

File Browser PRO

Native file browser for standalone



API

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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

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

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.EditorTask Namespace Reference

Classes

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

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

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

4.5 Crosstales.Common.Model Namespace Reference

4.6 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

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

4.6.1 Enumeration Type Documentation

4.6.1.1 Platform

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

All available platforms.

4.6.1.2 SampleRate

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

Typical audio sample rates.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTHelper](#)
Helper to reset the necessary settings.
- class [CTHelperEditor](#)
- class [CTOWCompileDefines](#)
Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

- class [CTPCompileDefines](#)
Adds "CT_PROC" define symbol to PlayerSettings define symbols.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTPMacOSPostProcessor](#)
Post processor for macOS.
- class [CTProcess](#)
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).
- class [CTProcessStartInfo](#)
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).
- class [CTScreenshot](#)
Take screen shots inside an application.
- class [CTWebClient](#)
Specialized WebClient.
- class [FileHelper](#)
Various helper functions for the file system.
- class [MemoryCacheStream](#)
Memory cache stream.
- class [NativeMethods](#)
Native methods (bridge to Windows).
- class [NetworkHelper](#)
Base for various helper functions for networking.
- class [PlatformController](#)
Enables or disable game objects and scripts for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [Singleton](#)
Base-class for all singletons.
- class [SingletonHelper](#)
Helper-class for singletons.
- class [XmlHelper](#)
Helper-class for XML.

4.8 Crosstales.FB Namespace Reference

Classes

- struct [Extension](#)
- struct [ExtensionFilter](#)
Filter for extensions.
- class [FileBrowser](#)
Native file browser various actions like open file, open folder and save file.
- class [FileBrowserWSAImpl](#)

File browser for WSA.

- class [OnOpenFilesCompleted](#)
- class [OnOpenFoldersCompleted](#)
- class [OnSaveFileCompleted](#)
- class [WrapperExample](#)

Example for a custom wrapper with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the [Wrapper](#) and its variables

- class **WrapperHolder**

4.9 Crosstales.FB.Demo Namespace Reference

Classes

- class [EventTester](#)
Simple test script for all UnityEvent-callbacks.
- class [Examples](#)
Examples for all methods.
- class [GUIMain](#)
Main GUI component for all demo scenes.
- class [GUIScenes](#)
Main GUI scene manager for all demo scenes.
- class [ZInstaller](#)
Installs the packages from [Common](#).

4.10 Crosstales.FB.Demo.Util Namespace Reference

Classes

- class [CustomWrapperController](#)
Controls the custom wrapper in demo builds.

4.11 Crosstales.FB.EditorBuild Namespace Reference

Classes

- class [MacOSPostProcessor](#)
Post processor for macOS.
- class [SetStandalone](#)
Sets the required build parameters for Standalone.
- class [UWPPostProcessor](#)
Post processor for UWP (WSA).

4.12 Crosstales.FB.EditorExtension Namespace Reference

Classes

- class [FileBrowserEditor](#)
Custom editor for the 'FileBrowser'-class.
- class [PlatformWrapperEditor](#)
Custom editor for the 'PlatformWrapper'-class.

4.13 Crosstales.FB.EditorIntegration Namespace Reference

Classes

- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigPreferences](#)
Unity "Preferences" extension.
- class [ConfigWindow](#)
Editor window extension.
- class [FileBrowserGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [FileBrowserMenu](#)
Editor component for the "Tools"-menu.
- class [PlatformProviderGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [PlatformProviderMenu](#)
Editor component for the "Tools"-menu.

4.14 Crosstales.FB.EditorTask Namespace Reference

Classes

- class [AAAConfigLoader](#)
Loads the configuration at startup.
- class [AutoInitialize](#)
Automatically adds the necessary FileBrowser-prefabs to the current scene.
- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [Launch](#)
Show the configuration window on the first launch.
- class [SetupResources](#)
Moves all resources to 'Editor Default Resources'.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

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

All possible update stati.

4.14.1 Enumeration Type Documentation

4.14.1.1 UpdateStatus

enum [Crosstales.FB.EditorTask.UpdateStatus](#) [strong]

All possible update stati.

4.15 Crosstales.FB.EditorUtil Namespace Reference

Classes

- class [EditorConfig](#)
Editor configuration for the asset.
- class [EditorConstants](#)
Collected editor constants of very general utility for the asset.
- class [EditorHelper](#)
Editor helper class.

4.16 Crosstales.FB.RTFB Namespace Reference

Classes

- class [FileBrowserRTFB](#)
Runtime File Browser wrapper. NOTE: This wrapper needs "Runtime File Browser" <https://assetstore.unity.com/packages/slug/113006?aid=10111NGT>
- class [FileBrowserRTFBEditor](#)
Custom editor for the 'FileBrowserRTFB'-class.
- class [FileBrowserRTFBGameObject](#)
Editor component for for adding the prefabs from 'RTFB' in the "Hierarchy"-menu.
- class [FileBrowserRTFBMenu](#)
Editor component for for adding the prefabs from 'RTFB' in the "Tools"-menu.
- class [LinkWithDJ](#)
Basic DJ PRO integration. NOTE: This wrapper needs "DJ PRO" <https://assetstore.unity.com/packages/slug/41993?aid=10111NGT>
- class [LinkWithDJEditor](#)
Custom editor for the 'LinkWithDJ'-class.
- class [ShowMore](#)
Shows the details for Runtime File Browser.
- class [ZInstaller](#)
Installs the Demos-package.

4.17 Crosstales.FB.Tool Namespace Reference

Classes

- class [PlatformWrapper](#)
Allows to configure wrappers per platform.
- class [PlatformWrapperTuple](#)

4.18 Crosstales.FB.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [Helper](#)
Various helper functions.
- class [SetupProject](#)
Setup the project to use File Browser.

4.19 Crosstales.FB.WebGL Namespace Reference

Classes

- class [FileBrowserWebGL](#)
WebGL Native File Browser wrapper. NOTE: This wrapper needs "WebGL Native File Browser" <https://assetstore.unity.com/packages/slug/41902?aid=10111NGT>
- class [FileBrowserWebGLEditor](#)
Custom editor for the 'FileBrowserWebGL'-class.
- class [FileBrowserWebGLGameObject](#)
Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.
- class [FileBrowserWebGLMenu](#)
Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.
- class [ShowMore](#)
Shows the details for WebGL Native File Browser.
- class [ZInstaller](#)
Installs the Demos-package.

4.20 Crosstales.FB.Wrapper Namespace Reference

Classes

- class [BaseCustomFileBrowser](#)
Base class for custom file browsers.
- class [BaseFileBrowser](#)
Base class for all file browsers.
- class [BaseFileBrowserStandalone](#)
Base class for all standalone file browser implementations.
- class [FileBrowserEditor](#)
- class [FileBrowserGeneric](#)
File browser implementation for generic devices (currently NOT IMPLEMENTED).
- class [FileBrowserLinux](#)
File browser implementation for [Linux](#) (GTK).
- class [FileBrowserMac](#)
File browser implementation for macOS.
- class [FileBrowserWindows](#)
File browser implementation for Windows.
- class [FileBrowserWSA](#)
File browser implementation for WSA (UWP).
- interface [IFileBrowser](#)
Interface for all file browsers.
- class **NativeMethods**

4.21 Crosstales.FB.Wrapper.Linux Namespace Reference

Classes

- class **NativeMethods**
Native methods (bridge to [Linux](#)).

4.22 Crosstales.FB.Wrapper.Mac Namespace Reference

Classes

- class **NativeMethods**
Native methods (bridge to macOS).

4.23 Crosstales.Internal Namespace Reference

Classes

- class [WebGLCopyAndPaste](#)
Allows copy and paste in WebGL.
- class [WebGLCopyAndPasteAPI](#)

4.24 Crosstales.UI Namespace Reference

Classes

- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [Social](#)
Crosstales social media links.
- class [StaticManager](#)
Static Button Manager.
- class [UIDrag](#)
Allow to Drag the Windows around.
- class [UIFocus](#)
Change the Focus on from a Window.
- class [UIHint](#)
Controls a UI group (hint).
- class [UIResize](#)
Resize a UI element.
- class [UIWindowManager](#)
Change the state of all Window panels.
- class [WindowManager](#)
Manager for a Window.

4.25 Crosstales.UI.Audio Namespace Reference

Classes

- class [AudioFilterController](#)
Controller for audio filters.
- class [AudioSourceController](#)
Controller for AudioSources.

4.26 Crosstales.UI.Util Namespace Reference

Classes

- class [FPSDisplay](#)
Simple FPS-Counter.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.

4.27 HutongGames Namespace Reference

4.28 HutongGames.PlayMaker Namespace Reference

4.29 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class [BaseFBAction](#)
Base class for BWF-actions in [PlayMaker](#).
- class [OpenFile](#)
Open file action for [PlayMaker](#).
- class [OpenFolder](#)
Open folder action for [PlayMaker](#).
- class [SaveFile](#)
Save file action for [PlayMaker](#).

Chapter 5

Class Documentation

5.1 Crosstales.FB.EditorTask.AAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

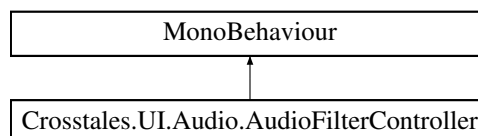
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Task/AAConfigLoader.cs

5.2 Crosstales.UI.Audio.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Audio.AudioFilterController:



Public Member Functions

- void [FindAllAudioFilters](#) ()
Finds all audio filters in the scene.
- void [ResetAudioFilters](#) ()
Resets all audio filters.
- void **ReverbFilterDropdownChanged** (int index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

- bool [FindAllAudioFiltersOnStart](#) = true
Searches for all audio filters in the whole scene (default: true).
- AudioReverbFilter[] **ReverbFilters**
- AudioChorusFilter[] **ChorusFilters**
- AudioEchoFilter[] **EchoFilters**
- AudioDistortionFilter[] **DistortionFilters**
- AudioLowPassFilter[] **LowPassFilters**
- AudioHighPassFilter[] **HighPassFilters**
- bool **ResetAudioFiltersOnStart** = true
- bool **ChorusFilter**
- bool **EchoFilter**
- bool **DistortionFilter**
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter**
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter**
- float **HighpassFilterValue** = 5000f
- Dropdown **ReverbFilterDropdown**
- Text **DistortionText**
- Text **LowpassText**
- Text **HighpassText**

5.2.1 Detailed Description

Controller for audio filters.

5.2.2 Member Function Documentation

5.2.2.1 FindAllAudioFilters()

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

Finds all audio filters in the scene.

5.2.2.2 ResetAudioFilters()

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

Resets all audio filters.

5.2.3 Member Data Documentation

5.2.3.1 FindAllAudioFiltersOnStart

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

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

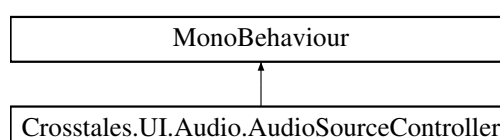
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/Audio/AudioFilterController.cs

5.3 Crosstales.UI.Audio.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Audio.AudioSourceController:



Public Member Functions

- void [FindAllAudioSources](#) ()
Finds all audio sources in the scene.
- void [ResetAllAudioSources](#) ()
Resets all audio sources.
- void **MuteEnabled** (bool isEnabled)
- void **LoopEnabled** (bool isEnabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

- bool [FindAllAudioSourcesOnStart](#) = true
Searches for all AudioSource in the whole scene (default: true).
- AudioSource[] [AudioSources](#)
Active controlled AudioSources.
- bool [ResetAudioSourcesOnStart](#) = true
Resets all active AudioSources (default: true).
- bool [Mute](#)
Mute on/off (default: false).
- bool [Loop](#)
Loop on/off (default: false).
- float [Volume](#) = 1f
Volume of the audio (default: 1)
- float [Pitch](#) = 1f
Pitch of the audio (default: 1).
- float [StereoPan](#)
Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.3.1 Detailed Description

Controller for AudioSources.

5.3.2 Member Function Documentation

5.3.2.1 FindAllAudioSources()

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

Finds all audio sources in the scene.

5.3.2.2 ResetAllAudioSources()

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

Resets all audio sources.

5.3.3 Member Data Documentation

5.3.3.1 AudioSources

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

Active controlled AudioSources.

5.3.3.2 FindAllAudioSourcesOnStart

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

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

5.3.3.3 Loop

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

Loop on/off (default: false).

5.3.3.4 Mute

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

Mute on/off (default: false).

5.3.3.5 Pitch

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

Pitch of the audio (default: 1).

5.3.3.6 ResetAudioSourcesOnStart

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

Resets all active AudioSources (default: true).

5.3.3.7 StereoPan

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

Stereo pan of the audio (default: 0).

5.3.3.8 Volume

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

Volume of the audio (default: 1)

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/Audio/AudioSourceController.cs

5.4 Crosstales.FB.EditorTask.AutoInitialize Class Reference

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

5.4.1 Detailed Description

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

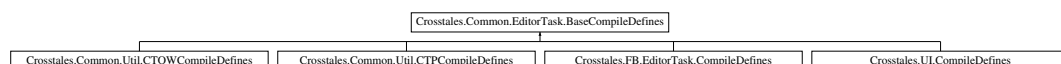
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Task/AutoInitialize.cs

5.5 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Public Member Functions

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

Static Protected Member Functions

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

5.5.1 Detailed Description

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

5.5.2 Member Function Documentation

5.5.2.1 AddSymbolsToAllTargets()

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

Adds the given symbols to the compiler defines.

Parameters

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

5.5.2.2 RemoveSymbolsFromAllTargets()

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

Removes the given symbols from the compiler defines.

Parameters

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

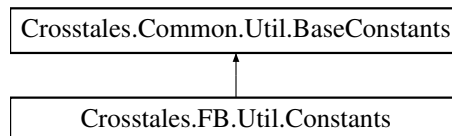
The documentation for this class was generated from the following file:

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

5.6 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string [ASSET_AUTHOR](#) = "crosstales LLC"
Author of the asset.
- const string [ASSET_AUTHOR_URL](#) = "https://www.crosstales.com"
URL of the asset author.
- const string [ASSET_CT_URL](#) = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string [ASSET_SOCIAL_DISCORD](#) = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string [ASSET_SOCIAL_FACEBOOK](#) = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string [ASSET_SOCIAL_TWITTER](#) = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string [ASSET_SOCIAL_YOUTUBE](#) = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string [ASSET_SOCIAL_LINKEDIN](#) = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string [ASSET_3P_PLAYMAKER](#) = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
URL of the 3rd party asset "PlayMaker".
- const string [ASSET_3P_VOLUMETRIC_AUDIO](#) = "https://assetstore.unity.com/packages/slug/17125?aid=1011INGT"
URL of the 3rd party asset "Volumetric Audio".
- const string [ASSET_3P_ROCKTOMATE](#) = "https://assetstore.unity.com/packages/slug/156311?aid=1011INGT"
URL of the 3rd party asset "RockTomate".
- const string [ASSET_3P_RTFB](#) = "https://assetstore.unity.com/packages/slug/113006?aid=1011INGT"
URL of the 3rd party asset "Runtime File Browser".
- const string [ASSET_BWF](#) = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the "Badword Filter" asset.
- const string [ASSET_DJ](#) = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
URL of the "DJ" asset.
- const string [ASSET_FB](#) = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
URL of the "File Browser" asset.

- const string **ASSET_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
URL of the "Online Check" asset.
- const string **ASSET_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the "Radio" asset.
- const string **ASSET_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
URL of the "RT-Voice" asset.
- const string **ASSET_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
URL of the "Turbo Backup" asset.
- const string **ASSET_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
URL of the "Turbo Builder" asset.
- const string **ASSET_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
URL of the "Turbo Switch" asset.
- const string **ASSET_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
URL of the "True Random" asset.
- const int **FACTOR_KB** = 1024
Factor for kilo bytes.
- const int **FACTOR_MB** = **FACTOR_KB** * 1024
Factor for mega bytes.
- const int **FACTOR_GB** = **FACTOR_MB** * 1024
Factor for giga bytes.
- const float **FLOAT_32768** = 32768f
Float value of 32768.
- const float **FLOAT_TOLERANCE** = 0.0001f
Float tolerance.
- const string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"
ToString for two decimal places.
- const string **FORMAT_NO_DECIMAL_PLACES** = "0"
ToString for no decimal places.
- const string **FORMAT_PERCENT** = "0%"
ToString for percent.
- const bool **DEFAULT_DEBUG** = false
- const string **PATH_DELIMITER_WINDOWS** = @"\"
Path delimiter for Windows.
- const string **PATH_DELIMITER_UNIX** = "/"
Path delimiter for Unix.
- static System.Text.RegularExpressions.Regex **REGEX_LINEENDINGS** => _regexLineEndings ?? (←
_regexLineEndings = new System.Text.RegularExpressions.Regex(@"[\u000A\u000B\u000C\u000D\u0028\u0029\u0085]+"))
- static System.Text.RegularExpressions.Regex **REGEX_EMAIL** => _regexEmail ?? (_regexEmail = new
System.Text.RegularExpressions.Regex(@"^(?("")|"".+?""@)|((([0-9a-zA-Z](\.(?!\..))|[-!#\$%&'*\+/=?^`{|}~\w])*)|(?<=[0-9a-zA-Z])@))?(\\|\/|(\d{1,3}\.){3}\d{1,3}\.))|((([0-9a-zA-Z]|\w)*[0-9a-zA-Z]\.)+[a-zA-Z]{2,6}))\$"))
- static System.Text.RegularExpressions.Regex **REGEX_CREDITCARD** => _regexCreditCard ?? (_regex←
CreditCard = new System.Text.RegularExpressions.Regex(@"^(?(\d{4}[-]){3}\d{4})\$"))
- static System.Text.RegularExpressions.Regex **REGEX_URL_WEB** => _regexUrlWeb ?? (_regexUrl←
Web = new System.Text.RegularExpressions.Regex(@"^(ht|f)tp(s?):\\W[0-9a-zA-Z]([-.\w]*[0-9a-zA-Z])*(:(0-9)*|(V?)([a-zA-Z0-9\-\.\!\,\/\|\+&#%\$_]*)?*\$)"))
- static System.Text.RegularExpressions.Regex **REGEX_IP_ADDRESS** => _regexIPAddress ?? (_regexI←
PAddress = new System.Text.RegularExpressions.Regex(@"^([0-9]{1,3}\.){3}[0-9]{1,3}\$"))
- static System.Text.RegularExpressions.Regex **REGEX_INVALID_CHARS** => _regexInvalidChars ?? (←
regexInvalidChars = new System.Text.RegularExpressions.Regex(@"^[^\w\.\@-]"))
- static System.Text.RegularExpressions.Regex **REGEX_ALPHANUMERIC** => _regexAlpha ?? (_regex←
Alpha = new System.Text.RegularExpressions.Regex(@"([A-Za-z0-9_]+"))

- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_SPACES** => _regexCleanSpace ?? (_↔ regexCleanSpace = new System.Text.RegularExpressions.Regex(@"\s+"))
- static System.Text.RegularExpressions.Regex **REGEX_CLEAN_TAGS** => _regexCleanTags ?? (_regex↔ CleanTags = new System.Text.RegularExpressions.Regex(@"<.*?>"))
- const string **ALPHABET_LATIN_UPPERCASE** = "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
- const string **ALPHABET_LATIN_LOWERCASE** = "abcdefghijklmnopqrstuvwxyz"
- const string **ALPHABET_FRENCH_UPPERCASE** = "ÀÁÂÆÇÈÉÊËËÏÔŒÙÛ"
- const string **ALPHABET_FRENCH_LOWERCASE** = "àâãæçèéêëëïôœùû"
- const string **NUMBERS** = "0123456789"
- static bool **DEV_DEBUG** = false
Development debug logging for the asset.
- static string **TEXT_TOSTRING_START** = "{"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ","
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- const string **PREFIX_HTTP** = "http://"
- const string **PREFIX_HTTPS** = "https://"
- static int **PROCESS_KILL_TIME** = 5000
Kill processes after 5000 milliseconds.
- static string **CMD_WINDOWS_PATH** = @"C:\Windows\system32\cmd.exe"
Path to the cmd under Windows.
- static bool **SHOW_BWF_BANNER** = true
Show the BWF banner.
- static bool **SHOW_DJ_BANNER** = true
Show the DJ banner.
- static bool **SHOW_FB_BANNER** = true
Show the FB banner.
- static bool **SHOW_OC_BANNER** = true
Show the OC banner.
- static bool **SHOW_RADIO_BANNER** = true
Show the Radio banner.
- static bool **SHOW_RTV_BANNER** = true
Show the RTV banner.
- static bool **SHOW_TB_BANNER** = true
Show the TB banner.
- static bool **SHOW_TPB_BANNER** = true
Show the TPB banner.
- static bool **SHOW_TPS_BANNER** = true
Show the TPS banner.
- static bool **SHOW_TR_BANNER** = true
Show the TR banner.
- static string **APPLICATION_PATH** => [Crosstales.Common.Util.FileHelper.ValidatePath](#)(Application.data↔ Path.Substring(0, Application.dataPath.LastIndexOf('/') + 1))
Application path.

Properties

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

5.6.1 Detailed Description

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

5.6.2 Member Data Documentation

5.6.2.1 APPLICATION_PATH

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

Application path.

5.6.2.2 ASSET_3P_PLAYMAKER

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

URL of the 3rd party asset "PlayMaker".

5.6.2.3 ASSET_3P_ROCKTOMATE

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

URL of the 3rd party asset "RockTomate".

5.6.2.4 ASSET_3P_RTFB

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

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

5.6.2.5 ASSET_3P_VOLUMETRIC_AUDIO

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

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

5.6.2.6 ASSET_AUTHOR

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

Author of the asset.

5.6.2.7 ASSET_AUTHOR_URL

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

URL of the asset author.

5.6.2.8 ASSET_BWF

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

URL of the "Badword Filter" asset.

5.6.2.9 ASSET_CT_URL

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

URL of the crosstales assets in UAS.

5.6.2.10 ASSET_DJ

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

URL of the "DJ" asset.

5.6.2.11 ASSET_FB

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

URL of the "File Browser" asset.

5.6.2.12 ASSET_OC

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

URL of the "Online Check" asset.

5.6.2.13 ASSET_RADIO

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

URL of the "Radio" asset.

5.6.2.14 ASSET_RTV

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

URL of the "RT-Voice" asset.

5.6.2.15 ASSET_SOCIAL_DISCORD

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

URL of the crosstales Discord-channel.

5.6.2.16 ASSET_SOCIAL_FACEBOOK

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

URL of the crosstales Facebook-profile.

5.6.2.17 ASSET_SOCIAL_LINKEDIN

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

URL of the crosstales LinkedIn-profile.

5.6.2.18 ASSET_SOCIAL_TWITTER

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

URL of the crosstales Twitter-profile.

5.6.2.19 ASSET_SOCIAL_YOUTUBE

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

URL of the crosstales Youtube-profile.

5.6.2.20 ASSET_TB

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

URL of the "Turbo Backup" asset.

5.6.2.21 ASSET_TPB

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

URL of the "Turbo Builder" asset.

5.6.2.22 ASSET_TPS

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

URL of the "Turbo Switch" asset.

5.6.2.23 ASSET_TR

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

URL of the "True Random" asset.

5.6.2.24 CMD_WINDOWS_PATH

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

Path to the cmd under Windows.

5.6.2.25 DEV_DEBUG

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

Development debug logging for the asset.

5.6.2.26 FACTOR_GB

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

Factor for giga bytes.

5.6.2.27 FACTOR_KB

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

Factor for kilo bytes.

5.6.2.28 FACTOR_MB

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

Factor for mega bytes.

5.6.2.29 FLOAT_32768

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

Float value of 32768.

5.6.2.30 FLOAT_TOLERANCE

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

Float tolerance.

5.6.2.31 FORMAT_NO_DECIMAL_PLACES

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

ToString for no decimal places.

5.6.2.32 FORMAT_PERCENT

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

ToString for percent.

5.6.2.33 FORMAT_TWO_DECIMAL_PLACES

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

ToString for two decimal places.

5.6.2.34 PATH_DELIMITER_UNIX

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

Path delimiter for Unix.

5.6.2.35 PATH_DELIMITER_WINDOWS

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

Path delimiter for Windows.

5.6.2.36 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

5.6.2.37 SHOW_BWF_BANNER

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

Show the BWF banner.

5.6.2.38 SHOW_DJ_BANNER

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

Show the DJ banner.

5.6.2.39 SHOW_FB_BANNER

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

Show the [FB](#) banner.

5.6.2.40 SHOW_OC_BANNER

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

Show the OC banner.

5.6.2.41 SHOW_RADIO_BANNER

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

Show the Radio banner.

5.6.2.42 SHOW_RTV_BANNER

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

Show the RTV banner.

5.6.2.43 SHOW_TB_BANNER

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

Show the TB banner.

5.6.2.44 SHOW_TPB_BANNER

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

Show the TPB banner.

5.6.2.45 SHOW_TPS_BANNER

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

Show the TPS banner.

5.6.2.46 SHOW_TR_BANNER

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

Show the TR banner.

5.6.3 Property Documentation

5.6.3.1 PREFIX_FILE

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

URL prefix for files.

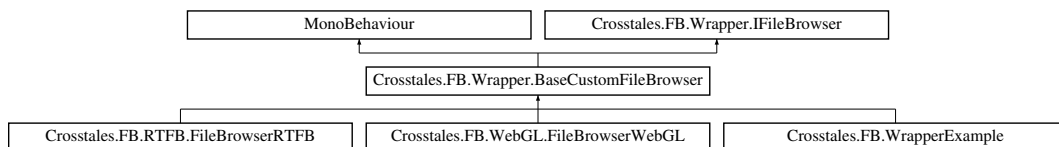
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/BaseConstants.cs

5.7 Crosstales.FB.Wrapper.BaseCustomFileBrowser Class Reference

Base class for custom file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.BaseCustomFileBrowser:



Public Member Functions

- string [OpenSingleFile](#) (string title, string directory, string defaultName, params [ExtensionFilter\[\]](#) extensions)
Open native file browser for a single file.
- abstract string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter\[\]](#) extensions)
Open native file browser for multiple files.
- string [OpenSingleFolder](#) (string title, string directory)
Open native folder browser for a single folder.
- abstract string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- abstract string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter\[\]](#) extensions)
Open native save file browser.
- abstract void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter\[\]](#) extensions, System.Action< string[]> cb)
Asynchronously opens native file browser for multiple files.
- abstract void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, System.Action< string[]> cb)
Asynchronously opens native folder browser for multiple folders.
- abstract void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter\[\]](#) extensions, System.Action< string > cb)
Asynchronously opens native save file browser.

Protected Attributes

- byte[] **openSingleFileData**
- string **lastOpenFile**

Properties

- abstract bool **canOpenFile** [get]
- abstract bool **canOpenFolder** [get]
- abstract bool **canSaveFile** [get]
- abstract bool **canOpenMultipleFiles** [get]
- abstract bool **canOpenMultipleFolders** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract string **CurrentOpenSingleFile** [get, set]
- abstract string[] **CurrentOpenFiles** [get, set]
- abstract string **CurrentOpenSingleFolder** [get, set]
- abstract string[] **CurrentOpenFolders** [get, set]
- abstract string **CurrentSaveFile** [get, set]
- virtual byte[] **CurrentOpenSingleFileData** [get]
- virtual byte[] **CurrentSaveFileData** [get, set]

5.7.1 Detailed Description

Base class for custom file browsers.

5.7.2 Member Function Documentation

5.7.2.1 OpenFiles()

```
abstract string [] Crosstales.FB.Wrapper.BaseCustomFileBrowser.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [pure virtual]
```

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.RTFB.FileBrowserRTFB](#), and [Crosstales.FB.WrapperExample](#).

5.7.2.2 OpenFilesAsync()

```
abstract void Crosstales.FB.Wrapper.BaseCustomFileBrowser.OpenFilesAsync (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    ExtensionFilter[] extensions,
    System.Action< string[]> cb ) [pure virtual]
```

Asynchronously opens native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.WrapperExample](#), and [Crosstales.FB.RTFB.FileBrowserRTFB](#).

5.7.2.3 OpenFolders()

```
abstract string [] Crosstales.FB.Wrapper.BaseCustomFileBrowser.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [pure virtual]
```

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.WebGL.FileBrowserWebGL](#), [Crosstales.FB.WrapperExample](#), and [Crosstales.FB.RTFB.FileBrowserR](#)

5.7.2.4 OpenFoldersAsync()

```
abstract void Crosstales.FB.Wrapper.BaseCustomFileBrowser.OpenFoldersAsync (
    string title,
    string directory,
    bool multiselect,
    System.Action< string[]> cb ) [pure virtual]
```

Asynchronously opens native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.WebGL.FileBrowserWebGL](#), [Crosstales.FB.RTFB.FileBrowserRTFB](#), and [Crosstales.FB.WrapperExample](#).

5.7.2.5 OpenSingleFile()

```
string Crosstales.FB.Wrapper.BaseCustomFileBrowser.OpenSingleFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Open native file browser for a single file.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns a string of the chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

5.7.2.6 OpenSingleFolder()

```
string Crosstales.FB.Wrapper.BaseCustomFileBrowser.OpenSingleFolder (
    string title,
    string directory )
```

Open native folder browser for a single folder.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory

Returns

Returns a string of the chosen folder. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

5.7.2.7 SaveFile()

```
abstract string Crosstales.FB.Wrapper.BaseCustomFileBrowser.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [pure virtual]
```

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.WrapperExample](#), and [Crosstales.FB.RTFB.FileBrowserRTFB](#).

5.7.2.8 SaveFileAsync()

```
abstract void Crosstales.FB.Wrapper.BaseCustomFileBrowser.SaveFileAsync (
    string title,
    string directory,
    string defaultName,
    ExtensionFilter[] extensions,
    System.Action< string > cb ) [pure virtual]
```

Asynchronously opens native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.RTFB.FileBrowserRTFB](#), and [Crosstales.FB.WrapperExample](#).

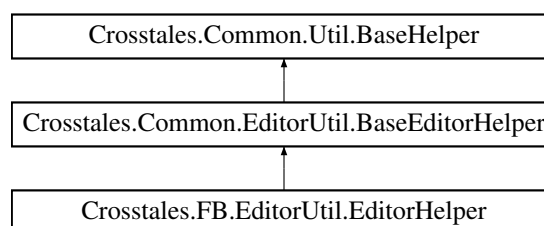
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔
Wrapper/BaseCustomFileBrowser.cs

5.8 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

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

Static Public Attributes

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

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

Additional Inherited Members

5.8.1 Detailed Description

Base for various Editor helper functions.

5.8.2 Member Function Documentation

5.8.2.1 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*

5.8.2.2 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*

5.8.2.3 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.

5.8.2.4 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.

5.8.2.5 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.

5.8.2.6 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.

5.8.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.8.2.8 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).
----------------	---

5.8.2.9 RestartUnity()

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

Restart Unity.

Parameters

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

5.8.2.10 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).
--------------	---

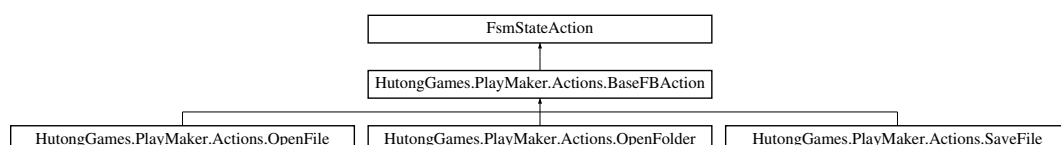
The documentation for this class was generated from the following file:

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

5.9 HutongGames.PlayMaker.Actions.BaseFBAction Class Reference

Base class for BWF-actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseFBAction:



Public Attributes

- FsmEvent **sendEvent**
- FsmString **StartPath**
Start path for the selection.
- FsmBool **Selected**
True if a file or folder is selected (output).
- FsmString **ResultPath**
Result path of the selection (output).

5.9.1 Detailed Description

Base class for BWF-actions in [PlayMaker](#).

5.9.2 Member Data Documentation

5.9.2.1 ResultPath

```
FsmString HutongGames.PlayMaker.Actions.BaseFBAction.ResultPath
```

Result path of the selection (output).

5.9.2.2 Selected

```
FsmBool HutongGames.PlayMaker.Actions.BaseFBAction.Selected
```

True if a file or folder is selected (output).

5.9.2.3 StartPath

```
FsmString HutongGames.PlayMaker.Actions.BaseFBAction.StartPath
```

Start path for the selection.

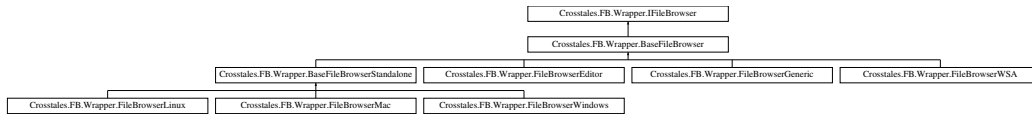
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ PlayMaker/Scripts/BaseFBAction.cs

5.10 Crosstales.FB.Wrapper.BaseFileBrowser Class Reference

Base class for all file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.BaseFileBrowser:



Public Member Functions

- string [OpenSingleFile](#) (string title, string directory, string defaultName, params [ExtensionFilter\[\]](#) extensions)
Open native file browser for a single file.
- abstract string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter\[\]](#) extensions)
Open native file browser for multiple files.
- string [OpenSingleFolder](#) (string title, string directory)
Open native folder browser for a single folder.
- abstract string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- abstract string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter\[\]](#) extensions)
Open native save file browser.
- abstract void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter\[\]](#) extensions, System.Action< string[]> cb)
Asynchronously opens native file browser for multiple files.
- abstract void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, System.Action< string[]> cb)
Asynchronously opens native folder browser for multiple folders.
- abstract void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter\[\]](#) extensions, System.Action< string > cb)
Asynchronously opens native save file browser.

Protected Attributes

- byte[] [openSingleFileData](#)
- string [lastOpenFile](#)

Properties

- abstract bool [canOpenFile](#) [get]
- abstract bool [canOpenFolder](#) [get]
- abstract bool [canSaveFile](#) [get]
- abstract bool [canOpenMultipleFiles](#) [get]
- abstract bool [canOpenMultipleFolders](#) [get]
- abstract bool [isPlatformSupported](#) [get]
- abstract bool [isWorkingInEditor](#) [get]
- virtual string [CurrentOpenSingleFile](#) [get, set]
- virtual string[] [CurrentOpenFiles](#) [get, set]
- virtual string [CurrentOpenSingleFolder](#) [get, set]
- virtual string[] [CurrentOpenFolders](#) [get, set]
- virtual string [CurrentSaveFile](#) [get, set]
- virtual byte[] [CurrentOpenSingleFileData](#) [get]
- virtual byte[] [CurrentSaveFileData](#) [get, set]

5.10.1 Detailed Description

Base class for all file browsers.

5.10.2 Member Function Documentation

5.10.2.1 OpenFiles()

```
abstract string [] Crosstales.FB.Wrapper.BaseFileBrowser.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [pure virtual]
```

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.Wrapper.FileBrowserWindows](#), [Crosstales.FB.Wrapper.FileBrowserWSA](#), [Crosstales.FB.Wrapper.FileBrowserMac](#), [Crosstales.FB.Wrapper.FileBrowserEditor](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#)

5.10.2.2 OpenFilesAsync()

```
abstract void Crosstales.FB.Wrapper.BaseFileBrowser.OpenFilesAsync (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    ExtensionFilter[] extensions,
    System.Action< string[]> cb ) [pure virtual]
```

Asynchronously opens native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

5.10.2.3 OpenFolders()

```
abstract string [] Crosstales.FB.Wrapper.BaseFileBrowser.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [pure virtual]
```

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.Wrapper.FileBrowserWSA](#), [Crosstales.FB.Wrapper.FileBrowserWindows](#), [Crosstales.FB.Wrapper.FileBrowserLinux](#), [Crosstales.FB.Wrapper.FileBrowserMac](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

5.10.2.4 OpenFoldersAsync()

```
abstract void Crosstales.FB.Wrapper.BaseFileBrowser.OpenFoldersAsync (
    string title,
    string directory,
    bool multiselect,
    System.Action< string[]> cb ) [pure virtual]
```

Asynchronously opens native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

5.10.2.5 OpenSingleFile()

```
string Crosstales.FB.Wrapper.BaseFileBrowser.OpenSingleFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Open native file browser for a single file.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns a string of the chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

5.10.2.6 OpenSingleFolder()

```
string Crosstales.FB.Wrapper.BaseFileBrowser.OpenSingleFolder (
    string title,
    string directory )
```

Open native folder browser for a single folder.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory

Returns

Returns a string of the chosen folder. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

5.10.2.7 SaveFile()

```
abstract string Crosstales.FB.Wrapper.BaseFileBrowser.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [pure virtual]
```

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

Implemented in [Crosstales.FB.Wrapper.FileBrowserWSA](#), [Crosstales.FB.Wrapper.FileBrowserWindows](#), [Crosstales.FB.Wrapper.FileBrowserLinux](#), [Crosstales.FB.Wrapper.FileBrowserMac](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

5.10.2.8 SaveFileAsync()

```
abstract void Crosstales.FB.Wrapper.BaseFileBrowser.SaveFileAsync (
    string title,
    string directory,
    string defaultName,
    ExtensionFilter[] extensions,
    System.Action< string > cb ) [pure virtual]
```

Asynchronously opens native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.IFileBrowser](#).

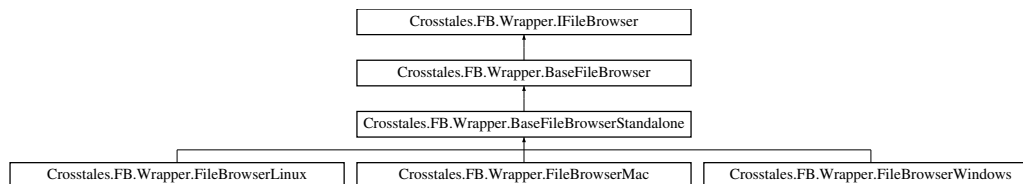
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Wrapper/BaseFileBrowser.cs

5.11 Crosstales.FB.Wrapper.BaseFileBrowserStandalone Class Reference

Base class for all standalone file browser implementations.

Inheritance diagram for Crosstales.FB.Wrapper.BaseFileBrowserStandalone:



Public Attributes

- override bool **canOpenFile** => true
- override bool **canOpenFolder** => true
- override bool **canSaveFile** => true
- override bool **canOpenMultipleFiles** => true

Additional Inherited Members

5.11.1 Detailed Description

Base class for all standalone file browser implementations.

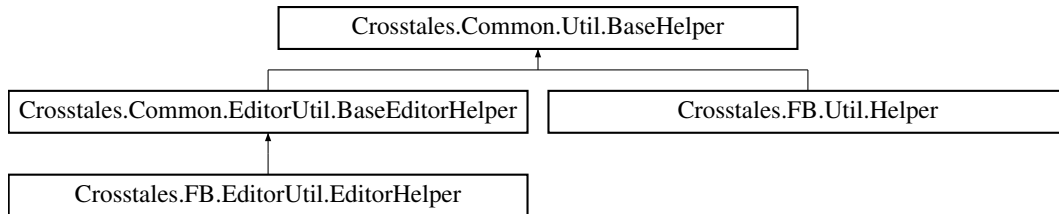
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Wrapper/BaseFileBrowserStandalone.cs

5.12 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

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

Static Public Attributes

- static bool **ApplicationIsPlaying** = Application.isPlaying
- static bool **isEditorMode** => **isEditor** && !Application.isPlaying
Checks if we are in Editor mode.
- static bool **isStandalonePlatform** => **isWindowsPlatform** || **isMacOSPlatform** || **isLinuxPlatform**
Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool **isWebPlatform** => **isWebGLPlatform**

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

 - static bool [isWindowsBasedPlatform](#) => [isWindowsPlatform](#) || [isWSAPlatform](#) || [isXboxOnePlatform](#)

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

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

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

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

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

Checks if we are inside the Editor.

Static Protected Attributes

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

Properties

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

5.12.1 Detailed Description

Base for various helper functions.

5.12.2 Member Function Documentation

5.12.2.1 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

5.12.2.2 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> <i>SI</i>	Use SI-system (default: false, optional)

Returns

Formatted byte-value in Human-Readable-Form.

5.12.2.3 FormatSecondsToHRF()

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

Format seconds to Human-Readable-Form.

Parameters

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

Returns

Formatted seconds in Human-Readable-Form.

5.12.2.4 GenerateLoremIpsum()

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

Generates a "Lorem Ipsum" based on various parameters.

Parameters

<i>length</i>	Length of the text
<i>minSentences</i>	Minimum number of sentences for the text (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.

5.12.2.5 GetArgument()

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

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

Parameters

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

Returns

Argument for a name from the url or command line.

5.12.2.6 GetArguments()

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

Returns all arguments from the url or command line.

Returns

Arguments from the url or command line.

5.12.2.7 HSVToRGB()

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

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

Parameters

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

Returns

True if the current platform is supported.

5.12.2.8 InvokeMethod()

```
static object Crosstales.Common.Util.BaseHelper.InvokeMethod (
    string className,
```



```
string methodName,  
params object[] parameters ) [static]
```

Invokes a public static method on a full qualified class.

Parameters

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

5.12.2.9 ISO639ToLanguage()

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

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

Parameters

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

Returns

"SystemLanguage for the given ISO639-1 code.

5.12.2.10 LanguageToISO639()

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

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

Parameters

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

Returns

"ISO639-1 code for the given SystemLanguage.

5.12.2.11 SplitStringToLines()

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

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

Parameters

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

Returns

Splitted lines as array

5.12.3 Member Data Documentation

5.12.3.1 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).

5.12.3.2 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.

5.12.3.3 isEditorMode

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.12.3.4 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).

5.12.3.5 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).

5.12.3.6 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).

5.12.3.7 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).

5.12.3.8 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).

5.12.3.9 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).

5.12.4 Property Documentation

5.12.4.1 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.

5.12.4.2 BaseCulture

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

The current culture of the application.

Returns

Culture of the application.

5.12.4.3 CurrentPlatform

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

Returns the current platform.

Returns

The current platform.

5.12.4.4 isAndroidPlatform

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.12.4.5 isIL2CPP

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

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.12.4.6 isIOSPlatform

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.12.4.7 isLinuxEditor

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

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.12.4.8 isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.12.4.9 isMacOSEditor

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

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.12.4.10 isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.12.4.11 isPS4Platform

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

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.12.4.12 isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.12.4.13 isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.12.4.14 isWindowsEditor

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

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.12.4.15 isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.12.4.16 isWSAPlatform

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.12.4.17 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

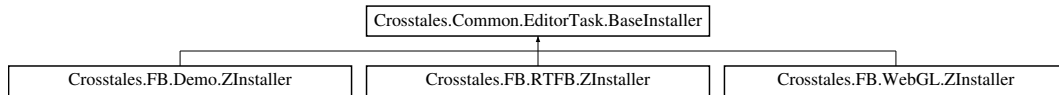
The documentation for this class was generated from the following file:

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

5.13 Crosstales.Common.EditorTask.BaseInstaller Class Reference

Base-class for all installers.

Inheritance diagram for Crosstales.Common.EditorTask.BaseInstaller:



Static Public Member Functions

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

Static Protected Member Functions

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

5.13.1 Detailed Description

Base-class for all installers.

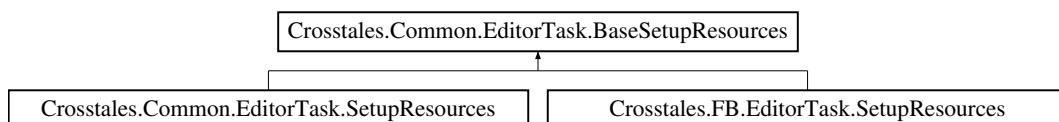
The documentation for this class was generated from the following file:

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

5.14 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)

5.14.1 Detailed Description

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

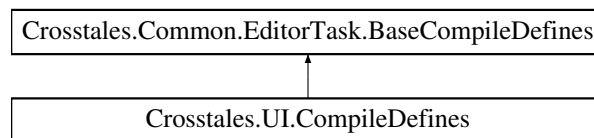
The documentation for this class was generated from the following file:

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

5.15 Crosstales.UI.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.UI.CompileDefines:



Additional Inherited Members

5.15.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

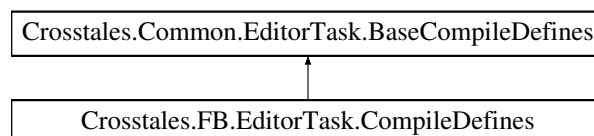
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/Editor/CompileDefines.cs

5.16 Crosstales.FB.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.FB.EditorTask.CompileDefines:



Additional Inherited Members

5.16.1 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/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Task/CompileDefines.cs

5.17 Crosstales.FB.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 string [ASSET_PATH](#) = "/Plugins/crosstales/FileBrowser/"
Path to the asset inside the Unity project.
- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG || [Constants.DEV_DEBUG](#)
Enable or disable debug logging for the asset.
- static bool [NATIVE_WINDOWS](#) = Constants.DEFAULT_NATIVE_WINDOWS
Enable or disable native file browser inside the Unity Editor.
- static bool [isLoaded](#)
Is the configuration loaded?

5.17.1 Detailed Description

Configuration for the asset.

5.17.2 Member Function Documentation

5.17.2.1 Load()

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

Loads the all changeable variables.

5.17.2.2 Reset()

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

Resets all changeable variables to their default value.

5.17.2.3 Save()

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

Saves the all changeable variables.

5.17.3 Member Data Documentation

5.17.3.1 ASSET_PATH

```
string Crosstales.FB.Util.Config.ASSET_PATH = "/Plugins/crosstales/FileBrowser/" [static]
```

Path to the asset inside the Unity project.

5.17.3.2 DEBUG

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

Enable or disable debug logging for the asset.

5.17.3.3 isLoaded

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

Is the configuration loaded?

5.17.3.4 NATIVE_WINDOWS

```
bool Crosstales.FB.Util.Config.NATIVE_WINDOWS = Constants.DEFAULT_NATIVE_WINDOWS [static]
```

Enable or disable native file browser inside the Unity Editor.

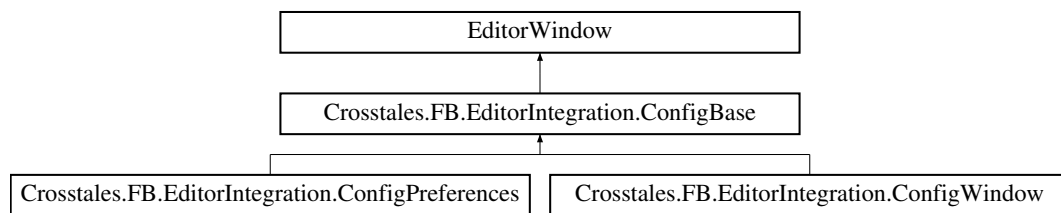
The documentation for this class was generated from the following file:

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

5.18 Crosstales.FB.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.18.1 Detailed Description

Base class for editor windows.

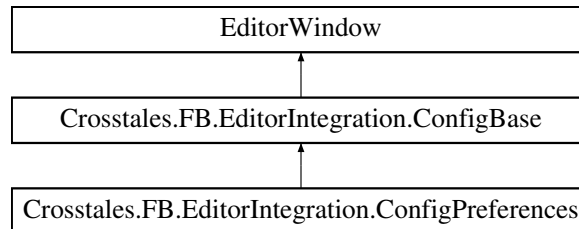
The documentation for this class was generated from the following file:

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

5.19 Crosstales.FB.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.19.1 Detailed Description

Unity "Preferences" extension.

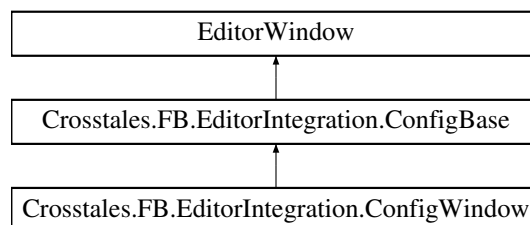
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Integration/ConfigPreferences.cs

5.20 Crosstales.FB.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.FB.EditorIntegration.ConfigWindow:



Static Public Member Functions

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

Additional Inherited Members

5.20.1 Detailed Description

Editor window extension.

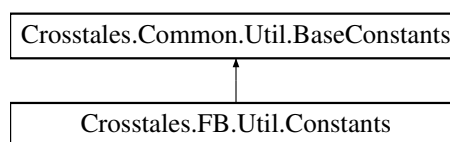
The documentation for this class was generated from the following file:

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

5.21 Crosstales.FB.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.FB.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "File Browser PRO"
Name of the asset.
- const string **ASSET_NAME_SHORT** = "FB PRO"
Short name of the asset.
- const string **ASSET_VERSION** = "2023.2.0"
Version of the asset.
- const int **ASSET_BUILD** = 20230608
Build number of the asset.
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2017, 8, 1)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2023, 6, 8)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
URL of the PRO asset in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/fb_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "fb@crosstales.com"
Contact to the owner of the asset.
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/FileBrowser/FileBrowser-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "https://www.crosstales.com/media/data/assets/FileBrowser/api/"
URL of the asset API.

- const string `ASSET_FORUM_URL` = "https://forum.unity.com/threads/file-browser-native-file-browser-for-standalone.510403/"
URL of the asset forum.
- const string `ASSET_WEB_URL` = "https://www.crosstales.com/en/portfolio/FileBrowser/"
URL of the asset in crosstales.
- const string `ASSET_VIDEO_TUTORIAL` = "https://youtu.be/nczXecD0uB0?list=PLgtonlOr6Tb41XTMee↵Z836tjHIKgOO84S"
URL of the tutorial video of the asset (Youtube).
- const string `ASSET_3P_WEBGL` = "https://assetstore.unity.com/packages/slug/41902?aid=1011INGT"
URL of the 3rd party asset "WebGL Native File Browser".
- const string `KEY_PREFIX` = "FILEBROWSER_CFG_"
- const string `KEY_ASSET_PATH` = KEY_PREFIX + "ASSET_PATH"
- const string `KEY_DEBUG` = KEY_PREFIX + "DEBUG"
- const string `KEY_NATIVE_WINDOWS` = KEY_PREFIX + "NATIVE_WINDOWS"
- const bool `DEFAULT_NATIVE_WINDOWS` = false
- const string `FB_SCENE_OBJECT_NAME` = "FileBrowser"
FB prefab scene name.
- static int `WINDOWS_MIN_OPEN_NUMBER_OF_FILES` = 256
Minimal number of selectable files under Windows with a path length of 260 (default: 256).

Additional Inherited Members

5.21.1 Detailed Description

Collected constants of very general utility for the asset.

5.21.2 Member Data Documentation

5.21.2.1 ASSET_3P_WEBGL

```
const string Crosstales.FB.Util.Constants.ASSET_3P_WEBGL = "https://assetstore.unity.com/packages/slug/41902?aid=1011INGT" [static]
```

URL of the 3rd party asset "WebGL Native File Browser".

5.21.2.2 ASSET_API_URL

```
const string Crosstales.FB.Util.Constants.ASSET_API_URL = "https://www.crosstales.com/media/data/assets/FileBrowser" [static]
```

URL of the asset API.

5.21.2.3 ASSET_BUILD

```
const int Crosstales.FB.Util.Constants.ASSET_BUILD = 20230608 [static]
```

Build number of the asset.

5.21.2.4 ASSET_CHANGED

```
readonly System.DateTime Crosstales.FB.Util.Constants.ASSET_CHANGED = new System.DateTime(2023, 6, 8) [static]
```

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

5.21.2.5 ASSET_CONTACT

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

Contact to the owner of the asset.

5.21.2.6 ASSET_CREATED

```
readonly System.DateTime Crosstales.FB.Util.Constants.ASSET_CREATED = new System.DateTime(2017, 8, 1) [static]
```

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

5.21.2.7 ASSET_FORUM_URL

```
const string Crosstales.FB.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/file-browser-nati-510403/" [static]
```

URL of the asset forum.

5.21.2.8 ASSET_MANUAL_URL

```
const string Crosstales.FB.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/FileBrowserManual.pdf" [static]
```

URL of the asset manual.

5.21.2.9 ASSET_NAME

```
const string Crosstales.FB.Util.Constants.ASSET_NAME = "File Browser PRO" [static]
```

Name of the asset.

5.21.2.10 ASSET_NAME_SHORT

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

Short name of the asset.

5.21.2.11 ASSET_PRO_URL

```
const string Crosstales.FB.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/98713?aiNGT" [static]
```

URL of the PRO asset in UAS.

5.21.2.12 ASSET_UPDATE_CHECK_URL

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

URL for update-checks of the asset

5.21.2.13 ASSET_VERSION

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

Version of the asset.

5.21.2.14 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.FB.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/nczXecD0uB0?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

5.21.2.15 ASSET_WEB_URL

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

URL of the asset in crosstales.

5.21.2.16 FB_SCENE_OBJECT_NAME

```
const string Crosstales.FB.Util.Constants.FB_SCENE_OBJECT_NAME = "FileBrowser" [static]
```

FB prefab scene name.

5.21.2.17 WINDOWS_MIN_OPEN_NUMBER_OF_FILES

```
int Crosstales.FB.Util.Constants.WINDOWS_MIN_OPEN_NUMBER_OF_FILES = 256 [static]
```

Minimal number of selectable files under Windows with a path length of 260 (default: 256).

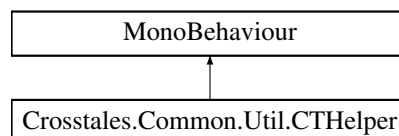
The documentation for this class was generated from the following file:

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

5.22 Crosstales.Common.Util.CTHelper Class Reference

Helper to reset the necessary settings.

Inheritance diagram for Crosstales.Common.Util.CTHelper:



Properties

- static [CTHelper Instance](#) [get]

5.22.1 Detailed Description

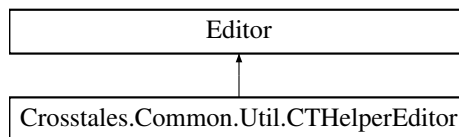
Helper to reset the necessary settings.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTHelper.cs

5.23 Crosstales.Common.Util.CTHelperEditor Class Reference

Inheritance diagram for Crosstales.Common.Util.CTHelperEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

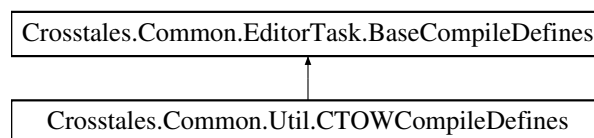
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTHelper.cs

5.24 Crosstales.Common.Util.CTOWCompileDefines Class Reference

Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTOWCompileDefines:



Additional Inherited Members

5.24.1 Detailed Description

Adds "CT_OPENWINDOW" define symbol to PlayerSettings define symbols.

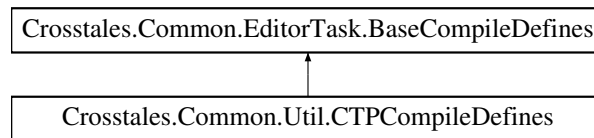
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/CT↔ OpenWindow/Editor/CTOWCompileDefines.cs

5.25 Crosstales.Common.Util.CTPCompileDefines Class Reference

Adds "CT_PROC" define symbol to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.Util.CTPCompileDefines:



Additional Inherited Members

5.25.1 Detailed Description

Adds "CT_PROC" define symbol to PlayerSettings define symbols.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/CT← Process/Scripts/Editor/CTPCompileDefines.cs

5.26 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.

5.26.1 Detailed Description

Wrapper for the PlayerPrefs.

5.26.2 Member Function Documentation

5.26.2.1 DeleteAll()

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

Deletes all keys.

5.26.2.2 DeleteKey()

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

Delete the key.

Parameters

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

5.26.2.3 GetBool()

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

Allows to get a bool from a key.

Parameters

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

Returns

Value for the key.

5.26.2.4 GetColor()

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

Allows to get a Color from a key.

Parameters

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

Returns

Value for the key.

5.26.2.5 GetDate()

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

Allows to get a DateTime from a key.

Parameters

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

Returns

Value for the key.

5.26.2.6 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.

5.26.2.7 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.

5.26.2.8 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.

5.26.2.9 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.

5.26.2.10 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.

5.26.2.11 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.

5.26.2.12 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.

5.26.2.13 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.

5.26.2.14 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.

5.26.2.15 Save()

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

Saves all modifications.

5.26.2.16 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.

5.26.2.17 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.

5.26.2.18 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.

5.26.2.19 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.

5.26.2.20 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.

5.26.2.21 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.

5.26.2.22 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.

5.26.2.23 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.

5.26.2.24 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.

5.26.2.25 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.

5.26.2.26 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/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTPlayerPrefs.cs

5.27 Crosstales.Common.Util.CTPMacOSPostProcessor Class Reference

Post processor for macOS.

Static Public Member Functions

- static void **OnPostprocessBuild** (BuildTarget target, string pathToBuiltProject)

5.27.1 Detailed Description

Post processor for macOS.

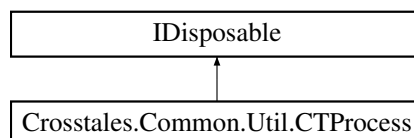
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/CT↔ Process/Scripts/Editor/CTPMacOSPostProcessor.cs

5.28 Crosstales.Common.Util.CTPProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTPProcess:



Public Member Functions

- void [Start](#) ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void [Start](#) (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void [Kill](#) ()
Immediately stops the associated process.
- void [WaitForExit](#) (int milliseconds=0)
- void [BeginOutputReadLine](#) ()
- void [BeginErrorReadLine](#) ()
- void [Dispose](#) ()
- void [Start](#) ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void [Start](#) (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void [Kill](#) ()
Immediately stops the associated process.
- void [WaitForExit](#) (int milliseconds=0)
- void [BeginOutputReadLine](#) ()
- void [BeginErrorReadLine](#) ()
- void [Dispose](#) ()

Public Attributes

- uint [ExitCode](#) => exitCode
Gets the value that the associated process specified when it terminated.

Properties

- System.IntPtr [Handle](#) [get]
Gets the native handle of the associated process.
- int [Id](#) [get]
Gets the unique identifier for the associated process.
- CTProcessStartInfo [StartInfo](#) [get, set]
Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.
- bool [HasExited](#) [get]
Gets a value indicating whether the associated process has been terminated.
- System.DateTime [StartTime](#) [get]
Gets the time that the associated process was started.
- System.DateTime [ExitTime](#) [get]
Gets the time that the associated process exited.
- System.IO.StreamReader [StandardOutput](#) [get]
Gets a stream used to read the textual output of the application.
- System.IO.StreamReader [StandardError](#) [get]
Gets a stream used to read the error output of the application.
- bool [isBusy](#) [get]
Gets a value indicating whether the associated process has been busy.

Events

- System.EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

5.28.1 Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

5.28.2 Member Function Documentation

5.28.2.1 Kill() [1/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.28.2.2 Kill() [2/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.28.2.3 Start() [1/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.28.2.4 Start() [2/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.28.2.5 Start() [3/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.28.2.6 Start() [4/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.28.3 Member Data Documentation

5.28.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode => exitCode
```

Gets the value that the associated process specified when it terminated.

5.28.4 Property Documentation

5.28.4.1 ExitTime

```
System.DateTime Crosstales.Common.Util.CTProcess.ExitTime [get]
```

Gets the time that the associated process exited.

5.28.4.2 Handle

```
System.IntPtr Crosstales.Common.Util.CTProcess.Handle [get]
```

Gets the native handle of the associated process.

5.28.4.3 HasExited

```
bool Crosstales.Common.Util.CTProcess.HasExited [get]
```

Gets a value indicating whether the associated process has been terminated.

5.28.4.4 Id

```
int Crosstales.Common.Util.CTProcess.Id [get]
```

Gets the unique identifier for the associated process.

5.28.4.5 isBusy

```
bool Crosstales.Common.Util.CTProcess.isBusy [get]
```

Gets a value indicating whether the associated process has been busy.

5.28.4.6 StandardError

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError [get]
```

Gets a stream used to read the error output of the application.

5.28.4.7 StandardOutput

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput [get]
```

Gets a stream used to read the textual output of the application.

5.28.4.8 StartInfo

```
CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo [get], [set]
```

Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.

5.28.4.9 StartTime

System.DateTime Crosstales.Common.Util.CTProcess.StartTime [get]

Gets the time that the associated process was started.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/CT↔
Process/Scripts/CTProcess.cs

5.29 Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↔
StartInfo"-class with the most important properties).

Properties

- bool [UseThread](#) [get, set]
Gets or sets the application to be threaded.
- bool [UseCmdExecute](#) [get, set]
Gets or sets the application to be started in cmd (command prompt).
- string [FileName](#) [get, set]
Gets or sets the application or document to start.
- string [Arguments](#) [get, set]
Gets or sets the set of command-line arguments to use when starting the application.
- bool [CreateNoWindow](#) [get, set]
Gets or sets a value indicating whether to start the process in a new window.
- string [WorkingDirectory](#) [get, set]
Gets or sets the working directory for the process to be started.
- bool [RedirectStandardOutput](#) [get, set]
Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.
- bool [RedirectStandardError](#) [get, set]
Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.
- System.Text.Encoding [StandardOutputEncoding](#) [get, set]
Gets or sets the preferred encoding for standard output (UTF8 per default).
- System.Text.Encoding [StandardErrorEncoding](#) [get, set]
Gets or sets the preferred encoding for error output (UTF8 per default).
- bool [UseShellExecute](#) [get, set]
Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.29.1 Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↔
StartInfo"-class with the most important properties).

5.29.2 Property Documentation

5.29.2.1 Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

5.29.2.2 CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

5.29.2.3 FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName [get], [set]
```

Gets or sets the application or document to start.

5.29.2.4 RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

5.29.2.5 RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

5.29.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get],  
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

5.29.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get],  
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

5.29.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

5.29.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.29.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread [get], [set]
```

Gets or sets the application to be threaded.

5.29.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory [get], [set]
```

Gets or sets the working directory for the process to be started.

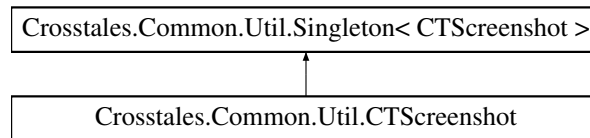
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/CT↔
Process/Scripts/CTProcess.cs

5.30 Crosstales.Common.Util.CTScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.CTScreenshot:



Public Member Functions

- void [Capture](#) ()
Capture the screen.
- void **Start** ()

Public Attributes

- string [Prefix](#) = "CT_Screenshot"
Prefix for the generate file names.
- int [Scale](#) = 1
summary>Key-press to capture the screen (default: F8).
- KeyCode [KeyCode](#) = KeyCode.F8
summary>Show file location (default: true).
- bool **ShowFileLocation** = true

Additional Inherited Members

5.30.1 Detailed Description

Take screen shots inside an application.

5.30.2 Member Function Documentation

5.30.2.1 Capture()

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

Capture the screen.

5.30.3 Member Data Documentation

5.30.3.1 KeyCode

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

summary>Show file location (default: true).

5.30.3.2 Prefix

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

Prefix for the generate file names.

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

5.30.3.3 Scale

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

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

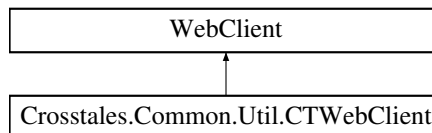
The documentation for this class was generated from the following file:

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

5.31 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

5.31.1 Detailed Description

Specialized WebClient.

5.31.2 Property Documentation

5.31.2.1 ConnectionLimit

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

Connection limit for all WebClients

5.31.2.2 Timeout

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

Timeout in milliseconds

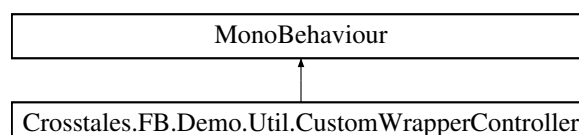
The documentation for this class was generated from the following file:

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

5.32 Crosstales.FB.Demo.Util.CustomWrapperController Class Reference

Controls the custom wrapper in demo builds.

Inheritance diagram for Crosstales.FB.Demo.Util.CustomWrapperController:



Public Attributes

- [Crosstales.FB.Wrapper.BaseCustomFileBrowser Wrapper](#)

5.32.1 Detailed Description

Controls the custom wrapper in demo builds.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demos/↔ Scripts/CustomWrapperController.cs

5.33 Crosstales.FB.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

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

Static Public Attributes

- static bool [UPDATE_CHECK](#) = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool [COMPILE_DEFINES](#) = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT_COMPILE_DEFINES
Enable or disable adding compile define "CT_FB" for the asset.
- static bool [PREFAB_AUTOLOAD](#) = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT_PREFAB_AUTO↔
LOAD
Automatically load and add the prefabs to the scene.
- static bool [HIERARCHY_ICON](#) = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT_HIERARCHY_ICON
Enable or disable the icon in the hierarchy.
- static bool [MACOS_MODIFY_BUNDLE](#) = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT_MACOS_M↔
ODIFY_BUNDLE
Enable or disable the modifications of the bundle under macOS.
- static bool [WSA_MODIFY_MANIFEST](#) = Crosstales.FB.EditorUtil.EditorConstants.DEFAULT_WSA_MOD↔
IFY_MANIFEST
Enable or disable the modifications of the Package.appxmanifest under UWP (WSA).
- static bool [isLoading](#)
Is the configuration loaded?
- static string [PREFAB_PATH](#) => [ASSET_PATH](#) + Crosstales.FB.EditorUtil.EditorConstants.PREFAB_SUBPATH
Returns the path of the prefabs.

Properties

- static string `ASSET_PATH` [get]
Returns the path to the asset inside the Unity project.

5.33.1 Detailed Description

Editor configuration for the asset.

5.33.2 Member Function Documentation

5.33.2.1 Load()

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

Loads the all changeable variables.

5.33.2.2 Reset()

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

Resets all changeable variables to their default value.

5.33.2.3 Save()

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

Saves the all changeable variables.

5.33.3 Member Data Documentation

5.33.3.1 COMPILE_DEFINES

```
bool Crosstales.FB.EditorUtil.EditorConfig.COMPILE_DEFINES = Crosstales.FB.EditorUtil.Editor←  
Constants.DEFAULT_COMPILE_DEFINES [static]
```

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

5.33.3.2 HIERARCHY_ICON

```
bool Crosstales.FB.EditorUtil.EditorConfig.HIERARCHY_ICON = Crosstales.FB.EditorUtil.Editor↔  
Constants.DEFAULT_HIERARCHY_ICON [static]
```

Enable or disable the icon in the hierarchy.

5.33.3.3 isLoaded

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

Is the configuration loaded?

5.33.3.4 MACOS_MODIFY_BUNDLE

```
bool Crosstales.FB.EditorUtil.EditorConfig.MACOS_MODIFY_BUNDLE = Crosstales.FB.EditorUtil.↔  
EditorConstants.DEFAULT_MACOS_MODIFY_BUNDLE [static]
```

Enable or disable the modifications of the bundle under macOS.

5.33.3.5 PREFAB_AUTOLOAD

```
bool Crosstales.FB.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = Crosstales.FB.EditorUtil.Editor↔  
Constants.DEFAULT_PREFAB_AUTOLOAD [static]
```

Automatically load and add the prefabs to the scene.

5.33.3.6 PREFAB_PATH

```
string Crosstales.FB.EditorUtil.EditorConfig.PREFAB_PATH => ASSET_PATH + Crosstales.FB.EditorUtil.EditorConst↔  
[static]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

5.33.3.7 UPDATE_CHECK

```
bool Crosstales.FB.EditorUtil.EditorConfig.UPDATE_CHECK = Crosstales.FB.EditorUtil.Editor↔  
Constants.DEFAULT_UPDATE_CHECK [static]
```

Enable or disable update-checks for the asset.

5.33.3.8 WSA_MODIFY_MANIFEST

```
bool Crosstales.FB.EditorUtil.EditorConfig.WSA_MODIFY_MANIFEST = Crosstales.FB.EditorUtil.↔  
EditorConstants.DEFAULT_WSA_MODIFY_MANIFEST [static]
```

Enable or disable the modifications of the Package.appxmanifest under UWP (WSA).

5.33.4 Property Documentation

5.33.4.1 ASSET_PATH

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

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔
Editor/Util/EditorConfig.cs

5.34 Crosstales.FB.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = Constants.KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_PREFAB_AUTOLOAD** = Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_MACOS_MODIFY_BUNDLE** = Constants.KEY_PREFIX + "MACOS_MODIFY_BUNDLE"
- const string **KEY_WSA_MODIFY_MANIFEST** = Constants.KEY_PREFIX + "WSA_MODIFY_MANIFEST"
- const string **KEY_UPDATE_DATE** = Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/FileBrowser/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- const bool **DEFAULT_MACOS_MODIFY_BUNDLE** = true
- const bool **DEFAULT_WSA_MODIFY_MANIFEST** = false
- static string **PREFAB_SUBPATH** = "Resources/Prefabs/"
Sub-path to the prefabs.
- static string **ASSET_URL** => Constants.ASSET_PRO_URL
Returns the URL of the asset in UAS.
- static string **ASSET_ID** => "98713"
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** => new System.Guid("f9c139be-4da6-4d0f-894a-0675635af15f")
Returns the UID of the asset.

5.34.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.34.2 Member Data Documentation

5.34.2.1 ASSET_ID

```
string Crosstales.FB.EditorUtil.EditorConstants.ASSET_ID => "98713" [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.34.2.2 ASSET_UID

```
System.Guid Crosstales.FB.EditorUtil.EditorConstants.ASSET_UID => new System.Guid("f9c139be-4da6-4d0f-894a-06")  
[static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.34.2.3 ASSET_URL

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

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.34.2.4 PREFAB_SUBPATH

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

Sub-path to the prefabs.

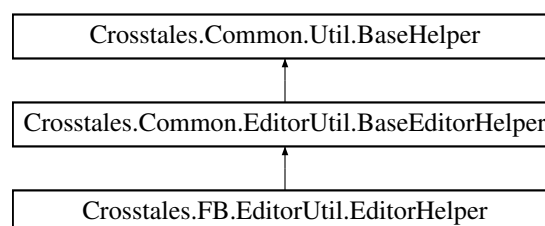
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔
Editor/Util/EditorConstants.cs

5.35 Crosstales.FB.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.FB.EditorUtil.EditorHelper:



Static Public Member Functions

- static void [FBUnavailable](#) ()
Shows an "FileBrowser unavailable"-UI.
- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.

Static Public Attributes

- const int [GO_ID](#) = 26
Start index inside the "GameObject"-menu.
- const int [MENU_ID](#) = 11018
Start index inside the "Tools"-menu.
- static Texture2D [Logo_Asset](#) => loadImage(ref logo_asset, "logo_asset_pro.png")
- static Texture2D [Logo_Asset_Small](#) => loadImage(ref logo_asset_small, "logo_asset_small_pro.png")
- static Texture2D [Icon_File](#) => loadImage(ref icon_file, "icon_file.png")
- static bool [isFileBrowserInScene](#) => GameObject.FindObjectOfType(typeof([FileBrowser](#))) != null
Checks if the "FileBrowser"-prefab is in the scene.

Additional Inherited Members

5.35.1 Detailed Description

Editor helper class.

5.35.2 Member Function Documentation

5.35.2.1 FBUnavailable()

```
static void Crosstales.FB.EditorUtil.EditorHelper.FBUnavailable ( ) [static]
```

Shows an "FileBrowser unavailable"-UI.

5.35.2.2 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

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

5.35.3 Member Data Documentation

5.35.3.1 GO_ID

```
const int Crosstales.FB.EditorUtil.EditorHelper.GO_ID = 26 [static]
```

Start index inside the "GameObject"-menu.

5.35.3.2 isFileBrowserInScene

```
bool Crosstales.FB.EditorUtil.EditorHelper.isFileBrowserInScene => GameObject.FindObjectOfType<FileBrowser>() != null [static]
```

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

Returns

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

5.35.3.3 MENU_ID

```
const int Crosstales.FB.EditorUtil.EditorHelper.MENU_ID = 11018 [static]
```

Start index inside the "Tools"-menu.

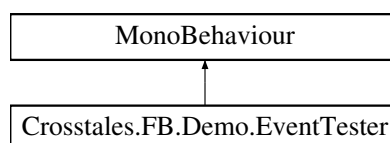
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/Editor/Util/EditorHelper.cs

5.36 Crosstales.FB.Demo.EventTester Class Reference

Simple test script for all UnityEvent-callbacks.

Inheritance diagram for Crosstales.FB.Demo.EventTester:



Public Member Functions

- void **OnOpenFilesCompleted** (bool selected, string singleFile, string listOfFiles)
- void **OnOpenFoldersCompleted** (bool selected, string singleFolder, string listOfFolders)
- void **OnSaveFileCompleted** (bool selected, string saveFile)

5.36.1 Detailed Description

Simple test script for all UnityEvent-callbacks.

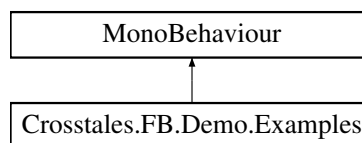
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demos/←→ Scripts/EventTester.cs

5.37 Crosstales.FB.Demo.Examples Class Reference

[Examples](#) for all methods.

Inheritance diagram for Crosstales.FB.Demo.Examples:



Public Member Functions

- void **OpenSingleFile** ()
- void **OpenFiles** ()
- void **OpenSingleFolder** ()
- void **OpenFolders** ()
- void **SaveFile** ()
- void **OpenSingleFileAsync** ()
- void **OpenFilesAsync** ()
- void **OpenSingleFolderAsync** ()
- void **OpenFoldersAsync** ()
- void **SaveFileAsync** ()

Public Attributes

- GameObject **TextPrefab**
- GameObject **ScrollView**
- Button **OpenFilesBtn**
- Button **OpenFoldersBtn**

5.37.1 Detailed Description

[Examples](#) for all methods.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demos/↔ Scripts/Examples.cs

5.38 Crosstales.FB.Extension Struct Reference

Public Member Functions

- **Extension** (string filterName, params string[] filterExtensions)
- override string **ToString** ()

Public Attributes

- string **Name**
- string[] **Extensions**

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Native/FileBrowserWSAImpl.cs

5.39 Crosstales.FB.ExtensionFilter Struct Reference

Filter for extensions.

Public Member Functions

- **ExtensionFilter** (string filterName, params string[] filterExtensions)
- override string **ToString** ()

Public Attributes

- string **Name**
- string[] **Extensions**

5.39.1 Detailed Description

Filter for extensions.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/FileBrowser.cs

5.40 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [CTReverse](#) (this string str)
Extension method for strings. Reverses a string.
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains any given string.
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains all given strings.
- static string [CTRemoveNewLines](#) (this string str, string replacement="#nl#", string newLine=null)
Extension method for strings. Replaces new lines with a replacement string pattern.
- static string [CTAddNewLines](#) (this string str, string replacement="#nl#", string newLine=null)
Extension method for strings. Replaces a given string pattern with new lines in a string.
- static bool [CTIsNumeric](#) (this string str)
Extension method for strings. Checks if the string is numeric.
- static bool [CTIsInteger](#) (this string str)
Extension method for strings. Checks if the string is integer.
- static bool [CTIsEmail](#) (this string str)
Extension method for strings. Checks if the string is an email address.
- static bool [CTIsWebsite](#) (this string str)
Extension method for strings. Checks if the string is a website address.
- static bool [CTIsCreditcard](#) (this string str)
Extension method for strings. Checks if the string is a creditcard.
- static bool [CTIsIPv4](#) (this string str)
Extension method for strings. Checks if the string is an IPv4 address.
- static bool [CTIsAlphanumeric](#) (this string str)

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

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

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

 - static bool [CTStartsWith](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.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.StringComparison.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.StringComparison.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.StringComparison.OrdinalIgnoreCase)
- Extension method for strings. Returns the index of the first occurrence of a given string.*

 - static int [CTIndexOf](#) (this string str, string toCheck, int startIndex, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
- Extension method for strings. Returns the index of the first occurrence of a given string.*

 - static string [CTToBase64](#) (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a string to a Base64-string.*

 - static string [CTFromBase64](#) (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a Base64-string to a string.*

 - static byte[] [CTFromBase64ToByteArray](#) (this string str)
- Extension method for strings. Converts the value of a Base64-string to a byte-array.*

 - static string [CTToHex](#) (this string str, bool addPrefix=false)
- Extension method for strings. Converts the value of a string to a Hex-string (with Unicode support).*

 - static string [CTHexToString](#) (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a string (with Unicode support).*

 - static Color32 [CTHexToColor32](#) (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a Color32.*

 - static Color [CTHexToColor](#) (this string hexString)
- Extension method for strings. Converts the Hex-value of a string to a Color.*

 - static byte[] [CTToByteArray](#) (this string str, System.Text.Encoding encoding=null)
- Extension method for strings. Converts the value of a string to a byte-array.*

 - static string [CTClearTags](#) (this string str)
- Extension method for strings. Cleans a given text from tags.*

 - static string [CTClearSpaces](#) (this string str)
- Extension method for strings. Cleans a given text from multiple spaces.*

 - static string [CTClearLineEndings](#) (this string str)
- Extension method for strings. Cleans a given text from line endings.*

 - static void [CTShuffle< T >](#) (this T[] array, int seed=0)
- Extension method for arrays. Shuffles an array.*

 - static string [CTDump< T >](#) (this T[] array, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
- Extension method for arrays. Dumps an array to a string.*

 - static string [CTDump](#) (this Quaternion[] array)
- Extension method for Quaternion-arrays. Dumps an array to a string.*

 - static string [CTDump](#) (this Vector2[] array)
- Extension method for Vector2-arrays. Dumps an array to a string.*

- static string [CTDump](#) (this Vector3[] array)
Extension method for Vector3-arrays. Dumps an array to a string.
- static string [CTDump](#) (this Vector4[] array)
Extension method for Vector4-arrays. Dumps an array to a string.
- static string[] [CTToStringArray< T >](#) (this T[] array)
Extension method for arrays. Generates a string array with all entries (via ToString).
- static float[] [CTToFloatArray](#) (this byte[] array, int count=0)
Extension method for byte-arrays. Converts a byte-array to a float-array.
- static byte[] [CTToByteArray](#) (this float[] array, int count=0)
Extension method for float-arrays. Converts a float-array to a byte-array.
- static Texture2D [CTToTexture](#) (this byte[] data, Texture2D supportTexture=null)
Extension method for byte-arrays. Converts a byte-array to a Texture. Supported image formats: PNG and JPG.
- static Sprite [CTToSprite](#) (this byte[] data, Texture2D supportTexture=null)
Extension method for byte-arrays. Converts a byte-array to a Sprite. Supported image formats: PNG and JPG.
- static string [CTToString](#) (this byte[] data, System.Text.Encoding encoding=null)
Extension method for byte-arrays. Converts a byte-array to a string.
- static string [CTToBase64](#) (this byte[] data)
Extension method for byte-arrays. Converts a byte-array to a Base64-string.
- static T[] [GetColumn< T >](#) (this T[,] matrix, int columnNumber)
Extension method for 2D-arrays. Returns the column of a 2D-array as array.
- static T[] [GetRow< T >](#) (this T[,] matrix, int rowNumber)
Extension method for 2D-arrays. Returns the row of a 2D-array as array.
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)
Extension method for IList. Shuffles a List.
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
Extension method for IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)
Extension method for Quaternion-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)
Extension method for Vector2-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)
Extension method for Vector3-IList. Dumps a list to a string.
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)
Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)
Extension method for IList. Generates a string list with all entries (via ToString).
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="", bool appendNewLine=true, string delimiter="; ")
Extension method for IDictionary. Dumps a dictionary to a string.
- static void [CTAddRange< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, System.Collections.Generic.IDictionary< K, V > collection)
Extension method for IDictionary. Adds a dictionary to an existing one.
- static byte[] [CTReadFully](#) (this System.IO.Stream input)
Extension method for Stream. Reads the full content of a Stream.
- static string [CTToHexRGB](#) (this Color32 input)
Extension method for Color32. Converts the value of a color to a RGB Hex-string.
- static string [CTToHexRGB](#) (this Color input)
Extension method for Color. Converts the value of a color to a RGB Hex-string.
- static string [CTToHexRGBA](#) (this Color32 input)

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

 - static string [CTToHexRGBA](#) (this Color input)
- Extension method for Color. Converts the value of a color to a RGBA Hex-string.*

 - static Vector3 [CTVector3](#) (this Color32 color)
- Extension method for Color32. Convert it to a Vector3.*

 - static Vector3 [CTVector3](#) (this Color color)
- Extension method for Color. Convert it to a Vector3.*

 - static Vector4 [CTVector4](#) (this Color32 color)
- Extension method for Color32. Convert it to a Vector4.*

 - static Vector4 [CTVector4](#) (this Color color)
- Extension method for Color. Convert it to a Vector4.*

 - static Vector2 [CTMultiply](#) (this Vector2 a, Vector2 b)
- Allows you to multiply two Vector2s together, something Unity sorely lacks by default.*

 - static Vector3 [CTMultiply](#) (this Vector3 a, Vector3 b)
- Allows you to multiply two Vector3s together, something Unity sorely lacks by default.*

 - static Vector3 [CTFlatten](#) (this Vector3 a)
- Returns a Vector3 with a 0 y-axis. This is useful for keeping entities oriented perpendicular to the ground.*

 - static Quaternion [CTQuaternion](#) (this Vector3 eulerAngle)
- Extension method for Vector3. Convert it to a Quaternion.*

 - static Color [CTColorRGB](#) (this Vector3 rgb, float alpha=1f)
- Extension method for Vector3. Convert it to a Color.*

 - static Vector4 [CTMultiply](#) (this Vector4 a, Vector4 b)
- Allows you to multiply two Vector4s together, something Unity sorely lacks by default.*

 - static Quaternion [CTQuaternion](#) (this Vector4 angle)
- Extension method for Vector4. Convert it to a Quaternion.*

 - static Color [CTColorRGBA](#) (this Vector4 rgba)
- Extension method for Vector4. Convert it to a Color.*

 - static Vector3 [CTVector3](#) (this Quaternion angle)
- Extension method for Quaternion. Convert it to a Vector3.*

 - static Vector4 [CTVector4](#) (this Quaternion angle)
- Extension method for Quaternion. Convert it to a Vector4.*

 - static Vector3 [CTCorrectLossyScale](#) (this Canvas canvas)
- Extension method for Canvas. Convert current resolution scale.*

 - static void [CTGetLocalCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
- Extension method for RectTransform. Sets the local corners of a RectTransform to a given array.*

 - static Vector3[] [CTGetLocalCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)
- Extension method for RectTransform. Returns the local corners of a RectTransform.*

 - static void [CTGetScreenCorners](#) (this RectTransform transform, Vector3[] fourCornersArray, Canvas canvas, float inset=0, bool corrected=false)
- Extension method for RectTransform. Sets the world corners of a RectTransform to a given array.*

 - static Vector3[] [CTGetScreenCorners](#) (this RectTransform transform, Canvas canvas, float inset=0, bool corrected=false)
- Extension method for RectTransform. Returns the screen (world) corners of a RectTransform.*

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

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

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

- static void [CTSetTop](#) (this RectTransform transform, float value)
Extension method for RectTransform. Sets the Top-property of a RectTransform.
- static void [CTSetBottom](#) (this RectTransform transform, float value)
Extension method for RectTransform. Sets the Bottom-property of a RectTransform.
- static float [CTGetLeft](#) (this RectTransform transform)
Extension method for RectTransform. Gets the Left-property of a RectTransform.
- static float [CTGetRight](#) (this RectTransform transform)
Extension method for RectTransform. Gets the Right-property of a RectTransform.
- static float [CTGetTop](#) (this RectTransform transform)
Extension method for RectTransform. Gets the Top-property of a RectTransform.
- static float [CTGetBottom](#) (this RectTransform transform)
Extension method for RectTransform. Gets the Bottom-property of a RectTransform.
- static Vector4 [CTGetLRTB](#) (this RectTransform transform)
Extension method for RectTransform. Gets the Left/Right/Top/Bottom-properties of a RectTransform.
- static void [CTSetLRTB](#) (this RectTransform transform, Vector4 lrtb)
Extension method for RectTransform. Sets the Left/Right/Top/Bottom-properties of a RectTransform.
- static System.Collections.Generic.List< GameObject > [CTFindAll](#) (this Component component, string name, int maxDepth=0)
Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects
- static System.Collections.Generic.List< T > [CTFindAll< T >](#) (this Component component, string name)
Extension method for Component. Recursively searches all children of a parent Component for specific named GameObjects
- static GameObject [CTFind](#) (this MonoBehaviour mb, string name)
Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject
- static T [CTFind< T >](#) (this MonoBehaviour mb, string name)
Extension method for MonoBehaviour. Recursively searches all children of a parent MonoBehaviour for specific named GameObject and returns a component.
- static GameObject [CTFind](#) (this GameObject go, string name)
Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject
- static T [CTFind< T >](#) (this GameObject go, string name)
Extension method for GameObject. Recursively searches all children of a parent GameObject for specific named GameObject and returns a component.
- static Bounds [CTGetBounds](#) (this GameObject go)
Extension method for GameObject. Returns the bounds of a GameObject including the children.
- static Transform [CTFind](#) (this Transform transform, string name)
Extension method for Transform. Recursively searches all children of a parent transform for specific named transform
- static T [CTFind< T >](#) (this Transform transform, string name)
Extension method for Transform. Recursively searches all children of a parent transform for specific named transform and returns a component.
- static byte[] [CTToPNG](#) (this Sprite sprite)
Extension method for Sprite. Converts a Sprite to a PNG byte-array.
- static byte[] [CTToJPG](#) (this Sprite sprite)
Extension method for Sprite. Converts a Sprite to a JPG byte-array.
- static byte[] [CTToTGA](#) (this Sprite sprite)
Extension method for Sprite. Converts a Sprite to a TGA byte-array.
- static byte[] [CTToEXR](#) (this Sprite sprite)
Extension method for Sprite. Converts a Sprite to a EXR byte-array.
- static byte[] [CTToPNG](#) (this Texture2D texture)
Extension method for Texture. Converts a Texture to a PNG byte-array.

- static byte[] [CTToJPG](#) (this Texture2D texture)
Extension method for Texture. Converts a Texture to a JPG byte-array.
- static byte[] [CTToTGA](#) (this Texture2D texture)
Extension method for Texture. Converts a Texture to a TGA byte-array.
- static byte[] [CTToEXR](#) (this Texture2D texture)
Extension method for Texture. Converts a Texture to a EXR byte-array.
- static Sprite [CTToSprite](#) (this Texture2D texture, float pixelsPerUnit=100f)
Extension method for Texture. Converts a Texture to a Sprite.
- static Texture2D [CTRotate90](#) (this Texture2D texture)
Extension method for Texture. Rotates a Texture by 90 degrees.
- static Texture2D [CTRotate180](#) (this Texture2D texture)
Extension method for Texture. Rotates a Texture by 180 degrees.
- static Texture2D [CTRotate270](#) (this Texture2D texture)
Extension method for Texture. Rotates a Texture by 270 degrees.
- static Texture2D [CTToTexture2D](#) (this Texture texture)
Extension method for Texture. Convert a Texture to a Texture2D
- static Texture2D [CTToTexture2D](#) (this WebCamTexture texture)
Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D
- static Texture2D [CTFlipHorizontal](#) (this Texture2D texture)
Extension method for Texture. Flips a Texture2D horizontally
- static Texture2D [CTFlipVertical](#) (this Texture2D texture)
Extension method for Texture. Flips a Texture2D vertically
- static bool [CTHasActiveClip](#) (this AudioSource source)
Extension method for AudioSource. Determines if an AudioSource has an active clip.
- static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)
Extension method for Renderer. Determines if the renderer is visible from a certain camera.

5.40.1 Detailed Description

Various extension methods.

5.40.2 Member Function Documentation

5.40.2.1 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.

5.40.2.2 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.

5.40.2.3 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.

5.40.2.4 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.

5.40.2.5 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.

5.40.2.6 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.

5.40.2.7 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.

5.40.2.8 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.

5.40.2.9 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.

5.40.2.10 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.

5.40.2.11 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.

5.40.2.12 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.

5.40.2.13 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.

5.40.2.14 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.

5.40.2.15 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.

5.40.2.16 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.

5.40.2.17 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.

5.40.2.18 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.

5.40.2.19 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.

5.40.2.20 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.

5.40.2.21 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.

5.40.2.22 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.

5.40.2.23 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.

5.40.2.24 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.

5.40.2.25 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.

5.40.2.26 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.

5.40.2.27 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.

5.40.2.28 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.

5.40.2.29 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.

5.40.2.30 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.

5.40.2.31 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.

5.40.2.32 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***

5.40.2.33 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.

5.40.2.34 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.

5.40.2.35 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.

5.40.2.36 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.

5.40.2.37 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.

5.40.2.38 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.

5.40.2.39 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.

5.40.2.40 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.

5.40.2.41 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.

5.40.2.42 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.

5.40.2.43 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).

5.40.2.44 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.

5.40.2.45 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.

5.40.2.46 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.

5.40.2.47 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).

5.40.2.48 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.

5.40.2.49 CHasActiveClip()

```
static bool Crosstales.ExtensionMethods.CHasActiveClip (  
    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.

5.40.2.50 CHasInvalidChars()

```
static bool Crosstales.ExtensionMethods.CHasInvalidChars (  
    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.

5.40.2.51 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.

5.40.2.52 CTHexToColor()

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

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

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as Color.

5.40.2.53 CTHexToColor32()

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

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

Parameters

<i>hexString</i>	Input as Hex-string.
------------------	----------------------

Returns

Hex-string value as Color32.

5.40.2.54 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.

5.40.2.55 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.

5.40.2.56 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.

5.40.2.57 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.

5.40.2.58 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.

5.40.2.59 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.

5.40.2.60 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.

5.40.2.61 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.

5.40.2.62 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.

5.40.2.63 CTIsVisibleFrom()

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

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

Parameters

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

Returns

True if the renderer is visible by the given camera.

5.40.2.64 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.

5.40.2.65 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.

5.40.2.66 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.

5.40.2.67 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.

5.40.2.68 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.

5.40.2.69 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.

5.40.2.70 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.

5.40.2.71 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.

5.40.2.72 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.

5.40.2.73 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.

5.40.2.74 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.

5.40.2.75 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.

5.40.2.76 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.

5.40.2.77 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.

5.40.2.78 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.

5.40.2.79 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.

5.40.2.80 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.

5.40.2.81 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.

5.40.2.82 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.

5.40.2.83 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)

5.40.2.84 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)

5.40.2.85 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.

5.40.2.86 CTToBase64() [1/2]

```
static string Crosstales.ExtensionMethods.CTToBase64 (
    this byte[] data ) [static]
```

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

Parameters

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

Returns

Base64-string from the byte-array.

5.40.2.87 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.

5.40.2.88 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.

5.40.2.89 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.

5.40.2.90 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.

5.40.2.91 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.

5.40.2.92 CToFloatArray()

```
static float [] Crosstales.ExtensionMethods.CToFloatArray (  
    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.

5.40.2.93 CToHex()

```
static string Crosstales.ExtensionMethods.CToHex (  
    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.

5.40.2.94 CToHexRGB() [1/2]

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

5.40.2.95 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").

5.40.2.96 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").

5.40.2.97 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").

5.40.2.98 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.

5.40.2.99 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.

5.40.2.100 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.

5.40.2.101 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.

5.40.2.102 CToSprite() [1/2]

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

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

Parameters

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

Returns

Converted Sprite.

5.40.2.103 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.

5.40.2.104 CToString()

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

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

Parameters

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

Returns

Byte-array with the string.

5.40.2.105 CToString< T >()

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

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

Parameters

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

Returns

String list with all entries (via ToString).

5.40.2.106 CTTToStringArray< T >()

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

5.40.2.107 CTTToTexture()

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

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

Parameters

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

Returns

Converted Texture.

5.40.2.108 CTTToTexture2D() [1/2]

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

Extension method for Texture. Convert a Texture to a Texture2D

Parameters

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

Returns

Converted Texture2D.

5.40.2.109 CToTexture2D() [2/2]

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

Extension method for WebCamTexture. Convert a WebCamTexture to a Texture2D

Parameters

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

Returns

Converted Texture2D.

5.40.2.110 CToTGA() [1/2]

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

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

Parameters

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

Returns

Converted Sprite as TGA byte-array.

5.40.2.111 CToTGA() [2/2]

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

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

Parameters

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

Returns

Converted Texture as TGA byte-array.

5.40.2.112 CTToTitleCase()

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

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

Parameters

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

Returns

Converted string in title case.

5.40.2.113 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.

5.40.2.114 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.

5.40.2.115 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.

5.40.2.116 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.

5.40.2.117 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.

5.40.2.118 CTVector4() [3/3]

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

Extension method for Quaternion. Convert it to a Vector4.

Parameters

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

Returns

Vector4 from Quaternion.

5.40.2.119 GetColumn< T >()

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

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

Parameters

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

Returns

Column of a 2D-array as array.

5.40.2.120 GetRow< T >()

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

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

Parameters

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

Returns

Row of a 2D-array as array.

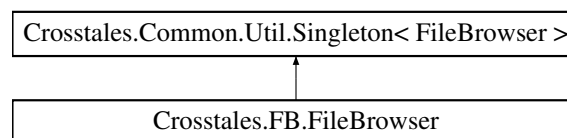
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/ExtensionMethods.cs

5.41 Crosstales.FB.FileBrowser Class Reference

Native file browser various actions like open file, open folder and save file.

Inheritance diagram for Crosstales.FB.FileBrowser:

**Public Member Functions**

- delegate void **OpenFilesStart** ()
- delegate void **OpenFilesComplete** (bool selected, string singleFile, string[] files)
- delegate void **OpenFoldersStart** ()
- delegate void **OpenFoldersComplete** (bool selected, string singleFolder, string[] folders)
- delegate void **SaveFileStart** ()
- delegate void **SaveFileComplete** (bool selected, string file)
- string **OpenSingleFile** (string extension="*")
 - Open native file browser for a single file.*
- string **OpenSingleFile** (string title, string directory, string defaultName, params string[] extensions)
 - Open native file browser for a single file.*
- string **OpenSingleFile** (string title, string directory, string defaultName, params **ExtensionFilter**[] extensions)
 - Open native file browser for a single file.*
- string[] **OpenFiles** (string extension="*")

- Open native file browser for multiple files.*

 - string[] [OpenFiles](#) (string title, string directory, string defaultName, params string[] extensions)

Open native file browser for multiple files.
- string[] [OpenFiles](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)

Open native file browser for multiple files.
- string [OpenSingleFolder](#) ()

Open native folder browser for a single folder.
- string [OpenSingleFolder](#) (string title, string directory="")

Open native folder browser for a single folder. NOTE: Title is not supported under Windows and UWP (WSA)!
- string[] [OpenFolders](#) ()

Open native folder browser for multiple folders. NOTE: Title and multiple folder selection are not supported under Windows and UWP (WSA)!
- string[] [OpenFolders](#) (string title, string directory="")

Open native folder browser for multiple folders. NOTE: Title and multiple folder selection are not supported under Windows and UWP (WSA)!
- string [SaveFile](#) (string defaultName="", string extension="*")

Open native save file browser.
- string [SaveFile](#) (string title, string directory, string defaultName, params string[] extensions)

Open native save file browser.
- string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)

Open native save file browser
- void [OpenSingleFileAsync](#) (string extension="*")

Asynchronously opens native file browser for a single file.
- void [OpenSingleFileAsync](#) (string title, string directory, string defaultName, params string[] extensions)

Asynchronously opens native file browser for a single file.
- void [OpenSingleFileAsync](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)

Asynchronously opens native file browser for a single file.
- void [OpenFilesAsync](#) (bool multiselect=true, params string[] extensions)

Asynchronously opens native file browser for multiple files.
- void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect=true, params string[] extensions)

Asynchronously opens native file browser for multiple files.
- void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect=true, params [ExtensionFilter](#)[] extensions)

Asynchronously opens native file browser for multiple files.
- void [OpenSingleFolderAsync](#) ()

Asynchronously opens native folder browser for a single folder.
- void [OpenSingleFolderAsync](#) (string title, string directory="")

Asynchronously opens native folder browser for a single folder. NOTE: Title is not supported under Windows and UWP (WSA)!
- void [OpenFoldersAsync](#) (bool multiselect=true)

Asynchronously opens native folder browser for multiple folders.
- void [OpenFoldersAsync](#) (string title, string directory="", bool multiselect=true)

Asynchronously opens native folder browser for multiple folders.
- void [SaveFileAsync](#) (string defaultName="", string extension="*")

Asynchronously opens native save file browser.
- void [SaveFileAsync](#) (string title, string directory, string defaultName, params string[] extensions)

Asynchronously opens native save file browser.
- void [SaveFileAsync](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)

Asynchronously opens native save file browser (async)
- string[] [GetFiles](#) (string path, bool isRecursive, params [ExtensionFilter](#)[] extensions)

- Find files inside a path.*

 - string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)

Find files inside a path.
- string[] [GetFolders](#) (string path, bool isRecursive=false)

Find folders inside.
- string[] [GetDrives](#) ()

Find all logical drives.
- void [OpenFilesAsync](#) (System.Action< string[]> cb, bool multiselect=true, params string[] extensions)

Open native file browser for multiple files.
- void [OpenFilesAsync](#) (System.Action< string[]> cb, string title, string directory, string defaultName, bool multiselect=true, params string[] extensions)

Open native file browser for multiple files.
- void [OpenFilesAsync](#) (System.Action< string[]> cb, string title, string directory, string defaultName, bool multiselect=true, params [ExtensionFilter](#)[] extensions)

Open native file browser for multiple files (async).
- void [OpenFoldersAsync](#) (System.Action< string[]> cb, bool multiselect=true)

Open native folder browser for multiple folders (async).
- void [OpenFoldersAsync](#) (System.Action< string[]> cb, string title, string directory="", bool multiselect=true)

Open native folder browser for multiple folders (async).
- void [SaveFileAsync](#) (System.Action< string > cb, string defaultName="", string extension="*")

Open native save file browser
- void [SaveFileAsync](#) (System.Action< string > cb, string title, string directory, string defaultName, params string[] extensions)

Open native save file browser
- void [SaveFileAsync](#) (System.Action< string > cb, string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)

Open native save file browser (async).

Static Public Member Functions

- static void [CopyFile](#) (string sourceFile, string destFile, bool move=false)

Copy or move a file.
- static void [CopyFolder](#) (string sourcePath, string destPath, bool move=false)

Copy or move a folder.
- static void [ShowFile](#) (string file)

Shows the location of a file (or folder) in OS file explorer. NOTE: only works on standalone platforms
- static void [ShowFolder](#) (string path)

Shows the location of a folder (or file) 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

Public Attributes

- string [CurrentOpenSingleFileName](#) => getNameFromPath([CurrentOpenSingleFile](#))

Returns the file name (without path) from the last "OpenSingleFile"-action.
- string [CurrentOpenSingleFolderName](#) => getNameFromPath([CurrentOpenSingleFolder](#))

Returns the folder name (without path) from the last "OpenSingleFolder"-action.
- string [CurrentSaveFileName](#) => getNameFromPath([CurrentSaveFile](#))

Returns the file name (without path) from the last "SaveFile"-action.
- byte[] [CurrentOpenSingleFileData](#) => wrapperHolder?.PlatformWrapper?.CurrentOpenSingleFileData

- Returns the data of the file from the last "OpenSingleFile"-action.*
- bool `canOpenFile` => wrapperHolder?.PlatformWrapper.canOpenFile ?? false
Indicates if this wrapper can open a file.
 - bool `canOpenFolder` => wrapperHolder?.PlatformWrapper.canOpenFolder ?? false
Indicates if this wrapper can open a folder.
 - bool `canSaveFile` => wrapperHolder?.PlatformWrapper.canSaveFile ?? false
Indicates if this wrapper can save a file.
 - bool `canOpenMultipleFiles` => wrapperHolder?.PlatformWrapper.canOpenMultipleFiles ?? false
Indicates if this wrapper can open multiple files.
 - bool `canOpenMultipleFolders` => wrapperHolder?.PlatformWrapper.canOpenMultipleFolders ?? false
Indicates if this wrapper can open multiple folders.
 - bool `isPlatformSupported` => wrapperHolder?.PlatformWrapper.isPlatformSupported ?? true
Indicates if this wrapper is supporting the current platform.
 - bool `isWorkingInEditor` => wrapperHolder?.PlatformWrapper.isWorkingInEditor ?? false
Indicates if this wrapper is working directly inside the Unity Editor (without 'Play'-mode).
 - `OnOpenFilesCompleted` **OnOpenFilesCompleted**
 - `OnOpenFoldersCompleted` **OnOpenFoldersCompleted**
 - `OnSaveFileCompleted` **OnSaveFileCompleted**

Protected Member Functions

- override void **Awake** ()

Properties

- `BaseCustomFileBrowser CustomWrapper` [get, set]
Custom wrapper for File Browser.
- bool `CustomMode` [get, set]
Enables or disables the custom wrapper.
- bool `LegacyFolderBrowser` [get, set]
Use the legacy folder browser (Windows).
- bool `AskOverwriteFile` [get, set]
Ask to overwrite existing file in save dialog (Windows).
- bool `AlwaysReadFile` [get, set]
Always read the file data (UWP).
- string `TitleOpenFile` [get, set]
Title for the 'Open File'-dialog.
- string `TitleOpenFiles` [get, set]
Title for the 'Open Files'-dialog.
- string `TitleOpenFolder` [get, set]
Title for the 'Open Folder'-dialog.
- string `TitleOpenFolders` [get, set]
Title for the 'Open Folders'-dialog.
- string `TitleSaveFile` [get, set]
Title for the 'Save File'-dialog.
- string `TextAllFiles` [get, set]
Text for 'All Files'-filter ().*
- string `NameSaveFile` [get, set]
Default name of the save-file.
- string?? `CurrentOpenSingleFile` [get, set]

- Returns the file from the last "OpenSingleFile"-action.*
- string[]?? [CurrentOpenFiles](#) [get, set]
Returns the array of files from the last "OpenFiles"-action.
- string?? [CurrentOpenSingleFolder](#) [get, set]
Returns the folder from the last "OpenSingleFolder"-action.
- string[]?? [CurrentOpenFolders](#) [get, set]
Returns the array of folders from the last "OpenFolders"-action.
- string?? [CurrentSaveFile](#) [get, set]
Returns the file from the last "SaveFile"-action.
- byte[]?? [CurrentSaveFileData](#) [get, set]
The data for the "SaveFile"-action.

Events

- OpenFilesStart [OnOpenFilesStart](#)
An event triggered whenever "OpenFiles" is started.
- OpenFilesComplete [OnOpenFilesComplete](#)
An event triggered whenever "OpenFiles" is completed.
- OpenFoldersStart [OnOpenFoldersStart](#)
An event triggered whenever "OpenFolders" is started.
- OpenFoldersComplete [OnOpenFoldersComplete](#)
An event triggered whenever "OpenFolders" is completed.
- SaveFileStart [OnSaveFileStart](#)
An event triggered whenever "SaveFile" is started.
- SaveFileComplete [OnSaveFileComplete](#)
An event triggered whenever "SaveFile" is completed.

Additional Inherited Members

5.41.1 Detailed Description

Native file browser various actions like open file, open folder and save file.

5.41.2 Member Function Documentation

5.41.2.1 CopyFile()

```
static void Crosstales.FB.FileBrowser.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)

5.41.2.2 CopyFolder()

```
static void Crosstales.FB.FileBrowser.CopyFolder (
    string sourcePath,
    string destPath,
    bool move = false ) [static]
```

Copy or move a folder.

Parameters

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

5.41.2.3 GetDrives()

```
string [] Crosstales.FB.FileBrowser.GetDrives ( )
```

Find all logical drives.

Returns

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

5.41.2.4 GetFiles() [1/2]

```
string [] Crosstales.FB.FileBrowser.GetFiles (
    string path,
    bool isRecursive,
    params ExtensionFilter[] extensions )
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search
<i>extensions</i>	List of extension filters for the search (optional)

Returns

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

5.41.2.5 GetFiles() [2/2]

```
string [] Crosstales.FB.FileBrowser.GetFiles (
    string path,
    bool isRecursive = false,
    params string[] extensions )
```

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.

5.41.2.6 GetFolders()

```
string [] Crosstales.FB.FileBrowser.GetFolders (
    string path,
    bool isRecursive = false )
```

Find folders 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.

5.41.2.7 OpenFile()

```
static void Crosstales.FB.FileBrowser.OpenFile (
    string file ) [static]
```

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

Parameters

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

5.41.2.8 OpenFiles() [1/3]

```
string [] Crosstales.FB.FileBrowser.OpenFiles (
    string extension = "*" )
```

Open native file browser for multiple files.

Parameters

<i>extension</i>	Allowed extension, e.g. "png" (optional)
------------------	--

Returns

Returns array of chosen files. Zero length array when cancelled

5.41.2.9 OpenFiles() [2/3]

```
string [] Crosstales.FB.FileBrowser.OpenFiles (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	List of extension filters (optional)

Returns

Returns array of chosen files. Zero length array when cancelled

5.41.2.10 OpenFiles() [3/3]

```
string [] Crosstales.FB.FileBrowser.OpenFiles (
    string title,
    string directory,
    string defaultName,
    params string[] extensions )
```

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	Allowed extensions, e.g. "png" (optional)

Returns

Returns array of chosen files. Zero length array when cancelled

5.41.2.11 OpenFilesAsync() [1/6]

```
void Crosstales.FB.FileBrowser.OpenFilesAsync (
    bool multiselect = true,
    params string[] extensions )
```

Asynchronously opens native file browser for multiple files.

Parameters

<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	Allowed extensions, e.g. "png" (optional)

Returns

Returns array of chosen files. Zero length array when cancelled

5.41.2.12 OpenFilesAsync() [2/6]

```
void Crosstales.FB.FileBrowser.OpenFilesAsync (
    string title,
    string directory,
    string defaultName,
    bool multiselect = true,
    params ExtensionFilter[] extensions )
```

Asynchronously opens native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	List of extension filters (optional)

Returns

Returns array of chosen files. Zero length array when cancelled

5.41.2.13 OpenFilesAsync() [3/6]

```
void Crosstales.FB.FileBrowser.OpenFilesAsync (
    string title,
    string directory,
    string defaultName,
    bool multiselect = true,
    params string[] extensions )
```

Asynchronously opens native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	Allowed extensions, e.g. "png" (optional)

Returns

Returns array of chosen files. Zero length array when cancelled

5.41.2.14 OpenFilesAsync() [4/6]

```
void Crosstales.FB.FileBrowser.OpenFilesAsync (
    System.Action< string[]> cb,
    bool multiselect = true,
    params string[] extensions )
```

Open native file browser for multiple files.

Parameters

<i>cb</i>	Callback for the async operation.
<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	Allowed extensions, e.g. "png" (optional)

Returns

Returns array of chosen files. Zero length array when cancelled

5.41.2.15 OpenFilesAsync() [5/6]

```
void Crosstales.FB.FileBrowser.OpenFilesAsync (
    System.Action< string[]> cb,
    string title,
    string directory,
    string defaultName,
    bool multiselect = true,
    params ExtensionFilter[] extensions )
```

Open native file browser for multiple files (async).

Parameters

<i>cb</i>	Callback for the async operation.
<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	List of extension filters (optional)

Returns

Returns array of chosen files. Zero length array when cancelled

5.41.2.16 OpenFilesAsync() [6/6]

```
void Crosstales.FB.FileBrowser.OpenFilesAsync (
    System.Action< string[]> cb,
    string title,
    string directory,
    string defaultName,
    bool multiselect = true,
    params string[] extensions )
```

Open native file browser for multiple files.

Parameters

<i>cb</i>	Callback for the async operation.
<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection (default: true, optional)
<i>extensions</i>	Allowed extensions, e.g. "png" (optional)

Returns

Returns array of chosen files. Zero length array when cancelled

5.41.2.17 OpenFolders() [1/2]

```
string [] Crosstales.FB.FileBrowser.OpenFolders ( )
```

Open native folder browser for multiple folders. NOTE: Title and multiple folder selection are not supported under Windows and UWP (WSA)!

Returns

Returns array of chosen folders. Zero length array when cancelled

5.41.2.18 OpenFolders() [2/2]

```
string [] Crosstales.FB.FileBrowser.OpenFolders (
    string title,
    string directory = "" )
```

Open native folder browser for multiple folders. NOTE: Title and multiple folder selection are not supported under Windows and UWP (WSA)!

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory (default: current, optional)

Returns

Returns array of chosen folders. Zero length array when cancelled

5.41.2.19 OpenFoldersAsync() [1/4]

```
void Crosstales.FB.FileBrowser.OpenFoldersAsync (
    bool multiselect = true )
```

Asynchronously opens native folder browser for multiple folders.

Parameters

<i>multiselect</i>	Allow multiple folder selection (default: true, optional)
--------------------	---

Returns

Returns array of chosen folders. Zero length array when cancelled

5.41.2.20 OpenFoldersAsync() [2/4]

```
void Crosstales.FB.FileBrowser.OpenFoldersAsync (
    string title,
    string directory = "",
    bool multiselect = true )
```

Asynchronously opens native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory (default: current, optional)
<i>multiselect</i>	Allow multiple folder selection (default: true, optional)

Returns

Returns array of chosen folders. Zero length array when cancelled

5.41.2.21 OpenFoldersAsync() [3/4]

```
void Crosstales.FB.FileBrowser.OpenFoldersAsync (
    System.Action< string[]> cb,
    bool multiselect = true )
```

Open native folder browser for multiple folders (async).

Parameters

<i>cb</i>	Callback for the async operation.
<i>multiselect</i>	Allow multiple folder selection (default: true, optional)

Returns

Returns array of chosen folders. Zero length array when cancelled

5.41.2.22 OpenFoldersAsync() [4/4]

```
void Crosstales.FB.FileBrowser.OpenFoldersAsync (
    System.Action< string[]> cb,
    string title,
    string directory = "",
    bool multiselect = true )
```

Open native folder browser for multiple folders (async).

Parameters

<i>cb</i>	Callback for the async operation.
<i>title</i>	Dialog title
<i>directory</i>	Root directory (default: current, optional)
<i>multiselect</i>	Allow multiple folder selection (default: true, optional)

Returns

Returns array of chosen folders. Zero length array when cancelled

5.41.2.23 OpenSingleFile() [1/3]

```
string Crosstales.FB.FileBrowser.OpenSingleFile (
    string extension = "*" )
```

Open native file browser for a single file.

Parameters

<i>extension</i>	Allowed extension, e.g. "png" (optional)
------------------	--

Returns

Returns a string of the chosen file. Empty string when cancelled

5.41.2.24 OpenSingleFile() [2/3]

```
string Crosstales.FB.FileBrowser.OpenSingleFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Open native file browser for a single file.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	List of extension filters (optional)

Returns

Returns a string of the chosen file. Empty string when cancelled

5.41.2.25 OpenSingleFile() [3/3]

```
string Crosstales.FB.FileBrowser.OpenSingleFile (
    string title,
    string directory,
    string defaultName,
    params string[] extensions )
```

Open native file browser for a single file.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	Allowed extensions, e.g. "png" (optional)

Returns

Returns a string of the chosen file. Empty string when cancelled

5.41.2.26 OpenSingleFileAsync() [1/3]

```
void Crosstales.FB.FileBrowser.OpenSingleFileAsync (
    string extension = "*" )
```

Asynchronously opens native file browser for a single file.

Parameters

<i>extension</i>	Allowed extension, e.g. "png" (optional)
------------------	--

Returns

Returns a string of the chosen file. Empty string when cancelled

5.41.2.27 OpenSingleFileAsync() [2/3]

```
void Crosstales.FB.FileBrowser.OpenSingleFileAsync (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Asynchronously opens native file browser for a single file.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	List of extension filters (optional)

Returns

Returns a string of the chosen file. Empty string when cancelled

5.41.2.28 OpenSingleFileAsync() [3/3]

```
void Crosstales.FB.FileBrowser.OpenSingleFileAsync (
    string title,
```

```

    string directory,
    string defaultName,
    params string[] extensions )

```

Asynchronously opens native file browser for a single file.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	Allowed extensions, e.g. "png" (optional)

Returns

Returns a string of the chosen file. Empty string when cancelled

5.41.2.29 OpenSingleFolder() [1/2]

```
string Crosstales.FB.FileBrowser.OpenSingleFolder ( )
```

Open native folder browser for a single folder.

Returns

Returns a string of the chosen folder. Empty string when cancelled

5.41.2.30 OpenSingleFolder() [2/2]

```

string Crosstales.FB.FileBrowser.OpenSingleFolder (
    string title,
    string directory = "" )

```

Open native folder browser for a single folder. NOTE: Title is not supported under Windows and UWP (WSA)!

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory (default: current, optional)

Returns

Returns a string of the chosen folder. Empty string when cancelled

5.41.2.31 OpenSingleFolderAsync() [1/2]

```
void Crosstales.FB.FileBrowser.OpenSingleFolderAsync ( )
```

Asynchronously opens native folder browser for a single folder.

Returns

Returns a string of the chosen folder. Empty string when cancelled

5.41.2.32 OpenSingleFolderAsync() [2/2]

```
void Crosstales.FB.FileBrowser.OpenSingleFolderAsync (
    string title,
    string directory = "" )
```

Asynchronously opens native folder browser for a single folder. NOTE: Title is not supported under Windows and UWP (WSA)!

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory (default: current, optional)

Returns

Returns a string of the chosen folder. Empty string when cancelled

5.41.2.33 SaveFile() [1/3]

```
string Crosstales.FB.FileBrowser.SaveFile (
    string defaultName = "",
    string extension = "*" )
```

Open native save file browser.

Parameters

<i>defaultName</i>	Default file name (optional)
<i>extension</i>	File extensions, e.g. "png" (optional)

Returns

Returns chosen file. Empty string when cancelled

5.41.2.34 SaveFile() [2/3]

```
string Crosstales.FB.FileBrowser.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Open native save file browser

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters (optional)

Returns

Returns chosen file. Empty string when cancelled

5.41.2.35 SaveFile() [3/3]

```
string Crosstales.FB.FileBrowser.SaveFile (
    string title,
    string directory,
    string defaultName,
    params string[] extensions )
```

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	File extensions, e.g. "png" (optional)

Returns

Returns chosen file. Empty string when cancelled

5.41.2.36 SaveFileAsync() [1/6]

```
void Crosstales.FB.FileBrowser.SaveFileAsync (
    string defaultName = "",
    string extension = "*" )
```

Asynchronously opens native save file browser.

Parameters

<i>defaultName</i>	Default file name (optional)
<i>extension</i>	File extension, e.g. "png" (optional)

Returns

Returns chosen file. Empty string when cancelled

5.41.2.37 SaveFileAsync() [2/6]

```
void Crosstales.FB.FileBrowser.SaveFileAsync (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Asynchronously opens native save file browser (async)

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters (optional)

Returns

Returns chosen file. Empty string when cancelled

5.41.2.38 SaveFileAsync() [3/6]

```
void Crosstales.FB.FileBrowser.SaveFileAsync (
    string title,
    string directory,
    string defaultName,
    params string[] extensions )
```

Asynchronously opens native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	File extensions, e.g. "png" (optional)

Returns

Returns chosen file. Empty string when cancelled

5.41.2.39 SaveFileAsync() [4/6]

```
void Crosstales.FB.FileBrowser.SaveFileAsync (
    System.Action< string > cb,
    string defaultName = "",
    string extension = "*" )
```

Open native save file browser

Parameters

<i>cb</i>	Callback for the async operation.
<i>defaultName</i>	Default file name (optional)
<i>extension</i>	File extension, e.g. "png" (optional)

Returns

Returns chosen file. Empty string when cancelled

5.41.2.40 SaveFileAsync() [5/6]

```
void Crosstales.FB.FileBrowser.SaveFileAsync (
    System.Action< string > cb,
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Open native save file browser (async).

Parameters

<i>cb</i>	Callback for the async operation.
<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters (optional)

Returns

Returns chosen file. Empty string when cancelled

5.41.2.41 SaveFileAsync() [6/6]

```
void Crosstales.FB.FileBrowser.SaveFileAsync (
    System.Action< string > cb,
    string title,
    string directory,
    string defaultName,
    params string[] extensions )
```

Open native save file browser

Parameters

<i>cb</i>	Callback for the async operation.
<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	File extensions, e.g. "png" (optional)

Returns

Returns chosen file. Empty string when cancelled

5.41.2.42 ShowFile()

```
static void Crosstales.FB.FileBrowser.ShowFile (
    string file ) [static]
```

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

5.41.2.43 ShowFolder()

```
static void Crosstales.FB.FileBrowser.ShowFolder (
    string path ) [static]
```

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

5.41.3 Member Data Documentation

5.41.3.1 canOpenFile

```
bool Crosstales.FB.FileBrowser.canOpenFile => wrapperHolder?.PlatformWrapper.canOpenFile ??
false
```

Indicates if this wrapper can open a file.

Returns

[Wrapper](#) can open a file.

5.41.3.2 canOpenFolder

```
bool Crosstales.FB.FileBrowser.canOpenFolder => wrapperHolder?.PlatformWrapper.canOpenFolder
?? false
```

Indicates if this wrapper can open a folder.

Returns

[Wrapper](#) can open a folder.

5.41.3.3 canOpenMultipleFiles

```
bool Crosstales.FB.FileBrowser.canOpenMultipleFiles => wrapperHolder?.PlatformWrapper.can←
OpenMultipleFiles ?? false
```

Indicates if this wrapper can open multiple files.

Returns

[Wrapper](#) can open multiple files.

5.41.3.4 canOpenMultipleFolders

```
bool Crosstales.FB.FileBrowser.canOpenMultipleFolders => wrapperHolder?.PlatformWrapper.can←
OpenMultipleFolders ?? false
```

Indicates if this wrapper can open multiple folders.

Returns

[Wrapper](#) can open multiple folders.

5.41.3.5 canSaveFile

```
bool Crosstales.FB.FileBrowser.canSaveFile => wrapperHolder?.PlatformWrapper.canSaveFile ??
false
```

Indicates if this wrapper can save a file.

Returns

[Wrapper](#) can save a file.

5.41.3.6 CurrentOpenSingleFileData

```
byte [] Crosstales.FB.FileBrowser.CurrentOpenSingleFileData => wrapperHolder?.PlatformWrapper?.Current↔
OpenSingleFileData
```

Returns the data of the file from the last "OpenSingleFile"-action.

Returns

Data of the file from the last "OpenSingleFile"-action.

5.41.3.7 CurrentOpenSingleFileName

```
string Crosstales.FB.FileBrowser.CurrentOpenSingleFileName => getNameFromPath(CurrentOpenSingleFile)
```

Returns the file name (without path) from the last "OpenSingleFile"-action.

Returns

File name from the last "OpenSingleFile"-action.

5.41.3.8 CurrentOpenSingleFolderName

```
string Crosstales.FB.FileBrowser.CurrentOpenSingleFolderName => getNameFromPath(CurrentOpenSingleFolder)
```

Returns the folder name (without path) from the last "OpenSingleFolder"-action.

Returns

Folder name from the last "OpenSingleFolder"-action.

5.41.3.9 CurrentSaveFileName

```
string Crosstales.FB.FileBrowser.CurrentSaveFileName => getNameFromPath(CurrentSaveFile)
```

Returns the file name (without path) from the last "SaveFile"-action.

Returns

File name from the last "SaveFile"-action.

5.41.3.10 isPlatformSupported

```
bool Crosstales.FB.FileBrowser.isPlatformSupported => wrapperHolder?.PlatformWrapper.isPlatformSupported ?? true
```

Indicates if this wrapper is supporting the current platform.

Returns

True if this wrapper supports current platform.

5.41.3.11 isWorkingInEditor

```
bool Crosstales.FB.FileBrowser.isWorkingInEditor => wrapperHolder?.PlatformWrapper.isWorkingInEditor ?? false
```

Indicates if this wrapper is working directly inside the Unity Editor (without 'Play'-mode).

Returns

True if this wrapper is working directly inside the Unity Editor.

5.41.4 Property Documentation

5.41.4.1 AlwaysReadFile

```
bool Crosstales.FB.FileBrowser.AlwaysReadFile [get], [set]
```

Always read the file data (UWP).

5.41.4.2 AskOverwriteFile

```
bool Crosstales.FB.FileBrowser.AskOverwriteFile [get], [set]
```

Ask to overwrite existing file in save dialog (Windows).

5.41.4.3 CurrentOpenFiles

```
string []?? Crosstales.FB.FileBrowser.CurrentOpenFiles [get], [set]
```

Returns the array of files from the last "OpenFiles"-action.

Returns

Array of files from the last "OpenFiles"-action.

5.41.4.4 CurrentOpenFolders

```
string []?? Crosstales.FB.FileBrowser.CurrentOpenFolders [get], [set]
```

Returns the array of folders from the last "OpenFolders"-action.

Returns

Array of folders from the last "OpenFolders"-action.

5.41.4.5 CurrentOpenSingleFile

```
string?? Crosstales.FB.FileBrowser.CurrentOpenSingleFile [get], [set]
```

Returns the file from the last "OpenSingleFile"-action.

Returns

File from the last "OpenSingleFile"-action.

5.41.4.6 CurrentOpenSingleFolder

```
string?? Crosstales.FB.FileBrowser.CurrentOpenSingleFolder [get], [set]
```

Returns the folder from the last "OpenSingleFolder"-action.

Returns

Folder from the last "OpenSingleFolder"-action.

5.41.4.7 CurrentSaveFile

```
string?? Crosstales.FB.FileBrowser.CurrentSaveFile [get], [set]
```

Returns the file from the last "SaveFile"-action.

Returns

File from the last "SaveFile"-action.

5.41.4.8 CurrentSaveFileData

```
byte []?? Crosstales.FB.FileBrowser.CurrentSaveFileData [get], [set]
```

The data for the "SaveFile"-action.

5.41.4.9 CustomMode

```
bool Crosstales.FB.FileBrowser.CustomMode [get], [set]
```

Enables or disables the custom wrapper.

5.41.4.10 CustomWrapper

```
BaseCustomFileBrowser Crosstales.FB.FileBrowser.CustomWrapper [get], [set]
```

Custom wrapper for File Browser.

5.41.4.11 LegacyFolderBrowser

```
bool Crosstales.FB.FileBrowser.LegacyFolderBrowser [get], [set]
```

Use the legacy folder browser (Windows).

5.41.4.12 NameSaveFile

```
string Crosstales.FB.FileBrowser.NameSaveFile [get], [set]
```

Default name of the save-file.

5.41.4.13 TextAllFiles

```
string Crosstales.FB.FileBrowser.TextAllFiles [get], [set]
```

Text for 'All Files'-filter (*).

5.41.4.14 TitleOpenFile

```
string Crosstales.FB.FileBrowser.TitleOpenFile [get], [set]
```

Title for the 'Open File'-dialog.

5.41.4.15 TitleOpenFiles

```
string Crosstales.FB.FileBrowser.TitleOpenFiles [get], [set]
```

Title for the 'Open Files'-dialog.

5.41.4.16 TitleOpenFolder

```
string Crosstales.FB.FileBrowser.TitleOpenFolder [get], [set]
```

Title for the 'Open Folder'-dialog.

5.41.4.17 TitleOpenFolders

```
string Crosstales.FB.FileBrowser.TitleOpenFolders [get], [set]
```

Title for the 'Open Folders'-dialog.

5.41.4.18 TitleSaveFile

```
string Crosstales.FB.FileBrowser.TitleSaveFile [get], [set]
```

Title for the 'Save File'-dialog.

5.41.5 Event Documentation

5.41.5.1 OnOpenFilesComplete

```
OpenFilesComplete Crosstales.FB.FileBrowser.OnOpenFilesComplete
```

An event triggered whenever "OpenFiles" is completed.

5.41.5.2 OnOpenFilesStart

```
OpenFilesStart Crosstales.FB.FileBrowser.OnOpenFilesStart
```

An event triggered whenever "OpenFiles" is started.

5.41.5.3 OnOpenFoldersComplete

```
OpenFoldersComplete Crosstales.FB.FileBrowser.OnOpenFoldersComplete
```

An event triggered whenever "OpenFolders" is completed.

5.41.5.4 OnOpenFoldersStart

```
OpenFoldersStart Crosstales.FB.FileBrowser.OnOpenFoldersStart
```

An event triggered whenever "OpenFolders" is started.

5.41.5.5 OnSaveFileComplete

SaveFileComplete Crosstales.FB.FileBrowser.OnSaveFileComplete

An event triggered whenever "SaveFile" is completed.

5.41.5.6 OnSaveFileStart

SaveFileStart Crosstales.FB.FileBrowser.OnSaveFileStart

An event triggered whenever "SaveFile" is started.

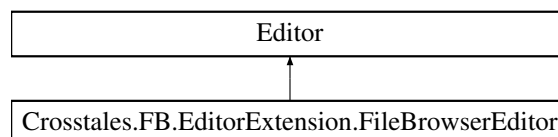
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/FileBrowser.cs

5.42 Crosstales.FB.EditorExtension.FileBrowserEditor Class Reference

Custom editor for the 'FileBrowser'-class.

Inheritance diagram for Crosstales.FB.EditorExtension.FileBrowserEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.42.1 Detailed Description

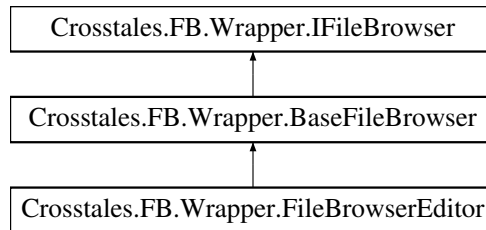
Custom editor for the 'FileBrowser'-class.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/Editor/Extension/FileBrowserEditor.cs

5.43 Crosstales.FB.Wrapper.FileBrowserEditor Class Reference

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserEditor:



Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter\[\]](#) extensions)
Open native file browser for multiple files.
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter\[\]](#) extensions)
Open native save file browser.
- override void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter\[\]](#) extensions, Action< string[]> cb)
- override void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, Action< string[]> cb)
- override void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter\[\]](#) extensions, Action< string > cb)

Public Attributes

- override bool [canOpenFile](#) => true
- override bool [canOpenFolder](#) => true
- override bool [canSaveFile](#) => true
- override bool [canOpenMultipleFiles](#) => false
- override bool [canOpenMultipleFolders](#) => false
- override bool [isPlatformSupported](#) => [Crosstales.FB.Util.Helper.isWindowsPlatform](#) || [Crosstales.FB.Util.Helper.isMacOSPlatform](#) || [Crosstales.FB.Util.Helper.isLinuxPlatform](#) || [Crosstales.FB.Util.Helper.isWSABasedPlatform](#)
- override bool [isWorkingInEditor](#) => true

Additional Inherited Members

5.43.1 Member Function Documentation

5.43.1.1 OpenFiles()

```

override string [] Crosstales.FB.Wrapper.FileBrowserEditor.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
  
```

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

5.43.1.2 OpenFolders()

```
override string [] Crosstales.FB.Wrapper.FileBrowserEditor.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

5.43.1.3 SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserEditor.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Wrapper/FileBrowserEditor.cs

5.44 Crosstales.FB.EditorIntegration.FileBrowserGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.44.1 Detailed Description

Editor component for the "Hierarchy"-menu.

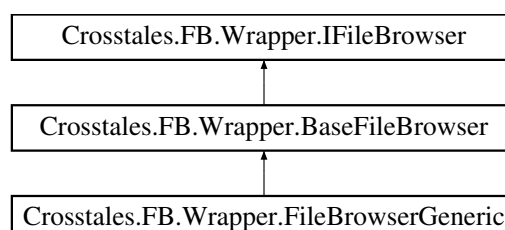
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Integration/FileBrowserGameObject.cs

5.45 Crosstales.FB.Wrapper.FileBrowserGeneric Class Reference

File browser implementation for generic devices (currently NOT IMPLEMENTED).

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserGeneric:



Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)
Open native file browser for multiple files.
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)
Open native save file browser.
- override void **OpenFilesAsync** (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, Action< string[]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, Action< string > cb)

Public Attributes

- override bool **canOpenFile** => false
- override bool **canOpenFolder** => false
- override bool **canSaveFile** => false
- override bool **canOpenMultipleFiles** => false
- override bool **canOpenMultipleFolders** => false
- override bool **isPlatformSupported** => false
- override bool **isWorkingInEditor** => true

Additional Inherited Members

5.45.1 Detailed Description

File browser implementation for generic devices (currently NOT IMPLEMENTED).

5.45.2 Member Function Documentation

5.45.2.1 OpenFiles()

```
override string [] Crosstales.FB.Wrapper.FileBrowserGeneric.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

5.45.2.2 OpenFolders()

```
override string [] Crosstales.FB.Wrapper.FileBrowserGeneric.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

5.45.2.3 SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserGeneric.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

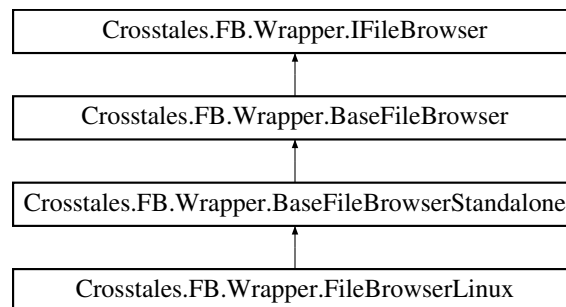
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Wrapper/FileBrowserGeneric.cs

5.46 Crosstales.FB.Wrapper.FileBrowserLinux Class Reference

File browser implementation for [Linux](#) (GTK).

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserLinux:



Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter\[\]](#) extensions)
Open native file browser for multiple files.
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter\[\]](#) extensions)
Open native save file browser.
- override void **OpenFilesAsync** (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter\[\]](#) extensions, Action< string[]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, [ExtensionFilter\[\]](#) extensions, Action< string > cb)

Public Attributes

- override bool **canOpenMultipleFolders** => true
- override bool **isPlatformSupported** => [Crosstales.FB.Util.Helper.isLinuxPlatform](#)
- override bool **isWorkingInEditor** => false

Additional Inherited Members

5.46.1 Detailed Description

File browser implementation for [Linux](#) (GTK).

5.46.2 Member Function Documentation

5.46.2.1 OpenFiles()

```
override string [] Crosstales.FB.Wrapper.FileBrowserLinux.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

5.46.2.2 OpenFolders()

```
override string [] Crosstales.FB.Wrapper.FileBrowserLinux.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

5.46.2.3 SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserLinux.SaveFile (  
    string title,  
    string directory,  
    string defaultName,  
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

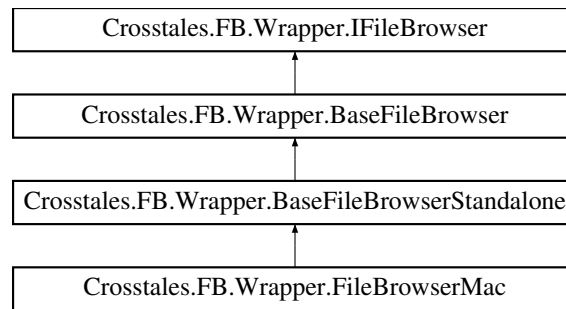
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Wrapper/FileBrowserLinux.cs

5.47 Crosstales.FB.Wrapper.FileBrowserMac Class Reference

File browser implementation for macOS.

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserMac:



Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)
Open native file browser for multiple files.
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)
Open native save file browser.
- override void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, Action< string[]> cb)
- override void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, Action< string[]> cb)
- override void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, Action< string > cb)

Public Attributes

- override bool [canOpenMultipleFolders](#) => true
- override bool [isPlatformSupported](#) => [Crosstales.FB.Util.Helper.isMacOSPlatform](#)
- override bool [isWorkingInEditor](#) => false

Additional Inherited Members

5.47.1 Detailed Description

File browser implementation for macOS.

5.47.2 Member Function Documentation

5.47.2.1 OpenFiles()

```
override string [] Crosstales.FB.Wrapper.FileBrowserMac.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

5.47.2.2 OpenFolders()

```
override string [] Crosstales.FB.Wrapper.FileBrowserMac.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

5.47.2.3 SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserMac.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔
Wrapper/FileBrowserMac.cs

5.48 Crosstales.FB.EditorIntegration.FileBrowserMenu Class Reference

Editor component for the "Tools"-menu.

5.48.1 Detailed Description

Editor component for the "Tools"-menu.

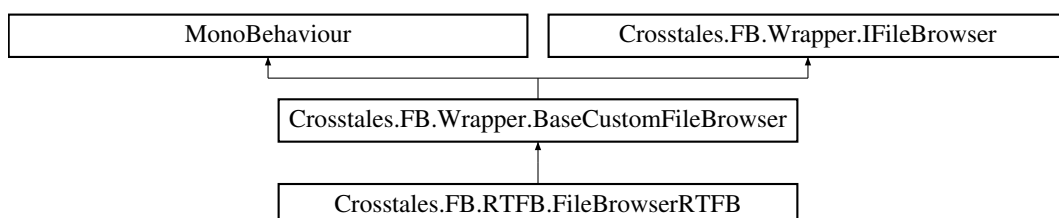
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔
Editor/Integration/FileBrowserMenu.cs

5.49 Crosstales.FB.RTFB.FileBrowserRTFB Class Reference

Runtime File Browser wrapper. NOTE: This wrapper needs "Runtime File Browser" <https://assetstore.unity.com/packages/slug/113006?aid=10111NGT>

Inheritance diagram for Crosstales.FB.RTFB.FileBrowserRTFB:



Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)
Open native file browser for multiple files.
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)
Open native save file browser.
- override void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, System.Action< string[]> cb)
Asynchronously opens native file browser for multiple files.
- override void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, System.Action< string[]> cb)
Asynchronously opens native folder browser for multiple folders.
- override void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, System.Action< string > cb)
Asynchronously opens native save file browser.

Public Attributes

- override bool **canOpenFile** => true
- override bool **canOpenFolder** => true
- override bool **canSaveFile** => true
- override bool **canOpenMultipleFiles** => true
- override bool **canOpenMultipleFolders** => true
- override bool **isPlatformSupported** => true
- override bool **isWorkingInEditor** => false

Properties

- bool [ShowAllFiles](#) [get, set]
Always show the 'All Files'-option in the dialog.
- string [LoadButtonText](#) [get, set]
Label for the 'Load'-button.
- string [SaveButtonText](#) [get, set]
Label for the 'Save'-button.
- override string **CurrentOpenSingleFile** [get, set]
- override string[] **CurrentOpenFiles** [get, set]
- override string **CurrentOpenSingleFolder** [get, set]
- override string[] **CurrentOpenFolders** [get, set]
- override string **CurrentSaveFile** [get, set]

Additional Inherited Members

5.49.1 Detailed Description

Runtime File Browser wrapper. NOTE: This wrapper needs "Runtime File Browser" <https://assetstore.unity.com/packages/slug/113006?aid=10111NGT>

5.49.2 Member Function Documentation

5.49.2.1 OpenFiles()

```
override string [] Crosstales.FB.RTFB.FileBrowserRTFB.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.49.2.2 OpenFilesAsync()

```
override void Crosstales.FB.RTFB.FileBrowserRTFB.OpenFilesAsync (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    ExtensionFilter[] extensions,
    System.Action< string[]> cb ) [virtual]
```

Asynchronously opens native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.49.2.3 OpenFolders()

```
override string [] Crosstales.FB.RTFB.FileBrowserRTFB.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.49.2.4 OpenFoldersAsync()

```
override void Crosstales.FB.RTFB.FileBrowserRTFB.OpenFoldersAsync (
    string title,
    string directory,
    bool multiselect,
    System.Action< string[]> cb ) [virtual]
```

Asynchronously opens native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.49.2.5 SaveFile()

```
override string Crosstales.FB.RTFB.FileBrowserRTFB.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.49.2.6 SaveFileAsync()

```
override void Crosstales.FB.RTFB.FileBrowserRTFB.SaveFileAsync (
    string title,
    string directory,
    string defaultName,
    ExtensionFilter[] extensions,
    System.Action< string > cb ) [virtual]
```

Asynchronously opens native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.49.3 Property Documentation

5.49.3.1 LoadButtonText

```
string Crosstales.FB.RTFB.FileBrowserRTFB.LoadButtonText [get], [set]
```

Label for the 'Load'-button.

5.49.3.2 SaveButtonText

```
string Crosstales.FB.RTFB.FileBrowserRTFB.SaveButtonText [get], [set]
```

Label for the 'Save'-button.

5.49.3.3 ShowAllFiles

```
bool Crosstales.FB.RTFB.FileBrowserRTFB.ShowAllFiles [get], [set]
```

Always show the 'All Files'-option in the dialog.

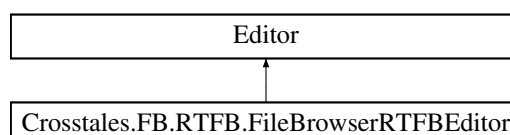
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ Runtime File Browser/Scripts/FileBrowserRTFB.cs

5.50 Crosstales.FB.RTFB.FileBrowserRTFBEitor Class Reference

Custom editor for the '[FileBrowserRTFB](#)'-class.

Inheritance diagram for Crosstales.FB.RTFB.FileBrowserRTFBEitor:



Public Member Functions

- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("Runtime File Browser") != null

5.50.1 Detailed Description

Custom editor for the '[FileBrowserRTFB](#)'-class.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ Runtime File Browser/Scripts/Editor/FileBrowserRTFBEditor.cs

5.51 Crosstales.FB.RTFB.FileBrowserRTFBGameObject Class Reference

Editor component for for adding the prefabs from '[RTFB](#)' in the "Hierarchy"-menu.

5.51.1 Detailed Description

Editor component for for adding the prefabs from '[RTFB](#)' in the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ Runtime File Browser/Scripts/Editor/FileBrowserRTFBGameObject.cs

5.52 Crosstales.FB.RTFB.FileBrowserRTFBMenu Class Reference

Editor component for for adding the prefabs from '[RTFB](#)' in the "Tools"-menu.

5.52.1 Detailed Description

Editor component for for adding the prefabs from '[RTFB](#)' in the "Tools"-menu.

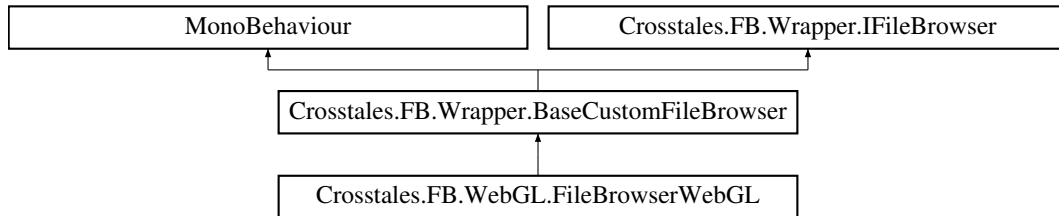
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ Runtime File Browser/Scripts/Editor/FileBrowserRTFBMenu.cs

5.53 Crosstales.FB.WebGL.FileBrowserWebGL Class Reference

WebGL Native File Browser wrapper. NOTE: This wrapper needs "WebGL Native File Browser" <https://assetstore.unity.com/packages/slug/41902?aid=10111NGT>

Inheritance diagram for Crosstales.FB.WebGL.FileBrowserWebGL:



Public Member Functions

- override string[] **OpenFiles** (string title, string directory, string defaultName, bool multiselect, params [Crosstales.FB.ExtensionFilter\[\]](#) extensions)
- override string[] **OpenFolders** (string title, string directory, bool multiselect)
 - Open native folder browser for multiple folders.*
- override string **SaveFile** (string title, string directory, string defaultName, params [Crosstales.FB.ExtensionFilter\[\]](#) extensions)
- override void **OpenFilesAsync** (string title, string directory, string defaultName, bool multiselect, [Crosstales.FB.ExtensionFilter\[\]](#) extensions, System.Action< string[]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, System.Action< string[]> cb)
 - Asynchronously opens native folder browser for multiple folders.*
- override void **SaveFileAsync** (string title, string directory, string defaultName, [Crosstales.FB.ExtensionFilter\[\]](#) extensions, System.Action< string > cb)

Public Attributes

- override bool **canOpenFile** => true
- override bool **canOpenFolder** => false
- override bool **canSaveFile** => true
- override bool **canOpenMultipleFiles** => false
- override bool **canOpenMultipleFolders** => false
- override bool **isPlatformSupported** => [Crosstales.FB.Util.Helper.isWebGLPlatform](#) || [Crosstales.FB.Util.Helper.isEditor](#)
- override bool **isWorkingInEditor** => false
- override byte[] **CurrentOpenSingleFileData** => _currentLoadedData

Static Public Attributes

- static string **OpenFileDescription**
- static string **OpenFileSelectButton**
- static string **OpenFileCloseButton**

Properties

- override string **CurrentOpenSingleFile** [get, set]
- override string[] **CurrentOpenFiles** [get, set]
- override string **CurrentOpenSingleFolder** [get, set]
- override string[] **CurrentOpenFolders** [get, set]
- override string **CurrentSaveFile** [get, set]

Additional Inherited Members

5.53.1 Detailed Description

WebGL Native File Browser wrapper. NOTE: This wrapper needs "WebGL Native File Browser" <https://assetstore.unity.com/packages/slug/41902?aid=10111NGT>

5.53.2 Member Function Documentation

5.53.2.1 OpenFolders()

```
override string [] Crosstales.FB.WebGL.FileBrowserWebGL.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.53.2.2 OpenFoldersAsync()

```
override void Crosstales.FB.WebGL.FileBrowserWebGL.OpenFoldersAsync (
    string title,
    string directory,
```

```
bool multiselect,  
System.Action< string[]> cb ) [virtual]
```

Asynchronously opens native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

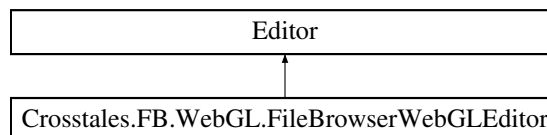
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ WebGL Native File Browser/Scripts/FileBrowserWebGL.cs

5.54 Crosstales.FB.WebGL.FileBrowserWebGLEditor Class Reference

Custom editor for the '[FileBrowserWebGL](#)'-class.

Inheritance diagram for Crosstales.FB.WebGL.FileBrowserWebGLEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("WebGL Native File Browser") != null

5.54.1 Detailed Description

Custom editor for the '[FileBrowserWebGL](#)'-class.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ WebGL Native File Browser/Scripts/Editor/FileBrowserWebGLEditor.cs

5.55 Crosstales.FB.WebGL.FileBrowserWebGLGameObject Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

5.55.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ WebGL Native File Browser/Scripts/Editor/FileBrowserWebGLGameObject.cs

5.56 Crosstales.FB.WebGL.FileBrowserWebGLMenu Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

5.56.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

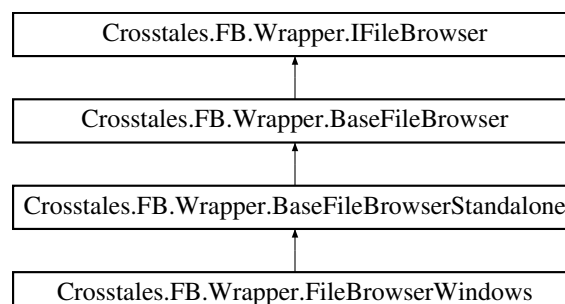
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ WebGL Native File Browser/Scripts/Editor/FileBrowserWebGLMenu.cs

5.57 Crosstales.FB.Wrapper.FileBrowserWindows Class Reference

File browser implementation for Windows.

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserWindows:



Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)
Open native file browser for multiple files.
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)
Open native save file browser.
- override void **OpenFilesAsync** (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, Action< string[]> cb)
- override void **OpenFoldersAsync** (string title, string directory, bool multiselect, Action< string[]> cb)
- override void **SaveFileAsync** (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, Action< string > cb)

Public Attributes

- override bool **canOpenMultipleFolders** => false
- override bool **isPlatformSupported** => [Crosstales.FB.Util.Helper.isWindowsPlatform](#)
- override bool **isWorkingInEditor** => true

Additional Inherited Members

5.57.1 Detailed Description

File browser implementation for Windows.

5.57.2 Member Function Documentation

5.57.2.1 OpenFiles()

```
override string [] Crosstales.FB.Wrapper.FileBrowserWindows.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

5.57.2.2 OpenFolders()

```
override string [] Crosstales.FB.Wrapper.FileBrowserWindows.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

5.57.2.3 SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserWindows.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

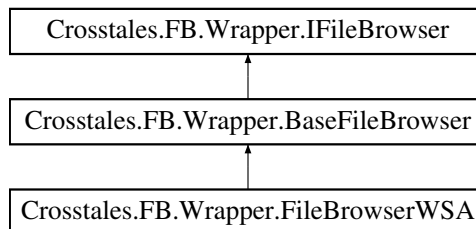
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Wrapper/FileBrowserWindows.cs

5.58 Crosstales.FB.Wrapper.FileBrowserWSA Class Reference

File browser implementation for WSA (UWP).

Inheritance diagram for Crosstales.FB.Wrapper.FileBrowserWSA:

**Public Member Functions**

- [FileBrowserWSA](#) ()
Constructor for a WSA file browser.
- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)
Open native file browser for multiple files.
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)
Open native save file browser.
- override void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, Action< string[]> cb)
- override void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, Action< string[]> cb)
- override void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, Action< string > cb)

Public Attributes

- override bool [canOpenFile](#) => true
- override bool [canOpenFolder](#) => true
- override bool [canSaveFile](#) => true
- override bool [canOpenMultipleFiles](#) => FileBrowserWSAImpl.canOpenMultipleFiles
- override bool [canOpenMultipleFolders](#) => FileBrowserWSAImpl.canOpenMultipleFolders
- override bool [isPlatformSupported](#) => [Crosstales.FB.Util.Helper.isWSABasedPlatform](#)
- override bool [isWorkingInEditor](#) => false
- override byte[] [CurrentOpenSingleFileData](#) => readData

Properties

- override string **CurrentOpenSingleFile** [get, set]
- override string[] **CurrentOpenFiles** [get, set]
- override string **CurrentOpenSingleFolder** [get, set]
- override string[] **CurrentOpenFolders** [get, set]
- override string **CurrentSaveFile** [get, set]

Additional Inherited Members

5.58.1 Detailed Description

File browser implementation for WSA (UWP).

5.58.2 Constructor & Destructor Documentation

5.58.2.1 FileBrowserWSA()

```
Crosstales.FB.Wrapper.FileBrowserWSA.FileBrowserWSA ( )
```

Constructor for a WSA file browser.

5.58.3 Member Function Documentation

5.58.3.1 OpenFiles()

```
override string [] Crosstales.FB.Wrapper.FileBrowserWSA.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

5.58.3.2 OpenFolders()

```
override string [] Crosstales.FB.Wrapper.FileBrowserWSA.OpenFolders (
    string title,
    string directory,
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

5.58.3.3 SaveFile()

```
override string Crosstales.FB.Wrapper.FileBrowserWSA.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseFileBrowser](#).

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Wrapper/FileBrowserWSA.cs

5.59 Crosstales.FB.FileBrowserWSAImpl Class Reference

File browser for WSA.

Public Member Functions

- async void **OpenFiles** (List< [Extension](#) > extensions, bool multiselect)
- async void **OpenSingleFolder** ()
- async void **SaveFile** (string defaultName, List< [Extension](#) > extensions)
- async void **GetDrives** ()
- async void **GetDirectories** (string path, bool isRecursive=false)
- async void **GetFiles** (string path, bool isRecursive=false, params string[] extensions)
- async void **GetFilesForName** (string path, bool isRecursive=false, params string[] filenames)

Public Attributes

- List< string > [Selection](#) => selection
Selected files or folders

Static Public Attributes

- static PickerLocationId **CurrentLocation** = PickerLocationId.ComputerFolder
- static PickerViewMode **CurrentViewMode** = PickerViewMode.List
- static StorageFolder **LastOpenFolder**
- static StorageFile **LastSaveFile**
- static List< StorageFile > [LastOpenFiles](#) => lastOpenFiles
Last opened files
- static StorageFile [LastOpenFile](#) => (lastOpenFiles.Count > 0) ? lastOpenFiles[0] : null
Last opened file
- static List< StorageFile > [LastGetFiles](#) => lastGetFiles
Last searched files
- static List< StorageFolder > [LastGetDirectories](#) => lastGetDirectories
Last searched folders
- static List< StorageFolder > [LastGetDrives](#) => lastGetDrives
Last searched drives
- static bool **canOpenMultipleFiles** => true
- static bool **canOpenMultipleFolders** => false

Properties

- bool `isBusy` [get, set]
Indicates if the `FB` is currently busy.

5.59.1 Detailed Description

File browser for WSA.

5.59.2 Member Data Documentation

5.59.2.1 LastGetDirectories

```
List<StorageFolder> Crosstales.FB.FileBrowserWSAImpl.LastGetDirectories => lastGetDirectories [static]
```

Last searched folders

Returns

Last searched folders

5.59.2.2 LastGetDrives

```
List<StorageFolder> Crosstales.FB.FileBrowserWSAImpl.LastGetDrives => lastGetDrives [static]
```

Last searched drives

Returns

Last searched drives

5.59.2.3 LastGetFiles

```
List<StorageFile> Crosstales.FB.FileBrowserWSAImpl.LastGetFiles => lastGetFiles [static]
```

Last searched files

Returns

Last searched files

5.59.2.4 LastOpenFile

```
StorageFile Crosstales.FB.FileBrowserWSAImpl.LastOpenFile => (lastOpenFiles.Count > 0) ?  
lastOpenFiles[0] : null [static]
```

Last opened file

Returns

Last opened file

5.59.2.5 LastOpenFiles

```
List<StorageFile> Crosstales.FB.FileBrowserWSAImpl.LastOpenFiles => lastOpenFiles [static]
```

Last opened files

Returns

Last opened files

5.59.2.6 Selection

```
List<string> Crosstales.FB.FileBrowserWSAImpl.Selection => selection
```

Selected files or folders

Returns

Selected files or folders

5.59.3 Property Documentation

5.59.3.1 isBusy

```
bool Crosstales.FB.FileBrowserWSAImpl.isBusy [get], [set]
```

Indicates if the [FB](#) is currently busy.

Returns

True if the [FB](#) is currently busy

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔
Native/FileBrowserWSAImpl.cs

5.60 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 [HasPathInvalidChars](#) (string path)
Checks a given path for invalid characters
- static bool [HasFileInvalidChars](#) (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 [CopyDirectory](#) (string sourceDir, string destDir, 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 [MoveDirectory](#) (string sourceDir, string destDir)
Move a directory.
- static void [MoveFile](#) (string sourceFile, string destFile)
Move a file.
- static void [DeleteFile](#) (string file)
Delete a file.
- static void [DeleteDirectory](#) (string dir)
Delete a directory.
- static bool [ExistsFile](#) (string file)
Checks if the directory exists.
- static bool [ExistsDirectory](#) (string path)
Checks if the directory exists.
- static void [CreateDirectory](#) (string path)
Creates a directory.
- static bool [IsDirectory](#) (string path)
Checks if the path is a directory.
- static bool [IsFile](#) (string path)
Checks if the path is a file.
- static string [RenameFile](#) (string path, string newName)
Renames a file in a path.
- static string [RenameDirectory](#) (string path, string newName)
Renames a directory in a path.
- static string [GetFileName](#) (string path)

- Returns the file name for the path.*
- static string [GetDirectoryName](#) (string path)
Returns the directory name for the path.
- static long [GetFileSize](#) (string path)
Returns the size of a file.
- static string [GetExtension](#) (string path)
Returns the extension of a file.
- static System.DateTime [GetLastModifiedDate](#) (string path)
Returns the size of a file.
- static string [ReadAllText](#) (string sourceFile, System.Text.Encoding encoding=null)
Reads the text of a file.
- static string[] [ReadAllLines](#) (string sourceFile, System.Text.Encoding encoding=null)
Reads all lines of text from a file.
- static byte[] [ReadAllBytes](#) (string sourceFile)
Reads the bytes of a file.
- static void [WriteAllText](#) (string destFile, string text, System.Text.Encoding encoding=null)
Writes text to a file.
- static void [WriteAllLines](#) (string destFile, string[] lines, System.Text.Encoding encoding=null)
Writes all lines of text to a file.
- static void [WriteAllBytes](#) (string destFile, byte[] data)
Writes bytes to 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
- 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 void [CopyPath](#) (string sourceDir, string destDir, bool move=false)
Copy or move a directory.

Static Public Attributes

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

Properties

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

5.60.1 Detailed Description

Various helper functions for the file system.

5.60.2 Member Function Documentation

5.60.2.1 CopyDirectory()

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

Copy or move a directory.

Parameters

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

5.60.2.2 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)

5.60.2.3 CopyPath()

```
static void Crosstales.Common.Util.FileHelper.CopyPath (  
    string sourceDir,
```

```
string destDir,  
bool move = false ) [static]
```

Copy or move a directory.

Parameters

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

5.60.2.4 CreateDirectory()

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

Creates a directory.

Parameters

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

5.60.2.5 DeleteDirectory()

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

Delete a directory.

Parameters

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

5.60.2.6 DeleteFile()

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

Delete a file.

Parameters

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

5.60.2.7 ExistsDirectory()

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

Checks if the directory exists.

Returns

True if the directory exists

5.60.2.8 ExistsFile()

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

Checks if the directory exists.

Returns

True if the directory exists

5.60.2.9 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.

5.60.2.10 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.

5.60.2.11 GetDirectoryName()

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

Returns the directory name for the path.

Parameters

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

Returns

Directory name for the path

5.60.2.12 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.

5.60.2.13 GetExtension()

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

Returns the extension of a file.

Parameters

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

Returns

Extension of the file

5.60.2.14 GetFileName()

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

Returns the file name for the path.

Parameters

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

Returns

File name for the path

5.60.2.15 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.

5.60.2.16 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.

5.60.2.17 GetFilesize()

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

Returns the size of a file.

Parameters

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

Returns

Size for the file

5.60.2.18 GetLastModifiedDate()

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

Returns the size of a file.

Parameters

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

Returns

Size for the file

5.60.2.19 HasFileInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasFileInvalidChars (  
    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.

5.60.2.20 HasPathInvalidChars()

```
static bool Crosstales.Common.Util.FileHelper.HasPathInvalidChars (  
    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.

5.60.2.21 IsDirectory()

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

Checks if the path is a directory.

Parameters

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

Returns

True if the path is a directory

5.60.2.22 IsFile()

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

Checks if the path is a file.

Parameters

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

Returns

True if the path is a file

5.60.2.23 MoveDirectory()

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

Move a directory.

Parameters

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

5.60.2.24 MoveFile()

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

Move a file.

Parameters

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

5.60.2.25 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
-------------	-----------

5.60.2.26 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.

5.60.2.27 ReadAllBytes()

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

Reads the bytes of a file.

Parameters

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

Returns

Byte-content of the file

5.60.2.28 ReadAllLines()

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

Reads all lines of text from a file.

Parameters

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

Returns

Array of text lines from the file

5.60.2.29 ReadAllText()

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

Reads the text of a file.

Parameters

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

Returns

Text-content of the file

5.60.2.30 RenameDirectory()

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

Renames a directory in a path.

Parameters

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

Returns

New path of the directory

5.60.2.31 RenameFile()

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

Renames a file in a path.

Parameters

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

Returns

New path of the file

5.60.2.32 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

5.60.2.33 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

5.60.2.34 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

5.60.2.35 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

5.60.2.36 WriteAllBytes()

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

Writes bytes to a file.

Parameters

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

5.60.2.37 WriteAllLines()

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

Writes all lines of text to a file.

Parameters

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

5.60.2.38 WriteAllText()

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

Writes text to a file.

Parameters

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

5.60.3 Member Data Documentation

5.60.3.1 ApplicationDataPath

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

Returns the Unity application data path.

Returns

Unity application data path

5.60.3.2 ApplicationPersistentPath

```
string Crosstales.Common.Util.FileHelper.ApplicationPersistentPath => applicationPersistentPath [static]
```

Returns the Unity application persistent path.

Returns

Unity application persistent path

5.60.3.3 ApplicationTempPath

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

Returns the Unity application temporary path.

Returns

Unity application temporary path

5.60.3.4 TempFile

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

Returns a temporary file.

Returns

Temporary file

5.60.3.5 TempPath

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

Returns the temporary directory path from the device.

Returns

Temporary directory path of the device

5.60.4 Property Documentation

5.60.4.1 StreamingAssetsPath

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

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

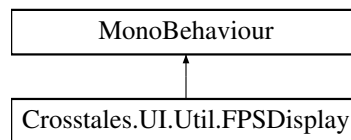
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/FileHelper.cs

5.61 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Attributes

- Text **FPS**
Text component to display the FPS.
- int **FrameUpdate** = 5
Update every set frame (default: 5).
- KeyCode **Key** = KeyCode.None

5.61.1 Detailed Description

Simple FPS-Counter.

5.61.2 Member Data Documentation

5.61.2.1 FPS

```
Text Crosstailes.UI.Util.FPSDisplay.FPS
```

Text component to display the FPS.

5.61.2.2 FrameUpdate

```
int Crosstailes.UI.Util.FPSDisplay.FrameUpdate = 5
```

Update every set frame (default: 5).

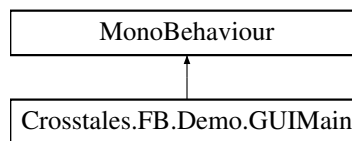
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstailes/Common/Extras/UI/↔ Scripts/Util/FPSDisplay.cs

5.62 Crosstailes.FB.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstailes.FB.Demo.GUIMain:



Public Member Functions

- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**

5.62.1 Detailed Description

Main GUI component for all demo scenes.

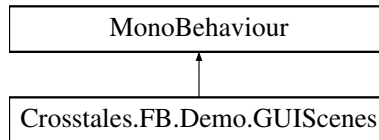
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstailes/FileBrowser/Demos/↔ Scripts/GUIMain.cs

5.63 Crosstales.FB.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.FB.Demo.GUIScenes:



Public Member Functions

- void **LoadPreviousScene** ()
- void **LoadNextScene** ()

Public Attributes

- string **PreviousScene**
- string **NextScene**

5.63.1 Detailed Description

Main GUI scene manager for all demo scenes.

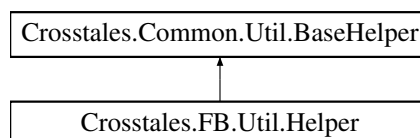
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demos/↔ Scripts/GUIScenes.cs

5.64 Crosstales.FB.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.FB.Util.Helper:



Additional Inherited Members

5.64.1 Detailed Description

Various helper functions.

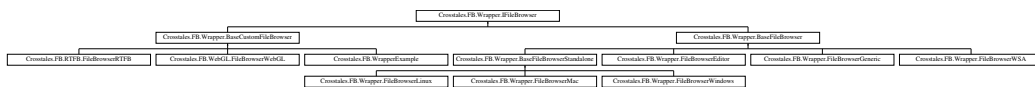
The documentation for this class was generated from the following file:

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

5.65 Crosstales.FB.Wrapper.IFileBrowser Interface Reference

Interface for all file browsers.

Inheritance diagram for Crosstales.FB.Wrapper.IFileBrowser:



Public Member Functions

- string [OpenSingleFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)
Open native file browser for a single file.
- string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)
Open native file browser for multiple files.
- string [OpenSingleFolder](#) (string title, string directory)
Open native folder browser for a single folder.
- string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)
Open native save file browser.
- void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, System.Action< string[]> cb)
Asynchronously opens native file browser for multiple files.
- void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, System.Action< string[]> cb)
Asynchronously opens native folder browser for multiple folders.
- void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, System.↔ Action< string > cb)
Asynchronously opens native save file browser.

Properties

- bool `canOpenFile` [get]
Indicates if this wrapper can open a file.
- bool `canOpenFolder` [get]
Indicates if this wrapper can open a folder.
- bool `canSaveFile` [get]
Indicates if this wrapper can save a file.
- bool `canOpenMultipleFiles` [get]
Indicates if this wrapper can open multiple files.
- bool `canOpenMultipleFolders` [get]
Indicates if this wrapper can open multiple folders.
- bool `isPlatformSupported` [get]
Indicates if this wrapper is supporting the current platform.
- bool `isWorkingInEditor` [get]
Indicates if this wrapper is working directly inside the Unity Editor (without 'Play'-mode).
- string `CurrentOpenSingleFile` [get, set]
Returns the file from the last "OpenSingleFile"-action.
- string[] `CurrentOpenFiles` [get, set]
Returns the array of files from the last "OpenFiles"-action.
- string `CurrentOpenSingleFolder` [get, set]
Returns the folder from the last "OpenSingleFolder"-action.
- string[] `CurrentOpenFolders` [get, set]
Returns the array of folders from the last "OpenFolders"-action.
- string `CurrentSaveFile` [get, set]
Returns the file from the last "SaveFile"-action.
- byte[] `CurrentOpenSingleFileData` [get]
Returns the data of the file from the last "OpenSingleFile"-action.
- byte[] `CurrentSaveFileData` [get, set]
The data for the "SaveFile"-action.

5.65.1 Detailed Description

Interface for all file browsers.

5.65.2 Member Function Documentation

5.65.2.1 OpenFiles()

```
string [] Crosstales.FB.Wrapper.IFileBrowser.OpenFiles (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    params ExtensionFilter[] extensions )
```

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")

Returns

Returns array of chosen files. Null when cancelled

Implemented in [Crosstales.FB.RTFB.FileBrowserRTFB](#), [Crosstales.FB.WrapperExample](#), [Crosstales.FB.Wrapper.BaseFileBrowser](#), [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#), [Crosstales.FB.Wrapper.FileBrowserWindows](#), [Crosstales.FB.Wrapper.FileBrowserLinux](#), [Crosstales.FB.Wrapper.FileBrowserMac](#), [Crosstales.FB.Wrapper.FileBrowserEditor](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

5.65.2.2 OpenFilesAsync()

```
void Crosstales.FB.Wrapper.IFileBrowser.OpenFilesAsync (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    ExtensionFilter[] extensions,
    System.Action< string[]> cb )
```

Asynchronously opens native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen files. Null when cancelled

Implemented in [Crosstales.FB.WrapperExample](#), [Crosstales.FB.RTFB.FileBrowserRTFB](#), [Crosstales.FB.Wrapper.BaseFileBrowser](#), and [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.65.2.3 OpenFolders()

```
string [] Crosstales.FB.Wrapper.IFileBrowser.OpenFolders (
    string title,
    string directory,
    bool multiselect )
```

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Null when cancelled

Implemented in [Crosstales.FB.WebGL.FileBrowserWebGL](#), [Crosstales.FB.Wrapper.FileBrowserWSA](#), [Crosstales.FB.Wrapper.Example.Crosstales.FB.RTFB.FileBrowserRTFB](#), [Crosstales.FB.Wrapper.BaseFileBrowser](#), [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#), [Crosstales.FB.Wrapper.FileBrowserWindows](#), [Crosstales.FB.Wrapper.FileBrowserEditor](#), [Crosstales.FB.Wrapper.FileBrowserLinux](#), [Crosstales.FB.Wrapper.FileBrowserMac](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

5.65.2.4 OpenFoldersAsync()

```
void Crosstales.FB.Wrapper.IFileBrowser.OpenFoldersAsync (
    string title,
    string directory,
    bool multiselect,
    System.Action< string[]> cb )
```

Asynchronously opens native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen folders. Null when cancelled

Implemented in [Crosstales.FB.WebGL.FileBrowserWebGL](#), [Crosstales.FB.RTFB.FileBrowserRTFB](#), [Crosstales.FB.Wrapper.Example.Crosstales.FB.Wrapper.BaseFileBrowser](#), and [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.65.2.5 OpenSingleFile()

```
string Crosstales.FB.Wrapper.IFileBrowser.OpenSingleFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )
```

Open native file browser for a single file.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")

Returns

Returns a string of the chosen file. Null when cancelled

Implemented in [Crosstales.FB.Wrapper.BaseFileBrowser](#), and [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.65.2.6 OpenSingleFolder()

```
string Crosstales.FB.Wrapper.IFileBrowser.OpenSingleFolder (
    string title,
    string directory )
```

Open native folder browser for a single folder.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory

Returns

Returns a string of the chosen folder. Null when cancelled

Implemented in [Crosstales.FB.Wrapper.BaseFileBrowser](#), and [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.65.2.7 SaveFile()

```
string Crosstales.FB.Wrapper.IFileBrowser.SaveFile (
    string title,
```

```

    string directory,
    string defaultName,
    params ExtensionFilter[] extensions )

```

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Null when cancelled

Implemented in [Crosstales.FB.Wrapper.FileBrowserWSA](#), [Crosstales.FB.Wrapper.Example](#), [Crosstales.FB.RTFB.FileBrowserRTFB](#), [Crosstales.FB.Wrapper.FileBrowserWindows](#), [Crosstales.FB.Wrapper.BaseFileBrowser](#), [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#), [Crosstales.FB.Wrapper.FileBrowserEditor](#), [Crosstales.FB.Wrapper.FileBrowserLinux](#), [Crosstales.FB.Wrapper.FileBrowserMac](#), and [Crosstales.FB.Wrapper.FileBrowserGeneric](#).

5.65.2.8 SaveFileAsync()

```

void Crosstales.FB.Wrapper.IFileBrowser.SaveFileAsync (
    string title,
    string directory,
    string defaultName,
    ExtensionFilter[] extensions,
    System.Action< string > cb )

```

Asynchronously opens native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Null when cancelled

Implemented in [Crosstales.FB.RTFB.FileBrowserRTFB](#), [Crosstales.FB.Wrapper.Example](#), [Crosstales.FB.Wrapper.BaseFileBrowser](#), and [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.65.3 Property Documentation

5.65.3.1 canOpenFile

```
bool Crosstales.FB.Wrapper.IFileBrowser.canOpenFile [get]
```

Indicates if this wrapper can open a file.

Returns

[Wrapper](#) can open a file.

5.65.3.2 canOpenFolder

```
bool Crosstales.FB.Wrapper.IFileBrowser.canOpenFolder [get]
```

Indicates if this wrapper can open a folder.

Returns

[Wrapper](#) can open a folder.

5.65.3.3 canOpenMultipleFiles

```
bool Crosstales.FB.Wrapper.IFileBrowser.canOpenMultipleFiles [get]
```

Indicates if this wrapper can open multiple files.

Returns

[Wrapper](#) can open multiple files.

5.65.3.4 canOpenMultipleFolders

```
bool Crosstales.FB.Wrapper.IFileBrowser.canOpenMultipleFolders [get]
```

Indicates if this wrapper can open multiple folders.

Returns

[Wrapper](#) can open multiple folders.

5.65.3.5 canSaveFile

```
bool Crosstales.FB.Wrapper.IFileBrowser.canSaveFile [get]
```

Indicates if this wrapper can save a file.

Returns

[Wrapper](#) can save a file.

5.65.3.6 CurrentOpenFiles

```
string [] Crosstales.FB.Wrapper.IFileBrowser.CurrentOpenFiles [get], [set]
```

Returns the array of files from the last "OpenFiles"-action.

Returns

Array of files from the last "OpenFiles"-action.

5.65.3.7 CurrentOpenFolders

```
string [] Crosstales.FB.Wrapper.IFileBrowser.CurrentOpenFolders [get], [set]
```

Returns the array of folders from the last "OpenFolders"-action.

Returns

Array of folders from the last "OpenFolders"-action.

5.65.3.8 CurrentOpenSingleFile

```
string Crosstales.FB.Wrapper.IFileBrowser.CurrentOpenSingleFile [get], [set]
```

Returns the file from the last "OpenSingleFile"-action.

Returns

File from the last "OpenSingleFile"-action.

5.65.3.9 CurrentOpenSingleFileData

```
byte [] Crosstales.FB.Wrapper.IFileBrowser.CurrentOpenSingleFileData [get]
```

Returns the data of the file from the last "OpenSingleFile"-action.

Returns

Data of the file from the last "OpenSingleFile"-action.

5.65.3.10 CurrentOpenSingleFolder

```
string Crosstales.FB.Wrapper.IFileBrowser.CurrentOpenSingleFolder [get], [set]
```

Returns the folder from the last "OpenSingleFolder"-action.

Returns

Folder from the last "OpenSingleFolder"-action.

5.65.3.11 CurrentSaveFile

```
string Crosstales.FB.Wrapper.IFileBrowser.CurrentSaveFile [get], [set]
```

Returns the file from the last "SaveFile"-action.

Returns

File from the last "SaveFile"-action.

5.65.3.12 CurrentSaveFileData

```
byte [] Crosstales.FB.Wrapper.IFileBrowser.CurrentSaveFileData [get], [set]
```

The data for the "SaveFile"-action.

5.65.3.13 isPlatformSupported

```
bool Crosstales.FB.Wrapper.IFileBrowser.isPlatformSupported [get]
```

Indicates if this wrapper is supporting the current platform.

Returns

True if this wrapper supports current platform.

5.65.3.14 isWorkingInEditor

```
bool Crosstales.FB.Wrapper.IFileBrowser.isWorkingInEditor [get]
```

Indicates if this wrapper is working directly inside the Unity Editor (without 'Play'-mode).

Returns

True if this wrapper is working directly inside the Unity Editor.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Wrapper/IFileBrowser.cs

5.66 Crosstales.FB.Wrapper.NativeMethods.IShellItem Interface Reference

Public Member Functions

- void **BindToHandler** ()
- void **GetParent** ()
- void **GetDisplayName** ([System.Runtime.InteropServices.InAttribute] SIGDN sigdnName, [System.↔ Runtime.InteropServices.MarshalAsAttribute(System.Runtime.InteropServices.UnmanagedType.LPWSTR)] out string ppszName)
- void **GetAttributes** ()
- void **Compare** ()

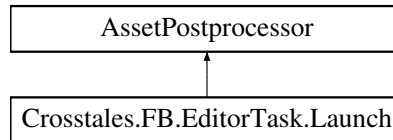
The documentation for this interface was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Wrapper/FileBrowserWindows.cs

5.67 Crosstales.FB.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.FB.EditorTask.Launch:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] movedAssets, string[] movedFromAssetPaths)

5.67.1 Detailed Description

Show the configuration window on the first launch.

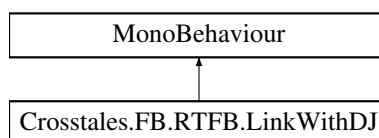
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/Editor/Task/Launch.cs

5.68 Crosstales.FB.RTFB.LinkWithDJ Class Reference

Basic DJ PRO integration. NOTE: This wrapper needs "DJ PRO" <https://assetstore.unity.com/packages/slug/41993?aid=10111NGT>

Inheritance diagram for Crosstales.FB.RTFB.LinkWithDJ:



Public Attributes

- bool **AutoPlay**
- Crosstales.DJ.BasePlayer **Player**

5.68.1 Detailed Description

Basic DJ PRO integration. NOTE: This wrapper needs "DJ PRO" <https://assetstore.unity.com/packages/slug/41993?aid=10111NGT>

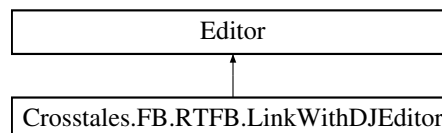
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/Runtime File Browser/Scripts/LinkWithDJ.cs

5.69 Crosstales.FB.RTFB.LinkWithDJEditor Class Reference

Custom editor for the 'LinkWithDJ'-class.

Inheritance diagram for Crosstales.FB.RTFB.LinkWithDJEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.69.1 Detailed Description

Custom editor for the 'LinkWithDJ'-class.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/Runtime File Browser/Scripts/Editor/LinkWithDJEditor.cs

5.70 Crosstales.FB.EditorBuild.MacOSPostProcessor Class Reference

Post processor for macOS.

Static Public Member Functions

- static void **OnPostprocessBuild** (BuildTarget target, string pathToBuiltProject)

5.70.1 Detailed Description

Post processor for macOS.

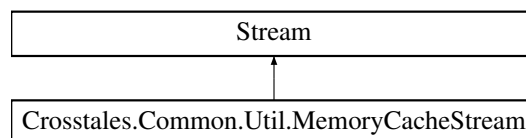
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/←→ Editor/Builder/MacOSPostProcessor.cs

5.71 Crosstales.Common.Util.MemoryCacheStream Class Reference

Memory cache stream.

Inheritance diagram for Crosstales.Common.Util.MemoryCacheStream:



Public Member Functions

- [MemoryCacheStream](#) (int cacheSize=64 *[Crosstales.Common.Util.BaseConstants.FACTOR_KB](#), int maxCacheSize=64 *[Crosstales.Common.Util.BaseConstants.FACTOR_MB](#))
Constructor with a specified cache size.
- override void **Flush** ()
- override long **Seek** (long offset, System.IO.SeekOrigin origin)
- override void **SetLength** (long value)
- override int **Read** (byte[] buffer, int offset, int count)
- override void **Write** (byte[] buffer, int offset, int count)

Public Attributes

- override bool [CanRead](#) => true
Gets a flag flag that indicates if the stream is readable (always true).
- override bool [CanSeek](#) => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override bool [CanWrite](#) => true
Gets a flag flag that indicates if the stream is seekable (always true).
- override long [Length](#) => length
Gets the current stream length.

Properties

- override long [Position](#) [get, set]
Gets or sets the current stream position.

5.71.1 Detailed Description

Memory cache stream.

5.71.2 Constructor & Destructor Documentation

5.71.2.1 MemoryCacheStream()

```
Crosstales.Common.Util.MemoryCacheStream.MemoryCacheStream (
    int cacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_KB,
    int maxCacheSize = 64 * Crosstales.Common.Util.BaseConstants.FACTOR_MB )
```

Constructor with a specified cache size.

Parameters

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

5.71.3 Member Data Documentation

5.71.3.1 CanRead

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanRead => true
```

Gets a flag flag that indicates if the stream is readable (always true).

5.71.3.2 CanSeek

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanSeek => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.71.3.3 CanWrite

```
override bool Crosstales.Common.Util.MemoryCacheStream.CanWrite => true
```

Gets a flag flag that indicates if the stream is seekable (always true).

5.71.3.4 Length

```
override long Crosstales.Common.Util.MemoryCacheStream.Length => length
```

Gets the current stream length.

5.71.4 Property Documentation

5.71.4.1 Position

```
override long Crosstales.Common.Util.MemoryCacheStream.Position [get], [set]
```

Gets or sets the current stream position.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/MemoryCacheStream.cs

5.72 Crosstales.Common.Util.NetworkHelper Class Reference

Base for various helper functions for networking.

Static Public Member Functions

- static bool [OpenURL](#) (string url)
Opens the given URL with the file explorer or browser.
- static bool [RemoteCertificateValidationCallback](#) (object sender, System.Security.Cryptography.X509↔ Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [ValidURLFromFilePath](#) (string path)
Validates a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.
- static bool [IsValidURL](#) (string url)
Checks if the URL is valid.
- static string [GetIP](#) (string host)
Returns the IP of a given host name.

Static Protected Attributes

- const string **file_prefix** = "file://"
- const string **content_prefix** = "content://"

Properties

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

5.72.1 Detailed Description

Base for various helper functions for networking.

5.72.2 Member Function Documentation

5.72.2.1 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

5.72.2.2 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.

5.72.2.3 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.

5.72.2.4 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.

5.72.2.5 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.

5.72.2.6 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

5.72.3 Property Documentation

5.72.3.1 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/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/NetworkHelper.cs

5.73 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.73.1 Detailed Description

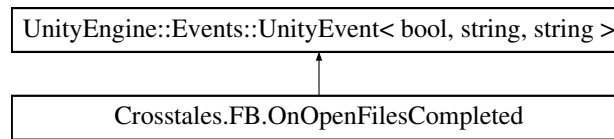
Checks if a 'Happy new year'-message must be displayed.

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

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

5.74 Crosstales.FB.OnOpenFilesCompleted Class Reference

Inheritance diagram for Crosstales.FB.OnOpenFilesCompleted:

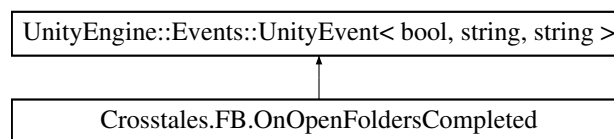


The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/FileBrowser.cs`

5.75 Crosstales.FB.OnOpenFoldersCompleted Class Reference

Inheritance diagram for Crosstales.FB.OnOpenFoldersCompleted:

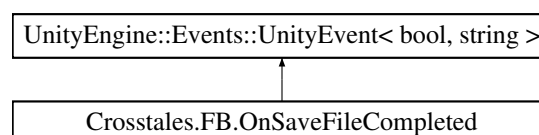


The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/FileBrowser.cs`

5.76 Crosstales.FB.OnSaveFileCompleted Class Reference

Inheritance diagram for Crosstales.FB.OnSaveFileCompleted:



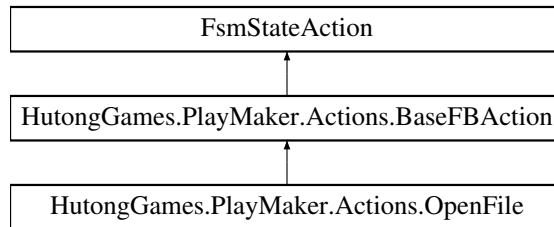
The documentation for this class was generated from the following file:

- `C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/FileBrowser.cs`

5.77 HutongGames.PlayMaker.Actions.OpenFile Class Reference

Open file action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.OpenFile:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString **Extensions** = "txt"
Extensions of the file (separated by semicolon ';').

5.77.1 Detailed Description

Open file action for [PlayMaker](#).

5.77.2 Member Data Documentation

5.77.2.1 Extensions

```
FsmString HutongGames.PlayMaker.Actions.OpenFile.Extensions = "txt"
```

Extensions of the file (separated by semicolon ';').

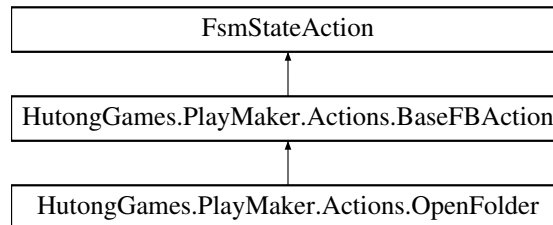
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔
PlayMaker/Scripts/OpenFile.cs

5.78 HutongGames.PlayMaker.Actions.OpenFolder Class Reference

Open folder action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.OpenFolder:



Public Member Functions

- override void **OnEnter** ()

Additional Inherited Members

5.78.1 Detailed Description

Open folder action for [PlayMaker](#).

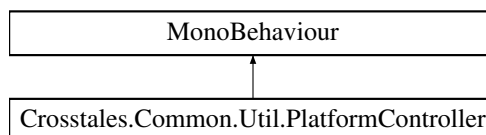
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ PlayMaker/Scripts/OpenFolder.cs

5.79 Crosstales.Common.Util.PlatformController Class Reference

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

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Attributes

- System.Collections.Generic.List< [Crosstales.Common.Model.Enum.Platform](#) > **Platforms**
Selected platforms for the controller.
- bool **Active** = true
summary> Selected objects for the controller.
- GameObject[] **Objects**
summary> Selected scripts for the controller.
- MonoBehaviour[] **Scripts**

Protected Member Functions

- virtual void **Awake** ()
- void **selectPlatform** ()
- void **activateGameObjects** ()
- void **activateScripts** ()

Protected Attributes

- [Crosstales.Common.Model.Enum.Platform](#) **currentPlatform**

5.79.1 Detailed Description

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

5.79.2 Member Data Documentation

5.79.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.79.2.2 Objects

```
GameObject [] Crosstales.Common.Util.PlatformController.Objects
```

summary>Selected scripts for the controller.

5.79.2.3 Platforms

```
System.Collections.Generic.List<Crosstales.Common.Model.Enum.Platform> Crosstales.Common.Util.PlatformController.Platforms
```

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/↔ PlatformController/Scripts/PlatformController.cs

5.80 Crosstales.FB.EditorIntegration.PlatformProviderGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.80.1 Detailed Description

Editor component for the "Hierarchy"-menu.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Extras/↔ PlatformWrapper/Scripts/Editor/PlatformProviderGameObject.cs

5.81 Crosstales.FB.EditorIntegration.PlatformProviderMenu Class Reference

Editor component for the "Tools"-menu.

5.81.1 Detailed Description

Editor component for the "Tools"-menu.

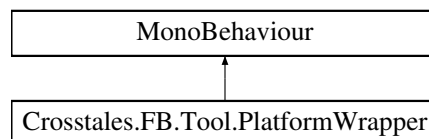
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Extras/↔ PlatformWrapper/Scripts/Editor/PlatformProviderMenu.cs

5.82 Crosstales.FB.Tool.PlatformWrapper Class Reference

Allows to configure wrappers per platform.

Inheritance diagram for Crosstales.FB.Tool.PlatformWrapper:



Public Attributes

- [PlatformWrapperTuple\[\]](#) **Configuration**
- [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#) **DefaultWrapper**
- bool **SetAsChild** = true
- bool **UseDefault**

5.82.1 Detailed Description

Allows to configure wrappers per platform.

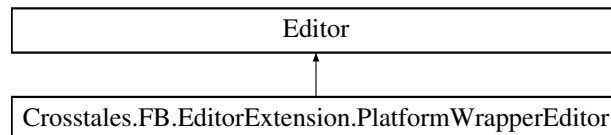
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Extras/↔ PlatformWrapper/Scripts/PlatformWrapper.cs

5.83 Crosstales.FB.EditorExtension.PlatformWrapperEditor Class Reference

Custom editor for the 'PlatformWrapper'-class.

Inheritance diagram for Crosstales.FB.EditorExtension.PlatformWrapperEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

Static Public Attributes

- static bool **isPrefabInScene** => GameObject.Find("PlatformWrapper") != null

5.83.1 Detailed Description

Custom editor for the 'PlatformWrapper'-class.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Extras/↔ PlatformWrapper/Scripts/Editor/PlatformWrapperEditor.cs

5.84 Crosstales.FB.Tool.PlatformWrapperTuple Class Reference

Public Attributes

- [Crosstales.Common.Model.Enum.Platform Platform](#)
- [Crosstales.FB.Wrapper.BaseCustomFileBrowser CustomWrapper](#)

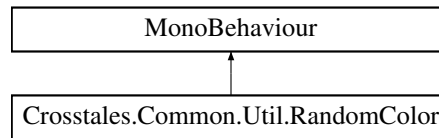
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Extras/↔ PlatformWrapper/Scripts/PlatformWrapper.cs

5.85 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Attributes

- bool [UseInterval](#) = true
Use intervals to change the color (default: true).
- Vector2 [ChangeInterval](#) = new Vector2(5, 10)
summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 [HueRange](#) = new Vector2(0f, 1f)
summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [SaturationRange](#) = new Vector2(1f, 1f)
summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [ValueRange](#) = new Vector2(1f, 1f)
summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 [AlphaRange](#) = new Vector2(1f, 1f)
summary>Use gray scale colors (default: false).
- bool [GrayScale](#)
summary>Modify the color of a material instead of the Renderer (default: not set, optional).
- Material [Material](#)
summary>Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart**

5.85.1 Detailed Description

Random color changer.

5.85.2 Member Data Documentation

5.85.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

5.85.2.2 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.85.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.85.2.4 HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.85.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.85.2.6 SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.85.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.85.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

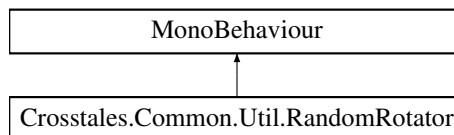
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/↔ Random/Scripts/RandomColor.cs

5.86 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Attributes

- bool **UseInterval** = true
Use intervals to change the rotation (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 **SpeedMin** = new Vector3(5, 5, 5)
summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 **SpeedMax** = new Vector3(15, 15, 15)
summary>Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart**
summary>Random change interval per axis (default: true).
- bool **RandomChangeIntervalPerAxis** = true
summary>Random direction per axis (default: true).
- bool **RandomDirectionPerAxis** = true

5.86.1 Detailed Description

Random rotation changer.

5.86.2 Member Data Documentation

5.86.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.86.2.2 RandomChangeIntervalPerAxis

```
bool Crosstales.Common.Util.RandomRotator.RandomChangeIntervalPerAxis = true
```

summary>Random direction per axis (default: true).

5.86.2.3 RandomRotationAtStart

```
bool Crosstales.Common.Util.RandomRotator.RandomRotationAtStart
```

summary>Random change interval per axis (default: true).

5.86.2.4 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.86.2.5 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.86.2.6 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

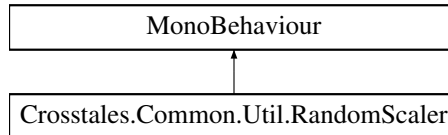
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/↔ Random/Scripts/RandomRotator.cs

5.87 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Attributes

- bool `UseInterval` = true
Use intervals to change the scale (default: true).
- Vector2 `ChangeInterval` = new Vector2(10, 20)
summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 `ScaleMin` = new Vector3(0.1f, 0.1f, 0.1f)
summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 `ScaleMax` = new Vector3(3, 3, 3)
summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool `Uniform` = true
summary>Set the object to a random scale at Start (default: false).
- bool `RandomScaleAtStart`

5.87.1 Detailed Description

Random scale changer.

5.87.2 Member Data Documentation

5.87.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

5.87.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.87.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary>Maximum scale per axis (default: 0.1 for all axis).

5.87.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.87.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

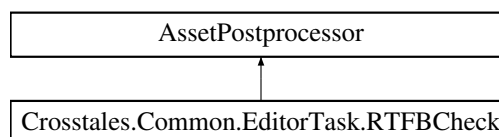
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/↔ Random/Scripts/RandomScaler.cs

5.88 Crosstales.Common.EditorTask.RTFBCheck Class Reference

Search for the "Runtime File Browser" and add the compile define "CT_RTFB".

Inheritance diagram for Crosstales.Common.EditorTask.RTFBCheck:



Static Public Member Functions

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

5.88.1 Detailed Description

Search for the "Runtime File Browser" and add the compile define "CT_RTFB".

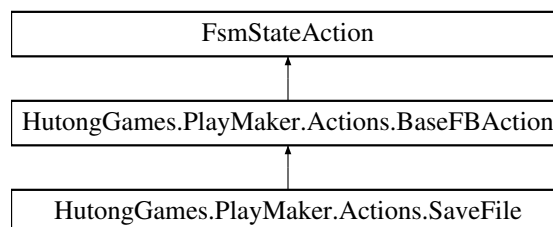
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/Editor/Task/RTFBCheck.cs

5.89 HutongGames.PlayMaker.Actions.SaveFile Class Reference

Save file action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SaveFile:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString **FileName** = "MySaveFile"
Name of the file.
- FsmString **Extensions** = "txt"
Extensions of the file (separated by semicolon ';').

5.89.1 Detailed Description

Save file action for [PlayMaker](#).

5.89.2 Member Data Documentation

5.89.2.1 Extensions

```
FsmString HutongGames.PlayMaker.Actions.SaveFile.Extensions = "txt"
```

Extensions of the file (separated by semicolon ';').

5.89.2.2 FileName

```
FsmString HutongGames.PlayMaker.Actions.SaveFile.FileName = "MySaveFile"
```

Name of the file.

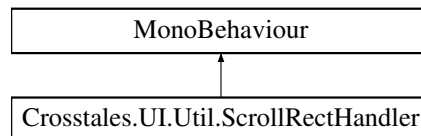
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ PlayMaker/Scripts/SaveFile.cs

5.90 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.90.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/Util/ScrollRectHandler.cs

5.91 Crosstales.FB.EditorBuild.SetStandalone Class Reference

Sets the required build parameters for Standalone.

5.91.1 Detailed Description

Sets the required build parameters for Standalone.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Builder/SetStandalone.cs

5.92 Crosstales.FB.Util.SetupProject Class Reference

Setup the project to use File Browser.

5.92.1 Detailed Description

Setup the project to use File Browser.

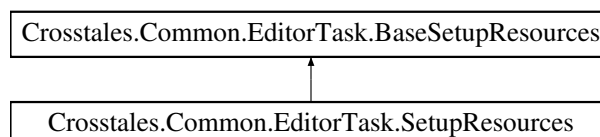
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Util/SetupProject.cs

5.93 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

5.93.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

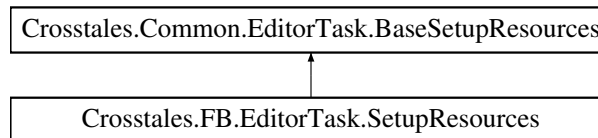
The documentation for this class was generated from the following file:

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

5.94 Crosstales.FB.EditorTask.SetupResources Class Reference

Moves all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.FB.EditorTask.SetupResources:



Static Public Member Functions

- static void **Setup** ()

Additional Inherited Members

5.94.1 Detailed Description

Moves all resources to 'Editor Default Resources'.

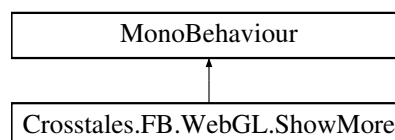
The documentation for this class was generated from the following file:

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

5.95 Crosstales.FB.WebGL.ShowMore Class Reference

Shows the details for [WebGL](#) Native File Browser.

Inheritance diagram for Crosstales.FB.WebGL.ShowMore:



Public Member Functions

- void **Show** ()

5.95.1 Detailed Description

Shows the details for [WebGL Native File Browser](#).

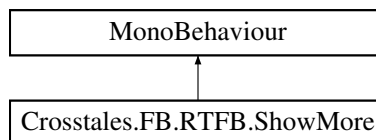
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ WebGL Native File Browser/Demo/Scripts/ShowMore.cs

5.96 Crosstales.FB.RTFB.ShowMore Class Reference

Shows the details for Runtime File Browser.

Inheritance diagram for Crosstales.FB.RTFB.ShowMore:



Public Member Functions

- void **Show** ()

5.96.1 Detailed Description

Shows the details for Runtime File Browser.

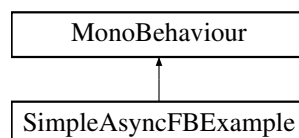
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ Runtime File Browser/Demo/Scripts/ShowMore.cs

5.97 SimpleAsyncFBExample Class Reference

Simple example to demonstrate the basic usage of File Browser with async-calls.

Inheritance diagram for SimpleAsyncFBExample:



Public Member Functions

- void **OpenFile** ()

Public Attributes

- string **Extension** = "txt"
- Text **Result**

5.97.1 Detailed Description

Simple example to demonstrate the basic usage of File Browser with async-calls.

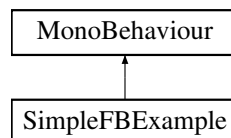
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demos/↔ Scripts/SimpleAsyncFBExample.cs

5.98 SimpleFBExample Class Reference

Simple example to demonstrate the basic usage of File Browser.

Inheritance diagram for SimpleFBExample:



Public Member Functions

- void **OpenFile** ()

Public Attributes

- string **Extension** = "txt"
- Text **Result**

5.98.1 Detailed Description

Simple example to demonstrate the basic usage of File Browser.

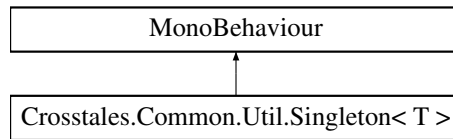
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demos/↔ Scripts/SimpleFBExample.cs

5.99 Crosstales.Common.Util.Singleton< T > Class Template Reference

Base-class for all singletons.

Inheritance diagram for Crosstales.Common.Util.Singleton< T >:



Static Public Member Functions

- static void [CreateInstance](#) (bool searchExistingGameObject=true, bool deleteExistingInstance=false)
Creates an instance of this object.
- static void [DeleteInstance](#) ()
Deletes the instance of this object.

Static Public Attributes

- static string [PrefabPath](#)
Fully qualified prefab path.
- static string [GameObjectName](#) = typeof(T).Name
Name of the gameobject in the scene.

Protected Member Functions

- virtual void [Awake](#) ()
- virtual void [OnDestroy](#) ()
- virtual void [OnApplicationQuit](#) ()

Static Protected Attributes

- static T [instance](#)

Properties

- static T [Instance](#) [get, protected set]
Returns the singleton instance of this class.
- bool [DontDestroy](#) [get, set]
Don't destroy gameobject during scene switches.

5.99.1 Detailed Description

Base-class for all singletons.

Type Constraints

T : [Singleton](#)< T >

5.99.2 Member Function Documentation

5.99.2.1 CreateInstance()

```
static void Crosstales.Common.Util.Singleton< T >.CreateInstance (
    bool searchExistingGameObject = true,
    bool deleteExistingInstance = false ) [static]
```

Creates an instance of this object.

Parameters

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

5.99.2.2 DeleteInstance()

```
static void Crosstales.Common.Util.Singleton< T >.DeleteInstance ( ) [static]
```

Deletes the instance of this object.

5.99.3 Member Data Documentation

5.99.3.1 GameObjectName

```
string Crosstales.Common.Util.Singleton< T >.GameObjectName = typeof(T).Name [static]
```

Name of the gameobject in the scene.

5.99.3.2 PrefabPath

```
string Crosstales.Common.Util.Singleton< T >.PrefabPath [static]
```

Fully qualified prefab path.

5.99.4 Property Documentation

5.99.4.1 DontDestroy

```
bool Crosstales.Common.Util.Singleton< T >.DontDestroy [get], [set]
```

Don't destroy gameobject during scene switches.

5.99.4.2 Instance

```
T Crosstales.Common.Util.Singleton< T >.Instance [static], [get], [protected set]
```

Returns the singleton instance of this class.

Returns

[Singleton](#) instance of this class.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/Singleton.cs

5.100 Crosstales.Common.Util.SingletonHelper Class Reference

Helper-class for singletons.

Properties

- static bool **isQuitting** = false [get, set]

5.100.1 Detailed Description

Helper-class for singletons.

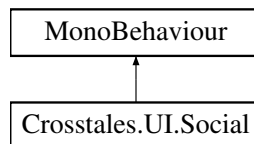
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Scripts/↔ Util/Singleton.cs

5.101 Crosstales.UI.Social Class Reference

[Crosstales](#) social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.101.1 Detailed Description

[Crosstales](#) social media links.

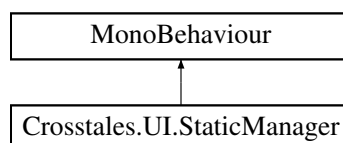
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/Social.cs

5.102 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.102.1 Detailed Description

Static Button Manager.

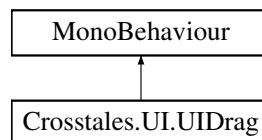
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/StaticManager.cs

5.103 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void **OnDrag** ()

5.103.1 Detailed Description

Allow to Drag the Windows around.

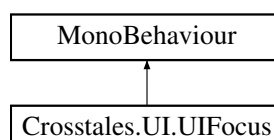
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/UIDrag.cs

5.104 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void [OnPanelEnter](#) ()
Panel entered.

Public Attributes

- string [ManagerName](#) = "Canvas"
Name of the gameobject containing the [UIWindowManager](#).

5.104.1 Detailed Description

Change the Focus on from a Window.

5.104.2 Member Function Documentation

5.104.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.104.3 Member Data Documentation

5.104.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the [UIWindowManager](#).

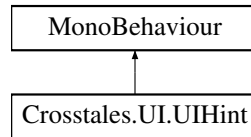
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/←
Scripts/UIFocus.cs

5.105 Crosstales.UI.UIHint Class Reference

Controls a [UI](#) group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup **Group**
Group to fade.
- float **Delay** = 2f
Delay in seconds before fading (default: 2).
- float **FadeTime** = 2f
Fade time in seconds (default: 2).
- bool **Disable** = true
Disable UI element after the fade (default: true).
- bool **FadeAtStart** = true
Fade at Start (default: true).

5.105.1 Detailed Description

Controls a [UI](#) group (hint).

5.105.2 Member Data Documentation

5.105.2.1 Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

5.105.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable [UI](#) element after the fade (default: true).

5.105.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.105.2.4 FadeTime

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

5.105.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

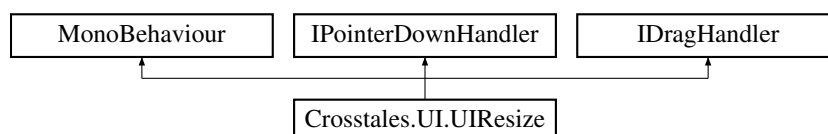
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIHint.cs

5.106 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)
Minimum size of the UI element.
- Vector2 **MaxSize** = new Vector2(800, 600)
Maximum size of the UI element.
- bool **IgnoreMaxSize** = false
Ignore maximum size of the UI element (default: false).
- float **SpeedFactor** = 2
Resize speed (default: 2).

5.106.1 Detailed Description

Resize a UI element.

5.106.2 Member Data Documentation

5.106.2.1 IgnoreMaxSize

```
bool Crosstales.UI.UIResize.IgnoreMaxSize = false
```

Ignore maximum size of the UI element (default: false).

5.106.2.2 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the UI element.

5.106.2.3 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the UI element.

5.106.2.4 SpeedFactor

```
float Crosstales.UI.UIResize.SpeedFactor = 2
```

Resize speed (default: 2).

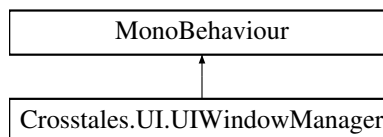
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/UIResize.cs

5.107 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void [ChangeState](#) (GameObject active)
Change the state of all windows.

Public Attributes

- GameObject[] [Windows](#)
All Windows of the scene.

5.107.1 Detailed Description

Change the state of all Window panels.

5.107.2 Member Function Documentation

5.107.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
    GameObject active )
```

Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.107.3 Member Data Documentation

5.107.3.1 Windows

```
GameObject [] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/↔ Scripts/UIWindowManager.cs

5.108 Crosstales.FB.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)
- static void **UpdateCheckWithDialog** ()

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.108.1 Detailed Description

Checks for updates of the asset.

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

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

5.109 Crosstales.FB.EditorBuild.UWPPostProcessor Class Reference

Post processor for UWP (WSA).

Static Public Member Functions

- static void **OnPostprocessBuild** (BuildTarget target, string pathToBuiltProject)

5.109.1 Detailed Description

Post processor for UWP (WSA).

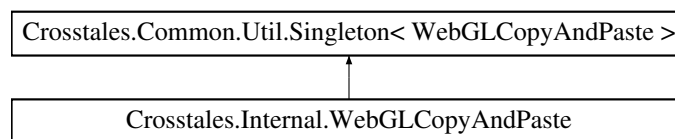
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/↔ Editor/Builder/UWPPostProcessor.cs

5.110 Crosstales.Internal.WebGLCopyAndPaste Class Reference

Allows copy and paste in WebGL.

Inheritance diagram for Crosstales.Internal.WebGLCopyAndPaste:



Public Member Functions

- delegate void **StringCallback** (string content)

Static Public Member Functions

- static void **GetClipboard** (string key)
- static void **ReceivePaste** (string str)

Additional Inherited Members

5.110.1 Detailed Description

Allows copy and paste in WebGL.

Based on <https://github.com/greggman/unity-webgl-copy-and-paste>

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/Web↔ GLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.111 Crosstales.Internal.WebGLCopyAndPasteAPI Class Reference

Static Public Member Functions

- static void **Init** ()
- static void **PassCopyToBrowser** (string str)

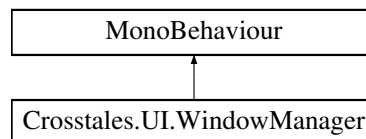
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/WebGLCopyAndPaste/Scripts/WebGLCopyAndPaste.cs

5.112 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **ClosePanel** ()

Public Attributes

- float **Speed** = 3f
Window movement speed (default: 3).
- GameObject[] **Dependencies**
Dependent GameObjects (active == open).
- bool **ClosedAtStart** = true
Close the window at Start (default: true).

5.112.1 Detailed Description

Manager for a Window.

5.112.2 Member Data Documentation

5.112.2.1 ClosedAtStart

```
bool Crosstales.UI.WindowManager.ClosedAtStart = true
```

Close the window at Start (default: true).

5.112.2.2 Dependencies

```
GameObject [] Crosstales.UI.WindowManager.Dependencies
```

Dependent GameObjects (active == open).

5.112.2.3 Speed

```
float Crosstales.UI.WindowManager.Speed = 3f
```

Window movement speed (default: 3).

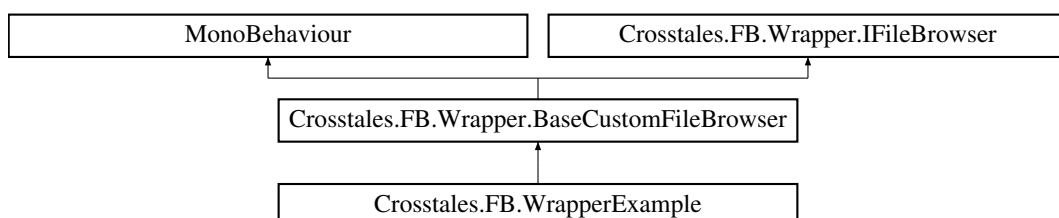
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/Common/Extras/UI/Scripts/WindowManager.cs

5.113 Crosstales.FB.WrapperExample Class Reference

Example for a custom wrapper with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the [Wrapper](#) and its variables

Inheritance diagram for Crosstales.FB.WrapperExample:



Public Member Functions

- override string[] [OpenFiles](#) (string title, string directory, string defaultName, bool multiselect, params [ExtensionFilter](#)[] extensions)
Open native file browser for multiple files.
- override string[] [OpenFolders](#) (string title, string directory, bool multiselect)
Open native folder browser for multiple folders.
- override string [SaveFile](#) (string title, string directory, string defaultName, params [ExtensionFilter](#)[] extensions)
Open native save file browser.
- override void [OpenFilesAsync](#) (string title, string directory, string defaultName, bool multiselect, [ExtensionFilter](#)[] extensions, System.Action< string[]> cb)
Asynchronously opens native file browser for multiple files.
- override void [OpenFoldersAsync](#) (string title, string directory, bool multiselect, System.Action< string[]> cb)
Asynchronously opens native folder browser for multiple folders.
- override void [SaveFileAsync](#) (string title, string directory, string defaultName, [ExtensionFilter](#)[] extensions, System.Action< string > cb)
Asynchronously opens native save file browser.

Properties

- override bool [canOpenFile](#) [get]
- override bool [canOpenFolder](#) [get]
- override bool [canSaveFile](#) [get]
- override bool [canOpenMultipleFiles](#) [get]
- override bool [canOpenMultipleFolders](#) [get]
- override bool [isPlatformSupported](#) [get]
- override bool [isWorkingInEditor](#) [get]
- override string [CurrentOpenSingleFile](#) [get, set]
- override string[] [CurrentOpenFiles](#) [get, set]
- override string [CurrentOpenSingleFolder](#) [get, set]
- override string[] [CurrentOpenFolders](#) [get, set]
- override string [CurrentSaveFile](#) [get, set]

Additional Inherited Members

5.113.1 Detailed Description

Example for a custom wrapper with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the [Wrapper](#) and its variables

5.113.2 Member Function Documentation

5.113.2.1 OpenFiles()

```
override string [] Crosstales.FB.WrapperExample.OpenFiles (  
    string title,  
    string directory,  
    string defaultName,  
    bool multiselect,  
    params ExtensionFilter[] extensions ) [virtual]
```

Open native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.113.2.2 OpenFilesAsync()

```
override void Crosstales.FB.WrapperExample.OpenFilesAsync (
    string title,
    string directory,
    string defaultName,
    bool multiselect,
    ExtensionFilter[] extensions,
    System.Action< string[]> cb ) [virtual]
```

Asynchronously opens native file browser for multiple files.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name (currently only supported under Windows standalone)
<i>multiselect</i>	Allow multiple file selection
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", ".jpg", ".png")
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen files. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.113.2.3 OpenFolders()

```
override string [] Crosstales.FB.WrapperExample.OpenFolders (
    string title,
```



```
    string directory,  
    bool multiselect ) [virtual]
```

Open native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.113.2.4 OpenFoldersAsync()

```
override void Crosstales.FB.WrapperExample.OpenFoldersAsync (
    string title,
    string directory,
    bool multiselect,
    System.Action< string[]> cb ) [virtual]
```

Asynchronously opens native folder browser for multiple folders.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>multiselect</i>	Allow multiple folder selection
<i>cb</i>	Callback for the async operation.

Returns

Returns array of chosen folders. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.113.2.5 SaveFile()

```
override string Crosstales.FB.WrapperExample.SaveFile (
    string title,
    string directory,
    string defaultName,
    params ExtensionFilter[] extensions ) [virtual]
```

Open native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

5.113.2.6 SaveFileAsync()

```
override void Crosstales.FB.WrapperExample.SaveFileAsync (
    string title,
    string directory,
    string defaultName,
    ExtensionFilter[] extensions,
    System.Action< string > cb ) [virtual]
```

Asynchronously opens native save file browser.

Parameters

<i>title</i>	Dialog title
<i>directory</i>	Root directory
<i>defaultName</i>	Default file name
<i>extensions</i>	List of extension filters. Filter Example: new ExtensionFilter ("Image Files", "jpg", "png")
<i>cb</i>	Callback for the async operation.

Returns

Returns chosen file. Null when cancelled

Implements [Crosstales.FB.Wrapper.BaseCustomFileBrowser](#).

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

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Scripts/Wrapper↵ Example.cs

5.114 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

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

5.114.1 Detailed Description

Helper-class for XML.

5.114.2 Member Function Documentation

5.114.2.1 DeserializeFromByteArray< T >()

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

Deserialize a XML byte-array to an object.

Parameters

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

Returns

Object

5.114.2.2 DeserializeFromFile< T >()

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

Deserialize a XML-file to an object.

Parameters

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

Returns

Object

5.114.2.3 DeserializeFromResource< T >()

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

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

Parameters

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

Returns

Object

5.114.2.4 DeserializeFromString< T >()

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

Deserialize a XML-string to an object.

Parameters

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

Returns

Object

5.114.2.5 SerializeToByteArray< T >()

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

Serialize an object to a XML byte-array.

Parameters

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

Returns

Object as byte-array

5.114.2.6 SerializeToFile< T >()

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

Serialize an object to a XML-file.

Parameters

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

5.114.2.7 SerializeToString< T >()

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

Serialize an object to a XML-string.

Parameters

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

Returns

Object as XML-string

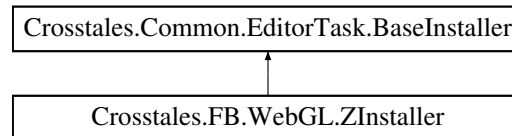
The documentation for this class was generated from the following file:

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

5.115 Crosstales.FB.WebGL.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.FB.WebGL.ZInstaller:



Additional Inherited Members

5.115.1 Detailed Description

Installs the Demos-package.

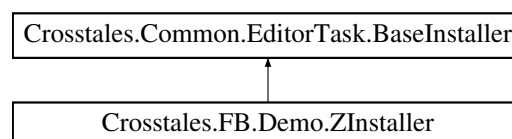
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ WebGL Native File Browser/Scripts/Editor/ZInstaller.cs

5.116 Crosstales.FB.Demo.ZInstaller Class Reference

Installs the packages from [Common](#).

Inheritance diagram for Crosstales.FB.Demo.ZInstaller:



Additional Inherited Members

5.116.1 Detailed Description

Installs the packages from [Common](#).

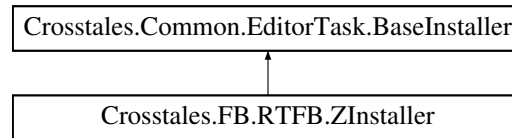
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/Demos/↔ Scripts/Editor/ZInstaller.cs

5.117 Crosstales.FB.RTFB.ZInstaller Class Reference

Installs the Demos-package.

Inheritance diagram for Crosstales.FB.RTFB.ZInstaller:



Additional Inherited Members

5.117.1 Detailed Description

Installs the Demos-package.

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

- `C:/Users/slaub/Unity/assets/FileBrowser/FileBrowserPro/Assets/Plugins/crosstales/FileBrowser/3rd party/↔ Runtime File Browser/Scripts/Editor/ZInstaller.cs`

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/>

6.2 AssetStore

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

6.3 Forum

<https://forum.unity.com/threads/file-browser-native-file-browser-for-windows-and-macos.510403/>

6.4 Documentation

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

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demos

6.6.1 Windows

https://drive.google.com/file/d/1sE-6uhp2nk_5B85jvoiMWdk__HqUPSek/view?usp=sharing

6.6.2 macOS

<https://drive.google.com/file/d/1sAB953F-fpRmTSks9f2ZM0sMV7CEyyUA/view?usp=sharing>

6.6.3 Linux

https://drive.google.com/file/d/1LAm9v8Mu9jvF_8ZU0X3UU8nLKCdobzrj/view?usp=sharing

6.7 Videos

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

6.7.1 Tutorial

<https://youtu.be/nczXecD0uB0?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

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