────┘
```

Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[ ] importedAssets, string[ ] deletedAssets, string[ ] moved↩
  Assets, string[ ] movedFromAssetPaths)

5.55.1 Detailed Description

Show the configuration window on the first launch.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/↩
Task/Launch.cs

5.56 Crosstales.TrueRandom.Demo.Magic8Ball Class Reference

Magic 8-Ball simulator.

Inheritance diagram for Crosstales.TrueRandom.Demo.Magic8Ball:

Public Member Functions

- void **Ask** ()

Public Attributes

- InputField **Question**
- Text **Answer**
- Text **Error**
- Text **Quota**

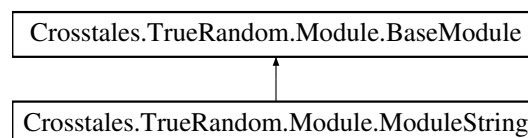### 5.56.1 Detailed Description

Magic 8-Ball simulator.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↩
Demos/Scripts/Magic8Ball.cs

5.57 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:

```
                    ┌──────────────────────────────────────────┐
                    │                  Stream                    │
                    └──────────────────────────────────────────┘
                                         ▲
                    ┌──────────────────────────────────────────┐
                    │  Crosstales.Common.Util.MemoryCacheStream  │
                    └──────────────────────────────────────────┘
```
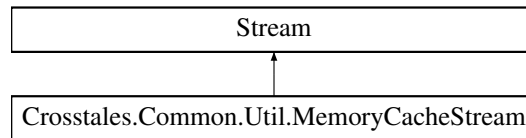
Public Member Functions

- MemoryCacheStream (int cacheSize=64 ∗Crosstales.Common.Util.BaseConstants.FACTOR_KB, int max←CacheSize=64 ∗Crosstales.Common.Util.BaseConstants.FACTOR_MB)

    Constructor with a specified cache size.
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[ ] buffer, int offset, int count)
- override void **Write** (byte[ ] buffer, int offset, int count)

Public Attributes

- override bool CanRead => true

    Gets a flag flag that indicates if the stream is readable (always true).
- override bool CanSeek => true

    Gets a flag flag that indicates if the stream is seekable (always true).
- override bool CanWrite => true

    Gets a flag flag that indicates if the stream is seekable (always true).
- override long Length => length

    Gets the current stream length.

Properties

- override long Position [get, set]

    Gets or sets the current stream position.

5.57.1 Detailed Description

Memory cache stream.

5.57.2 Constructor & Destructor Documentation

5.57.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
            int cacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_KB,
            int maxCacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_MB )
```

Constructor with a specified cache size.

Parameters

cacheSize	Cache size of the stream in bytes.
maxCacheSize	Maximum cache size of the stream in bytes.

5.57.3   Member Data Documentation

5.57.3.1   CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

5.57.3.2   CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.57.3.3   CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.57.3.4   Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => length
```

Gets the current stream length.

5.57.4   Property Documentation

5.57.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position  [get], [set]
```

Gets or sets the current stream position.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↩
Util/MemoryCacheStream.cs

5.58 Crosstales.TrueRandom.Module.ModuleFloat Class Reference

This module will generate true random floats in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleFloat:

$$\boxed{\text{Crosstales.TrueRandom.Module.BaseModule}}$$
$$\uparrow$$
$$\boxed{\text{Crosstales.TrueRandom.Module.ModuleFloat}}$$
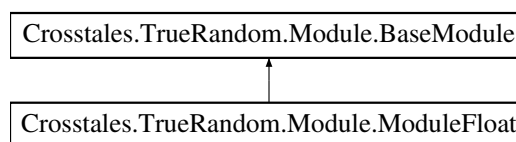
Static Public Member Functions

- static System.Collections.IEnumerator Generate (float min, float max, int number=1, bool prng=false, bool silent=false, string id="")

    Generates random floats.
- static System.Collections.Generic.List< float > GeneratePRNG (float min, float max, int number=1, int seed=0)

    Generates random floats with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< float > GenerateInEditor (float min, float max, int number=1, bool prng=false, string id="")

    Generates random floats (Editor only).

Static Public Attributes

- static System.Collections.Generic.List< float > Result => new System.Collections.Generic.List<float>(result)

    Returns the list of floats from the last generation.

Events

- static GenerateFloatStart OnGenerateStart

    Event to get a message when generating floats has started.
- static GenerateFloatFinished OnGenerateFinished

    Event to get a message with the generated floats when finished.

Additional Inherited Members

5.58.1 Detailed Description

This module will generate true random floats in configurable intervals.

5.58.2 Member Function Documentation

5.58.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleFloat.Generate (
          float min,
          float max,
          int number = 1,
          bool prng = false,
          bool silent = false,
          string id = "" )  [static]
```

Generates random floats.

Parameters

min	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
max	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
number	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
silent	Ignore callbacks (default: false, optional)
id	id to identify the generated result (optional)

5.58.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<float> Crosstales.TrueRandom.Module.ModuleFloat.↩
GenerateInEditor (
          float min,
          float max,
          int number = 1,
          bool prng = false,
          string id = "" )  [static]
```

Generates random floats (Editor only).

Parameters

min	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)

Parameters

max	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
number	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
id	id to identify the generated result (optional)

Returns

List with the generated floats.

5.58.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<float> Crosstales.TrueRandom.Module.ModuleFloat.↩
GeneratePRNG (
            float min,
            float max,
            int number = 1,
            int seed = 0 )  [static]
```

Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

Parameters

min	Smallest possible number
max	Biggest possible number
number	How many numbers you want to generate (default: 1, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated floats.

5.58.3 Member Data Documentation

5.58.3.1 Result

```
System.Collections.Generic.List<float> Crosstales.TrueRandom.Module.ModuleFloat.Result => new
System.Collections.Generic.List<float>(result)  [static]
```

Returns the list of floats from the last generation.

Returns

List of floats from the last generation.

5.58.4   Event Documentation

5.58.4.1   OnGenerateFinished

`GenerateFloatFinished Crosstales.TrueRandom.Module.ModuleFloat.OnGenerateFinished [static]`

Event to get a message with the generated floats when finished.

5.58.4.2   OnGenerateStart

`GenerateFloatStart Crosstales.TrueRandom.Module.ModuleFloat.OnGenerateStart [static]`

Event to get a message when generating floats has started.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←↩
  Scripts/Module/ModuleFloat.cs

5.59   Crosstales.TrueRandom.Module.ModuleInteger Class Reference

This module will generate true random integers in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleInteger:

```
┌─────────────────────────────────────────────┐
│  Crosstales.TrueRandom.Module.BaseModule     │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│  Crosstales.TrueRandom.Module.ModuleInteger  │
└─────────────────────────────────────────────┘
```
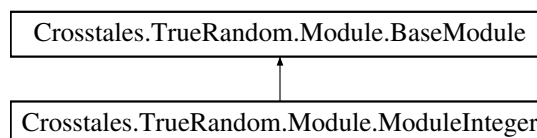
Static Public Member Functions

- static System.Collections.IEnumerator Generate (int min, int max, int number=1, bool prng=false, bool silent=false, string id="")

    Generates random integers.
- static System.Collections.Generic.List< int > GeneratePRNG (int min, int max, int number=1, int seed=0)

    Generates random integers with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< int > GenerateInEditor (int min, int max, int number=1, bool prng=false, string id="")

    Generates random integers with the C#-standard Pseudo-Random-Number-Generator (Editor only).

Static Public Attributes

- static System.Collections.Generic.List< int > Result => new System.Collections.Generic.List<int>(result)

  Returns the list of integers from the last generation.

Events

- static GenerateIntegerStart OnGenerateStart

  Event to get a message when generating integers has started.
- static GenerateIntegerFinished OnGenerateFinished

  Event to get a message with the generated integers when finished.

Additional Inherited Members

5.59.1   Detailed Description

This module will generate true random integers in configurable intervals.

5.59.2   Member Function Documentation

5.59.2.1   Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleInteger.Generate (
          int min,
          int max,
          int number = 1,
          bool prng = false,
          bool silent = false,
          string id = "" )  [static]
```

Generates random integers.

Parameters

min	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
max	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
number	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
silent	Ignore callbacks (default: false, optional)
id	id to identify the generated result (optional)

5.59.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleInteger.←↩
GenerateInEditor (
            int min,
            int max,
            int number = 1,
            bool prng = false,
            string id = "" )  [static]
```

Generates random integers with the C#-standard Pseudo-Random-Number-Generator (Editor only).

Parameters

min	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
max	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
number	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
id	id to identifiy the generated result (optional)

Returns

List with the generated integers.

5.59.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleInteger.←↩
GeneratePRNG (
            int min,
            int max,
            int number = 1,
            int seed = 0 )  [static]
```

Generates random integers with the C#-standard Pseudo-Random-Number-Generator.

Parameters

min	Smallest possible number
max	Biggest possible number
number	How many numbers you want to generate (default: 1, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated integers.

5.59.3 Member Data Documentation

5.59.3.1 Result

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleInteger.Result => new
System.Collections.Generic.List<int>(result)  [static]
```

Returns the list of integers from the last generation.

Returns

List of integers from the last generation.

5.59.4 Event Documentation

5.59.4.1 OnGenerateFinished

```
GenerateIntegerFinished Crosstales.TrueRandom.Module.ModuleInteger.OnGenerateFinished  [static]
```

Event to get a message with the generated integers when finished.

5.59.4.2 OnGenerateStart

```
GenerateIntegerStart Crosstales.TrueRandom.Module.ModuleInteger.OnGenerateStart  [static]
```

Event to get a message when generating integers has started.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
  Scripts/Module/ModuleInteger.cs

5.60 Crosstales.TrueRandom.Module.ModuleQuota Class Reference

This module gets the remaining quota on www.random.org.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleQuota:
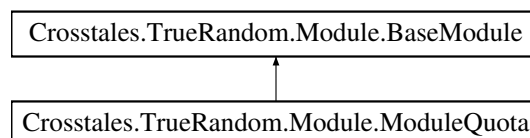
Static Public Member Functions

- static System.Collections.IEnumerator GetQuota ()

    Gets the remaining quota in bits from the server.
- static void GetQuotaInEditor ()

    Gets the remaining quota in bits from the server (Editor only).

Static Public Attributes

- static int Quota => quota

    Returns the remaining quota in bits from the last check.

Events

- static QuotaUpdate OnUpdateQuota

    Event to get a message with the current quota.

Additional Inherited Members

5.60.1 Detailed Description

This module gets the remaining quota on www.random.org.

5.60.2 Member Function Documentation

5.60.2.1 GetQuota()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleQuota.GetQuota ( )
[static]
```

Gets the remaining quota in bits from the server.

5.60.2.2 GetQuotaInEditor()

```
static void Crosstales.TrueRandom.Module.ModuleQuota.GetQuotaInEditor ( )  [static]
```

Gets the remaining quota in bits from the server (Editor only).

5.60.3 Member Data Documentation

5.60.3.1 Quota

```
int Crosstales.TrueRandom.Module.ModuleQuota.Quota => quota  [static]
```

Returns the remaining quota in bits from the last check.

Returns

Remaining quota in bits from the last check.

5.60.4 Event Documentation

5.60.4.1 OnUpdateQuota

```
QuotaUpdate Crosstales.TrueRandom.Module.ModuleQuota.OnUpdateQuota  [static]
```

Event to get a message with the current quota.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
  Scripts/Module/ModuleQuota.cs

5.61 Crosstales.TrueRandom.Module.ModuleSequence Class Reference

This module will randomize a given interval of integers, i.e. arrange them in random order.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleSequence:

```
┌─────────────────────────────────────────────────┐
│   Crosstales.TrueRandom.Module.BaseModule         │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.TrueRandom.Module.ModuleSequence      │
└─────────────────────────────────────────────────┘
```

Static Public Member Functions

- static System.Collections.IEnumerator Generate (int min, int max, int number=0, bool prng=false, bool silent=false, string id="")

    Generates random sequence.
- static System.Collections.Generic.List< int > GeneratePRNG (int min, int max, int number=0, int seed=0)

    Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< int > GenerateInEditor (int min, int max, int number=0, bool prng=false, string id="")

    Generates random sequence (Editor only).

Static Public Attributes

- static System.Collections.Generic.List< int > Result => new System.Collections.Generic.List<int>(result)

    Returns the sequence from the last generation.

Events

- static GenerateSequenceStart OnGenerateStart

    Event to get a message when generating sequence has started.

- static GenerateSequenceFinished OnGenerateFinished

    Event to get a message with the generated sequence when finished.

Additional Inherited Members

5.61.1 Detailed Description

This module will randomize a given interval of integers, i.e. arrange them in random order.

5.61.2 Member Function Documentation

5.61.2.1 Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleSequence.Generate (
        int min,
        int max,
        int number = 0,
        bool prng = false,
        bool silent = false,
        string id = "" )  [static]
```

Generates random sequence.

Parameters

min	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
max	End of the interval (range: -1'000'000'000 - 1'000'000'000)
number	How many numbers you have in the result (max range: max - min, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
silent	Ignore callbacks (default: false, optional)
id	id to identify the generated result (optional)

5.61.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleSequence.↵
GenerateInEditor (
            int min,
            int max,
            int number = 0,
            bool prng = false,
            string id = "" )  [static]
```

Generates random sequence (Editor only).

Parameters

min	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
max	End of the interval (range: -1'000'000'000 - 1'000'000'000)
number	How many numbers you have in the result (max range: max - min, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
id	id to identify the generated result (optional)

Returns

List with the generated sequence.

5.61.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleSequence.↵
GeneratePRNG (
            int min,
            int max,
            int number = 0,
            int seed = 0 )  [static]
```

Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.

Parameters

min	Start of the interval
max	End of the interval
number	How many numbers you have in the result (max range: max - min, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated sequence.

5.61.3 Member Data Documentation

5.61.3.1 Result

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.Module.ModuleSequence.Result =>
new System.Collections.Generic.List<int>(result)  [static]
```

Returns the sequence from the last generation.

Returns

Sequence from the last generation.

5.61.4 Event Documentation

5.61.4.1 OnGenerateFinished

```
GenerateSequenceFinished Crosstales.TrueRandom.Module.ModuleSequence.OnGenerateFinished  [static]
```

Event to get a message with the generated sequence when finished.

5.61.4.2 OnGenerateStart

```
GenerateSequenceStart Crosstales.TrueRandom.Module.ModuleSequence.OnGenerateStart  [static]
```

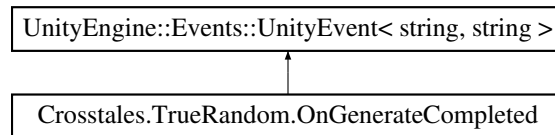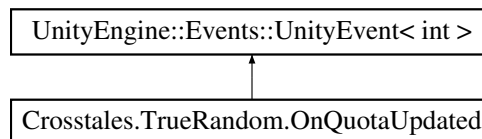Event to get a message when generating sequence has started.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←↩
Scripts/Module/ModuleSequence.cs

5.62   Crosstales.TrueRandom.Module.ModuleString Class Reference

This module will generate true random strings of various length and character compositions.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleString:

```
┌─────────────────────────────────────────────────┐
│  Crosstales.TrueRandom.Module.BaseModule         │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│  Crosstales.TrueRandom.Module.ModuleString       │
└─────────────────────────────────────────────────┘
```

Static Public Member Functions

- static System.Collections.IEnumerator [Generate](int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, bool prng=false, bool silent=false, string id="")
    - *Generates random strings.*
- static System.Collections.Generic.List< string > [GeneratePRNG](int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, int seed=0)
    - *Generates random strings with the C#-standard Pseudo-Random-Number-Generator.*
- static System.Collections.Generic.List< string > [GenerateInEditor](int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, bool prng=false, string id="")
    - *Generates random strings (Editor only).*

Static Public Attributes

- static System.Collections.Generic.List< string > [Result](=> result.GetRange(0, result.Count)
    - *Returns the list of strings from the last generation.*

Events

- static GenerateStringStart [OnGenerateStart]
    - *Event to get a message when generating strings has started.*
- static GenerateStringFinished [OnGenerateFinished]
    - *Event to get a message with the generated strings when finished.*

Additional Inherited Members

5.62.1   Detailed Description

This module will generate true random strings of various length and character compositions.

5.62.2   Member Function Documentation

5.62.2.1   Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleString.Generate (
          int length,
          int number = 1,
          bool digits = true,
          bool upper = true,
          bool lower = true,
          bool unique = false,
          bool prng = false,
          bool silent = false,
          string id = "" )  [static]
```

Generates random strings.

Parameters

length	How long the strings should be (range: 1 - 20)
number	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
digits	Allow digits (0-9) (default: true, optional)
upper	Allow uppercase letters (default: true, optional)
lower	Allow lowercase letters (default: true, optional)
unique	String should be unique (default: false, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
silent	Ignore callbacks (default: false, optional)
id	id to identify the generated result (optional)

5.62.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<string> Crosstales.TrueRandom.Module.ModuleString.↩
GenerateInEditor (
            int length,
            int number = 1,
            bool digits = true,
            bool upper = true,
            bool lower = true,
            bool unique = false,
            bool prng = false,
            string id = "" )  [static]
```

Generates random strings (Editor only).

Parameters

length	How long the strings should be (range: 1 - 20)
number	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
digits	Allow digits (0-9) (default: true, optional)
upper	Allow uppercase letters (default: true, optional)
lower	Allow lowercase letters (default: true, optional)
unique	String should be unique (default: false, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
id	id to identify the generated result (optional)

Returns

List with the generated strings.

5.62.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<string> Crosstales.TrueRandom.Module.ModuleString.↩
GeneratePRNG (
```

```
                  int length,
                  int number = 1,
                  bool digits = true,
                  bool upper = true,
                  bool lower = true,
                  bool unique = false,
                  int seed = 0 )  [static]
```

Generates random strings with the C#-standard Pseudo-Random-Number-Generator.

Parameters

length	How long the strings should be
number	How many strings you want to generate (default: 1, optional)
digits	Allow digits (0-9) (default: true, optional)
upper	Allow uppercase (A-Z) letters (default: true, optional)
lower	Allow lowercase (a-z) letters (default: true, optional)
unique	String should be unique (default: false, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated strings.

5.62.3 Member Data Documentation

5.62.3.1 Result

```
System.Collections.Generic.List<string> Crosstales.TrueRandom.Module.ModuleString.Result =>
result.GetRange(0, result.Count)  [static]
```

Returns the list of strings from the last generation.

Returns

List of strings from the last generation.

5.62.4 Event Documentation

5.62.4.1 OnGenerateFinished

```
GenerateStringFinished Crosstales.TrueRandom.Module.ModuleString.OnGenerateFinished  [static]
```

Event to get a message with the generated strings when finished.

5.62.4.2 OnGenerateStart

GenerateStringStart Crosstales.TrueRandom.Module.ModuleString.OnGenerateStart [static]

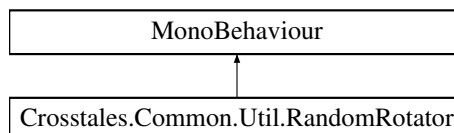Event to get a message when generating strings has started.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↩ Scripts/Module/ModuleString.cs

5.63 Crosstales.TrueRandom.Module.ModuleVector2 Class Reference

This generator will generate true random Vector2 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector2:

```
┌─────────────────────────────────────────────┐
│  Crosstales.TrueRandom.Module.BaseModule     │
└─────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────┐
│ Crosstales.TrueRandom.Module.ModuleVector2   │
└─────────────────────────────────────────────┘
```
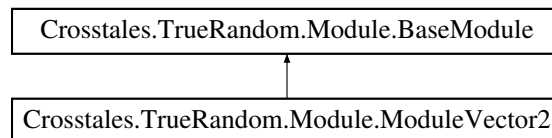
Static Public Member Functions

- static System.Collections.IEnumerator Generate (Vector2 min, Vector2 max, int number=1, bool prng=false, bool silent=false, string id="")

  Generates random Vector2.
- static System.Collections.Generic.List< Vector2 > GeneratePRNG (Vector2 min, Vector2 max, int number=1, int seed=0)

  Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector2 > GenerateInEditor (Vector2 min, Vector2 max, int number=1, bool prng=false, string id="")

  Generates random Vector2 (Editor only).

Static Public Attributes

- static System.Collections.Generic.List< Vector2 > Result => new System.Collections.Generic.↩ List<Vector2>(result)

  Returns the list of Vector2 from the last generation.

Events

- static GenerateVector2Start OnGenerateStart

  Event to get a message when generating Vector2 has started.
- static GenerateVector2Finished OnGenerateFinished

  Event to get a message with the generated Vector2 when finished.

Additional Inherited Members

5.63.1   Detailed Description

This generator will generate true random Vector2 in configurable intervals.

5.63.2   Member Function Documentation

5.63.2.1   Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector2.Generate (
          Vector2 min,
          Vector2 max,
          int number = 1,
          bool prng = false,
          bool silent = false,
          string id = "" )  [static]
```

Generates random Vector2.

Parameters

min	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
max	Biggest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
number	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
silent	Ignore callbacks (default: false, optional)
id	id to identify the generated result (optional)

5.63.2.2   GenerateInEditor()

```
static System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.Module.ModuleVector2.↵
GenerateInEditor (
          Vector2 min,
          Vector2 max,
          int number = 1,
          bool prng = false,
          string id = "" )  [static]
```

Generates random Vector2 (Editor only).

Parameters

min	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)

Parameters

max	Biggest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
number	How many Vector2 you want to generate (range: 1 - 10'000, default: 1, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
id	id to identify the generated result (optional)

Returns

List with the generated Vector2.

5.63.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.Module.ModuleVector2.↵
GeneratePRNG (
            Vector2 min,
            Vector2 max,
            int number = 1,
            int seed = 0 )  [static]
```

Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

min	Smallest possible Vector2
max	Biggest possible Vector2
number	How many Vector2 you want to generate (default: 1, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector2.

5.63.3 Member Data Documentation

5.63.3.1 Result

```
System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.Module.ModuleVector2.Result =>
new System.Collections.Generic.List<Vector2>(result)  [static]
```

Returns the list of Vector2 from the last generation.

Returns

List of Vector2 from the last generation.

5.63.4 Event Documentation

5.63.4.1 OnGenerateFinished

```
GenerateVector2Finished Crosstales.TrueRandom.Module.ModuleVector2.OnGenerateFinished [static]
```

Event to get a message with the generated Vector2 when finished.

5.63.4.2 OnGenerateStart

```
GenerateVector2Start Crosstales.TrueRandom.Module.ModuleVector2.OnGenerateStart [static]
```

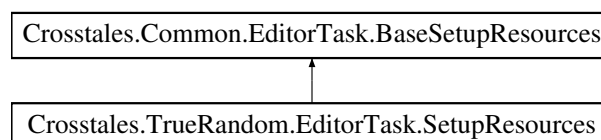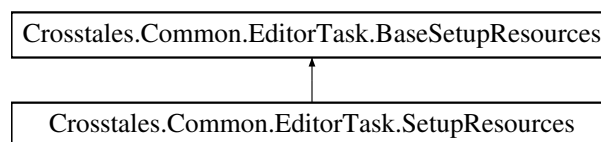Event to get a message when generating Vector2 has started.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
  Scripts/Module/ModuleVector2.cs

5.64 Crosstales.TrueRandom.Module.ModuleVector3 Class Reference

This generator will generate true random Vector3 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector3:

```
┌─────────────────────────────────────────────────┐
│ Crosstales.TrueRandom.Module.BaseModule          │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│ Crosstales.TrueRandom.Module.ModuleVector3       │
└─────────────────────────────────────────────────┘
```
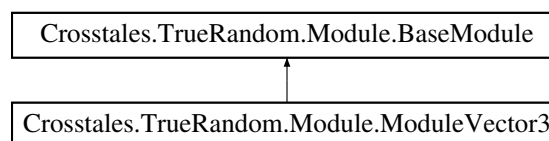
Static Public Member Functions

- static System.Collections.IEnumerator Generate (Vector3 min, Vector3 max, int number=1, bool prng=false, bool silent=false, string id="")

  Generates random Vector3.
- static System.Collections.Generic.List< Vector3 > GeneratePRNG (Vector3 min, Vector3 max, int number=1, int seed=0)

  Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector3 > GenerateInEditor (Vector3 min, Vector3 max, int number=1, bool prng=false, string id="")

  Generates random Vector3 (Editor only).

Static Public Attributes

- static System.Collections.Generic.List< Vector3 > Result => new System.Collections.Generic.↩
  List<Vector3>(result)

    Returns the list of Vector3 from the last generation.

Events

- static GenerateVector3Start OnGenerateStart

    Event to get a message when generating Vector3 has started.
- static GenerateVector3Finished OnGenerateFinished

    Event to get a message with the generated Vector3 when finished.

Additional Inherited Members

5.64.1   Detailed Description

This generator will generate true random Vector3 in configurable intervals.

5.64.2   Member Function Documentation

5.64.2.1   Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector3.Generate (
          Vector3 min,
          Vector3 max,
          int number = 1,
          bool prng = false,
          bool silent = false,
          string id = "" )  [static]
```

Generates random Vector3.

Parameters

min	Smallest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
max	Biggest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
number	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
silent	Ignore callbacks (default: false, optional)
id	id to identify the generated result (optional)

5.64.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.Module.ModuleVector3.↩
GenerateInEditor (
            Vector3 min,
            Vector3 max,
            int number = 1,
            bool prng = false,
            string id = "" )  [static]
```

Generates random Vector3 (Editor only).

Parameters

min	Smallest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
max	Biggest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
number	How many Vector3 you want to generate (range: 1 - 10'000, default: 1, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
id	id to identify the generated result (optional)

Returns

List with the generated Vector3.

5.64.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.Module.ModuleVector3.↩
GeneratePRNG (
            Vector3 min,
            Vector3 max,
            int number = 1,
            int seed = 0 )  [static]
```

Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

min	Smallest possible Vector3
max	Biggest possible Vector3
number	How many Vector3 you want to generate (default: 1, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector3.

5.64.3 Member Data Documentation

5.64.3.1 Result

```
System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.Module.ModuleVector3.Result =>
new System.Collections.Generic.List<Vector3>(result)  [static]
```

Returns the list of Vector3 from the last generation.

Returns

List of Vector3 from the last generation.

5.64.4 Event Documentation

5.64.4.1 OnGenerateFinished

```
GenerateVector3Finished Crosstales.TrueRandom.Module.ModuleVector3.OnGenerateFinished  [static]
```

Event to get a message with the generated Vector3 when finished.

5.64.4.2 OnGenerateStart

```
GenerateVector3Start Crosstales.TrueRandom.Module.ModuleVector3.OnGenerateStart  [static]
```

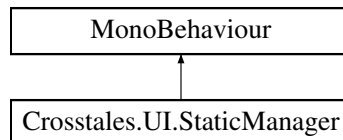Event to get a message when generating Vector3 has started.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
  Scripts/Module/ModuleVector3.cs

5.65 Crosstales.TrueRandom.Module.ModuleVector4 Class Reference

This generator will generate true random Vector4 in configurable intervals.

Inheritance diagram for Crosstales.TrueRandom.Module.ModuleVector4:

```
┌─────────────────────────────────────────────────┐
│  Crosstales.TrueRandom.Module.BaseModule         │
└─────────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────────┐
│  Crosstales.TrueRandom.Module.ModuleVector4      │
└─────────────────────────────────────────────────┘
```
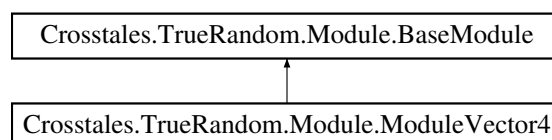
Static Public Member Functions

- static System.Collections.IEnumerator Generate (Vector4 min, Vector4 max, int number=1, bool prng=false, bool silent=false, string id="")

    Generates random Vector4.
- static System.Collections.Generic.List< Vector4 > GeneratePRNG (Vector4 min, Vector4 max, int number=1, int seed=0)

    Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.
- static System.Collections.Generic.List< Vector4 > GenerateInEditor (Vector4 min, Vector4 max, int number=1, bool prng=false, string id="")

    Generates random Vector4 (Editor only).

Static Public Attributes

- static System.Collections.Generic.List< Vector4 > Result => new System.Collections.Generic.↩ List<Vector4>(result)

    Returns the list of Vector4 from the last generation.

Events

- static GenerateVector4Start OnGenerateStart

    Event to get a message when generating Vector4 has started.
- static GenerateVector4Finished OnGenerateFinished

    Event to get a message with the generated Vector4 when finished.

Additional Inherited Members

5.65.1   Detailed Description

This generator will generate true random Vector4 in configurable intervals.

5.65.2   Member Function Documentation

5.65.2.1   Generate()

```
static System.Collections.IEnumerator Crosstales.TrueRandom.Module.ModuleVector4.Generate (
          Vector4 min,
          Vector4 max,
          int number = 1,
          bool prng = false,
          bool silent = false,
          string id = "" ) [static]
```

Generates random Vector4.

Parameters

min	Smallest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
max	Biggest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
number	How many vectors you want to generate (range: 1 - 10'000, default: 1, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
silent	Ignore callbacks (default: false, optional)
id	id to identify the generated result (optional)

5.65.2.2 GenerateInEditor()

```
static System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.Module.ModuleVector4.↩
GenerateInEditor (
          Vector4 min,
          Vector4 max,
          int number = 1,
          bool prng = false,
          string id = "" )  [static]
```

Generates random Vector4 (Editor only).

Parameters

min	Smallest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
max	Biggest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
number	How many Vector4 you want to generate (range: 1 - 10'000, default: 1, optional)
prng	Use Pseudo-Random-Number-Generator (default: false, optional)
id	id to identify the generated result (optional)

Returns

List with the generated Vector4.

5.65.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.Module.ModuleVector4.↩
GeneratePRNG (
          Vector4 min,
          Vector4 max,
          int number = 1,
          int seed = 0 )  [static]
```

Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

min	Smallest possible Vector4
max	Biggest possible Vector4
number	How many Vector4 you want to generate (default: 1, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector4.

5.65.3 Member Data Documentation

5.65.3.1 Result

```
System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.Module.ModuleVector4.Result =>
new System.Collections.Generic.List<Vector4>(result)  [static]
```

Returns the list of Vector4 from the last generation.

Returns

List of Vector4 from the last generation.

5.65.4 Event Documentation

5.65.4.1 OnGenerateFinished

```
GenerateVector4Finished Crosstales.TrueRandom.Module.ModuleVector4.OnGenerateFinished  [static]
```

Event to get a message with the generated Vector4 when finished.

5.65.4.2 OnGenerateStart

```
GenerateVector4Start Crosstales.TrueRandom.Module.ModuleVector4.OnGenerateStart  [static]
```

Event to get a message when generating Vector4 has started.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←˒
  Scripts/Module/ModuleVector4.cs

5.66   Crosstales.Common.Util.NetworkHelper Class Reference

Base for various helper functions for networking.

Static Public Member Functions

- static bool OpenURL (string url)

  Opens the given URL with the file explorer or browser.
- static bool RemoteCertificateValidationCallback (object sender, System.Security.Cryptography.X509↩
  Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain,
  System.Net.Security.SslPolicyErrors sslPolicyErrors)

  HTTPS-certification callback.
- static string ValidURLFromFilePath (string path)

  Validates a given file.
- static string CleanUrl (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)

  Cleans a given URL.
- static bool isValidURL (string url)

  Checks if the URL is valid.
- static string GetIP (string host)

  Returns the IP of a given host name.

Static Protected Attributes

- const string **file_prefix** = "file://"
- const string **content_prefix** = "content://"

Properties

- static bool isInternetAvailable   [get]

  Checks if an Internet connection is available.

5.66.1   Detailed Description

Base for various helper functions for networking.

5.66.2   Member Function Documentation

5.66.2.1   CleanUrl()

```
static string Crosstales.Common.Util.NetworkHelper.CleanUrl (
          string url,
          bool removeProtocol = true,
          bool removeWWW = true,
          bool removeSlash = true )  [static]
```

Cleans a given URL.

Parameters

url	URL to clean
removeProtocol	Remove the protocol, e.g. http:// (default: true, optional).
removeWWW	Remove www (default: true, optional).
removeSlash	Remove slash at the end (default: true, optional)

Returns

   Clean URL

5.66.2.2   GetIP()

```
static string Crosstales.Common.Util.NetworkHelper.GetIP (
          string host )  [static]
```

Returns the IP of a given host name.

Parameters

host	Host name

Returns

   IP of a given host name.

5.66.2.3   isValidURL()

```
static bool Crosstales.Common.Util.NetworkHelper.isValidURL (
          string url )  [static]
```

Checks if the URL is valid.

Parameters

url	URL to check

Returns

   True if the URL is valid.

5.66.2.4   OpenURL()

```
static bool Crosstales.Common.Util.NetworkHelper.OpenURL (
           string url ) [static]
```

Opens the given URL with the file explorer or browser.

Parameters

url	URL to open

Returns

      True uf the URL was valid.

5.66.2.5   RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.NetworkHelper.RemoteCertificateValidationCallback (
           object sender,
           System.Security.Cryptography.X509Certificates.X509Certificate certificate,
           System.Security.Cryptography.X509Certificates.X509Chain chain,
           System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]
```

HTTPS-certification callback.

5.66.2.6   ValidURLFromFilePath()

```
static string Crosstales.Common.Util.NetworkHelper.ValidURLFromFilePath (
           string path ) [static]
```

Validates a given file.

Parameters

path	File to validate

Returns

      Valid file path

5.66.3   Property Documentation

5.66.3.1   isInternetAvailable

```
bool Crosstales.Common.Util.NetworkHelper.isInternetAvailable  [static], [get]
```

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/←
  Util/NetworkHelper.cs

5.67   Crosstales.Common.EditorTask.NYCheck Class Reference

Checks if a 'Happy new year'-message must be displayed.

5.67.1   Detailed Description

Checks if a 'Happy new year'-message must be displayed.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Editor/←
  Task/NYCheck.cs

5.68   Crosstales.TrueRandom.OnError Class Reference
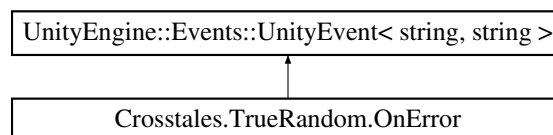
Inheritance diagram for Crosstales.TrueRandom.OnError:

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
  Scripts/TRManager.cs

5.69   Crosstales.TrueRandom.OnGenerateCompleted Class Reference

Inheritance diagram for Crosstales.TrueRandom.OnGenerateCompleted:

```
┌──────────────────────────────────────────────────┐
│  UnityEngine::Events::UnityEvent< string, string > │
└──────────────────────────────────────────────────┘
                        ▲
┌──────────────────────────────────────────────────┐
│      Crosstales.TrueRandom.OnGenerateCompleted     │
└──────────────────────────────────────────────────┘
```

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
  Scripts/TRManager.cs

5.70   Crosstales.TrueRandom.OnQuotaUpdated Class Reference

Inheritance diagram for Crosstales.TrueRandom.OnQuotaUpdated:

```
┌──────────────────────────────────────────────┐
│   UnityEngine::Events::UnityEvent< int >        │
└──────────────────────────────────────────────┘
                       ▲
┌──────────────────────────────────────────────┐
│     Crosstales.TrueRandom.OnQuotaUpdated       │
└──────────────────────────────────────────────┘
```

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
  Scripts/TRManager.cs

5.71   Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects and scripts for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:

```
┌──────────────────────────────────────────────┐
│               MonoBehaviour                    │
└──────────────────────────────────────────────┘
                       ▲
┌──────────────────────────────────────────────┐
│   Crosstales.Common.Util.PlatformController    │
└──────────────────────────────────────────────┘
```
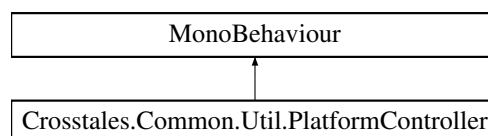
Public Attributes

- System.Collections.Generic.List< Crosstales.Common.Model.Enum.Platform > Platforms
  - *Selected platforms for the controller.*
- bool Active = true
  - *summary>Selected objects for the controller.*
- GameObject[ ] Objects
  - *summary>Selected scripts for the controller.*
- MonoBehaviour[ ] **Scripts**

Protected Member Functions

- virtual void **Awake** ()
- void **selectPlatform** ()
- void **activateGameObjects** ()
- void **activateScripts** ()

Protected Attributes

- Crosstales.Common.Model.Enum.Platform **currentPlatform**

5.71.1   Detailed Description

Enables or disable game objects and scripts for a given platform.

5.71.2   Member Data Documentation

5.71.2.1   Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.71.2.2   Objects

```
GameObject [] Crosstales.Common.Util.PlatformController.Objects
```

summary>Selected scripts for the controller.

5.71.2.3 Platforms

System.Collections.Generic.List<Crosstales.Common.Model.Enum.Platform> Crosstales.Common.↩
Util.PlatformController.Platforms

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/↩
PlatformController/Scripts/PlatformController.cs

5.72 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:

```
┌─────────────────────────────────────────┐
│              MonoBehaviour               │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│   Crosstales.Common.Util.RandomColor     │
└─────────────────────────────────────────┘
```
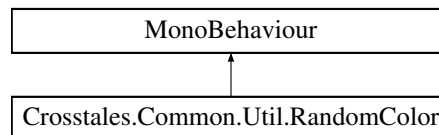
Public Attributes

- 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**

5.72.1 Detailed Description

Random color changer.

5.72.2 Member Data Documentation

5.72.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

5.72.2.2 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).

5.72.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.72.2.4 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).

5.72.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.72.2.6   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).

5.72.2.7   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).

5.72.2.8   ValueRange

`Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)`

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/↩
  Random/Scripts/RandomColor.cs

5.73   Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:

```
┌─────────────────────────────────────────┐
│             MonoBehaviour               │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│  Crosstales.Common.Util.RandomRotator    │
└─────────────────────────────────────────┘
```

Public Attributes

- bool UseInterval = true

    Use intervals to change the rotation (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

    summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 SpeedMin = new Vector3(5, 5, 5)

    summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 SpeedMax = new Vector3(15, 15, 15)

    summary>Set the object to a random rotation at Start (default: false).
- bool RandomRotationAtStart

    summary>Random change interval per axis (default: true).
- bool RandomChangeIntervalPerAxis = true

    summary>Random direction per axis (default: true).
- bool **RandomDirectionPerAxis** = true

5.73.1 Detailed Description

Random rotation changer.

5.73.2 Member Data Documentation

5.73.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.73.2.2 RandomChangeIntervalPerAxis

```
bool Crosstales.Common.Util.RandomRotator.RandomChangeIntervalPerAxis = true
```

summary>Random direction per axis (default: true).

5.73.2.3 RandomRotationAtStart

```
bool Crosstales.Common.Util.RandomRotator.RandomRotationAtStart
```

summary>Random change interval per axis (default: true).

5.73.2.4 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.73.2.5 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.73.2.6   UseInterval

`bool Crosstales.Common.Util.RandomRotator.UseInterval = true`

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/↩
  Random/Scripts/RandomRotator.cs

5.74   Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:

MonoBehaviour
Crosstales.Common.Util.RandomScaler
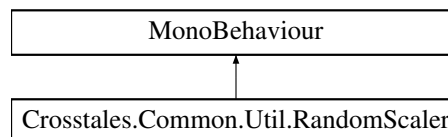
Public Attributes

- 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**

5.74.1   Detailed Description

Random scale changer.

5.74.2   Member Data Documentation

5.74.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

5.74.2.2 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).

5.74.2.3 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).

5.74.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.74.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/↩
  Random/Scripts/RandomScaler.cs

5.75   Crosstales.TrueRandom.EditorExtension.scriptEditor Class Reference

Custom editor for the 'script'-class.

Inheritance diagram for Crosstales.TrueRandom.EditorExtension.scriptEditor:

```
                    ┌─────────────────────────────────────────────────┐
                    │                     Editor                      │
                    └─────────────────────────────────────────────────┘
                                            ▲
                    ┌─────────────────────────────────────────────────┐
                    │  Crosstales.TrueRandom.EditorExtension.scriptEditor  │
                    └─────────────────────────────────────────────────┘
```
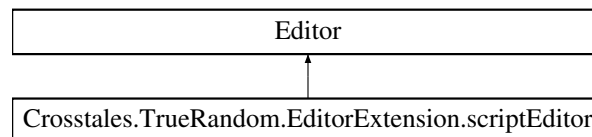
Public Member Functions

- override void **OnInspectorGUI** ()

5.75.1   Detailed Description

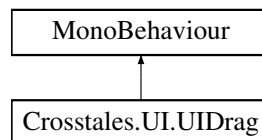Custom editor for the 'script'-class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/↩
Extension/TRManagerEditor.cs

5.76   Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:

```
                    ┌─────────────────────────────────────────────────┐
                    │                 MonoBehaviour                   │
                    └─────────────────────────────────────────────────┘
                                            ▲
                    ┌─────────────────────────────────────────────────┐
                    │        Crosstales.UI.Util.ScrollRectHandler       │
                    └─────────────────────────────────────────────────┘
```
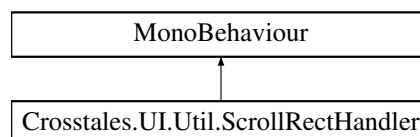
Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.76.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↩
Scripts/Util/ScrollRectHandler.cs

5.77 Crosstales.TrueRandom.EditorTask.SetAndroid Class Reference

Sets the required build parameters for Android.

5.77.1 Detailed Description

Sets the required build parameters for Android.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/↩
Task/SetAndroid.cs

5.78 Crosstales.TrueRandom.Util.SetupProject Class Reference

Setup the project to use True Random.

5.78.1 Detailed Description

Setup the project to use True Random.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/↩
Scripts/Util/SetupProject.cs

5.79 Crosstales.TrueRandom.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.TrueRandom.EditorTask.SetupResources:

```
┌──────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseSetupResources   │
└──────────────────────────────────────────────────┘
                        ▲
                        │
┌──────────────────────────────────────────────────┐
│ Crosstales.TrueRandom.EditorTask.SetupResources   │
└──────────────────────────────────────────────────┘
```

Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.79.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/←↩
  Task/SetupResources.cs

5.80 Crosstales.Common.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:

```
┌─────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseSetupResources  │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│   Crosstales.Common.EditorTask.SetupResources    │
└─────────────────────────────────────────────────┘
```

Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.80.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Editor/←↩
  Task/SetupResources.cs

5.81 SimpleTRExample Class Reference

Inheritance diagram for SimpleTRExample:

```
┌─────────────────┐
│  MonoBehaviour  │
└─────────────────┘
         ▲
         │
┌─────────────────┐
│  SimpleTRExample │
└─────────────────┘
```
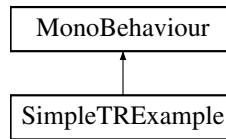
Public Member Functions

- void **Generate** ()

Public Attributes

- int **Min** = 1
- int **Max** = 100
- int **Number** = 5
- Text **Result**

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←↩
  Demos/Scripts/SimpleTRExample.cs

5.82 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:

```
┌──────────────────────────────────────┐
│            MonoBehaviour              │
└──────────────────────────────────────┘
                   ▲
                   │
┌──────────────────────────────────────┐
│  Crosstales.Common.Util.Singleton< T > │
└──────────────────────────────────────┘
```
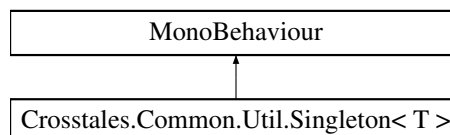
Static Public Member Functions

- static void CreateInstance (bool searchExistingGameObject=true, bool deleteExistingInstance=false)

    Creates an instance of this object.
- static void DeleteInstance ()

    Deletes the instance of this object.

Static Public Attributes

- static string [PrefabPath]

    Fully qualified prefab path.
- static string [GameObjectName] = typeof(T).Name

    Name of the gameobject in the scene.

Protected Member Functions

- virtual void **Awake** ()
- virtual void **OnDestroy** ()
- virtual void **OnApplicationQuit** ()

Static Protected Attributes

- static T **instance**

Properties

- static T [Instance] `[get, protected set]`

    Returns the singleton instance of this class.
- bool [DontDestroy] `[get, set]`

    Don't destroy gameobject during scene switches.

5.82.1 Detailed Description

Base-class for all singletons.

Type Constraints

     T : *Singleton*<*T*>

5.82.2 Member Function Documentation

5.82.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (
            bool searchExistingGameObject = true,
            bool deleteExistingInstance = false )  [static]
```

Creates an instance of this object.

Parameters

searchExistingGameObject	Search for existing GameObjects of this object (default: true, optional)
deleteExistingInstance	Delete existing instance of this object (default: false, optional)

5.82.2.2 DeleteInstance()

static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( ) [static]

Deletes the instance of this object.

5.82.3 Member Data Documentation

5.82.3.1 GameObjectName

string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name [static]

Name of the gameobject in the scene.

5.82.3.2 PrefabPath

string Crosstales.Common.Util.Singleton< T >.PrefabPath [static]

Fully qualified prefab path.

5.82.4 Property Documentation

5.82.4.1 DontDestroy

bool Crosstales.Common.Util.Singleton< T >.DontDestroy [get], [set]

Don't destroy gameobject during scene switches.

5.82.4.2   Instance

T `Crosstales.Common.Util.Singleton`< T >.Instance `[static]`, `[get]`, `[protected set]`

Returns the singleton instance of this class.

**Returns**

> Singleton instance of this class.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↩
  Util/Singleton.cs

5.83   Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

Properties

- static bool **isQuitting** = false `[get, set]`

5.83.1   Detailed Description

Helper-class for singletons.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/↩
  Util/Singleton.cs

5.84   Crosstales.UI.Social Class Reference

Crosstales social media links.

Inheritance diagram for Crosstales.UI.Social:
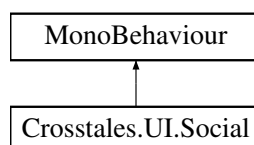
Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.84.1   Detailed Description

Crosstales social media links.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↩
Scripts/Social.cs

5.85   Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:

```
┌─────────────────────────────┐
│       MonoBehaviour         │
└─────────────────────────────┘
              ▲
┌─────────────────────────────┐
│ Crosstales.UI.StaticManager │
└─────────────────────────────┘
```

Public Member Functions

- void **OpenAssetstore** ()

5.85.1   Detailed Description

Static Button Manager.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↩
Scripts/StaticManager.cs

5.86   Crosstales.TrueRandom.TRManager Class Reference

The TRManager is the manager for all modules.

Inheritance diagram for Crosstales.TrueRandom.TRManager:

```
┌─────────────────────────────────────────────────────┐
│ Crosstales.Common.Util.Singleton< TRManager >       │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│        Crosstales.TrueRandom.TRManager               │
└─────────────────────────────────────────────────────┘
```
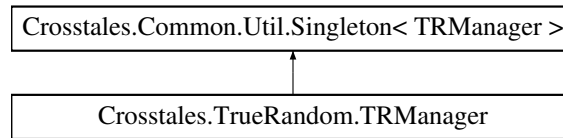
Public Member Functions

- int CalculateFloat (int number=1)

  Calculates needed bits (from the quota) for generating random floats.
- int CalculateInteger (int max, int number=1)

  Calculates needed bits (from the quota) for generating random integers.
- int CalculateSequence (int min, int max)

  Calculates needed bits (from the quota) for generating a random sequence.
- int CalculateString (int length, int number=1)

  Calculates needed bits (from the quota) for generating random strings.
- int CalculateVector2 (int number=1)

  Calculates needed bits (from the quota) for generating random Vector2.
- int CalculateVector3 (int number=1)

  Calculates needed bits (from the quota) for generating random Vector3.
- int CalculateVector4 (int number=1)

  Calculates needed bits (from the quota) for generating random Vector4.
- string GenerateInteger (int min, int max, int number=1, string id="")

  Generates random integers.
- string GenerateFloat (float min, float max, int number=1, string id="")

  Generates random floats.
- string GenerateSequence (int min, int max, int number=0, string id="")

  Generates random sequence.
- string GenerateString (int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, string id="")

  Generates random strings.
- string GenerateVector2 (Vector2 min, Vector2 max, int number=1, string id="")

  Generates random Vector2.
- string GenerateVector3 (Vector3 min, Vector3 max, int number=1, string id="")

  Generates random Vector3.
- string GenerateVector4 (Vector4 min, Vector4 max, int number=1, string id="")

  Generates random Vector4.
- void GetQuota ()

  Gets the remaining quota in bits from the server.
- System.Collections.Generic.List< int > GenerateIntegerPRNG (int min, int max, int number=1, int seed=0)

  Generates random integers with the C#-standard Pseudo-Random-Number-Generator.
- System.Collections.Generic.List< float > GenerateFloatPRNG (float min, float max, int number=1, int seed=0)

  Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

- System.Collections.Generic.List< int > [GenerateSequencePRNG](int min, int max, int number=0, int seed=0)

    Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.
- System.Collections.Generic.List< string > [GenerateStringPRNG](int length, int number=1, bool digits=true, bool upper=true, bool lower=true, bool unique=false, int seed=0)

    Generates random strings with the C#-standard Pseudo-Random-Number-Generator.
- System.Collections.Generic.List< Vector2 > [GenerateVector2PRNG](Vector2 min, Vector2 max, int number=1, int seed=0)

    Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.
- System.Collections.Generic.List< Vector3 > [GenerateVector3PRNG](Vector3 min, Vector3 max, int number=1, int seed=0)

    Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.
- System.Collections.Generic.List< Vector4 > [GenerateVector4PRNG](Vector4 min, Vector4 max, int number=1, int seed=0)

    Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Static Public Member Functions

- static void [ResetObject]()

    Resets this object.

Public Attributes

- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< int > > **AllIntegerResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.↩ List<int>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< float > > **AllFloatResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.↩ List<float>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< int > > **All↩ SequenceResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.↩ List<int>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > > **AllStringResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.↩ List<string>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< Vector2 > > **AllVector2Results** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.↩ List<Vector2>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< Vector3 > > **AllVector3Results** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.↩ List<Vector3>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< Vector4 > > **AllVector4Results** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.↩ List<Vector4>>()
- int [CurrentQuota] => ModuleQuota.Quota

    Returns the remaining quota in bits from the last check.
- System.Collections.Generic.List< int > [CurrentIntegers] => ModuleInteger.Result

    Returns the list of integers from the last generation.
- System.Collections.Generic.List< float > [CurrentFloats] => ModuleFloat.Result

    Returns the list of floats from the last generation.
- System.Collections.Generic.List< int > [CurrentSequence] => ModuleSequence.Result

    Returns the sequence from the last generation.

- System.Collections.Generic.List< string > CurrentStrings => ModuleString.Result

    Returns the list of strings from the last generation.
- System.Collections.Generic.List< Vector2 > CurrentVector2 => ModuleVector2.Result

    Returns the list of Vector2 from the last generation.
- System.Collections.Generic.List< Vector3 > CurrentVector3 => ModuleVector3.Result

    Returns the list of Vector3 from the last generation.
- System.Collections.Generic.List< Vector4 > CurrentVector4 => ModuleVector4.Result

    Returns the list of Vector4 from the last generation.
- bool isGenerating => generateCount > 0

    Checks if True Random is generating numbers on this system.
- OnGenerateCompleted **OnGenerateCompleted**
- OnQuotaUpdated **OnQuotaUpdated**
- OnError **OnError**

Static Public Attributes

- static int Seed => rnd.Next(int.MinValue, int.MaxValue)

    Returns a seed for the PRNG.

Protected Member Functions

- override void **Awake** ()
- override void **OnDestroy** ()

Properties

- bool PRNG `[get, set]`

    Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode.

Events

- GenerateIntegerStart OnGenerateIntegerStart

    An event triggered whenever generating integers has started.
- GenerateIntegerFinished OnGenerateIntegerFinished

    An event triggered whenever generating integers has finished.
- GenerateFloatStart OnGenerateFloatStart

    An event triggered whenever generating floats has started.
- GenerateFloatFinished OnGenerateFloatFinished

    An event triggered whenever generating floats has finished.
- GenerateSequenceStart OnGenerateSequenceStart

    An event triggered whenever generating sequence has started.
- GenerateSequenceFinished OnGenerateSequenceFinished

    An event triggered whenever generating sequence has finished.
- GenerateStringStart OnGenerateStringStart

    An event triggered whenever generating strings has started.
- GenerateStringFinished OnGenerateStringFinished

    An event triggered whenever generating strings has finished.
- GenerateVector2Start OnGenerateVector2Start

An event triggered whenever generating Vector2 has started.

- GenerateVector2Finished OnGenerateVector2Finished

  An event triggered whenever generating Vector2 has finished.

- GenerateVector3Start OnGenerateVector3Start

  An event triggered whenever generating Vector3 has started.

- GenerateVector3Finished OnGenerateVector3Finished

  An event triggered whenever generating Vector3 has finished.

- GenerateVector4Start OnGenerateVector4Start

  An event triggered whenever generating Vector4 has started.

- GenerateVector4Finished OnGenerateVector4Finished

  An event triggered whenever generating Vector4 has finished.

- QuotaUpdate OnQuotaUpdate

  An event triggered whenever the quota is updated.

- ErrorInfo OnErrorInfo

  An event triggered whenever an error occurs.

Additional Inherited Members

5.86.1 Detailed Description

The TRManager is the manager for all modules.

5.86.2 Member Function Documentation

5.86.2.1 CalculateFloat()

```
int Crosstales.TrueRandom.TRManager.CalculateFloat (
            int number = 1 )
```

Calculates needed bits (from the quota) for generating random floats.

Parameters

number	How many numbers (default: 1, optional)

Returns

Needed bits for generating the floats.

5.86.2.2 CalculateInteger()

```
int Crosstales.TrueRandom.TRManager.CalculateInteger (
            int max,
            int number = 1 )
```

Calculates needed bits (from the quota) for generating random integers.

Parameters

max	Biggest allowed number
number	How many numbers (default: 1, optional)

Returns

Needed bits for generating the integers.

5.86.2.3 CalculateSequence()

```
int Crosstales.TrueRandom.TRManager.CalculateSequence (
            int min,
            int max )
```

Calculates needed bits (from the quota) for generating a random sequence.

Parameters

min	Start of the interval
max	End of the interval

Returns

Needed bits for generating the sequence.

5.86.2.4 CalculateString()

```
int Crosstales.TrueRandom.TRManager.CalculateString (
            int length,
            int number = 1 )
```

Calculates needed bits (from the quota) for generating random strings.

Parameters

length	Length of the strings
number	How many strings (default: 1, optional)

Returns

Needed bits for generating the strings.

5.86.2.5   CalculateVector2()

```
int Crosstales.TrueRandom.TRManager.CalculateVector2 (
              int number = 1 )
```

Calculates needed bits (from the quota) for generating random Vector2.

Parameters

number	How many Vector2 (default: 1, optional)

Returns

>   Needed bits for generating the Vector2.

5.86.2.6   CalculateVector3()

```
int Crosstales.TrueRandom.TRManager.CalculateVector3 (
              int number = 1 )
```

Calculates needed bits (from the quota) for generating random Vector3.

Parameters

number	How many Vector3 (default: 1, optional)

Returns

>   Needed bits for generating the Vector3.

5.86.2.7   CalculateVector4()

```
int Crosstales.TrueRandom.TRManager.CalculateVector4 (
              int number = 1 )
```

Calculates needed bits (from the quota) for generating random Vector4.

Parameters

number	How many Vector4 (default: 1, optional)

Returns

Needed bits for generating the Vector4.

5.86.2.8 GenerateFloat()

```
string Crosstales.TrueRandom.TRManager.GenerateFloat (
        float min,
        float max,
        int number = 1,
        string id = "" )
```

Generates random floats.

Parameters

min	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
max	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
number	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
id	UID to identify the generated result (optional)

Returns

UID of the generator.

5.86.2.9 GenerateFloatPRNG()

```
System.Collections.Generic.List<float> Crosstales.TrueRandom.TRManager.GenerateFloatPRNG (
        float min,
        float max,
        int number = 1,
        int seed = 0 )
```

Generates random floats with the C#-standard Pseudo-Random-Number-Generator.

Parameters

min	Smallest possible number
max	Biggest possible number
number	How many numbers you want to generate (default: 1, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated floats.

5.86.2.10   GenerateInteger()

```
string Crosstales.TrueRandom.TRManager.GenerateInteger (
          int min,
          int max,
          int number = 1,
          string id = "" )
```

Generates random integers.

Parameters

min	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
max	Biggest possible number (range: -1'000'000'000 - 1'000'000'000)
number	How many numbers you want to generate (range: 1 - 10'000, default: 1, optional)
id	UID to identify the generated result (optional)

Returns

UID of the generator.

5.86.2.11   GenerateIntegerPRNG()

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.GenerateIntegerPRNG (
          int min,
          int max,
          int number = 1,
          int seed = 0 )
```

Generates random integers with the C#-standard Pseudo-Random-Number-Generator.

Parameters

min	Smallest possible number
max	Biggest possible number
number	How many numbers you want to generate (default: 1, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated integers.

5.86.2.12   GenerateSequence()

```
string Crosstales.TrueRandom.TRManager.GenerateSequence (
          int min,
```

```
          int max,
          int number = 0,
          string id = "" )
```

Generates random sequence.

Parameters

min	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
max	End of the interval (range: -1'000'000'000 - 1'000'000'000)
number	How many numbers you have in the result (max range: max - min, optional)
id	UID to identify the generated result (optional)

Returns

UID of the generator.

5.86.2.13   GenerateSequencePRNG()

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.GenerateSequencePRNG (
          int min,
          int max,
          int number = 0,
          int seed = 0 )
```

Generates a random sequence with the C#-standard Pseudo-Random-Number-Generator.

Parameters

min	Start of the interval
max	End of the interval
number	How many numbers you have in the result (max range: max - min, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated sequence.

5.86.2.14   GenerateString()

```
string Crosstales.TrueRandom.TRManager.GenerateString (
          int length,
          int number = 1,
          bool digits = true,
          bool upper = true,
```

```
            bool lower = true,
            bool unique = false,
            string id = "" )
```

Generates random strings.

Parameters

length	How long the strings should be (range: 1 - 20)
number	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
digits	Allow digits (0-9) (default: true, optional)
upper	Allow uppercase (A-Z) letters (default: true, optional)
lower	Allow lowercase (a-z) letters (default: true, optional)
unique	String should be unique in the result (default: false, optional)
id	UID to identify the generated result (optional)

Returns

UID of the generator.

5.86.2.15   GenerateStringPRNG()

```
System.Collections.Generic.List<string> Crosstales.TrueRandom.TRManager.GenerateStringPRNG (
            int length,
            int number = 1,
            bool digits = true,
            bool upper = true,
            bool lower = true,
            bool unique = false,
            int seed = 0 )
```

Generates random strings with the C#-standard Pseudo-Random-Number-Generator.

Parameters

length	How long the strings should be
number	How many strings you want to generate (default: 1, optional)
digits	Allow digits (0-9) (default: true, optional)
upper	Allow uppercase (A-Z) letters (default: true, optional)
lower	Allow lowercase (a-z) letters (default: true, optional)
unique	String should be unique (default: false, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated strings.

5.86.2.16   GenerateVector2()

```
string Crosstales.TrueRandom.TRManager.GenerateVector2 (
          Vector2 min,
          Vector2 max,
          int number = 1,
          string id = "" )
```

Generates random Vector2.

Parameters

min	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
max	Biggest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
number	How many Vector2 you want to generate (range: 1 - 10'000, default: 1, optional)
id	UID to identify the generated result (optional)

Returns

UID of the generator.

5.86.2.17   GenerateVector2PRNG()

```
System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.TRManager.GenerateVector2PRNG (
          Vector2 min,
          Vector2 max,
          int number = 1,
          int seed = 0 )
```

Generates random Vector2 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

min	Smallest possible Vector2
max	Biggest possible Vector2
number	How many Vector2 you want to generate (default: 1, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector2.

5.86.2.18   GenerateVector3()

```
string Crosstales.TrueRandom.TRManager.GenerateVector3 (
          Vector3 min,
```

```
            Vector3 max,
            int number = 1,
            string id = "" )
```

Generates random Vector3.

Parameters

min	Smallest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
max	Biggest possible Vector3 (range: -1'000'000'000 - 1'000'000'000)
number	How many Vector3 you want to generate (range: 1 - 10'000, default: 1, optional)
id	UID to identify the generated result (optional)

Returns

UID of the generator.

5.86.2.19   GenerateVector3PRNG()

```
System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.TRManager.GenerateVector3PRNG (
            Vector3 min,
            Vector3 max,
            int number = 1,
            int seed = 0 )
```

Generates random Vector3 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

min	Smallest possible Vector3
max	Biggest possible Vector3
number	How many Vector3 you want to generate (default: 1, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector3.

5.86.2.20   GenerateVector4()

```
string Crosstales.TrueRandom.TRManager.GenerateVector4 (
            Vector4 min,
            Vector4 max,
            int number = 1,
            string id = "" )
```

Generates random Vector4.

Parameters

min	Smallest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
max	Biggest possible Vector4 (range: -1'000'000'000 - 1'000'000'000)
number	How many Vector4 you want to generate (range: 1 - 10'000, default: 1, optional)
id	UID to identify the generated result (optional)

Returns

UID of the generator.

5.86.2.21 GenerateVector4PRNG()

```
System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.TRManager.GenerateVector4PRNG (
            Vector4 min,
            Vector4 max,
            int number = 1,
            int seed = 0 )
```

Generates random Vector4 with the C#-standard Pseudo-Random-Number-Generator.

Parameters

min	Smallest possible Vector4
max	Biggest possible Vector4
number	How many Vector4 you want to generate (default: 1, optional)
seed	Seed for the PRNG (default: 0 (=standard), optional)

Returns

List with the generated Vector4.

5.86.2.22 GetQuota()

```
void Crosstales.TrueRandom.TRManager.GetQuota ( )
```

Gets the remaining quota in bits from the server.

5.86.2.23 ResetObject()

```
static void Crosstales.TrueRandom.TRManager.ResetObject ( )  [static]
```

Resets this object.

5.86.3   Member Data Documentation

5.86.3.1   CurrentFloats

```
System.Collections.Generic.List<float> Crosstales.TrueRandom.TRManager.CurrentFloats => Module↩
Float.Result
```

Returns the list of floats from the last generation.

Returns

List of floats from the last generation.

5.86.3.2   CurrentIntegers

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.CurrentIntegers => Module↩
Integer.Result
```

Returns the list of integers from the last generation.

Returns

List of integers from the last generation.

5.86.3.3   CurrentQuota

```
int Crosstales.TrueRandom.TRManager.CurrentQuota => ModuleQuota.Quota
```

Returns the remaining quota in bits from the last check.

Returns

Remaining quota in bits from the last check.

5.86.3.4   CurrentSequence

```
System.Collections.Generic.List<int> Crosstales.TrueRandom.TRManager.CurrentSequence => Module↩
Sequence.Result
```

Returns the sequence from the last generation.

Returns

Sequence from the last generation.

5.86.3.5 CurrentStrings

```
System.Collections.Generic.List<string> Crosstales.TrueRandom.TRManager.CurrentStrings =>
ModuleString.Result
```

Returns the list of strings from the last generation.

Returns

List of strings from the last generation.

5.86.3.6 CurrentVector2

```
System.Collections.Generic.List<Vector2> Crosstales.TrueRandom.TRManager.CurrentVector2 =>
ModuleVector2.Result
```

Returns the list of Vector2 from the last generation.

Returns

List of Vector2 from the last generation.

5.86.3.7 CurrentVector3

```
System.Collections.Generic.List<Vector3> Crosstales.TrueRandom.TRManager.CurrentVector3 =>
ModuleVector3.Result
```

Returns the list of Vector3 from the last generation.

Returns

List of Vector3 from the last generation.

5.86.3.8 CurrentVector4

```
System.Collections.Generic.List<Vector4> Crosstales.TrueRandom.TRManager.CurrentVector4 =>
ModuleVector4.Result
```

Returns the list of Vector4 from the last generation.

Returns

List of Vector4 from the last generation.

5.86.3.9   isGenerating

```
bool Crosstales.TrueRandom.TRManager.isGenerating => generateCount > 0
```

Checks if True Random is generating numbers on this system.

Returns

>   True if True Random is generating numbers on this system.

5.86.3.10   Seed

```
int Crosstales.TrueRandom.TRManager.Seed => rnd.Next(int.MinValue, int.MaxValue)  [static]
```

Returns a seed for the PRNG.

Returns

>   Seed for the PRNG.

5.86.4   Property Documentation

5.86.4.1   PRNG

```
bool Crosstales.TrueRandom.TRManager.PRNG  [get], [set]
```

Enable or disable the C#-standard Pseudo-Random-Number-Generator-mode.

5.86.5   Event Documentation

5.86.5.1   OnErrorInfo

```
ErrorInfo Crosstales.TrueRandom.TRManager.OnErrorInfo
```

An event triggered whenever an error occurs.

5.86.5.2 OnGenerateFloatFinished

```
GenerateFloatFinished Crosstales.TrueRandom.TRManager.OnGenerateFloatFinished
```

An event triggered whenever generating floats has finished.

5.86.5.3 OnGenerateFloatStart

```
GenerateFloatStart Crosstales.TrueRandom.TRManager.OnGenerateFloatStart
```

An event triggered whenever generating floats has started.

5.86.5.4 OnGenerateIntegerFinished

```
GenerateIntegerFinished Crosstales.TrueRandom.TRManager.OnGenerateIntegerFinished
```

An event triggered whenever generating integers has finished.

5.86.5.5 OnGenerateIntegerStart

```
GenerateIntegerStart Crosstales.TrueRandom.TRManager.OnGenerateIntegerStart
```

An event triggered whenever generating integers has started.

5.86.5.6 OnGenerateSequenceFinished

```
GenerateSequenceFinished Crosstales.TrueRandom.TRManager.OnGenerateSequenceFinished
```

An event triggered whenever generating sequence has finished.

5.86.5.7 OnGenerateSequenceStart

```
GenerateSequenceStart Crosstales.TrueRandom.TRManager.OnGenerateSequenceStart
```

An event triggered whenever generating sequence has started.

5.86.5.8 OnGenerateStringFinished

```
GenerateStringFinished Crosstales.TrueRandom.TRManager.OnGenerateStringFinished
```

An event triggered whenever generating strings has finished.

5.86.5.9 OnGenerateStringStart

```
GenerateStringStart Crosstales.TrueRandom.TRManager.OnGenerateStringStart
```

An event triggered whenever generating strings has started.

5.86.5.10 OnGenerateVector2Finished

```
GenerateVector2Finished Crosstales.TrueRandom.TRManager.OnGenerateVector2Finished
```

An event triggered whenever generating Vector2 has finished.

5.86.5.11 OnGenerateVector2Start

```
GenerateVector2Start Crosstales.TrueRandom.TRManager.OnGenerateVector2Start
```

An event triggered whenever generating Vector2 has started.

5.86.5.12 OnGenerateVector3Finished

```
GenerateVector3Finished Crosstales.TrueRandom.TRManager.OnGenerateVector3Finished
```

An event triggered whenever generating Vector3 has finished.

5.86.5.13 OnGenerateVector3Start

```
GenerateVector3Start Crosstales.TrueRandom.TRManager.OnGenerateVector3Start
```

An event triggered whenever generating Vector3 has started.

5.86.5.14 OnGenerateVector4Finished

```
GenerateVector4Finished Crosstales.TrueRandom.TRManager.OnGenerateVector4Finished
```

An event triggered whenever generating Vector4 has finished.

5.86.5.15 OnGenerateVector4Start

```
GenerateVector4Start Crosstales.TrueRandom.TRManager.OnGenerateVector4Start
```

An event triggered whenever generating Vector4 has started.

5.86.5.16 OnQuotaUpdate

```
QuotaUpdate Crosstales.TrueRandom.TRManager.OnQuotaUpdate
```

An event triggered whenever the quota is updated.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
  Scripts/TRManager.cs

5.87 Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.87.1 Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/←
  Integration/TrueRandomGameObject.cs

5.88 Crosstales.TrueRandom.EditorIntegration.TrueRandomMenu Class Reference

Editor component for the "Tools"-menu.

5.88.1   Detailed Description

Editor component for the "Tools"-menu.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/↩
  Integration/TrueRandomMenu.cs

5.89   Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:

Public Member Functions

- void **OnDrag** ()

5.89.1   Detailed Description

Allow to Drag the Windows around.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↩
  Scripts/UIDrag.cs

5.90   Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:
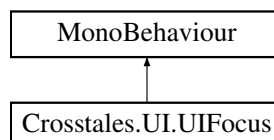
Public Member Functions

- void OnPanelEnter ()

    Panel entered.

Public Attributes

- string ManagerName = "Canvas"

    Name of the gameobject containing the UIWindowManager.

5.90.1 Detailed Description

Change the Focus on from a Window.

5.90.2 Member Function Documentation

5.90.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.90.3 Member Data Documentation

5.90.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the UIWindowManager.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↩
Scripts/UIFocus.cs

5.91 Crosstales.UI.UIHint Class Reference

Controls a UI group (hint).

Inheritance diagram for Crosstales.UI.UIHint:

```
┌─────────────────────────┐
│     MonoBehaviour       │
└─────────────────────────┘
            ▲
            │
┌─────────────────────────┐
│  Crosstales.UI.UIHint   │
└─────────────────────────┘
```
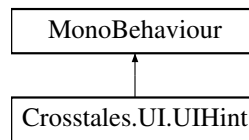
Public Member Functions

- 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).

5.91.1 Detailed Description

Controls a UI group (hint).

5.91.2 Member Data Documentation

5.91.2.1 Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

5.91.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable UI element after the fade (default: true).

5.91.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.91.2.4 FadeTime

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

5.91.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↩
  Scripts/UIHint.cs

5.92 Crosstales.UI.UIResize Class Reference

Resize a UI element.

Inheritance diagram for Crosstales.UI.UIResize:

| MonoBehaviour | IPointerDownHandler | IDragHandler |

| Crosstales.UI.UIResize |
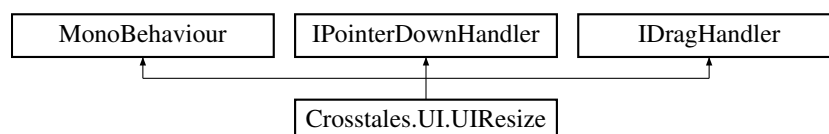
Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 MinSize = new Vector2(300, 160)

  Minimum size of the UI element.
- Vector2 MaxSize = new Vector2(800, 600)

  Maximum size of the UI element.
- bool IgnoreMaxSize = false

  Ignore maximum size of the UI element (default: false).
- float SpeedFactor = 2

  Resize speed (default: 2).

5.92.1   Detailed Description

Resize a UI element.

5.92.2   Member Data Documentation

5.92.2.1   IgnoreMaxSize

```
bool Crosstales.UI.UIResize.IgnoreMaxSize = false
```

Ignore maximum size of the UI element (default: false).

5.92.2.2   MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the UI element.

5.92.2.3   MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the UI element.

5.92.2.4 SpeedFactor

```
float Crosstales.UI.UIResize.SpeedFactor = 2
```

Resize speed (default: 2).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↩
Scripts/UIResize.cs

5.93 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:

```
┌─────────────────────────────────────┐
│           MonoBehaviour              │
└─────────────────────────────────────┘
                  ▲
┌─────────────────────────────────────┐
│  Crosstales.UI.UIWindowManager       │
└─────────────────────────────────────┘
```
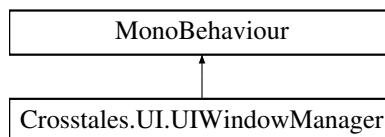
Public Member Functions

- void ChangeState (GameObject active)
    Change the state of all windows.

Public Attributes

- GameObject[ ] Windows
    All Windows of the scene.

5.93.1 Detailed Description

Change the state of all Window panels.

5.93.2 Member Function Documentation

5.93.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
            GameObject active )
```

Change the state of all windows.

Parameters

active	Active window.

5.93.3   Member Data Documentation

5.93.3.1   Windows

`GameObject [] Crosstales.UI.UIWindowManager.Windows`

All Windows of the scene.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↩
  Scripts/UIWindowManager.cs

5.94   Crosstales.TrueRandom.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out UpdateStatus st)

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.94.1   Detailed Description

Checks for updates of the asset.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/Editor/↩
  Task/UpdateCheck.cs

5.95   Crosstales.Internal.WebGLCopyAndPaste Class Reference

Allows copy and paste in WebGL.

Inheritance diagram for Crosstales.Internal.WebGLCopyAndPaste:

```
┌─────────────────────────────────────────────────────┐
│ Crosstales.Common.Util.Singleton< WebGLCopyAndPaste >│
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│        Crosstales.Internal.WebGLCopyAndPaste         │
└─────────────────────────────────────────────────────┘
```
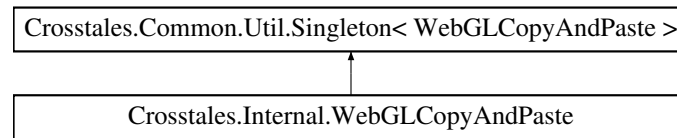
Public Member Functions

- delegate void **StringCallback** (string content)

Static Public Member Functions

- static void **GetClipboard** (string key)
- static void **ReceivePaste** (string str)

Additional Inherited Members

5.95.1   Detailed Description

Allows copy and paste in WebGL.

Based on   https://github.com/greggman/unity-webgl-copy-and-paste

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/↩
  WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.96   Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference

Static Public Member Functions

- static void **Init** ()
- static void **PassCopyToBrowser** (string str)

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/↩
  WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.97   Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:

```
┌─────────────────────────────┐
│       MonoBehaviour         │
└─────────────────────────────┘
              ▲
              │
┌─────────────────────────────┐
│ Crosstales.UI.WindowManager │
└─────────────────────────────┘
```
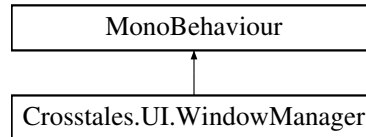
Public Member Functions

- void **ClosePanel** ()

Public Attributes

- float Speed = 3f
    Window movement speed (default: 3).
- GameObject[ ] Dependencies
    Dependent GameObjects (active == open).
- bool ClosedAtStart = true
    Close the window at Start (default: true).

5.97.1   Detailed Description

Manager for a Window.

5.97.2   Member Data Documentation

5.97.2.1   ClosedAtStart

```
bool Crosstales.UI.WindowManager.ClosedAtStart = true
```

Close the window at Start (default: true).

5.97.2.2   Dependencies

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

5.97.2.3 Speed

```
float Crosstales.UI.WindowManager.Speed = 3f
```

Window movement speed (default: 3).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Extras/UI/↩
  Scripts/WindowManager.cs

5.98 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.

5.98.1 Detailed Description

Helper-class for XML.

5.98.2 Member Function Documentation

5.98.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (
            string filename,
            bool skipBOM = false )  [static]
```

Deserialize a XML-file to an object.

Parameters

filename	XML-file of the object
skipBOM	Skip BOM (optional, default: false)

Returns

Object

5.98.2.2   DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (
            string resourceName,
            bool skipBOM = true )  [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

resourceName	Name of the resource
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.98.2.3   DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (
            string xmlAsString,
            bool skipBOM = true )  [static]
```

Deserialize a XML-string to an object.

Parameters

xmlAsString	XML of the object
skipBOM	Skip BOM (optional, default: true)

Returns

Object

5.98.2.4   SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (
            T obj,
            string filename )  [static]
```

Serialize an object to an XML-file.

Parameters

obj	Object to serialize.
filename	File name of the XML.

5.98.2.5   SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (
            T obj )  [static]
```

Serialize an object to an XML-string.

Parameters

obj	Object to serialize.

Returns

Object as XML-string

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/Scripts/←
  Util/XmlHelper.cs

5.99   Crosstales.TrueRandom.Demo.ZInstaller Class Reference

Installs the 'UI'-package from Common.

5.99.1   Detailed Description

Installs the 'UI'-package from Common.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/TrueRandom/←
  Demos/Editor/ZInstaller.cs

Chapter 6

More information

6.1 Homepage

https://www.crosstales.com/en/portfolio/truerandom/

6.2 AssetStore

https://assetstore.unity.com/lists/crosstales-42213?aid=1011lNGT

6.3 Forum

https://forum.unity.com/threads/true-random-pro-real-randomness-for-unity.457277/

6.4 Documentation

https://www.crosstales.com/media/data/assets/truerandom/TrueRandom-doc.pdf

6.5 Discord

https://discord.gg/ZbZ2sh4

6.6 Demo

6.6.1 WebGL

https://www.crosstales.com/media/data/assets/truerandom/webgl/

6.7   Videos

https://www.youtube.com/c/Crosstales

6.7.1   Promotion

https://youtu.be/BsKR3V1EZOU?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

6.7.2   Tutorial

https://youtu.be/LHn8vRyGwu0?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

Index