

# Turbo Switch PRO

*Time is money*



API

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# Chapter 1

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## Chapter 2

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## Chapter 3

# Class Index

### 3.1 Class List

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Base class for editor windows . . . . .	52
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Unity "Preferences" extension . . . . .	53
<a href="#">Crosstales.TPS.EditorIntegration.ConfigWindow</a>	
Editor window extension . . . . .	54
<a href="#">Crosstales.TPS.Util.Constants</a>	
Collected constants of very general utility for the asset . . . . .	54
<a href="#">Crosstales.TPS.Util.CTLogger</a>	
Logger for the asset . . . . .	60
<a href="#">Crosstales.Common.Util.CTPlayerPrefs</a>	
Wrapper for the PlayerPrefs . . . . .	61
<a href="#">Crosstales.Common.Util.CTWebClient</a>	
Specialized WebClient . . . . .	72
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<a href="#">Crosstales.TPS.Example.EventTester</a>	
Simple test script for all callbacks . . . . .	74
<a href="#">Crosstales.ExtensionMethods</a>	
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<a href="#">Crosstales.Common.Util.FileHelper</a>	
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<a href="#">Crosstales.TPS.Util.Helper</a>	
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<a href="#">Crosstales.TPS.Task.Launch</a>	
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<a href="#">Crosstales.Common.Util.NetworkHelper</a>	
Base for various helper functions for networking . . . . .	139
<a href="#">Crosstales.Common.EditorTask.NYCheck</a>	
Checks if a 'Happy new year'-message must be displayed . . . . .	142
<a href="#">Crosstales.Common.EditorTask.SetupResources</a>	
Moves all resources to 'Editor Default Resources' . . . . .	143
<a href="#">Crosstales.TPS.Task.SetupResources</a>	
Copies all resources to 'Editor Default Resources' . . . . .	143
<a href="#">Crosstales.TPS.Task.SetupUnity</a>	
Setup Unity after a switch . . . . .	144
<a href="#">Crosstales.TPS.Switcher</a>	
Platform switcher . . . . .	144
<a href="#">Crosstales.TPS.Example.TPSMenu</a>	
Example editor integration of Turbo Switch for your own scripts . . . . .	148
<a href="#">Crosstales.TPS.Task.UpdateCheck</a>	
Checks for updates of the asset . . . . .	148
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Helper-class for XML . . . . .	149

## Chapter 4

# Namespace Documentation

### 4.1 Crosstales Namespace Reference

#### Classes

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

### 4.2 Crosstales.Common Namespace Reference

### 4.3 Crosstales.Common.EditorTask Namespace Reference

#### Classes

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

### 4.4 Crosstales.Common.EditorUtil Namespace Reference

#### Classes

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

## 4.5 Crosstales.Common.Model Namespace Reference

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

### Enumerations

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

### 4.6.1 Enumeration Type Documentation

#### 4.6.1.1 Platform

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

All available platforms.

#### 4.6.1.2 SampleRate

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

Typical audio sample rates.

## 4.7 Crosstales.Common.Util Namespace Reference

### Classes

- class [BaseConstants](#)  
*Base for collected constants of very general utility for the asset.*
- class [BaseHelper](#)  
*Base for various helper functions.*
- class [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 [ConfigPreferences](#)  
*Unity "Preferences" extension.*
- 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.*

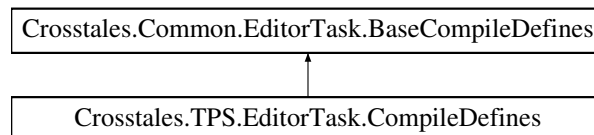
## Chapter 5

# 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
----------------	---------------------------------------------

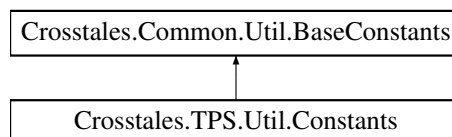
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/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\_BWF** = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
- URL of the "Badword Filter" asset.*

  - const string **ASSET\_DJ** = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
- URL of the "DJ" asset.*

  - const string **ASSET\_FB** = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
- URL of the "File Browser" asset.*

  - const string **ASSET\_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
- URL of the "Online Check" asset.*

  - const string **ASSET\_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
- URL of the "Radio" asset.*

  - const string **ASSET\_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
- URL of the "RT-Voice" asset.*

  - const string **ASSET\_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
- URL of the "Turbo Backup" asset.*

  - const string **ASSET\_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
- URL of the "Turbo Builder" asset.*

  - const string **ASSET\_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
- URL of the "Turbo Switch" asset.*

  - const string **ASSET\_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
- URL of the "True Random" asset.*

  - const int **FACTOR\_KB** = 1024
- Factor for kilo bytes.*

  - const int **FACTOR\_MB** = **FACTOR\_KB** \* 1024
- Factor for mega bytes.*

  - const int **FACTOR\_GB** = **FACTOR\_MB** \* 1024
- Factor for giga bytes.*

  - const float **FLOAT\_32768** = 32768f
- Float value of 32768.*

  - const float **FLOAT\_TOLERANCE** = 0.0001f
- Float tolerance.*

  - const string **FORMAT\_TWO\_DECIMAL\_PLACES** = "0.00"
- ToString for two decimal places.*

  - const string **FORMAT\_NO\_DECIMAL\_PLACES** = "0"
- ToString for no decimal places.*

  - const string **FORMAT\_PERCENT** = "0%"
- ToString for percent.*

  - const bool **DEFAULT\_DEBUG** = false
- const string **PATH\_DELIMITER\_WINDOWS** = @"\\"



- *Show the TB banner.*  
static bool `SHOW_TP_BANNER` = true
- *Show the TPB banner.*  
static bool `SHOW_TPB_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\_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".

#### 5.2.2.5 ASSET\_AUTHOR

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

Author of the asset.

#### 5.2.2.6 ASSET\_AUTHOR\_URL

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

URL of the asset author.

#### 5.2.2.7 ASSET\_BWF

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

URL of the "Badword Filter" asset.

#### 5.2.2.8 ASSET\_CT\_URL

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

URL of the crosstales assets in UAS.

#### 5.2.2.9 ASSET\_DJ

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

URL of the "DJ" asset.

### 5.2.2.10 ASSET\_FB

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

URL of the "File Browser" asset.

### 5.2.2.11 ASSET\_OC

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

URL of the "Online Check" asset.

### 5.2.2.12 ASSET\_RADIO

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

URL of the "Radio" asset.

### 5.2.2.13 ASSET\_RTV

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

URL of the "RT-Voice" asset.

### 5.2.2.14 ASSET\_SOCIAL\_DISCORD

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

URL of the crosstales Discord-channel.

### 5.2.2.15 ASSET\_SOCIAL\_FACEBOOK

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

URL of the crosstales Facebook-profile.

### 5.2.2.16 ASSET\_SOCIAL\_LINKEDIN

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

URL of the crosstales LinkedIn-profile.

### 5.2.2.17 ASSET\_SOCIAL\_TWITTER

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

URL of the crosstales Twitter-profile.

### 5.2.2.18 ASSET\_SOCIAL\_YOUTUBE

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

URL of the crosstales Youtube-profile.

### 5.2.2.19 ASSET\_TB

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

URL of the "Turbo Backup" asset.

### 5.2.2.20 ASSET\_TPB

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

URL of the "Turbo Builder" asset.

### 5.2.2.21 ASSET\_TPS

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

URL of the "Turbo Switch" asset.

### 5.2.2.22 ASSET\_TR

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

URL of the "True Random" asset.

### 5.2.2.23 CMD\_WINDOWS\_PATH

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

Path to the cmd under Windows.

### 5.2.2.24 DEV\_DEBUG

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

Development debug logging for the asset.

### 5.2.2.25 FACTOR\_GB

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

Factor for giga bytes.

### 5.2.2.26 FACTOR\_KB

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

Factor for kilo bytes.

### 5.2.2.27 FACTOR\_MB

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

Factor for mega bytes.



### 5.2.2.28 FLOAT\_32768

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

Float value of 32768.

### 5.2.2.29 FLOAT\_TOLERANCE

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

Float tolerance.

### 5.2.2.30 FORMAT\_NO\_DECIMAL\_PLACES

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

ToString for no decimal places.

### 5.2.2.31 FORMAT\_PERCENT

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

ToString for percent.

### 5.2.2.32 FORMAT\_TWO\_DECIMAL\_PLACES

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

ToString for two decimal places.

### 5.2.2.33 PATH\_DELIMITER\_UNIX

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

Path delimiter for Unix.

### 5.2.2.34 PATH\_DELIMITER\_WINDOWS

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

Path delimiter for Windows.

### 5.2.2.35 PROCESS\_KILL\_TIME

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

Kill processes after 5000 milliseconds.

### 5.2.2.36 SHOW\_BWF\_BANNER

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

Show the BWF banner.

### 5.2.2.37 SHOW\_DJ\_BANNER

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

Show the DJ banner.

### 5.2.2.38 SHOW\_FB\_BANNER

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

Show the FB banner.

### 5.2.2.39 SHOW\_OC\_BANNER

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

Show the OC banner.

#### 5.2.2.40 SHOW\_RADIO\_BANNER

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

Show the Radio banner.

#### 5.2.2.41 SHOW\_RTV\_BANNER

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

Show the RTV banner.

#### 5.2.2.42 SHOW\_TB\_BANNER

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

Show the TB banner.

#### 5.2.2.43 SHOW\_TPB\_BANNER

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

Show the TPB banner.

#### 5.2.2.44 SHOW\_TPS\_BANNER

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

Show the [TPS](#) banner.

#### 5.2.2.45 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.

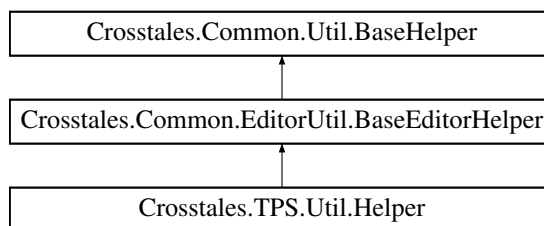
The documentation for this class was generated from the following file:

- 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")

## 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:

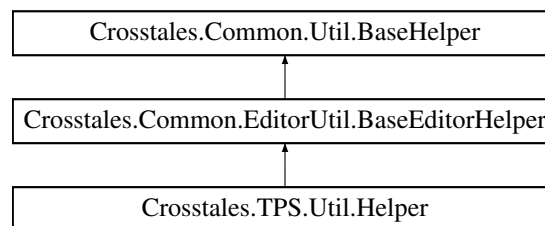


- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/Editor/Util/BaseEditorHelper.cs

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

## Static Public Attributes

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

## Static Protected Attributes

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

## Properties

- static bool **isWindowsPlatform** [get]  
*Checks if the current platform is Windows.*
- static bool **isMacOSPlatform** [get]  
*Checks if the current platform is OSX.*
- static bool **isLinuxPlatform** [get]  
*Checks if the current platform is Linux.*
- static bool **isAndroidPlatform** [get]  
*Checks if the current platform is Android.*
- static bool **isIOSPlatform** [get]  
*Checks if the current platform is iOS.*
- static bool **isTvOSPlatform** [get]  
*Checks if the current platform is tvOS.*
- static bool **isWSAPlatform** [get]  
*Checks if the current platform is WSA.*
- static bool **isXboxOnePlatform** [get]  
*Checks if the current platform is XboxOne.*
- static bool **isPS4Platform** [get]  
*Checks if the current platform is PS4.*
- static bool **isWebGLPlatform** [get]  
*Checks if the current platform is WebGL.*

- static bool [isWindowsEditor](#) [get]  
*Checks if we are inside the Windows Editor.*
- static bool [isMacOSEditor](#) [get]  
*Checks if we are inside the macOS Editor.*
- static bool [isLinuxEditor](#) [get]  
*Checks if we are inside the Linux Editor.*
- static bool [isIL2CPP](#) [get]  
*Checks if the current build target uses IL2CPP.*
- static [Crosstales.Common.Model.Enum.Platform? CurrentPlatform](#) [get]  
*Returns the current platform.*
- static int [AndroidAPILevel](#) [get]  
*Returns the Android API level of the current device (Android only)".*

### 5.4.1 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 replaceChars,
    int stringLength ) [static]
```

Creates a string of characters with a given length.

#### Parameters

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

#### Returns

Generated string

#### 5.4.2.2 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 (default: false, optional)

**Returns**

Formatted byte-value in Human-Readable-Form.

**5.4.2.3 FormatSecondsToHourMinSec()**

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

Format seconds to Human-Readable-Form.

**Parameters**

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

**Returns**

Formatted seconds in Human-Readable-Form.

**5.4.2.4 FormatSecondsToHRF()**

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

Format seconds to Human-Readable-Form.

**Parameters**

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

**Returns**

Formatted seconds in Human-Readable-Form.

#### 5.4.2.5 GenerateLoremIpsum()

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

Generates a "Lorem Ipsum" based on various parameters.

##### Parameters

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

##### Returns

"Lorem Ipsum" based on the given parameters.

#### 5.4.2.6 GetArgument()

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

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

##### Parameters

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

##### Returns

Argument for a name from the url or command line.

#### 5.4.2.7 GetArguments()

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

Returns all arguments from the url or command line.

##### Returns

Arguments from the url or command line.

### 5.4.2.8 HSVToRGB()

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

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

#### Parameters

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

#### Returns

True if the current platform is supported.

### 5.4.2.9 InvokeMethod()

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

Invokes a public static method on a full qualified class.

#### Parameters

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

### 5.4.2.10 ISO639ToLanguage()

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

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

**Parameters**

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

**Returns**

"SystemLanguage for the given ISO639-1 code.

**5.4.2.11 LanguageToISO639()**

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

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

**Parameters**

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

**Returns**

"ISO639-1 code for the given SystemLanguage.

**5.4.2.12 SplitStringToLines()**

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

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

**Parameters**

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

**Returns**

Splitted lines as array

## 5.4.3 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 CurrentPlatform

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

Returns the current platform.

#### Returns

The current platform.

### 5.4.4.3 isAndroidPlatform

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

Checks if the current platform is Android.

#### Returns

True if the current platform is Android.

#### 5.4.4.4 isIL2CPP

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

Checks if the current build target uses IL2CPP.

##### Returns

True if the current build target uses IL2CPP.

#### 5.4.4.5 isIOSPlatform

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

Checks if the current platform is iOS.

##### Returns

True if the current platform is iOS.

#### 5.4.4.6 isLinuxEditor

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

Checks if we are inside the Linux Editor.

##### Returns

True if we are inside the Linux Editor.

#### 5.4.4.7 isLinuxPlatform

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

Checks if the current platform is Linux.

##### Returns

True if the current platform is Linux.

#### 5.4.4.8 isMacOSEditor

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

Checks if we are inside the macOS Editor.

##### Returns

True if we are inside the macOS Editor.

#### 5.4.4.9 isMacOSPlatform

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

Checks if the current platform is OSX.

##### Returns

True if the current platform is OSX.

#### 5.4.4.10 isPS4Platform

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

Checks if the current platform is PS4.

##### Returns

True if the current platform is PS4.

#### 5.4.4.11 isTvOSPlatform

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

Checks if the current platform is tvOS.

##### Returns

True if the current platform is tvOS.

#### 5.4.4.12 isWebGLPlatform

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

Checks if the current platform is WebGL.

##### Returns

True if the current platform is WebGL.

#### 5.4.4.13 isWindowsEditor

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

Checks if we are inside the Windows Editor.

##### Returns

True if we are inside the Windows Editor.

#### 5.4.4.14 isWindowsPlatform

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

Checks if the current platform is Windows.

##### Returns

True if the current platform is Windows.

#### 5.4.4.15 isWSAPlatform

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

Checks if the current platform is WSA.

##### Returns

True if the current platform is WSA.

#### 5.4.4.16 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

##### Returns

True if the current platform is XboxOne.

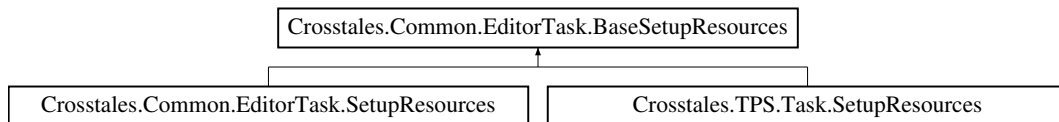
The documentation for this class was generated from the following file:

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

## 5.5 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)

#### 5.5.1 Detailed Description

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

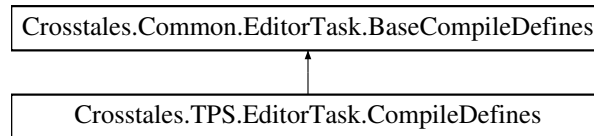
The documentation for this class was generated from the following file:

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

## 5.6 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

#### 5.6.1 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/Editor/Task/CompileDefines.cs

## 5.7 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 int **VCS** = Constants.DEFAULT\_VCS  
*Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial, 4 = Collab, 5 = PlasticSCM).*
- 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 string **ASSET\_PATH** [get]
- Returns the path to the asset inside the Unity project.*

### 5.7.1 Detailed Description

Configuration for the asset.

### 5.7.2 Member Function Documentation

### 5.7.2.1 Load()

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

Loads the all changeable variables.

### 5.7.2.2 Reset()

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

Resets all changeable variables to their default value.

### 5.7.2.3 Save()

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

Saves the all changeable variables.

## 5.7.3 Member Data Documentation

### 5.7.3.1 ARCH\_LINUX

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

Architecture of the Linux platform.

### 5.7.3.2 ARCH\_WINDOWS

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

Architecture of the Windows platform.

### 5.7.3.3 AUTO\_SAVE

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

Enable or disable automatic saving of all scenes.

#### 5.7.3.4 BATCHMODE

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

Enable or disable batch mode for CLI operations.

#### 5.7.3.5 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.

#### 5.7.3.6 CONFIRM\_SWITCH

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

Enable or disable the switch confirmation dialog.

#### 5.7.3.7 COPY\_ASSETS

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

Enable or disable copying the 'Assets'-folder.

#### 5.7.3.8 COPY\_LIBRARY

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

Enable or disable copying the 'Library'-folder.

#### 5.7.3.9 COPY\_SETTINGS

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

Enable or disable copying the 'ProjectSettings'-folder.

### 5.7.3.10 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.

### 5.7.3.11 DEBUG

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

Enable or disable debug logging for the asset.

### 5.7.3.12 DELETE\_LOCKFILE

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

Enable or disable deleting the 'UnityLockfile'.

### 5.7.3.13 EXECUTE\_METHOD

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

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

### 5.7.3.14 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.

### 5.7.3.15 isLoaded

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

Is the configuration loaded?

### 5.7.3.16 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.

### 5.7.3.17 PLATFORM\_ANDROID

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

Enable or disable the Android platform.

### 5.7.3.18 PLATFORM\_IOS

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

Enable or disable the iOS platform.

### 5.7.3.19 PLATFORM\_LINUX

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

Enable or disable the Linux platform.

### 5.7.3.20 PLATFORM\_MAC

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

Enable or disable the macOS platform.

### 5.7.3.21 PLATFORM\_PS4

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

Enable or disable the PS4 platform.

### 5.7.3.22 PLATFORM\_SWITCH

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

Enable or disable the Nintendo Switch platform.

### 5.7.3.23 PLATFORM\_TVOS

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

Enable or disable the tvOS platform.

### 5.7.3.24 PLATFORM\_WEBGL

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

Enable or disable the WebGL platform.

### 5.7.3.25 PLATFORM\_WINDOWS

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

Enable or disable the Windows platform.

### 5.7.3.26 PLATFORM\_WSA

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

Enable or disable the WSA platform.

### 5.7.3.27 PLATFORM\_XBOXONE

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

Enable or disable the XboxOne platform.

### 5.7.3.28 QUIT

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

Enable or disable quit Unity Editor for CLI operations.

### 5.7.3.29 SETUP\_DATE

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

Last setup date.

### 5.7.3.30 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.

### 5.7.3.31 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.

### 5.7.3.32 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.

### 5.7.3.33 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.

### 5.7.3.34 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.

### 5.7.3.35 SHOW\_DELETE

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

Shows or hides the delete button for the cache.

### 5.7.3.36 SWITCH\_DATE

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

Last switch date.

### 5.7.3.37 TEX\_ANDROID

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

Texture format of the Android platform.

### 5.7.3.38 UPDATE\_CHECK

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

Enable or disable update-checks for the asset.

### 5.7.3.39 USE\_LEGACY

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

Uses the legacy switch function.



### 5.7.3.40 VCS

```
int Crosstales.TPS.Util.Config.VCS = Constants.DEFAULT_VCS [static]
```

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

## 5.7.4 Property Documentation

### 5.7.4.1 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.

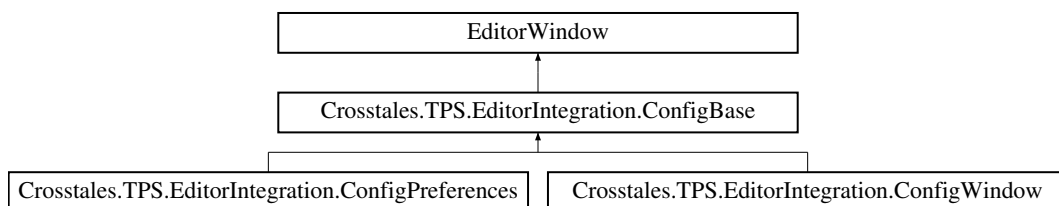
The documentation for this class was generated from the following file:

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

## 5.8 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** ()

### 5.8.1 Detailed Description

Base class for editor windows.

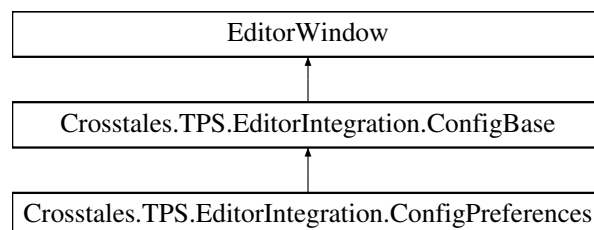
The documentation for this class was generated from the following file:

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

## 5.9 Crosstales.TPS.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.TPS.EditorIntegration.ConfigPreferences:



## Additional Inherited Members

### 5.9.1 Detailed Description

Unity "Preferences" extension.

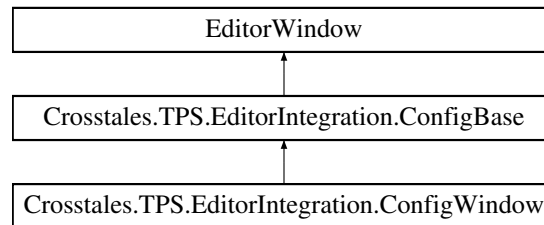
The documentation for this class was generated from the following file:

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

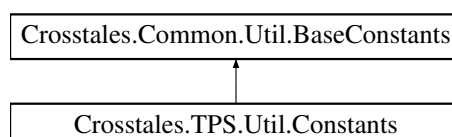
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/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** = "2022.1.0"  
*Version of the asset.*
- const int **ASSET\_BUILD** = 20220323  
*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(2022, 3, 23)  
*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=PLgtonlOr6Tb41XTMeeZ836tjHlKgOO84S"  
*URL of the promotion video of the asset (Youtube).*
- const string **ASSET\_VIDEO\_TUTORIAL** = "https://youtu.be/J2zh0EjmrjQ?list=PLgtonlOr6Tb41XTMeeZ836tjHlKgOO84S"  
*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\_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** = 1
- 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** = true
- const bool **DEFAULT\_COPY\_ASSETS** = false
- const bool **DEFAULT\_COPY\_LIBRARY** = true
- const bool **DEFAULT\_COPY\_SETTINGS** = false
- 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 = 20220323 [static]
```

Build number of the asset.

#### 5.11.2.3 ASSET\_CHANGED

```
readonly System.DateTime Crosstales.TPS.Util.Constants.ASSET_CHANGED = new System.DateTime(2022,  
3, 23) [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/turbo-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/60040?category=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 = "2022.1.0" [static]
```

Version of the asset.

### 5.11.2.16 ASSET\_VIDEO\_PROMO

```
const string Crosstales.TPS.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/rblcqypzn↔  
Eg?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/J2zh0↔  
EjmrjQ?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/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/Editor/Util/C↔TLogger.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

key	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

key	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

key	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

key	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.

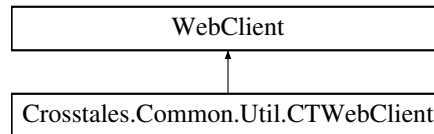
The documentation for this class was generated from the following file:

- 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/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/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.String↔ Comparison.OrdinalIgnoreCase)  
*Extension method for strings. Case insensitive 'Equals'.*
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.String↔ Comparison.OrdinalIgnoreCase)

- Extension method for strings. Case insensitive 'Contains'.*

  - static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar=' ')
    - Extension method for strings. Contains any given string.*
  - static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar=' ')
    - Extension method for strings. Contains all given strings.*
  - static string [CTRemoveNewLines](#) (this string str, string replacement="#nl#", string newLine=null)
    - Extension method for strings. Replaces new lines with a replacement string pattern.*
  - static string [CTAddNewLines](#) (this string str, string replacement="#nl#", string newLine=null)
    - Extension method for strings. Replaces a given string pattern with new lines in a string.*
  - static bool [CTIsNumeric](#) (this string str)
    - Extension method for strings. Checks if the string is numeric.*
  - static bool [CTIsInteger](#) (this string str)
    - Extension method for strings. Checks if the string is integer.*
  - static bool [CTIsEmail](#) (this string str)
    - Extension method for strings. Checks if the string is an email address.*
  - static bool [CTIsWebsite](#) (this string str)
    - Extension method for strings. Checks if the string is a website address.*
  - static bool [CTIsCreditcard](#) (this string str)
    - Extension method for strings. Checks if the string is a creditcard.*
  - static bool [CTIsIPv4](#) (this string str)
    - Extension method for strings. Checks if the string is an IPv4 address.*
  - static bool [CTIsAlphanumeric](#) (this string str)
    - Extension method for strings. Checks if the string is alphanumeric.*
  - static bool [CTHasLineEndings](#) (this string str)
    - Extension method for strings. Checks if the string has line endings.*
  - static bool [CTHasInvalidChars](#) (this string str)
    - Extension method for strings. Checks if the string has invalid characters.*
  - static bool [CTStartsWith](#) (this string str, string toCheck, System.StringComparison comp=System.String↔Comparison.OrdinalIgnoreCase)
    - Extension method for strings. Checks if the string starts with another string.*
  - static bool [CTEndsWith](#) (this string str, string toCheck, System.StringComparison comp=System.String↔Comparison.OrdinalIgnoreCase)
    - Extension method for strings. Checks if the string ends with another string.*
  - static int [CTLastIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.String↔Comparison.OrdinalIgnoreCase)
    - Extension method for strings. Returns the index of the last occurrence of a given string.*
  - static int [CTIndexOf](#) (this string str, string toCheck, System.StringComparison comp=System.String↔Comparison.OrdinalIgnoreCase)
    - Extension method for strings. Returns the index of the first occurrence of a given string.*
  - static int [CTIndexOf](#) (this string str, string toCheck, int startIndex, System.StringComparison comp=System.↔StringComparison.OrdinalIgnoreCase)
    - Extension method for strings. Returns the index of the first occurrence of a given string.*
  - static string [CTToBase64](#) (this string str, System.Text.Encoding encoding=null)
    - Extension method for strings. Converts the value of a string to a Base64-string.*
  - static string [CTFromBase64](#) (this string str, System.Text.Encoding encoding=null)
    - Extension method for strings. Converts the value of a Base64-string to a string.*
  - static byte[] [CTFromBase64ToByteArray](#) (this string str)
    - Extension method for strings. Converts the value of a Base64-string to a byte-array.*
  - static string [CTToHex](#) (this string str, bool addPrefix=false)
    - Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).*
  - static string [CTHexToString](#) (this string hexString)



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

  - static Color32 [CTHexToColor32](#) (this string hexString)

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

  - static Color [CTHexToColor](#) (this string hexString)

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

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

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

  - static string [CTClearTags](#) (this string str)

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

  - static string [CTClearSpaces](#) (this string str)

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

  - static string [CTClearLineEndings](#) (this string str)

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

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

*Extension method for arrays. Shuffles an array.*

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

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

  - static string [CTDump](#) (this Quaternion[] array)

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

  - static string [CTDump](#) (this Vector2[] array)

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

  - static string [CTDump](#) (this Vector3[] array)

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

  - static string [CTDump](#) (this Vector4[] array)

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

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

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

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

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

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

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

  - static Texture2D [CTToTexture](#) (this byte[] data)

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

  - static Sprite [CTToSprite](#) (this byte[] data)

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

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

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

  - static string [CTToBase64](#) (this byte[] data)

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

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

*Extension method for IList. Shuffles a List.*

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

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

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

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

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

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

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

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

- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)  
*Extension method for Vector4-IList. Dumps a list to a string.*
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.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 (default: "#nl#", optional).
<i>newLine</i>	New line string (default: System.Environment.NewLine, optional).

#### 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 (default: 1, optional).

#### 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 (default: StringComparison.OrdinalIgnoreCase, optional)

#### 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 (default: ' ', optional)

#### 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 (default: ' ', optional)

#### 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 (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (default: false, optional).
<i>delimiter</i>	Delimiter if appendNewLine is false (default: "; ", optional).

#### Returns

String with lines for all dictionary entries.

#### 5.17.2.21 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 (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (default: false, optional).
<i>delimiter</i>	Delimiter if appendNewLine is false (default: "; ", optional).

#### Returns

String with lines for all list entries.

#### 5.17.2.22 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 (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).
<i>appendNewLine</i>	Append new line, otherwise use the given delimiter (default: false, optional).
<i>delimiter</i>	Delimiter if appendNewLine is false (default: "; ", optional).

#### Returns

String with lines for all array entries.

#### 5.17.2.23 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 (default: StringComparison.OrdinalIgnoreCase, optional)

#### 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 (default: StringComparison.OrdinalIgnoreCase, optional)

## 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 (default: UTF8, optional).

**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 (default: 1.0, optional).

#### 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 (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

**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 (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

**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 (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).

## 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 (default: 0, optional).
<i>corrected</i>	Automatically adjust scaling (default: false, optional).



### 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 (default: StringComparison.OrdinalIgnoreCase, optional)

**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 (default: StringComparison.OrdinalIgnoreCase, optional)

#### 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 (default: StringComparison.OrdinalIgnoreCase, optional)

**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 (default: "#nl#", optional).
<i>newLine</i>	New line string (default: System.Environment.NewLine, optional).

#### 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 (default: StringComparison.OrdinalIgnoreCase, optional)

#### 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 (default: 0 (=standard), optional)

**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 (default: 0 (=standard), optional)

**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 (default: StringComparison.OrdinalIgnoreCase, optional)

**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 (default: UTF8, optional).

**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 (default: UTF8, optional).

## 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 (default: false, optional).

#### 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 ) [static]
```

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

**Parameters**

<i>data</i>	byte-array-instance to convert.
-------------	---------------------------------

**Returns**

Converted Sprite.

**5.17.2.103 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 (default: 100, optional).

#### Returns

Converted Texture as Sprite.

### 5.17.2.104 CTTToString()

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

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

#### Parameters

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

#### Returns

Byte-array with the string.

### 5.17.2.105 CTTToString< T >() [1/2]

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTTToString< T > (
    this System.Collections.Generic.ICollection< 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 CToString< T >()** [2/2]

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

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

**Parameters**

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

**Returns**

String array with all entries (via ToString).

**5.17.2.107 CToTexture()**

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

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

**Parameters**

<i>data</i>	byte-array-instance to convert.
-------------	---------------------------------

**Returns**

Converted Texture.

**5.17.2.108 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 CTTToTexture2D()** [2/2]

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

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

**Parameters**

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

**Returns**

Converted Texture2D.

**5.17.2.110 CTTToTGA()** [1/2]

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

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

**Parameters**

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

**Returns**

Converted Sprite as TGA byte-array.

**5.17.2.111 CTTToTGA()** [2/2]

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

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

**Parameters**

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

**Returns**

Converted Texture as TGA byte-array.

**5.17.2.112 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.

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 string [ValidatePath](#) (string path, bool addEndDelimiter=true, bool preserveFile=true)  
*Validates a given path and add missing slash.*
- static string [ValidateFile](#) (string path)  
*Validates a given file.*
- static bool [PathHasInvalidChars](#) (string path)  
*Checks a given path for invalid characters*
- static bool [FileHasInvalidChars](#) (string file)  
*Checks a given file for invalid characters*
- static string[] [GetFilesForName](#) (string path, bool isRecursive=false, params string[] filenames)  
*Find files inside a path.*

- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)  
*Find files inside a path.*
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)  
*Find directories inside.*
- static string[] [GetDrives](#) ()  
*Find all logical drives.*
- static void [CopyPath](#) (string sourcePath, string destPath, bool move=false)  
*Copy or move a directory.*
- static void [CopyFile](#) (string sourceFile, string destFile, bool move=false)  
*Copy or move a file.*
- static void [ShowPath](#) (string path)  
*Shows the location of a path (or file) in OS file explorer. NOTE: only works on standalone platforms*
- static void [ShowFile](#) (string file)  
*Shows the location of a file (or path) in OS file explorer. NOTE: only works on standalone platforms*
- static void [OpenFile](#) (string file)  
*Opens a file with the OS default application. NOTE: only works for standalone platforms*

## Properties

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

### 5.18.1 Detailed Description

Various helper functions for the file system.

### 5.18.2 Member Function Documentation

#### 5.18.2.1 CopyFile()

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

Copy or move a file.

#### Parameters

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

### 5.18.2.2 CopyPath()

```
static void Crosstales.Common.Util.FileHelper.CopyPath (
    string sourcePath,
    string destPath,
    bool move = false ) [static]
```

Copy or move a directory.

#### Parameters

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

### 5.18.2.3 FileHasInvalidChars()

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

Checks a given file for invalid characters

#### Parameters

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

#### Returns

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

### 5.18.2.4 GetDirectories()

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

Find directories inside.

#### Parameters

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

**Returns**

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

**5.18.2.5 GetDrives()**

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

Find all logical drives.

**Returns**

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

**5.18.2.6 GetFiles()**

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

Find files inside a path.

**Parameters**

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

**Returns**

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

**5.18.2.7 GetFilesForName()**

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

Find files inside a path.

## Parameters

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

## Returns

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

### 5.18.2.8 OpenFile()

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

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

## Parameters

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

### 5.18.2.9 PathHasInvalidChars()

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

Checks a given path for invalid characters

## Parameters

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

## Returns

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

### 5.18.2.10 ShowFile()

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

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



### 5.18.2.11 ShowPath()

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

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

### 5.18.2.12 ValidateFile()

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

Validates a given file.

#### Parameters

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

#### Returns

Valid file path

### 5.18.2.13 ValidatePath()

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

Validates a given path and add missing slash.

#### Parameters

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

#### Returns

Valid path

## 5.18.3 Property Documentation

### 5.18.3.1 StreamingAssetsPath

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

Returns the path to the the "Streaming Assets".

#### Returns

The path to the the "Streaming Assets".

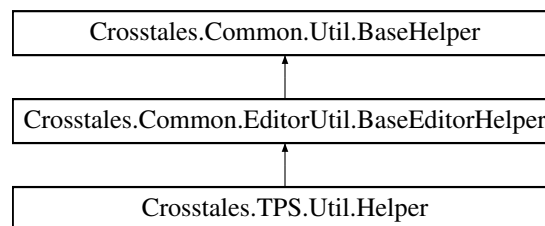
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/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** => System.IO.Directory.Exists(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

```
static 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 => System.IO.Directory.Exists(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.

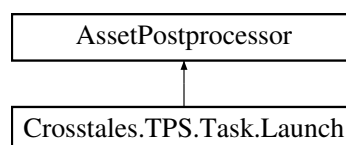
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/TurboSwitch/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[] movedAssets, 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/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 **ValidURLFromFilePath** (string path)  
*Validates a given file.*
- static string **CleanUrl** (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)  
*Cleans a given URL.*
- static bool **IsValidURL** (string url)  
*Checks if the URL is valid.*
- static string **GetIP** (string host)  
*Returns the IP of a given host name.*

### Static Protected Attributes

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

### Properties

- static bool **isInternetAvailable** [get]  
*Checks if an Internet connection is available.*



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

#### Returns

Clean URL

### 5.21.2.2 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 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.

### 5.21.2.4 OpenURL()

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

Opens the given URL with the file explorer or browser.

#### Parameters

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

#### Returns

True if the URL was valid.

### 5.21.2.5 RemoteCertificateValidationCallback()

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

HTTPS-certification callback.

### 5.21.2.6 ValidURLFromFilePath()

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

Validates a given file.

#### Parameters

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

#### Returns

Valid file path

### 5.21.3 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.

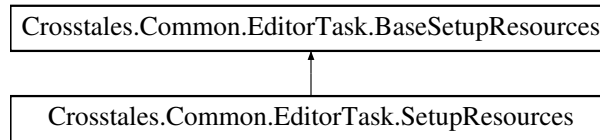
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/Editor/Task/NY↔Check.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'.

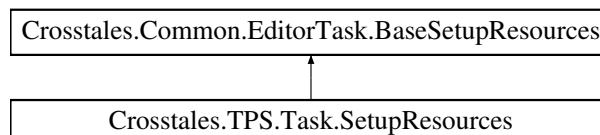
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboSwitch/TurboSwitch/Assets/Plugins/crosstales/Common/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/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/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 Crosstailes.TPS.Switcher.DefaultMethodAfterSwitch ( ) [static]
```

Default method after switching.

#### 5.26.2.2 MethodAfterSwitch()

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

Test method (after switching).

#### 5.26.2.3 MethodBeforeSwitch()

```
static void Crosstailes.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/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/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/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 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.*

### 5.29.1 Detailed Description

Helper-class for XML.

### 5.29.2 Member Function Documentation

#### 5.29.2.1 DeserializeFromFile< T >()

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

Deserialize a XML-file to an object.

## Parameters

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

## Returns

Object

**5.29.2.2 DeserializeFromResource< T >()**

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

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

## Parameters

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

## Returns

Object

**5.29.2.3 DeserializeFromString< T >()**

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

Deserialize a XML-string to an object.

## Parameters

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

## Returns

Object

#### 5.29.2.4 SerializeToFile< T >()

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

Serialize an object to an XML-file.

##### Parameters

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

#### 5.29.2.5 SerializeToString< T >()

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

Serialize an object to an XML-string.

##### Parameters

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

##### Returns

Object as XML-string

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

- C:/Users/slaub/Unity/assets/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=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

#### 6.6.2 Tutorial

<https://youtu.be/J2zh0EjmrjQ?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>



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