

# Turbo Switch PRO

*Time is money*



API

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# Chapter 1

## Namespace Index

### 1.1 Packages

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

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### 2.1 Class Hierarchy

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# Chapter 3

## Class Index

### 3.1 Class List

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## Chapter 4

# Namespace Documentation

### 4.1 Crosstales Namespace Reference

#### Namespaces

#### Classes

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

### 4.2 Crosstales.Common Namespace Reference

#### Namespaces

### 4.3 Crosstales.Common.Model Namespace Reference

#### Namespaces

### 4.4 Crosstales.Common.Model.Enum Namespace Reference

#### Enumerations

- enum [Platform](#) {  
**Windows, OSX, Linux, IOS,**  
**Android, WSA, Web, Unsupported,**  
**MaryTTS** }  
*All available platforms.*



## 4.4.1 Enumeration Type Documentation

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

All available platforms.

## 4.5 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 [SerializableDictionary](#)  
*Serializable Dictionary-class for XML.*
- class [XmlHelper](#)  
*Helper-class for XML.*

## Chapter 5

# Class Documentation

### 5.1 Crosstales.Common.Util.BaseConstants Class Reference

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

#### 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\\_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\_TP** = "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 string **FORMAT\_TWO\_DECIMAL\_PLACES** = "0.00"  
*ToString for two decimal places.*
- const string **FORMAT\_NO\_DECIMAL\_PLACES** = "0"  
*ToString for no decimal places.*
- const string **FORMAT\_PERCENT** = "0%"  
*ToString for percent.*
- const bool **DEFAULT\_DEBUG** = false
- const string **PATH\_DELIMITER\_WINDOWS** = @"\ "  
*Path delimiter for Windows.*
- const string **PATH\_DELIMITER\_UNIX** = "/"  
*Path delimiter for Unix.*

## Static Public Attributes

- static bool **DEV\_DEBUG** = false  
*Development debug logging for the asset.*
- static string **TEXT\_TOSTRING\_START** = "{ "
- static string **TEXT\_TOSTRING\_END** = "}"
- static string **TEXT\_TOSTRING\_DELIMITER** = ", "
- static string **TEXT\_TOSTRING\_DELIMITER\_END** = ""
- static string **PREFIX\_HTTP** = "http://"
- static string **PREFIX\_HTTPS** = "https://"
- static int **PROCESS\_KILL\_TIME** = 5000  
*Kill processes after 5000 milliseconds.*
- static string **CMD\_WINDOWS\_PATH** = @"C:\Windows\system32\cmd.exe"  
*Path to the cmd under Windows.*
- static bool **SHOW\_BWF\_BANNER** = true  
*Show the BWF banner.*
- static bool **SHOW\_DJ\_BANNER** = true  
*Show the DJ banner.*
- static bool **SHOW\_FB\_BANNER** = true  
*Show the FB banner.*

- static bool `SHOW_OC_BANNER` = true  
*Show the OC banner.*
- static bool `SHOW_RADIO_BANNER` = true  
*Show the Radio banner.*
- static bool `SHOW_RTV_BANNER` = true  
*Show the RTV banner.*
- static bool `SHOW_TB_BANNER` = true  
*Show the TB banner.*
- static bool `SHOW_TPB_BANNER` = false  
*Show the TPB banner.*
- static bool `SHOW_TPS_BANNER` = true  
*Show the TPS banner.*
- static bool `SHOW_TR_BANNER` = true  
*Show the TR banner.*

## Properties

- static string `PREFIX_FILE` [get]  
*URL prefix for files.*
- static string `APPLICATION_PATH` [get]  
*Application path.*

### 5.1.1 Detailed Description

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

### 5.1.2 Member Data Documentation

5.1.2.1 `const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"`

URL of the 3rd party asset "PlayMaker".

5.1.2.2 `const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC"`

Author of the asset.

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

URL of the asset author.

5.1.2.4 `const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"`

URL of the "Badword Filter" asset.

5.1.2.5 `const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"`

URL of the crosstales assets in UAS.

5.1.2.6 `const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"`

URL of the "DJ" asset.

5.1.2.7 `const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"`

URL of the "File Browser" asset.

5.1.2.8 `const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"`

URL of the "Online Check" asset.

5.1.2.9 `const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"`

URL of the "Radio" asset.

5.1.2.10 `const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"`

URL of the "RT-Voice" asset.

5.1.2.11 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"`

URL of the crosstales Discord-channel.

5.1.2.12 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"`

URL of the crosstales Facebook-profile.

5.1.2.13 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"`

URL of the crosstales LinkedIn-profile.

5.1.2.14 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"`

URL of the crosstales Twitter-profile.

5.1.2.15 `const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"`

URL of the crosstales Youtube-profile.

5.1.2.16 `const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"`

URL of the "Turbo Backup" asset.

5.1.2.17 `const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"`

URL of the "Turbo Builder" asset.

5.1.2.18 `const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"`

URL of the "Turbo Switch" asset.

5.1.2.19 `const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"`

URL of the "True Random" asset.

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

Path to the cmd under Windows.

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

Development debug logging for the asset.

5.1.2.22 `const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024`

Factor for giga bytes.

5.1.2.23 `const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024`

Factor for kilo bytes.

5.1.2.24 `const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024`

Factor for mega bytes.

5.1.2.25 `const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f`

Float value of 32768.

5.1.2.26 `const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0"`

ToString for no decimal places.

5.1.2.27 `const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%"`

ToString for percent.

5.1.2.28 `const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00"`

ToString for two decimal places.

5.1.2.29 `const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/"`

Path delimiter for Unix.

5.1.2.30 `const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\"`

Path delimiter for Windows.

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

Kill processes after 5000 milliseconds.

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

Show the BWF banner.

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

Show the DJ banner.

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

Show the FB banner.

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

Show the OC banner.

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

Show the Radio banner.

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

Show the RTV banner.

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

Show the TB banner.

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

Show the TPB banner.

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

Show the TPS banner.

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

Show the TR banner.

### 5.1.3 Property Documentation

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

Application path.



### 5.1.3.2 string Crosstales.Common.Util.BaseConstants.PREFIX\_FILE [static], [get]

URL prefix for files.

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

- D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs

## 5.2 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

### Static Public Member Functions

- static string [CreateString](#) (string replaceChars, int stringLength)  
*Creates a string of characters with a given length.*
- static bool [hasActiveClip](#) (AudioSource source)  
*Determines if an AudioSource has an active clip.*
- static bool [RemoteCertificateValidationCallback](#) (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)  
*HTTPS-certification callback.*
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true)  
*Validates a given path and add missing slash.*
- static string [ValidateFile](#) (string path)  
*Validates a given file.*
- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)  
*Find files inside a path.*
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)  
*Find directories inside.*
- static string [ValidURLFromFilePath](#) (string path)  
*Validates a given file.*
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)  
*Cleans a given URL.*

#### Parameters

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

#### Returns

*Clean URL*

- static string [ClearTags](#) (string text)  
*Cleans a given text from tags.*
- static string [ClearSpaces](#) (string text)  
*Cleans a given text from multiple spaces.*

- static string [ClearLineEndings](#) (string text)  
*Cleans a given text from line endings.*
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommented↵  
Lines=true, int skipHeaderLines=0, int skipFooterLines=0)  
*Split the given text to lines and return it as list.*
- static string [FormatBytesToHRF](#) (long bytes)  
*Format byte-value to Human-Readable-Form.*
- static string [FormatSecondsToHourMinSec](#) (double seconds)  
*Format seconds to Human-Readable-Form.*
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)  
*Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>*
- static bool [IsValidURL](#) (string url)  
*Checks if the URL is valid.*
- static void [FileCopy](#) (string inputFile, string outputFile, bool move=false)  
*Copy or move a file.*

### Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")

### Protected Attributes

- const string **file\_prefix** = "file://"

### Static Protected Attributes

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

### Properties

- static bool [isInternetAvailable](#) [get]  
*Checks if an Internet connection is available.*
- static bool [isWindowsPlatform](#) [get]  
*Checks if the current platform is Windows.*
- static bool [isMacOSPlatform](#) [get]  
*Checks if the current platform is OSX.*
- static bool [isLinuxPlatform](#) [get]  
*Checks if the current platform is Linux.*
- static bool [isStandalonePlatform](#) [get]  
*Checks if the current platform is standalone (Windows, macOS or 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 [isWebPlatform](#) [get]  
*Checks if the current platform is Web (WebPlayer or WebGL).*
- static bool [isWindowsBasedPlatform](#) [get]  
*Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).*
- static bool [isWSABasedPlatform](#) [get]  
*Checks if the current platform is WSA-based (WSA or XboxOne).*
- static bool [isAppleBasedPlatform](#) [get]  
*Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).*
- static bool [isIOSBasedPlatform](#) [get]  
*Checks if the current platform is iOS-based (iOS or tvOS).*
- static bool [isEditor](#) [get]  
*Checks if we are inside the Editor.*
- static bool [isWindowsEditor](#) [get]  
*Checks if we are inside the Windows Editor.*
- static bool [isMacOSEditor](#) [get]  
*Checks if we are inside the macOS Editor.*
- static bool [isLinuxEditor](#) [get]  
*Checks if we are inside the Linux Editor.*
- static bool [isEditorMode](#) [get]  
*Checks if we are in Editor mode.*
- static bool [isIL2CPP](#) [get]  
*Checks if the current build target uses IL2CPP.*
- static [Model.Enum.Platform CurrentPlatform](#) [get]  
*Returns the current platform.*
- static string [StreamingAssetsPath](#) [get]  
*Returns the path to the the "Streaming Assets".*

### 5.2.1 Detailed Description

Base for various helper functions.

### 5.2.2 Member Function Documentation

#### 5.2.2.1 static string [Crosstales.Common.Util.BaseHelper.ClearLineEndings](#) ( string *text* ) [static]

Cleans a given text from line endings.

**Parameters**

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

**Returns**

Clean text without line endings.

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

Cleans a given text from multiple spaces.

**Parameters**

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

**Returns**

Clean text without multiple spaces.

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

Cleans a given text from tags.

**Parameters**

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

**Returns**

Clean text without tags.

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

Creates a string of characters with a given length.

**Parameters**

<i>chars</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

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

Copy or move a file.

#### Parameters

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

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

Format byte-value to Human-Readable-Form.

#### Returns

Formatted byte-value in Human-Readable-Form.

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

Format seconds to Human-Readable-Form.

#### Returns

Formatted seconds in Human-Readable-Form.

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

Find directories inside.

#### Parameters

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

#### Returns

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

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

Find files inside a path.

## Parameters

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

## Returns

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

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

Determines if an AudioSource has an active clip.

## Parameters

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

## Returns

True if the AudioSource has an active clip.

**5.2.2.11** `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.

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

Checks if the URL is valid.

## Parameters

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

**Returns**

True if the URL is valid.

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

HTTPS-certification callback.

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

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

**Parameters**

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

**Returns**

Splitted lines as array

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

Validates a given file.

**Parameters**

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

**Returns**

Valid file path

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

Validates a given path and add missing slash.

## Parameters

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

## Returns

Valid path

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

Validates a given file.

## Parameters

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

## Returns

Valid file path

## 5.2.3 Property Documentation

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

Returns the current platform.

## Returns

The current platform.

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

Checks if the current platform is Android.

## Returns

True if the current platform is Android.

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

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).



**5.2.3.4** `bool Crosstales.Common.Util.BaseHelper.isEditor` `[static], [get]`

Checks if we are inside the Editor.

**Returns**

True if we are inside the Editor.

**5.2.3.5** `bool Crosstales.Common.Util.BaseHelper.isEditorMode` `[static], [get]`

Checks if we are in Editor mode.

**Returns**

True if in Editor mode.

**5.2.3.6** `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.

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

Checks if an Internet connection is available.

**Returns**

True if an Internet connection is available.

**5.2.3.8** `bool Crosstales.Common.Util.BaseHelper.isIOSBasedPlatform` `[static], [get]`

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

**Returns**

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

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

Checks if the current platform is iOS.

**Returns**

True if the current platform is iOS.

**5.2.3.10** `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.

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

Checks if the current platform is Linux.

**Returns**

True if the current platform is Linux.

**5.2.3.12** `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.

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

Checks if the current platform is OSX.

**Returns**

True if the current platform is OSX.

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

Checks if the current platform is PS4.

**Returns**

True if the current platform is PS4.

**5.2.3.15** `bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform` `[static], [get]`

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

**Returns**

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

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

Checks if the current platform is tvOS.

**Returns**

True if the current platform is tvOS.

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

Checks if the current platform is WebGL.

**Returns**

True if the current platform is WebGL.

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

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

**Returns**

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

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

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).

5.2.3.20 `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.

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

Checks if the current platform is Windows.

**Returns**

True if the current platform is Windows.

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

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

#### Returns

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

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

Checks if the current platform is WSA.

#### Returns

True if the current platform is WSA.

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

Checks if the current platform is XboxOne.

#### Returns

True if the current platform is XboxOne.

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

Returns the path to the the "Streaming Assets".

#### Returns

The path to the the "Streaming Assets".

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

- `D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch_3rd_party/Assets/Plugins/crosstales/Common/↔ Scripts/Util/BaseHelper.cs`

## 5.3 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

## Static Public Member Functions

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

### 5.3.1 Detailed Description

Wrapper for the PlayerPrefs.

### 5.3.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

#### Parameters

key	Key to delete in the PlayerPrefs.
-----	-----------------------------------

### 5.3.2.3 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.

### 5.3.2.4 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.

### 5.3.2.5 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.

### 5.3.2.6 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.

**5.3.2.7** `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.

**5.3.2.8** `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.

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

Saves all modifications.

**5.3.2.10** `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.

**5.3.2.11** `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.

5.3.2.12 `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.

5.3.2.13 `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.

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

Allows to set a string for a key.

## Parameters

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

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

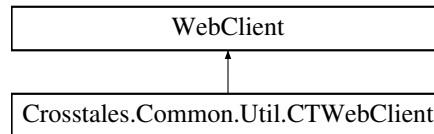
- `D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch_3rd_party/Assets/Plugins/crosstales/Common/↔ Scripts/Util/CTPlayerPrefs.cs`

## 5.4 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*

#### 5.4.1 Detailed Description

Specialized WebClient.

#### 5.4.2 Property Documentation

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

Connection limit for all WebClients

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

Timeout in milliseconds

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

- D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch\_3rd\_party/Assets/Plugins/crosstales/Common/↔ Scripts/Util/CTWebClient.cs

## 5.5 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 void [CTShuffle< T >](#) (this T[] array, int seed=0)  
*Extension method for Arrays. Shuffles an Array.*
- static string [CTDump< T >](#) (this T[] array, string prefix="", string postfix="")  
*Extension method for Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Quaternion[] array)  
*Extension method for Quaternion-Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector2[] array)  
*Extension method for Vector2-Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector3[] array)  
*Extension method for Vector3-Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector4[] array)  
*Extension method for Vector4-Arrays. Dumps an array to a string.*
- static string[] [CTToString< T >](#) (this T[] array)  
*Extension method for Arrays. Generates a string array with all entries (via ToString).*
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)  
*Extension method for IList. Shuffles a List.*
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="")  
*Extension method for IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)  
*Extension method for Quaternion-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)  
*Extension method for Vector2-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)  
*Extension method for Vector3-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)  
*Extension method for Vector4-IList. Dumps a list to a string.*
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)  
*Extension method for IList. Generates a string list with all entries (via ToString).*
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="")  
*Extension method for IDictionary. Dumps a dictionary to a string.*

- static void `CTAddRange< K, V >` (this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection)  
*Extension method for IDictionary. Adds a dictionary to an existing one.*
- static bool `CTIsVisibleFrom` (this Renderer renderer, Camera camera)  
*Extension method for Renderer. Determines if the renderer is visible from a certain camera.*

### 5.5.1 Detailed Description

Various extension methods.

### 5.5.2 Member Function Documentation

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

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

#### Parameters

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

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

Extension method for strings. Case insensitive 'Contains'.

#### Parameters

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

#### Returns

True if the string contains the given string.

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

Extension method for strings. Contains all given strings.

#### Parameters

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

**Returns**

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

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

Extension method for strings. Contains any given string.

**Parameters**

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

**Returns**

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

**5.5.2.5** `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.

**5.5.2.6** `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.

**5.5.2.7** `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.

**5.5.2.8** `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.

**5.5.2.9** `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.

**5.5.2.10** `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.

**5.5.2.11** `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.

**5.5.2.12** `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.

**5.5.2.13** `static string Crosstales.ExtensionMethods.CTDump< K, V > ( this System.Collections.Generic.IDictionary< K, V > dict, string prefix = "", string postfix = "" )` `[static]`

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

**Parameters**

<i>dict</i>	IDictionary-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

**Returns**

String with lines for all dictionary entries.

**5.5.2.14** `static string Crosstales.ExtensionMethods.CTDump< T > ( this T[] array, string prefix = "", string postfix = "" ) [static]`

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

#### Parameters

<i>array</i>	Array-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

#### Returns

String with lines for all array entries.

**5.5.2.15** `static string Crosstales.ExtensionMethods.CTDump< T > ( this System.Collections.Generic.IList< T > list, string prefix = "", string postfix = "" ) [static]`

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

#### Parameters

<i>list</i>	IList-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

#### Returns

String with lines for all list entries.

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

Extension method for strings. Case insensitive 'Equals'.

#### Parameters

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

#### Returns

True if the string contains the given string.

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

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

#### Parameters

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

#### Returns

True if the *renderer* is visible by the given *camera*.

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

Extension method for strings. Case insensitive 'Replace'.

#### Parameters

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

#### Returns

Replaced string.

5.5.2.19 `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.

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

Extension method for Arrays. Shuffles an Array.



## Parameters

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

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

Extension method for IList. Shuffles a List.

## Parameters

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

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

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

## Parameters

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

## Returns

String array with all entries (via ToString).

**5.5.2.23** `static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > ( this System.Collections.Generic.IList< T > list ) [static]`

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

## Parameters

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

## Returns

String list with all entries (via ToString).

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

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

Parameters

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

Returns

Converted string in title case.

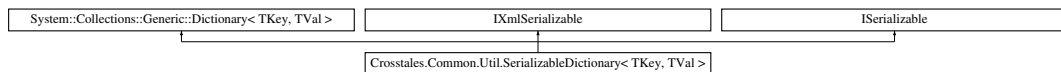
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/ExtensionMethods.cs

## 5.6 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:



### Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

### Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.StreamingContext context)

### Properties

- System.Xml.Serialization.XmlSerializer **ValueSerializer** [get]

#### 5.6.1 Detailed Description

Serializable Dictionary-class for XML.

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

- D:/slaubenberger/git/assets/TurboSwitch/TurboSwitch\_3rd\_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializableDictionary.cs

## 5.7 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

### Static Public Member Functions

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

### 5.7.1 Detailed Description

Helper-class for XML.

### 5.7.2 Member Function Documentation

**5.7.2.1** 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

**5.7.2.2** 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

**5.7.2.3** `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

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

Serialize an object to an XML-file.

**Parameters**

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

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

Serialize an object to an XML-string.

**Parameters**

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

**Returns**

Object as XML-stringValid path

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

- D:/slaubenger/git/assets/TurboSwitch/TurboSwitch\_3rd\_party/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://goo.gl/d7SjL2>

### 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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