

Turbo Switch PRO

Time is money



API

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Chapter 1

Namespace Index

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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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Chapter 3

Class Index

3.1 Class List

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

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Crosstales.Common.Util.BaseConstants	Base for collected constants of very general utility for the asset	12
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Crosstales.Common.EditorTask.BaseInstaller	Base-class for all installers	42
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Crosstales.TPS.Task.SetupUnity	
Setup Unity after a switch	162
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Example editor integration of Turbo Switch for your own scripts	166
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Checks for updates of the asset	167
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Helper-class for XML	167

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

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

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.EditorTask Namespace Reference

Classes

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

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

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

4.5 Crosstales.Common.Model Namespace Reference

4.6 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum [Platform](#) {
Windows = 0, **OSX** = 1, **Linux** = 2, **IOS** = 3,
Android = 4, **WSA** = 5, **Web** = 6, **Unsupported** = 7 }
All available platforms.
- enum [SampleRate](#) {
_8000Hz = 8000, **_11025Hz** = 11025, **_22050Hz** = 22050, **_44100Hz** = 44100,
_48000Hz = 48000 }
Typical audio sample rates.

4.6.1 Enumeration Type Documentation

4.6.1.1 Platform

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

All available platforms.

4.6.1.2 SampleRate

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

Typical audio sample rates.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTWebClient](#)
Specialized WebClient.
- class [FileHelper](#)
Various helper functions for the file system.
- class [NetworkHelper](#)
Base for various helper functions for networking.
- class [XmlHelper](#)
Helper-class for XML.

4.8 Crosstales.TPS Namespace Reference

Classes

- class [Switcher](#)
Platform switcher.

4.9 Crosstales.TPS.EditorIntegration Namespace Reference

Classes

- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigWindow](#)
Editor window extension.

4.10 Crosstales.TPS.EditorTask Namespace Reference

Classes

- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.

4.11 Crosstales.TPS.Example Namespace Reference

Classes

- class [EventTester](#)
Simple test script for all callbacks.
- class [TPSMenu](#)
Example editor integration of Turbo Switch for your own scripts.

4.12 Crosstales.TPS.Task Namespace Reference

Classes

- class [DisableUnityCacheServer](#)
Disables the Unity cache server.
- class [Launch](#)
Show the configuration window on the first launch.
- class [SetupResources](#)
Copies all resources to 'Editor Default Resources'.
- class [SetupUnity](#)
Setup Unity after a switch.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_VERSION,
DEPRECATED }

All possible update stati.

4.12.1 Enumeration Type Documentation

4.12.1.1 UpdateStatus

enum [Crosstales.TPS.Task.UpdateStatus](#) [strong]

All possible update stati.

4.13 Crosstales.TPS.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [CTLogger](#)
Logger for the asset.
- class [Helper](#)
Various helper functions.

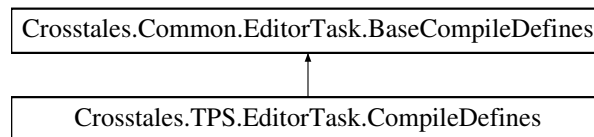
Chapter 5

Class Documentation

5.1 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)

5.1.1 Detailed Description

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

5.1.2 Member Function Documentation

5.1.2.1 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
----------------	--

5.1.2.2 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
----------------	---

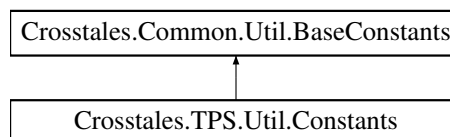
The documentation for this class was generated from the following file:

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

5.2 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string [ASSET_AUTHOR](#) = "crosstales LLC"
Author of the asset.
- const string [ASSET_AUTHOR_URL](#) = "https://www.crosstales.com"
URL of the asset author.
- const string [ASSET_CT_URL](#) = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string [ASSET_SOCIAL_DISCORD](#) = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string [ASSET_SOCIAL_FACEBOOK](#) = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string [ASSET_SOCIAL_TWITTER](#) = "https://twitter.com/crosstales"

- URL of the crosstales Twitter-profile.*

 - const string `ASSET_SOCIAL_YOUTUBE` = "https://www.youtube.com/c/Crosstales"

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

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

URL of the 3rd party asset "PlayMaker".
- const string `ASSET_3P_VOLUMETRIC_AUDIO` = "https://assetstore.unity.com/packages/slug/17125?aid=1011INGT"

URL of the 3rd party asset "Volumetric Audio".
- const string `ASSET_3P_ROCKTOMATE` = "https://assetstore.unity.com/packages/slug/156311?aid=1011INGT"

URL of the 3rd party asset "RockTomate".
- const string `ASSET_3P_RTFB` = "https://assetstore.unity.com/packages/slug/113006?aid=1011INGT"

URL of the 3rd party asset "Runtime File Browser".
- const string `ASSET_BWF` = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"

URL of the "Badword Filter" asset.
- const string `ASSET_DJ` = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"

URL of the "DJ" asset.
- const string `ASSET_FB` = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"

URL of the "File Browser" asset.
- const string `ASSET_OC` = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"

URL of the "Online Check" asset.
- const string `ASSET_RADIO` = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"

URL of the "Radio" asset.
- const string `ASSET_RTV` = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"

URL of the "RT-Voice" asset.
- const string `ASSET_TB` = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"

URL of the "Turbo Backup" asset.
- const string `ASSET_TPB` = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"

URL of the "Turbo Builder" asset.
- const string `ASSET_TPS` = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"

URL of the "Turbo Switch" asset.
- const string `ASSET_TR` = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"

URL of the "True Random" asset.
- const int `FACTOR_KB` = 1024

Factor for kilo bytes.
- const int `FACTOR_MB` = `FACTOR_KB` * 1024

Factor for mega bytes.
- const int `FACTOR_GB` = `FACTOR_MB` * 1024

Factor for giga bytes.
- const float `FLOAT_32768` = 32768f

Float value of 32768.
- const float `FLOAT_TOLERANCE` = 0.0001f

Float tolerance.
- const string `FORMAT_TWO_DECIMAL_PLACES` = "0.00"

ToString for two decimal places.
- const string `FORMAT_NO_DECIMAL_PLACES` = "0"

ToString for no decimal places.
- const string `FORMAT_PERCENT` = "0%"

ToString for percent.

- 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.dataPath.Substring(0, Application.dataPath.LastIndexOf('/') + 1))`
Application path.

Properties

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

5.2.1 Detailed Description

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

5.2.2 Member Data Documentation

5.2.2.1 APPLICATION_PATH

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

Application path.

5.2.2.2 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".

5.2.2.3 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".

5.2.2.4 ASSET_3P_RTFB

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

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

5.2.2.5 ASSET_3P_VOLUMETRIC_AUDIO

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

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

5.2.2.6 ASSET_AUTHOR

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

Author of the asset.

5.2.2.7 ASSET_AUTHOR_URL

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

URL of the asset author.

5.2.2.8 ASSET_BWF

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

URL of the "Badword Filter" asset.

5.2.2.9 ASSET_CT_URL

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

URL of the crosstales assets in UAS.

5.2.2.10 ASSET_DJ

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

URL of the "DJ" asset.

5.2.2.11 ASSET_FB

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

URL of the "File Browser" asset.

5.2.2.12 ASSET_OC

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

URL of the "Online Check" asset.

5.2.2.13 ASSET_RADIO

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

URL of the "Radio" asset.

5.2.2.14 ASSET_RTV

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

URL of the "RT-Voice" asset.

5.2.2.15 ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

5.2.2.16 ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

5.2.2.17 ASSET_SOCIAL_LINKEDIN

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

URL of the crosstales LinkedIn-profile.

5.2.2.18 ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

5.2.2.19 ASSET_SOCIAL_YOUTUBE

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

URL of the crosstales Youtube-profile.

5.2.2.20 ASSET_TB

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

URL of the "Turbo Backup" asset.

5.2.2.21 ASSET_TPB

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

URL of the "Turbo Builder" asset.

5.2.2.22 ASSET_TPS

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

URL of the "Turbo Switch" asset.

5.2.2.23 ASSET_TR

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

URL of the "True Random" asset.

5.2.2.24 CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

5.2.2.25 DEV_DEBUG

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

Development debug logging for the asset.

5.2.2.26 FACTOR_GB

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

Factor for giga bytes.

5.2.2.27 FACTOR_KB

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

Factor for kilo bytes.

5.2.2.28 FACTOR_MB

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

Factor for mega bytes.

5.2.2.29 FLOAT_32768

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

Float value of 32768.

5.2.2.30 FLOAT_TOLERANCE

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

Float tolerance.

5.2.2.31 FORMAT_NO_DECIMAL_PLACES

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

ToString for no decimal places.

5.2.2.32 FORMAT_PERCENT

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

ToString for percent.

5.2.2.33 FORMAT_TWO_DECIMAL_PLACES

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

ToString for two decimal places.

5.2.2.34 PATH_DELIMITER_UNIX

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

Path delimiter for Unix.

5.2.2.35 PATH_DELIMITER_WINDOWS

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

Path delimiter for Windows.

5.2.2.36 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

5.2.2.37 SHOW_BWF_BANNER

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

Show the BWF banner.

5.2.2.38 SHOW_DJ_BANNER

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

Show the DJ banner.

5.2.2.39 SHOW_FB_BANNER

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

Show the FB banner.

5.2.2.40 SHOW_OC_BANNER

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

Show the OC banner.

5.2.2.41 SHOW_RADIO_BANNER

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

Show the Radio banner.

5.2.2.42 SHOW_RTV_BANNER

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

Show the RTV banner.

5.2.2.43 SHOW_TB_BANNER

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

Show the TB banner.

5.2.2.44 SHOW_TPB_BANNER

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

Show the TPB banner.

5.2.2.45 SHOW_TPS_BANNER

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

Show the [TPS](#) banner.

5.2.2.46 SHOW_TR_BANNER

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

Show the TR banner.

5.2.3 Property Documentation

5.2.3.1 PREFIX_FILE

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

URL prefix for files.

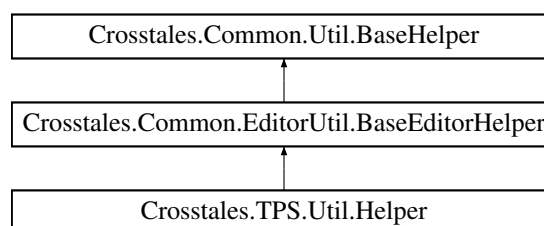
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/Base↔ Constants.cs

5.3 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

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

Static Public Attributes

- static Texture2D **Logo_Asset_BWF** => loadImage(ref logo_asset_bwf, "logo_asset_bwf.png")
- static Texture2D **Logo_Asset_DJ** => loadImage(ref logo_asset_dj, "logo_asset_dj.png")
- static Texture2D **Logo_Asset_FB** => loadImage(ref logo_asset_fb, "logo_asset_fb.png")
- static Texture2D **Logo_Asset_OC** => loadImage(ref logo_asset_oc, "logo_asset_oc.png")
- static Texture2D **Logo_Asset_Radio** => loadImage(ref logo_asset_radio, "logo_asset_radio.png")
- static Texture2D **Logo_Asset_RTV** => loadImage(ref logo_asset_rtv, "logo_asset_rtv.png")
- static Texture2D **Logo_Asset_TB** => loadImage(ref logo_asset_tb, "logo_asset_tb.png")
- static Texture2D **Logo_Asset_TPB** => loadImage(ref logo_asset_tpb, "logo_asset_tpb.png")
- static Texture2D **Logo_Asset_TPS** => loadImage(ref logo_asset_tps, "logo_asset_tps.png")
- static Texture2D **Logo_Asset_TR** => loadImage(ref logo_asset_tr, "logo_asset_tr.png")
- static Texture2D **Logo_CT** => loadImage(ref logo_ct, "logo_ct.png")
- static Texture2D **Logo_Unity** => loadImage(ref logo_unity, "logo_unity.png")
- static Texture2D **Icon_Save** => loadImage(ref icon_save, "icon_save.png")
- static Texture2D **Icon_Reset** => loadImage(ref icon_reset, "icon_reset.png")
- static Texture2D **Icon_Refresh** => loadImage(ref icon_refresh, "icon_refresh.png")
- static Texture2D **Icon_Delete** => loadImage(ref icon_delete, "icon_delete.png")
- static Texture2D **Icon_Folder** => loadImage(ref icon_folder, "icon_folder.png")
- static Texture2D **Icon_Plus** => loadImage(ref icon_plus, "icon_plus.png")
- static Texture2D **Icon_Minus** => loadImage(ref icon_minus, "icon_minus.png")
- static Texture2D **Icon_Manual** => loadImage(ref icon_manual, "icon_manual.png")
- static Texture2D **Icon_API** => loadImage(ref icon_api, "icon_api.png")
- static Texture2D **Icon_Forum** => loadImage(ref icon_forum, "icon_forum.png")
- static Texture2D **Icon_Product** => loadImage(ref icon_product, "icon_product.png")
- static Texture2D **Icon_Check** => loadImage(ref icon_check, "icon_check.png")
- static Texture2D **Social_Discord** => loadImage(ref social_Discord, "social_Discord.png")
- static Texture2D **Social_Facebook** => loadImage(ref social_Facebook, "social_Facebook.png")
- static Texture2D **Social_Twitter** => loadImage(ref social_Twitter, "social_Twitter.png")

- static Texture2D **Social_YouTube** => loadImage(ref social_YouTube, "social_YouTube.png")
- static Texture2D **Social_Linkedin** => loadImage(ref social_Linkedin, "social_Linkedin.png")
- static Texture2D **Video_Promo** => loadImage(ref video_promo, "video_promo.png")
- static Texture2D **Video_Tutorial** => loadImage(ref video_tutorial, "video_tutorial.png")
- static Texture2D **Icon_Videos** => loadImage(ref icon_videos, "icon_videos.png")
- static Texture2D **Icon_3p_Assets** => loadImage(ref icon_3p_assets, "icon_3p_assets.png")
- static Texture2D **Asset_PlayMaker** => loadImage(ref asset_PlayMaker, "asset_PlayMaker.png")
- static Texture2D **Asset_VolumetricAudio** => loadImage(ref asset_VolumetricAudio, "asset_VolumetricAudio.png")
- static Texture2D **Asset_RockTomate** => loadImage(ref asset_rocktomate, "asset_rocktomate.png")
- static Texture2D **Asset_RTFB** => loadImage(ref asset_RTFB, "asset_RTFB.png")

Additional Inherited Members

5.3.1 Detailed Description

Base for various Editor helper functions.

5.3.2 Member Function Documentation

5.3.2.1 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*

5.3.2.2 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*

5.3.2.3 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.

5.3.2.4 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.

5.3.2.5 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.

5.3.2.6 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.

5.3.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.3.2.8 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).
----------------	---

5.3.2.9 RestartUnity()

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

Restart Unity.

Parameters

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

5.3.2.10 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).
--------------	---

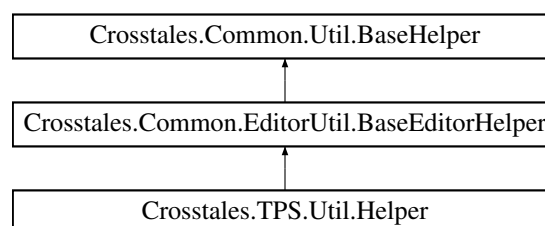
The documentation for this class was generated from the following file:

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

5.4 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

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

Static Public Attributes

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

Static Protected Attributes

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

Properties

- static System.Globalization.CultureInfo **BaseCulture** [get]
The current culture of the application.
- static bool **isIL2CPP** [get]
Checks if the current build target uses IL2CPP.
- static **Crosstales.Common.Model.Enum.Platform?** **CurrentPlatform** [get]
Returns the current platform.
- static int **AndroidAPILevel** [get]
Returns the Android API level of the current device (Android only)".
- static bool **isWindowsPlatform** [get]
Checks if the current platform is Windows.
- static bool **isMacOSPlatform** [get]
Checks if the current platform is OSX.
- static bool **isLinuxPlatform** [get]
Checks if the current platform is Linux.
- static bool **isAndroidPlatform** [get]
Checks if the current platform is Android.
- static bool **isIOSPlatform** [get]
Checks if the current platform is iOS.
- static bool **isTvOSPlatform** [get]
Checks if the current platform is tvOS.
- static bool **isWSAPlatform** [get]
Checks if the current platform is WSA.
- static bool **isXboxOnePlatform** [get]
Checks if the current platform is XboxOne.
- static bool **isPS4Platform** [get]
Checks if the current platform is PS4.
- static bool **isWebGLPlatform** [get]
Checks if the current platform is WebGL.
- static bool **isWindowsEditor** [get]
Checks if we are inside the Windows Editor.
- static bool **isMacOSEditor** [get]
Checks if we are inside the macOS Editor.
- static bool **isLinuxEditor** [get]
Checks if we are inside the Linux Editor.

5.4.1 Detailed Description

Base for various helper functions.

5.4.2 Member Function Documentation

5.4.2.1 CreateString()

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

5.4.2.2 FormatBytesToHRF()

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

Format byte-value to Human-Readable-Form.

Parameters

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

Returns

Formatted byte-value in Human-Readable-Form.

5.4.2.3 FormatSecondsToHRF()

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

Format seconds to Human-Readable-Form.

Parameters

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

Returns

Formatted seconds in Human-Readable-Form.

5.4.2.4 GenerateLoremIpsum()

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

Generates a "Lorem Ipsum" based on various parameters.

Parameters

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

Returns

"Lorem Ipsum" based on the given parameters.

5.4.2.5 GetArgument()

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

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

Parameters

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

Returns

Argument for a name from the url or command line.

5.4.2.6 GetArguments()

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

Returns all arguments from the url or command line.

Returns

Arguments from the url or command line.

5.4.2.7 HSVToRGB()

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

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

Parameters

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

Returns

True if the current platform is supported.

5.4.2.8 InvokeMethod()

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

Invokes a public static method on a full qualified class.

Parameters

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

5.4.2.9 ISO639ToLanguage()

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

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

Parameters

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

Returns

"SystemLanguage for the given ISO639-1 code.

5.4.2.10 LanguageToISO639()

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

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

Parameters

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

Returns

"ISO639-1 code for the given SystemLanguage.

5.4.2.11 SplitStringToLines()

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

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

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

Parameters

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

Returns

Splitted lines as array

5.4.3 Member Data Documentation

5.4.3.1 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).

5.4.3.2 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.

5.4.3.3 isEditorMode

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.4.3.4 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).

5.4.3.5 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).

5.4.3.6 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).

5.4.3.7 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).

5.4.3.8 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).

5.4.3.9 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).

5.4.4 Property Documentation

5.4.4.1 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.

5.4.4.2 BaseCulture

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

The current culture of the application.

Returns

Culture of the application.

5.4.4.3 CurrentPlatform

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

Returns the current platform.

Returns

The current platform.

5.4.4.4 isAndroidPlatform

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.4.4.5 isIL2CPP

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

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.4.4.6 isIOSPlatform

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.4.4.7 isLinuxEditor

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

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.4.4.8 isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.4.4.9 isMacOSEditor

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

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.4.4.10 isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.4.4.11 isPS4Platform

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

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.4.4.12 isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.4.4.13 isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.4.4.14 isWindowsEditor

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

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.4.4.15 isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.4.4.16 isWSAPlatform

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.4.4.17 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

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

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/Base↵
Helper.cs

5.5 Crosstales.Common.EditorTask.BaseInstaller Class Reference

Base-class for all installers.

Static Public Member Functions

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

Static Protected Member Functions

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

5.5.1 Detailed Description

Base-class for all installers.

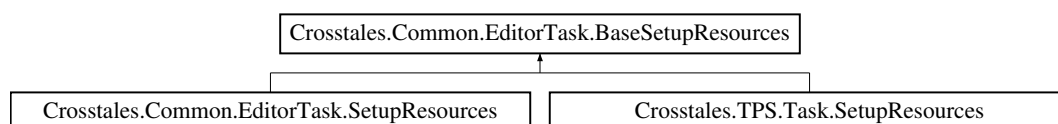
The documentation for this class was generated from the following file:

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

5.6 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)

5.6.1 Detailed Description

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

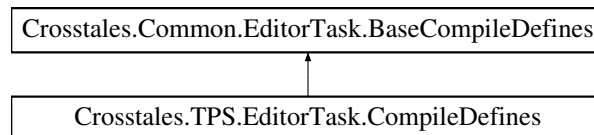
The documentation for this class was generated from the following file:

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

5.7 Crosstales.TPS.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.TPS.EditorTask.CompileDefines:



Additional Inherited Members

5.7.1 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/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Scripts/↔ Editor/Task/CompileDefines.cs

5.8 Crosstales.TPS.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 `CUSTOM_PATH_CACHE` = Constants.DEFAULT_CUSTOM_PATH_CACHE
Enable or disable custom location for the cache.
- static bool `USE_LEGACY` = Constants.DEFAULT_USE_LEGACY
Uses the legacy switch function.
- static bool `BATCHMODE` = Constants.DEFAULT_BATCHMODE
Enable or disable batch mode for CLI operations.
- static bool `QUIT` = Constants.DEFAULT_QUIT
Enable or disable quit Unity Editor for CLI operations.
- static bool `NO_GRAPHICS` = Constants.DEFAULT_NO_GRAPHICS
Enable or disable graphics device in Unity Editor for CLI operations.
- static string `EXECUTE_METHOD_PRE_SWITCH` = string.Empty
Execute static method 'ClassName.MethodName' in Unity before a switch.
- static string `EXECUTE_METHOD` = string.Empty
Execute static method 'ClassName.MethodName' in Unity after a switch.
- static bool `COPY_ASSETS` = Constants.DEFAULT_COPY_ASSETS
Enable or disable copying the 'Assets'-folder.
- static bool `COPY_LIBRARY` = Constants.DEFAULT_COPY_LIBRARY
Enable or disable copying the 'Library'-folder.
- static bool `COPY_SETTINGS` = Constants.DEFAULT_COPY_SETTINGS
Enable or disable copying the 'ProjectSettings'-folder.
- static bool `DELETE_LOCKFILE` = Constants.DEFAULT_DELETE_LOCKFILE
Enable or disable deleting the 'UnityLockfile'.
- static bool `CONFIRM_SWITCH` = Constants.DEFAULT_CONFIRM_SWITCH
Enable or disable the switch confirmation dialog.
- static bool `DEBUG` = Constants.DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool `UPDATE_CHECK` = Constants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool `COMPILE_DEFINES` = Constants.DEFAULT_COMPILE_DEFINES
Enable or disable adding compile define "CT_TPS" for the asset.
- static bool `PLATFORM_WINDOWS`
Enable or disable the Windows platform.
- static bool `PLATFORM_MAC`
Enable or disable the macOS platform.
- static bool `PLATFORM_LINUX`
Enable or disable the Linux platform.
- static bool `PLATFORM_ANDROID`
Enable or disable the Android platform.
- static bool `PLATFORM_IOS`
Enable or disable the iOS platform.
- static bool `PLATFORM_WSA`
Enable or disable the WSA platform.
- static bool `PLATFORM_WEBGL`
Enable or disable the WebGL platform.
- static bool `PLATFORM_TVOS`
Enable or disable the tvOS platform.
- static bool `PLATFORM_PS4`
Enable or disable the PS4 platform.
- static bool `PLATFORM_XBOXONE`

- Enable or disable the XboxOne platform.*
- static bool **PLATFORM_SWITCH**
 - Enable or disable the Nintendo Switch platform.*
- static int **ARCH_WINDOWS** = Constants.DEFAULT_ARCH_WINDOWS
 - Architecture of the Windows platform.*
- static int **ARCH_LINUX** = Constants.DEFAULT_ARCH_LINUX
 - Architecture of the Linux platform.*
- static int **TEX_ANDROID** = Constants.DEFAULT_TEX_ANDROID
 - Texture format of the Android platform.*
- static bool **SHOW_DELETE** = false
 - Shows or hides the delete button for the cache.*
- static bool **SHOW_COLUMN_PLATFORM** = Constants.DEFAULT_SHOW_COLUMN_PLATFORM
 - Shows or hides the column for the platform.*
- static bool **SHOW_COLUMN_PLATFORM_LOGO** = Constants.DEFAULT_SHOW_COLUMN_PLATFORM_LOGO
 - Shows or hides the column for the platform.*
- static bool **SHOW_COLUMN_ARCHITECTURE** = Constants.DEFAULT_SHOW_COLUMN_ARCHITECTURE
 - Shows or hides the column for the architecture.*
- static bool **SHOW_COLUMN_TEXTURE** = Constants.DEFAULT_SHOW_COLUMN_TEXTURE
 - Shows or hides the column for the texture format.*
- static bool **SHOW_COLUMN_CACHE** = Constants.DEFAULT_SHOW_COLUMN_CACHE
 - Shows or hides the column for the cache.*
- static System.DateTime **SWITCH_DATE**
 - Last switch date.*
- static System.DateTime **SETUP_DATE**
 - Last setup date.*
- static bool **AUTO_SAVE** = Constants.DEFAULT_AUTO_SAVE
 - Enable or disable automatic saving of all scenes.*
- static bool **isLoading**
 - Is the configuration loaded?*

Properties

- static string? **PATH_CACHE** [get, set]
- static int **VCS** [get, set]
 - Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial, 4 = Collab, 5 = PlasticSCM).*
- static int **THREADS** [get, set]
 - Threads for the switch operation (range: 2-128).*
- static string **ASSET_PATH** [get]
 - Returns the path to the asset inside the Unity project.*

5.8.1 Detailed Description

Configuration for the asset.

5.8.2 Member Function Documentation

5.8.2.1 Load()

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

Loads the all changeable variables.

5.8.2.2 Reset()

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

Resets all changeable variables to their default value.

5.8.2.3 Save()

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

Saves the all changeable variables.

5.8.3 Member Data Documentation

5.8.3.1 ARCH_LINUX

```
int Crosstales.TPS.Util.Config.ARCH_LINUX = Constants.DEFAULT_ARCH_LINUX [static]
```

Architecture of the Linux platform.

5.8.3.2 ARCH_WINDOWS

```
int Crosstales.TPS.Util.Config.ARCH_WINDOWS = Constants.DEFAULT_ARCH_WINDOWS [static]
```

Architecture of the Windows platform.

5.8.3.3 AUTO_SAVE

```
bool Crosstales.TPS.Util.Config.AUTO_SAVE = Constants.DEFAULT_AUTO_SAVE [static]
```

Enable or disable automatic saving of all scenes.

5.8.3.4 BATCHMODE

```
bool Crosstales.TPS.Util.Config.BATCHMODE = Constants.DEFAULT_BATCHMODE [static]
```

Enable or disable batch mode for CLI operations.

5.8.3.5 COMPILE_DEFINES

```
bool Crosstales.TPS.Util.Config.COMPILE_DEFINES = Constants.DEFAULT_COMPILE_DEFINES [static]
```

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

5.8.3.6 CONFIRM_SWITCH

```
bool Crosstales.TPS.Util.Config.CONFIRM_SWITCH = Constants.DEFAULT_CONFIRM_SWITCH [static]
```

Enable or disable the switch confirmation dialog.

5.8.3.7 COPY_ASSETS

```
bool Crosstales.TPS.Util.Config.COPY_ASSETS = Constants.DEFAULT_COPY_ASSETS [static]
```

Enable or disable copying the 'Assets'-folder.

5.8.3.8 COPY_LIBRARY

```
bool Crosstales.TPS.Util.Config.COPY_LIBRARY = Constants.DEFAULT_COPY_LIBRARY [static]
```

Enable or disable copying the 'Library'-folder.

5.8.3.9 COPY_SETTINGS

```
bool Crosstales.TPS.Util.Config.COPY_SETTINGS = Constants.DEFAULT_COPY_SETTINGS [static]
```

Enable or disable copying the 'ProjectSettings'-folder.

5.8.3.10 CUSTOM_PATH_CACHE

```
bool Crosstales.TPS.Util.Config.CUSTOM_PATH_CACHE = Constants.DEFAULT_CUSTOM_PATH_CACHE [static]
```

Enable or disable custom location for the cache.

5.8.3.11 DEBUG

```
bool Crosstales.TPS.Util.Config.DEBUG = Constants.DEFAULT_DEBUG [static]
```

Enable or disable debug logging for the asset.

5.8.3.12 DELETE_LOCKFILE

```
bool Crosstales.TPS.Util.Config.DELETE_LOCKFILE = Constants.DEFAULT_DELETE_LOCKFILE [static]
```

Enable or disable deleting the 'UnityLockfile'.

5.8.3.13 EXECUTE_METHOD

```
string Crosstales.TPS.Util.Config.EXECUTE_METHOD = string.Empty [static]
```

Execute static method 'ClassName.MethodName' in Unity after a switch.

5.8.3.14 EXECUTE_METHOD_PRE_SWITCH

```
string Crosstales.TPS.Util.Config.EXECUTE_METHOD_PRE_SWITCH = string.Empty [static]
```

Execute static method 'ClassName.MethodName' in Unity before a switch.

5.8.3.15 isLoaded

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

Is the configuration loaded?

5.8.3.16 NO_GRAPHICS

```
bool Crosstales.TPS.Util.Config.NO_GRAPHICS = Constants.DEFAULT_NO_GRAPHICS [static]
```

Enable or disable graphics device in Unity Editor for CLI operations.

5.8.3.17 PLATFORM_ANDROID

```
bool Crosstales.TPS.Util.Config.PLATFORM_ANDROID [static]
```

Enable or disable the Android platform.

5.8.3.18 PLATFORM_IOS

```
bool Crosstales.TPS.Util.Config.PLATFORM_IOS [static]
```

Enable or disable the iOS platform.

5.8.3.19 PLATFORM_LINUX

```
bool Crosstales.TPS.Util.Config.PLATFORM_LINUX [static]
```

Enable or disable the Linux platform.

5.8.3.20 PLATFORM_MAC

```
bool Crosstales.TPS.Util.Config.PLATFORM_MAC [static]
```

Enable or disable the macOS platform.

5.8.3.21 PLATFORM_PS4

```
bool Crosstales.TPS.Util.Config.PLATFORM_PS4 [static]
```

Enable or disable the PS4 platform.

5.8.3.22 PLATFORM_SWITCH

```
bool Crosstales.TPS.Util.Config.PLATFORM_SWITCH [static]
```

Enable or disable the Nintendo Switch platform.

5.8.3.23 PLATFORM_TVOS

```
bool Crosstales.TPS.Util.Config.PLATFORM_TVOS [static]
```

Enable or disable the tvOS platform.

5.8.3.24 PLATFORM_WEBGL

```
bool Crosstales.TPS.Util.Config.PLATFORM_WEBGL [static]
```

Enable or disable the WebGL platform.

5.8.3.25 PLATFORM_WINDOWS

```
bool Crosstales.TPS.Util.Config.PLATFORM_WINDOWS [static]
```

Enable or disable the Windows platform.

5.8.3.26 PLATFORM_WSA

```
bool Crosstales.TPS.Util.Config.PLATFORM_WSA [static]
```

Enable or disable the WSA platform.

5.8.3.27 PLATFORM_XBOXONE

```
bool Crosstales.TPS.Util.Config.PLATFORM_XBOXONE [static]
```

Enable or disable the XboxOne platform.

5.8.3.28 QUIT

```
bool Crosstales.TPS.Util.Config.QUIT = Constants.DEFAULT_QUIT [static]
```

Enable or disable quit Unity Editor for CLI operations.

5.8.3.29 SETUP_DATE

```
System.DateTime Crosstales.TPS.Util.Config.SETUP_DATE [static]
```

Last setup date.

5.8.3.30 SHOW_COLUMN_ARCHITECTURE

```
bool Crosstales.TPS.Util.Config.SHOW_COLUMN_ARCHITECTURE = Constants.DEFAULT_SHOW_COLUMN_ARCHITECTURE [static]
```

Shows or hides the column for the architecture.

5.8.3.31 SHOW_COLUMN_CACHE

```
bool Crosstales.TPS.Util.Config.SHOW_COLUMN_CACHE = Constants.DEFAULT_SHOW_COLUMN_CACHE [static]
```

Shows or hides the column for the cache.

5.8.3.32 SHOW_COLUMN_PLATFORM

```
bool Crosstales.TPS.Util.Config.SHOW_COLUMN_PLATFORM = Constants.DEFAULT_SHOW_COLUMN_PLATFORM [static]
```

Shows or hides the column for the platform.

5.8.3.33 SHOW_COLUMN_PLATFORM_LOGO

```
bool Crosstales.TPS.Util.Config.SHOW_COLUMN_PLATFORM_LOGO = Constants.DEFAULT_SHOW_COLUMN_PLATFORM_LOGO [static]
```

Shows or hides the column for the platform.

5.8.3.34 SHOW_COLUMN_TEXTURE

```
bool Crosstales.TPS.Util.Config.SHOW_COLUMN_TEXTURE = Constants.DEFAULT_SHOW_COLUMN_TEXTURE  
[static]
```

Shows or hides the column for the texture format.

5.8.3.35 SHOW_DELETE

```
bool Crosstales.TPS.Util.Config.SHOW_DELETE = false [static]
```

Shows or hides the delete button for the cache.

5.8.3.36 SWITCH_DATE

```
System.DateTime Crosstales.TPS.Util.Config.SWITCH_DATE [static]
```

Last switch date.

5.8.3.37 TEX_ANDROID

```
int Crosstales.TPS.Util.Config.TEX_ANDROID = Constants.DEFAULT_TEX_ANDROID [static]
```

Texture format of the Android platform.

5.8.3.38 UPDATE_CHECK

```
bool Crosstales.TPS.Util.Config.UPDATE_CHECK = Constants.DEFAULT_UPDATE_CHECK [static]
```

Enable or disable update-checks for the asset.

5.8.3.39 USE_LEGACY

```
bool Crosstales.TPS.Util.Config.USE_LEGACY = Constants.DEFAULT_USE_LEGACY [static]
```

Uses the legacy switch function.

5.8.4 Property Documentation

5.8.4.1 ASSET_PATH

```
string Crosstales.TPS.Util.Config.ASSET_PATH [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

5.8.4.2 THREADS

```
int Crosstales.TPS.Util.Config.THREADS [static], [get], [set]
```

Threads for the switch operation (range: 2-128).

5.8.4.3 VCS

```
int Crosstales.TPS.Util.Config.VCS [static], [get], [set]
```

Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial, 4 = Collab, 5 = PlasticSCM).

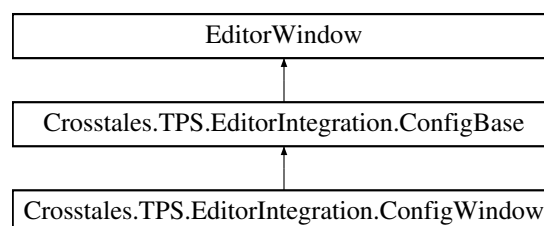
The documentation for this class was generated from the following file:

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

5.9 Crosstales.TPS.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.TPS.EditorIntegration.ConfigBase:



Protected Member Functions

- void **showSwitch** ()
- void **showConfiguration** ()
- void **showHelp** ()
- void **showAbout** ()
- void **v2Banner** ()
- void **tpbBanner** ()

Static Protected Member Functions

- static void **init** ()
- static void **save** ()

5.9.1 Detailed Description

Base class for editor windows.

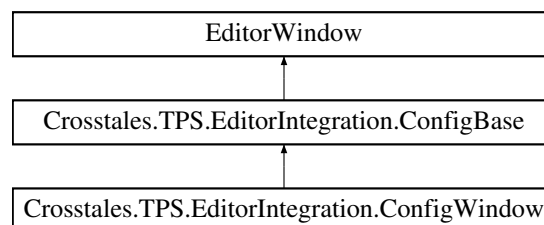
The documentation for this class was generated from the following file:

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

5.10 Crosstales.TPS.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TPS.EditorIntegration.ConfigWindow:



Static Public Member Functions

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

Additional Inherited Members

5.10.1 Detailed Description

Editor window extension.

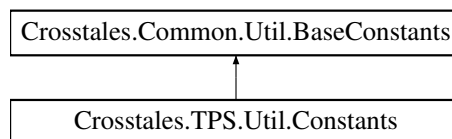
The documentation for this class was generated from the following file:

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

5.11 Crosstales.TPS.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.TPS.Util.Constants:



Static Public Attributes

- const string [ASSET_NAME](#) = "Turbo Switch PRO"
Name of the asset.
- const string [ASSET_NAME_SHORT](#) = "TPS PRO"
Short name of the asset.
- const string [ASSET_VERSION](#) = "2023.2.0"
Version of the asset.
- const int [ASSET_BUILD](#) = 20230618
Build number of the asset.
- static readonly System.DateTime [ASSET_CREATED](#) = new System.DateTime(2016, 9, 22)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime [ASSET_CHANGED](#) = new System.DateTime(2023, 6, 18)
Change date of the asset (YYYY, MM, DD).
- const string [ASSET_PRO_URL](#) = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
URL of the PRO asset in UAS.
- const string [ASSET_UPDATE_CHECK_URL](#) = "https://www.crosstales.com/media/assets/tps_versions.txt"
URL for update-checks of the asset
- const string [ASSET_CONTACT](#) = "tps@crosstales.com"
Contact to the owner of the asset.
- const string [ASSET_MANUAL_URL](#) = "https://www.crosstales.com/media/data/assets/tps/TurboSwitch-doc.pdf"
URL of the asset manual.
- const string [ASSET_API_URL](#) = "https://www.crosstales.com/en/assets/tps/api/"
URL of the asset API.

- const string **ASSET_FORUM_URL** = "https://forum.unity.com/threads/turbo-switch-fast-and-save-platform-switches.434860/"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/tps/"
URL of the asset in crosstales.
- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/rb1cqypznEg?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the promotion video of the asset (Youtube).
- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/J2zh0EjmrjQ?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the tutorial video of the asset (Youtube).
- const string **KEY_VCS** = "CT_CFG_VCS"
- const string **KEY_CUSTOM_PATH_CACHE** = KEY_PREFIX + "CUSTOM_PATH_CACHE"
- const string **KEY_PATH_CACHE** = KEY_PREFIX + "PATH_CACHE"
- const string **KEY_USE_LEGACY** = KEY_PREFIX + "USE_LEGACY"
- const string **KEY_BATCHMODE** = KEY_PREFIX + "BATCHMODE"
- const string **KEY_QUIT** = KEY_PREFIX + "QUIT"
- const string **KEY_NO_GRAPHICS** = KEY_PREFIX + "NO_GRAPHICS"
- const string **KEY_EXECUTE_METHOD_PRE_SWITCH** = KEY_PREFIX + "EXECUTE_METHOD_PRE_SWITCH"
- const string **KEY_EXECUTE_METHOD** = KEY_PREFIX + "EXECUTE_METHOD"
- const string **KEY_COPY_ASSETS** = KEY_PREFIX + "COPY_ASSETS"
- const string **KEY_COPY_LIBRARY** = KEY_PREFIX + "COPY_LIBRARY"
- const string **KEY_COPY_SETTINGS** = KEY_PREFIX + "COPY_SETTINGS"
- const string **KEY_THREADS** = KEY_PREFIX + "THREADS"
- const string **KEY_DELETE_LOCKFILE** = KEY_PREFIX + "DELETE_LOCKFILE"
- const string **KEY_CONFIRM_SWITCH** = KEY_PREFIX + "CONFIRM_SWITCH"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_UPDATE_CHECK** = KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_PLATFORM_WINDOWS** = KEY_PREFIX + "PLATFORM_WINDOWS"
- const string **KEY_PLATFORM_MAC** = KEY_PREFIX + "PLATFORM_MAC"
- const string **KEY_PLATFORM_LINUX** = KEY_PREFIX + "PLATFORM_LINUX"
- const string **KEY_PLATFORM_ANDROID** = KEY_PREFIX + "PLATFORM_ANDROID"
- const string **KEY_PLATFORM_IOS** = KEY_PREFIX + "PLATFORM_IOS"
- const string **KEY_PLATFORM_WSA** = KEY_PREFIX + "PLATFORM_WSA"
- const string **KEY_PLATFORM_WEBGL** = KEY_PREFIX + "PLATFORM_WEBGL"
- const string **KEY_PLATFORM_TVOS** = KEY_PREFIX + "PLATFORM_TVOS"
- const string **KEY_PLATFORM_PS4** = KEY_PREFIX + "PLATFORM_PS4"
- const string **KEY_PLATFORM_XBOXONE** = KEY_PREFIX + "PLATFORM_XBOXONE"
- const string **KEY_PLATFORM_SWITCH** = KEY_PREFIX + "PLATFORM_SWITCH"
- const string **KEY_ARCH_WINDOWS** = KEY_PREFIX + "ARCH_WINDOWS"
- const string **KEY_ARCH_LINUX** = KEY_PREFIX + "ARCH_LINUX"
- const string **KEY_TEX_ANDROID** = KEY_PREFIX + "TEX_ANDROID"
- const string **KEY_SHOW_COLUMN_PLATFORM** = KEY_PREFIX + "SHOW_COLUMN_PLATFORM"
- const string **KEY_SHOW_COLUMN_ARCHITECTURE** = KEY_PREFIX + "SHOW_COLUMN_ARCHITECTURE"
- const string **KEY_SHOW_COLUMN_TEXTURE** = KEY_PREFIX + "SHOW_COLUMN_TEXTURE"
- const string **KEY_SHOW_COLUMN_CACHE** = KEY_PREFIX + "SHOW_COLUMN_CACHE"
- const string **KEY_SWITCH_DATE** = KEY_PREFIX + "SWITCH_DATE"
- const string **KEY_SETUP_DATE** = KEY_PREFIX + "SETUP_DATE"
- const string **KEY_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_AUTO_SAVE** = KEY_PREFIX + "AUTO_SAVE"
- const string **CACHE_DIRNAME** = "TPS_cache"

- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/TurboSwitch/"
- static readonly string **DEFAULT_PATH_CACHE** = [Crosstales.Common.Util.FileHelper.ValidatePath\(APPLICATION_PATH + CACHE_DIRNAME\)](#)
- const bool **DEFAULT_CUSTOM_PATH_CACHE** = false
- const int **DEFAULT_VCS** = 0
- const bool **DEFAULT_USE_LEGACY** = false
- const bool **DEFAULT_BATCHMODE** = false
- const bool **DEFAULT_QUIT** = true
- const bool **DEFAULT_NO_GRAPHICS** = false
- const bool **DEFAULT_DELETE_LOCKFILE** = false
- const bool **DEFAULT_COPY_ASSETS** = false
- const bool **DEFAULT_COPY_LIBRARY** = true
- const bool **DEFAULT_COPY_SETTINGS** = false
- const int **DEFAULT_THREADS** = 16
- const bool **DEFAULT_CONFIRM_SWITCH** = true
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const int **DEFAULT_ARCH_WINDOWS** = 1
- const int **DEFAULT_ARCH_LINUX** = 1
- const int **DEFAULT_TEX_ANDROID** = 0
- const bool **DEFAULT_SHOW_COLUMN_PLATFORM** = true
- const bool **DEFAULT_SHOW_COLUMN_PLATFORM_LOGO** = false
- const bool **DEFAULT_SHOW_COLUMN_ARCHITECTURE** = true
- const bool **DEFAULT_SHOW_COLUMN_TEXTURE** = false
- const bool **DEFAULT_SHOW_COLUMN_CACHE** = true
- const bool **DEFAULT_AUTO_SAVE** = false
- static string **ASSET_URL** => **ASSET_PRO_URL**
Returns the URL of the asset in UAS.
- static string **ASSET_ID** => "60040"
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** => new System.Guid("2d03d693-219a-4fa4-a9b0-83e5a59ebe01")
Returns the UID of the asset.

Additional Inherited Members

5.11.1 Detailed Description

Collected constants of very general utility for the asset.

5.11.2 Member Data Documentation

5.11.2.1 ASSET_API_URL

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

URL of the asset API.

5.11.2.2 ASSET_BUILD

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

Build number of the asset.

5.11.2.3 ASSET_CHANGED

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

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

5.11.2.4 ASSET_CONTACT

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

Contact to the owner of the asset.

5.11.2.5 ASSET_CREATED

```
readonly System.DateTime Crosstales.TPS.Util.Constants.ASSET_CREATED = new System.DateTime(2016, 9, 22) [static]
```

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

5.11.2.6 ASSET_FORUM_URL

```
const string Crosstales.TPS.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/turbo-switch-fas-434860/" [static]
```

URL of the asset forum.

5.11.2.7 ASSET_ID

```
string Crosstales.TPS.Util.Constants.ASSET_ID => "60040" [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.11.2.8 ASSET_MANUAL_URL

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

URL of the asset manual.

5.11.2.9 ASSET_NAME

```
const string Crosstales.TPS.Util.Constants.ASSET_NAME = "Turbo Switch PRO" [static]
```

Name of the asset.

5.11.2.10 ASSET_NAME_SHORT

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

Short name of the asset.

5.11.2.11 ASSET_PRO_URL

```
const string Crosstales.TPS.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/600402a-NGT" [static]
```

URL of the PRO asset in UAS.

5.11.2.12 ASSET_UID

```
System.Guid Crosstales.TPS.Util.Constants.ASSET_UID => new System.Guid("2d03d693-219a-4fa4-a9b0-83e5a59ebe01") [static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.11.2.13 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

5.11.2.14 ASSET_URL

```
string Crosstales.TPS.Util.Constants.ASSET_URL => ASSET_PRO_URL [static]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.11.2.15 ASSET_VERSION

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

Version of the asset.

5.11.2.16 ASSET_VIDEO_PROMO

```
const string Crosstales.TPS.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/rblcqypznEg?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

5.11.2.17 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.TPS.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/J2zh0EjmrjQ?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

5.11.2.18 ASSET_WEB_URL

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

URL of the asset in crosstales.

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

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

5.12 Crosstales.TPS.Util.CTLogger Class Reference

Logger for the asset.

Static Public Member Functions

- static void **Log** (string log)
- static void **BeforeSwitch** ()
- static void **AfterSwitch** ()

5.12.1 Detailed Description

Logger for the asset.

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

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Scripts/↔
Editor/Util/CTLogger.cs

5.13 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.

5.13.1 Detailed Description

Wrapper for the PlayerPrefs.

5.13.2 Member Function Documentation

5.13.2.1 DeleteAll()

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

Deletes all keys.

5.13.2.2 DeleteKey()

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

Delete the key.

Parameters

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

5.13.2.3 GetBool()

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

Allows to get a bool from a key.

Parameters

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

Returns

Value for the key.

5.13.2.4 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.

5.13.2.5 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.

5.13.2.6 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.

5.13.2.7 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.

5.13.2.8 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.

5.13.2.9 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.

5.13.2.10 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.

5.13.2.11 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.

5.13.2.12 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.

5.13.2.13 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.

5.13.2.14 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.

5.13.2.15 Save()

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

Saves all modifications.

5.13.2.16 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.

5.13.2.17 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.

5.13.2.18 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.

5.13.2.19 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.

5.13.2.20 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.

5.13.2.21 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.

5.13.2.22 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.

5.13.2.23 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.

5.13.2.24 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.

5.13.2.25 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.

5.13.2.26 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.

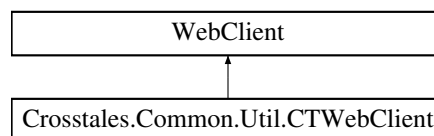
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/CT↔
PlayerPrefs.cs

5.14 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

5.14.1 Detailed Description

Specialized WebClient.

5.14.2 Property Documentation

5.14.2.1 ConnectionLimit

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

Connection limit for all WebClients

5.14.2.2 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/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/CT↔
WebClient.cs

5.15 Crosstales.TPS.Task.DisableUnityCacheServer Class Reference

Disables the Unity cache server.

5.15.1 Detailed Description

Disables the Unity cache server.

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

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Scripts/↔
Editor/Task/DisableUnityCacheServer.cs

5.16 Crosstales.TPS.Example.EventTester Class Reference

Simple test script for all callbacks.

5.16.1 Detailed Description

Simple test script for all callbacks.

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

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Example Integration/Scripts/Editor/EventTester.cs

5.17 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [CTReverse](#) (this string str)
Extension method for strings. Reverses a string.
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains any given string.
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains all given strings.
- static string [CTRemoveNewLines](#) (this string str, string replacement="#nl#", string newLine=null)
Extension method for strings. Replaces new lines with a replacement string pattern.
- static string [CTAddNewLines](#) (this string str, string replacement="#nl#", string newLine=null)
Extension method for strings. Replaces a given string pattern with new lines in a string.
- static bool [CTIsNumeric](#) (this string str)
Extension method for strings. Checks if the string is numeric.
- static bool [CTIsInteger](#) (this string str)
Extension method for strings. Checks if the string is integer.
- static bool [CTIsEmail](#) (this string str)
Extension method for strings. Checks if the string is an email address.
- static bool [CTIsWebsite](#) (this string str)

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

 - static bool [CTisCreditcard](#) (this string str)
- Extension method for strings. Checks if the string is a creditcard.*

 - static bool [CTisIPv4](#) (this string str)
- Extension method for strings. Checks if the string is an IPv4 address.*

 - static bool [CTisAlphanumeric](#) (this string str)
- Extension method for strings. Checks if the string is alphanumeric.*

 - static bool [CThasLineEndings](#) (this string str)
- Extension method for strings. Checks if the string has line endings.*

 - static bool [CThasInvalidChars](#) (this string str)
- Extension method for strings. Checks if the string has invalid characters.*

 - static bool [CTStartsWith](#) (this string str, string toCheck, System.StringComparison comp=System.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[] [CTToStringArray< T >](#) (this T[] array)
 - Extension method for arrays. Generates a string array with all entries (via ToString).*
- static float[] [CTToFloatArray](#) (this byte[] array, int count=0)
 - Extension method for byte-arrays. Converts a byte-array to a float-array.*
- static byte[] [CTToByteArray](#) (this float[] array, int count=0)
 - Extension method for float-arrays. Converts a float-array to a byte-array.*
- static Texture2D [CTToTexture](#) (this byte[] data, Texture2D supportTexture=null)
 - Extension method for byte-arrays. Converts a byte-array to a Texture. Supported image formats: PNG and JPG.*
- static Sprite [CTToSprite](#) (this byte[] data, Texture2D supportTexture=null)
 - Extension method for byte-arrays. Converts a byte-array to a Sprite. Supported image formats: PNG and JPG.*
- static string [CTToString](#) (this byte[] data, System.Text.Encoding encoding=null)
 - Extension method for byte-arrays. Converts a byte-array to a string.*
- static string [CTToBase64](#) (this byte[] data)
 - Extension method for byte-arrays. Converts a byte-array to a Base64-string.*
- static T[] [GetColumn< T >](#) (this T[,] matrix, int columnNumber)
 - Extension method for 2D-arrays. Returns the column of a 2D-array as array.*
- static T[] [GetRow< T >](#) (this T[,] matrix, int rowNumber)
 - Extension method for 2D-arrays. Returns the row of a 2D-array as array.*
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)
 - Extension method for IList. Shuffles a List.*
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
 - Extension method for IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)
 - Extension method for Quaternion-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)
 - Extension method for Vector2-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)
 - Extension method for Vector3-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)
 - Extension method for Vector4-IList. Dumps a list to a string.*
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)
 - Extension method for IList. Generates a string list with all entries (via ToString).*
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
 - Extension method for IDictionary. Dumps a dictionary to a string.*
- static void [CTAddRange< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, System.Collections.Generic.IDictionary< K, V > collection)
 - Extension method for IDictionary. Adds a dictionary to an existing one.*

- static byte[] [CTReadFully](#) (this System.IO.Stream input)
Extension method for Stream. Reads the full content of a Stream.
- static string [CTToHexRGB](#) (this Color32 input)
Extension method for Color32. Converts the value of a color to a RGB Hex-string.
- static string [CTToHexRGB](#) (this Color input)
Extension method for Color. Converts the value of a color to a RGB Hex-string.
- static string [CTToHexRGBA](#) (this Color32 input)
Extension method for Color32. Converts the value of a color to a RGBA Hex-string.
- static string [CTToHexRGBA](#) (this Color input)
Extension method for Color. Converts the value of a color to a RGBA Hex-string.
- static Vector3 [CTVector3](#) (this Color32 color)
Extension method for Color32. Convert it to a Vector3.
- static Vector3 [CTVector3](#) (this Color color)
Extension method for Color. Convert it to a Vector3.
- static Vector4 [CTVector4](#) (this Color32 color)
Extension method for Color32. Convert it to a Vector4.
- static Vector4 [CTVector4](#) (this Color color)
Extension method for Color. Convert it to a Vector4.
- static Vector2 [CTMultiply](#) (this Vector2 a, Vector2 b)
Allows you to multiply two Vector2s together, something Unity sorely lacks by default.
- static Vector3 [CTMultiply](#) (this Vector3 a, Vector3 b)
Allows you to multiply two Vector3s together, something Unity sorely lacks by default.
- static Vector3 [CTFlatten](#) (this Vector3 a)
Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.
- static Quaternion [CTQuaternion](#) (this Vector3 eulerAngle)
Extension method for Vector3. Convert it to a Quaternion.
- static Color [CTColorRGB](#) (this Vector3 rgb, float alpha=1f)
Extension method for Vector3. Convert it to a Color.
- static Vector4 [CTMultiply](#) (this Vector4 a, Vector4 b)
Allows you to multiply two Vector4s together, something Unity sorely lacks by default.
- static Quaternion [CTQuaternion](#) (this Vector4 angle)
Extension method for Vector4. Convert it to a Quaternion.
- static Color [CTColorRGBA](#) (this Vector4 rgba)
Extension method for Vector4. Convert it to a Color.
- static Vector3 [CTVector3](#) (this Quaternion angle)
Extension method for Quaternion. Convert it to a Vector3.
- static Vector4 [CTVector4](#) (this Quaternion angle)
Extension method for Quaternion. Convert it to a Vector4.
- static Vector3 [CTCorrectLossyScale](#) (this Canvas canvas)
Extension method for Canvas. Convert current resolution scale.
- static void [CTGetLocalCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.
- static Vector3[] [CTGetLocalCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)
Extension method for RectTransform. Returns the local corners of a RectTransform.
- static void [CTGetScreenCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.
- static Vector3[] [CTGetScreenCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)

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

 - static Bounds [CTGetBounds](#) (this RectTransform transform, float uiScaleFactor=1f)
- Extension method for RectTransform. Returns the bounds of a RectTransform including the children.*

 - static void [CTSetLeft](#) (this RectTransform transform, float value)
- Extension method for RectTransform. Sets the Left-property of a RectTransform.*

 - static void [CTSetRight](#) (this RectTransform transform, float value)
- Extension method for RectTransform. Sets the Right-property of a RectTransform.*

 - static void [CTSetTop](#) (this RectTransform transform, float value)
- Extension method for RectTransform. Sets the Top-property of a RectTransform.*

 - static void [CTSetBottom](#) (this RectTransform transform, float value)
- Extension method for RectTransform. Sets the Bottom-property of a RectTransform.*

 - static float [CTGetLeft](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Left-property of a RectTransform.*

 - static float [CTGetRight](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Right-property of a RectTransform.*

 - static float [CTGetTop](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Top-property of a RectTransform.*

 - static float [CTGetBottom](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Bottom-property of a RectTransform.*

 - static Vector4 [CTGetLRTB](#) (this RectTransform transform)
- Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.*

 - static void [CTSetLRTB](#) (this RectTransform transform, Vector4 lrtb)
- Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.*

 - static System.Collections.Generic.List< GameObject > [CTFindAll](#) (this Component component, string name, int maxDepth=0)
- Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects*

 - static System.Collections.Generic.List< T > [CTFindAll< T >](#) (this Component component, string name)
- Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects*

 - static GameObject [CTFind](#) (this MonoBehaviour mb, string name)
- Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject*

 - static T [CTFind< T >](#) (this MonoBehaviour mb, string name)
- Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.*

 - static GameObject [CTFind](#) (this GameObject go, string name)
- Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject*

 - static T [CTFind< T >](#) (this GameObject go, string name)
- Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.*

 - static Bounds [CTGetBounds](#) (this GameObject go)
- Extension method for GameObject. Returns the bounds of a GameObject including the children.*

 - static Transform [CTFind](#) (this Transform transform, string name)
- Extension method for Transform. Recursively searches all children of a parent transform for specific named transform*

 - static T [CTFind< T >](#) (this Transform transform, string name)
- Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.*

 - static byte[] [CTToPNG](#) (this Sprite sprite)
- Extension method for Sprite. Converts a Sprite to a PNG byte-array.*

 - static byte[] [CTToJPG](#) (this Sprite sprite)

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

 - static byte[] [CTToTGA](#) (this Sprite sprite)
- Extension method for Sprite. Converts a Sprite to a TGA byte-array.*

 - static byte[] [CTToEXR](#) (this Sprite sprite)
- Extension method for Sprite. Converts a Sprite to a EXR byte-array.*

 - static byte[] [CTToPNG](#) (this Texture2D texture)
- Extension method for Texture. Converts a Texture to a PNG byte-array.*

 - static byte[] [CTToJPG](#) (this Texture2D texture)
- Extension method for Texture. Converts a Texture to a JPG byte-array.*

 - static byte[] [CTToTGA](#) (this Texture2D texture)
- Extension method for Texture. Converts a Texture to a TGA byte-array.*

 - static byte[] [CTToEXR](#) (this Texture2D texture)
- Extension method for Texture. Converts a Texture to a EXR byte-array.*

 - static Sprite [CTToSprite](#) (this Texture2D texture, float pixelsPerUnit=100f)
- Extension method for Texture. Converts a Texture to a Sprite.*

 - static Texture2D [CTRotate90](#) (this Texture2D texture)
- Extension method for Texture. Rotates a Texture by 90 degrees.*

 - static Texture2D [CTRotate180](#) (this Texture2D texture)
- Extension method for Texture. Rotates a Texture by 180 degrees.*

 - static Texture2D [CTRotate270](#) (this Texture2D texture)
- Extension method for Texture. Rotates a Texture by 270 degrees.*

 - static Texture2D [CTToTexture2D](#) (this Texture texture)
- Extension method for Texture. Convert a Texture to a Texture2D*

 - static Texture2D [CTToTexture2D](#) (this WebCamTexture texture)
- Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D*

 - static Texture2D [CTFlipHorizontal](#) (this Texture2D texture)
- Extension method for Texture. Flips a Texture2D horizontally*

 - static Texture2D [CTFlipVertical](#) (this Texture2D texture)
- Extension method for Texture. Flips a Texture2D vertically*

 - static bool [CTHasActiveClip](#) (this AudioSource source)
- Extension method for AudioSource. Determines if an AudioSource has an active clip.*

 - static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)
- Extension method for Renderer. Determines if the renderer is visible from a certain camera.*

5.17.1 Detailed Description

Various extension methods.

5.17.2 Member Function Documentation

5.17.2.1 CTAddNewLines()

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

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

Parameters

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

Returns

Replaced string with new lines.

5.17.2.2 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.

5.17.2.3 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.

5.17.2.4 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.

5.17.2.5 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.

5.17.2.6 CTColorRGB()

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

Extension method for Vector3. Convert it to a Color.

Parameters

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

Returns

Color from RGB.

5.17.2.7 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.

5.17.2.8 CTContains()

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

5.17.2.9 CTContainsAll()

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

5.17.2.10 CTContainsAny()

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.17.2.11 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.

5.17.2.12 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.

5.17.2.13 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.

5.17.2.14 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.

5.17.2.15 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.

5.17.2.16 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.

5.17.2.17 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.

5.17.2.18 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.

5.17.2.19 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.

5.17.2.20 CTDump< K, V >()

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

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

Parameters

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

Returns

String with lines for all dictionary entries.

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

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

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

Parameters

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

Returns

String with lines for all list entries.

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

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

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

Parameters

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

Returns

String with lines for all array entries.

5.17.2.23 CTEndsWith()

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

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

Parameters

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

Returns

True if the string is integer.

5.17.2.24 CTEquals()

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

5.17.2.25 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.

5.17.2.26 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.

5.17.2.27 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.

5.17.2.28 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.

5.17.2.29 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.

5.17.2.30 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.

5.17.2.31 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.

5.17.2.32 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***

5.17.2.33 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.

5.17.2.34 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.

5.17.2.35 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.

5.17.2.36 CTFromBase64()

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

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

Parameters

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

Returns

Base64-string value as converted string.

5.17.2.37 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.

5.17.2.38 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.

5.17.2.39 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.

5.17.2.40 CTGetBounds() [2/2]

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

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

Parameters

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

Returns

Bounds of the RectTransform.

5.17.2.41 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.

5.17.2.42 CTGetLocalCorners() [1/2]

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

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

Parameters

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

Returns

Array of the four local corners of the RectTransform.

5.17.2.43 CTGetLocalCorners() [2/2]

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

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

Parameters

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

5.17.2.44 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.

5.17.2.45 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.

5.17.2.46 CTGetScreenCorners() [1/2]

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

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

Parameters

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

Returns

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

5.17.2.47 CTGetScreenCorners() [2/2]

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

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

Parameters

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

5.17.2.48 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.

5.17.2.49 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.

5.17.2.50 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.

5.17.2.51 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.

5.17.2.52 CHexToColor()

```
static Color Crosstales.ExtensionMethods.CHexToColor (
    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.

5.17.2.53 CHexToColor32()

```
static Color32 Crosstales.ExtensionMethods.CHexToColor32 (
    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.

5.17.2.54 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.

5.17.2.55 CTIndexOf() [1/2]

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

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

Parameters

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

Returns

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

5.17.2.56 CTIndexOf() [2/2]

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

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

Parameters

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

Returns

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

5.17.2.57 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.

5.17.2.58 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.

5.17.2.59 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.

5.17.2.60 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.

5.17.2.61 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.

5.17.2.62 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.

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

Returns

True if the renderer is visible by the given camera.

5.17.2.64 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.

5.17.2.65 CTLastIndexOf()

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

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

Parameters

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

Returns

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

5.17.2.66 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.

5.17.2.67 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.

5.17.2.68 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.

5.17.2.69 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.

5.17.2.70 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.

5.17.2.71 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.

5.17.2.72 CTRemoveNewLines()

```
static string Crosstales.ExtensionMethods.CTRemoveNewLines (  
    this string str,
```

```
string replacement = "#nl#",
string newLine = null ) [static]
```

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

Parameters

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

Returns

Replaced string without new lines.

5.17.2.73 CTReplace()

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

Extension method for strings. Case insensitive 'Replace'.

Parameters

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

Returns

Replaced string.

5.17.2.74 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.

5.17.2.75 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.

5.17.2.76 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.

5.17.2.77 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.

5.17.2.78 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.

5.17.2.79 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.

5.17.2.80 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.

5.17.2.81 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.

5.17.2.82 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.

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

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

Extension method for IList. Shuffles a List.

Parameters

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

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

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

Extension method for arrays. Shuffles an array.

Parameters

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

5.17.2.85 CTStartsWith()

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

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

Parameters

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

Returns

True if the string is integer.

5.17.2.86 CTTToBase64() [1/2]

```
static string Crosstales.ExtensionMethods.CTTToBase64 (
    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.

5.17.2.87 CToBase64() [2/2]

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

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

Parameters

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

Returns

String value as converted Base64-string.

5.17.2.88 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.

5.17.2.89 CToByteArray() [2/2]

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

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

Parameters

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

Returns

Byte-array with the string.

5.17.2.90 CToEXR() [1/2]

```
static byte [] Crosstales.ExtensionMethods.CToEXR (  
    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.

5.17.2.91 CToEXR() [2/2]

```
static byte [] Crosstales.ExtensionMethods.CToEXR (  
    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.

5.17.2.92 CTTToFloatArray()

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

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

Parameters

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

Returns

Converted float-array.

5.17.2.93 CTTToHex()

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

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

Parameters

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

Returns

String value as converted Hex-string.

5.17.2.94 CTTToHexRGB() [1/2]

```
static string Crosstales.ExtensionMethods.CTTToHexRGB (  
    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").

5.17.2.95 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").

5.17.2.96 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").

5.17.2.97 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").

5.17.2.98 CToJPG() [1/2]

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

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

Parameters

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

Returns

Converted Sprite as JPG byte-array.

5.17.2.99 CToJPG() [2/2]

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

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

Parameters

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

Returns

Converted Texture as JPG byte-array.

5.17.2.100 CToPNG() [1/2]

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

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

Parameters

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

Returns

Converted Sprite as PNG byte-array.

5.17.2.101 CToPNG() [2/2]

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

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

Parameters

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

Returns

Converted Texture as PNG byte-array.

5.17.2.102 CToSprite() [1/2]

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

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

Parameters

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

Returns

Converted Sprite.

5.17.2.103 CToSprite() [2/2]

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

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

Parameters

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

Returns

Converted Texture as Sprite.

5.17.2.104 CToString()

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

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

Parameters

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

Returns

Byte-array with the string.

5.17.2.105 CToString< T >()

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CToString< 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).

5.17.2.106 CToStringArray< T >()

```
static string [] Crosstales.ExtensionMethods.CToStringArray< 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).

5.17.2.107 CToTexture()

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

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

Parameters

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

Returns

Converted Texture.

5.17.2.108 CToTexture2D() [1/2]

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

Extension method for Texture. Convert a Texture to a Texture2D

Parameters

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

Returns

Converted Texture2D.

5.17.2.109 CToTexture2D() [2/2]

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

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

Parameters

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

Returns

Converted Texture2D.

5.17.2.110 CToTGA() [1/2]

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

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

Parameters

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

Returns

Converted Sprite as TGA byte-array.

5.17.2.111 CToTGA() [2/2]

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

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

Parameters

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

Returns

Converted Texture as TGA byte-array.

5.17.2.112 CToTitleCase()

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

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

Parameters

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

Returns

Converted string in title case.

5.17.2.113 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.

5.17.2.114 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.

5.17.2.115 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.

5.17.2.116 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.

5.17.2.117 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.

5.17.2.118 CTVector4() [3/3]

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

Extension method for Quaternion. Convert it to a Vector4.

Parameters

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

Returns

Vector4 from Quaternion.

5.17.2.119 GetColumn< T >()

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

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

Parameters

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

Returns

Column of a 2D-array as array.

5.17.2.120 GetRow< T >()

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

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

Parameters

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

Returns

Row of a 2D-array as array.

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

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Extension↔
Methods.cs

5.18 Crosstales.Common.Util.FileHelper Class Reference

Various helper functions for the file system.

Static Public Member Functions

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

- Find files inside a path.*

 - static string[] [GetDirectories](#) (string path, bool isRecursive=false)
- Find directories inside.*

 - static string[] [GetDrives](#) ()
- Find all logical drives.*

 - static bool [CopyDirectory](#) (string sourceDir, string destDir, bool move=false)
- Copy or move a directory.*

 - static bool [CopyFile](#) (string sourceFile, string destFile, bool move=false)
- Copy or move a file.*

 - static bool [MoveDirectory](#) (string sourceDir, string destDir)
- Move a directory.*

 - static bool [MoveFile](#) (string sourceFile, string destFile)
- Move a file.*

 - static string [RenameDirectory](#) (string path, string newName)
- Renames a directory in a path.*

 - static string [RenameFile](#) (string path, string newName)
- Renames a file in a path.*

 - static bool [DeleteFile](#) (string file)
- Delete a file.*

 - static bool [DeleteDirectory](#) (string dir)
- Delete a directory.*

 - static bool [ExistsFile](#) (string file)
- Checks if the directory exists.*

 - static bool [ExistsDirectory](#) (string path)
- Checks if the directory exists.*

 - static string [CreateDirectory](#) (string path, string folderName)
- Creates a directory in a given path.*

 - static bool [CreateDirectory](#) (string path)
- Creates a directory.*

 - static string [CreateFile](#) (string path, string fileName)
- Creates a file in a given path.*

 - static bool [CreateFile](#) (string path)
- Creates a file.*

 - static bool [IsDirectory](#) (string path, bool checkForExtensions=true)
- Checks if the path is a directory.*

 - static bool [IsFile](#) (string path, bool checkForExtensions=true)
- Checks if the path is a file.*

 - static string [GetFileName](#) (string path, bool removeInvalidChars=true)
- Returns the file name for the path.*

 - static string [GetCurrentDirectoryName](#) (string path)
- Returns the current directory name for the path.*

 - static string [GetDirectoryName](#) (string path)
- Returns the directory name for the path.*

 - static long [GetFileSize](#) (string path)
- Returns the size of a file.*

 - static string [GetExtension](#) (string path)
- Returns the extension of a file.*

 - static System.DateTime [GetLastModifiedDate](#) (string path)
- Returns the size of a file.*

 - static string [ReadAllText](#) (string sourceFile, System.Text.Encoding encoding=null)
- Reads the text of a file.*

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

Static Public Attributes

- static string [ApplicationDataPath](#) => _applicationDataPath
Returns the Unity application data path.
- static string [ApplicationTempPath](#) => _applicationTempPath
Returns the Unity application temporary path.
- static string [ApplicationPersistentPath](#) => _applicationPersistentPath
Returns the Unity application persistent path.
- static string [TempFile](#) => System.IO.Path.GetTempFileName()
Returns a temporary file.
- static string [TempPath](#) => System.IO.Path.GetTempPath()
Returns the temporary directory path from the device.

Properties

- static string [StreamingAssetsPath](#) [get]
Returns the path to the the "Streaming Assets".

5.18.1 Detailed Description

Various helper functions for the file system.

5.18.2 Member Function Documentation

5.18.2.1 CopyDirectory()

```
static bool Crosstales.Common.Util.FileHelper.CopyDirectory (
    string sourceDir,
    string destDir,
    bool move = false ) [static]
```

Copy or move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path
<i>move</i>	Move directory instead of copy (optional, default: false)

Returns

True if the operation was successful

5.18.2.2 CopyFile()

```
static bool Crosstales.Common.Util.FileHelper.CopyFile (
    string sourceFile,
    string destFile,
    bool move = false ) [static]
```

Copy or move a file.

Parameters

<i>sourceFile</i>	Source file path
<i>destFile</i>	Destination file path
<i>move</i>	Move file instead of copy (optional, default: false)

Returns

True if the operation was successful

5.18.2.3 CopyPath()

```
static bool Crosstales.Common.Util.FileHelper.CopyPath (  
    string sourceDir,  
    string destDir,  
    bool move = false ) [static]
```

Copy or move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path
<i>move</i>	Move directory instead of copy (optional, default: false)

Returns

True if the operation was successful

5.18.2.4 CreateDirectory() [1/2]

```
static bool Crosstales.Common.Util.FileHelper.CreateDirectory (  
    string path ) [static]
```

Creates a directory.

Parameters

<i>path</i>	Path to the directory to create
-------------	---------------------------------

Returns

True if the operation was successful

5.18.2.5 CreateDirectory() [2/2]

```
static string Crosstales.Common.Util.FileHelper.CreateDirectory (  
    string path,  
    string folderName ) [static]
```

Creates a directory in a given path.

Parameters

<i>path</i>	Path for the directory
<i>folderName</i>	New folder

5.18.2.6 CreateFile() [1/2]

```
static bool Crosstales.Common.Util.FileHelper.CreateFile (  
    string path ) [static]
```

Creates a file.

Parameters

<i>path</i>	Path to the file to create
-------------	----------------------------

Returns

True if the operation was successful

5.18.2.7 CreateFile() [2/2]

```
static string Crosstales.Common.Util.FileHelper.CreateFile (  
    string path,  
    string fileName ) [static]
```

Creates a file in a given path.

Parameters

<i>path</i>	Path for the file
<i>fileName</i>	New file

5.18.2.8 DeleteDirectory()

```
static bool Crosstales.Common.Util.FileHelper.DeleteDirectory (  
    string dir ) [static]
```

Delete a directory.

Parameters

<i>dir</i>	Directory to delete
------------	---------------------

Returns

True if the operation was successful

5.18.2.9 DeleteFile()

```
static bool Crosstales.Common.Util.FileHelper.DeleteFile (  
    string file ) [static]
```

Delete a file.

Parameters

<i>file</i>	File to delete
-------------	----------------

Returns

True if the operation was successful

5.18.2.10 ExistsDirectory()

```
static bool Crosstales.Common.Util.FileHelper.ExistsDirectory (  
    string path ) [static]
```

Checks if the directory exists.

Returns

True if the directory exists

5.18.2.11 ExistsFile()

```
static bool Crosstales.Common.Util.FileHelper.ExistsFile (  
    string file ) [static]
```

Checks if the directory exists.

Returns

True if the directory exists

5.18.2.12 FileHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.FileHasInvalidChars (  
    string file ) [static]
```

Checks a given file for invalid characters

Parameters

<i>file</i>	File to check for invalid characters
-------------	--------------------------------------

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.18.2.13 GetCurrentDirectoryName()

```
static string Crosstales.Common.Util.FileHelper.GetCurrentDirectoryName (  
    string path ) [static]
```

Returns the current directory name for the path.

Parameters

<i>path</i>	Path to the directory
-------------	-----------------------

Returns

Current directory name for the path

5.18.2.14 GetDirectories()

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

Find directories inside.

Parameters

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

Returns

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

5.18.2.15 GetDirectoryName()

```
static string Crosstales.Common.Util.FileHelper.GetDirectoryName (
    string path ) [static]
```

Returns the directory name for the path.

Parameters

<i>path</i>	Path to the directory
-------------	-----------------------

Returns

Directory name for the path

5.18.2.16 GetDrives()

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

Find all logical drives.

Returns

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

5.18.2.17 GetExtension()

```
static string Crosstales.Common.Util.FileHelper.GetExtension (
    string path ) [static]
```

Returns the extension of a file.

Parameters

<i>path</i>	Path to the file
-------------	------------------

Returns

Extension of the file

5.18.2.18 GetFileName()

```
static string Crosstales.Common.Util.FileHelper.GetFileName (
    string path,
    bool removeInvalidChars = true ) [static]
```

Returns the file name for the path.

Parameters

<i>path</i>	Path to the file
<i>removeInvalidChars</i>	Removes invalid characters in the file name (optional, default: true)

Returns

File name for the path

5.18.2.19 GetFiles()

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

Find files inside a path.

Parameters

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

Returns

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

5.18.2.20 GetFilesForName()

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

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (optional, default: false)
<i>filenames</i>	Array of file names for the file search, e.g. "Image.png" (optional)

Returns

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

5.18.2.21 GetFilesize()

```
static long Crosstales.Common.Util.FileHelper.GetFilesize (
    string path ) [static]
```

Returns the size of a file.

Parameters

<i>path</i>	Path of the file
-------------	------------------

Returns

Size for the file

5.18.2.22 GetLastModifiedDate()

```
static System.DateTime Crosstales.Common.Util.FileHelper.GetLastModifiedDate (
    string path ) [static]
```

Returns the size of a file.

Parameters

<i>path</i>	Path to the file
-------------	------------------

Returns

Size for the file

5.18.2.23 HasFileInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasFileInvalidChars (
    string file,
    bool ignoreNullOrEmpty = true ) [static]
```

Checks a given file for invalid characters

Parameters

<i>file</i>	File to check for invalid characters
<i>ignoreNullOrEmpty</i>	If set to true, return false for null or empty paths (optional, default: true)

Returns

Returns true if the file contains invalid chars, otherwise it's false.

5.18.2.24 HasPathInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasPathInvalidChars (
    string path,
    bool ignoreNullOrEmpty = true ) [static]
```

Checks a given path for invalid characters

Parameters

<i>path</i>	Path to check for invalid characters
<i>ignoreNullOrEmpty</i>	If set to true, return false for null or empty paths (optional, default: true)

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.18.2.25 isDirectory()

```
static bool Crosstales.Common.Util.FileHelper.isDirectory (
    string path,
    bool checkForExtensions = true ) [static]
```

Checks if the path is a directory.

Parameters

<i>path</i>	Path to the directory
<i>checkForExtensions</i>	Check for extensions (optional, default: true)

Returns

True if the path is a directory

5.18.2.26 isFile()

```
static bool Crosstales.Common.Util.FileHelper.isFile (
    string path,
    bool checkForExtensions = true ) [static]
```

Checks if the path is a file.

Parameters

<i>path</i>	Path to the file
<i>checkForExtensions</i>	Check for extensions (optional, default: true)

Returns

True if the path is a file

5.18.2.27 isUNCPath()

```
static bool Crosstales.Common.Util.FileHelper.isUNCPath (
    string path ) [static]
```

Checks if the given path is UNC

Parameters

<i>path</i>	Path to check
-------------	---------------

Returns

True if the given path is UNC

5.18.2.28 isUnixPath()

```
static bool Crosstales.Common.Util.FileHelper.isUnixPath (
    string path ) [static]
```

Checks if the given path is from a Unix-device

Parameters

<i>path</i>	Path to check
-------------	---------------

Returns

True if the given path is from a Unix-device

5.18.2.29 isURL()

```
static bool Crosstales.Common.Util.FileHelper.isURL (  
    string path ) [static]
```

Checks if the given path is an URL

Parameters

<i>path</i>	Path to check
-------------	---------------

Returns

True if the given path is an URL

5.18.2.30 isWindowsPath()

```
static bool Crosstales.Common.Util.FileHelper.isWindowsPath (  
    string path ) [static]
```

Checks if the given path is from a Windows-device

Parameters

<i>path</i>	Path to check
-------------	---------------

Returns

True if the given path is from a Windows-device

5.18.2.31 MoveDirectory()

```
static bool Crosstales.Common.Util.FileHelper.MoveDirectory (  
    string sourceDir,  
    string destDir ) [static]
```

Move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path

Returns

True if the operation was successful

5.18.2.32 MoveFile()

```
static bool Crosstales.Common.Util.FileHelper.MoveFile (  
    string sourceFile,  
    string destFile ) [static]
```

Move a file.

Parameters

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

Returns

True if the operation was successful

5.18.2.33 MovePath()

```
static bool Crosstales.Common.Util.FileHelper.MovePath (  
    string sourceDir,  
    string destDir ) [static]
```

Move a directory.

Parameters

<i>sourceDir</i>	Source directory path
<i>destDir</i>	Destination directory path

Returns

True if the operation was successful

5.18.2.34 OpenFile()

```
static bool Crosstales.Common.Util.FileHelper.OpenFile (  
    string file ) [static]
```

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

Parameters

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

Returns

True if the operation was successful

5.18.2.35 PathHasInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.PathHasInvalidChars (  
    string path ) [static]
```

Checks a given path for invalid characters

Parameters

<i>path</i>	Path to check for invalid characters
-------------	--------------------------------------

Returns

Returns true if the path contains invalid chars, otherwise it's false.

5.18.2.36 ReadAllBytes()

```
static byte [] Crosstales.Common.Util.FileHelper.ReadAllBytes (  
    string sourceFile ) [static]
```

Reads the bytes of a file.

Parameters

<i>sourceFile</i>	Source file path
-------------------	------------------

Returns

Byte-content of the file

5.18.2.37 ReadAllLines()

```
static string [] Crosstales.Common.Util.FileHelper.ReadAllLines (
    string sourceFile,
    System.Text.Encoding encoding = null ) [static]
```

Reads all lines of text from a file.

Parameters

<i>sourceFile</i>	Source file path
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

Array of text lines from the file

5.18.2.38 ReadAllText()

```
static string Crosstales.Common.Util.FileHelper.ReadAllText (
    string sourceFile,
    System.Text.Encoding encoding = null ) [static]
```

Reads the text of a file.

Parameters

<i>sourceFile</i>	Source file path
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

Text-content of the file

5.18.2.39 RenameDirectory()

```
static string Crosstales.Common.Util.FileHelper.RenameDirectory (
    string path,
    string newName ) [static]
```

Renames a directory in a path.

Parameters

<i>path</i>	Path to the directory
<i>newName</i>	New name for the directory

Returns

New path of the directory

5.18.2.40 RenameFile()

```
static string Crosstales.Common.Util.FileHelper.RenameFile (  
    string path,  
    string newName ) [static]
```

Renames a file in a path.

Parameters

<i>path</i>	Path to the file
<i>newName</i>	New name for the file

Returns

New path of the file

5.18.2.41 ShowFile()

```
static bool Crosstales.Common.Util.FileHelper.ShowFile (  
    string file ) [static]
```

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

Returns

True if the operation was successful

5.18.2.42 ShowPath()

```
static bool Crosstales.Common.Util.FileHelper.ShowPath (  
    string path ) [static]
```

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

Returns

True if the operation was successful

5.18.2.43 ValidateFile()

```
static string Crosstales.Common.Util.FileHelper.ValidateFile (
    string path,
    bool removeInvalidChars = true ) [static]
```

Validates a given file.

Parameters

<i>path</i>	File to validate
<i>removeInvalidChars</i>	Removes invalid characters in the file name (optional, default: true)

Returns

Valid file path

5.18.2.44 ValidatePath()

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

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

5.18.2.45 WriteAllBytes()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllBytes (
    string destFile,
    byte[] data ) [static]
```

Writes bytes to a file.

Parameters

<i>destFile</i>	Destination file path
<i>data</i>	Byte-content to write

Returns

True if the operation was successful

5.18.2.46 WriteAllLines()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllLines (
    string destFile,
    string[] lines,
    System.Text.Encoding encoding = null ) [static]
```

Writes all lines of text to a file.

Parameters

<i>destFile</i>	Destination file path
<i>lines</i>	Array of text lines to write
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

True if the operation was successful

5.18.2.47 WriteAllText()

```
static bool Crosstales.Common.Util.FileHelper.WriteAllText (
    string destFile,
    string text,
    System.Text.Encoding encoding = null ) [static]
```

Writes text to a file.

Parameters

<i>destFile</i>	Destination file path
<i>text</i>	Text-content to write
<i>encoding</i>	Encoding of the text (optional, default: UTF8)

Returns

True if the operation was successful

5.18.3 Member Data Documentation

5.18.3.1 ApplicationDataPath

```
string Crosstales.Common.Util.FileHelper.ApplicationDataPath => _applicationDataPath [static]
```

Returns the Unity application data path.

Returns

Unity application data path

5.18.3.2 ApplicationPersistentPath

```
string Crosstales.Common.Util.FileHelper.ApplicationPersistentPath => _applicationPersistent↔  
Path [static]
```

Returns the Unity application persistent path.

Returns

Unity application persistent path

5.18.3.3 ApplicationTempPath

```
string Crosstales.Common.Util.FileHelper.ApplicationTempPath => _applicationTempPath [static]
```

Returns the Unity application temporary path.

Returns

Unity application temporary path

5.18.3.4 TempFile

```
string Crosstales.Common.Util.FileHelper.TempFile => System.IO.Path.GetTempFileName() [static]
```

Returns a temporary file.

Returns

Temporary file

5.18.3.5 TempPath

```
string Crosstales.Common.Util.FileHelper.TempPath => System.IO.Path.GetTempPath() [static]
```

Returns the temporary directory path from the device.

Returns

Temporary directory path of the device

5.18.4 Property Documentation

5.18.4.1 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".

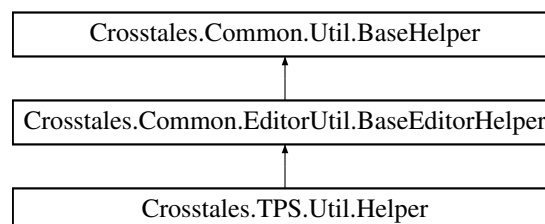
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/File↔Helper.cs

5.19 Crosstales.TPS.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.TPS.Util.Helper:



Static Public Member Functions

- static bool [SwitchPlatform](#) (BuildTarget target, MobileTextureSubtarget subTarget=MobileTextureSubtarget.↔ Generic)
Switches the current platform to the target (legacy implementation).
- static bool [SwitchPlatformNew](#) (BuildTarget target, MobileTextureSubtarget subTarget=MobileTexture↔ Subtarget.Generic)
Switches the current platform to the target.
- static bool [isCached](#) (BuildTarget target, MobileTextureSubtarget subTarget=MobileTextureSubtarget.↔ Generic)
Checks if a platform is already cached.
- static void [DeleteCacheFromTarget](#) (BuildTarget target, MobileTextureSubtarget subTarget=MobileTexture↔ Subtarget.Generic)
Deletes a cache for a target platform.
- static void [DeleteCache](#) ()
Delete the cache for all platforms.
- static void [SetAndroidTexture](#) ()
Sets the texture format under Android.
- static void [SetAndroidTexture](#) ()

Static Public Attributes

- 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_Show](#) => loadImage(ref icon_show, "icon_show.png")
- static Texture2D [Icon_Delete_Big](#) => loadImage(ref icon_delete_big, "icon_delete_big.png")
- static Texture2D [Logo_Windows](#) => loadImage(ref logo_windows, "logo_windows.png")
- static Texture2D [Logo_Mac](#) => loadImage(ref logo_mac, "logo_mac.png")
- static Texture2D [Logo_Linux](#) => loadImage(ref logo_linux, "logo_linux.png")
- static Texture2D [Logo_Ios](#) => loadImage(ref logo_ios, "logo_ios.png")
- static Texture2D [Logo_Android](#) => loadImage(ref logo_android, "logo_android.png")
- static Texture2D [Logo_Wsa](#) => loadImage(ref logo_wsa, "logo_wsa.png")
- static Texture2D [Logo_Webgl](#) => loadImage(ref logo_webgl, "logo_webgl.png")
- static Texture2D [Logo_Tvos](#) => loadImage(ref logo_tvos, "logo_tvos.png")
- static Texture2D [Logo_Ps4](#) => loadImage(ref logo_ps4, "logo_ps4.png")
- static Texture2D [Logo_Xboxone](#) => loadImage(ref logo_xboxone, "logo_xboxone.png")
- static Texture2D [Logo_Switch](#) => loadImage(ref logo_switch, "logo_switch.png")
- static Texture2D [Icon_Cachefull](#) => loadImage(ref icon_cachefull, "icon_cachefull.png")
- static Texture2D [Icon_Cacheempty](#) => loadImage(ref icon_cacheempty, "icon_cacheempty.png")
- static bool [hasActiveArchitecturePlatforms](#) => [Config.PLATFORM_WINDOWS](#)
Checks if the user has selected any architecture platforms.
- static bool [hasActiveTexturePlatforms](#) => [Config.PLATFORM_ANDROID](#)
Checks if the user has selected any texture platforms.
- static bool [hasCache](#) => [Crosstales.Common.Util.FileHelper.ExistsDirectory](#)(Config.PATH_CACHE)
Checks if a cache for the project exists.
- static bool [hasActivePlatforms](#)
Returns true if there is a platform enabled.

Properties

- static string?? [CacheInfo](#) [get]
Scans the total cache usage of TPS.
- static bool [isDeleting](#) [get]
Returns true if the cache is being deleted.
- static bool? [isV2enabled](#) [get]
Returns true if V2 of the AssetDatabase is enabled.

Additional Inherited Members

5.19.1 Detailed Description

Various helper functions.

5.19.2 Member Function Documentation

5.19.2.1 DeleteCache()

```
static void Crosstales.TPS.Util.Helper.DeleteCache ( ) [static]
```

Delete the cache for all platforms.

5.19.2.2 DeleteCacheFromTarget()

```
static void Crosstales.TPS.Util.Helper.DeleteCacheFromTarget (
    BuildTarget target,
    MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic ) [static]
```

Deletes a cache for a target platform.

Parameters

<i>target</i>	Platform to delete the cache
<i>subTarget</i>	Texture format (Android, optional)

5.19.2.3 isCached()

```
static bool Crosstales.TPS.Util.Helper.isCached (
    BuildTarget target,
    MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic ) [static]
```

Checks if a platform is already cached.

Parameters

<i>target</i>	Platform to check
<i>subTarget</i>	Texture format (Android, optional)

Returns

True if the platform is already cached

5.19.2.4 SetAndroidTexture()

```
static void Crosstales.TPS.Util.Helper.SetAndroidTexture ( ) [static]
```

Sets the texture format under Android.

5.19.2.5 SwitchPlatform()

```
static bool Crosstales.TPS.Util.Helper.SwitchPlatform (
    BuildTarget target,
    MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic ) [static]
```

Switches the current platform to the target (legacy implementation).

Parameters

<i>target</i>	Target platform for the switch
<i>subTarget</i>	Texture format (Android, optional)

Returns

True if the switch was successful.

5.19.2.6 SwitchPlatformNew()

```
static bool Crosstales.TPS.Util.Helper.SwitchPlatformNew (
    BuildTarget target,
    MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic ) [static]
```

Switches the current platform to the target.

Parameters

<i>target</i>	Target platform for the switch
<i>subTarget</i>	Texture format (Android, optional)

Returns

True if the switch was successful.

5.19.3 Member Data Documentation

5.19.3.1 hasActiveArchitecturePlatforms

```
bool Crosstales.TPS.Util.Helper.hasActiveArchitecturePlatforms => Config.PLATFORM_WINDOWS  
[static]
```

Checks if the user has selected any architecture platforms.

Returns

True if the user has selected any architecture platforms.

5.19.3.2 hasActivePlatforms

```
bool Crosstales.TPS.Util.Helper.hasActivePlatforms [static]
```

Initial value:

```
=>  
Config.PLATFORM_WINDOWS ||  
Config.PLATFORM_MAC ||  
Config.PLATFORM_LINUX ||  
Config.PLATFORM_ANDROID ||  
Config.PLATFORM_IOS ||  
Config.PLATFORM_WSA ||  
Config.PLATFORM_WEBGL ||  
Config.PLATFORM_TVOS ||  
Config.PLATFORM_PS4 ||  
Config.PLATFORM_XBOXONE ||  
Config.PLATFORM_SWITCH
```

Returns true if there is a platform enabled.

Returns

True if there is a platform enabled.

5.19.3.3 hasActiveTexturePlatforms

```
bool Crosstales.TPS.Util.Helper.hasActiveTexturePlatforms => Config.PLATFORM_ANDROID [static]
```

Checks if the user has selected any texture platforms.

Returns

True if the user has selected any texture platforms.

5.19.3.4 hasCache

```
bool Crosstales.TPS.Util.Helper.hasCache => Crosstales.Common.Util.FileHelper.ExistsDirectory(Config.↔  
PATH_CACHE) [static]
```

Checks if a cache for the project exists.

Returns

True if a cache for the project exists

5.19.4 Property Documentation

5.19.4.1 CacheInfo

```
string?? Crosstales.TPS.Util.Helper.CacheInfo [static], [get]
```

Scans the total cache usage of [TPS](#).

Returns

Total cache usage information.

5.19.4.2 isDeleting

```
bool Crosstales.TPS.Util.Helper.isDeleting [static], [get]
```

Returns true if the cache is being deleted.

Returns

True if the cache is being deleted.

5.19.4.3 isV2enabled

```
bool? Crosstales.TPS.Util.Helper.isV2enabled [static], [get]
```

Returns true if V2 of the AssetDatabase is enabled.

Returns

True if V2 of the AssetDatabase is enabled.

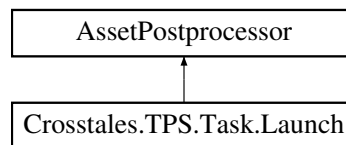
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Scripts/↔ Editor/Util/Helper.cs

5.20 Crosstales.TPS.Task.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.TPS.Task.Launch:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] moved↔ Assets, string[] movedFromAssetPaths)

5.20.1 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/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Scripts/↔ Editor/Task/Launch.cs

5.21 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 [GetURLFromFile](#) (string path)
Returns the URL of a given file.
- static string [ValidateURL](#) (string url, bool removeProtocol=false, bool removeWWW=true, bool removeSlash=true)
Validates a given URL.
- static bool [isURL](#) (string url)
Checks if the input is an URL.
- static bool [isIPv4](#) (string ip)
Checks if the input is an IPv4 address.
- static string [GetIP](#) (string host)
Returns the IP of a given host name.
- static string [ValidURLFromFilePath](#) (string path)
Returns the URL of a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.
- static bool [isValidURL](#) (string url)
Checks if the URL is valid.

Static Protected Attributes

- const string **FILE_PREFIX** = "file://"
- const string **CONTENT_PREFIX** = "content://"

Properties

- static bool [isInternetAvailable](#) [get]
Checks if an Internet connection is available.

5.21.1 Detailed Description

Base for various helper functions for networking.

5.21.2 Member Function Documentation

5.21.2.1 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> (optional, default: true)
<i>removeWWW</i>	Remove www (optional, default: true)
<i>removeSlash</i>	Remove slash at the end (optional, default: true)

Returns

Clean URL

5.21.2.2 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.

5.21.2.3 GetURLFromFile()

```
static string Crosstales.Common.Util.NetworkHelper.GetURLFromFile (  
    string path ) [static]
```

Returns the URL of a given file.

Parameters

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

Returns

URL of the file path

5.21.2.4 isIPv4()

```
static bool Crosstales.Common.Util.NetworkHelper.isIPv4 (
    string ip ) [static]
```

Checks if the input is an IPv4 address.

Parameters

<i>url</i>	Input as possible IPv4
------------	------------------------

Returns

True if the given path is an IPv4 address

5.21.2.5 isURL()

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

Checks if the input is an URL.

Parameters

<i>url</i>	Input as possible URL
------------	-----------------------

Returns

True if the given path is an URL

5.21.2.6 isValidURL()

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

Checks if the URL is valid.

Parameters

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

Returns

True if the URL is valid.

5.21.2.7 OpenURL()

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

Opens the given URL with the file explorer or browser.

Parameters

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

Returns

True if the operation was successful

5.21.2.8 RemoteCertificateValidationCallback()

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

HTTPS-certification callback.

5.21.2.9 ValidateURL()

```
static string Crosstales.Common.Util.NetworkHelper.ValidateURL (
    string url,
    bool removeProtocol = false,
    bool removeWWW = true,
    bool removeSlash = true ) [static]
```

Validates a given URL.

Parameters

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

Returns

Clean URL

5.21.2.10 ValidURLFromFilePath()

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

Returns the URL of a given file.

Parameters

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

Returns

URL of the file path

5.21.3 Property Documentation**5.21.3.1 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/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/Network↵
Helper.cs

5.22 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.22.1 Detailed Description

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

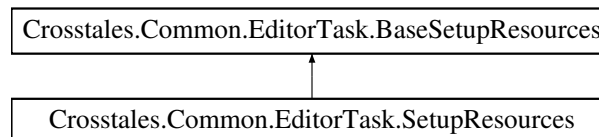
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Editor/↔ Task/NYCheck.cs

5.23 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

5.23.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

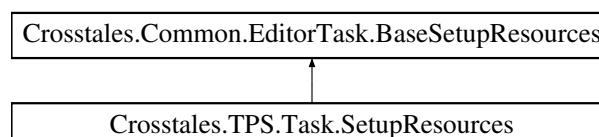
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Editor/↔ Task/SetupResources.cs

5.24 Crosstales.TPS.Task.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.TPS.Task.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.24.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

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

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Scripts/↔ Editor/Task/SetupResources.cs

5.25 Crosstales.TPS.Task.SetupUnity Class Reference

Setup Unity after a switch.

5.25.1 Detailed Description

Setup Unity after a switch.

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

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Scripts/↔ Editor/Task/SetupUnity.cs

5.26 Crosstales.TPS.Switcher Class Reference

Platform switcher.

Public Member Functions

- delegate void **SwitchStart** (BuildTarget target, MobileTextureSubtarget subTarget)
- delegate void **SwitchComplete** (BuildTarget target, MobileTextureSubtarget subTarget, bool success)

Static Public Member Functions

- static void [SwitchCLI](#) ()
Switches the current platform to the target via CLI.
- static bool [Switch](#) (string build, string executeMethod="", bool batchmode=false, bool quit=true, bool no←→Graphics=false, bool copySettings=false)
Switches the current platform to the target.
- static bool [Switch](#) (BuildTarget target, MobileTextureSubtarget subTarget=MobileTextureSubtarget.Generic)
Switches the current platform to the target.
- static void [ResetConfig](#) ()
Reset any configuration changes.
- static void [SayHello](#) ()
Test switching with an execute method.
- static void [MethodBeforeSwitch](#) ()
Test method (before switching).
- static void [MethodAfterSwitch](#) ()
Test method (after switching).
- static void [DefaultMethodAfterSwitch](#) ()
Default method after switching.

Properties

- static BuildTarget [CurrentSwitchTarget](#) = BuildTarget.NoTarget [get]
The current switch target.
- static bool [isBusy](#) [get]
True if the [Switcher](#) is busy.

Events

- static SwitchStart [OnSwitchStart](#)
An event triggered whenever a switch is started.
- static SwitchComplete [OnSwitchComplete](#)
An event triggered whenever a switch is completed.

5.26.1 Detailed Description

Platform switcher.

5.26.2 Member Function Documentation

5.26.2.1 DefaultMethodAfterSwitch()

```
static void Crosstales.TPS.Switcher.DefaultMethodAfterSwitch ( ) [static]
```

Default method after switching.

5.26.2.2 MethodAfterSwitch()

```
static void Crosstales.TPS.Switcher.MethodAfterSwitch ( ) [static]
```

Test method (after switching).

5.26.2.3 MethodBeforeSwitch()

```
static void Crosstales.TPS.Switcher.MethodBeforeSwitch ( ) [static]
```

Test method (before switching).

5.26.2.4 ResetConfig()

```
static void Crosstales.TPS.Switcher.ResetConfig ( ) [static]
```

Reset any configuration changes.

5.26.2.5 SayHello()

```
static void Crosstales.TPS.Switcher.SayHello ( ) [static]
```

Test switching with an execute method.

5.26.2.6 Switch() [1/2]

```
static bool Crosstales.TPS.Switcher.Switch (
    BuildTarget target,
    MobileTextureSubtarget subTarget = MobileTextureSubtarget.Generic ) [static]
```

Switches the current platform to the target.

Parameters

<i>target</i>	Target platform for the switch
<i>subTarget</i>	Texture format (Android, optional)

Returns

True if the switch was successful.

5.26.2.7 Switch() [2/2]

```
static bool Crosstales.TPS.Switcher.Switch (
    string build,
    string executeMethod = "",
    bool batchmode = false,
    bool quit = true,
    bool noGraphics = false,
    bool copySettings = false ) [static]
```

Switches the current platform to the target.

Parameters

<i>build</i>	Build type name for Unity, like 'win64'
<i>executeMethod</i>	Execute method after switch (optional)
<i>batchmode</i>	Start Unity in batch-mode (default: false, optional)
<i>quit</i>	Quit Unity in batch-mode (default: true, optional)
<i>noGraphics</i>	Disable graphic devices in batch-mode (default: false, optional)
<i>copySettings</i>	Copy the project settings (default: false, optional)

Returns

True if the switch was successful.

5.26.2.8 SwitchCLI()

```
static void Crosstales.TPS.Switcher.SwitchCLI ( ) [static]
```

Switches the current platform to the target via CLI.

5.26.3 Property Documentation

5.26.3.1 CurrentSwitchTarget

```
BuildTarget Crosstales.TPS.Switcher.CurrentSwitchTarget = BuildTarget.NoTarget [static], [get]
```

The current switch target.

5.26.3.2 isBusy

```
bool Crosstales.TPS.Switcher.isBusy [static], [get]
```

True if the [Switcher](#) is busy.

5.26.4 Event Documentation

5.26.4.1 OnSwitchComplete

```
SwitchComplete Crosstales.TPS.Switcher.OnSwitchComplete [static]
```

An event triggered whenever a switch is completed.

5.26.4.2 OnSwitchStart

```
SwitchStart Crosstales.TPS.Switcher.OnSwitchStart [static]
```

An event triggered whenever a switch is started.

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

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Scripts/↔ Editor/Switcher.cs

5.27 Crosstales.TPS.Example.TPSMenu Class Reference

[Example](#) editor integration of Turbo Switch for your own scripts.

Static Public Member Functions

- static void **SwitchWindows** ()
- static void **SwitchAndroid** ()

5.27.1 Detailed Description

[Example](#) editor integration of Turbo Switch for your own scripts.

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

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Example Integration/Scripts/Editor/TPSMenu.cs

5.28 Crosstales.TPS.Task.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."

5.28.1 Detailed Description

Checks for updates of the asset.

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

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/Scripts/↔ Editor/Task/UpdateCheck.cs

5.29 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void [SerializeToFile](#)< T > (T obj, string filename)
Serialize an object to a XML-file.
- static string [SerializeToString](#)< T > (T obj)
Serialize an object to a XML-string.
- static byte[] [SerializeToByteArray](#)< T > (T obj)
Serialize an object to a XML byte-array.
- static T [DeserializeFromFile](#)< T > (string filename, bool skipBOM=false)
Deserialize a XML-file to an object.
- static T [DeserializeFromString](#)< T > (string xmlAsString, bool skipBOM=true)
Deserialize a XML-string to an object.
- static T [DeserializeFromByteArray](#)< T > (byte[] data)
Deserialize a XML byte-array to an object.
- static T [DeserializeFromResource](#)< T > (string resourceName, bool skipBOM=true)
Deserialize a Unity XML resource (TextAsset) to an object.

5.29.1 Detailed Description

Helper-class for XML.

5.29.2 Member Function Documentation

5.29.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromByteArray< T > (  
    byte[] data ) [static]
```

Deserialize a XML byte-array to an object.

Parameters

<i>data</i>	XML of the object
-------------	-------------------

Returns

Object

5.29.2.2 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (  
    string filename,  
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.29.2.3 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  

```

```
string resourceName,  
bool skipBOM = true ) [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.29.2.4 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.29.2.5 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.XmlHelper.SerializeToByteArray< T > (  
    T obj ) [static]
```

Serialize an object to a XML byte-array.

Parameters

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

Returns

Object as byte-array

5.29.2.6 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (
    T obj,
    string filename ) [static]
```

Serialize an object to a XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.29.2.7 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (
    T obj ) [static]
```

Serialize an object to a XML-string.

Parameters

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

Returns

Object as XML-string

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

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/Scripts/Util/XmlHelper.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/tps/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<https://forum.unity.com/threads/turbo-switch-pro-fast-and-save-platform-switches.434860/>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/tps/TurboSwitch-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Videos

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

6.6.1 Promotion

<https://youtu.be/rb1cqypznEg?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

6.6.2 Tutorial

<https://youtu.be/J2zh0EjmrjQ?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

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