

True Random PRO

Leave everything to chance



API

Date: 28.03.2022

Version: 2022.1.0

© 2016-2022 **crosstales** LLC

<https://www.crosstales.com>

1 Namespace Index	1
1.1 Packages	1
2 Hierarchical Index	3
2.1 Class Hierarchy	3
3 Class Index	7
3.1 Class List	7
4 Namespace Documentation	11
4.1 Crosstales Namespace Reference	11
4.2 Crosstales.Common Namespace Reference	11
4.3 Crosstales.Common.EditorTask Namespace Reference	11
4.4 Crosstales.Common.EditorUtil Namespace Reference	11
4.5 Crosstales.Common.Model Namespace Reference	12
4.6 Crosstales.Common.Model.Enum Namespace Reference	12
4.6.1 Enumeration Type Documentation	12
4.6.1.1 Platform	12
4.6.1.2 SampleRate	12
4.7 Crosstales.Common.Util Namespace Reference	12
4.8 Crosstales.Internal Namespace Reference	13
4.9 Crosstales.TrueRandom Namespace Reference	13
4.10 Crosstales.TrueRandom.Demo Namespace Reference	14
4.11 Crosstales.TrueRandom.EditorExtension Namespace Reference	15
4.12 Crosstales.TrueRandom.EditorIntegration Namespace Reference	15
4.13 Crosstales.TrueRandom.EditorTask Namespace Reference	15
4.13.1 Enumeration Type Documentation	16
4.13.1.1 UpdateStatus	16
4.14 Crosstales.TrueRandom.EditorUtil Namespace Reference	16
4.15 Crosstales.TrueRandom.Module Namespace Reference	16
4.16 Crosstales.TrueRandom.PlayMaker Namespace Reference	17
4.17 Crosstales.TrueRandom.Util Namespace Reference	17
4.18 Crosstales.UI Namespace Reference	17
4.19 Crosstales.UI.Audio Namespace Reference	18
4.20 Crosstales.UI.Util Namespace Reference	18
4.21 HutongGames Namespace Reference	18
4.22 HutongGames.PlayMaker Namespace Reference	18
4.23 HutongGames.PlayMaker.Actions Namespace Reference	18
5 Class Documentation	19
5.1 Crosstales.TrueRandom.EditorTask.AAConfigLoader Class Reference	19
5.1.1 Detailed Description	19
5.2 Crosstales.UI.Audio.AudioFilterController Class Reference	19
5.2.1 Detailed Description	20

5.2.2 Member Function Documentation	20
5.2.2.1 FindAllAudioFilters()	21
5.2.2.2 ResetAudioFilters()	21
5.2.3 Member Data Documentation	21
5.2.3.1 FindAllAudioFiltersOnStart	21
5.3 Crosstales.UI.Audio.AudioSourceController Class Reference	21
5.3.1 Detailed Description	22
5.3.2 Member Function Documentation	22
5.3.2.1 FindAllAudioSources()	22
5.3.2.2 ResetAllAudioSources()	23
5.3.3 Member Data Documentation	23
5.3.3.1 AudioSources	23
5.3.3.2 FindAllAudioSourcesOnStart	23
5.3.3.3 Loop	23
5.3.3.4 Mute	23
5.3.3.5 Pitch	23
5.3.3.6 ResetAudioSourcesOnStart	24
5.3.3.7 StereoPan	24
5.3.3.8 Volume	24
5.4 Crosstales.TrueRandom.EditorTask.AutoInitialize Class Reference	24
5.4.1 Detailed Description	24
5.5 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference	25
5.5.1 Detailed Description	25
5.5.2 Member Function Documentation	25
5.5.2.1 AddSymbolsToAllTargets()	25
5.5.2.2 RemoveSymbolsFromAllTargets()	26
5.6 Crosstales.Common.Util.BaseConstants Class Reference	26
5.6.1 Detailed Description	29
5.6.2 Member Data Documentation	29
5.6.2.1 APPLICATION_PATH	29
5.6.2.2 ASSET_3P_PLAYMAKER	29
5.6.2.3 ASSET_3P_ROCKTOMATE	29
5.6.2.4 ASSET_3P_VOLUMETRIC_AUDIO	29
5.6.2.5 ASSET_AUTHOR	30
5.6.2.6 ASSET_AUTHOR_URL	30
5.6.2.7 ASSET_BWF	30
5.6.2.8 ASSET_CT_URL	30
5.6.2.9 ASSET_DJ	30
5.6.2.10 ASSET_FB	30
5.6.2.11 ASSET_OC	31
5.6.2.12 ASSET_RADIO	31
5.6.2.13 ASSET_RTV	31

5.6.2.14 ASSET_SOCIAL_DISCORD	31
5.6.2.15 ASSET_SOCIAL_FACEBOOK	31
5.6.2.16 ASSET_SOCIAL_LINKEDIN	31
5.6.2.17 ASSET_SOCIAL_TWITTER	32
5.6.2.18 ASSET_SOCIAL_YOUTUBE	32
5.6.2.19 ASSET_TB	32
5.6.2.20 ASSET_TPB	32
5.6.2.21 ASSET_TPS	32
5.6.2.22 ASSET_TR	32
5.6.2.23 CMD_WINDOWS_PATH	33
5.6.2.24 DEV_DEBUG	33
5.6.2.25 FACTOR_GB	33
5.6.2.26 FACTOR_KB	33
5.6.2.27 FACTOR_MB	33
5.6.2.28 FLOAT_32768	33
5.6.2.29 FLOAT_TOLERANCE	34
5.6.2.30 FORMAT_NO_DECIMAL_PLACES	34
5.6.2.31 FORMAT_PERCENT	34
5.6.2.32 FORMAT_TWO_DECIMAL_PLACES	34
5.6.2.33 PATH_DELIMITER_UNIX	34
5.6.2.34 PATH_DELIMITER_WINDOWS	34
5.6.2.35 PROCESS_KILL_TIME	35
5.6.2.36 SHOW_BWF_BANNER	35
5.6.2.37 SHOW_DJ_BANNER	35
5.6.2.38 SHOW_FB_BANNER	35
5.6.2.39 SHOW_OC_BANNER	35
5.6.2.40 SHOW_RADIO_BANNER	35
5.6.2.41 SHOW_RTV_BANNER	36
5.6.2.42 SHOW_TB_BANNER	36
5.6.2.43 SHOW_TPB_BANNER	36
5.6.2.44 SHOW_TPS_BANNER	36
5.6.2.45 SHOW_TR_BANNER	36
5.6.3 Property Documentation	36
5.6.3.1 PREFIX_FILE	37
5.7 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference	37
5.7.1 Detailed Description	38
5.7.2 Member Function Documentation	38
5.7.2.1 CreateAsset< T >()	38
5.7.2.2 FindAssetsByType< T >()	39
5.7.2.3 GetBuildNameFromBuildTarget()	39
5.7.2.4 GetBuildTargetForBuildName()	40
5.7.2.5 InstantiatePrefab()	40

5.7.2.6 isValidBuildTarget()	40
5.7.2.7 ReadOnlyTextField()	41
5.7.2.8 RefreshAssetDatabase()	41
5.7.2.9 RestartUnity()	41
5.7.2.10 SeparatorUI()	41
5.8 Crosstales.Common.Util.BaseHelper Class Reference	42
5.8.1 Detailed Description	44
5.8.2 Member Function Documentation	44
5.8.2.1 CreateString()	44
5.8.2.2 FormatBytesToHRF()	44
5.8.2.3 FormatSecondsToHourMinSec()	45
5.8.2.4 FormatSecondsToHRF()	45
5.8.2.5 GenerateLoremIpsum()	46
5.8.2.6 GetArgument()	46
5.8.2.7 GetArguments()	46
5.8.2.8 HSVToRGB()	47
5.8.2.9 InvokeMethod()	47
5.8.2.10 ISO639ToLanguage()	47
5.8.2.11 LanguageToISO639()	48
5.8.2.12 SplitStringToLines()	48
5.8.3 Member Data Documentation	49
5.8.3.1 isAppleBasedPlatform	49
5.8.3.2 isEditor	49
5.8.3.3 isEditorMode	49
5.8.3.4 isIOSBasedPlatform	49
5.8.3.5 isMobilePlatform	50
5.8.3.6 isStandalonePlatform	50
5.8.3.7 isWebPlatform	50
5.8.3.8 isWindowsBasedPlatform	50
5.8.3.9 isWSABasedPlatform	51
5.8.4 Property Documentation	51
5.8.4.1 AndroidAPILevel	51
5.8.4.2 CurrentPlatform	51
5.8.4.3 isAndroidPlatform	51
5.8.4.4 isIL2CPP	52
5.8.4.5 isIOSPlatform	52
5.8.4.6 isLinuxEditor	52
5.8.4.7 isLinuxPlatform	52
5.8.4.8 isMacOSEditor	53
5.8.4.9 isMacOSPlatform	53
5.8.4.10 isPS4Platform	53
5.8.4.11 isTvOSPlatform	53

5.8.4.12 isWebGLPlatform	54
5.8.4.13 isWindowsEditor	54
5.8.4.14 isWindowsPlatform	54
5.8.4.15 isWSAPlatform	54
5.8.4.16 isXboxOnePlatform	55
5.9 Crosstales.TrueRandom.Module.BaseModule Class Reference	55
5.9.1 Event Documentation	56
5.9.1.1 OnErrorInfo	56
5.10 Crosstales.Common.EditorTask.BaseSetupResources Class Reference	56
5.10.1 Detailed Description	56
5.11 HutongGames.PlayMaker.Actions.BaseTRAction Class Reference	57
5.11.1 Detailed Description	57
5.12 Crosstales.TrueRandom.PlayMaker.BaseTREditor Class Reference	57
5.12.1 Detailed Description	57
5.13 Crosstales.TrueRandom.EditorTask.CompileDefines Class Reference	58
5.13.1 Detailed Description	58
5.14 Crosstales.UI.CompileDefines Class Reference	58
5.14.1 Detailed Description	58
5.15 Crosstales.TrueRandom.Util.Config Class Reference	59
5.15.1 Detailed Description	59
5.15.2 Member Function Documentation	59
5.15.2.1 Load()	59
5.15.2.2 Reset()	59
5.15.2.3 Save()	60
5.15.3 Member Data Documentation	60
5.15.3.1 DEBUG	60
5.15.3.2 isLoaded	60
5.15.3.3 SHOW_QUOTA	60
5.16 Crosstales.TrueRandom.EditorIntegration.ConfigBase Class Reference	60
5.16.1 Detailed Description	61
5.17 Crosstales.TrueRandom.EditorIntegration.ConfigPreferences Class Reference	61
5.17.1 Detailed Description	61
5.18 Crosstales.TrueRandom.EditorIntegration.ConfigWindow Class Reference	62
5.18.1 Detailed Description	62
5.19 Crosstales.TrueRandom.Util.Constants Class Reference	62
5.19.1 Detailed Description	63
5.19.2 Member Data Documentation	64
5.19.2.1 ASSET_API_URL	64
5.19.2.2 ASSET_BUILD	64
5.19.2.3 ASSET_CHANGED	64
5.19.2.4 ASSET_CONTACT	64
5.19.2.5 ASSET_CREATED	64

5.19.2.6 ASSET_FORUM_URL	65
5.19.2.7 ASSET_MANUAL_URL	65
5.19.2.8 ASSET_NAME	65
5.19.2.9 ASSET_NAME_SHORT	65
5.19.2.10 ASSET_PRO_URL	65
5.19.2.11 ASSET_UPDATE_CHECK_URL	65
5.19.2.12 ASSET_VERSION	66
5.19.2.13 ASSET_VIDEO_PROMO	66
5.19.2.14 ASSET_VIDEO_TUTORIAL	66
5.19.2.15 ASSET_WEB_URL	66
5.19.2.16 TRUERANDOM_SCENE_OBJECT_NAME	66
5.20 Crosstales.Common.Util.CTHelper Class Reference	67
5.20.1 Detailed Description	67
5.21 Crosstales.Common.Util.CTHelperEditor Class Reference	67
5.22 Crosstales.Common.Util.CTPlayerPrefs Class Reference	68
5.22.1 Detailed Description	69
5.22.2 Member Function Documentation	69
5.22.2.1 DeleteAll()	69
5.22.2.2 DeleteKey()	69
5.22.2.3 GetBool()	69
5.22.2.4 GetColor()	70
5.22.2.5 GetDate()	70
5.22.2.6 GetFloat()	70
5.22.2.7 GetInt()	72
5.22.2.8 GetLanguage()	72
5.22.2.9 GetQuaternion()	72
5.22.2.10 GetString()	74
5.22.2.11 GetVector2()	74
5.22.2.12 GetVector3()	74
5.22.2.13 GetVector4()	76
5.22.2.14 HasKey()	76
5.22.2.15 Save()	76
5.22.2.16 SetBool()	77
5.22.2.17 SetColor()	77
5.22.2.18 SetDate()	77
5.22.2.19 SetFloat()	78
5.22.2.20 SetInt()	78
5.22.2.21 SetLanguage()	78
5.22.2.22 SetQuaternion()	78
5.22.2.23 SetString()	79
5.22.2.24 SetVector2()	79
5.22.2.25 SetVector3()	79

5.22.2.26 SetVector4()	80
5.23 Crosstales.Common.Util.CTScreenshot Class Reference	80
5.23.1 Detailed Description	81
5.23.2 Member Function Documentation	81
5.23.2.1 Capture()	81
5.23.3 Member Data Documentation	81
5.23.3.1 KeyCode	81
5.23.3.2 Prefix	81
5.23.3.3 Scale	82
5.24 Crosstales.Common.Util.CTWebClient Class Reference	82
5.24.1 Detailed Description	82
5.24.2 Property Documentation	82
5.24.2.1 ConnectionLimit	83
5.24.2.2 Timeout	83
5.25 Crosstales.TrueRandom.Demo.DiceRoll Class Reference	83
5.25.1 Detailed Description	83
5.26 Crosstales.TrueRandom.EditorUtil.EditorConfig Class Reference	84
5.26.1 Detailed Description	84
5.26.2 Member Function Documentation	84
5.26.2.1 Load()	84
5.26.2.2 Reset()	85
5.26.2.3 Save()	85
5.26.3 Member Data Documentation	85
5.26.3.1 COMPILE_DEFINES	85
5.26.3.2 HIERARCHY_ICON	85
5.26.3.3 isLoaded	85
5.26.3.4 PREFAB_AUTOLOAD	86
5.26.3.5 PREFAB_PATH	86
5.26.3.6 UPDATE_CHECK	86
5.26.4 Property Documentation	86
5.26.4.1 ASSET_PATH	86
5.27 Crosstales.TrueRandom.EditorUtil.EditorConstants Class Reference	87
5.27.1 Detailed Description	87
5.27.2 Member Data Documentation	87
5.27.2.1 ASSET_ID	87
5.27.2.2 ASSET_UID	88
5.27.2.3 ASSET_URL	88
5.27.2.4 PREFAB_SUBPATH	88
5.28 Crosstales.TrueRandom.EditorUtil.EditorHelper Class Reference	88
5.28.1 Detailed Description	89
5.28.2 Member Function Documentation	89
5.28.2.1 BannerOC()	89

5.28.2.2 InstantiatePrefab()	89
5.28.2.3 TRUnavailable()	90
5.28.3 Member Data Documentation	90
5.28.3.1 GO_ID	90
5.28.3.2 isTrueRandomInScene	90
5.28.3.3 MENU_ID	90
5.29 Crosstales.TrueRandom.Demo.EventTester Class Reference	91
5.29.1 Detailed Description	91
5.30 Crosstales.ExtensionMethods Class Reference	91
5.30.1 Detailed Description	96
5.30.2 Member Function Documentation	96
5.30.2.1 CTAddNewLines()	97
5.30.2.2 CTAddRange< K, V >()	97
5.30.2.3 CTClearLineEndings()	97
5.30.2.4 CTClearSpaces()	98
5.30.2.5 CTClearTags()	98
5.30.2.6 CTColorRGB()	98
5.30.2.7 CTColorRGBA()	99
5.30.2.8 CTContains()	99
5.30.2.9 CTContainsAll()	100
5.30.2.10 CTContainsAny()	100
5.30.2.11 CTCorrectLossyScale()	100
5.30.2.12 CTDump() [1/8]	101
5.30.2.13 CTDump() [2/8]	101
5.30.2.14 CTDump() [3/8]	101
5.30.2.15 CTDump() [4/8]	103
5.30.2.16 CTDump() [5/8]	103
5.30.2.17 CTDump() [6/8]	103
5.30.2.18 CTDump() [7/8]	105
5.30.2.19 CTDump() [8/8]	105
5.30.2.20 CTDump< K, V >()	105
5.30.2.21 CTDump< T >() [1/2]	106
5.30.2.22 CTDump< T >() [2/2]	106
5.30.2.23 CTEndsWith()	107
5.30.2.24 CTEquals()	107
5.30.2.25 CTFind() [1/3]	108
5.30.2.26 CTFind() [2/3]	108
5.30.2.27 CTFind() [3/3]	109
5.30.2.28 CTFind< T >() [1/3]	109
5.30.2.29 CTFind< T >() [2/3]	109
5.30.2.30 CTFind< T >() [3/3]	110
5.30.2.31 CTFindAll()	110

5.30.2.32 CTFindAll< T >()	111
5.30.2.33 CTFlatten()	111
5.30.2.34 CTFlipHorizontal()	111
5.30.2.35 CTFlipVertical()	112
5.30.2.36 CTFromBase64()	112
5.30.2.37 CTFromBase64ToByteArray()	112
5.30.2.38 CTGetBottom()	113
5.30.2.39 CTGetBounds() [1/2]	113
5.30.2.40 CTGetBounds() [2/2]	113
5.30.2.41 CTGetLeft()	114
5.30.2.42 CTGetLocalCorners() [1/2]	114
5.30.2.43 CTGetLocalCorners() [2/2]	115
5.30.2.44 CTGetLRTB()	115
5.30.2.45 CTGetRight()	115
5.30.2.46 CTGetScreenCorners() [1/2]	116
5.30.2.47 CTGetScreenCorners() [2/2]	116
5.30.2.48 CTGetTop()	117
5.30.2.49 CTHasActiveClip()	117
5.30.2.50 CTHasInvalidChars()	117
5.30.2.51 CTHasLineEndings()	118
5.30.2.52 CTHexToColor()	118
5.30.2.53 CTHexToColor32()	118
5.30.2.54 CTHexToString()	119
5.30.2.55 CTIndexOf() [1/2]	119
5.30.2.56 CTIndexOf() [2/2]	120
5.30.2.57 CTIsAlphanumeric()	120
5.30.2.58 CTIsCreditcard()	120
5.30.2.59 CTIsEmail()	121
5.30.2.60 CTIsInteger()	121
5.30.2.61 CTIsIPv4()	121
5.30.2.62 CTIsNumeric()	122
5.30.2.63 CTIsVisibleFrom()	122
5.30.2.64 CTIsWebsite()	123
5.30.2.65 CTLastIndexOf()	123
5.30.2.66 CTMultiply() [1/3]	123
5.30.2.67 CTMultiply() [2/3]	124
5.30.2.68 CTMultiply() [3/3]	124
5.30.2.69 CTQuaternion() [1/2]	124
5.30.2.70 CTQuaternion() [2/2]	125
5.30.2.71 CTReadFully()	125
5.30.2.72 CTRemoveNewLines()	125
5.30.2.73 CTReplace()	126

5.30.2.74 CTRReverse()	126
5.30.2.75 CTRotate180()	127
5.30.2.76 CTRotate270()	127
5.30.2.77 CTRotate90()	127
5.30.2.78 CTSetBottom()	129
5.30.2.79 CTSetLeft()	129
5.30.2.80 CTSetLRTB()	129
5.30.2.81 CTSetRight()	130
5.30.2.82 CTSetTop()	130
5.30.2.83 CTShuffle< T >() [1/2]	130
5.30.2.84 CTShuffle< T >() [2/2]	131
5.30.2.85 CTStartsWith()	131
5.30.2.86 CTTToBase64() [1/2]	131
5.30.2.87 CTTToBase64() [2/2]	132
5.30.2.88 CTTToByteArray() [1/2]	132
5.30.2.89 CTTToByteArray() [2/2]	132
5.30.2.90 CTTToEXR() [1/2]	133
5.30.2.91 CTTToEXR() [2/2]	133
5.30.2.92 CTTToFloatArray()	134
5.30.2.93 CTTToHex()	134
5.30.2.94 CTTToHexRGB() [1/2]	134
5.30.2.95 CTTToHexRGB() [2/2]	135
5.30.2.96 CTTToHexRGBA() [1/2]	135
5.30.2.97 CTTToHexRGBA() [2/2]	135
5.30.2.98 CTTToJPG() [1/2]	136
5.30.2.99 CTTToJPG() [2/2]	136
5.30.2.100 CTTToPNG() [1/2]	136
5.30.2.101 CTTToPNG() [2/2]	138
5.30.2.102 CTTToSprite() [1/2]	138
5.30.2.103 CTTToSprite() [2/2]	138
5.30.2.104 CTTToString()	139
5.30.2.105 CTTToString< T >() [1/2]	139
5.30.2.106 CTTToString< T >() [2/2]	140
5.30.2.107 CTTToTexture()	140
5.30.2.108 CTTToTexture2D() [1/2]	140
5.30.2.109 CTTToTexture2D() [2/2]	141
5.30.2.110 CTTToTGA() [1/2]	141
5.30.2.111 CTTToTGA() [2/2]	141
5.30.2.112 CTTToTitleCase()	142
5.30.2.113 CTVector3() [1/3]	142
5.30.2.114 CTVector3() [2/3]	142
5.30.2.115 CTVector3() [3/3]	143

5.30.2.116 CVector4() [1/3]	143
5.30.2.117 CVector4() [2/3]	143
5.30.2.118 CVector4() [3/3]	144
5.31 Crosstales.Common.Util.FileHelper Class Reference	144
5.31.1 Detailed Description	145
5.31.2 Member Function Documentation	145
5.31.2.1 CopyFile()	145
5.31.2.2 CopyPath()	146
5.31.2.3 FileHasInvalidChars()	146
5.31.2.4 GetDirectories()	146
5.31.2.5 GetDrives()	147
5.31.2.6 GetFiles()	147
5.31.2.7 GetFilesForName()	147
5.31.2.8 OpenFile()	148
5.31.2.9 PathHasInvalidChars()	148
5.31.2.10 ShowFile()	148
5.31.2.11 ShowPath()	149
5.31.2.12 ValidateFile()	149
5.31.2.13 ValidatePath()	149
5.31.3 Property Documentation	149
5.31.3.1 StreamingAssetsPath	150
5.32 Crosstales.UI.Util.FPSDisplay Class Reference	150
5.32.1 Detailed Description	150
5.32.2 Member Data Documentation	150
5.32.2.1 FPS	151
5.32.2.2 FrameUpdate	151
5.33 HutongGames.PlayMaker.Actions.GenerateFloat Class Reference	151
5.33.1 Detailed Description	152
5.33.2 Member Data Documentation	152
5.33.2.1 Max	152
5.33.2.2 Min	152
5.33.2.3 Number	152
5.33.2.4 Result	152
5.34 Crosstales.TrueRandom.Demo.GenerateFloat Class Reference	153
5.34.1 Detailed Description	153
5.35 Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor Class Reference	153
5.35.1 Detailed Description	154
5.36 HutongGames.PlayMaker.Actions.GenerateInteger Class Reference	154
5.36.1 Detailed Description	154
5.36.2 Member Data Documentation	155
5.36.2.1 Max	155
5.36.2.2 Min	155

5.36.2.3 Number	155
5.36.2.4 Result	155
5.37 Crosstales.TrueRandom.Demo.GenerateInteger Class Reference	155
5.37.1 Detailed Description	156
5.38 Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor Class Reference	156
5.38.1 Detailed Description	156
5.39 HutongGames.PlayMaker.Actions.GenerateSequence Class Reference	157
5.39.1 Detailed Description	157
5.39.2 Member Data Documentation	157
5.39.2.1 Max	157
5.39.2.2 Min	158
5.39.2.3 Number	158
5.39.2.4 Result	158
5.40 Crosstales.TrueRandom.Demo.GenerateSequence Class Reference	158
5.40.1 Detailed Description	159
5.41 Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor Class Reference	159
5.41.1 Detailed Description	159
5.42 HutongGames.PlayMaker.Actions.GenerateString Class Reference	160
5.42.1 Detailed Description	160
5.42.2 Member Data Documentation	160
5.42.2.1 Digits	161
5.42.2.2 Length	161
5.42.2.3 Lower	161
5.42.2.4 Number	161
5.42.2.5 Result	161
5.42.2.6 Unique	161
5.42.2.7 Upper	162
5.43 Crosstales.TrueRandom.PlayMaker.GenerateStringEditor Class Reference	162
5.43.1 Detailed Description	162
5.44 Crosstales.TrueRandom.Demo.GenerateStrings Class Reference	162
5.44.1 Detailed Description	163
5.45 HutongGames.PlayMaker.Actions.GenerateVector2 Class Reference	163
5.45.1 Detailed Description	164
5.45.2 Member Data Documentation	164
5.45.2.1 Max	164
5.45.2.2 Min	164
5.45.2.3 Number	164
5.45.2.4 Result	165
5.46 Crosstales.TrueRandom.Demo.GenerateVector2 Class Reference	165
5.46.1 Detailed Description	165
5.47 Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor Class Reference	166
5.47.1 Detailed Description	166

5.48 HutongGames.PlayMaker.Actions.GenerateVector3 Class Reference	166
5.48.1 Detailed Description	167
5.48.2 Member Data Documentation	167
5.48.2.1 Max	167
5.48.2.2 Min	167
5.48.2.3 Number	167
5.48.2.4 Result	168
5.49 Crosstales.TrueRandom.Demo.GenerateVector3 Class Reference	168
5.49.1 Detailed Description	168
5.50 Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor Class Reference	169
5.50.1 Detailed Description	169
5.51 Crosstales.TrueRandom.Demo.GenerateVector4 Class Reference	169
5.51.1 Detailed Description	170
5.52 Crosstales.TrueRandom.Demo.GUIMain Class Reference	170
5.52.1 Detailed Description	171
5.53 Crosstales.TrueRandom.Demo.GUIScenes Class Reference	171
5.53.1 Detailed Description	171
5.54 Crosstales.TrueRandom.Util.Helper Class Reference	171
5.54.1 Detailed Description	172
5.54.2 Member Data Documentation	172
5.54.2.1 isSupportedPlatform	172
5.55 Crosstales.TrueRandom.EditorTask.Launch Class Reference	172
5.55.1 Detailed Description	173
5.56 Crosstales.TrueRandom.Demo.Magic8Ball Class Reference	173
5.56.1 Detailed Description	173
5.57 Crosstales.Common.Util.MemoryCacheStream Class Reference	174
5.57.1 Detailed Description	174
5.57.2 Constructor & Destructor Documentation	174
5.57.2.1 MemoryCacheStream()	174
5.57.3 Member Data Documentation	175
5.57.3.1 CanRead	175
5.57.3.2 CanSeek	175
5.57.3.3 CanWrite	175
5.57.3.4 Length	175
5.57.4 Property Documentation	175
5.57.4.1 Position	176
5.58 Crosstales.TrueRandom.Module.ModuleFloat Class Reference	176
5.58.1 Detailed Description	177
5.58.2 Member Function Documentation	177
5.58.2.1 Generate()	177
5.58.2.2 GenerateInEditor()	177
5.58.2.3 GeneratePRNG()	178

5.58.3 Member Data Documentation	178
5.58.3.1 Result	178
5.58.4 Event Documentation	179
5.58.4.1 OnGenerateFinished	179
5.58.4.2 OnGenerateStart	179
5.59 Crosstales.TrueRandom.Module.ModuleInteger Class Reference	179
5.59.1 Detailed Description	180
5.59.2 Member Function Documentation	180
5.59.2.1 Generate()	180
5.59.2.2 GenerateInEditor()	181
5.59.2.3 GeneratePRNG()	181
5.59.3 Member Data Documentation	181
5.59.3.1 Result	182
5.59.4 Event Documentation	182
5.59.4.1 OnGenerateFinished	182
5.59.4.2 OnGenerateStart	182
5.60 Crosstales.TrueRandom.Module.ModuleQuota Class Reference	182
5.60.1 Detailed Description	183
5.60.2 Member Function Documentation	183
5.60.2.1 GetQuota()	183
5.60.2.2 GetQuotaInEditor()	183
5.60.3 Member Data Documentation	183
5.60.3.1 Quota	184
5.60.4 Event Documentation	184
5.60.4.1 OnUpdateQuota	184
5.61 Crosstales.TrueRandom.Module.ModuleSequence Class Reference	184
5.61.1 Detailed Description	185
5.61.2 Member Function Documentation	185
5.61.2.1 Generate()	185
5.61.2.2 GenerateInEditor()	186
5.61.2.3 GeneratePRNG()	186
5.61.3 Member Data Documentation	186
5.61.3.1 Result	187
5.61.4 Event Documentation	187
5.61.4.1 OnGenerateFinished	187
5.61.4.2 OnGenerateStart	187
5.62 Crosstales.TrueRandom.Module.ModuleString Class Reference	187
5.62.1 Detailed Description	188
5.62.2 Member Function Documentation	188
5.62.2.1 Generate()	188
5.62.2.2 GenerateInEditor()	189
5.62.2.3 GeneratePRNG()	189

5.62.3 Member Data Documentation	190
5.62.3.1 Result	190
5.62.4 Event Documentation	190
5.62.4.1 OnGenerateFinished	190
5.62.4.2 OnGenerateStart	191
5.63 Crosstales.TrueRandom.Module.ModuleVector2 Class Reference	191
5.63.1 Detailed Description	192
5.63.2 Member Function Documentation	192
5.63.2.1 Generate()	192
5.63.2.2 GenerateInEditor()	192
5.63.2.3 GeneratePRNG()	193
5.63.3 Member Data Documentation	193
5.63.3.1 Result	193
5.63.4 Event Documentation	194
5.63.4.1 OnGenerateFinished	194
5.63.4.2 OnGenerateStart	194
5.64 Crosstales.TrueRandom.Module.ModuleVector3 Class Reference	194
5.64.1 Detailed Description	195
5.64.2 Member Function Documentation	195
5.64.2.1 Generate()	195
5.64.2.2 GenerateInEditor()	196
5.64.2.3 GeneratePRNG()	196
5.64.3 Member Data Documentation	196
5.64.3.1 Result	197
5.64.4 Event Documentation	197
5.64.4.1 OnGenerateFinished	197
5.64.4.2 OnGenerateStart	197
5.65 Crosstales.TrueRandom.Module.ModuleVector4 Class Reference	197
5.65.1 Detailed Description	198
5.65.2 Member Function Documentation	198
5.65.2.1 Generate()	198
5.65.2.2 GenerateInEditor()	199
5.65.2.3 GeneratePRNG()	199
5.65.3 Member Data Documentation	200
5.65.3.1 Result	200
5.65.4 Event Documentation	200
5.65.4.1 OnGenerateFinished	200
5.65.4.2 OnGenerateStart	200
5.66 Crosstales.Common.Util.NetworkHelper Class Reference	201
5.66.1 Detailed Description	201
5.66.2 Member Function Documentation	201
5.66.2.1 CleanUrl()	201

5.66.2.2 GetIP()	202
5.66.2.3 isValidURL()	202
5.66.2.4 OpenURL()	203
5.66.2.5 RemoteCertificateValidationCallback()	203
5.66.2.6 ValidURLFromFilePath()	203
5.66.3 Property Documentation	203
5.66.3.1 isInternetAvailable	204
5.67 Crosstales.Common.EditorTask.NYCheck Class Reference	204
5.67.1 Detailed Description	204
5.68 Crosstales.TrueRandom.OnError Class Reference	204
5.69 Crosstales.TrueRandom.OnGenerateCompleted Class Reference	205
5.70 Crosstales.TrueRandom.OnQuotaUpdated Class Reference	205
5.71 Crosstales.Common.Util.PlatformController Class Reference	205
5.71.1 Detailed Description	206
5.71.2 Member Data Documentation	206
5.71.2.1 Active	206
5.71.2.2 Objects	206
5.71.2.3 Platforms	207
5.72 Crosstales.Common.Util.RandomColor Class Reference	207
5.72.1 Detailed Description	207
5.72.2 Member Data Documentation	208
5.72.2.1 AlphaRange	208
5.72.2.2 ChangeInterval	208
5.72.2.3 GrayScale	208
5.72.2.4 HueRange	208
5.72.2.5 Material	208
5.72.2.6 SaturationRange	209
5.72.2.7 UseInterval	209
5.72.2.8 ValueRange	209
5.73 Crosstales.Common.Util.RandomRotator Class Reference	209
5.73.1 Detailed Description	210
5.73.2 Member Data Documentation	210
5.73.2.1 ChangeInterval	210
5.73.2.2 RandomChangeIntervalPerAxis	210
5.73.2.3 RandomRotationAtStart	210
5.73.2.4 SpeedMax	210
5.73.2.5 SpeedMin	210
5.73.2.6 UseInterval	211
5.74 Crosstales.Common.Util.RandomScaler Class Reference	211
5.74.1 Detailed Description	211
5.74.2 Member Data Documentation	211
5.74.2.1 ChangeInterval	212

5.74.2.2 ScaleMax	212
5.74.2.3 ScaleMin	212
5.74.2.4 Uniform	212
5.74.2.5 UseInterval	212
5.75 Crosstales.TrueRandom.EditorExtension.scriptEditor Class Reference	213
5.75.1 Detailed Description	213
5.76 Crosstales.UI.Util.ScrollRectHandler Class Reference	213
5.76.1 Detailed Description	214
5.77 Crosstales.TrueRandom.EditorTask.SetAndroid Class Reference	214
5.77.1 Detailed Description	214
5.78 Crosstales.TrueRandom.Util.SetupProject Class Reference	214
5.78.1 Detailed Description	214
5.79 Crosstales.TrueRandom.EditorTask.SetupResources Class Reference	214
5.79.1 Detailed Description	215
5.80 Crosstales.Common.EditorTask.SetupResources Class Reference	215
5.80.1 Detailed Description	215
5.81 SimpleTRExample Class Reference	216
5.82 Crosstales.Common.Util.Singleton< T > Class Template Reference	216
5.82.1 Detailed Description	217
5.82.2 Member Function Documentation	217
5.82.2.1 CreateInstance()	217
5.82.2.2 DeleteInstance()	218
5.82.3 Member Data Documentation	218
5.82.3.1 GameObjectName	218
5.82.3.2 PrefabPath	218
5.82.4 Property Documentation	218
5.82.4.1 DontDestroy	218
5.82.4.2 Instance	219
5.83 Crosstales.Common.Util.SingletonHelper Class Reference	219
5.83.1 Detailed Description	219
5.84 Crosstales.UI.Social Class Reference	219
5.84.1 Detailed Description	220
5.85 Crosstales.UI.StaticManager Class Reference	220
5.85.1 Detailed Description	220
5.86 Crosstales.TrueRandom.TRManager Class Reference	221
5.86.1 Detailed Description	224
5.86.2 Member Function Documentation	224
5.86.2.1 CalculateFloat()	224
5.86.2.2 CalculateInteger()	224
5.86.2.3 CalculateSequence()	225
5.86.2.4 CalculateString()	225
5.86.2.5 CalculateVector2()	226

5.86.2.6 CalculateVector3()	226
5.86.2.7 CalculateVector4()	226
5.86.2.8 GenerateFloat()	227
5.86.2.9 GenerateFloatPRNG()	227
5.86.2.10 GenerateInteger()	228
5.86.2.11 GenerateIntegerPRNG()	228
5.86.2.12 GenerateSequence()	228
5.86.2.13 GenerateSequencePRNG()	229
5.86.2.14 GenerateString()	229
5.86.2.15 GenerateStringPRNG()	230
5.86.2.16 GenerateVector2()	231
5.86.2.17 GenerateVector2PRNG()	231
5.86.2.18 GenerateVector3()	231
5.86.2.19 GenerateVector3PRNG()	232
5.86.2.20 GenerateVector4()	232
5.86.2.21 GenerateVector4PRNG()	233
5.86.2.22 GetQuota()	233
5.86.2.23 ResetObject()	233
5.86.3 Member Data Documentation	234
5.86.3.1 CurrentFloats	234
5.86.3.2 CurrentIntegers	234
5.86.3.3 CurrentQuota	234
5.86.3.4 CurrentSequence	234
5.86.3.5 CurrentStrings	235
5.86.3.6 CurrentVector2	235
5.86.3.7 CurrentVector3	235
5.86.3.8 CurrentVector4	235
5.86.3.9 isGenerating	236
5.86.3.10 Seed	236
5.86.4 Property Documentation	236
5.86.4.1 PRNG	236
5.86.5 Event Documentation	236
5.86.5.1 OnErrorInfo	236
5.86.5.2 OnGenerateFloatFinished	237
5.86.5.3 OnGenerateFloatStart	237
5.86.5.4 OnGenerateIntegerFinished	237
5.86.5.5 OnGenerateIntegerStart	237
5.86.5.6 OnGenerateSequenceFinished	237
5.86.5.7 OnGenerateSequenceStart	237
5.86.5.8 OnGenerateStringFinished	238
5.86.5.9 OnGenerateStringStart	238
5.86.5.10 OnGenerateVector2Finished	238

5.86.5.11 OnGenerateVector2Start	238
5.86.5.12 OnGenerateVector3Finished	238
5.86.5.13 OnGenerateVector3Start	238
5.86.5.14 OnGenerateVector4Finished	239
5.86.5.15 OnGenerateVector4Start	239
5.86.5.16 OnQuotaUpdate	239
5.87 Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject Class Reference	239
5.87.1 Detailed Description	239
5.88 Crosstales.TrueRandom.EditorIntegration.TrueRandomMenu Class Reference	239
5.88.1 Detailed Description	240
5.89 Crosstales.UI.UIDrag Class Reference	240
5.89.1 Detailed Description	240
5.90 Crosstales.UI.UIFocus Class Reference	240
5.90.1 Detailed Description	241
5.90.2 Member Function Documentation	241
5.90.2.1 OnPanelEnter()	241
5.90.3 Member Data Documentation	241
5.90.3.1 ManagerName	241
5.91 Crosstales.UI.UIHint Class Reference	242
5.91.1 Detailed Description	242
5.91.2 Member Data Documentation	242
5.91.2.1 Delay	242
5.91.2.2 Disable	243
5.91.2.3 FadeAtStart	243
5.91.2.4 FadeTime	243
5.91.2.5 Group	243
5.92 Crosstales.UI.UIResize Class Reference	243
5.92.1 Detailed Description	244
5.92.2 Member Data Documentation	244
5.92.2.1 IgnoreMaxSize	244
5.92.2.2 MaxSize	244
5.92.2.3 MinSize	244
5.92.2.4 SpeedFactor	245
5.93 Crosstales.UI.UIWindowManager Class Reference	245
5.93.1 Detailed Description	245
5.93.2 Member Function Documentation	245
5.93.2.1 ChangeState()	245
5.93.3 Member Data Documentation	246
5.93.3.1 Windows	246
5.94 Crosstales.TrueRandom.EditorTask.UpdateCheck Class Reference	246
5.94.1 Detailed Description	246
5.95 Crosstales.Internal.WebGLCopyAndPaste Class Reference	247

5.95.1 Detailed Description	247
5.96 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference	247
5.97 Crosstales.UI.WindowManager Class Reference	248
5.97.1 Detailed Description	248
5.97.2 Member Data Documentation	248
5.97.2.1 ClosedAtStart	248
5.97.2.2 Dependencies	248
5.97.2.3 Speed	249
5.98 Crosstales.Common.Util.XmlHelper Class Reference	249
5.98.1 Detailed Description	249
5.98.2 Member Function Documentation	249
5.98.2.1 DeserializeFromFile< T >()	249
5.98.2.2 DeserializeFromResource< T >()	250
5.98.2.3 DeserializeFromString< T >()	250
5.98.2.4 SerializeToFile< T >()	251
5.98.2.5 SerializeToString< T >()	251
5.99 Crosstales.TrueRandom.Demo.ZInstaller Class Reference	251
5.99.1 Detailed Description	251
6 More information	253
6.1 Homepage	253
6.2 AssetStore	253
6.3 Forum	253
6.4 Documentation	253
6.5 Discord	253
6.6 Demo	253
6.6.1 WebGL	253
6.7 Videos	254
6.7.1 Promotion	254
6.7.2 Tutorial	254
Index	255

Chapter 1

Namespace Index

1.1 Packages

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

Crosstales	11
Crosstales.Common	11
Crosstales.Common.EditorTask	11
Crosstales.Common.EditorUtil	11
Crosstales.Common.Model	12
Crosstales.Common.Model.Enum	12
Crosstales.Common.Util	12
Crosstales.Internal	13
Crosstales.TrueRandom	13
Crosstales.TrueRandom.Demo	14
Crosstales.TrueRandom.EditorExtension	15
Crosstales.TrueRandom.EditorIntegration	15
Crosstales.TrueRandom.EditorTask	15
Crosstales.TrueRandom.EditorUtil	16
Crosstales.TrueRandom.Module	16
Crosstales.TrueRandom.PlayMaker	17
Crosstales.TrueRandom.Util	17
Crosstales.UI	17
Crosstales.UI.Audio	18
Crosstales.UI.Util	18
HutongGames	18
HutongGames.PlayMaker	18
HutongGames.PlayMaker.Actions	18

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Crosstales.TrueRandom.EditorTask.AAConfigLoader	19
AssetPostprocessor	
Crosstales.TrueRandom.EditorTask.Launch	172
Crosstales.TrueRandom.EditorTask.AutoInitialize	24
Crosstales.Common.EditorTask.BaseCompileDefines	25
Crosstales.TrueRandom.EditorTask.CompileDefines	58
Crosstales.UI.CompileDefines	58
Crosstales.Common.Util.BaseConstants	26
Crosstales.TrueRandom.Util.Constants	62
Crosstales.Common.Util.BaseHelper	42
Crosstales.Common.EditorUtil.BaseEditorHelper	37
Crosstales.TrueRandom.EditorUtil.EditorHelper	88
Crosstales.TrueRandom.Util.Helper	171
Crosstales.TrueRandom.Module.BaseModule	55
Crosstales.TrueRandom.Module.ModuleFloat	176
Crosstales.TrueRandom.Module.ModuleInteger	179
Crosstales.TrueRandom.Module.ModuleQuota	182
Crosstales.TrueRandom.Module.ModuleSequence	184
Crosstales.TrueRandom.Module.ModuleString	187
Crosstales.TrueRandom.Module.ModuleVector2	191
Crosstales.TrueRandom.Module.ModuleVector3	194
Crosstales.TrueRandom.Module.ModuleVector4	197
Crosstales.Common.EditorTask.BaseSetupResources	56
Crosstales.Common.EditorTask.SetupResources	215
Crosstales.TrueRandom.EditorTask.SetupResources	214
Crosstales.TrueRandom.Util.Config	59
Crosstales.Common.Util.CTPlayerPrefs	68
CustomActionEditor	
Crosstales.TrueRandom.PlayMaker.BaseTREditor	57
Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor	153
Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor	156
Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor	159
Crosstales.TrueRandom.PlayMaker.GenerateStringEditor	162
Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor	166

Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor	169
Editor	
Crosstales.Common.Util.CTHelperEditor	67
Crosstales.TrueRandom.EditorExtension.scriptEditor	213
Crosstales.TrueRandom.EditorUtil.EditorConfig	84
Crosstales.TrueRandom.EditorUtil.EditorConstants	87
EditorWindow	
Crosstales.TrueRandom.EditorIntegration.ConfigBase	60
Crosstales.TrueRandom.EditorIntegration.ConfigPreferences	61
Crosstales.TrueRandom.EditorIntegration.ConfigWindow	62
Crosstales.ExtensionMethods	91
Crosstales.Common.Util.FileHelper	144
FsmStateAction	
HutongGames.PlayMaker.Actions.BaseTRAction	57
HutongGames.PlayMaker.Actions.GenerateFloat	151
HutongGames.PlayMaker.Actions.GenerateInteger	154
HutongGames.PlayMaker.Actions.GenerateSequence	157
HutongGames.PlayMaker.Actions.GenerateString	160
HutongGames.PlayMaker.Actions.GenerateVector2	163
HutongGames.PlayMaker.Actions.GenerateVector3	166
IDragHandler	
Crosstales.UI.UIResize	243
IPointerDownHandler	
Crosstales.UI.UIResize	243
MonoBehaviour	
Crosstales.Common.Util.CTHelper	67
Crosstales.Common.Util.PlatformController	205
Crosstales.Common.Util.RandomColor	207
Crosstales.Common.Util.RandomRotator	209
Crosstales.Common.Util.RandomScaler	211
Crosstales.Common.Util.Singleton< T >	216
Crosstales.TrueRandom.Demo.DiceRoll	83
Crosstales.TrueRandom.Demo.EventTester	91
Crosstales.TrueRandom.Demo.GenerateFloat	153
Crosstales.TrueRandom.Demo.GenerateInteger	155
Crosstales.TrueRandom.Demo.GenerateSequence	158
Crosstales.TrueRandom.Demo.GenerateStrings	162
Crosstales.TrueRandom.Demo.GenerateVector2	165
Crosstales.TrueRandom.Demo.GenerateVector3	168
Crosstales.TrueRandom.Demo.GenerateVector4	169
Crosstales.TrueRandom.Demo.GUIMain	170
Crosstales.TrueRandom.Demo.GUIScenes	171
Crosstales.TrueRandom.Demo.Magic8Ball	173
Crosstales.UI.Audio.AudioFilterController	19
Crosstales.UI.Audio.AudioSourceController	21
Crosstales.UI.Social	219
Crosstales.UI.StaticManager	220
Crosstales.UI.UIDrag	240
Crosstales.UI.UIFocus	240
Crosstales.UI.UIHint	242
Crosstales.UI.UIResize	243
Crosstales.UI.UIWindowManager	245
Crosstales.UI.Util.FPSDisplay	150
Crosstales.UI.Util.ScrollRectHandler	213
Crosstales.UI.WindowManager	248
SimpleTRExample	216
Crosstales.Common.Util.NetworkHelper	201
Crosstales.Common.EditorTask.NYCheck	204

Crosstales.TrueRandom.EditorTask.SetAndroid	214
Crosstales.TrueRandom.Util.SetupProject	214
Crosstales.Common.Util.Singleton< CTScreenshot >	216
Crosstales.Common.Util.CTScreenshot	80
Crosstales.Common.Util.Singleton< TRManager >	216
Crosstales.TrueRandom.TRManager	221
Crosstales.Common.Util.Singleton< WebGLCopyAndPaste >	216
Crosstales.Internal.WebGLCopyAndPaste	247
Crosstales.Common.Util.SingletonHelper	219
Stream	
Crosstales.Common.Util.MemoryCacheStream	174
Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject	239
Crosstales.TrueRandom.EditorIntegration.TrueRandomMenu	239
UnityEvent	
Crosstales.TrueRandom.OnError	204
Crosstales.TrueRandom.OnGenerateCompleted	205
Crosstales.TrueRandom.OnQuotaUpdated	205
Crosstales.TrueRandom.EditorTask.UpdateCheck	246
WebClient	
Crosstales.Common.Util.CTWebClient	82
Crosstales.Internal.WebGLCopyAndPasteAPI	247
Crosstales.Common.Util.XmlHelper	249
Crosstales.TrueRandom.Demo.ZInstaller	251

Chapter 3

Class Index

3.1 Class List

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

Crosstales.TrueRandom.EditorTask.AAAConfigLoader	
Loads the configuration at startup	19
Crosstales.UI.Audio.AudioFilterController	
Controller for audio filters	19
Crosstales.UI.Audio.AudioSourceController	
Controller for AudioSources	21
Crosstales.TrueRandom.EditorTask.AutoInitialize	
Automatically adds the necessary TrueRandom-prefabs to the current scene	24
Crosstales.Common.EditorTask.BaseCompileDefines	
Base for adding and removing the given symbols to PlayerSettings compiler define symbols	25
Crosstales.Common.Util.BaseConstants	
Base for collected constants of very general utility for the asset	26
Crosstales.Common.EditorUtil.BaseEditorHelper	
Base for various Editor helper functions	37
Crosstales.Common.Util.BaseHelper	
Base for various helper functions	42
Crosstales.TrueRandom.Module.BaseModule	55
Crosstales.Common.EditorTask.BaseSetupResources	
Base-class for moving all resources to 'Editor Default Resources'	56
HutongGames.PlayMaker.Actions.BaseTRAction	
Base class for TrueRandom-actions in PlayMaker	57
Crosstales.TrueRandom.PlayMaker.BaseTREditor	
Base-class for custom editors	57
Crosstales.TrueRandom.EditorTask.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols	58
Crosstales.UI.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols	58
Crosstales.TrueRandom.Util.Config	
Configuration for the asset	59
Crosstales.TrueRandom.EditorIntegration.ConfigBase	
Base class for editor windows	60
Crosstales.TrueRandom.EditorIntegration.ConfigPreferences	
Unity "Preferences" extension	61
Crosstales.TrueRandom.EditorIntegration.ConfigWindow	
Editor window extension	62

Crosstales.TrueRandom.Util.Constants	
Collected constants of very general utility for the asset	62
Crosstales.Common.Util.CTHelper	
Helper to reset the necessary settings	67
Crosstales.Common.Util.CTHelperEditor	67
Crosstales.Common.Util.CTPlayerPrefs	
Wrapper for the PlayerPrefs	68
Crosstales.Common.Util.CTScreenshot	
Take screen shots inside an application	80
Crosstales.Common.Util.CTWebClient	
Specialized WebClient	82
Crosstales.TrueRandom.Demo.DiceRoll	
Simulates n random dices with the values 1-6	83
Crosstales.TrueRandom.EditorUtil.EditorConfig	
Editor Configuration for the asset	84
Crosstales.TrueRandom.EditorUtil.EditorConstants	
Collected editor constants of very general utility for the asset	87
Crosstales.TrueRandom.EditorUtil.EditorHelper	
Editor helper class	88
Crosstales.TrueRandom.Demo.EventTester	
Simple test script for all UnityEvent-callbacks	91
Crosstales.ExtensionMethods	
Various extension methods	91
Crosstales.Common.Util.FileHelper	
Various helper functions for the file system	144
Crosstales.UI.Util.FPSDisplay	
Simple FPS-Counter	150
HutongGames.PlayMaker.Actions.GenerateFloat	
Generate-action for floats in PlayMaker	151
Crosstales.TrueRandom.Demo.GenerateFloat	
Generate random floats	153
Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor	
Custom editor for the GenerateFloat-action	153
HutongGames.PlayMaker.Actions.GenerateInteger	
Generate-action for integers in PlayMaker	154
Crosstales.TrueRandom.Demo.GenerateInteger	
Generate random integers	155
Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor	
Custom editor for the GenerateInteger-action	156
HutongGames.PlayMaker.Actions.GenerateSequence	
Generate-action for sequences in PlayMaker	157
Crosstales.TrueRandom.Demo.GenerateSequence	
Generate a random sequence	158
Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor	
Custom editor for the GenerateSequence-action	159
HutongGames.PlayMaker.Actions.GenerateString	
Generate-action for strings in PlayMaker	160
Crosstales.TrueRandom.PlayMaker.GenerateStringEditor	
Custom editor for the GenerateString-action	162
Crosstales.TrueRandom.Demo.GenerateStrings	
Generate random strings	162
HutongGames.PlayMaker.Actions.GenerateVector2	
Generate-action for Vector2 in PlayMaker	163
Crosstales.TrueRandom.Demo.GenerateVector2	
Generate random Vector2	165
Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor	
Custom editor for the GenerateVector2-action	166

HutongGames.PlayMaker.Actions.GenerateVector3	
Generate-action for Vector3 in PlayMaker	166
Crosstales.TrueRandom.Demo.GenerateVector3	
Generate random Vector3	168
Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor	
Custom editor for the GenerateVector3-action	169
Crosstales.TrueRandom.Demo.GenerateVector4	
Generate random Vector3	169
Crosstales.TrueRandom.Demo.GUIMain	
Main GUI component for all demo scenes	170
Crosstales.TrueRandom.Demo.GUIScenes	
Main GUI scene manager for all demo scenes	171
Crosstales.TrueRandom.Util.Helper	
Various helper functions	171
Crosstales.TrueRandom.EditorTask.Launch	
Show the configuration window on the first launch	172
Crosstales.TrueRandom.Demo.Magic8Ball	
Magic 8-Ball simulator	173
Crosstales.Common.Util.MemoryCacheStream	
Memory cache stream	174
Crosstales.TrueRandom.Module.ModuleFloat	
This module will generate true random floats in configurable intervals	176
Crosstales.TrueRandom.Module.ModuleInteger	
This module will generate true random integers in configurable intervals	179
Crosstales.TrueRandom.Module.ModuleQuota	
This module gets the remaining quota on www.random.org	182
Crosstales.TrueRandom.Module.ModuleSequence	
This module will randomize a given interval of integers, i.e. arrange them in random order	184
Crosstales.TrueRandom.Module.ModuleString	
This module will generate true random strings of various length and character compositions	187
Crosstales.TrueRandom.Module.ModuleVector2	
This generator will generate true random Vector2 in configurable intervals	191
Crosstales.TrueRandom.Module.ModuleVector3	
This generator will generate true random Vector3 in configurable intervals	194
Crosstales.TrueRandom.Module.ModuleVector4	
This generator will generate true random Vector4 in configurable intervals	197
Crosstales.Common.Util.NetworkHelper	
Base for various helper functions for networking	201
Crosstales.Common.EditorTask.NYCheck	
Checks if a 'Happy new year'-message must be displayed	204
Crosstales.TrueRandom.OnError	204
Crosstales.TrueRandom.OnGenerateCompleted	205
Crosstales.TrueRandom.OnQuotaUpdated	205
Crosstales.Common.Util.PlatformController	
Enables or disable game objects and scripts for a given platform	205
Crosstales.Common.Util.RandomColor	
Random color changer	207
Crosstales.Common.Util.RandomRotator	
Random rotation changer	209
Crosstales.Common.Util.RandomScaler	
Random scale changer	211
Crosstales.TrueRandom.EditorExtension.scriptEditor	
Custom editor for the 'script'-class	213
Crosstales.UI.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms	213
Crosstales.TrueRandom.EditorTask.SetAndroid	
Sets the required build parameters for Android	214

Crosstales.TrueRandom.Util.SetupProject	
Setup the project to use True Random	214
Crosstales.TrueRandom.EditorTask.SetupResources	
Moves all resources to 'Editor Default Resources'	214
Crosstales.Common.EditorTask.SetupResources	
Moves all resources to 'Editor Default Resources'	215
SimpleTRExample	216
Crosstales.Common.Util.Singleton< T >	
Base-class for all singletons	216
Crosstales.Common.Util.SingletonHelper	
Helper-class for singletons	219
Crosstales.UI.Social	
Crosstales social media links	219
Crosstales.UI.StaticManager	
Static Button Manager	220
Crosstales.TrueRandom.TRManager	
The TRManager is the manager for all modules	221
Crosstales.TrueRandom.EditorIntegration.TrueRandomGameObject	
Editor component for the "Hierarchy"-menu	239
Crosstales.TrueRandom.EditorIntegration.TrueRandomMenu	
Editor component for the "Tools"-menu	239
Crosstales.UI.UIDrag	
Allow to Drag the Windows around	240
Crosstales.UI.UIFocus	
Change the Focus on from a Window	240
Crosstales.UI.UIHint	
Controls a UI group (hint)	242
Crosstales.UI.UIResize	
Resize a UI element	243
Crosstales.UI.UIWindowManager	
Change the state of all Window panels	245
Crosstales.TrueRandom.EditorTask.UpdateCheck	
Checks for updates of the asset	246
Crosstales.Internal.WebGLCopyAndPaste	
Allows copy and paste in WebGL	247
Crosstales.Internal.WebGLCopyAndPasteAPI	247
Crosstales.UI.WindowManager	
Manager for a Window	248
Crosstales.Common.Util.XmlHelper	
Helper-class for XML	249
Crosstales.TrueRandom.Demo.ZInstaller	
Installs the 'UI'-package from Common	251

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.AAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

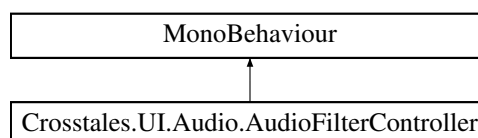
The documentation for this class was generated from the following file:

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

5.2 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



Public Member Functions

- void [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).

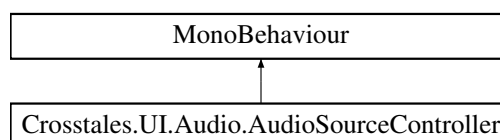
The documentation for this class was generated from the following file:

- 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:



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.

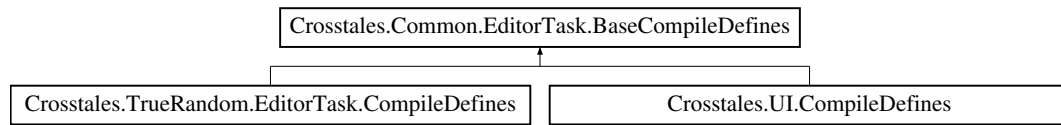
The documentation for this class was generated from the following file:

- 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:



Static Public Member Functions

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

Static Protected Member Functions

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

5.5.1 Detailed Description

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

5.5.2 Member Function Documentation

5.5.2.1 AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.

Parameters

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

5.5.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

Parameters

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

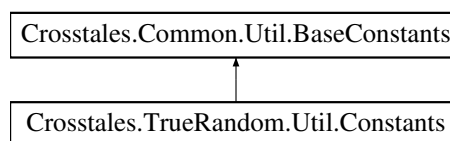
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/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:



Static Public Attributes

- const string **ASSET_AUTHOR** = "crosstales LLC"
Author of the asset.
- const string **ASSET_AUTHOR_URL** = "https://www.crosstales.com"
URL of the asset author.
- const string **ASSET_CT_URL** = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string **ASSET_SOCIAL_DISCORD** = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string **ASSET_SOCIAL_FACEBOOK** = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string **ASSET_SOCIAL_TWITTER** = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string **ASSET_SOCIAL_YOUTUBE** = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string **ASSET_SOCIAL_LINKEDIN** = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string **ASSET_3P_PLAYMAKER** = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
URL of the 3rd party asset "PlayMaker".

- const string **ASSET_3P_VOLUMETRIC_AUDIO** = "https://assetstore.unity.com/packages/slug/17125?aid=10111NGT"
URL of the 3rd party asset "Volumetric Audio".
- const string **ASSET_3P_ROCKTOMATE** = "https://assetstore.unity.com/packages/slug/156311?aid=10111NGT"
URL of the 3rd party asset "RockTomate".
- const string **ASSET_BWF** = "https://assetstore.unity.com/packages/slug/26255?aid=10111NGT"
URL of the "Badword Filter" asset.
- const string **ASSET_DJ** = "https://assetstore.unity.com/packages/slug/41993?aid=10111NGT"
URL of the "DJ" asset.
- const string **ASSET_FB** = "https://assetstore.unity.com/packages/slug/98713?aid=10111NGT"
URL of the "File Browser" asset.
- const string **ASSET_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=10111NGT"
URL of the "Online Check" asset.
- const string **ASSET_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=10111NGT"
URL of the "Radio" asset.
- const string **ASSET_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=10111NGT"
URL of the "RT-Voice" asset.
- const string **ASSET_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=10111NGT"
URL of the "Turbo Backup" asset.
- const string **ASSET_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=10111NGT"
URL of the "Turbo Builder" asset.
- const string **ASSET_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=10111NGT"
URL of the "Turbo Switch" asset.
- const string **ASSET_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=10111NGT"
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.RegularExpressions.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** = "ÀÁÂÃÄÅÇÈÉÊËÏÎÏÔÕÙÛÜ"
- const string **ALPHABET_FRENCH_LOWERCASE** = "àâäæçèéêëëïîïôõùûü"
- 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.ValidatePath(
    dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1)) [static]
```

Application path.

5.6.2.2 ASSET_3P_PLAYMAKER

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

URL of the 3rd party asset "PlayMaker".

5.6.2.3 ASSET_3P_ROCKTOMATE

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

URL of the 3rd party asset "RockTomate".

5.6.2.4 ASSET_3P_VOLUMETRIC_AUDIO

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

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

5.6.2.5 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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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=10111NGT" [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.

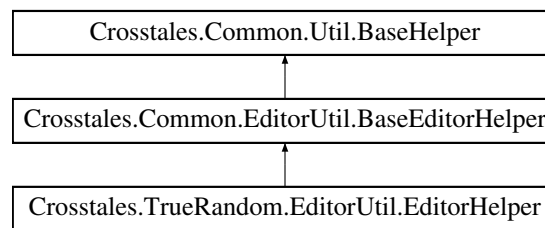
The documentation for this class was generated from the following file:

- 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:



Static Public Member Functions

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

Static Public Attributes

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

Additional Inherited Members

5.7.1 Detailed Description

Base for various Editor helper functions.

5.7.2 Member Function Documentation

5.7.2.1 CreateAsset< T >()

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

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

Parameters

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

Returns

The new asset.

Type Constraints

T : ScriptableObject

5.7.2.2 FindAssetsByType< T >()

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

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T : Object

5.7.2.3 GetBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

Parameters

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

Returns

The build name for a BuildTarget.

5.7.2.4 GetBuildTargetForBuildName()

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

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

Parameters

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

Returns

The BuildTarget for a build name.

5.7.2.5 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

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

5.7.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

Parameters

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

Returns

True if the BuildTarget is installed in Unity.

5.7.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.7.2.8 RefreshAssetDatabase()

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

Refreshes the asset database.

Parameters

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

5.7.2.9 RestartUnity()

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

Restart Unity.

Parameters

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

5.7.2.10 SeparatorUI()

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

Shows a separator-UI.

Parameters

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

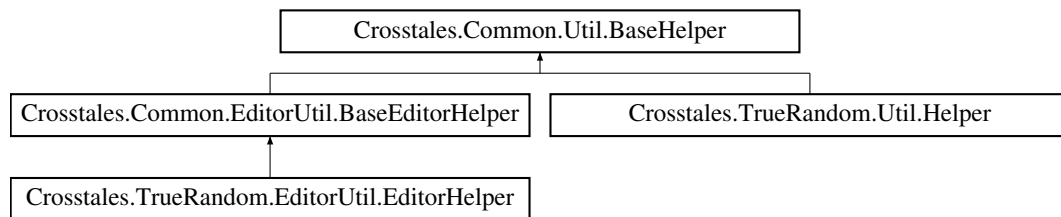
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/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:



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** && !Application.isPlaying
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

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

Returns

Generated string

5.8.2.2 FormatBytesToHRF()

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

Format byte-value to Human-Readable-Form.

Parameters

<i>bytes</i>	Value in bytes
<i>useSI</i>	Use SI-system (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

<i>seconds</i>	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

<i>seconds</i>	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

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

<i>name</i>	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

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

Returns

True if the current platform is supported.

5.8.2.9 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

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

5.8.2.10 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

<i>isoCode</i>	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

<i>language</i>	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

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

Returns

Splitted lines as array

5.8.3 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

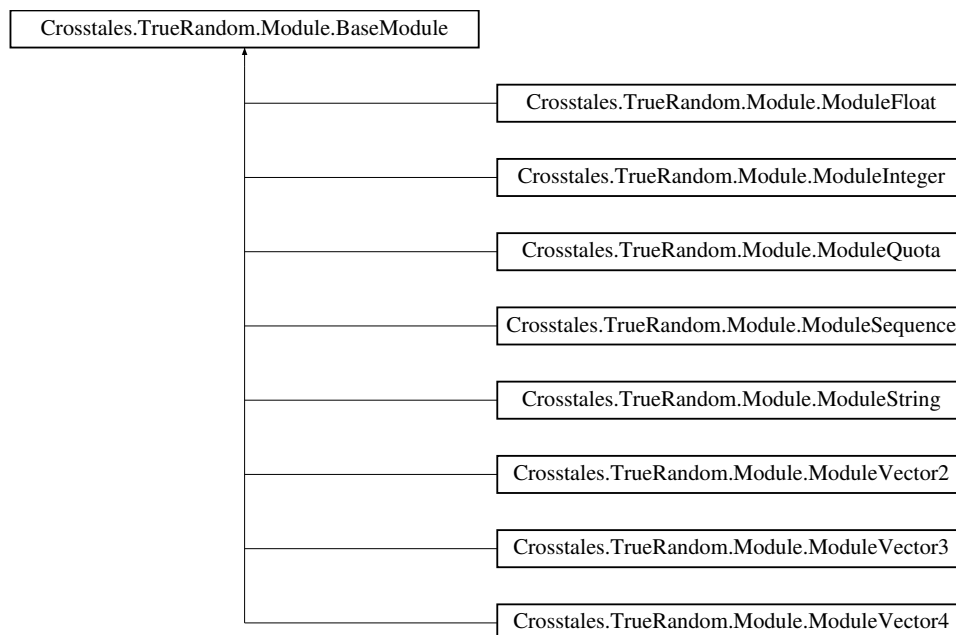
True if the current platform is XboxOne.

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

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

5.9 Crosstales.TrueRandom.Module.BaseModule Class Reference

Inheritance diagram for Crosstales.TrueRandom.Module.BaseModule:



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 occurred.

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 occurred.

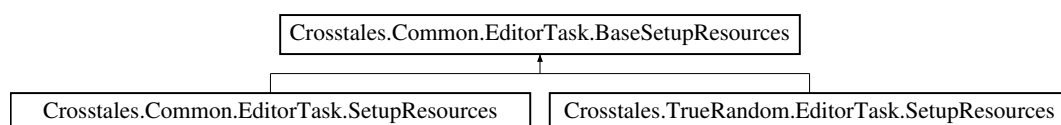
The documentation for this class was generated from the following file:

- 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:



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'.

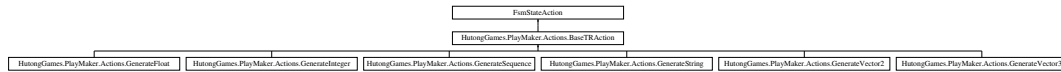
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TrueRandom/TrueRandomPro/Assets/Plugins/crosstales/Common/EditorTask/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.

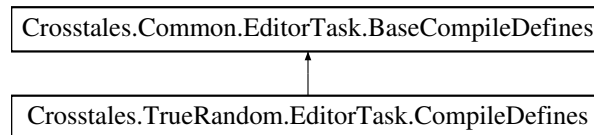
The documentation for this class was generated from the following file:

- 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:



Additional Inherited Members

5.13.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

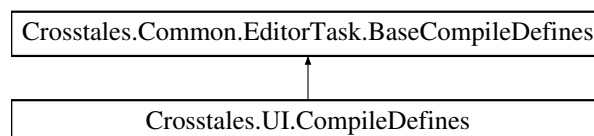
The documentation for this class was generated from the following file:

- 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:



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 [isLoading](#)
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.

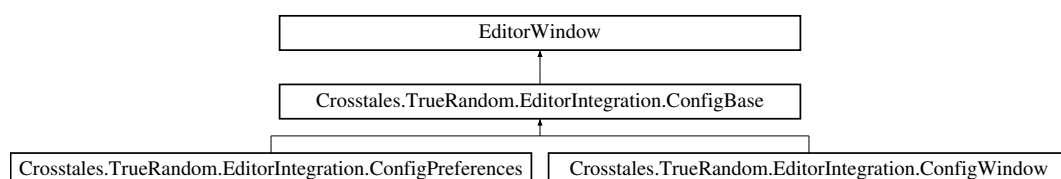
The documentation for this class was generated from the following file:

- 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:



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.

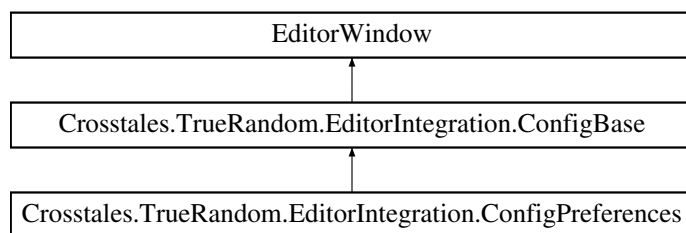
The documentation for this class was generated from the following file:

- 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:



Additional Inherited Members

5.17.1 Detailed Description

Unity "Preferences" extension.

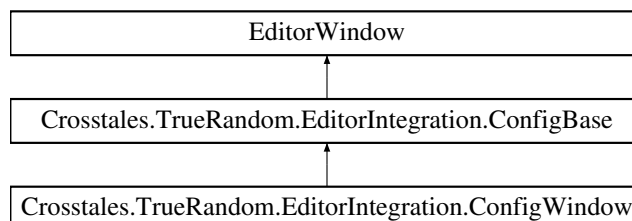
The documentation for this class was generated from the following file:

- 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:



Static Public Member Functions

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

Additional Inherited Members

5.18.1 Detailed Description

Editor window extension.

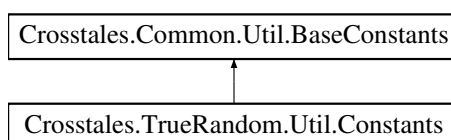
The documentation for this class was generated from the following file:

- 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:



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=1011INGT"
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=PLgtonlOr6Tb41XTMee↵
Z836tjHIKgOO84S"
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=10111NGT" [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↔  
R3VlEZOU?list=PLgtonIO6Tb4lXTMeeZ836tjHlKgOO84S" [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.

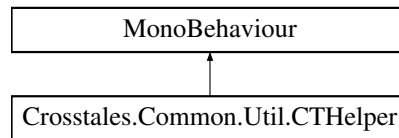
The documentation for this class was generated from the following file:

- 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

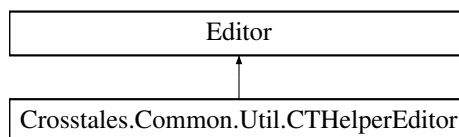
Helper to reset the necessary settings.

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 Crosstailes.Common.Util.CTPlayerPrefs.DeleteAll ( ) [static]
```

Deletes all keys.

5.22.2.2 DeleteKey()

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

Delete the key.

Parameters

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

5.22.2.3 GetBool()

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

Allows to get a bool from a key.

Parameters

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

Returns

Value for the key.

5.22.2.4 GetColor()

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

Allows to get a Color from a key.

Parameters

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

Returns

Value for the key.

5.22.2.5 GetDate()

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

Allows to get a DateTime from a key.

Parameters

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

Returns

Value for the key.

5.22.2.6 GetFloat()

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

Allows to get a float from a key.

Parameters

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

Returns

Value for the key.

5.22.2.7 GetInt()

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

Allows to get an int from a key.

Parameters

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

Returns

Value for the key.

5.22.2.8 GetLanguage()

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

Allows to get a SystemLanguage from a key.

Parameters

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

Returns

Value for the key.

5.22.2.9 GetQuaternion()

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

Allows to get a Quaternion from a key.

Parameters

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

Returns

Value for the key.

5.22.2.10 GetString()

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

Allows to get a string from a key.

Parameters

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

Returns

Value for the key.

5.22.2.11 GetVector2()

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

Allows to get a Vector2 from a key.

Parameters

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

Returns

Value for the key.

5.22.2.12 GetVector3()

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

Allows to get a Vector3 from a key.

Parameters

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

Returns

Value for the key.

5.22.2.13 GetVector4()

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

Allows to get a Vector4 from a key.

Parameters

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

Returns

Value for the key.

5.22.2.14 HasKey()

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

Exists the key?

Parameters

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

Returns

Value for the key.

5.22.2.15 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

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

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

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

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

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

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

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

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

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

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

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

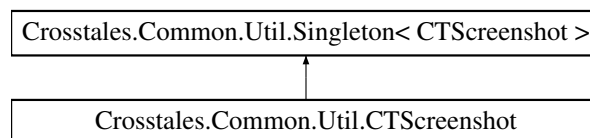
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/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:

**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).

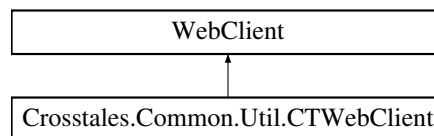
The documentation for this class was generated from the following file:

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

5.24 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

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

Protected Member Functions

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

Properties

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

5.24.1 Detailed Description

Specialized WebClient.

5.24.2 Property Documentation

5.24.2.1 ConnectionLimit

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

Connection limit for all WebClients

5.24.2.2 Timeout

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

Timeout in milliseconds

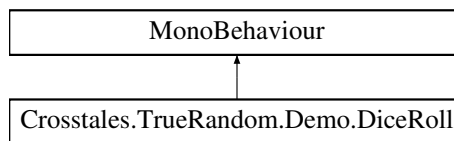
The documentation for this class was generated from the following file:

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

5.25 Crosstales.TrueRandom.Demo.DiceRoll Class Reference

Simulates n random dices with the values 1-6.

Inheritance diagram for Crosstales.TrueRandom.Demo.DiceRoll:



Public Member Functions

- void **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/↔ Demos/Scripts/DiceRoll.cs

5.26 Crosstales.TrueRandom.EditorUtil.EditorConfig Class Reference

Editor Configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

- static bool [UPDATE_CHECK](#) = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool [COMPILE_DEFINES](#) = EditorConstants.DEFAULT_COMPILE_DEFINES
Enable or disable adding compile define "CT_TR" for the asset.
- static bool [PREFAB_AUTOLOAD](#) = EditorConstants.DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static bool [HIERARCHY_ICON](#) = EditorConstants.DEFAULT_HIERARCHY_ICON
Enable or disable the icon in the hierarchy.
- static bool [isLoading](#)
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_SUBPATH [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_UPDATE_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-0be5-4d24-8000-000000000000")
[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.

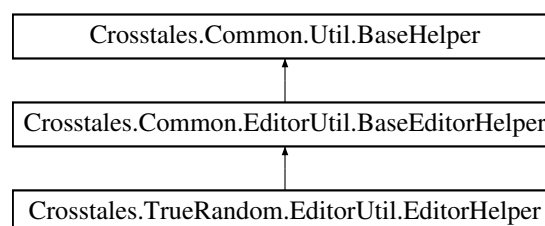
The documentation for this class was generated from the following file:

- 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:



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

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

5.28.2.3 TRUnavailable()

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

Shows a "True Random unavailable"-UI.

5.28.3 Member Data Documentation

5.28.3.1 GO_ID

```
const int Crosstales.TrueRandom.EditorUtil.EditorHelper.GO_ID = 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.

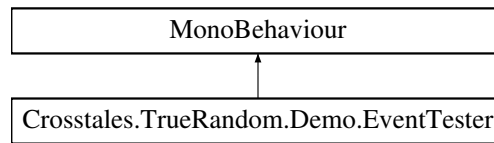
The documentation for this class was generated from the following file:

- 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:



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 occurrence 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 occurrence of a given string.*
- static int [CTIndexOf](#) (this string str, string toCheck, int startIndex, System.StringComparison comp=System.↵StringComparison.OrdinalIgnoreCase)
- Extension method for strings. Returns the index of the first occurrence of a given string.*
- static string [CTToBase64](#) (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a string to a Base64-string.*
- static string [CTFromBase64](#) (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a Base64-string to a string.*
- static byte[] [CTFromBase64ToByteArray](#) (this string str)
- Extension method for strings. Converts the value of a Base64-string to a byte-array.*
- static string [CTToHex](#) (this string str, bool addPrefix=false)
- Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).*
- static string [CTHexToString](#) (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).*
- static Color32 [CTHexToColor32](#) (this string hexString)

- Extension method for strings. Converts the Hex-value of a string to a Color32.*
- static Color [CTHexToColor](#) (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a Color.*
- static byte[] [CTToByteArray](#) (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a string to a byte-array.*
- static string [CTClearTags](#) (this string str)
- Extension method for strings. Cleans a given text from tags.*
- static string [CTClearSpaces](#) (this string str)
- Extension method for strings. Cleans a given text from multiple spaces.*
- static string [CTClearLineEndings](#) (this string str)
- Extension method for strings. Cleans a given text from line endings.*
- static void [CTShuffle](#)< T > (this T[] array, int seed=0)
- Extension method for arrays. Shuffles an array.*
- static string [CTDump](#)< T > (this T[] array, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
- Extension method for arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Quaternion[] array)
- Extension method for Quaternion-arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector2[] array)
- Extension method for Vector2-arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector3[] array)
- Extension method for Vector3-arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector4[] array)
- Extension method for Vector4-arrays. Dumps an array to a string.*
- static string[] [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.ICollection< T > list)
Extension method for ICollection. 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

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

<i>dict</i>	IDictionary-instance.
<i>collection</i>	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

<i>str</i>	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

<i>str</i>	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

<i>str</i>	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

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

Returns

Color from RGB.

5.30.2.7 CTColorRGBA()

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

Extension method for Vector4. Convert it to a Color.

Parameters

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

Returns

Color from RGBA.

5.30.2.8 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

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

Returns

True if the string contains the given string.

5.30.2.9 CTContainsAll()

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

5.30.2.10 CTContainsAny()

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.30.2.11 CTCorrectLossyScale()

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

Extension method for Canvas. Convert current resolution scale.

Parameters

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

Returns

Vector3 with the correct scale.

5.30.2.12 CTDump() [1/8]

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

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

Parameters

<i>array</i>	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

<i>list</i>	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

<i>list</i>	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

<i>list</i>	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

<i>list</i>	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

<i>array</i>	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

<i>array</i>	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

<i>array</i>	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

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

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

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

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

Returns

True if the string is integer.

5.30.2.24 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

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

Returns

True if the string contains the given string.

5.30.2.25 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

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

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

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

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

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

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

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

Returns

List of GameObjects with the given name or empty list.

5.30.2.32 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

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

Returns

List of GameObjects with the given name or empty list.

Type Constraints

T : Component

5.30.2.33 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

<i>texture</i>	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

<i>texture</i>	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

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

<i>str</i>	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

<i>transform</i>	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

<i>go</i>	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

<i>transform</i>	RectTransform to calculate the bounds.
<i>uiScaleFactor</i>	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

<i>transform</i>	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

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

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

<i>transform</i>	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

<i>transform</i>	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

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

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

<i>transform</i>	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

<i>source</i>	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

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

Returns

True if the string has invalid characters.

5.30.2.51 CHasLineEndings()

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

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

Parameters

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

Returns

True if the string has line endings.

5.30.2.52 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

<i>hexString</i>	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

<i>hexString</i>	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

<i>hexString</i>	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 occurrence of a given string.

Parameters

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

Returns

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

5.30.2.56 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 occurrence of a given string.

Parameters

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

Returns

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

5.30.2.57 CTIsAlphanumeric()

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

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

Parameters

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

Returns

True if the string is alphanumeric.

5.30.2.58 CTIsCreditcard()

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

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

Parameters

<i>str</i>	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

<i>str</i>	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

<i>str</i>	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

<i>str</i>	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

<i>str</i>	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

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

Returns

True if the renderer is visible by the given camera.

5.30.2.64 CTisWebsite()

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

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

Parameters

<i>str</i>	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 occurrence of a given string.

Parameters

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

Returns

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

5.30.2.66 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

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

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

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

<i>eulerAngle</i>	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

<i>angle</i>	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

<i>input</i>	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

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

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

Returns

Replaced string.

5.30.2.74 CTReverse()

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

Extension method for strings. Reverses a string.

Parameters

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

Returns

Reversed string.

5.30.2.75 CTRotate180()

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

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

Parameters

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

Returns

Rotated Texture.

5.30.2.76 CTRotate270()

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

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

Parameters

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

Returns

Rotated Texture.

5.30.2.77 CTRotate90()

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

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

Parameters

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

Returns

Rotated Texture.

5.30.2.78 CTSetBottom()

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

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

Parameters

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

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

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

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

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

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	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

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	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

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

Returns

True if the string is integer.

5.30.2.86 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

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

Returns

Base64-string from the byte-array.

5.30.2.87 CToBase64() [2/2]

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

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

Parameters

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

Returns

String value as converted Base64-string.

5.30.2.88 CToByteArray() [1/2]

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

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

Parameters

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

Returns

Converted byte-array.

5.30.2.89 CToByteArray() [2/2]

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

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

Parameters

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

Returns

Byte-array with the string.

5.30.2.90 CTTToEXR() [1/2]

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

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

Parameters

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

Returns

Converted Sprite as EXR byte-array.

5.30.2.91 CTTToEXR() [2/2]

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

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

Parameters

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

Returns

Converted Texture as EXR byte-array.

5.30.2.92 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

<i>array</i>	Array-instance to convert.
<i>count</i>	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

<i>str</i>	Input string.
<i>addPrefix</i>	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

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

Returns

Color value as Hex (format "RRGGBB").

5.30.2.95 CToHexRGB() [2/2]

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

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

Parameters

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

Returns

Color value as Hex (format "RRGGBB").

5.30.2.96 CToHexRGBA() [1/2]

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

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

Parameters

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

Returns

Color value as Hex (format "RRGGBBAA").

5.30.2.97 CToHexRGBA() [2/2]

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

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

Parameters

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

Returns

Color value as Hex (format "RRGGBBAA").

5.30.2.98 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

<i>sprite</i>	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

<i>texture</i>	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

<i>sprite</i>	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

<i>texture</i>	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

<i>data</i>	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

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

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

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

Returns

String list with all entries (via ToString).

5.30.2.106 CToString< T >() [2/2]

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

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

Parameters

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

Returns

String array with all entries (via ToString).

5.30.2.107 CTToTexture()

```
static Texture2D Crosstales.ExtensionMethods.CTToTexture (  
    this byte[] data ) [static]
```

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

Parameters

<i>data</i>	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

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

Returns

Converted Texture2D.

5.30.2.109 CTTToTexture2D() [2/2]

```
static Texture2D Crosstales.ExtensionMethods.CTTToTexture2D (  
    this WebCamTexture texture ) [static]
```

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

Parameters

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

Returns

Converted Texture2D.

5.30.2.110 CTTToTGA() [1/2]

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

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

Parameters

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

Returns

Converted Sprite as TGA byte-array.

5.30.2.111 CTTToTGA() [2/2]

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

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

Parameters

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

Returns

Converted Texture as TGA byte-array.

5.30.2.112 CTToTitleCase()

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

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

Parameters

<i>str</i>	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

<i>color</i>	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

<i>color</i>	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

<i>angle</i>	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

<i>color</i>	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

<i>color</i>	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

<i>angle</i>	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

<i>sourceFile</i>	Source file path
<i>destFile</i>	Destination file path
<i>move</i>	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

<i>sourcePath</i>	Source directory path
<i>destPath</i>	Destination directory path
<i>move</i>	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

<i>file</i>	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

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

Returns

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

5.31.2.5 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 occurred.

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

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

Returns

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

5.31.2.7 GetFilesForName()

```
static string [] Crosstales.Common.Util.FileHelper.GetFilesForName (
    string path,
    bool isRecursive = false,
    params string[] filenames ) [static]
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>filenames</i>	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 occurred.

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

<i>file</i>	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

<i>path</i>	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

<i>path</i>	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

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	Add delimiter at the end of the path (optional, default: true)
<i>preserveFile</i>	Preserves a given file in the path (optional, default: true)

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".

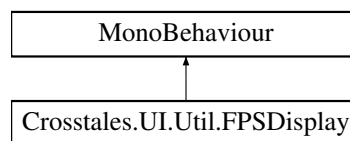
The documentation for this class was generated from the following file:

- 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:



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).

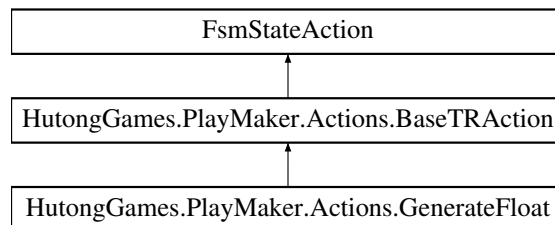
The documentation for this class was generated from the following file:

- 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:



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).

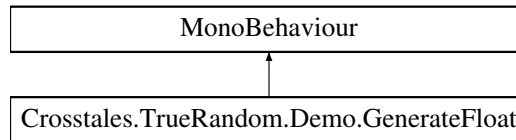
The documentation for this class was generated from the following file:

- 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:



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.

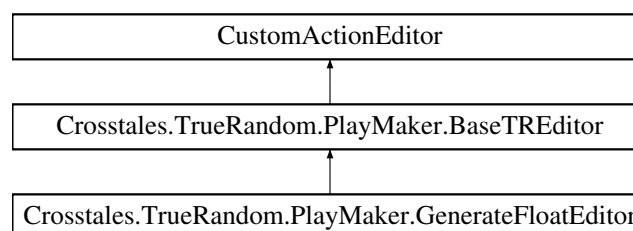
The documentation for this class was generated from the following file:

- 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:



Additional Inherited Members

5.35.1 Detailed Description

Custom editor for the GenerateFloat-action.

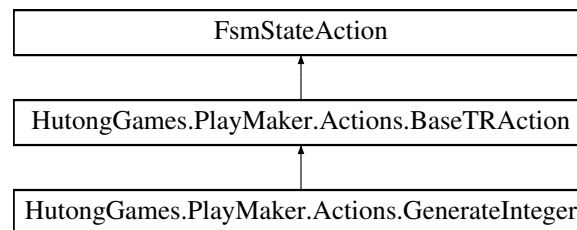
The documentation for this class was generated from the following file:

- 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:



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).

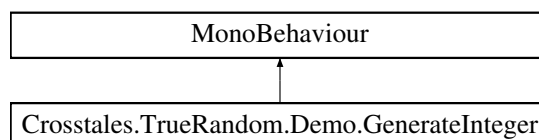
The documentation for this class was generated from the following file:

- 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:



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.

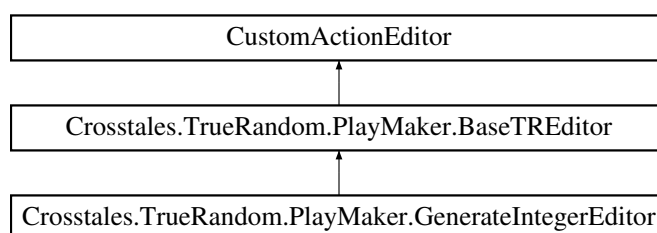
The documentation for this class was generated from the following file:

- 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:



Additional Inherited Members

5.38.1 Detailed Description

Custom editor for the GenerateInteger-action.

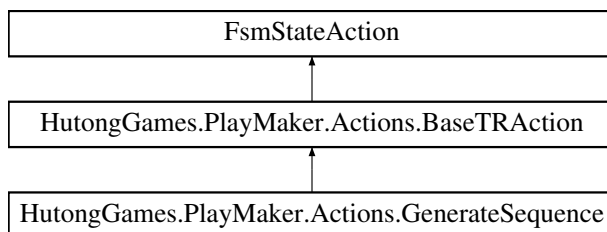
The documentation for this class was generated from the following file:

- 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:



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).

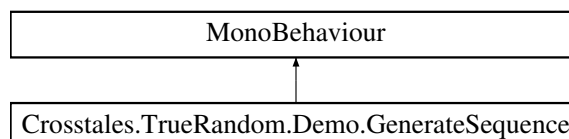
The documentation for this class was generated from the following file:

- 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:



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.

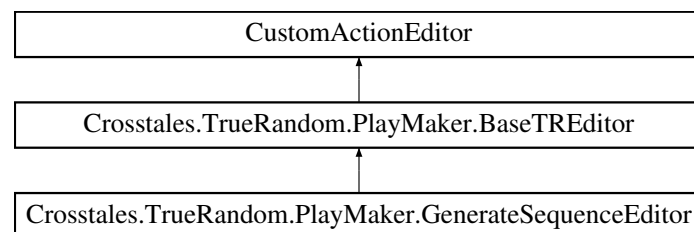
The documentation for this class was generated from the following file:

- 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:



Additional Inherited Members

5.41.1 Detailed Description

Custom editor for the GenerateSequence-action.

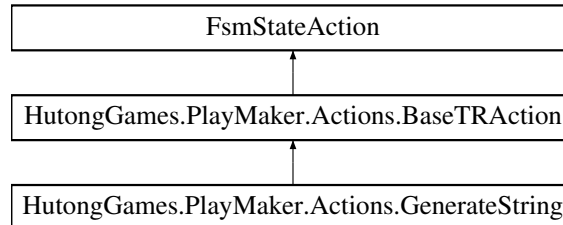
The documentation for this class was generated from the following file:

- 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:



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).

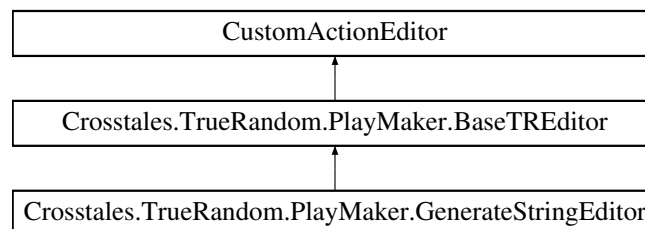
The documentation for this class was generated from the following file:

- 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:



Additional Inherited Members

5.43.1 Detailed Description

Custom editor for the GenerateString-action.

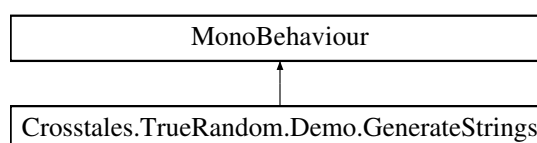
The documentation for this class was generated from the following file:

- 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:



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.

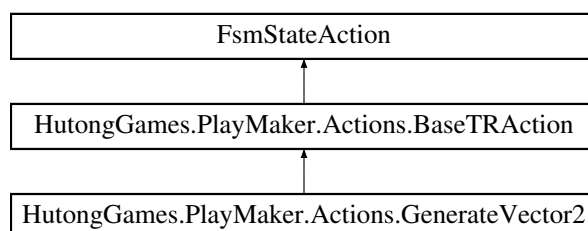
The documentation for this class was generated from the following file:

- 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:



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).

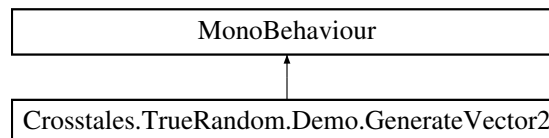
The documentation for this class was generated from the following file:

- `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`:



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.

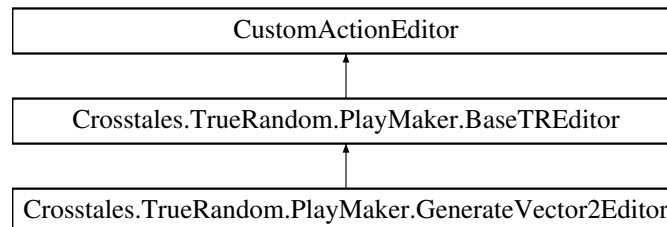
The documentation for this class was generated from the following file:

- `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:



Additional Inherited Members

5.47.1 Detailed Description

Custom editor for the GenerateVector2-action.

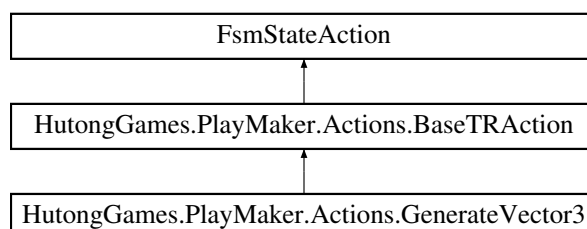
The documentation for this class was generated from the following file:

- 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:



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).

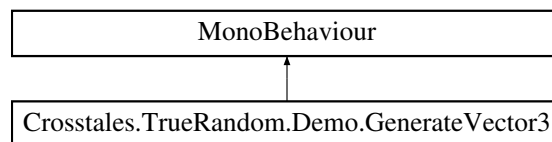
The documentation for this class was generated from the following file:

- 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:



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.

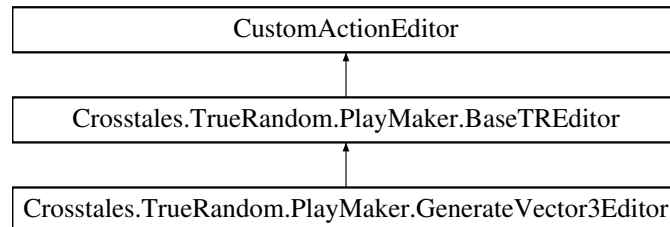
The documentation for this class was generated from the following file:

- 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:



Additional Inherited Members

5.50.1 Detailed Description

Custom editor for the GenerateVector3-action.

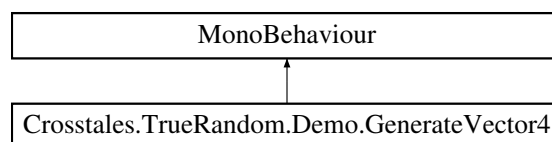
The documentation for this class was generated from the following file:

- 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:



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.

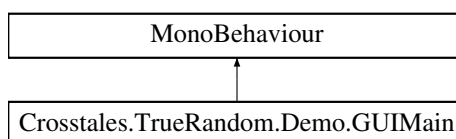
The documentation for this class was generated from the following file:

- 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:



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.

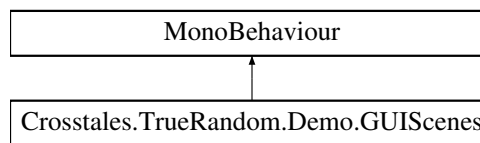
The documentation for this class was generated from the following file:

- 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:



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.

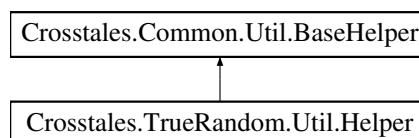
The documentation for this class was generated from the following file:

- 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:



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.

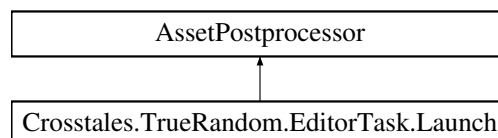
The documentation for this class was generated from the following file:

- 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:



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.

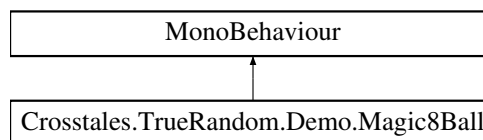
The documentation for this class was generated from the following file:

- 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.

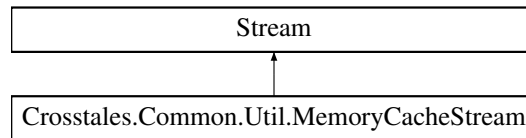
The documentation for this class was generated from the following file:

- 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:



Public Member Functions

- [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.
- 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

<i>cacheSize</i>	Cache size of the stream in bytes.
<i>maxCacheSize</i>	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.

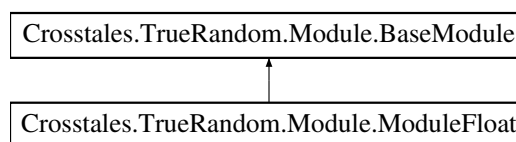
The documentation for this class was generated from the following file:

- 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:



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

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

5.58.2.2 GenerateInEditor()

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

Generates random floats (Editor only).

Parameters

<i>min</i>	Smallest possible number (range: -1'000'000'000 - 1'000'000'000)
------------	--

Parameters

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

Returns

List with the generated floats.

5.58.2.3 GeneratePRNG()

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

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

Parameters

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

Returns

List with the generated floats.

5.58.3 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.

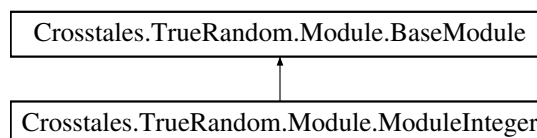
The documentation for this class was generated from the following file:

- 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:



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

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

5.59.2.2 GenerateInEditor()

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

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

Parameters

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

Returns

List with the generated integers.

5.59.2.3 GeneratePRNG()

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

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

Parameters

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

Returns

List with the generated integers.

5.59.3 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.

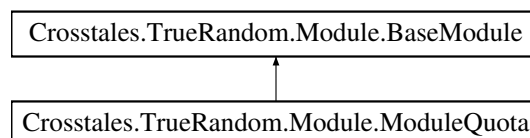
The documentation for this class was generated from the following file:

- 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.

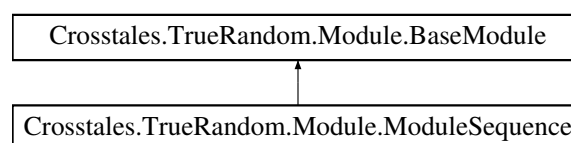
The documentation for this class was generated from the following file:

- 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:



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

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

5.61.2.2 GenerateInEditor()

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

Generates random sequence (Editor only).

Parameters

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

Returns

List with the generated sequence.

5.61.2.3 GeneratePRNG()

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

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

Parameters

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

Returns

List with the generated sequence.

5.61.3 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.

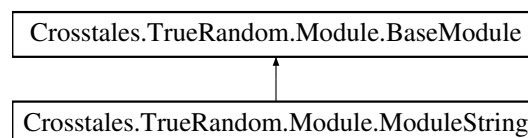
The documentation for this class was generated from the following file:

- 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:



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

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

5.62.2.2 GenerateInEditor()

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

Generates random strings (Editor only).

Parameters

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

Returns

List with the generated strings.

5.62.2.3 GeneratePRNG()

```
static System.Collections.Generic.List<string> Crosstales.TrueRandom.Module.ModuleString.GeneratePRNG (
    ...)
```

```
int length,  
int number = 1,  
bool digits = true,  
bool upper = true,  
bool lower = true,  
bool unique = false,  
int seed = 0 ) [static]
```

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

Parameters

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

Returns

List with the generated strings.

5.62.3 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.

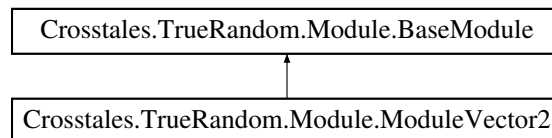
The documentation for this class was generated from the following file:

- 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:



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

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

5.63.2.2 GenerateInEditor()

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

Generates random Vector2 (Editor only).

Parameters

<i>min</i>	Smallest possible Vector2 (range: -1'000'000'000 - 1'000'000'000)
------------	---

Parameters

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

Returns

List with the generated Vector2.

5.63.2.3 GeneratePRNG()

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

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

Parameters

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

Returns

List with the generated Vector2.

5.63.3 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.

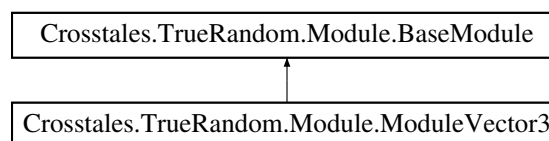
The documentation for this class was generated from the following file:

- 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:



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

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

5.64.2.2 GenerateInEditor()

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

Generates random Vector3 (Editor only).

Parameters

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

Returns

List with the generated Vector3.

5.64.2.3 GeneratePRNG()

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

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

Parameters

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

Returns

List with the generated Vector3.

5.64.3 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.

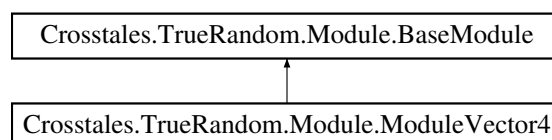
The documentation for this class was generated from the following file:

- 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:



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

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

5.65.2.2 GenerateInEditor()

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

Generates random Vector4 (Editor only).

Parameters

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

Returns

List with the generated Vector4.

5.65.2.3 GeneratePRNG()

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

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

Parameters

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

Returns

List with the generated Vector4.

5.65.3 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.X509Certificates.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

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

Returns

Clean URL

5.66.2.2 GetIP()

```
static string Crosstales.Common.Util.NetworkHelper.GetIP (  
    string host ) [static]
```

Returns the IP of a given host name.

Parameters

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

Returns

IP of a given host name.

5.66.2.3 isValidURL()

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

Checks if the URL is valid.

Parameters

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

Returns

True if the URL is valid.

5.66.2.4 OpenURL()

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

Opens the given URL with the file explorer or browser.

Parameters

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

Returns

True if 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

<i>path</i>	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

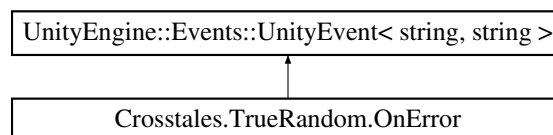
Checks if a 'Happy new year'-message must be displayed.

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:

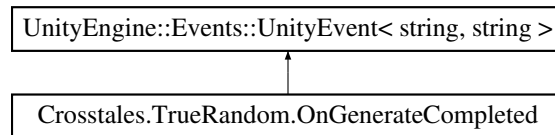


The documentation for this class was generated from the following file:

- 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:

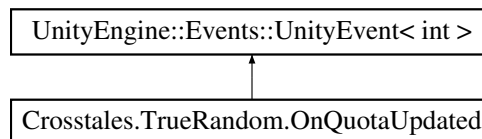


The documentation for this class was generated from the following file:

- 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:



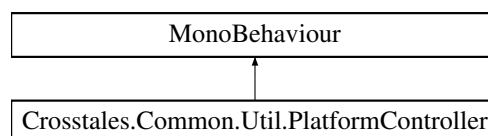
The documentation for this class was generated from the following file:

- 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:



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).

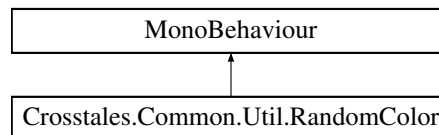
The documentation for this class was generated from the following file:

- 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:



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).

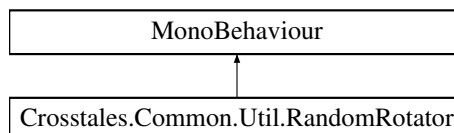
The documentation for this class was generated from the following file:

- 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:



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).

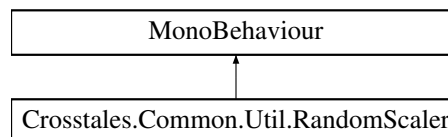
The documentation for this class was generated from the following file:

- 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:



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).

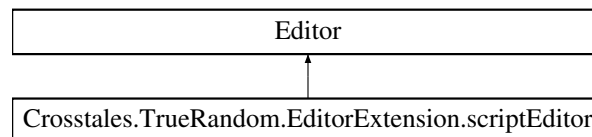
The documentation for this class was generated from the following file:

- 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:



Public Member Functions

- override void **OnInspectorGUI** ()

5.75.1 Detailed Description

Custom editor for the 'script'-class.

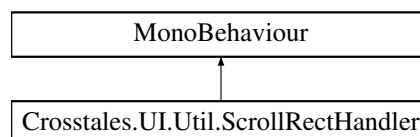
The documentation for this class was generated from the following file:

- 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:



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.

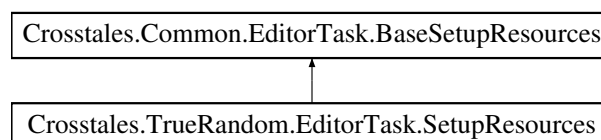
The documentation for this class was generated from the following file:

- 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:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.79.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

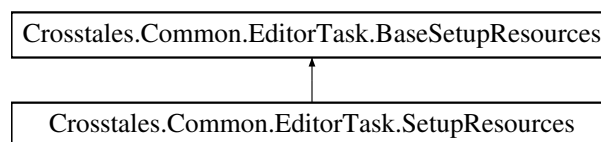
The documentation for this class was generated from the following file:

- 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:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.80.1 Detailed Description

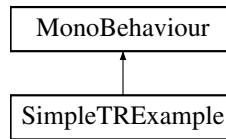
Moves all resources to 'Editor Default Resources'.

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:



Public Member Functions

- void **Generate** ()

Public Attributes

- int **Min** = 1
- int **Max** = 100
- int **Number** = 5
- Text **Result**

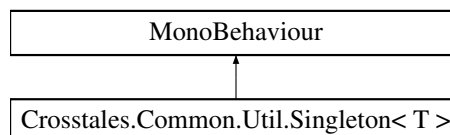
The documentation for this class was generated from the following file:

- 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 >:



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

<i>searchExistingGameObject</i>	Search for existing GameObjects of this object (default: true, optional)
<i>deleteExistingInstance</i>	Delete existing instance of this object (default: false, optional)

5.82.2.2 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.

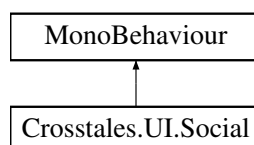
The documentation for this class was generated from the following file:

- 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.

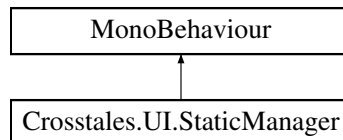
The documentation for this class was generated from the following file:

- 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:



Public Member Functions

- void **OpenAssetstore** ()

5.85.1 Detailed Description

Static Button Manager.

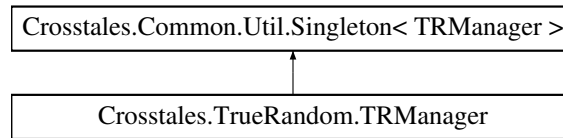
The documentation for this class was generated from the following file:

- 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:



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 > > **AllSequenceResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<int>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > > **AllStringResults** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<string>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< Vector2 > > **AllVector2Results** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<Vector2>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< Vector3 > > **AllVector3Results** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<Vector3>>()
- readonly System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< Vector4 > > **AllVector4Results** = new System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<Vector4>>()
- 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

<i>number</i>	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

<i>max</i>	Biggest allowed number
<i>number</i>	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

<i>min</i>	Start of the interval
<i>max</i>	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

<i>length</i>	Length of the strings
<i>number</i>	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

<i>number</i>	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

<i>number</i>	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

<i>number</i>	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

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

Returns

UID of the generator.

5.86.2.9 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

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

Returns

List with the generated floats.

5.86.2.10 GenerateInteger()

```
string Crosstales.TrueRandom.TRManager.GenerateInteger (
    int min,
    int max,
    int number = 1,
    string id = "" )
```

Generates random integers.

Parameters

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

Returns

UID of the generator.

5.86.2.11 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

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

Returns

List with the generated integers.

5.86.2.12 GenerateSequence()

```
string Crosstales.TrueRandom.TRManager.GenerateSequence (
    int min,
```

```
int max,  
int number = 0,  
string id = "" )
```

Generates random sequence.

Parameters

<i>min</i>	Start of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>max</i>	End of the interval (range: -1'000'000'000 - 1'000'000'000)
<i>number</i>	How many numbers you have in the result (max range: max - min, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.86.2.13 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

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

Returns

List with the generated sequence.

5.86.2.14 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

<i>length</i>	How long the strings should be (range: 1 - 20)
<i>number</i>	How many strings you want to generate (range: 1 - 10'000, default: 1, optional)
<i>digits</i>	Allow digits (0-9) (default: true, optional)
<i>upper</i>	Allow uppercase (A-Z) letters (default: true, optional)
<i>lower</i>	Allow lowercase (a-z) letters (default: true, optional)
<i>unique</i>	String should be unique in the result (default: false, optional)
<i>id</i>	UID to identify the generated result (optional)

Returns

UID of the generator.

5.86.2.15 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

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

Returns

List with the generated strings.

5.86.2.16 GenerateVector2()

```
string Crosstales.TrueRandom.TRManager.GenerateVector2 (
    Vector2 min,
    Vector2 max,
    int number = 1,
    string id = "" )
```

Generates random Vector2.

Parameters

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

Returns

UID of the generator.

5.86.2.17 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

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

Returns

List with the generated Vector2.

5.86.2.18 GenerateVector3()

```
string Crosstales.TrueRandom.TRManager.GenerateVector3 (
    Vector3 min,
```

```
Vector3 max,  
int number = 1,  
string id = "" )
```

Generates random Vector3.

Parameters

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

Returns

UID of the generator.

5.86.2.19 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

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

Returns

List with the generated Vector3.

5.86.2.20 GenerateVector4()

```
string Crosstales.TrueRandom.TRManager.GenerateVector4 (  
    Vector4 min,  
    Vector4 max,  
    int number = 1,  
    string id = "" )
```

Generates random Vector4.

Parameters

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

Returns

UID of the generator.

5.86.2.21 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

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

Returns

List with the generated Vector4.

5.86.2.22 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.

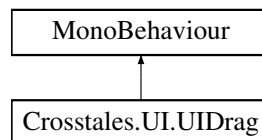
The documentation for this class was generated from the following file:

- 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.

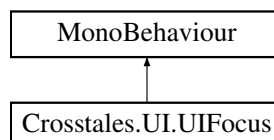
The documentation for this class was generated from the following file:

- 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](#).

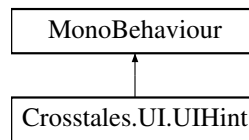
The documentation for this class was generated from the following file:

- 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:



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.

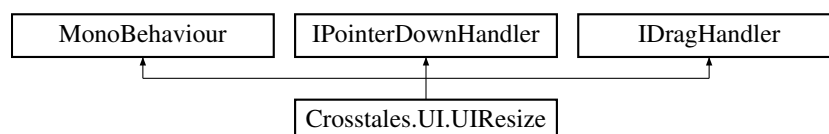
The documentation for this class was generated from the following file:

- 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:



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).

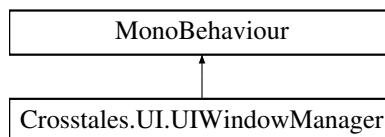
The documentation for this class was generated from the following file:

- 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:



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

<i>active</i>	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.

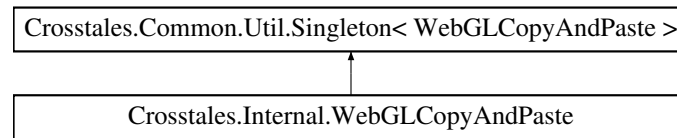
The documentation for this class was generated from the following file:

- `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:



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)

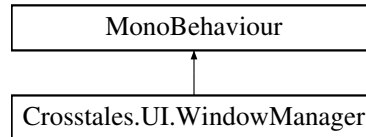
The documentation for this class was generated from the following file:

- 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:



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

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	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

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	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

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	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

<i>obj</i>	Object to serialize.
<i>filename</i>	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

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-string

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

- C:/Users/slaub/Unity/assets/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=10111NGT>

6.3 Forum

<https://forum.unity.com/threads/true-random-pro-real-randomness-for-unity.457277/>

6.4 Documentation

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

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demo

6.6.1 WebGL

<https://www.crosstales.com/media/data/assets/truerandom/webgl/>

6.7 Videos

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

6.7.1 Promotion

<https://youtu.be/BsKR3V1EZOU?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

6.7.2 Tutorial

<https://youtu.be/LHn8vRyGwu0?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

Index

- Active
 - Crosstales.Common.Util.PlatformController, [206](#)
- AddSymbolsToAllTargets
 - Crosstales.Common.EditorTask.BaseCompileDefines, [25](#)
- AlphaRange
 - Crosstales.Common.Util.RandomColor, [208](#)
- AndroidAPILevel
 - Crosstales.Common.Util.BaseHelper, [51](#)
- APPLICATION_PATH
 - Crosstales.Common.Util.BaseConstants, [29](#)
- ASSET_3P_PLAYMAKER
 - Crosstales.Common.Util.BaseConstants, [29](#)
- ASSET_3P_ROCKTOMATE
 - Crosstales.Common.Util.BaseConstants, [29](#)
- ASSET_3P_VOLUMETRIC_AUDIO
 - Crosstales.Common.Util.BaseConstants, [29](#)
- ASSET_API_URL
 - Crosstales.TrueRandom.Util.Constants, [64](#)
- ASSET_AUTHOR
 - Crosstales.Common.Util.BaseConstants, [29](#)
- ASSET_AUTHOR_URL
 - Crosstales.Common.Util.BaseConstants, [30](#)
- ASSET_BUILD
 - Crosstales.TrueRandom.Util.Constants, [64](#)
- ASSET_BWF
 - Crosstales.Common.Util.BaseConstants, [30](#)
- ASSET_CHANGED
 - Crosstales.TrueRandom.Util.Constants, [64](#)
- ASSET_CONTACT
 - Crosstales.TrueRandom.Util.Constants, [64](#)
- ASSET_CREATED
 - Crosstales.TrueRandom.Util.Constants, [64](#)
- ASSET_CT_URL
 - Crosstales.Common.Util.BaseConstants, [30](#)
- ASSET_DJ
 - Crosstales.Common.Util.BaseConstants, [30](#)
- ASSET_FB
 - Crosstales.Common.Util.BaseConstants, [30](#)
- ASSET_FORUM_URL
 - Crosstales.TrueRandom.Util.Constants, [64](#)
- ASSET_ID
 - Crosstales.TrueRandom.EditorUtil.EditorConstants, [87](#)
- ASSET_MANUAL_URL
 - Crosstales.TrueRandom.Util.Constants, [65](#)
- ASSET_NAME
 - Crosstales.TrueRandom.Util.Constants, [65](#)
- ASSET_NAME_SHORT
 - Crosstales.TrueRandom.Util.Constants, [65](#)
- ASSET_OC
 - Crosstales.Common.Util.BaseConstants, [30](#)
- ASSET_PATH
 - Crosstales.TrueRandom.EditorUtil.EditorConfig, [86](#)
- ASSET_PRO_URL
 - Crosstales.TrueRandom.Util.Constants, [65](#)
- ASSET_RADIO
 - Crosstales.Common.Util.BaseConstants, [31](#)
- ASSET_RTV
 - Crosstales.Common.Util.BaseConstants, [31](#)
- ASSET_SOCIAL_DISCORD
 - Crosstales.Common.Util.BaseConstants, [31](#)
- ASSET_SOCIAL_FACEBOOK
 - Crosstales.Common.Util.BaseConstants, [31](#)
- ASSET_SOCIAL_LINKEDIN
 - Crosstales.Common.Util.BaseConstants, [31](#)
- ASSET_SOCIAL_TWITTER
 - Crosstales.Common.Util.BaseConstants, [31](#)
- ASSET_SOCIAL_YOUTUBE
 - Crosstales.Common.Util.BaseConstants, [32](#)
- ASSET_TB
 - Crosstales.Common.Util.BaseConstants, [32](#)
- ASSET_TPB
 - Crosstales.Common.Util.BaseConstants, [32](#)
- ASSET_TPS
 - Crosstales.Common.Util.BaseConstants, [32](#)
- ASSET_TR
 - Crosstales.Common.Util.BaseConstants, [32](#)
- ASSET_UID
 - Crosstales.TrueRandom.EditorUtil.EditorConstants, [87](#)
- ASSET_UPDATE_CHECK_URL
 - Crosstales.TrueRandom.Util.Constants, [65](#)
- ASSET_URL
 - Crosstales.TrueRandom.EditorUtil.EditorConstants, [88](#)
- ASSET_VERSION
 - Crosstales.TrueRandom.Util.Constants, [65](#)
- ASSET_VIDEO_PROMO
 - Crosstales.TrueRandom.Util.Constants, [66](#)
- ASSET_VIDEO_TUTORIAL
 - Crosstales.TrueRandom.Util.Constants, [66](#)
- ASSET_WEB_URL
 - Crosstales.TrueRandom.Util.Constants, [66](#)
- AudioSources
 - Crosstales.UI.Audio.AudioSourceController, [23](#)
- BannerOC
 - Crosstales.TrueRandom.EditorUtil.EditorHelper, [89](#)

- CalculateFloat
 - Crosstales.TrueRandom.TRManager, [224](#)
- CalculateInteger
 - Crosstales.TrueRandom.TRManager, [224](#)
- CalculateSequence
 - Crosstales.TrueRandom.TRManager, [225](#)
- CalculateString
 - Crosstales.TrueRandom.TRManager, [225](#)
- CalculateVector2
 - Crosstales.TrueRandom.TRManager, [226](#)
- CalculateVector3
 - Crosstales.TrueRandom.TRManager, [226](#)
- CalculateVector4
 - Crosstales.TrueRandom.TRManager, [226](#)
- CanRead
 - Crosstales.Common.Util.MemoryCacheStream, [175](#)
- CanSeek
 - Crosstales.Common.Util.MemoryCacheStream, [175](#)
- CanWrite
 - Crosstales.Common.Util.MemoryCacheStream, [175](#)
- Capture
 - Crosstales.Common.Util.CTScreenshot, [81](#)
- ChangeInterval
 - Crosstales.Common.Util.RandomColor, [208](#)
 - Crosstales.Common.Util.RandomRotator, [210](#)
 - Crosstales.Common.Util.RandomScaler, [211](#)
- ChangeState
 - Crosstales.UI.UIWindowManager, [245](#)
- CleanUrl
 - Crosstales.Common.Util.NetworkHelper, [201](#)
- ClosedAtStart
 - Crosstales.UI.WindowManager, [248](#)
- CMD_WINDOWS_PATH
 - Crosstales.Common.Util.BaseConstants, [32](#)
- COMPILE_DEFINES
 - Crosstales.TrueRandom.EditorUtil.EditorConfig, [85](#)
- ConnectionLimit
 - Crosstales.Common.Util.CTWebClient, [82](#)
- CopyFile
 - Crosstales.Common.Util.FileHelper, [145](#)
- CopyPath
 - Crosstales.Common.Util.FileHelper, [145](#)
- CreateAsset< T >
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [38](#)
- CreateInstance
 - Crosstales.Common.Util.Singleton< T >, [217](#)
- CreateString
 - Crosstales.Common.Util.BaseHelper, [44](#)
- Crosstales, [11](#)
- Crosstales.Common, [11](#)
- Crosstales.Common.EditorTask, [11](#)
- Crosstales.Common.EditorTask.BaseCompileDefines, [25](#)
 - AddSymbolsToAllTargets, [25](#)
 - RemoveSymbolsFromAllTargets, [25](#)
- Crosstales.Common.EditorTask.BaseSetupResources, [56](#)
- Crosstales.Common.EditorTask.NYCheck, [204](#)
- Crosstales.Common.EditorTask.SetupResources, [215](#)
- Crosstales.Common.EditorUtil, [11](#)
- Crosstales.Common.EditorUtil.BaseEditorHelper, [37](#)
 - CreateAsset< T >, [38](#)
 - FindAssetsByType< T >, [39](#)
 - GetBuildNameFromBuildTarget, [39](#)
 - GetBuildTargetForBuildName, [39](#)
 - InstantiatePrefab, [40](#)
 - IsValidBuildTarget, [40](#)
 - ReadOnlyTextField, [40](#)
 - RefreshAssetDatabase, [41](#)
 - RestartUnity, [41](#)
 - SeparatorUI, [41](#)
- Crosstales.Common.Model, [12](#)
- Crosstales.Common.Model.Enum, [12](#)
 - Platform, [12](#)
 - SampleRate, [12](#)
- Crosstales.Common.Util, [12](#)
- Crosstales.Common.Util.BaseConstants, [26](#)
 - APPLICATION_PATH, [29](#)
 - ASSET_3P_PLAYMAKER, [29](#)
 - ASSET_3P_ROCKTOMATE, [29](#)
 - ASSET_3P_VOLUMETRIC_AUDIO, [29](#)
 - ASSET_AUTHOR, [29](#)
 - ASSET_AUTHOR_URL, [30](#)
 - ASSET_BWF, [30](#)
 - ASSET_CT_URL, [30](#)
 - ASSET_DJ, [30](#)
 - ASSET_FB, [30](#)
 - ASSET_OC, [30](#)
 - ASSET_RADIO, [31](#)
 - ASSET_RTV, [31](#)
 - ASSET_SOCIAL_DISCORD, [31](#)
 - ASSET_SOCIAL_FACEBOOK, [31](#)
 - ASSET_SOCIAL_LINKEDIN, [31](#)
 - ASSET_SOCIAL_TWITTER, [31](#)
 - ASSET_SOCIAL_YOUTUBE, [32](#)
 - ASSET_TB, [32](#)
 - ASSET_TPB, [32](#)
 - ASSET_TPS, [32](#)
 - ASSET_TR, [32](#)
 - CMD_WINDOWS_PATH, [32](#)
 - DEV_DEBUG, [33](#)
 - FACTOR_GB, [33](#)
 - FACTOR_KB, [33](#)
 - FACTOR_MB, [33](#)
 - FLOAT_32768, [33](#)
 - FLOAT_TOLERANCE, [33](#)
 - FORMAT_NO_DECIMAL_PLACES, [34](#)
 - FORMAT_PERCENT, [34](#)
 - FORMAT_TWO_DECIMAL_PLACES, [34](#)
 - PATH_DELIMITER_UNIX, [34](#)
 - PATH_DELIMITER_WINDOWS, [34](#)
 - PREFIX_FILE, [36](#)

- PROCESS_KILL_TIME, [34](#)
- SHOW_BWF_BANNER, [35](#)
- SHOW_DJ_BANNER, [35](#)
- SHOW_FB_BANNER, [35](#)
- SHOW_OC_BANNER, [35](#)
- SHOW_RADIO_BANNER, [35](#)
- SHOW_RTV_BANNER, [35](#)
- SHOW_TB_BANNER, [36](#)
- SHOW_TPB_BANNER, [36](#)
- SHOW_TPS_BANNER, [36](#)
- SHOW_TR_BANNER, [36](#)
- Crosstales.Common.Util.BaseHelper, [42](#)
 - AndroidAPILevel, [51](#)
 - CreateString, [44](#)
 - CurrentPlatform, [51](#)
 - FormatBytesToHRF, [44](#)
 - FormatSecondsToHourMinSec, [45](#)
 - FormatSecondsToHRF, [45](#)
 - GenerateLoremIpsum, [45](#)
 - GetArgument, [46](#)
 - GetArguments, [46](#)
 - HSVToRGB, [46](#)
 - InvokeMethod, [47](#)
 - isAndroidPlatform, [51](#)
 - isAppleBasedPlatform, [49](#)
 - isEditor, [49](#)
 - isEditorMode, [49](#)
 - isIL2CPP, [51](#)
 - isIOSBasedPlatform, [49](#)
 - isIOSPlatform, [52](#)
 - isLinuxEditor, [52](#)
 - isLinuxPlatform, [52](#)
 - isMacOSEditor, [52](#)
 - isMacOSPlatform, [53](#)
 - isMobilePlatform, [49](#)
 - ISO639ToLanguage, [47](#)
 - isPS4Platform, [53](#)
 - isStandalonePlatform, [50](#)
 - isTvOSPlatform, [53](#)
 - isWebGLPlatform, [53](#)
 - isWebPlatform, [50](#)
 - isWindowsBasedPlatform, [50](#)
 - isWindowsEditor, [54](#)
 - isWindowsPlatform, [54](#)
 - isWSABasedPlatform, [50](#)
 - isWSAPlatform, [54](#)
 - isXboxOnePlatform, [54](#)
 - LanguageToISO639, [48](#)
 - SplitStringToLines, [48](#)
- Crosstales.Common.Util.CTHelper, [67](#)
- Crosstales.Common.Util.CTHelperEditor, [67](#)
- Crosstales.Common.Util.CTPlayerPrefs, [68](#)
 - DeleteAll, [69](#)
 - DeleteKey, [69](#)
 - GetBool, [69](#)
 - GetColor, [70](#)
 - GetDate, [70](#)
 - GetFloat, [70](#)
 - GetInt, [72](#)
 - GetLanguage, [72](#)
 - GetQuaternion, [72](#)
 - GetString, [74](#)
 - GetVector2, [74](#)
 - GetVector3, [74](#)
 - GetVector4, [76](#)
 - HasKey, [76](#)
 - Save, [76](#)
 - SetBool, [77](#)
 - SetColor, [77](#)
 - SetDate, [77](#)
 - SetFloat, [77](#)
 - SetInt, [78](#)
 - SetLanguage, [78](#)
 - SetQuaternion, [78](#)
 - SetString, [79](#)
 - SetVector2, [79](#)
 - SetVector3, [79](#)
 - SetVector4, [80](#)
- Crosstales.Common.Util.CTScreenshot, [80](#)
 - Capture, [81](#)
 - KeyCode, [81](#)
 - Prefix, [81](#)
 - Scale, [81](#)
- Crosstales.Common.Util.CTWebClient, [82](#)
 - ConnectionLimit, [82](#)
 - Timeout, [83](#)
- Crosstales.Common.Util.FileHelper, [144](#)
 - CopyFile, [145](#)
 - CopyPath, [145](#)
 - FileHasInvalidChars, [146](#)
 - GetDirectories, [146](#)
 - GetDrives, [147](#)
 - GetFiles, [147](#)
 - GetFilesForName, [147](#)
 - OpenFile, [148](#)
 - PathHasInvalidChars, [148](#)
 - ShowFile, [148](#)
 - ShowPath, [148](#)
 - StreamingAssetsPath, [149](#)
 - ValidateFile, [149](#)
 - ValidatePath, [149](#)
- Crosstales.Common.Util.MemoryCacheStream, [174](#)
 - CanRead, [175](#)
 - CanSeek, [175](#)
 - CanWrite, [175](#)
 - Length, [175](#)
 - MemoryCacheStream, [174](#)
 - Position, [175](#)
- Crosstales.Common.Util.NetworkHelper, [201](#)
 - CleanUrl, [201](#)
 - GetIP, [202](#)
 - isInternetAvailable, [203](#)
 - isValidURL, [202](#)
 - OpenURL, [202](#)
 - RemoteCertificateValidationCallback, [203](#)
 - ValidURLFromFilePath, [203](#)

- Crosstales.Common.Util.PlatformController, 205
 - Active, 206
 - Objects, 206
 - Platforms, 206
- Crosstales.Common.Util.RandomColor, 207
 - AlphaRange, 208
 - ChangeInterval, 208
 - GrayScale, 208
 - HueRange, 208
 - Material, 208
 - SaturationRange, 208
 - UseInterval, 209
 - ValueRange, 209
- Crosstales.Common.Util.RandomRotator, 209
 - ChangeInterval, 210
 - RandomChangeIntervalPerAxis, 210
 - RandomRotationAtStart, 210
 - SpeedMax, 210
 - SpeedMin, 210
 - UseInterval, 210
- Crosstales.Common.Util.RandomScaler, 211
 - ChangeInterval, 211
 - ScaleMax, 212
 - ScaleMin, 212
 - Uniform, 212
 - UseInterval, 212
- Crosstales.Common.Util.Singleton< T >, 216
 - CreateInstance, 217
 - DeleteInstance, 218
 - DontDestroy, 218
 - GameObjectName, 218
 - Instance, 218
 - PrefabPath, 218
- Crosstales.Common.Util.SingletonHelper, 219
- Crosstales.Common.Util.XmlHelper, 249
 - DeserializeFromFile< T >, 249
 - DeserializeFromResource< T >, 250
 - DeserializeFromString< T >, 250
 - SerializeToFile< T >, 250
 - SerializeToString< T >, 251
- Crosstales.ExtensionMethods, 91
 - CTAddNewLines, 96
 - CTAddRange< K, V >, 97
 - CTClearLineEndings, 97
 - CTClearSpaces, 98
 - CTClearTags, 98
 - CTColorRGB, 98
 - CTColorRGBA, 99
 - CTContains, 99
 - CTContainsAll, 99
 - CTContainsAny, 100
 - CTCorrectLossyScale, 100
 - CTDump, 101, 103, 105
 - CTDump< K, V >, 105
 - CTDump< T >, 106
 - CTEndsWith, 107
 - CTEquals, 107
 - CTFind, 108, 109
 - CTFind< T >, 109, 110
 - CTFindAll, 110
 - CTFindAll< T >, 111
 - CTFlatten, 111
 - CTFlipHorizontal, 111
 - CTFlipVertical, 112
 - CTFromBase64, 112
 - CTFromBase64ToByteArray, 112
 - CTGetBottom, 113
 - CTGetBounds, 113
 - CTGetLeft, 114
 - CTGetLocalCorners, 114, 115
 - CTGetLRTB, 115
 - CTGetRight, 115
 - CTGetScreenCorners, 116
 - CTGetTop, 117
 - CTHasActiveClip, 117
 - CTHasInvalidChars, 117
 - CTHasLineEndings, 118
 - CTHexToColor, 118
 - CTHexToColor32, 118
 - CTHexToString, 119
 - CTIndexOf, 119
 - CTIsAlphanumeric, 120
 - CTIsCreditcard, 120
 - CTIsEmail, 121
 - CTIsInteger, 121
 - CTIsIPv4, 121
 - CTIsNumeric, 122
 - CTIsVisibleFrom, 122
 - CTIsWebsite, 122
 - CTLastIndexOf, 123
 - CTMultiply, 123, 124
 - CTQuaternion, 124, 125
 - CTReadFully, 125
 - CTRemoveNewLines, 125
 - CTReplace, 126
 - CTReverse, 126
 - CTRotate180, 127
 - CTRotate270, 127
 - CTRotate90, 127
 - CTSetBottom, 129
 - CTSetLeft, 129
 - CTSetLRTB, 129
 - CTSetRight, 130
 - CTSetTop, 130
 - CTShuffle< T >, 130, 131
 - CTStartsWith, 131
 - CTToBase64, 131, 132
 - CTToByteArray, 132
 - CTToEXR, 133
 - CTToFloatArray, 133
 - CTToHex, 134
 - CTToHexRGB, 134, 135
 - CTToHexRGBA, 135
 - CTToJPG, 136
 - CTToPNG, 136, 138
 - CTToSprite, 138

- CTToString, [139](#)
- CTToString< T >, [139](#)
- CTToTexture, [140](#)
- CTToTexture2D, [140](#), [141](#)
- CTToTGA, [141](#)
- CTToTitleCase, [142](#)
- CTVector3, [142](#), [143](#)
- CTVector4, [143](#), [144](#)
- Crosstales.Internal, [13](#)
- Crosstales.Internal.WebGLCopyAndPaste, [247](#)
- Crosstales.Internal.WebGLCopyAndPasteAPI, [247](#)
- Crosstales.TrueRandom, [13](#)
- Crosstales.TrueRandom.Demo, [14](#)
- Crosstales.TrueRandom.Demo.DiceRoll, [83](#)
- Crosstales.TrueRandom.Demo.EventTester, [91](#)
- Crosstales.TrueRandom.Demo.GenerateFloat, [153](#)
- Crosstales.TrueRandom.Demo.GenerateInteger, [155](#)
- Crosstales.TrueRandom.Demo.GenerateSequence, [158](#)
- Crosstales.TrueRandom.Demo.GenerateStrings, [162](#)
- Crosstales.TrueRandom.Demo.GenerateVector2, [165](#)
- Crosstales.TrueRandom.Demo.GenerateVector3, [168](#)
- Crosstales.TrueRandom.Demo.GenerateVector4, [169](#)
- Crosstales.TrueRandom.Demo.GUIMain, [170](#)
- Crosstales.TrueRandom.Demo.GUIScenes, [171](#)
- Crosstales.TrueRandom.Demo.Magic8Ball, [173](#)
- Crosstales.TrueRandom.Demo.ZInstaller, [251](#)
- Crosstales.TrueRandom.EditorExtension, [15](#)
- Crosstales.TrueRandom.EditorExtension.scriptEditor, [213](#)
- Crosstales.TrueRandom.EditorIntegration, [15](#)
- Crosstales.TrueRandom.EditorIntegration.ConfigBase, [60](#)
- Crosstales.TrueRandom.EditorIntegration.ConfigPreferences, [61](#)
- Crosstales.TrueRandom.EditorIntegration.ConfigWindow, [62](#)
- Crosstales.TrueRandom.EditorIntegration.TrueRandomGameOptionsMenu, [239](#)
- Crosstales.TrueRandom.EditorIntegration.TrueRandomMenu, [239](#)
- Crosstales.TrueRandom.EditorTask, [15](#)
 - UpdateStatus, [16](#)
- Crosstales.TrueRandom.EditorTask.AAAConfigLoader, [19](#)
- Crosstales.TrueRandom.EditorTask.AutoInitialize, [24](#)
- Crosstales.TrueRandom.EditorTask.CompileDefines, [58](#)
- Crosstales.TrueRandom.EditorTask.Launch, [172](#)
- Crosstales.TrueRandom.EditorTask.SetAndroid, [214](#)
- Crosstales.TrueRandom.EditorTask.SetupResources, [214](#)
- Crosstales.TrueRandom.EditorTask.UpdateCheck, [246](#)
- Crosstales.TrueRandom.EditorUtil, [16](#)
- Crosstales.TrueRandom.EditorUtil.EditorConfig, [84](#)
 - ASSET_PATH, [86](#)
 - COMPILE_DEFINES, [85](#)
 - HIERARCHY_ICON, [85](#)
 - isLoaded, [85](#)
 - Load, [84](#)
 - PREFAB_AUTOLOAD, [85](#)
 - PREFAB_PATH, [86](#)
 - Reset, [84](#)
 - Save, [85](#)
 - UPDATE_CHECK, [86](#)
- Crosstales.TrueRandom.EditorUtil.EditorConstants, [87](#)
 - ASSET_ID, [87](#)
 - ASSET_UID, [87](#)
 - ASSET_URL, [88](#)
 - PREFAB_SUBPATH, [88](#)
- Crosstales.TrueRandom.EditorUtil.EditorHelper, [88](#)
 - BannerOC, [89](#)
 - GO_ID, [90](#)
 - InstantiatePrefab, [89](#)
 - isTrueRandomInScene, [90](#)
 - MENU_ID, [90](#)
 - TRUnavailable, [90](#)
- Crosstales.TrueRandom.Module, [16](#)
- Crosstales.TrueRandom.Module.BaseModule, [55](#)
 - OnErrorInfo, [56](#)
- Crosstales.TrueRandom.Module.ModuleFloat, [176](#)
 - Generate, [177](#)
 - GenerateInEditor, [177](#)
 - GeneratePRNG, [178](#)
 - OnGenerateFinished, [179](#)
 - OnGenerateStart, [179](#)
 - Result, [178](#)
- Crosstales.TrueRandom.Module.ModuleInteger, [179](#)
 - Generate, [180](#)
 - GenerateInEditor, [180](#)
 - GeneratePRNG, [181](#)
 - OnGenerateFinished, [182](#)
 - OnGenerateStart, [182](#)
 - Result, [181](#)
- Crosstales.TrueRandom.Module.ModuleQuota, [182](#)
 - GetQuota, [183](#)
 - OnQuotaInEditor, [183](#)
 - OnUpdateQuota, [184](#)
 - Quota, [183](#)
- Crosstales.TrueRandom.Module.ModuleSequence, [184](#)
 - Generate, [185](#)
 - GenerateInEditor, [185](#)
 - GeneratePRNG, [186](#)
 - OnGenerateFinished, [187](#)
 - OnGenerateStart, [187](#)
 - Result, [186](#)
- Crosstales.TrueRandom.Module.ModuleString, [187](#)
 - Generate, [188](#)
 - GenerateInEditor, [189](#)
 - GeneratePRNG, [189](#)
 - OnGenerateFinished, [190](#)
 - OnGenerateStart, [190](#)
 - Result, [190](#)
- Crosstales.TrueRandom.Module.ModuleVector2, [191](#)
 - Generate, [192](#)
 - GenerateInEditor, [192](#)
 - GeneratePRNG, [193](#)
 - OnGenerateFinished, [194](#)

- OnGenerateStart, [194](#)
- Result, [193](#)
- Crosstales.TrueRandom.Module.ModuleVector3, [194](#)
 - Generate, [195](#)
 - GenerateInEditor, [195](#)
 - GeneratePRNG, [196](#)
 - OnGenerateFinished, [197](#)
 - OnGenerateStart, [197](#)
 - Result, [196](#)
- Crosstales.TrueRandom.Module.ModuleVector4, [197](#)
 - Generate, [198](#)
 - GenerateInEditor, [199](#)
 - GeneratePRNG, [199](#)
 - OnGenerateFinished, [200](#)
 - OnGenerateStart, [200](#)
 - Result, [200](#)
- Crosstales.TrueRandom.OnError, [204](#)
- Crosstales.TrueRandom.OnGenerateCompleted, [205](#)
- Crosstales.TrueRandom.OnQuotaUpdated, [205](#)
- Crosstales.TrueRandom.PlayMaker, [17](#)
- Crosstales.TrueRandom.PlayMaker.BaseTREditor, [57](#)
- Crosstales.TrueRandom.PlayMaker.GenerateFloatEditor, [153](#)
- Crosstales.TrueRandom.PlayMaker.GenerateIntegerEditor, [156](#)
- Crosstales.TrueRandom.PlayMaker.GenerateSequenceEditor, [159](#)
- Crosstales.TrueRandom.PlayMaker.GenerateStringEditor, [162](#)
- Crosstales.TrueRandom.PlayMaker.GenerateVector2Editor, [166](#)
- Crosstales.TrueRandom.PlayMaker.GenerateVector3Editor, [169](#)
- Crosstales.TrueRandom.TRManager, [221](#)
 - CalculateFloat, [224](#)
 - CalculateInteger, [224](#)
 - CalculateSequence, [225](#)
 - CalculateString, [225](#)
 - CalculateVector2, [226](#)
 - CalculateVector3, [226](#)
 - CalculateVector4, [226](#)
 - CurrentFloats, [234](#)
 - CurrentIntegers, [234](#)
 - CurrentQuota, [234](#)
 - CurrentSequence, [234](#)
 - CurrentStrings, [234](#)
 - CurrentVector2, [235](#)
 - CurrentVector3, [235](#)
 - CurrentVector4, [235](#)
 - GenerateFloat, [227](#)
 - GenerateFloatPRNG, [227](#)
 - GenerateInteger, [227](#)
 - GenerateIntegerPRNG, [228](#)
 - GenerateSequence, [228](#)
 - GenerateSequencePRNG, [229](#)
 - GenerateString, [229](#)
 - GenerateStringPRNG, [230](#)
 - GenerateVector2, [230](#)
 - GenerateVector2PRNG, [231](#)
 - GenerateVector3, [231](#)
 - GenerateVector3PRNG, [232](#)
 - GenerateVector4, [232](#)
 - GenerateVector4PRNG, [233](#)
 - GetQuota, [233](#)
 - isGenerating, [235](#)
 - OnErrorInfo, [236](#)
 - OnGenerateFloatFinished, [236](#)
 - OnGenerateFloatStart, [237](#)
 - OnGenerateIntegerFinished, [237](#)
 - OnGenerateIntegerStart, [237](#)
 - OnGenerateSequenceFinished, [237](#)
 - OnGenerateSequenceStart, [237](#)
 - OnGenerateStringFinished, [237](#)
 - OnGenerateStringStart, [238](#)
 - OnGenerateVector2Finished, [238](#)
 - OnGenerateVector2Start, [238](#)
 - OnGenerateVector3Finished, [238](#)
 - OnGenerateVector3Start, [238](#)
 - OnGenerateVector4Finished, [238](#)
 - OnGenerateVector4Start, [239](#)
 - OnQuotaUpdate, [239](#)
 - PRNG, [236](#)
 - ResetObject, [233](#)
 - Seed, [236](#)
- Crosstales.TrueRandom.Util, [17](#)
- Crosstales.TrueRandom.Util.Config, [59](#)
 - DEBUG, [60](#)
 - isLoading, [60](#)
 - Load, [59](#)
 - Reset, [59](#)
 - Save, [59](#)
 - SHOW_QUOTA, [60](#)
- Crosstales.TrueRandom.Util.Constants, [62](#)
 - ASSET_API_URL, [64](#)
 - ASSET_BUILD, [64](#)
 - ASSET_CHANGED, [64](#)
 - ASSET_CONTACT, [64](#)
 - ASSET_CREATED, [64](#)
 - ASSET_FORUM_URL, [64](#)
 - ASSET_MANUAL_URL, [65](#)
 - ASSET_NAME, [65](#)
 - ASSET_NAME_SHORT, [65](#)
 - ASSET_PRO_URL, [65](#)
 - ASSET_UPDATE_CHECK_URL, [65](#)
 - ASSET_VERSION, [65](#)
 - ASSET_VIDEO_PROMO, [66](#)
 - ASSET_VIDEO_TUTORIAL, [66](#)
 - ASSET_WEB_URL, [66](#)
 - TRUERANDOM_SCENE_OBJECT_NAME, [66](#)
- Crosstales.TrueRandom.Util.Helper, [171](#)
 - isSupportedPlatform, [172](#)
- Crosstales.TrueRandom.Util.SetupProject, [214](#)
- Crosstales.UI, [17](#)
- Crosstales.UI.Audio, [18](#)
- Crosstales.UI.Audio.AudioFilterController, [19](#)
 - FindAllAudioFilters, [20](#)

- FindAllAudioFiltersOnStart, [21](#)
- ResetAudioFilters, [21](#)
- Crosstales.UI.Audio.AudioSourceController, [21](#)
 - AudioSources, [23](#)
 - FindAllAudioSources, [22](#)
 - FindAllAudioSourcesOnStart, [23](#)
 - Loop, [23](#)
 - Mute, [23](#)
 - Pitch, [23](#)
 - ResetAllAudioSources, [22](#)
 - ResetAudioSourcesOnStart, [23](#)
 - StereoPan, [24](#)
 - Volume, [24](#)
- Crosstales.UI.CompileDefines, [58](#)
- Crosstales.UI.Social, [219](#)
- Crosstales.UI.StaticManager, [220](#)
- Crosstales.UI.UIDrag, [240](#)
- Crosstales.UI.UIFocus, [240](#)
 - ManagerName, [241](#)
 - OnPanelEnter, [241](#)
- Crosstales.UI.UIHint, [242](#)
 - Delay, [242](#)
 - Disable, [242](#)
 - FadeAtStart, [243](#)
 - FadeTime, [243](#)
 - Group, [243](#)
- Crosstales.UI.UIResize, [243](#)
 - IgnoreMaxSize, [244](#)
 - MaxSize, [244](#)
 - MinSize, [244](#)
 - SpeedFactor, [244](#)
- Crosstales.UI.UIWindowManager, [245](#)
 - ChangeState, [245](#)
 - Windows, [246](#)
- Crosstales.UI.Util, [18](#)
- Crosstales.UI.Util.FPSDisplay, [150](#)
 - FPS, [150](#)
 - FrameUpdate, [151](#)
- Crosstales.UI.Util.ScrollRectHandler, [213](#)
- Crosstales.UI.WindowManager, [248](#)
 - ClosedAtStart, [248](#)
 - Dependencies, [248](#)
 - Speed, [248](#)
- CTAddNewLines
 - Crosstales.ExtensionMethods, [96](#)
- CTAddRange< K, V >
 - Crosstales.ExtensionMethods, [97](#)
- CTClearLineEndings
 - Crosstales.ExtensionMethods, [97](#)
- CTClearSpaces
 - Crosstales.ExtensionMethods, [98](#)
- CTClearTags
 - Crosstales.ExtensionMethods, [98](#)
- CTColorRGB
 - Crosstales.ExtensionMethods, [98](#)
- CTColorRGBA
 - Crosstales.ExtensionMethods, [99](#)
- CTContains
 - Crosstales.ExtensionMethods, [99](#)
- CTContainsAll
 - Crosstales.ExtensionMethods, [99](#)
- CTContainsAny
 - Crosstales.ExtensionMethods, [100](#)
- CTCorrectLossyScale
 - Crosstales.ExtensionMethods, [100](#)
- CTDump
 - Crosstales.ExtensionMethods, [101](#), [103](#), [105](#)
- CTDump< K, V >
 - Crosstales.ExtensionMethods, [105](#)
- CTDump< T >
 - Crosstales.ExtensionMethods, [106](#)
- CTEndsWith
 - Crosstales.ExtensionMethods, [107](#)
- CTEquals
 - Crosstales.ExtensionMethods, [107](#)
- CTFind
 - Crosstales.ExtensionMethods, [108](#), [109](#)
- CTFind< T >
 - Crosstales.ExtensionMethods, [109](#), [110](#)
- CTFindAll
 - Crosstales.ExtensionMethods, [110](#)
- CTFindAll< T >
 - Crosstales.ExtensionMethods, [111](#)
- CTFlatten
 - Crosstales.ExtensionMethods, [111](#)
- CTFlipHorizontal
 - Crosstales.ExtensionMethods, [111](#)
- CTFlipVertical
 - Crosstales.ExtensionMethods, [112](#)
- CTFromBase64
 - Crosstales.ExtensionMethods, [112](#)
- CTFromBase64ToByteArray
 - Crosstales.ExtensionMethods, [112](#)
- CTGetBottom
 - Crosstales.ExtensionMethods, [113](#)
- CTGetBounds
 - Crosstales.ExtensionMethods, [113](#)
- CTGetLeft
 - Crosstales.ExtensionMethods, [114](#)
- CTGetLocalCorners
 - Crosstales.ExtensionMethods, [114](#), [115](#)
- CTGetLRTB
 - Crosstales.ExtensionMethods, [115](#)
- CTGetRight
 - Crosstales.ExtensionMethods, [115](#)
- CTGetScreenCorners
 - Crosstales.ExtensionMethods, [116](#)
- CTGetTop
 - Crosstales.ExtensionMethods, [117](#)
- CTHasActiveClip
 - Crosstales.ExtensionMethods, [117](#)
- CTHasInvalidChars
 - Crosstales.ExtensionMethods, [117](#)
- CTHasLineEndings
 - Crosstales.ExtensionMethods, [118](#)
- CTHexToColor

- Crosstales.ExtensionMethods, [118](#)
- CTHexToColor32
 - Crosstales.ExtensionMethods, [118](#)
- CTHexToString
 - Crosstales.ExtensionMethods, [119](#)
- CTIndexOf
 - Crosstales.ExtensionMethods, [119](#)
- CTIsAlphanumeric
 - Crosstales.ExtensionMethods, [120](#)
- CTIsCreditcard
 - Crosstales.ExtensionMethods, [120](#)
- CTIsEmail
 - Crosstales.ExtensionMethods, [121](#)
- CTIsInteger
 - Crosstales.ExtensionMethods, [121](#)
- CTIsIPv4
 - Crosstales.ExtensionMethods, [121](#)
- CTIsNumeric
 - Crosstales.ExtensionMethods, [122](#)
- CTIsVisibleFrom
 - Crosstales.ExtensionMethods, [122](#)
- CTIsWebsite
 - Crosstales.ExtensionMethods, [122](#)
- CTLastIndexOf
 - Crosstales.ExtensionMethods, [123](#)
- CTMultiply
 - Crosstales.ExtensionMethods, [123](#), [124](#)
- CTQuaternion
 - Crosstales.ExtensionMethods, [124](#), [125](#)
- CTReadFully
 - Crosstales.ExtensionMethods, [125](#)
- CTRemoveNewLines
 - Crosstales.ExtensionMethods, [125](#)
- CTReplace
 - Crosstales.ExtensionMethods, [126](#)
- CTReverse
 - Crosstales.ExtensionMethods, [126](#)
- CTRotate180
 - Crosstales.ExtensionMethods, [127](#)
- CTRotate270
 - Crosstales.ExtensionMethods, [127](#)
- CTRotate90
 - Crosstales.ExtensionMethods, [127](#)
- CTSetBottom
 - Crosstales.ExtensionMethods, [129](#)
- CTSetLeft
 - Crosstales.ExtensionMethods, [129](#)
- CTSetLTRB
 - Crosstales.ExtensionMethods, [129](#)
- CTSetRight
 - Crosstales.ExtensionMethods, [130](#)
- CTSetTop
 - Crosstales.ExtensionMethods, [130](#)
- CTShuffle< T >
 - Crosstales.ExtensionMethods, [130](#), [131](#)
- CTStartsWith
 - Crosstales.ExtensionMethods, [131](#)
- CTToBase64
 - Crosstales.ExtensionMethods, [131](#), [132](#)
- CTToByteArray
 - Crosstales.ExtensionMethods, [132](#)
- CTToEXR
 - Crosstales.ExtensionMethods, [133](#)
- CTToFloatArray
 - Crosstales.ExtensionMethods, [133](#)
- CTToHex
 - Crosstales.ExtensionMethods, [134](#)
- CTToHexRGB
 - Crosstales.ExtensionMethods, [134](#), [135](#)
- CTToHexRGBA
 - Crosstales.ExtensionMethods, [135](#)
- CTToJPG
 - Crosstales.ExtensionMethods, [136](#)
- CTToPNG
 - Crosstales.ExtensionMethods, [136](#), [138](#)
- CTToSprite
 - Crosstales.ExtensionMethods, [138](#)
- CTToString
 - Crosstales.ExtensionMethods, [139](#)
- CTToString< T >
 - Crosstales.ExtensionMethods, [139](#)
- CTToTexture
 - Crosstales.ExtensionMethods, [140](#)
- CTToTexture2D
 - Crosstales.ExtensionMethods, [140](#), [141](#)
- CTToTGA
 - Crosstales.ExtensionMethods, [141](#)
- CTToTitleCase
 - Crosstales.ExtensionMethods, [142](#)
- CTVector3
 - Crosstales.ExtensionMethods, [142](#), [143](#)
- CTVector4
 - Crosstales.ExtensionMethods, [143](#), [144](#)
- CurrentFloats
 - Crosstales.TrueRandom.TRManager, [234](#)
- CurrentIntegers
 - Crosstales.TrueRandom.TRManager, [234](#)
- CurrentPlatform
 - Crosstales.Common.Util.BaseHelper, [51](#)
- CurrentQuota
 - Crosstales.TrueRandom.TRManager, [234](#)
- CurrentSequence
 - Crosstales.TrueRandom.TRManager, [234](#)
- CurrentStrings
 - Crosstales.TrueRandom.TRManager, [234](#)
- CurrentVector2
 - Crosstales.TrueRandom.TRManager, [235](#)
- CurrentVector3
 - Crosstales.TrueRandom.TRManager, [235](#)
- CurrentVector4
 - Crosstales.TrueRandom.TRManager, [235](#)
- DEBUG
 - Crosstales.TrueRandom.Util.Config, [60](#)
- Delay
 - Crosstales.UI.UIHint, [242](#)
- DeleteAll

- Crosstales.Common.Util.CTPlayerPrefs, [69](#)
- DeleteInstance
 - Crosstales.Common.Util.Singleton< T >, [218](#)
- DeleteKey
 - Crosstales.Common.Util.CTPlayerPrefs, [69](#)
- Dependencies
 - Crosstales.UI.WindowManager, [248](#)
- DeserializeFromFile< T >
 - Crosstales.Common.Util.XmlHelper, [249](#)
- DeserializeFromResource< T >
 - Crosstales.Common.Util.XmlHelper, [250](#)
- DeserializeFromString< T >
 - Crosstales.Common.Util.XmlHelper, [250](#)
- DEV_DEBUG
 - Crosstales.Common.Util.BaseConstants, [33](#)
- Digits
 - HutongGames.PlayMaker.Actions.GenerateString, [160](#)
- Disable
 - Crosstales.UI.UIHint, [242](#)
- DontDestroy
 - Crosstales.Common.Util.Singleton< T >, [218](#)
- FACTOR_GB
 - Crosstales.Common.Util.BaseConstants, [33](#)
- FACTOR_KB
 - Crosstales.Common.Util.BaseConstants, [33](#)
- FACTOR_MB
 - Crosstales.Common.Util.BaseConstants, [33](#)
- FadeAtStart
 - Crosstales.UI.UIHint, [243](#)
- FadeTime
 - Crosstales.UI.UIHint, [243](#)
- FileHasInvalidChars
 - Crosstales.Common.Util.FileHelper, [146](#)
- FindAllAudioFilters
 - Crosstales.UI.Audio.AudioFilterController, [20](#)
- FindAllAudioFiltersOnStart
 - Crosstales.UI.Audio.AudioFilterController, [21](#)
- FindAllAudioSources
 - Crosstales.UI.Audio.AudioSourceController, [22](#)
- FindAllAudioSourcesOnStart
 - Crosstales.UI.Audio.AudioSourceController, [23](#)
- FindAssetsByType< T >
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [39](#)
- FLOAT_32768
 - Crosstales.Common.Util.BaseConstants, [33](#)
- FLOAT_TOLERANCE
 - Crosstales.Common.Util.BaseConstants, [33](#)
- FORMAT_NO_DECIMAL_PLACES
 - Crosstales.Common.Util.BaseConstants, [34](#)
- FORMAT_PERCENT
 - Crosstales.Common.Util.BaseConstants, [34](#)
- FORMAT_TWO_DECIMAL_PLACES
 - Crosstales.Common.Util.BaseConstants, [34](#)
- FormatBytesToHRF
 - Crosstales.Common.Util.BaseHelper, [44](#)
- FormatSecondsToHourMinSec
 - Crosstales.Common.Util.BaseHelper, [45](#)
- FormatSecondsToHRF
 - Crosstales.Common.Util.BaseHelper, [45](#)
- FPS
 - Crosstales.UI.Util.FPSDisplay, [150](#)
- FrameUpdate
 - Crosstales.UI.Util.FPSDisplay, [151](#)
- GameObjectName
 - Crosstales.Common.Util.Singleton< T >, [218](#)
- Generate
 - Crosstales.TrueRandom.Module.ModuleFloat, [177](#)
 - Crosstales.TrueRandom.Module.ModuleInteger, [180](#)
 - Crosstales.TrueRandom.Module.ModuleSequence, [185](#)
 - Crosstales.TrueRandom.Module.ModuleString, [188](#)
 - Crosstales.TrueRandom.Module.ModuleVector2, [192](#)
 - Crosstales.TrueRandom.Module.ModuleVector3, [195](#)
 - Crosstales.TrueRandom.Module.ModuleVector4, [198](#)
- GenerateFloat
 - Crosstales.TrueRandom.TRManager, [227](#)
- GenerateFloatPRNG
 - Crosstales.TrueRandom.TRManager, [227](#)
- GenerateInEditor
 - Crosstales.TrueRandom.Module.ModuleFloat, [177](#)
 - Crosstales.TrueRandom.Module.ModuleInteger, [180](#)
 - Crosstales.TrueRandom.Module.ModuleSequence, [185](#)
 - Crosstales.TrueRandom.Module.ModuleString, [189](#)
 - Crosstales.TrueRandom.Module.ModuleVector2, [192](#)
 - Crosstales.TrueRandom.Module.ModuleVector3, [195](#)
 - Crosstales.TrueRandom.Module.ModuleVector4, [199](#)
- GenerateInteger
 - Crosstales.TrueRandom.TRManager, [227](#)
- GenerateIntegerPRNG
 - Crosstales.TrueRandom.TRManager, [228](#)
- GenerateLoremIpsum
 - Crosstales.Common.Util.BaseHelper, [45](#)
- GeneratePRNG
 - Crosstales.TrueRandom.Module.ModuleFloat, [178](#)
 - Crosstales.TrueRandom.Module.ModuleInteger, [181](#)
 - Crosstales.TrueRandom.Module.ModuleSequence, [186](#)
 - Crosstales.TrueRandom.Module.ModuleString, [189](#)
 - Crosstales.TrueRandom.Module.ModuleVector2, [193](#)

- Crosstales.TrueRandom.Module.ModuleVector3, [196](#)
- Crosstales.TrueRandom.Module.ModuleVector4, [199](#)
- GenerateSequence
 - Crosstales.TrueRandom.TRManager, [228](#)
- GenerateSequencePRNG
 - Crosstales.TrueRandom.TRManager, [229](#)
- GenerateString
 - Crosstales.TrueRandom.TRManager, [229](#)
- GenerateStringPRNG
 - Crosstales.TrueRandom.TRManager, [230](#)
- GenerateVector2
 - Crosstales.TrueRandom.TRManager, [230](#)
- GenerateVector2PRNG
 - Crosstales.TrueRandom.TRManager, [231](#)
- GenerateVector3
 - Crosstales.TrueRandom.TRManager, [231](#)
- GenerateVector3PRNG
 - Crosstales.TrueRandom.TRManager, [232](#)
- GenerateVector4
 - Crosstales.TrueRandom.TRManager, [232](#)
- GenerateVector4PRNG
 - Crosstales.TrueRandom.TRManager, [233](#)
- GetArgument
 - Crosstales.Common.Util.BaseHelper, [46](#)
- GetArguments
 - Crosstales.Common.Util.BaseHelper, [46](#)
- GetBool
 - Crosstales.Common.Util.CTPlayerPrefs, [69](#)
- GetBuildNameFromBuildTarget
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [39](#)
- GetBuildTargetForBuildName
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [39](#)
- GetColor
 - Crosstales.Common.Util.CTPlayerPrefs, [70](#)
- GetDate
 - Crosstales.Common.Util.CTPlayerPrefs, [70](#)
- GetDirectories
 - Crosstales.Common.Util.FileHelper, [146](#)
- GetDrives
 - Crosstales.Common.Util.FileHelper, [147](#)
- GetFiles
 - Crosstales.Common.Util.FileHelper, [147](#)
- GetFilesForName
 - Crosstales.Common.Util.FileHelper, [147](#)
- GetFloat
 - Crosstales.Common.Util.CTPlayerPrefs, [70](#)
- GetInt
 - Crosstales.Common.Util.CTPlayerPrefs, [72](#)
- GetIP
 - Crosstales.Common.Util.NetworkHelper, [202](#)
- GetLanguage
 - Crosstales.Common.Util.CTPlayerPrefs, [72](#)
- GetQuaternion
 - Crosstales.Common.Util.CTPlayerPrefs, [72](#)
- GetQuota
 - Crosstales.TrueRandom.Module.ModuleQuota, [183](#)
 - Crosstales.TrueRandom.TRManager, [233](#)
- GetQuotaInEditor
 - Crosstales.TrueRandom.Module.ModuleQuota, [183](#)
- GetString
 - Crosstales.Common.Util.CTPlayerPrefs, [74](#)
- GetVector2
 - Crosstales.Common.Util.CTPlayerPrefs, [74](#)
- GetVector3
 - Crosstales.Common.Util.CTPlayerPrefs, [74](#)
- GetVector4
 - Crosstales.Common.Util.CTPlayerPrefs, [76](#)
- GO_ID
 - Crosstales.TrueRandom.EditorUtil.EditorHelper, [90](#)
- GrayScale
 - Crosstales.Common.Util.RandomColor, [208](#)
- Group
 - Crosstales.UI.UIHint, [243](#)
- HasKey
 - Crosstales.Common.Util.CTPlayerPrefs, [76](#)
- HIERARCHY_ICON
 - Crosstales.TrueRandom.EditorUtil.EditorConfig, [85](#)
- HSVToRGB
 - Crosstales.Common.Util.BaseHelper, [46](#)
- HueRange
 - Crosstales.Common.Util.RandomColor, [208](#)
- HutongGames, [18](#)
- HutongGames.PlayMaker, [18](#)
- HutongGames.PlayMaker.Actions, [18](#)
- HutongGames.PlayMaker.Actions.BaseTRAction, [57](#)
- HutongGames.PlayMaker.Actions.GenerateFloat, [151](#)
 - Max, [152](#)
 - Min, [152](#)
 - Number, [152](#)
 - Result, [152](#)
- HutongGames.PlayMaker.Actions.GenerateInteger, [154](#)
 - Max, [155](#)
 - Min, [155](#)
 - Number, [155](#)
 - Result, [155](#)
- HutongGames.PlayMaker.Actions.GenerateSequence, [157](#)
 - Max, [157](#)
 - Min, [157](#)
 - Number, [158](#)
 - Result, [158](#)
- HutongGames.PlayMaker.Actions.GenerateString, [160](#)
 - Digits, [160](#)
 - Length, [161](#)
 - Lower, [161](#)
 - Number, [161](#)
 - Result, [161](#)
 - Unique, [161](#)
 - Upper, [161](#)

- HutongGames.PlayMaker.Actions.GenerateVector2,
 - 163
 - Max, 164
 - Min, 164
 - Number, 164
 - Result, 164
- HutongGames.PlayMaker.Actions.GenerateVector3,
 - 166
 - Max, 167
 - Min, 167
 - Number, 167
 - Result, 167
- IgnoreMaxSize
 - Crosstales.UI.UIResize, 244
- Instance
 - Crosstales.Common.Util.Singleton< T >, 218
- InstantiatePrefab
 - Crosstales.Common.EditorUtil.BaseEditorHelper, 40
 - Crosstales.TrueRandom.EditorUtil.EditorHelper, 89
- InvokeMethod
 - Crosstales.Common.Util.BaseHelper, 47
- isAndroidPlatform
 - Crosstales.Common.Util.BaseHelper, 51
- isAppleBasedPlatform
 - Crosstales.Common.Util.BaseHelper, 49
- isEditor
 - Crosstales.Common.Util.BaseHelper, 49
- isEditorMode
 - Crosstales.Common.Util.BaseHelper, 49
- isGenerating
 - Crosstales.TrueRandom.TRManager, 235
- isIL2CPP
 - Crosstales.Common.Util.BaseHelper, 51
- isInternetAvailable
 - Crosstales.Common.Util.NetworkHelper, 203
- isIOSBasedPlatform
 - Crosstales.Common.Util.BaseHelper, 49
- isIOSPlatform
 - Crosstales.Common.Util.BaseHelper, 52
- isLinuxEditor
 - Crosstales.Common.Util.BaseHelper, 52
- isLinuxPlatform
 - Crosstales.Common.Util.BaseHelper, 52
- isLoaded
 - Crosstales.TrueRandom.EditorUtil.EditorConfig, 85
 - Crosstales.TrueRandom.Util.Config, 60
- isMacOSEditor
 - Crosstales.Common.Util.BaseHelper, 52
- isMacOSPlatform
 - Crosstales.Common.Util.BaseHelper, 53
- isMobilePlatform
 - Crosstales.Common.Util.BaseHelper, 49
- ISO639ToLanguage
 - Crosstales.Common.Util.BaseHelper, 47
- isPS4Platform
 - Crosstales.Common.Util.BaseHelper, 53
- isStandalonePlatform
 - Crosstales.Common.Util.BaseHelper, 50
- isSupportedPlatform
 - Crosstales.TrueRandom.Util.Helper, 172
- isTrueRandomInScene
 - Crosstales.TrueRandom.EditorUtil.EditorHelper, 90
- isTvOSPlatform
 - Crosstales.Common.Util.BaseHelper, 53
- isValidBuildTarget
 - Crosstales.Common.EditorUtil.BaseEditorHelper, 40
- isValidURL
 - Crosstales.Common.Util.NetworkHelper, 202
- isWebGLPlatform
 - Crosstales.Common.Util.BaseHelper, 53
- isWebPlatform
 - Crosstales.Common.Util.BaseHelper, 50
- isWindowsBasedPlatform
 - Crosstales.Common.Util.BaseHelper, 50
- isWindowsEditor
 - Crosstales.Common.Util.BaseHelper, 54
- isWindowsPlatform
 - Crosstales.Common.Util.BaseHelper, 54
- isWSABasedPlatform
 - Crosstales.Common.Util.BaseHelper, 50
- isWSAPlatform
 - Crosstales.Common.Util.BaseHelper, 54
- isXboxOnePlatform
 - Crosstales.Common.Util.BaseHelper, 54
- KeyCode
 - Crosstales.Common.Util.CTScreenshot, 81
- LanguageToISO639
 - Crosstales.Common.Util.BaseHelper, 48
- Length
 - Crosstales.Common.Util.MemoryCacheStream, 175
 - HutongGames.PlayMaker.Actions.GenerateString, 161
- Load
 - Crosstales.TrueRandom.EditorUtil.EditorConfig, 84
 - Crosstales.TrueRandom.Util.Config, 59
- Loop
 - Crosstales.UI.Audio.AudioSourceController, 23
- Lower
 - HutongGames.PlayMaker.Actions.GenerateString, 161
- ManagerName
 - Crosstales.UI.UIFocus, 241
- Material
 - Crosstales.Common.Util.RandomColor, 208
- Max
 - HutongGames.PlayMaker.Actions.GenerateFloat, 152
 - HutongGames.PlayMaker.Actions.GenerateInteger, 155
 - HutongGames.PlayMaker.Actions.GenerateSequence, 157

- HutongGames.PlayMaker.Actions.GenerateVector2, [164](#)
- HutongGames.PlayMaker.Actions.GenerateVector3, [167](#)
- MaxSize
 - Crosstales.UI.UIResize, [244](#)
- MemoryCacheStream
 - Crosstales.Common.Util.MemoryCacheStream, [174](#)
- MENU_ID
 - Crosstales.TrueRandom.EditorUtil.EditorHelper, [90](#)
- Min
 - HutongGames.PlayMaker.Actions.GenerateFloat, [152](#)
 - HutongGames.PlayMaker.Actions.GenerateInteger, [155](#)
 - HutongGames.PlayMaker.Actions.GenerateSequence, [157](#)
 - HutongGames.PlayMaker.Actions.GenerateVector2, [164](#)
 - HutongGames.PlayMaker.Actions.GenerateVector3, [167](#)
- MinSize
 - Crosstales.UI.UIResize, [244](#)
- Mute
 - Crosstales.UI.Audio.AudioSourceController, [23](#)
- Number
 - HutongGames.PlayMaker.Actions.GenerateFloat, [152](#)
 - HutongGames.PlayMaker.Actions.GenerateInteger, [155](#)
 - HutongGames.PlayMaker.Actions.GenerateSequence, [158](#)
 - HutongGames.PlayMaker.Actions.GenerateString, [161](#)
 - HutongGames.PlayMaker.Actions.GenerateVector2, [164](#)
 - HutongGames.PlayMaker.Actions.GenerateVector3, [167](#)
- Objects
 - Crosstales.Common.Util.PlatformController, [206](#)
- OnErrorInfo
 - Crosstales.TrueRandom.Module.BaseModule, [56](#)
 - Crosstales.TrueRandom.TRManager, [236](#)
- OnGenerateFinished
 - Crosstales.TrueRandom.Module.ModuleFloat, [179](#)
 - Crosstales.TrueRandom.Module.ModuleInteger, [182](#)
 - Crosstales.TrueRandom.Module.ModuleSequence, [187](#)
 - Crosstales.TrueRandom.Module.ModuleString, [190](#)
 - Crosstales.TrueRandom.Module.ModuleVector2, [194](#)
 - Crosstales.TrueRandom.Module.ModuleVector3, [197](#)
- Crosstales.TrueRandom.Module.ModuleVector4, [200](#)
- OnGenerateFloatFinished
 - Crosstales.TrueRandom.TRManager, [236](#)
- OnGenerateFloatStart
 - Crosstales.TrueRandom.TRManager, [237](#)
- OnGenerateIntegerFinished
 - Crosstales.TrueRandom.TRManager, [237](#)
- OnGenerateIntegerStart
 - Crosstales.TrueRandom.TRManager, [237](#)
- OnGenerateSequenceFinished
 - Crosstales.TrueRandom.TRManager, [237](#)
- OnGenerateSequenceStart
 - Crosstales.TrueRandom.TRManager, [237](#)
- OnGenerateStart
 - Crosstales.TrueRandom.Module.ModuleFloat, [179](#)
 - Crosstales.TrueRandom.Module.ModuleInteger, [182](#)
 - Crosstales.TrueRandom.Module.ModuleSequence, [187](#)
 - Crosstales.TrueRandom.Module.ModuleString, [190](#)
 - Crosstales.TrueRandom.Module.ModuleVector2, [194](#)
 - Crosstales.TrueRandom.Module.ModuleVector3, [197](#)
 - Crosstales.TrueRandom.Module.ModuleVector4, [200](#)
- OnGenerateStringFinished
 - Crosstales.TrueRandom.TRManager, [237](#)
- OnGenerateStringStart
 - Crosstales.TrueRandom.TRManager, [238](#)
- OnGenerateVector2Finished
 - Crosstales.TrueRandom.TRManager, [238](#)
- OnGenerateVector2Start
 - Crosstales.TrueRandom.TRManager, [238](#)
- OnGenerateVector3Finished
 - Crosstales.TrueRandom.TRManager, [238](#)
- OnGenerateVector3Start
 - Crosstales.TrueRandom.TRManager, [238](#)
- OnGenerateVector4Finished
 - Crosstales.TrueRandom.TRManager, [238](#)
- OnGenerateVector4Start
 - Crosstales.TrueRandom.TRManager, [239](#)
- OnPanelEnter
 - Crosstales.UI.UIFocus, [241](#)
- OnQuotaUpdate
 - Crosstales.TrueRandom.TRManager, [239](#)
- OnUpdateQuota
 - Crosstales.TrueRandom.Module.ModuleQuota, [184](#)
- OpenFile
 - Crosstales.Common.Util.FileHelper, [148](#)
- OpenURL
 - Crosstales.Common.Util.NetworkHelper, [202](#)
- PATH_DELIMITER_UNIX
 - Crosstales.Common.Util.BaseConstants, [34](#)
- PATH_DELIMITER_WINDOWS

- Crosstales.Common.Util.BaseConstants, [34](#)
- PathHasInvalidChars
 - Crosstales.Common.Util.FileHelper, [148](#)
- Pitch
 - Crosstales.UI.Audio.AudioSourceController, [23](#)
- Platform
 - Crosstales.Common.Model.Enum, [12](#)
- Platforms
 - Crosstales.Common.Util.PlatformController, [206](#)
- Position
 - Crosstales.Common.Util.MemoryCacheStream, [175](#)
- PREFAB_AUTOLOAD
 - Crosstales.TrueRandom.EditorUtil.EditorConfig, [85](#)
- PREFAB_PATH
 - Crosstales.TrueRandom.EditorUtil.EditorConfig, [86](#)
- PREFAB_SUBPATH
 - Crosstales.TrueRandom.EditorUtil.EditorConstants, [88](#)
- PrefabPath
 - Crosstales.Common.Util.Singleton< T >, [218](#)
- Prefix
 - Crosstales.Common.Util.CTScreenshot, [81](#)
- PREFIX_FILE
 - Crosstales.Common.Util.BaseConstants, [36](#)
- PRNG
 - Crosstales.TrueRandom.TRManager, [236](#)
- PROCESS_KILL_TIME
 - Crosstales.Common.Util.BaseConstants, [34](#)
- Quota
 - Crosstales.TrueRandom.Module.ModuleQuota, [183](#)
- RandomChangeIntervalPerAxis
 - Crosstales.Common.Util.RandomRotator, [210](#)
- RandomRotationAtStart
 - Crosstales.Common.Util.RandomRotator, [210](#)
- ReadOnlyTextField
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [40](#)
- RefreshAssetDatabase
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [41](#)
- RemoteCertificateValidationCallback
 - Crosstales.Common.Util.NetworkHelper, [203](#)
- RemoveSymbolsFromAllTargets
 - Crosstales.Common.EditorTask.BaseCompileDefinesSeparatorUI, [25](#)
- Reset
 - Crosstales.TrueRandom.EditorUtil.EditorConfig, [84](#)
 - Crosstales.TrueRandom.Util.Config, [59](#)
- ResetAllAudioSources
 - Crosstales.UI.Audio.AudioSourceController, [22](#)
- ResetAudioFilters
 - Crosstales.UI.Audio.AudioFilterController, [21](#)
- ResetAudioSourcesOnStart
 - Crosstales.UI.Audio.AudioSourceController, [23](#)
- ResetObject
 - Crosstales.TrueRandom.TRManager, [233](#)
- RestartUnity
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [41](#)
- Result
 - Crosstales.TrueRandom.Module.ModuleFloat, [178](#)
 - Crosstales.TrueRandom.Module.ModuleInteger, [181](#)
 - Crosstales.TrueRandom.Module.ModuleSequence, [186](#)
 - Crosstales.TrueRandom.Module.ModuleString, [190](#)
 - Crosstales.TrueRandom.Module.ModuleVector2, [193](#)
 - Crosstales.TrueRandom.Module.ModuleVector3, [196](#)
 - Crosstales.TrueRandom.Module.ModuleVector4, [200](#)
 - HutongGames.PlayMaker.Actions.GenerateFloat, [152](#)
 - HutongGames.PlayMaker.Actions.GenerateInteger, [155](#)
 - HutongGames.PlayMaker.Actions.GenerateSequence, [158](#)
 - HutongGames.PlayMaker.Actions.GenerateString, [161](#)
 - HutongGames.PlayMaker.Actions.GenerateVector2, [164](#)
 - HutongGames.PlayMaker.Actions.GenerateVector3, [167](#)
- SampleRate
 - Crosstales.Common.Model.Enum, [12](#)
- SaturationRange
 - Crosstales.Common.Util.RandomColor, [208](#)
- Save
 - Crosstales.Common.Util.CTPlayerPrefs, [76](#)
 - Crosstales.TrueRandom.EditorUtil.EditorConfig, [85](#)
 - Crosstales.TrueRandom.Util.Config, [59](#)
- Scale
 - Crosstales.Common.Util.CTScreenshot, [81](#)
- ScaleMax
 - Crosstales.Common.Util.RandomScaler, [212](#)
- ScaleMin
 - Crosstales.Common.Util.RandomScaler, [212](#)
- Seed
 - Crosstales.TrueRandom.TRManager, [236](#)
- SerializeToFile< T >
 - Crosstales.Common.Util.XmlHelper, [250](#)
- SerializeToString< T >
 - Crosstales.Common.Util.XmlHelper, [251](#)
- SetBool
 - Crosstales.Common.Util.CTPlayerPrefs, [77](#)
- SetColor
 - Crosstales.Common.Util.CTPlayerPrefs, [77](#)
- SetDate

- Crosstales.Common.Util.CTPlayerPrefs, [77](#)
- SetFloat
 - Crosstales.Common.Util.CTPlayerPrefs, [77](#)
- SetInt
 - Crosstales.Common.Util.CTPlayerPrefs, [78](#)
- SetLanguage
 - Crosstales.Common.Util.CTPlayerPrefs, [78](#)
- SetQuaternion
 - Crosstales.Common.Util.CTPlayerPrefs, [78](#)
- SetString
 - Crosstales.Common.Util.CTPlayerPrefs, [79](#)
- SetVector2
 - Crosstales.Common.Util.CTPlayerPrefs, [79](#)
- SetVector3
 - Crosstales.Common.Util.CTPlayerPrefs, [79](#)
- SetVector4
 - Crosstales.Common.Util.CTPlayerPrefs, [80](#)
- SHOW_BWF_BANNER
 - Crosstales.Common.Util.BaseConstants, [35](#)
- SHOW_DJ_BANNER
 - Crosstales.Common.Util.BaseConstants, [35](#)
- SHOW_FB_BANNER
 - Crosstales.Common.Util.BaseConstants, [35](#)
- SHOW_OC_BANNER
 - Crosstales.Common.Util.BaseConstants, [35](#)
- SHOW_QUOTA
 - Crosstales.TrueRandom.Util.Config, [60](#)
- SHOW_RADIO_BANNER
 - Crosstales.Common.Util.BaseConstants, [35](#)
- SHOW_RTV_BANNER
 - Crosstales.Common.Util.BaseConstants, [35](#)
- SHOW_TB_BANNER
 - Crosstales.Common.Util.BaseConstants, [36](#)
- SHOW_TPB_BANNER
 - Crosstales.Common.Util.BaseConstants, [36](#)
- SHOW_TPS_BANNER
 - Crosstales.Common.Util.BaseConstants, [36](#)
- SHOW_TR_BANNER
 - Crosstales.Common.Util.BaseConstants, [36](#)
- ShowFile
 - Crosstales.Common.Util.FileHelper, [148](#)
- ShowPath
 - Crosstales.Common.Util.FileHelper, [148](#)
- SimpleTRExample, [216](#)
- Speed
 - Crosstales.UI.WindowManager, [248](#)
- SpeedFactor
 - Crosstales.UI.UIResize, [244](#)
- SpeedMax
 - Crosstales.Common.Util.RandomRotator, [210](#)
- SpeedMin
 - Crosstales.Common.Util.RandomRotator, [210](#)
- SplitStringToLines
 - Crosstales.Common.Util.BaseHelper, [48](#)
- StereoPan
 - Crosstales.UI.Audio.AudioSourceController, [24](#)
- StreamingAssetsPath
 - Crosstales.Common.Util.FileHelper, [149](#)
- Timeout
 - Crosstales.Common.Util.CTWebClient, [83](#)
- TRUERANDOM_SCENE_OBJECT_NAME
 - Crosstales.TrueRandom.Util.Constants, [66](#)
- TRUnavailable
 - Crosstales.TrueRandom.EditorUtil.EditorHelper, [90](#)
- Uniform
 - Crosstales.Common.Util.RandomScaler, [212](#)
- Unique
 - HutongGames.PlayMaker.Actions.GenerateString, [161](#)
- UPDATE_CHECK
 - Crosstales.TrueRandom.EditorUtil.EditorConfig, [86](#)
- UpdateStatus
 - Crosstales.TrueRandom.EditorTask, [16](#)
- Upper
 - HutongGames.PlayMaker.Actions.GenerateString, [161](#)
- UseInterval
 - Crosstales.Common.Util.RandomColor, [209](#)
 - Crosstales.Common.Util.RandomRotator, [210](#)
 - Crosstales.Common.Util.RandomScaler, [212](#)
- ValidateFile
 - Crosstales.Common.Util.FileHelper, [149](#)
- ValidatePath
 - Crosstales.Common.Util.FileHelper, [149](#)
- ValidURLFromFilePath
 - Crosstales.Common.Util.NetworkHelper, [203](#)
- ValueRange
 - Crosstales.Common.Util.RandomColor, [209](#)
- Volume
 - Crosstales.UI.Audio.AudioSourceController, [24](#)
- Windows
 - Crosstales.UI.UIWindowManager, [246](#)