

# Bad Word Filter

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## Chapter 4

# Namespace Documentation

### 4.1 Crosstales Namespace Reference

#### Namespaces

### 4.2 Crosstales.BWF Namespace Reference

#### Namespaces

#### Classes

- class [BWFManager](#)  
*BWF is a multi-manager for all available managers.*
- class [CTExtensionMethods](#)  
*Various extension methods.*

### 4.3 Crosstales.BWF.Demo Namespace Reference

#### Namespaces

#### Classes

- class [GUIMain](#)  
*Main GUI controller.*
- class [GUISource](#)  
*Generates a scrollable list of sources.*
- class [SourceEntry](#)  
*Wrapper for sources.*

## 4.4 Crosstales.BWF.Demo.Util Namespace Reference

### Classes

- class [PlatformController](#)  
*Enables or disable game objects for a given platform.*
- class [RandomColor](#)  
*Random color changer.*
- class [RandomRotator](#)  
*Random rotation changer.*
- class [RandomScaler](#)  
*Random scale changer.*
- class [ScrollRectHandler](#)  
*Changes the sensitivity of ScrollRects under various platforms.*

### Enumerations

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

#### 4.4.1 Enumeration Type Documentation

##### 4.4.1.1 enum Crosstales.BWF.Demo.Util.Platform [strong]

All available platforms.

## 4.5 Crosstales.BWF.EditorExtension Namespace Reference

### Classes

- class [BadWordManagerEditor](#)  
*Custom editor for the 'BadWordManager'-class.*
- class [BadWordProviderTextEditor](#)  
*Custom editor for the 'BadWordProviderText'-class.*
- class [BaseProviderEditor](#)  
*Base-class for custom editors of children of the 'BaseProvider'-class.*
- class [BWFManagerEditor](#)  
*Custom editor for the 'BWFManager'-class.*
- class [CapitalizationManagerEditor](#)  
*Custom editor for the 'CapitalizationManager'-class.*
- class [DomainManagerEditor](#)  
*Custom editor for the 'DomainManager'-class.*
- class [DomainProviderTextEditor](#)  
*Custom editor for the 'DomainProviderText'-class.*
- class [PunctuationManagerEditor](#)  
*Custom editor for the 'PunctuationManager'-class.*

## 4.6 Crosstales.BWF.EditorIntegration Namespace Reference

### Classes

- class [BWFGameObject](#)  
*Editor component for the "Hierarchy"-menu.*
- class [BWFMenu](#)  
*Editor component for the "Tools"-menu.*
- class [ConfigBase](#)  
*Base class for editor windows.*
- class [ConfigPreferences](#)  
*Unity "Preferences" extension.*
- class [ConfigWindow](#)  
*Editor window extension.*

## 4.7 Crosstales.BWF.EditorTask Namespace Reference

### Classes

- class [AutoInitialize](#)  
*Automatically adds the necessary BWF-prefabs to the current scene.*
- class [CompileDefines](#)  
*Adds the given define symbols to PlayerSettings define symbols.*
- class [ConfigLoader](#)  
*Loads the configuration at startup.*
- class [Launch](#)  
*Show the configuration window on the first launch.*
- class [OCCheck](#)  
*Checks if 'Online Check' is installed.*
- class [ReminderCheck](#)  
*Reminds the customer to create an UAS review.*
- class [SetupResources](#)  
*Copies all resources to 'Editor Default Resources'.*
- class [Telemetry](#)  
*Gather some telemetry data for the asset.*
- class [UpdateCheck](#)  
*Checks for updates of the asset.*

### Enumerations

- enum [UpdateStatus](#) {  
**NOT\_CHECKED, NO\_UPDATE, UPDATE, UPDATE\_PRO,**  
**UPDATE\_VERSION, DEPRECATED** }  
*All possible update stati.*



## 4.7.1 Enumeration Type Documentation

### 4.7.1.1 enum Crosstales.BWF.EditorTask.UpdateStatus [strong]

All possible update stati.

## 4.8 Crosstales.BWF.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.*
- class [GAApi](#)  
*GA-wrapper API.*

## 4.9 Crosstales.BWF.Filter Namespace Reference

### Classes

- class [BadWordFilter](#)  
*Filter for bad words. The class can also replace all bad words inside a string.*
- class [BaseFilter](#)  
*Base class for all filters.*
- class [CapitalizationFilter](#)  
*Filter for excessive capitalization. The class can also replace all capitalizations inside a string.*
- class [DomainFilter](#)  
*Filter for domains. The class can also replace all domains inside a string.*
- class [PunctuationFilter](#)  
*Filter for excessive punctuation. The class can also replace all punctuation inside a string.*

## 4.10 Crosstales.BWF.Manager Namespace Reference

### Classes

- class [BadWordManager](#)  
*Manager for bad words.*
- class [BaseManager](#)  
*Base class for all managers.*
- class [CapitalizationManager](#)  
*Manager for excessive capitalization.*
- class [DomainManager](#)  
*Manager for domains.*
- class [PunctuationManager](#)  
*Manager for excessive punctuation.*

## 4.11 Crosstales.BWF.Model Namespace Reference

### Classes

- class [BadWords](#)  
*Model for a source of bad words.*
- class [Domains](#)  
*Model for a source of domains.*
- class [Source](#)  
*Base class for sources.*

### Enumerations

- enum [ManagerMask](#) {  
**None** = 0, **All** = 1, **BadWord** = 2, **Domain** = 4,  
**Capitalization** = 8, **Punctuation** = 16 }  
*Enum for all available managers.*

### 4.11.1 Enumeration Type Documentation

#### 4.11.1.1 enum Crosstales.BWF.Model.ManagerMask [strong]

Enum for all available managers.

## 4.12 Crosstales.BWF.PlayMaker Namespace Reference

### Classes

- class [BaseBWFEditor](#)  
*Base-class for custom editors.*
- class [ContainsEditor](#)  
*Custom editor for the ContainsString-action.*
- class [MarkStringEditor](#)  
*Custom editor for the MarkString-action.*
- class [MarkUIEditor](#)  
*Custom editor for the MarkUI-action.*
- class [ReplaceStringEditor](#)  
*Custom editor for the ReplaceString-action.*
- class [ReplaceUIEditor](#)  
*Custom editor for the ReplaceUI-action.*

## 4.13 Crosstales.BWF.Provider Namespace Reference

### Classes

- class [BadWordProvider](#)  
*Base class for bad word providers.*
- class [BadWordProviderText](#)  
*Text-file based bad word provider.*
- class [BaseProvider](#)  
*Base class for all providers.*
- class [DomainProvider](#)  
*Base class for domain providers.*
- class [DomainProviderText](#)  
*Text-file based domain provider.*

## 4.14 Crosstales.BWF.Test Namespace Reference

### Classes

- class [BaseTest](#)  
*Base class for all tests.*
- class [MultiThreadTest](#)  
*Test for multi-threading of the BWF.*
- class [TestContains](#)  
*Test for the 'Contains()' method.*
- class [TestGetAll](#)  
*Test for the 'GetAll()' method.*
- class [TestReplace](#)  
*Test for the 'Replace' method.*
- class [TestReplaceAll](#)  
*Test for the 'ReplaceAll()' method.*

## 4.15 Crosstales.BWF.Util Namespace Reference

### Classes

- class [Config](#)  
*Configuration for the asset.*
- class [Constants](#)  
*Collected constants of very general utility for the asset.*
- class [CTPlayerPrefs](#)  
*Wrapper for the PlayerPrefs.*
- class [CTWebClient](#)  
*Specialised WebClient.*
- class [Helper](#)  
*Various helper functions.*

## 4.16 Crosstales.UI Namespace Reference

### Namespaces

### Classes

- class [Social](#)  
*Crosstales social media links.*
- class [StaticManager](#)  
*Static Button Manager.*
- class [UIDrag](#)  
*Allow to Drag the Windows arround.*
- class [UIFocus](#)  
*Change the Focus on from a Window.*
- class [UIWindowManager](#)  
*Change the state of all Window panels.*
- class [WindowManager](#)  
*Manager for a Window.*

## 4.17 Crosstales.UI.Util Namespace Reference

### Classes

- class [FPSDisplay](#)  
*Simple FPS-Counter.*

## 4.18 HutongGames Namespace Reference

### Namespaces

## 4.19 HutongGames.PlayMaker Namespace Reference

### Namespaces

## 4.20 HutongGames.PlayMaker.Actions Namespace Reference

### Classes

- class [BaseBWFAction](#)  
*Base class for BWF-actions in [PlayMaker](#).*
- class [BaseBWFActionString](#)  
*Base class for BWF-String-actions in [PlayMaker](#).*
- class [BaseBWFActionUI](#)

- Base class for BWF-UI-actions in [PlayMaker](#).*
- class [ContainsString](#)  
*Contains-action for strings in [PlayMaker](#).*
  - class [MarkString](#)  
*Mark-action for strings in [PlayMaker](#).*
  - class [MarkUI](#)  
*Mark-action for UI-elements in [PlayMaker](#).*
  - class [ReplaceString](#)  
*Replace-action for strings in [PlayMaker](#).*
  - class [ReplaceUI](#)  
*Replace-action for UI-elements in [PlayMaker](#).*

## Chapter 5

# Class Documentation

### 5.1 Crosstales.BWF.EditorTask.AutoInitalize Class Reference

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

#### 5.1.1 Detailed Description

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

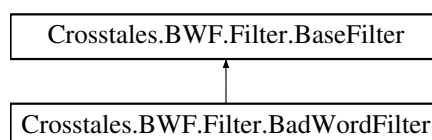
The documentation for this class was generated from the following file:

- `D:/slaubenger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Task/AutoInitalize.cs`

### 5.2 Crosstales.BWF.Filter.BadWordFilter Class Reference

[Filter](#) for bad words. The class can also replace all bad words inside a string.

Inheritance diagram for Crosstales.BWF.Filter.BadWordFilter:



## Public Member Functions

- [BadWordFilter](#) (System.Collections.Generic.List< [Provider.BadWordProvider](#) > badWordProviderLTR, System.Collections.Generic.List< [Provider.BadWordProvider](#) > badWordProviderRTL, string replace↔ Characters, bool leetSpeak, bool simpleCheck, string markPrefix, string markPostfix)  
*Instantiate the class.*
- override bool [Contains](#) (string testString, params string[] sources)  
*Searches for bad words in a text.*
- override System.Collections.Generic.List< string > [GetAll](#) (string testString, params string[] sources)  
*Searches for bad words in a text.*
- override string [ReplaceAll](#) (string testString, params string[] sources)  
*Searches and replaces all bad words in a text.*
- override string [Replace](#) (string text, System.Collections.Generic.List< string > badWords)  
*Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()'* method).

## Public Attributes

- string [ReplaceCharacters](#)  
*Replace characters for bad words.*
- bool [ReplaceLeetSpeak](#)  
*Replace Leet speak in the input string.*
- bool [SimpleCheck](#)  
*Use simple detection algorithm.*

## Protected Member Functions

- string [replaceLeetSpeak](#) (string input)

## Properties

- System.Collections.Generic.List< [Provider.BadWordProvider](#) > [BadWordProviderLTR](#) [get, set]  
*List of all left-to-right providers.*
- System.Collections.Generic.List< [Provider.BadWordProvider](#) > [BadWordProviderRTL](#) [get, set]  
*List of all right-to-left providers.*
- override bool [isReady](#) [get]  
*Checks the readiness status of the filter.*

## Additional Inherited Members

### 5.2.1 Detailed Description

[Filter](#) for bad words. The class can also replace all bad words inside a string.

### 5.2.2 Constructor & Destructor Documentation

- 5.2.2.1 [Crosstales.BWF.Filter.BadWordFilter.BadWordFilter](#) ( System.Collections.Generic.List< [Provider.BadWordProvider](#) > badWordProviderLTR, System.Collections.Generic.List< [Provider.BadWordProvider](#) > badWordProviderRTL, string replaceCharacters, bool leetSpeak, bool simpleCheck, string markPrefix, string markPostfix )

Instantiate the class.

## Parameters

<i>badWordProviderLTR</i>	List of all left-to-right providers.
<i>badWordProviderRTL</i>	List of all right-to-left providers.
<i>replaceCharacters</i>	Replace characters for bad words.
<i>replaceLeetSpeak</i>	Replace Leet speak in the input string.
<i>simpleCheck</i>	Use simple detection algorithm.
<i>markPrefix</i>	Prefix for every found bad word.
<i>markPostfix</i>	Postfix for every found bad word.

### 5.2.3 Member Function Documentation

5.2.3.1 `override bool Crosstales.BWF.Filter.BadWordFilter.Contains ( string testString, params string[] sources )` [virtual]

Searches for bad words in a text.

## Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

## Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.2.3.2 `override System.Collections.Generic.List<string> Crosstales.BWF.Filter.BadWordFilter.GetAll ( string testString, params string[] sources )` [virtual]

Searches for bad words in a text.

## Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

## Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).



5.2.3.3 `override string Crosstales.BWF.Filter.BadWordFilter.Replace ( string text, System.Collections.Generic.List< string > badWords ) [virtual]`

Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the ['GetAll\(\)'](#) method).

#### Parameters

<i>text</i>	Text containig bad words
<i>badWords</i>	Bad words to replace

#### Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.2.3.4 `override string Crosstales.BWF.Filter.BadWordFilter.ReplaceAll ( string testString, params string[] sources ) [virtual]`

Searches and replaces all bad words in a text.

#### Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

#### Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

## 5.2.4 Member Data Documentation

5.2.4.1 `string Crosstales.BWF.Filter.BadWordFilter.ReplaceCharacters`

Replace characters for bad words.

5.2.4.2 `bool Crosstales.BWF.Filter.BadWordFilter.ReplaceLeetSpeak`

Replace Leet speak in the input string.

5.2.4.3 `bool Crosstales.BWF.Filter.BadWordFilter.SimpleCheck`

Use simple detection algorithm.

## 5.2.5 Property Documentation

### 5.2.5.1 System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Filter.BadWordFilter.BadWordProviderLTR [get], [set]

List of all left-to-right providers.

#### Returns

All left-to-right providers.

### 5.2.5.2 System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Filter.BadWordFilter.BadWordProviderRTL [get], [set]

List of all right-to-left providers.

#### Returns

All right-to-left providers.

### 5.2.5.3 override bool Crosstales.BWF.Filter.BadWordFilter.isReady [get]

Checks the readiness status of the filter.

#### Returns

True if the filter is ready.

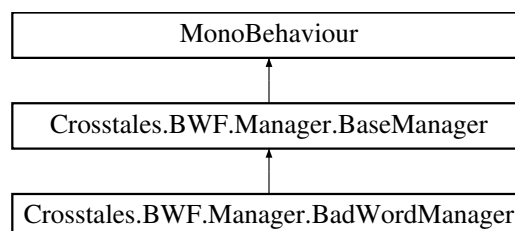
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd\_party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Filter/BadWordFilter.cs

## 5.3 Crosstales.BWF.Manager.BadWordManager Class Reference

[Manager](#) for for bad words.

Inheritance diagram for Crosstales.BWF.Manager.BadWordManager:



## Public Member Functions

- void **OnEnable** ()

## Static Public Member Functions

- static void **Load** ()  
*Loads the current filter with all settings from this object.*
- static bool **Contains** (string testString, params string[] sources)  
*Searches for bad words in a text.*
- static void **ContainsMT** (out bool result, string testString, params string[] sources)  
*Searches for bad words in a text (call as thread).*
- static System.Collections.Generic.List< string > **GetAll** (string testString, params string[] sources)  
*Searches for bad words in a text.*
- static void **GetAllMT** (out System.Collections.Generic.List< string > result, string testString, params string[] sources)  
*Searches for bad words in a text (call as thread).*
- static string **ReplaceAll** (string testString, params string[] sources)  
*Searches and replaces all bad words in a text.*
- static void **ReplaceAllMT** (out string result, string testString, params string[] sources)  
*Searches and replaces all bad words in a text (call as thread).*
- static string **Replace** (string text, System.Collections.Generic.List< string > badWords)  
*Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()'  
method).*
- static string **Mark** (string text, System.Collections.Generic.List< string > badWords, string prefix="<b><color=red>", string postfix="</color></b>")  
*Marks the text with a prefix and postfix from a list of words.*
- static string **Unmark** (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*

## Public Attributes

- string **ReplaceChars** = "\*"   
*Replace characters for bad words (default: \*).*
- bool **ReplaceLeetSpeak** = false   
*Replace Leet speak in the input string (default: true).*
- bool **SimpleCheck** = false   
*Use simple detection algorithm. This is the way to check for Chinese, Japanese, Korean and Thai bad words (default: false).*
- System.Collections.Generic.List< Provider.BadWordProvider > **BadWordProviderLTR**   
*List of all left-to-right providers.*
- System.Collections.Generic.List< Provider.BadWordProvider > **BadWordProviderRTL**   
*List of all right-to-left providers.*

## Properties

- static string [ReplaceCharacters](#) [get, set]  
*Replace characters for bad words.*
- static bool [isReplaceLeetSpeak](#) [get, set]  
*Replace Leet speak in the input string.*
- static bool [isSimpleCheck](#) [get, set]  
*Use simple detection algorithm.*
- static bool [isReady](#) [get]  
*Checks the readiness status of the manager.*
- static System.Collections.Generic.List< [Model.Source](#) > [Sources](#) [get]  
*Returns all sources for the manager.*

### 5.3.1 Detailed Description

[Manager](#) for for bad words.

### 5.3.2 Member Function Documentation

**5.3.2.1** static bool Crosstales.BWF.Manager.BadWordManager.Contains ( string *testString*, params string[] *sources* )  
[static]

Searches for bad words in a text.

#### Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

#### Returns

True if a match was found

**5.3.2.2** static void Crosstales.BWF.Manager.BadWordManager.ContainsMT ( out bool *result*, string *testString*, params string[] *sources* ) [static]

Searches for bad words in a text (call as thread).

#### Parameters

<i>result</i>	out-parameter: true if a match was found
<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

## Returns

True if a match was found

**5.3.2.3** `static System.Collections.Generic.List<string> Crosstales.BWF.Manager.BadWordManager.GetAll ( string testString,  
params string[] sources ) [static]`

Searches for bad words in a text.

## Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

## Returns

List with all the matches

**5.3.2.4** `static void Crosstales.BWF.Manager.BadWordManager.GetAllMT ( out System.Collections.Generic.List< string > result,  
string testString, params string[] sources ) [static]`

Searches for bad words in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: List with all the matches
<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

**5.3.2.5** `static void Crosstales.BWF.Manager.BadWordManager.Load ( ) [static]`

Loads the current filter with all settings from this object.

**5.3.2.6** `static string Crosstales.BWF.Manager.BadWordManager.Mark ( string text, System.Collections.Generic.List< string >  
badWords, string prefix = "<b><color=red>", string postfix = "</color></b>" ) [static]`

Marks the text with a prefix and postfix from a list of words.

## Parameters

<i>text</i>	Text containig bad words
<i>badWords</i>	Bad words to mark
<i>prefix</i>	Prefix for every found bad word (default: bold and red, optional)
<i>postfix</i>	Postfix for every found bad word (default: bold and red, optional)

**Returns**

Text with marked bad words

**5.3.2.7** `static string Crosstales.BWF.Manager.BadWordManager.Replace ( string text, System.Collections.Generic.List< string > badWords ) [static]`

Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the ['GetAll\(\)'](#) method).

**Parameters**

<i>text</i>	Text containig bad words
<i>badWords</i>	Bad words to replace

**Returns**

Clean text

**5.3.2.8** `static string Crosstales.BWF.Manager.BadWordManager.ReplaceAll ( string testString, params string[] sources ) [static]`

Searches and replaces all bad words in a text.

**Parameters**

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

**Returns**

Clean text

**5.3.2.9** `static void Crosstales.BWF.Manager.BadWordManager.ReplaceAllMT ( out string result, string testString, params string[] sources ) [static]`

Searches and replaces all bad words in a text (call as thread).

**Parameters**

<i>result</i>	out-parameter: clean text
<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

5.3.2.10 `static string Crosstales.BWF.Manager.BadWordManager.Unmark ( string text, string prefix = "<b><color=red>", string postfix = "</color></b>" ) [static]`

Unmarks the text with a prefix and postfix.

#### Parameters

<i>text</i>	Text with marked bad words
<i>prefix</i>	Prefix for every found bad word (default: bold and red, optional)
<i>postfix</i>	Postfix for every found bad word (default: bold and red, optional)

#### Returns

Text with unmarked bad words

### 5.3.3 Member Data Documentation

5.3.3.1 `System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Manager.BadWordManager.BadWordProviderLTR`

List of all left-to-right providers.

5.3.3.2 `System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Manager.BadWordManager.BadWordProviderRTL`

List of all right-to-left providers.

5.3.3.3 `string Crosstales.BWF.Manager.BadWordManager.ReplaceChars = "*"`

Replace characters for bad words (default: \*).

5.3.3.4 `bool Crosstales.BWF.Manager.BadWordManager.ReplaceLeetSpeak = false`

Replace Leet speak in the input string (default: true).

5.3.3.5 `bool Crosstales.BWF.Manager.BadWordManager.SimpleCheck = false`

Use simple detection algorithm. This is the way to check for Chinese, Japanese, Korean and Thai bad words (default: false).

## 5.3.4 Property Documentation

### 5.3.4.1 bool Crosstales.BWF.Manager.BadWordManager.IsReady [static], [get]

Checks the readiness status of the manager.

#### Returns

True if the manager is ready.

### 5.3.4.2 bool Crosstales.BWF.Manager.BadWordManager.IsReplaceLeetSpeak [static], [get], [set]

Replace Leet speak in the input string.

### 5.3.4.3 bool Crosstales.BWF.Manager.BadWordManager.IsSimpleCheck [static], [get], [set]

Use simple detection algorithm.

### 5.3.4.4 string Crosstales.BWF.Manager.BadWordManager.ReplaceCharacters [static], [get], [set]

Replace characters for bad words.

### 5.3.4.5 System.Collections.Generic.List<Model.Source> Crosstales.BWF.Manager.BadWordManager.Sources [static], [get]

Returns all sources for the manager.

#### Returns

List with all sources for the manager

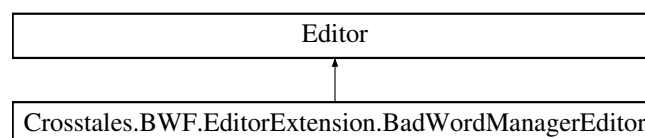
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Manager/BadWordManager.cs

## 5.4 Crosstales.BWF.EditorExtension.BadWordManagerEditor Class Reference

Custom editor for the 'BadWordManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordManagerEditor:





## Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

### 5.4.1 Detailed Description

Custom editor for the 'BadWordManager'-class.

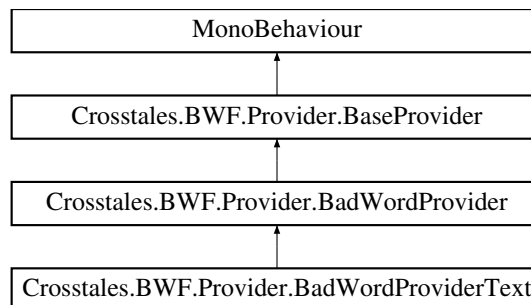
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd\_party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Extension/BadWordManagerEditor.cs

## 5.5 Crosstales.BWF.Provider.BadWordProvider Class Reference

Base class for bad word providers.

Inheritance diagram for Crosstales.BWF.Provider.BadWordProvider:



## Public Member Functions

- override void **Load** ()  
*Loads all sources.*

## Protected Member Functions

- override void **init** ()  
*Intialize the provider.*

## Protected Attributes

- System.Collections.Generic.List< [Model.BadWords](#) > **badwords** = new System.Collections.Generic.List<[Model.BadWords](#)>()

## Properties

- `System.Collections.Generic.Dictionary< string, System.Text.RegularExpressions.Regex >` [ExactBadwordsRegex](#) [get, protected set]  
*Exact RegEx for bad words.*
- `System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< System.Text.RegularExpressions.Regex > >` [DebugExactBadwordsRegex](#) [get, protected set]  
*Debug-version of "Exact RegEx for bad words".*
- `System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > >` [SimpleBadwords](#) [get, protected set]  
*Simplified version of "RegEx for bad words".*

## Additional Inherited Members

### 5.5.1 Detailed Description

Base class for bad word providers.

### 5.5.2 Member Function Documentation

#### 5.5.2.1 `override void Crosstales.BWF.Provider.BadWordProvider.init ( )` [protected],[virtual]

Intialize the provider.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

#### 5.5.2.2 `override void Crosstales.BWF.Provider.BadWordProvider.Load ( )` [virtual]

Loads all sources.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

Reimplemented in [Crosstales.BWF.Provider.BadWordProviderText](#).

### 5.5.3 Property Documentation

#### 5.5.3.1 `System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<System.Text.RegularExpressions.Regex> >` [Crosstales.BWF.Provider.BadWordProvider.DebugExactBadwordsRegex](#) [get], [protected set]

Debug-version of "Exact RegEx for bad words".

#### 5.5.3.2 `System.Collections.Generic.Dictionary<string, System.Text.RegularExpressions.Regex>` [Crosstales.BWF.Provider.BadWordProvider.ExactBadwordsRegex](#) [get], [protected set]

Exact RegEx for bad words.

5.5.3.3 `System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<string> >`  
`Crosstales.BWF.Provider.BadWordProvider.SimpleBadwords` [get], [protected set]

Simplified version of "RegEx for bad words".

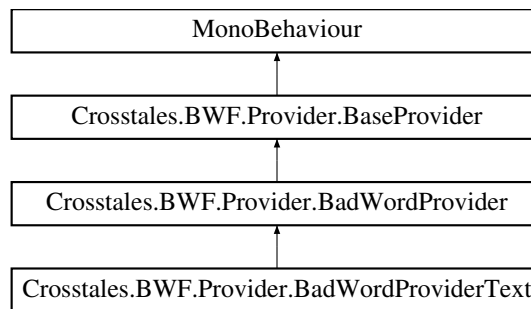
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Provider/BadWordProvider.cs`

## 5.6 Crosstales.BWF.Provider.BadWordProviderText Class Reference

Text-file based bad word provider.

Inheritance diagram for `Crosstales.BWF.Provider.BadWordProviderText`:



### Public Member Functions

- override void `Load` ()  
*Loads all sources.*
- override void `Save` ()  
*Saves all sources.*

### Additional Inherited Members

#### 5.6.1 Detailed Description

Text-file based bad word provider.

#### 5.6.2 Member Function Documentation

5.6.2.1 override void `Crosstales.BWF.Provider.BadWordProviderText.Load` ( ) [virtual]

Loads all sources.

Reimplemented from `Crosstales.BWF.Provider.BadWordProvider`.

5.6.2.2 override void Crosstales.BWF.Provider.BadWordProviderText.Save ( ) [virtual]

Saves all sources.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

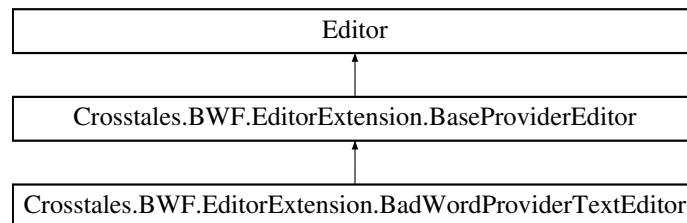
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd\_party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Provider/BadWordProviderText.cs

## 5.7 Crosstales.BWF.EditorExtension.BadWordProviderTextEditor Class Reference

Custom editor for the 'BadWordProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordProviderTextEditor:



### Additional Inherited Members

#### 5.7.1 Detailed Description

Custom editor for the 'BadWordProviderText'-class.

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

- D:/slaubenberger/git/assets/BWFPro/3rd\_party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Extension/BadWordProviderTextEditor.cs

## 5.8 Crosstales.BWF.Model.BadWords Class Reference

[Model](#) for a source of bad words.

### Public Member Functions

- [BadWords](#) (Source source, System.Collections.Generic.List< string > badWordList)  
*Instantiate the class.*
- override string **Tostring** ()

## Public Attributes

- [Source](#) [Source](#)  
*Source-object.*
- `System.Collections.Generic.List< string >` [BadWordList](#)  
*List of all bad words (RegEx).*

### 5.8.1 Detailed Description

[Model](#) for a source of bad words.

### 5.8.2 Constructor & Destructor Documentation

#### 5.8.2.1 `Crosstales.BWF.Model.BadWords.BadWords ( Source source, System.Collections.Generic.List< string > badWordList )`

Instantiate the class.

#### Parameters

<i>source</i>	Source-object.
<i>badWordList</i>	List of all bad words (RegEx).

### 5.8.3 Member Data Documentation

#### 5.8.3.1 `System.Collections.Generic.List< string >` `Crosstales.BWF.Model.BadWords.BadWordList`

List of all bad words (RegEx).

#### 5.8.3.2 `Source` `Crosstales.BWF.Model.BadWords.Source`

Source-object.

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

- `D:/slaubenberger/git/assets/BWFPro/3rd_party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Model/BadWords.cs`

## 5.9 HutongGames.PlayMaker.Actions.BaseBWFAction Class Reference

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

Inheritance diagram for `HutongGames.PlayMaker.Actions.BaseBWFAction`:



## Public Member Functions

- override void **OnUpdate** ()

## Public Attributes

- FsmEvent **sendEvent**
- [Crosstailes.BWF.Model.ManagerMask Filter](#) = Crosstailes.BWF.Model.ManagerMask.All  
*Select the active filter (default: 'All').*
- FsmArray [Sources](#)  
*Relevant sources (e.g. 'english', optional).*
- FsmBool [EndlessFilter](#) = false  
*Enable EndlessFilter-mode (default: false).*
- FsmFloat [EndlessFilterUpdateTime](#) = 1f  
*Defines the update time in EndlessFilter-mode in seconds (default: 1).*

## Protected Attributes

- float **endlessFilterUpdateTimer** = 0f

### 5.9.1 Detailed Description

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

### 5.9.2 Member Data Documentation

#### 5.9.2.1 FsmBool HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilter = false

Enable EndlessFilter-mode (default: false).

#### 5.9.2.2 FsmFloat HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilterUpdateTime = 1f

Defines the update time in EndlessFilter-mode in seconds (default: 1).

#### 5.9.2.3 Crosstailes.BWF.Model.ManagerMask HutongGames.PlayMaker.Actions.BaseBWFAction.Filter = Crosstailes.BWF.Model.ManagerMask.All

Select the active filter (default: 'All').

#### 5.9.2.4 FsmArray HutongGames.PlayMaker.Actions.BaseBWFAction.Sources

Relevant sources (e.g. 'english', optional).

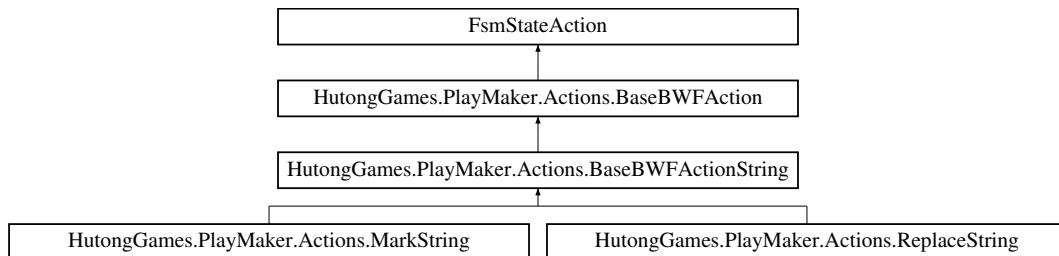
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstailes/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFAction.cs

## 5.10 HutongGames.PlayMaker.Actions.BaseBWFActionString Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionString:



### Public Attributes

- FsmString [Text](#)  
*Input string for validation.*
- FsmString [OutputText](#)  
*Output string of the validation (output).*

### Additional Inherited Members

#### 5.10.1 Detailed Description

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

#### 5.10.2 Member Data Documentation

##### 5.10.2.1 FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.OutputText

Output string of the validation (output).

##### 5.10.2.2 FsmString HutongGames.PlayMaker.Actions.BaseBWFActionString.Text

Input string for validation.

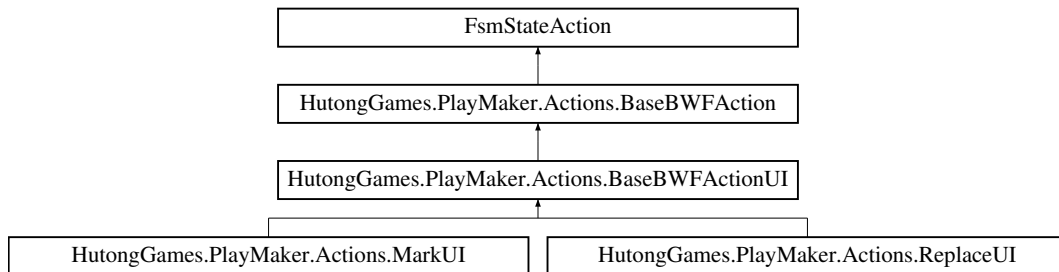
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstaes/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFActionString.cs

## 5.11 HutongGames.PlayMaker.Actions.BaseBWFActionUI Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionUI:



### Public Attributes

- [TextField](#) [Text](#)  
*Input field for validation.*
- [Text](#) [OutputText](#)  
*Output field of the validation (output).*

### Additional Inherited Members

#### 5.11.1 Detailed Description

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

#### 5.11.2 Member Data Documentation

##### 5.11.2.1 [Text](#) [HutongGames.PlayMaker.Actions.BaseBWFActionUI.OutputText](#)

Output field of the validation (output).

##### 5.11.2.2 [TextField](#) [HutongGames.PlayMaker.Actions.BaseBWFActionUI.Text](#)

Input field for validation.

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

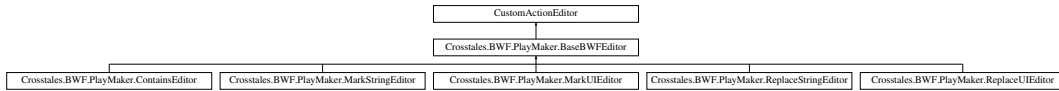
- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstaes/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFActionUI.cs



## 5.12 Crosstales.BWF.PlayMaker.BaseBWFEditor Class Reference

Base-class for custom editors.

Inheritance diagram for Crosstales.BWF.PlayMaker.BaseBWFEditor:



### Public Member Functions

- override bool **OnGUI** ()

#### 5.12.1 Detailed Description

Base-class for custom editors.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/BaseBWFEditor.cs

## 5.13 Crosstales.BWF.Filter.BaseFilter Class Reference

Base class for all filters.

Inheritance diagram for Crosstales.BWF.Filter.BaseFilter:



### Public Member Functions

- abstract bool **Contains** (string testString, params string[] sources)  
*Searches for bad words in a text.*
- abstract System.Collections.Generic.List< string > **GetAll** (string testString, params string[] sources)  
*Searches for bad words in a text.*
- abstract string **ReplaceAll** (string testString, params string[] sources)  
*Searches and replaces all bad words in a text.*
- abstract string **Replace** (string text, System.Collections.Generic.List< string > badWords)  
*Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).*
- virtual string **Mark** (string text, System.Collections.Generic.List< string > badWords, string prefix="<b><color=red>", string postfix="</color></b>")  
*Marks the text with a prefix and postfix from a list of words.*
- virtual string **Unmark** (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*

## Public Attributes

- string `MarkPrefix` = "<color=red>"  
*Prefix for every found bad word.*
- string `MarkPostfix` = "</color>"  
*Postfix for every found bad word.*

## Protected Member Functions

- void `logFilterNotReady` ()
- void `logResourceNotFound` (string res)
- void `logContains` ()
- void `logGetAll` ()
- void `logReplaceAll` ()
- void `logReplace` ()

## Protected Attributes

- System.Collections.Generic.Dictionary< string, [Model.Source](#) > `sources` = new System.Collections.Generic.Dictionary<string, [Model.Source](#)>()

## Properties

- virtual System.Collections.Generic.List< [Model.Source](#) > `Sources` [get]  
*All sources of the current filter.*
- abstract bool `isReady` [get]  
*Checks the readiness status of the current filter.*

### 5.13.1 Detailed Description

Base class for all filters.

### 5.13.2 Member Function Documentation

5.13.2.1 abstract bool `Crosstales.BWF.Filter.BaseFilter.Contains` ( string *testString*, params string[] *sources* ) [pure virtual]

Searches for bad words in a text.

#### Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

**Returns**

True if a match was found

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.PunctuationFilter](#).

**5.13.2.2** `abstract System.Collections.Generic.List<string> Crosstales.BWF.Filter.BaseFilter.GetAll ( string testString, params string[] sources ) [pure virtual]`

Searches for bad words in a text.

**Parameters**

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

**Returns**

List with all the matches

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.PunctuationFilter](#), and [Crosstales.BWF.Filter.CapitalizationFilter](#).

**5.13.2.3** `virtual string Crosstales.BWF.Filter.BaseFilter.Mark ( string text, System.Collections.Generic.List< string > badWords, string prefix = "<b><color=red>", string postfix = "</color></b>" ) [virtual]`

Marks the text with a prefix and postfix from a list of words.

**Parameters**

<i>text</i>	Text containig bad words
<i>badWords</i>	Bad words to mark
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)

**Returns**

Text with marked bad words

**5.13.2.4** `abstract string Crosstales.BWF.Filter.BaseFilter.Replace ( string text, System.Collections.Generic.List< string > badWords ) [pure virtual]`

Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the '[GetAll\(\)](#)' method).

## Parameters

<i>text</i>	Text containig bad words
<i>badWords</i>	Bad words to replace

## Returns

Clean text

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.PunctuationFilter](#).

5.13.2.5 `abstract string Crosstales.BWF.Filter.BaseFilter.ReplaceAll ( string testString, params string[] sources )` [pure virtual]

Searches and replaces all bad words in a text.

## Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

## Returns

Clean text

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.PunctuationFilter](#), and [Crosstales.BWF.Filter.CapitalizationFilter](#).

5.13.2.6 `virtual string Crosstales.BWF.Filter.BaseFilter.Unmark ( string text, string prefix = "<b><color=red>", string postfix = "</color></b>" )` [virtual]

Unmarks the text with a prefix and postfix.

## Parameters

<i>text</i>	Text with marked bad words
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)

## Returns

Text with marked bad words

## 5.13.3 Member Data Documentation

5.13.3.1 `string Crosstales.BWF.Filter.BaseFilter.MarkPostfix = "</color>"`

Postfix for every found bad word.

5.13.3.2 `string Crosstales.BWF.Filter.BaseFilter.MarkPrefix = "<color=red>"`

Prefix for every found bad word.

## 5.13.4 Property Documentation

5.13.4.1 `abstract bool Crosstales.BWF.Filter.BaseFilter.isReady` [get]

Checks the readiness status of the current filter.

### Returns

True if the filter is ready.

5.13.4.2 `virtual System.Collections.Generic.List<Model.Source> Crosstales.BWF.Filter.BaseFilter.Sources` [get]

All sources of the current filter.

### Returns

List with all sources for the current filter

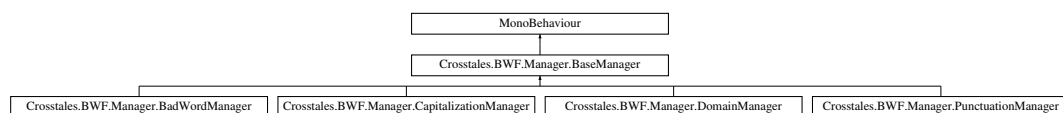
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Filter/BaseFilter.cs`

## 5.14 Crosstales.BWF.Manager.BaseManager Class Reference

Base class for all managers.

Inheritance diagram for `Crosstales.BWF.Manager.BaseManager`:



## Public Attributes

- string `MarkPrefix` = "<b><color=red>"  
Mark prefix for bad words (default: bold and color).
- string `MarkPostfix` = "</color></b>"  
Mark postfix for bad words (default: bold and color).
- bool `DontDestroy` = true  
Don't destroy gameobject during scene switches (default: true).

### 5.14.1 Detailed Description

Base class for all managers.

### 5.14.2 Member Data Documentation

#### 5.14.2.1 bool `Crosstales.BWF.Manager.BaseManager.DontDestroy` = true

Don't destroy gameobject during scene switches (default: true).

#### 5.14.2.2 string `Crosstales.BWF.Manager.BaseManager.MarkPostfix` = "</color></b>"

Mark postfix for bad words (default: bold and color).

#### 5.14.2.3 string `Crosstales.BWF.Manager.BaseManager.MarkPrefix` = "<b><color=red>"

Mark prefix for bad words (default: bold and color).

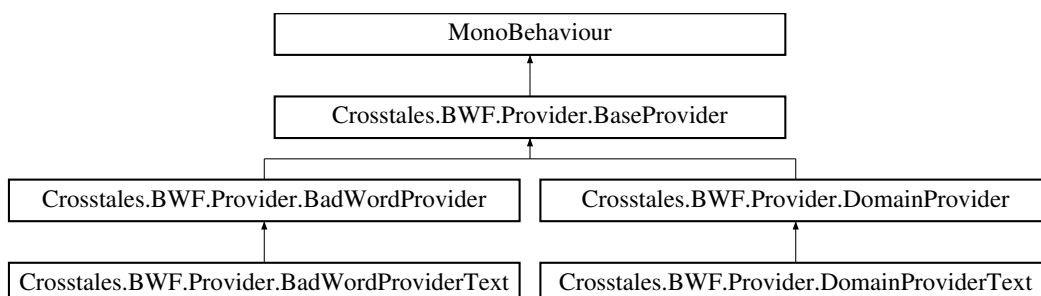
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Scripts/Manager/BaseManager.cs

## 5.15 Crosstales.BWF.Provider.BaseProvider Class Reference

Base class for all providers.

Inheritance diagram for `Crosstales.BWF.Provider.BaseProvider`:



## Public Member Functions

- abstract void [Load](#) ()  
*Loads all sources.*
- abstract void [Save](#) ()  
*Saves all sources.*
- void **Awake** ()

## Public Attributes

- string [Name](#) = string.Empty  
*Name to identify the provider.*
- System.Text.RegularExpressions.RegexOptions [RegexOption1](#) = System.Text.RegularExpressions.RegexOptions.IgnoreCase  
*Option1 (default: RegexOptions.IgnoreCase).*
- System.Text.RegularExpressions.RegexOptions [RegexOption2](#) = System.Text.RegularExpressions.RegexOptions.CultureInvariant  
*Option2 (default: RegexOptions.CultureInvariant).*
- System.Text.RegularExpressions.RegexOptions [RegexOption3](#) = System.Text.RegularExpressions.RegexOptions.None  
*Option3 (default: RegexOptions.None).*
- System.Text.RegularExpressions.RegexOptions [RegexOption4](#) = System.Text.RegularExpressions.RegexOptions.None  
*Option4 (default: RegexOptions.None).*
- System.Text.RegularExpressions.RegexOptions [RegexOption5](#) = System.Text.RegularExpressions.RegexOptions.None  
*Option5 (default: RegexOptions.None).*
- [Model.Source](#)[] [Sources](#)  
*All sources for this provider.*
- bool [ClearOnLoad](#) = true  
*Clears all existing bad words on 'Load' (default: true).*

## Protected Member Functions

- abstract void [init](#) ()  
*Intialize the provider.*
- void **logNoResourcesAdded** ()

## Protected Attributes

- System.Collections.Generic.List< string > **coRoutines** = new System.Collections.Generic.List<string>()
- bool **loading** = false

## Static Protected Attributes

- static bool **loggedUnsupportedPlatform** = false

## Properties

- bool `isReady` [get, protected set]  
*Checks the readiness status of the provider.*

### 5.15.1 Detailed Description

Base class for all providers.

### 5.15.2 Member Function Documentation

#### 5.15.2.1 abstract void `Crosstales.BWF.Provider.BaseProvider.init ( )` [protected],[pure virtual]

Intialize the provider.

Implemented in [Crosstales.BWF.Provider.BadWordProvider](#), and [Crosstales.BWF.Provider.DomainProvider](#).

#### 5.15.2.2 abstract void `Crosstales.BWF.Provider.BaseProvider.Load ( )` [pure virtual]

Loads all sources.

Implemented in [Crosstales.BWF.Provider.BadWordProvider](#), [Crosstales.BWF.Provider.DomainProvider](#), [Crosstales.BWF.Provider.BadWordProviderText](#), and [Crosstales.BWF.Provider.DomainProviderText](#).

#### 5.15.2.3 abstract void `Crosstales.BWF.Provider.BaseProvider.Save ( )` [pure virtual]

Saves all sources.

Implemented in [Crosstales.BWF.Provider.BadWordProviderText](#), and [Crosstales.BWF.Provider.DomainProviderText](#).

### 5.15.3 Member Data Documentation

#### 5.15.3.1 bool `Crosstales.BWF.Provider.BaseProvider.ClearOnLoad = true`

Clears all existing bad words on 'Load' (default: true).

#### 5.15.3.2 string `Crosstales.BWF.Provider.BaseProvider.Name = string.Empty`

Name to identify the provider.

#### 5.15.3.3 `System.Text.RegularExpressions.RegexOptions` `Crosstales.BWF.Provider.BaseProvider.RegexOption1 = System.Text.RegularExpressions.RegexOptions.IgnoreCase`

Option1 (default: `RegexOptions.IgnoreCase`).



5.15.3.4 `System.Text.RegularExpressions.RegexOptions` `Crosstales.BWF.Provider.BaseProvider.RegexOption2` = `System.Text.RegularExpressions.RegexOptions.CultureInvariant`

Option2 (default: `RegexOptions.CultureInvariant`).

5.15.3.5 `System.Text.RegularExpressions.RegexOptions` `Crosstales.BWF.Provider.BaseProvider.RegexOption3` = `System.Text.RegularExpressions.RegexOptions.None`

Option3 (default: `RegexOptions.None`).

5.15.3.6 `System.Text.RegularExpressions.RegexOptions` `Crosstales.BWF.Provider.BaseProvider.RegexOption4` = `System.Text.RegularExpressions.RegexOptions.None`

Option4 (default: `RegexOptions.None`).

5.15.3.7 `System.Text.RegularExpressions.RegexOptions` `Crosstales.BWF.Provider.BaseProvider.RegexOption5` = `System.Text.RegularExpressions.RegexOptions.None`

Option5 (default: `RegexOptions.None`).

5.15.3.8 `Model.Source []` `Crosstales.BWF.Provider.BaseProvider.Sources`

All sources for this provider.

## 5.15.4 Property Documentation

5.15.4.1 `bool` `Crosstales.BWF.Provider.BaseProvider.isReady` [get], [protected set]

Checks the readiness status of the provider.

### Returns

True if the provider is ready.

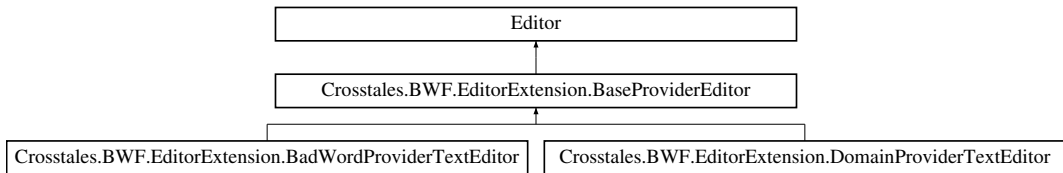
The documentation for this class was generated from the following file:

- `D:/slaubenger/git/assets/BWFPro/3rd_party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Provider/BaseProvider.cs`

## 5.16 Crosstales.BWF.EditorExtension.BaseProviderEditor Class Reference

Base-class for custom editors of children of the 'BaseProvider'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BaseProviderEditor:



### Public Member Functions

- virtual void **OnEnable** ()
- override void **OnInspectorGUI** ()

#### 5.16.1 Detailed Description

Base-class for custom editors of children of the 'BaseProvider'-class.

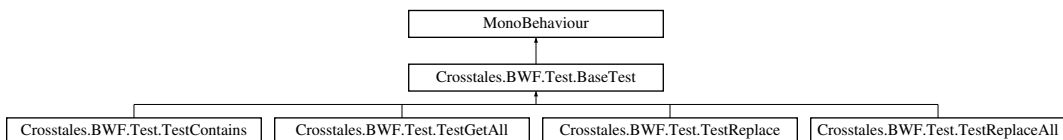
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Editor/Extension/BaseProviderEditor.cs

## 5.17 Crosstales.BWF.Test.BaseTest Class Reference

Base class for all tests.

Inheritance diagram for Crosstales.BWF.Test.BaseTest:



### Public Member Functions

- virtual void **Update** ()

## Public Attributes

- int **Iterations** = 50
- int **TextStartLength** = 100
- int **TextGrowPerIteration** = 0
- [Model.ManagerMask](#)[] **Managers**
- string[] **TestSources**
- string **RandomChars** = "0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ.?!-\*"↔
- char **ReplaceChar** = '\*'

## Protected Member Functions

- virtual IEnumerator **runTest** ()
- virtual string **createRandomString** (int stringLength)
- abstract void **speedTest** ([Model.ManagerMask](#) mask)
- abstract void **sanityTest** ([Model.ManagerMask](#) mask)

## Protected Attributes

- System.Random **rd** = new System.Random()
- System.Diagnostics.Stopwatch **stopWatch** = new System.Diagnostics.Stopwatch()
- int **failCounter** = 0

## Static Protected Attributes

- static readonly string **badword** = "Fuuuccckkk"
- static readonly string **noBadword** = "assume"
- static readonly string **domain** = "goOgle.cOm"
- static readonly string **email** = "stEve76@goOgle.cOm"
- static readonly string **noDomain** = "my.cOmMand"
- static readonly string **scunthorpe** = "scuntHorPe"
- static readonly string **arabicBadword** = "@"
- static readonly string **globalBadword** = "h!+leR"
- static readonly string **nameBadword** = "bAmbi"
- static readonly string **emoji** = ""

### 5.17.1 Detailed Description

Base class for all tests.

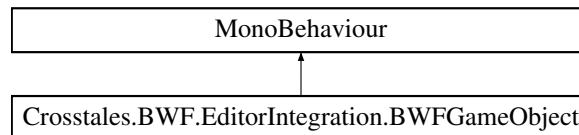
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd\_party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔  
Test/Scripts/BaseTest.cs

## 5.18 Crosstales.BWF.EditorIntegration.BWFGameObject Class Reference

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.BWF.EditorIntegration.BWFGameObject:



### 5.18.1 Detailed Description

Editor component for the "Hierarchy"-menu.

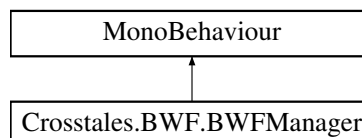
The documentation for this class was generated from the following file:

- `D:/slaubenger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Integration/BWFGameObject.cs`

## 5.19 Crosstales.BWF.BWFManager Class Reference

`BWF` is a multi-manager for all available managers.

Inheritance diagram for Crosstales.BWF.BWFManager:



### Public Member Functions

- void **OnEnable** ()
- void **Update** ()

## Static Public Member Functions

- static void [Load](#) ([Model.ManagerMask](#) mask=[Model.ManagerMask.All](#))  
*Loads the filter of a manager.*
- static [System.Collections.Generic.List< Model.Source > Sources](#) ([Model.ManagerMask](#) mask=[Model.ManagerMask.All](#))  
*Returns all sources for a manager.*
- static bool [Contains](#) (string testString, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sources)  
*Searches for unwanted words in a text.*
- static void [ContainsMT](#) (out bool result, string testString, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sources)  
*Searches for unwanted words in a text (call as thread).*
- static [System.Collections.Generic.List< string > GetAll](#) (string testString, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sources)  
*Searches for unwanted words in a text.*
- static void [GetAllMT](#) (out [System.Collections.Generic.List< string >](#) result, string testString, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sources)  
*Searches for unwanted words in a text (call as thread).*
- static string [ReplaceAll](#) (string testString, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sources)  
*Searches and replaces all unwanted words in a text.*
- static void [ReplaceAllMT](#) (out string result, string testString, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sources)  
*Searches and replaces all unwanted words in a text (call as thread).*
- static string [Replace](#) (string text, [System.Collections.Generic.List< string >](#) unwantedWords, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#))  
*Replaces all unwanted words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).*
- static string [Mark](#) (string text, [System.Collections.Generic.List< string >](#) unwantedWords, string prefix="**<b><color=red>**", string postfix="**</color></b>**")  
*Marks the text with a prefix and postfix from a list of words.*
- static string [Unmark](#) (string text, string prefix="**<b><color=red>**", string postfix="**</color></b>**")  
*Unmarks the text with a prefix and postfix.*

## Properties

- static bool [isReady](#) [[get](#)]  
*Checks the readiness status of all managers.*

### 5.19.1 Detailed Description

[BWF](#) is a multi-manager for all available managers.

### 5.19.2 Member Function Documentation

- 5.19.2.1 `static bool Crosstales.BWF.BWFManager.Contains ( string testString, Model.ManagerMask mask = Model.ManagerMask.All, params string[] sources ) [static]`

Searches for unwanted words in a text.

## Parameters

<i>testString</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sources</i>	Relevant sources (e.g. "english", optional)

## Returns

True if a match was found

**5.19.2.2** `static void Crosstales.BWF.BWFManager.ContainsMT ( out bool result, string testString, Model.ManagerMask mask = Model.ManagerMask.All, params string[] sources ) [static]`

Searches for unwanted words in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: true if a match was found
<i>testString</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sources</i>	Relevant sources (e.g. "english", optional)

**5.19.2.3** `static System.Collections.Generic.List<string> Crosstales.BWF.BWFManager.GetAll ( string testString, Model.ManagerMask mask = Model.ManagerMask.All, params string[] sources ) [static]`

Searches for unwanted words in a text.

## Parameters

<i>testString</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sources</i>	Relevant sources (e.g. "english", optional)

## Returns

List with all the matches

**5.19.2.4** `static void Crosstales.BWF.BWFManager.GetAllIMT ( out System.Collections.Generic.List< string > result, string testString, Model.ManagerMask mask = Model.ManagerMask.All, params string[] sources ) [static]`

Searches for unwanted words in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: List with all the matches
---------------	--

## Parameters

<i>testString</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sources</i>	Relevant sources (e.g. "english", optional)

5.19.2.5 `static void Crosstales.BWF.BWFManager.Load ( Model.ManagerMask mask = Model.ManagerMask.All ) [static]`

Loads the filter of a manager.

## Parameters

<i>mask</i>	Active manager (default: ManagerMask.All, optional)
-------------	---

5.19.2.6 `static string Crosstales.BWF.BWFManager.Mark ( string text, System.Collections.Generic.List< string > unwantedWords, string prefix = "<b><color=red>", string postfix = "</color></b>" ) [static]`

Marks the text with a prefix and postfix from a list of words.

## Parameters

<i>text</i>	Text containig unwanted words
<i>unwantedWords</i>	Unwanted words to mark
<i>prefix</i>	Prefix for every found unwanted word (optional)
<i>postfix</i>	Postfix for every found unwanted word (optional)

## Returns

Text with marked unwanted words

5.19.2.7 `static string Crosstales.BWF.BWFManager.Replace ( string text, System.Collections.Generic.List< string > unwantedWords, Model.ManagerMask mask = Model.ManagerMask.All ) [static]`

Replaces all unwanted words in a text. Use this method if you already have a list of bad words (e.g. from the `'GetAll()'` method).

## Parameters

<i>text</i>	Text containig unwanted words
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>unwantedWords</i>	Unwanted words to replace

**Returns**

Clean text

**5.19.2.8** `static string Crosstales.BWF.BWFManager.ReplaceAll ( string testString, Model.ManagerMask mask = Model.ManagerMask.All, params string[] sources ) [static]`

Searches and replaces all unwanted words in a text.

**Parameters**

<i>testString</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sources</i>	Relevant sources (e.g. "english", optional)

**Returns**

Clean text

**5.19.2.9** `static void Crosstales.BWF.BWFManager.ReplaceAllMT ( out string result, string testString, Model.ManagerMask mask = Model.ManagerMask.All, params string[] sources ) [static]`

Searches and replaces all unwanted words in a text (call as thread).

**Parameters**

<i>result</i>	out-parameter: clean text
<i>testString</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sources</i>	Relevant sources (e.g. "english", optional)

**5.19.2.10** `static System.Collections.Generic.List<Model.Source> Crosstales.BWF.BWFManager.Sources ( Model.ManagerMask mask = Model.ManagerMask.All ) [static]`

Returns all sources for a manager.

**Parameters**

<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
-------------	---

**Returns**

List with all sources for the selected manager



5.19.2.11 `static string Crosstales.BWF.BWFManager.Unmark ( string text, string prefix = "<b><color=red>", string postfix = "</color></b>" ) [static]`

Unmarks the text with a prefix and postfix.

#### Parameters

<i>text</i>	Text with marked unwanted words
<i>prefix</i>	Prefix for every found unwanted word (optional)
<i>postfix</i>	Postfix for every found unwanted word (optional)

#### Returns

Text with unmarked unwanted words

### 5.19.3 Property Documentation

5.19.3.1 `bool Crosstales.BWF.BWFManager.isReady [static],[get]`

Checks the readiness status of all managers.

#### Returns

True if all managers are ready.

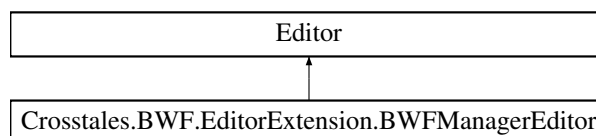
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Scripts/BWFManager.cs

## 5.20 Crosstales.BWF.EditorExtension.BWFManagerEditor Class Reference

Custom editor for the 'BWFManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BWFManagerEditor:



#### Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

### 5.20.1 Detailed Description

Custom editor for the ['BWFManager'](#)-class.

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

- `D:/slaubenger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Extension/BWFManagerEditor.cs`

## 5.21 Crosstales.BWF.EditorIntegration.BWFMenu Class Reference

Editor component for the "Tools"-menu.

### 5.21.1 Detailed Description

Editor component for the "Tools"-menu.

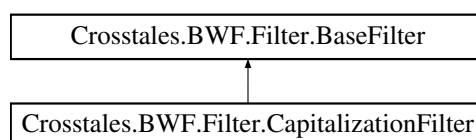
The documentation for this class was generated from the following file:

- `D:/slaubenger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Integration/BWFMenu.cs`

## 5.22 Crosstales.BWF.Filter.CapitalizationFilter Class Reference

[Filter](#) for excessive capitalization. The class can also replace all capitalizations inside a string.

Inheritance diagram for Crosstales.BWF.Filter.CapitalizationFilter:



### Public Member Functions

- [CapitalizationFilter](#) (int capitalizationCharsNumber, string markPrefix, string markPostfix)  
*Instantiate the class.*
- override bool [Contains](#) (string testString, params string[] sources)  
*Searches for bad words in a text.*
- override System.Collections.Generic.List< string > [GetAll](#) (string testString, params string[] sources)  
*Searches for bad words in a text.*
- override string [ReplaceAll](#) (string testString, params string[] sources)  
*Searches and replaces all bad words in a text.*
- override string [Replace](#) (string text, System.Collections.Generic.List< string > badWords)  
*Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the ['GetAll\(\)'](#) method).*

## Properties

- System.Text.RegularExpressions.Regex [RegularExpression](#) [get]  
*RegEx to find excessive capitalization.*
- int [CharacterNumber](#) [get, set]  
*Defines the number of allowed capital letters in a row.*
- override bool [isReady](#) [get]  
*Checks the readiness status of the filter.*

## Additional Inherited Members

### 5.22.1 Detailed Description

[Filter](#) for excessive capitalization. The class can also replace all capitalizations inside a string.

### 5.22.2 Constructor & Destructor Documentation

5.22.2.1 `Crosstales.BWF.Filter.CapitalizationFilter.CapitalizationFilter ( int capitalizationCharsNumber, string markPrefix, string markPostfix )`

Instantiate the class.

#### Parameters

<i>capitalizationCharsNumber</i>	Defines the number of allowed capital letters in a row.
<i>markPrefix</i>	Prefix for every found excessive capitalization.
<i>markPostfix</i>	Postfix for every found excessive capitalization.

### 5.22.3 Member Function Documentation

5.22.3.1 `override bool Crosstales.BWF.Filter.CapitalizationFilter.Contains ( string testString, params string[] sources )`  
[virtual]

Searches for bad words in a text.

#### Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

#### Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.22.3.2 override `System.Collections.Generic.List<string>` `Crosstales.BWF.Filter.CapitalizationFilter.GetAll` ( `string testString`, `params string[] sources` ) `[virtual]`

Searches for bad words in a text.

#### Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

#### Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.22.3.3 override `string` `Crosstales.BWF.Filter.CapitalizationFilter.Replace` ( `string text`, `System.Collections.Generic.List<string> badWords` ) `[virtual]`

Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the '[GetAll\(\)](#)' method).

#### Parameters

<i>text</i>	Text containig bad words
<i>badWords</i>	Bad words to replace

#### Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.22.3.4 override `string` `Crosstales.BWF.Filter.CapitalizationFilter.ReplaceAll` ( `string testString`, `params string[] sources` ) `[virtual]`

Searches and replaces all bad words in a text.

#### Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

#### Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

## 5.22.4 Property Documentation

5.22.4.1 `int Crosstales.BWF.Filter.CapitalizationFilter.CharacterNumber` [get], [set]

Defines the number of allowed capital letters in a row.

5.22.4.2 `override bool Crosstales.BWF.Filter.CapitalizationFilter.isReady` [get]

Checks the readiness status of the filter.

### Returns

True if the filter is ready.

5.22.4.3 `System.Text.RegularExpressions.Regex Crosstales.BWF.Filter.CapitalizationFilter.RegularExpression` [get]

RegEx to find excessive capitalization.

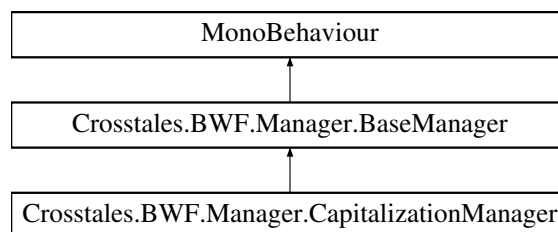
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Filter/CapitalizationFilter.cs`

## 5.23 Crosstales.BWF.Manager.CapitalizationManager Class Reference

[Manager](#) for excessive capitalization.

Inheritance diagram for `Crosstales.BWF.Manager.CapitalizationManager`:



### Public Member Functions

- `void OnEnable ()`
- `void OnValidate ()`

## Static Public Member Functions

- static void [Load](#) ()  
*Loads the current filter with all settings from this object.*
- static bool [Contains](#) (string testString)  
*Searches for excessive capitalizations in a text.*
- static void [ContainsMT](#) (out bool result, string testString)  
*Searches for excessive capitalizations in a text (call as thread).*
- static System.Collections.Generic.List< string > [GetAll](#) (string testString)  
*Searches for excessive capitalizations in a text.*
- static void [GetAllMT](#) (out System.Collections.Generic.List< string > result, string testString)  
*Searches for excessive capitalizations in a text (call as thread).*
- static string [ReplaceAll](#) (string testString)  
*Searches and replaces all excessive capitalizations in a text.*
- static void [ReplaceAllMT](#) (out string result, string testString)  
*Searches and replaces all excessive capitalizations in a text (call as thread).*
- static string [Replace](#) (string text, System.Collections.Generic.List< string > capitalWords)  
*Replaces all excessive capitalizations in a text. Use this method if you already have a list of excessive capitalizations (e.g. from the 'GetAll()' method).*
- static string [Mark](#) (string text, System.Collections.Generic.List< string > capitalWords, string prefix="<b><color=red>", string postfix="</color></b>")  
*Marks the text with a prefix and postfix from a list of words.*
- static string [Unmark](#) (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*

## Public Attributes

- int [CapitalizationCharsNumber](#) = 3  
*Defines the number of allowed capital letters in a row. (default: 1).*

## Properties

- static int [CharacterNumber](#) [get, set]  
*Defines the number of allowed punctuation letters in a row.*
- static bool [isReady](#) [get]  
*Checks the readiness status of the manager.*

### 5.23.1 Detailed Description

[Manager](#) for excessive capitalization.

### 5.23.2 Member Function Documentation

#### 5.23.2.1 static bool Crosstales.BWF.Manager.CapitalizationManager.Contains ( string testString ) [static]

Searches for excessive capitalizations in a text.

## Parameters

<i>testString</i>	Text to check
-------------------	---------------

## Returns

True if a match was found

5.23.2.2 `static void Crosstales.BWF.Manager.CapitalizationManager.ContainsMT ( out bool result, string testString )`  
[static]

Searches for excessive capitalizations in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: true if a match was found
<i>testString</i>	Text to check

## Returns

True if a match was found

5.23.2.3 `static System.Collections.Generic.List<string> Crosstales.BWF.Manager.CapitalizationManager.GetAll ( string testString )` [static]

Searches for excessive capitalizations in a text.

## Parameters

<i>testString</i>	Text to check
-------------------	---------------

## Returns

List with all the matches

5.23.2.4 `static void Crosstales.BWF.Manager.CapitalizationManager.GetAllIMT ( out System.Collections.Generic.List< string > result, string testString )` [static]

Searches for excessive capitalizations in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: List with all the matches
<i>testString</i>	Text to check

5.23.2.5 `static void Crosstales.BWF.Manager.CapitalizationManager.Load ( ) [static]`

Loads the current filter with all settings from this object.

5.23.2.6 `static string Crosstales.BWF.Manager.CapitalizationManager.Mark ( string text, System.Collections.Generic.List< string > capitalWords, string prefix = "<b><color=red>", string postfix = "</color></b>" ) [static]`

Marks the text with a prefix and postfix from a list of words.

#### Parameters

<i>text</i>	Text containig excessive capitalizations
<i>capitalWords</i>	Excessive capitalizations to mark
<i>prefix</i>	Prefix for every found capitalization (default: bold and red, optional)
<i>postfix</i>	Postfix for every found capitalization (default: bold and red, optional)

#### Returns

Text with marked excessive capitalizations

5.23.2.7 `static string Crosstales.BWF.Manager.CapitalizationManager.Replace ( string text, System.Collections.Generic.List< string > capitalWords ) [static]`

Replaces all excessive capitalizations in a text. Use this method if you already have a list of excessive capitalizations (e.g. from the ['GetAll\(\)'](#) method).

#### Parameters

<i>text</i>	Text containig excessive capitalizations
<i>capitalWords</i>	Capital words to replace

#### Returns

Clean text

5.23.2.8 `static string Crosstales.BWF.Manager.CapitalizationManager.ReplaceAll ( string testString ) [static]`

Searches and replaces all excessive capitalizations in a text.

#### Parameters

<i>testString</i>	Text to check
-------------------	---------------



**Returns**

Clean text

**5.23.2.9** `static void Crosstales.BWF.Manager.CapitalizationManager.ReplaceAllMT ( out string result, string testString )`  
`[static]`

Searches and replaces all excessive capitalizations in a text (call as thread).

**Parameters**

<i>result</i>	out-parameter: clean text
<i>testString</i>	Text to check

**5.23.2.10** `static string Crosstales.BWF.Manager.CapitalizationManager.Unmark ( string text, string prefix = "<b><color=red>", string postfix = "</color></b>" )` `[static]`

Unmarks the text with a prefix and postfix.

**Parameters**

<i>text</i>	Text with marked excessive capitalizations
<i>prefix</i>	Prefix for every found capitalization (default: bold and red, optional)
<i>postfix</i>	Postfix for every found capitalization (default: bold and red, optional)

**Returns**

Text with unmarked excessive capitalizations

**5.23.3 Member Data Documentation**

**5.23.3.1** `int Crosstales.BWF.Manager.CapitalizationManager.CapitalizationCharsNumber = 3`

Defines the number of allowed capital letters in a row. (default: 1).

**5.23.4 Property Documentation**

**5.23.4.1** `int Crosstales.BWF.Manager.CapitalizationManager.CharacterNumber` `[static], [get], [set]`

Defines the number of allowed punctuation letters in a row.

5.23.4.2 `bool Crosstales.BWF.Manager.CapitalizationManager.isReady` `[static], [get]`

Checks the readiness status of the manager.

#### Returns

True if the manager is ready.

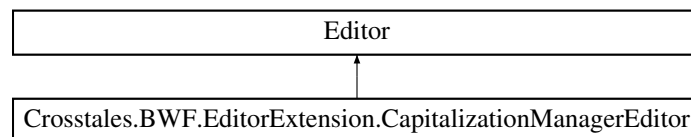
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd_party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Manager/CapitalizationManager.cs`

## 5.24 Crosstales.BWF.EditorExtension.CapitalizationManagerEditor Class Reference

Custom editor for the 'CapitalizationManager'-class.

Inheritance diagram for `Crosstales.BWF.EditorExtension.CapitalizationManagerEditor`:



### Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

#### 5.24.1 Detailed Description

Custom editor for the 'CapitalizationManager'-class.

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

- `D:/slaubenberger/git/assets/BWFPro/3rd_party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Extension/CapitalizationManagerEditor.cs`

## 5.25 Crosstales.BWF.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

### 5.25.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Task/CompileDefines.cs

## 5.26 Crosstales.BWF.Util.Config Class Reference

Configuration for the asset.

### Static Public Member Functions

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

### Static Public Attributes

- static bool [DEBUG](#) = Constants.DEFAULT\_DEBUG  
*Enable or disable debug logging for the asset.*
- static bool [DEBUG\\_BADWORDS](#) = Constants.DEFAULT\_DEBUG\_BADWORDS  
*Enable or disable debug logging for BadWords (Attention: slow!).*
- static bool [DEBUG\\_DOMAINS](#) = Constants.DEFAULT\_DEBUG\_DOMAINS  
*Enable or disable debug logging for Domains (Attention: VERY SLOOOOOOOOOWWWW!).*
- static bool [isLoading](#) = false  
*Don't destroy the objects during scene switches.*

### 5.26.1 Detailed Description

Configuration for the asset.

### 5.26.2 Member Function Documentation

#### 5.26.2.1 static void Crosstales.BWF.Util.Config.Load ( ) [static]

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

### 5.26.3 Member Data Documentation

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

Enable or disable debug logging for the asset.

5.26.3.2 `bool Crosstales.BWF.Util.Config.DEBUG_BADWORDS = Constants.DEFAULT_DEBUG_BADWORDS [static]`

Enable or disable debug logging for BadWords (Attention: slow!).

5.26.3.3 `bool Crosstales.BWF.Util.Config.DEBUG_DOMAINS = Constants.DEFAULT_DEBUG_DOMAINS [static]`

Enable or disable debug logging for Domains (Attention: VERY SLOOOOOOOOWWWW!).

5.26.3.4 `bool Crosstales.BWF.Util.Config.isLoaded = false [static]`

Don't destroy the objects during scene switches.

Is the configuration loaded?

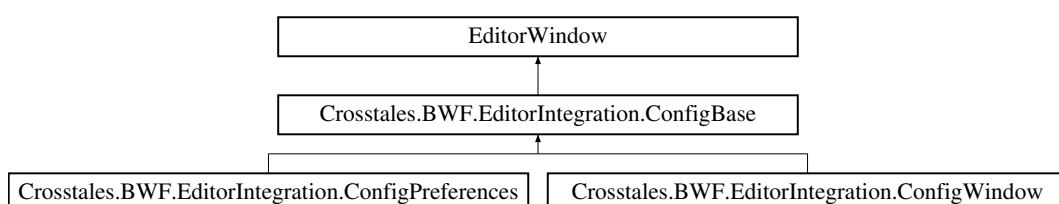
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↔ Scripts/Util/Config.cs`

## 5.27 Crosstales.BWF.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for `Crosstales.BWF.EditorIntegration.ConfigBase`:



### Protected Member Functions

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

### Static Protected Member Functions

- static void **save** ()

### Static Protected Attributes

- static string **updateText** = UpdateCheck.TEXT\_NOT\_CHECKED

#### 5.27.1 Detailed Description

Base class for editor windows.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Editor/Integration/ConfigBase.cs

## 5.28 Crosstales.BWF.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.

#### 5.28.1 Detailed Description

Loads the configuration at startup.

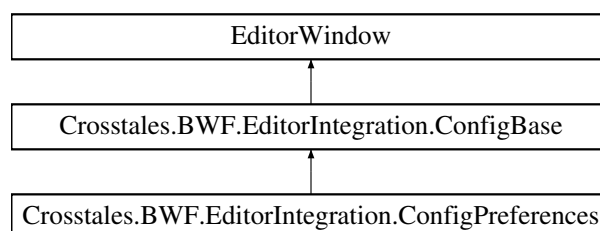
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Editor/Task/ConfigLoader.cs

## 5.29 Crosstales.BWF.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigPreferences:



## Additional Inherited Members

### 5.29.1 Detailed Description

Unity "Preferences" extension.

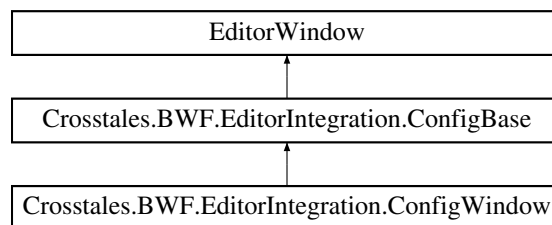
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Editor/Integration/ConfigPreferences.cs

## 5.30 Crosstales.BWF.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigWindow:



### Public Member Functions

- void **OnEnable** ()
- void **OnGUI** ()
- void **OnInspectorUpdate** ()

### Static Public Member Functions

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

## Additional Inherited Members

### 5.30.1 Detailed Description

Editor window extension.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Editor/Integration/ConfigWindow.cs

## 5.31 Crosstales.BWF.Util.Constants Class Reference

Collected constants of very general utility for the asset.

### Public Attributes

- const string **ASSET\_NAME** = "BWF PRO"  
*Name of the asset.*
- const string **ASSET\_VERSION** = "2.9.7"  
*Version of the asset.*
- const int **ASSET\_BUILD** = 297  
*Build number of the asset.*
- 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://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011IN←GT&pubref=" + ASSET\_NAME  
*URL of the crosstales assets in UAS.*
- const string **ASSET\_PRO\_URL** = "https://www.assetstore.unity3d.com/#!/content/74688?aid=1011ING←T&pubref=" + ASSET\_NAME  
*URL of the PRO asset in UAS.*
- const string **ASSET\_UPDATE\_CHECK\_URL** = "https://www.crosstales.com/media/assets/bwf\_versions.txt"  
*URL for update-checks of the asset*
- const string **ASSET\_CONTACT** = "bwf@crosstales.com"  
*Contact to the owner of the asset.*
- const string **ASSET\_MANUAL\_URL** = "https://www.crosstales.com/media/data/assets/badwordfilter/Bad←WordFilter-doc.pdf"  
*URL of the asset manual.*
- const string **ASSET\_API\_URL** = "http://goo.gl/QkE2sN"  
*URL of the asset API.*
- const string **ASSET\_FORUM\_URL** = "http://goo.gl/Mj9XpS"  
*URL of the asset forum.*
- const string **ASSET\_WEB\_URL** = "https://www.crosstales.com/en/portfolio//badwordfilter/"  
*URL of the asset in crosstales.*
- const string **ASSET\_VIDEO\_PROMO** = "https://youtu.be/pXICeRKaRPM?list=PLgtonlOr6Tb41XTMee←Z836tjHIKgOO84S"  
*URL of the promotion video of the asset (Youtube).*
- const string **ASSET\_VIDEO\_TUTORIAL** = "https://youtu.be/W8FxFIObWM?list=PLgtonlOr6Tb41XTMee←Z836tjHIKgOO84S"  
*URL of the tutorial video of the asset (Youtube).*
- 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\_SOCIAL\_XING** = "https://www.xing.com/companies/crosstales"

*URL of the crosstales XING-profile.*

- const string `ASSET_3P_PLAYMAKER` = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011INGT&pubref=" + `ASSET_NAME`

*URL of the 3rd party asset "PlayMaker".*

- const string `KEY_PREFIX` = "BWF\_CFG\_"
- const string `KEY_DEBUG` = `KEY_PREFIX` + "DEBUG"
- const string `KEY_DEBUG_BADWORDS` = `KEY_PREFIX` + "DEBUG\_BADWORDS"
- const string `KEY_DEBUG_DOMAINS` = `KEY_PREFIX` + "DEBUG\_DOMAINS"
- const bool `DEFAULT_DEBUG` = false
- const bool `DEFAULT_DEBUG_BADWORDS` = false
- const bool `DEFAULT_DEBUG_DOMAINS` = false
- const string `MANAGER_SCENE_OBJECT_NAME` = "BWF"

*BWF prefab scene name.*

## Static Public Attributes

- static readonly bool `isPro` = true  
*Is PRO-version?*
- static readonly System.DateTime `ASSET_CREATED` = new System.DateTime(2015, 1, 3)  
*Create date of the asset (YYYY, MM, DD).*
- static readonly System.DateTime `ASSET_CHANGED` = new System.DateTime(2017, 12, 4)  
*Change date of the asset (YYYY, MM, DD).*
- 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` = ""

### 5.31.1 Detailed Description

Collected constants of very general utility for the asset.

### 5.31.2 Member Data Documentation

- 5.31.2.1 const string `Crosstales.BWF.Util.Constants.ASSET_3P_PLAYMAKER` = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011INGT&pubref=" + `ASSET_NAME`

URL of the 3rd party asset "PlayMaker".

- 5.31.2.2 const string `Crosstales.BWF.Util.Constants.ASSET_API_URL` = "http://goo.gl/QkE2sN"

URL of the asset API.

- 5.31.2.3 const string `Crosstales.BWF.Util.Constants.ASSET_AUTHOR` = "crosstales LLC"

Author of the asset.



5.31.2.4 `const string Crosstales.BWF.Util.Constants.ASSET_AUTHOR_URL = "https://www.crosstales.com"`

URL of the asset author.

5.31.2.5 `const int Crosstales.BWF.Util.Constants.ASSET_BUILD = 297`

Build number of the asset.

5.31.2.6 `readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CHANGED = new System.DateTime(2017, 12, 4)`  
`[static]`

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

5.31.2.7 `const string Crosstales.BWF.Util.Constants.ASSET_CONTACT = "bwf@crosstales.com"`

Contact to the owner of the asset.

5.31.2.8 `readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CREATED = new System.DateTime(2015, 1, 3)`  
`[static]`

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

5.31.2.9 `const string Crosstales.BWF.Util.Constants.ASSET_CT_URL = "https://www.assetstore.unity3d.com#!/list/42213-crosstales?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the crosstales assets in UAS.

5.31.2.10 `const string Crosstales.BWF.Util.Constants.ASSET_FORUM_URL = "http://goo.gl/Mj9XpS"`

URL of the asset forum.

5.31.2.11 `const string Crosstales.BWF.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/badwordfilter/BadWordFilter-doc.pdf"`

URL of the asset manual.

5.31.2.12 `const string Crosstales.BWF.Util.Constants.ASSET_NAME = "BWF PRO"`

Name of the asset.

5.31.2.13 `const string Crosstales.BWF.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/74688?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the PRO asset in UAS.

5.31.2.14 `const string Crosstales.BWF.Util.Constants.ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"`

URL of the crosstales Facebook-profile.

5.31.2.15 `const string Crosstales.BWF.Util.Constants.ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"`

URL of the crosstales LinkedIn-profile.

5.31.2.16 `const string Crosstales.BWF.Util.Constants.ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"`

URL of the crosstales Twitter-profile.

5.31.2.17 `const string Crosstales.BWF.Util.Constants.ASSET_SOCIAL_XING = "https://www.xing.com/companies/crosstales"`

URL of the crosstales XING-profile.

5.31.2.18 `const string Crosstales.BWF.Util.Constants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"`

URL of the crosstales Youtube-profile.

5.31.2.19 `const string Crosstales.BWF.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/bwf_versions.txt"`

URL for update-checks of the asset

5.31.2.20 `const string Crosstales.BWF.Util.Constants.ASSET_VERSION = "2.9.7"`

Version of the asset.

5.31.2.21 `const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/pXICeRkARPM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKg0084S"`

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

5.31.2.22 `const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/W8FxFlIObWM?list=P↵  
LgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"`

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

5.31.2.23 `const string Crosstales.BWF.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.↵  
com/en/portfolio/badwordfilter/"`

URL of the asset in crosstales.

5.31.2.24 `bool Crosstales.BWF.Util.Constants.DEV_DEBUG = false [static]`

Development debug logging for the asset.

5.31.2.25 `readonly bool Crosstales.BWF.Util.Constants.isPro = true [static]`

Is PRO-version?

5.31.2.26 `const string Crosstales.BWF.Util.Constants.MANAGER_SCENE_OBJECT_NAME = "BWF"`

**BWF** prefab scene name.

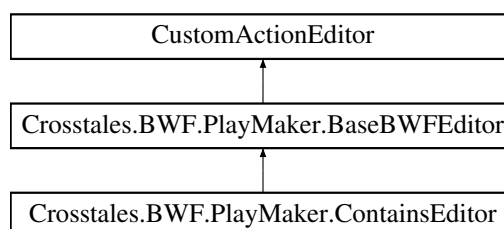
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↵  
Scripts/Util/Constants.cs`

## 5.32 Crosstales.BWF.PlayMaker.ContainsEditor Class Reference

Custom editor for the ContainsString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ContainsEditor:



## Additional Inherited Members

### 5.32.1 Detailed Description

Custom editor for the ContainsString-action.

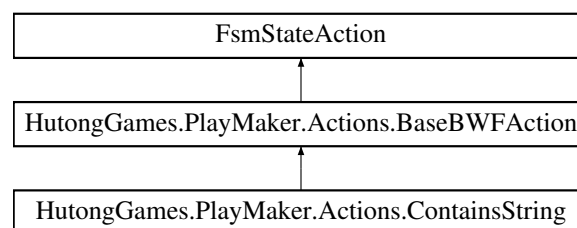
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/BWFPro/3rd party/PlayMaker/Editor/ContainsEditor.cs      party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/3rd

## 5.33 HutongGames.PlayMaker.Actions.ContainsString Class Reference

Contains-action for strings in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.ContainsString:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

### Public Attributes

- FsmString [Text](#)  
*Input string for validation.*
- FsmBool [Contains](#)  
*True if 'Text' contains any bad words.*

## Additional Inherited Members

### 5.33.1 Detailed Description

Contains-action for strings in [PlayMaker](#).

## 5.33.2 Member Data Documentation

### 5.33.2.1 FsmBool HutongGames.PlayMaker.Actions.ContainsString.Contains

True if 'Text' contains any bad words.

### 5.33.2.2 FsmString HutongGames.PlayMaker.Actions.ContainsString.Text

Input string for validation.

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

- D:/slaubenger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ContainsString.cs

## 5.34 Crosstales.BWF.CTExtensionMethods Class Reference

Various extension methods.

### Static Public Member Functions

- static void [CTAddRange](#)< T, S > (this System.Collections.Generic.Dictionary< T, S > source, System.Collections.Generic.Dictionary< T, S > collection)
 

*Extension method for dictionaries. Adds a dictionary to an existing one.*
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
 

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

*Extension method for strings. Case insensitive 'Contains'.*
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar= ' ')
 

*Extension method for strings. Contains any given string.*
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar= ' ')
 

*Extension method for strings. Contains all given strings.*
- static void [CTShuffle](#)< T > (this System.Collections.Generic.IList< T > list)
 

*Extension method for Lists. Shuffles a List.*
- static void [CTShuffle](#)< T > (this T[] array)
 

*Extension method for Arrays. Shuffles an Array.*
- static string [CTDump](#)< T > (this T[] array)
 

*Extension method for Arrays. Dumps an array to a string.*
- static string [CTDump](#)< T > (this System.Collections.Generic.List< T > list)
 

*Extension method for Lists. Dumps a list to a string.*
- static void [CTInvoke](#) (this MonoBehaviour mb, System.Action methodName, float time)
 

*Extension method for MonoBehaviour. Invoke with a real method name instead of a string.*
- static void [CTInvokeRepeating](#) (this MonoBehaviour mb, System.Action methodName, float time, float repeatRate)
 

*Extension method for MonoBehaviour. InvokeRepeating with a real method name instead of a string.*
- static bool [CTIsInvoking](#) (this MonoBehaviour mb, System.Action methodName)
 

*Extension method for MonoBehaviour. IsInvoking with a real method name instead of a string.*

### 5.34.1 Detailed Description

Various extension methods.

### 5.34.2 Member Function Documentation

**5.34.2.1** `static void Crosstales.BWF.CTExtensionMethods.CTAddRange< T, S > ( this System.Collections.Generic.Dictionary< T, S > source, System.Collections.Generic.Dictionary< T, S > collection ) [static]`

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

#### Parameters

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

**5.34.2.2** `static bool Crosstales.BWF.CTExtensionMethods.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.

**5.34.2.3** `static bool Crosstales.BWF.CTExtensionMethods.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.

**5.34.2.4** `static bool Crosstales.BWF.CTExtensionMethods.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.

**5.34.2.5** `static string Crosstales.BWF.CTExtensionMethods.CTDump< T > ( this T[] array ) [static]`

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

**Parameters**

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

**Returns**

String with lines for all array entries.

**5.34.2.6** `static string Crosstales.BWF.CTExtensionMethods.CTDump< T > ( this System.Collections.Generic.List< T > list ) [static]`

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

**Parameters**

<i>list</i>	List-instance to dump.
-------------	------------------------

**Returns**

String with lines for all list entries.

5.34.2.7 `static bool Crosstales.BWF.CTExtensionMethods.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.

5.34.2.8 `static void Crosstales.BWF.CTExtensionMethods.CTInvoke ( this MonoBehaviour mb, System.Action methodName, float time ) [static]`

Extension method for MonoBehaviour. Invoke with a real method name instead of a string.

#### Parameters

<i>mb</i>	MonoBehaviour-instance.
<i>methodName</i>	Mehod as Action.
<i>time</i>	Delay time of the invoke in seconds.

5.34.2.9 `static void Crosstales.BWF.CTExtensionMethods.CTInvokeRepeating ( this MonoBehaviour mb, System.Action methodName, float time, float repeatRate ) [static]`

Extension method for MonoBehaviour. InvokeRepeating with a real method name instead of a string.

#### Parameters

<i>mb</i>	MonoBehaviour-instance.
<i>methodName</i>	Mehod as Action.
<i>time</i>	Delay time of the invoke in seconds.
<i>repeatRate</i>	Repeat-time of the invoke in seconds.

5.34.2.10 `static bool Crosstales.BWF.CTExtensionMethods.CTIsInvoking ( this MonoBehaviour mb, System.Action methodName ) [static]`

Extension method for MonoBehaviour. IsInvoking with a real method name instead of a string.

#### Parameters

<i>mb</i>	MonoBehaviour-instance.
<i>methodName</i>	Mehod as Action.



### Returns

True if the given method invoke is pending.

**5.34.2.11** `static void Crosstales.BWF.CTExtensionMethods.CTShuffle< T > ( this System.Collections.Generic.IList< T > list )`  
[static]

Extension method for Lists. Shuffles a List.

### Parameters

<i>list</i>	List-instance to shuffle.
-------------	---------------------------

**5.34.2.12** `static void Crosstales.BWF.CTExtensionMethods.CTShuffle< T > ( this T[] array )` [static]

Extension method for Arrays. Shuffles an Array.

### Parameters

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

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

- D:/slaubenger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Scripts/ExtensionMethods.cs

## 5.35 Crosstales.BWF.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 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.*

### 5.35.1 Detailed Description

Wrapper for the PlayerPrefs.

### 5.35.2 Member Function Documentation

#### 5.35.2.1 static void Crosstales.BWF.Util.CTPlayerPrefs.DeleteAll ( ) [static]

Deletes all keys.

#### 5.35.2.2 static void Crosstales.BWF.Util.CTPlayerPrefs.DeleteKey ( string key ) [static]

Delete the key.

##### Parameters

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

#### 5.35.2.3 static bool Crosstales.BWF.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.

#### 5.35.2.4 static float Crosstales.BWF.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.

**5.35.2.5 static int Crosstales.BWF.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.

**5.35.2.6 static string Crosstales.BWF.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.

**5.35.2.7 static bool Crosstales.BWF.Util.CTPlayerPrefs.HasKey ( string *key* ) [static]**

Exists the key?

**Parameters**

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

**Returns**

Value for the key.

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

Saves all modifications.

5.35.2.9 `static void Crosstales.BWF.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.

5.35.2.10 `static void Crosstales.BWF.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.

5.35.2.11 `static void Crosstales.BWF.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.

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

Allows to set a string for a key.

Parameters

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

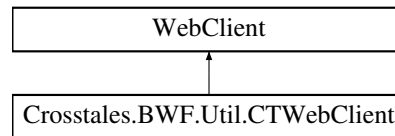
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↔ Scripts/Util/CTPlayerPrefs.cs`

## 5.36 Crosstales.BWF.Util.CTWebClient Class Reference

Specialised WebClient.

Inheritance diagram for Crosstales.BWF.Util.CTWebClient:



### Public Member Functions

- **CTWebClient** (int timeout)

### Protected Member Functions

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

### Properties

- int **Timeout** [get, set]  
*Timeout in milliseconds*

#### 5.36.1 Detailed Description

Specialised WebClient.

#### 5.36.2 Property Documentation

##### 5.36.2.1 int Crosstales.BWF.Util.CTWebClient.Timeout [get], [set]

Timeout in milliseconds

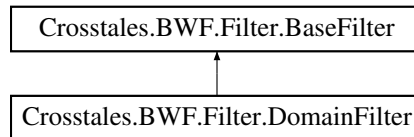
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Scripts/Util/CTWebClient.cs

## 5.37 Crosstales.BWF.Filter.DomainFilter Class Reference

[Filter](#) for domains. The class can also replace all domains inside a string.

Inheritance diagram for Crosstales.BWF.Filter.DomainFilter:



### Public Member Functions

- [DomainFilter](#) (System.Collections.Generic.List< [Provider.DomainProvider](#) > domainProvider, string replaceCharacters, string markPrefix, string markPostfix)  
*Instantiate the class.*
- override bool [Contains](#) (string testString, params string[] sources)  
*Searches for bad words in a text.*
- override System.Collections.Generic.List< string > [GetAll](#) (string testString, params string[] sources)  
*Searches for bad words in a text.*
- override string [ReplaceAll](#) (string testString, params string[] sources)  
*Searches and replaces all bad words in a text.*
- override string [Replace](#) (string text, System.Collections.Generic.List< string > domains)  
*Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()'*  
*method).*

### Public Attributes

- string [ReplaceCharacters](#)  
*Replace characters for domains.*

### Properties

- System.Collections.Generic.List< [Provider.DomainProvider](#) > [DomainProvider](#) [get, set]  
*List of all domain providers.*
- override bool [isReady](#) [get]  
*Checks the readiness status of the filter.*

### Additional Inherited Members

#### 5.37.1 Detailed Description

[Filter](#) for domains. The class can also replace all domains inside a string.

#### 5.37.2 Constructor & Destructor Documentation

- 5.37.2.1 [Crosstales.BWF.Filter.DomainFilter.DomainFilter](#) ( System.Collections.Generic.List< [Provider.DomainProvider](#) > domainProvider, string replaceCharacters, string markPrefix, string markPostfix )

Instantiate the class.

## Parameters

<i>domainProvider</i>	List of all domain providers.
<i>replaceCharacters</i>	Replace characters for domains.
<i>markPrefix</i>	Prefix for every found domain.
<i>markPostfix</i>	Postfix for every found domain

## 5.37.3 Member Function Documentation

5.37.3.1 `override bool Crosstales.BWF.Filter.DomainFilter.Contains ( string testString, params string[] sources )`  
`[virtual]`

Searches for bad words in a text.

## Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

## Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.37.3.2 `override System.Collections.Generic.List<string> Crosstales.BWF.Filter.DomainFilter.GetAll ( string testString, params string[] sources )`  
`[virtual]`

Searches for bad words in a text.

## Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

## Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.37.3.3 `override string Crosstales.BWF.Filter.DomainFilter.Replace ( string text, System.Collections.Generic.List< string > badWords )`  
`[virtual]`

Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the '[GetAll\(\)](#)' method).

## Parameters

<i>text</i>	Text containig bad words
<i>badWords</i>	Bad words to replace

## Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

**5.37.3.4** `override string Crosstales.BWF.Filter.DomainFilter.ReplaceAll ( string testString, params string[] sources )`  
[virtual]

Searches and replaces all bad words in a text.

## Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

## Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

## 5.37.4 Member Data Documentation

**5.37.4.1** `string Crosstales.BWF.Filter.DomainFilter.ReplaceCharacters`

Replace characters for domains.

## 5.37.5 Property Documentation

**5.37.5.1** `System.Collections.Generic.List<Provider.DomainProvider> Crosstales.BWF.Filter.DomainFilter.DomainProvider`  
[get], [set]

List of all domain providers.

## Returns

All domain providers.



## 5.37.5.2 override bool Crosstales.BWF.Filter.DomainFilter.isReady [get]

Checks the readiness status of the filter.

## Returns

True if the filter is ready.

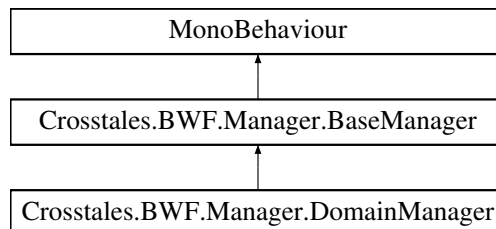
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Filter/DomainFilter.cs

## 5.38 Crosstales.BWF.Manager.DomainManager Class Reference

[Manager](#) for domains.

Inheritance diagram for Crosstales.BWF.Manager.DomainManager:



### Public Member Functions

- void **OnEnable** ()

### Static Public Member Functions

- static void **Load** ()  
*Loads the current filter with all settings from this object.*
- static bool **Contains** (string testString, params string[] sources)  
*Searches for domains in a text.*
- static void **ContainsMT** (out bool result, string testString, params string[] sources)  
*Searches for domains in a text (call as thread).*
- static System.Collections.Generic.List< string > **GetAll** (string testString, params string[] sources)  
*Searches for domains in a text.*
- static void **GetAllMT** (out System.Collections.Generic.List< string > result, string testString, params string[] sources)  
*Searches for domains in a text (call as thread).*
- static string **ReplaceAll** (string testString, params string[] sources)  
*Searches and replaces all domains in a text.*
- static void **ReplaceAllMT** (out string result, string testString, params string[] sources)  
*Searches and replaces all bad words in a text (call as thread).*
- static string **Replace** (string text, System.Collections.Generic.List< string > domains)  
*Replaces all domains in a text. Use this method if you already have a list of domains (e.g. from the 'GetAll()' method).*
- static string **Mark** (string text, System.Collections.Generic.List< string > domains, string prefix="<b><color=red>", string postfix="</color></b>")  
*Marks the text with a prefix and postfix from a list of words.*
- static string **Unmark** (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*

## Public Attributes

- string [ReplaceChars](#) = "\*"
  - Replace characters for domains (default: \*).*
- System.Collections.Generic.List< [Provider.DomainProvider](#) > [DomainProvider](#)
  - List of all domain providers.*

## Properties

- static string [ReplaceCharacters](#) [get, set]
  - Replace characters for domains.*
- static bool [isReady](#) [get]
  - Checks the readiness status of the manager.*
- static System.Collections.Generic.List< [Model.Source](#) > [Sources](#) [get]
  - Returns all sources for the manager.*

### 5.38.1 Detailed Description

[Manager](#) for domains.

### 5.38.2 Member Function Documentation

**5.38.2.1** static bool [Crosstales.BWF.Manager.DomainManager.Contains](#) ( string *testString*, params string[] *sources* )  
[static]

Searches for domains in a text.

#### Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "iana", optional)

#### Returns

True if a match was found

**5.38.2.2** static void [Crosstales.BWF.Manager.DomainManager.ContainsMT](#) ( out bool *result*, string *testString*, params string[] *sources* ) [static]

Searches for domains in a text (call as thread).

#### Parameters

<i>result</i>	out-parameter: true if a match was found
<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "iana", optional)

## Returns

True if a match was found

**5.38.2.3** `static System.Collections.Generic.List<string> Crosstales.BWF.Manager.DomainManager.GetAll ( string testString,  
params string[] sources ) [static]`

Searches for domains in a text.

## Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "iana", optional)

## Returns

List with all the matches

**5.38.2.4** `static void Crosstales.BWF.Manager.DomainManager.GetAllMT ( out System.Collections.Generic.List< string > result,  
string testString, params string[] sources ) [static]`

Searches for domains in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: List with all the matches
<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "iana", optional)

**5.38.2.5** `static void Crosstales.BWF.Manager.DomainManager.Load ( ) [static]`

Loads the current filter with all settings from this object.

**5.38.2.6** `static string Crosstales.BWF.Manager.DomainManager.Mark ( string text, System.Collections.Generic.List< string >  
domains, string prefix = "<b><color=red>", string postfix = "</color></b>" ) [static]`

Marks the text with a prefix and postfix from a list of words.

## Parameters

<i>text</i>	Text containig domains
<i>domains</i>	Domains to mark
<i>prefix</i>	Prefix for every found doamin (default: bold and red, optional)
<i>postfix</i>	Postfix for every found doamin (default: bold and red, optional)

**Returns**

Text with marked domains

**5.38.2.7** `static string Crosstales.BWF.Manager.DomainManager.Replace ( string text, System.Collections.Generic.List< string > domains ) [static]`

Replaces all domains in a text. Use this method if you already have a list of domains (e.g. from the 'GetAll()' method).

**Parameters**

<i>text</i>	Text containig domains
<i>domains</i>	Domains to replace

**Returns**

Clean text

**5.38.2.8** `static string Crosstales.BWF.Manager.DomainManager.ReplaceAll ( string testString, params string[] sources ) [static]`

Searches and replaces all domains in a text.

**Parameters**

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "iana", optional)

**Returns**

Clean text

**5.38.2.9** `static void Crosstales.BWF.Manager.DomainManager.ReplaceAllMT ( out string result, string testString, params string[] sources ) [static]`

Searches and replaces all bad words in a text (call as thread).

**Parameters**

<i>result</i>	out-parameter: clean text
<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "iana", optional)

5.38.2.10 `static string Crosstales.BWF.Manager.DomainManager.Unmark ( string text, string prefix = "<b><color=red>", string postfix = "</color></b>" ) [static]`

Unmarks the text with a prefix and postfix.

#### Parameters

<i>text</i>	Text with marked domains
<i>prefix</i>	Prefix for every found doamin (default: bold and red, optional)
<i>postfix</i>	Postfix for every found doamin (default: bold and red, optional)

#### Returns

Text with unmarked domains

### 5.38.3 Member Data Documentation

5.38.3.1 `System.Collections.Generic.List<Provider.DomainProvider> Crosstales.BWF.Manager.DomainManager.DomainProvider`

List of all domain providers.

5.38.3.2 `string Crosstales.BWF.Manager.DomainManager.ReplaceChars = "*"`

Replace characters for domains (default: \*).

### 5.38.4 Property Documentation

5.38.4.1 `bool Crosstales.BWF.Manager.DomainManager.isReady [static], [get]`

Checks the readiness status of the manager.

#### Returns

True if the manager is ready.

5.38.4.2 `string Crosstales.BWF.Manager.DomainManager.ReplaceCharacters [static], [get], [set]`

Replace characters for domains.

5.38.4.3 `System.Collections.Generic.List<Model.Source>` `Crosstales.BWF.Manager.DomainManager.Sources`  
 [static], [get]

Returns all sources for the manager.

#### Returns

List with all sources for the manager

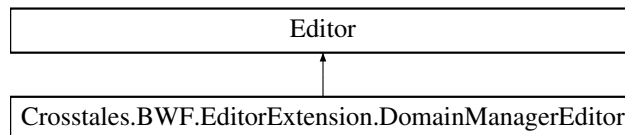
The documentation for this class was generated from the following file:

- `D:/slaubenger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Manager/DomainManager.cs`

## 5.39 Crosstales.BWF.EditorExtension.DomainManagerEditor Class Reference

Custom editor for the 'DomainManager'-class.

Inheritance diagram for `Crosstales.BWF.EditorExtension.DomainManagerEditor`:



### Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

#### 5.39.1 Detailed Description

Custom editor for the 'DomainManager'-class.

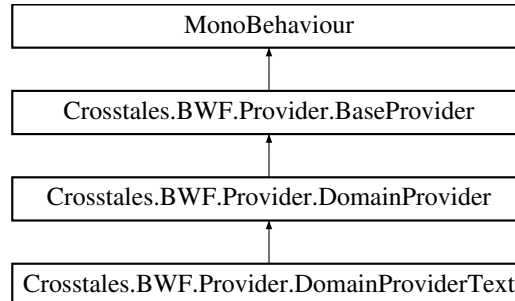
The documentation for this class was generated from the following file:

- `D:/slaubenger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Extension/DomainManagerEditor.cs`

## 5.40 Crosstales.BWF.Provider.DomainProvider Class Reference

Base class for domain providers.

Inheritance diagram for Crosstales.BWF.Provider.DomainProvider:



### Public Member Functions

- override void [Load](#) ()  
*Loads all sources.*

### Protected Member Functions

- override void [init](#) ()  
*Intialize the provider.*

### Protected Attributes

- System.Collections.Generic.List< [Model.Domains](#) > **domains** = new System.Collections.Generic.List<[Model.Domains](#)>()

### Properties

- System.Collections.Generic.Dictionary< string, System.Text.RegularExpressions.Regex > [DomainsRegex](#) [get, protected set]  
*RegEx for domains.*
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< System.Text.RegularExpressions.Regex > > [DebugDomainsRegex](#) [get, protected set]  
*Debug-version of "RegEx for domains".*

### Additional Inherited Members

#### 5.40.1 Detailed Description

Base class for domain providers.

## 5.40.2 Member Function Documentation

### 5.40.2.1 override void Crosstales.BWF.Provider.DomainProvider.init ( ) [protected],[virtual]

Initialize the provider.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

### 5.40.2.2 override void Crosstales.BWF.Provider.DomainProvider.Load ( ) [virtual]

Loads all sources.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

Reimplemented in [Crosstales.BWF.Provider.DomainProviderText](#).

## 5.40.3 Property Documentation

### 5.40.3.1 System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<System.Text.RegularExpressions.Regex>> Crosstales.BWF.Provider.DomainProvider.DebugDomainsRegex [get],[protected set]

Debug-version of "RegEx for domains".

### 5.40.3.2 System.Collections.Generic.Dictionary<string, System.Text.RegularExpressions.Regex> Crosstales.BWF.Provider.DomainProvider.DomainsRegex [get],[protected set]

RegEx for domains.

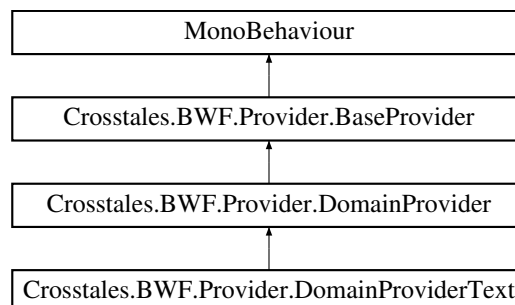
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Provider/DomainProvider.cs

## 5.41 Crosstales.BWF.Provider.DomainProviderText Class Reference

Text-file based domain provider.

Inheritance diagram for Crosstales.BWF.Provider.DomainProviderText:





## Public Member Functions

- override void [Load](#) ()  
*Loads all sources.*
- override void [Save](#) ()  
*Saves all sources.*

## Additional Inherited Members

### 5.41.1 Detailed Description

Text-file based domain provider.

### 5.41.2 Member Function Documentation

#### 5.41.2.1 override void Crosstales.BWF.Provider.DomainProviderText.Load ( ) [virtual]

Loads all sources.

Reimplemented from [Crosstales.BWF.Provider.DomainProvider](#).

#### 5.41.2.2 override void Crosstales.BWF.Provider.DomainProviderText.Save ( ) [virtual]

Saves all sources.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

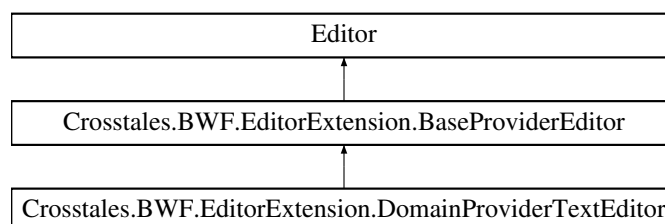
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd\_party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Provider/DomainProviderText.cs

## 5.42 Crosstales.BWF.EditorExtension.DomainProviderTextEditor Class Reference

Custom editor for the 'DomainProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainProviderTextEditor:



## Additional Inherited Members

### 5.42.1 Detailed Description

Custom editor for the 'DomainProviderText'-class.

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

- D:/slaubenger/git/assets/BWFPro/3rd\_party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Editor/Extension/DomainProviderTextEditor.cs

## 5.43 Crosstales.BWF.Model.Domains Class Reference

[Model](#) for a source of domains.

### Public Member Functions

- [Domains](#) ([Source](#) source, System.Collections.Generic.List< string > domainList)  
*Instantiate the class.*
- override string **ToString** ()

### Public Attributes

- [Source](#) [Source](#)  
*Source-object.*
- System.Collections.Generic.List< string > [DomainList](#)  
*List of all domains (RegEx).*

### 5.43.1 Detailed Description

[Model](#) for a source of domains.

### 5.43.2 Constructor & Destructor Documentation

#### 5.43.2.1 Crosstales.BWF.Model.Domains.Domains ( [Source](#) source, System.Collections.Generic.List< string > domainList )

Instantiate the class.

#### Parameters

<i>source</i>	Source-object.
<i>domainList</i>	List of all domains (RegEx).

### 5.43.3 Member Data Documentation

#### 5.43.3.1 System.Collections.Generic.List<string> Crosstales.BWF.Model.Domains.DomainList

List of all domains (RegEx).

#### 5.43.3.2 Source Crosstales.BWF.Model.Domains.Source

Source-object.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Model/Domains.cs

## 5.44 Crosstales.BWF.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

### Static Public Member Functions

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

### Static Public Attributes

- static bool [UPDATE\\_CHECK](#) = EditorConstants.DEFAULT\_UPDATE\_CHECK  
*Enable or disable update-checks for the asset.*
- static bool [UPDATE\\_OPEN\\_UAS](#) = EditorConstants.DEFAULT\_UPDATE\_OPEN\_UAS  
*Open the UAS-site when an update is found.*
- static bool [REMINDER\\_CHECK](#) = EditorConstants.DEFAULT\_REMINDER\_CHECK  
*Enable or disable reminder-checks for the asset.*
- static bool [TELEMETRY](#) = EditorConstants.DEFAULT\_TELEMETRY  
*Enable or disable anonymous telemetry data.*
- static bool [PREFAB\\_AUTOLOAD](#) = EditorConstants.DEFAULT\_PREFAB\_AUTOLOAD  
*Automatically load and add the prefabs to the scene.*
- static bool [HIERARCHY\\_ICON](#) = EditorConstants.DEFAULT\_HIERARCHY\_ICON  
*Enable or disable the icon in the hierarchy.*
- static bool [isLoading](#) = false  
*Is the configuration loaded?*

## Properties

- static string [ASSET\\_PATH](#) [get]  
*Returns the path to the asset inside the Unity project.*
- static string [PREFAB\\_PATH](#) [get]  
*Returns the path of the prefabs.*

### 5.44.1 Detailed Description

Editor configuration for the asset.

### 5.44.2 Member Function Documentation

#### 5.44.2.1 static void Crosstales.BWF.EditorUtil.EditorConfig.Load ( ) [static]

Loads all changable variables.

#### 5.44.2.2 static void Crosstales.BWF.EditorUtil.EditorConfig.Reset ( ) [static]

Resets all changable variables to their default value.

#### 5.44.2.3 static void Crosstales.BWF.EditorUtil.EditorConfig.Save ( ) [static]

Saves all changable variables.

### 5.44.3 Member Data Documentation

#### 5.44.3.1 bool Crosstales.BWF.EditorUtil.EditorConfig.HIERARCHY\_ICON = EditorConstants.DEFAULT\_HIERARCHY\_ICON [static]

Enable or disable the icon in the hierarchy.

#### 5.44.3.2 bool Crosstales.BWF.EditorUtil.EditorConfig.isLoaded = false [static]

Is the configuration loaded?

#### 5.44.3.3 bool Crosstales.BWF.EditorUtil.EditorConfig.PREFAB\_AUTOLOAD = EditorConstants.DEFAULT\_PREFAB\_AUTOLOAD [static]

Automatically load and add the prefabs to the scene.

5.44.3.4 `bool Crosstales.BWF.EditorUtil.EditorConfig.REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_CHECK`  
[static]

Enable or disable reminder-checks for the asset.

5.44.3.5 `bool Crosstales.BWF.EditorUtil.EditorConfig.TELEMETRY = EditorConstants.DEFAULT_TELEMETRY` [static]

Enable or disable anonymous telemetry data.

5.44.3.6 `bool Crosstales.BWF.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK`  
[static]

Enable or disable update-checks for the asset.

5.44.3.7 `bool Crosstales.BWF.EditorUtil.EditorConfig.UPDATE_OPEN_UAS = EditorConstants.DEFAULT_UPDATE_OPEN_UAS`  
[static]

Open the UAS-site when an update is found.

#### 5.44.4 Property Documentation

5.44.4.1 `string Crosstales.BWF.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.

5.44.4.2 `string Crosstales.BWF.EditorUtil.EditorConfig.PREFAB_PATH` [static], [get]

Returns the path of the prefabs.

##### Returns

The path of the prefabs.

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

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↔ Editor/Util/EditorConfig.cs`

### 5.45 Crosstales.BWF.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

## Public Attributes

- const string **KEY\_UPDATE\_CHECK** = Util.Constants.KEY\_PREFIX + "UPDATE\_CHECK"
- const string **KEY\_UPDATE\_OPEN\_UAS** = Util.Constants.KEY\_PREFIX + "UPDATE\_OPEN\_UAS"
- const string **KEY\_REMINDER\_CHECK** = Util.Constants.KEY\_PREFIX + "REMINDER\_CHECK"
- const string **KEY\_TELEMETRY** = Util.Constants.KEY\_PREFIX + "TELEMETRY"
- const string **KEY\_PREFAB\_AUTOLOAD** = Util.Constants.KEY\_PREFIX + "PREFAB\_AUTOLOAD"
- const string **KEY\_HIERARCHY\_ICON** = Util.Constants.KEY\_PREFIX + "HIERARCHY\_ICON"
- const string **KEY\_UPDATE\_DATE** = Util.Constants.KEY\_PREFIX + "UPDATE\_DATE"
- const string **KEY\_REMINDER\_DATE** = Util.Constants.KEY\_PREFIX + "REMINDER\_DATE"
- const string **KEY\_REMINDER\_COUNT** = Util.Constants.KEY\_PREFIX + "REMINDER\_COUNT"
- const string **KEY\_LAUNCH** = Util.Constants.KEY\_PREFIX + "LAUNCH"
- const string **KEY\_TELEMETRY\_DATE** = Util.Constants.KEY\_PREFIX + "TELEMETRY\_DATE"
- const string **DEFAULT\_ASSET\_PATH** = "/crosstales/BadWordFilter/"
- const bool **DEFAULT\_UPDATE\_CHECK** = true
- const bool **DEFAULT\_UPDATE\_OPEN\_UAS** = false
- const bool **DEFAULT\_REMINDER\_CHECK** = true
- const bool **DEFAULT\_TELEMETRY** = true
- const bool **DEFAULT\_PREFAB\_AUTOLOAD** = false
- const bool **DEFAULT\_HIERARCHY\_ICON** = true

## Static Public Attributes

- static string **PREFAB\_SUBPATH** = "Prefabs/"  
*Sub-path to the prefabs.*

## Properties

- static string **ASSET\_URL** [get]  
*Returns the URL of the asset in UAS.*
- static System.Guid **ASSET\_UID** [get]  
*Returns the UID of the asset.*

### 5.45.1 Detailed Description

Collected editor constants of very general utility for the asset.

### 5.45.2 Member Data Documentation

#### 5.45.2.1 string Crosstales.BWF.EditorUtil.EditorConstants.PREFAB\_SUBPATH = "Prefabs/" [static]

Sub-path to the prefabs.

### 5.45.3 Property Documentation

#### 5.45.3.1 System.Guid Crosstales.BWF.EditorUtil.EditorConstants.ASSET\_UID [static],[get]

Returns the UID of the asset.

##### Returns

The UID of the asset.

#### 5.45.3.2 string Crosstales.BWF.EditorUtil.EditorConstants.ASSET\_URL [static],[get]

Returns the URL of the asset in UAS.

##### Returns

The URL of the asset in UAS.

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

- D:/slaubenger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Editor/Util/EditorConstants.cs

## 5.46 Crosstales.BWF.EditorUtil.EditorHelper Class Reference

Editor helper class.

### Static Public Member Functions

- static void [BWFUnavailable](#) ()  
*Shows a "BWF unavailable"-UI.*
- static void [InstantiatePrefab](#) (string prefabName)  
*Instantiates a prefab.*
- 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.*

### Public Attributes

- const int [GO\\_ID](#) = 20  
*Start index inside the "GameObject"-menu.*
- const int [MENU\\_ID](#) = 10201  
*Start index inside the "Tools"-menu.*

## Properties

- static Texture2D **Logo\_Asset** [get]
- static Texture2D **Logo\_Asset\_Small** [get]
- static Texture2D **Logo\_CT** [get]
- static Texture2D **Logo\_Unity** [get]
- static Texture2D **Icon\_Save** [get]
- static Texture2D **Icon\_Reset** [get]
- static Texture2D **Icon\_Plus** [get]
- static Texture2D **Icon\_Minus** [get]
- static Texture2D **Icon\_Refresh** [get]
- static Texture2D **Icon\_Contains** [get]
- static Texture2D **Icon\_Get** [get]
- static Texture2D **Icon\_Replace** [get]
- static Texture2D **Icon\_Mark** [get]
- static Texture2D **Icon\_Manual** [get]
- static Texture2D **Icon\_API** [get]
- static Texture2D **Icon\_Forum** [get]
- static Texture2D **Icon\_Product** [get]
- static Texture2D **Icon\_Check** [get]
- static Texture2D **Social\_Facebook** [get]
- static Texture2D **Social\_Twitter** [get]
- static Texture2D **Social\_Youtube** [get]
- static Texture2D **Social\_Linkedin** [get]
- static Texture2D **Social\_Xing** [get]
- static Texture2D **Video\_Promo** [get]
- static Texture2D **Video\_Tutorial** [get]
- static Texture2D **Icon\_Videos** [get]
- static Texture2D **Store\_PlayMaker** [get]
- static Texture2D **Icon\_3p\_Assets** [get]
- static bool **isBWFInScene** [get]

*Checks if the 'BWF'-prefab is in the scene.*

### 5.46.1 Detailed Description

Editor helper class.

### 5.46.2 Member Function Documentation

5.46.2.1 static void Crosstales.BWF.EditorUtil.EditorHelper.BWFUnavailable ( ) [static]

Shows a "BWF unavailable"-UI.

5.46.2.2 static void Crosstales.BWF.EditorUtil.EditorHelper.InstantiatePrefab ( string *prefabName* ) [static]

Instantiates a prefab.

#### Parameters

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



5.46.2.3 `static void Crosstales.BWF.EditorUtil.EditorHelper.ReadOnlyTextField ( string label, string text ) [static]`

Generates a read-only text field with a label.

5.46.2.4 `static void Crosstales.BWF.EditorUtil.EditorHelper.SeparatorUI ( int space = 12 ) [static]`

Shows a separator-UI.

#### Parameters

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

### 5.46.3 Member Data Documentation

5.46.3.1 `const int Crosstales.BWF.EditorUtil.EditorHelper.GO_ID = 20`

Start index inside the "GameObject"-menu.

5.46.3.2 `const int Crosstales.BWF.EditorUtil.EditorHelper.MENU_ID = 10201`

Start index inside the "Tools"-menu.

### 5.46.4 Property Documentation

5.46.4.1 `bool Crosstales.BWF.EditorUtil.EditorHelper.isBWFInScene [static],[get]`

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

#### Returns

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

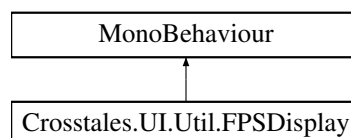
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Editor/Util/EditorHelper.cs

## 5.47 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



## Public Member Functions

- void **Update** ()

## Public Attributes

- Text **FPS**

### 5.47.1 Detailed Description

Simple FPS-Counter.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/UI/Scripts/Util/FPS↔  
Display.cs

## 5.48 Crosstales.BWF.EditorUtil.GAApi Class Reference

GA-wrapper API.

### Static Public Member Functions

- static void **Event** (string category, string action, string label="", int value=0)  
*Tracks an event from the asset.*

### 5.48.1 Detailed Description

GA-wrapper API.

### 5.48.2 Member Function Documentation

5.48.2.1 `static void Crosstales.BWF.EditorUtil.GAApi.Event ( string category, string action, string label = " ", int value = 0 )`  
[static]

Tracks an event from the asset.

#### Parameters

<i>category</i>	Specifies the event category.
<i>action</i>	Specifies the event action.
<i>label</i>	Specifies the event label.
<i>value</i>	Specifies the event value.

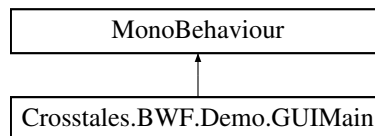
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd\_party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Editor/Util/GAApi.cs

## 5.49 Crosstales.BWF.Demo.GUIMain Class Reference

Main GUI controller.

Inheritance diagram for Crosstales.BWF.Demo.GUIMain:



### Public Member Functions

- void **Start** ()
- void **Update** ()
- void **TestChanged** (bool val)
- void **ReplaceChanged** (bool val)
- void **BadwordChanged** (bool val)
- void **DomainChanged** (bool val)
- void **CapitalizationChanged** (bool val)
- void **PunctuationChanged** (bool val)
- void **LeetChanged** (bool val)
- void **SimpleChanged** (bool val)
- void **FullscreenChanged** (bool val)
- void **Test** ()
- void **Replace** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()

### Public Attributes

- bool **AutoTest** = true
- bool **AutoReplace** = false
- bool **ReplaceLeet** = true
- bool **SimpleCheck** = true
- float **IntervalCheck** = 0.5f
- float **IntervalReplace** = 0.5f
- InputField **Text**
- Text **OutputText**
- Text **BadWordList**
- Text **BadWordCounter**
- Text **Name**
- Text **Version**

- Text **Scene**
- Toggle **TestEnabled**
- Toggle **ReplaceEnabled**
- Toggle **Badword**
- Toggle **Domain**
- Toggle **Capitalization**
- Toggle **Punctuation**
- InputField **BadwordReplaceChars**
- InputField **DomainReplaceChars**
- InputField **CapsTrigger**
- InputField **PuncTrigger**
- Toggle **LeetReplace**
- Toggle **SimpleCheckToggle**
- Image **BadWordListImage**
- Color32 **GoodColor** = new Color32(0, 255, 0, 192)
- Color32 **BadColor** = new Color32(255, 0, 0, 192)
- [ManagerMask](#) **BadwordManager** = ManagerMask.BadWord
- [ManagerMask](#) **DomManager** = ManagerMask.Domain
- [ManagerMask](#) **CapsManager** = ManagerMask.Capitalization
- [ManagerMask](#) **PuncManager** = ManagerMask.Punctuation
- System.Collections.Generic.List< string > **Sources** = new System.Collections.Generic.List<string>(30)

### 5.49.1 Detailed Description

Main GUI controller.

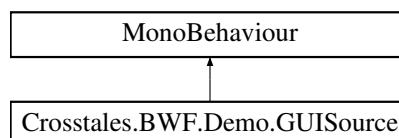
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Demo/↔ Scripts/GUIMain.cs

## 5.50 Crosstales.BWF.Demo.GUISource Class Reference

Generates a scrollable list of sources.

Inheritance diagram for Crosstales.BWF.Demo.GUISource:



### Public Member Functions

- void **Start** ()

## Public Attributes

- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- [GUIMain](#) **GuiMain**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)

### 5.50.1 Detailed Description

Generates a scrollable list of sources.

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

- D:/slaubenger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Demo/↔ Scripts/GUISource.cs

## 5.51 Crosstales.BWF.Util.Helper Class Reference

Various helper functions.

### Static Public Member Functions

- static bool [RemoteCertificateValidationCallback](#) (System.Object sender, System.Security.Cryptography.↔ X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)  
*HTTPS-certification callback.*
- static string [FormatBytesToHRF](#) (long bytes)  
*Format byte-value to Human-Readable-Form.*
- static string [ValidatePath](#) (string path)  
*Validates a given path and add missing slash.*
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, int skipHeaderLines=0, int skipFooterLines=0, char splitChar= '#')  
*Split the given text to lines and return it as list.*
- static string [CreateReplaceString](#) (string replaceChars, int stringLength)  
*Creates a string of characters with a given length.*
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)  
*Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>*

## Properties

- static bool [isInternetAvailable](#) [get]  
*Checks if an Internet connection is available.*
- static bool [isWindowsPlatform](#) [get]  
*Checks if the current platform is Windows.*
- static bool [isMacOSPlatform](#) [get]  
*Checks if the current platform is macOS.*
- 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 [isWSAPlatform](#) [get]  
*Checks if the current platform is WSA.*
- static bool [isWebGLPlatform](#) [get]  
*Checks if the current platform is WebGL.*
- static bool [isWebPlayerPlatform](#) [get]  
*Checks if the current platform is WebPlayer.*
- static bool [isWebPlatform](#) [get]  
*Checks if the current platform is Web (WebPlayer or WebGL).*
- static bool [isWindowsBasedPlatform](#) [get]  
*Checks if the current platform is Windows-based (Windows standalone or WSA).*
- static bool [isAppleBasedPlatform](#) [get]  
*Checks if the current platform is Apple-based (macOS standalone or iOS).*
- static bool [isEditorMode](#) [get]  
*Checks if the we are in Editor mode.*
- static bool [isSupportedPlatform](#) [get]  
*Checks if the current platform is supported.*

### 5.51.1 Detailed Description

Various helper functions.

### 5.51.2 Member Function Documentation

#### 5.51.2.1 static string Crosstales.BWF.Util.Helper.CreateReplaceString ( string *replaceChars*, int *stringLength* ) [static]

Creates a string of characters with a given length.

#### Parameters

<i>replaceChars</i>	Valid character set for the replace string
<i>stringLength</i>	Length of the generated replace string

**Returns**

Generated replace string

**5.51.2.2** `static string Crosstales.BWF.Util.Helper.FormatBytesToHRF ( long bytes ) [static]`

Format byte-value to Human-Readable-Form.

**Returns**

Formatted byte-value in Human-Readable-Form.

**5.51.2.3** `static Color Crosstales.BWF.Util.Helper.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.

**5.51.2.4** `static bool Crosstales.BWF.Util.Helper.RemoteCertificateValidationCallback ( System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptology.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]`

HTTPS-certification callback.

**5.51.2.5** `static System.Collections.Generic.List<string> Crosstales.BWF.Util.Helper.SplitStringToLines ( string text, int skipHeaderLines = 0, int skipFooterLines = 0, char splitChar = '#' ) [static]`

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

**Parameters**

<i>text</i>	Complete text fragment
<i>skipHeaderLines</i>	Number of skipped header lines (default: 0, optional)
<i>skipFooterLines</i>	Number of skipped footer lines (default: 0, optional)
<i>splitChar</i>	Split character for the lines (default: #, optional)

**Returns**

Splitted lines as array

**5.51.2.6** `static string Crosstales.BWF.Util.Helper.ValidatePath ( string path ) [static]`

Validates a given path and add missing slash.

**Parameters**

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

**Returns**

Valid path

**5.51.3 Property Documentation****5.51.3.1** `bool Crosstales.BWF.Util.Helper.isAndroidPlatform [static],[get]`

Checks if the current platform is Android.

**Returns**

True if the current platform is Android.

**5.51.3.2** `bool Crosstales.BWF.Util.Helper.isAppleBasedPlatform [static],[get]`

Checks if the current platform is Apple-based (macOS standalone or iOS).

**Returns**

True if the current platform is Apple-based (macOS standalone or iOS).

**5.51.3.3** `bool Crosstales.BWF.Util.Helper.isEditorMode [static],[get]`

Checks if the we are in Editor mode.

**Returns**

True if in Editor mode.



**5.51.3.4** `bool Crosstales.BWF.Util.Helper.isInternetAvailable` `[static], [get]`

Checks if an Internet connection is available.

**Returns**

True if an Internet connection is available.

**5.51.3.5** `bool Crosstales.BWF.Util.Helper.isiOSPlatform` `[static], [get]`

Checks if the current platform is iOS.

**Returns**

True if the current platform is iOS.

**5.51.3.6** `bool Crosstales.BWF.Util.Helper.isLinuxPlatform` `[static], [get]`

Checks if the current platform is Linux.

**Returns**

True if the current platform is Linux.

**5.51.3.7** `bool Crosstales.BWF.Util.Helper.isMacOSPlatform` `[static], [get]`

Checks if the current platform is macOS.

**Returns**

True if the current platform is macOS.

**5.51.3.8** `bool Crosstales.BWF.Util.Helper.isSupportedPlatform` `[static], [get]`

Checks if the current platform is supported.

**Returns**

True if the current platform is supported.

**5.51.3.9** `bool Crosstales.BWF.Util.Helper.isWebGLPlatform` `[static], [get]`

Checks if the current platform is WebGL.

**Returns**

True if the current platform is WebGL.

5.51.3.10 `bool Crosstales.BWF.Util.Helper.isWebPlatform` `[static], [get]`

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

**Returns**

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

5.51.3.11 `bool Crosstales.BWF.Util.Helper.isWebPlayerPlatform` `[static], [get]`

Checks if the current platform is WebPlayer.

**Returns**

True if the current platform is WebPlayer.

5.51.3.12 `bool Crosstales.BWF.Util.Helper.isWindowsBasedPlatform` `[static], [get]`

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

**Returns**

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

5.51.3.13 `bool Crosstales.BWF.Util.Helper.isWindowsPlatform` `[static], [get]`

Checks if the current platform is Windows.

**Returns**

True if the current platform is Windows.

5.51.3.14 `bool Crosstales.BWF.Util.Helper.isWSAPlatform` `[static], [get]`

Checks if the current platform is WSA.

**Returns**

True if the current platform is WSA.

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

- `D:/slaubenberger/git/assets/BWFPro/3rd_party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/↔ Scripts/Util/Helper.cs`

## 5.52 Crosstales.BWF.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

### 5.52.1 Detailed Description

Show the configuration window on the first launch.

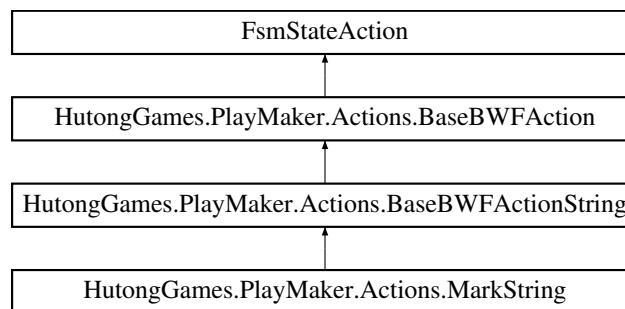
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Task/Launch.cs`

## 5.53 HutongGames.PlayMaker.Actions.MarkString Class Reference

Mark-action for strings in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkString:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

### Additional Inherited Members

#### 5.53.1 Detailed Description

Mark-action for strings in [PlayMaker](#).

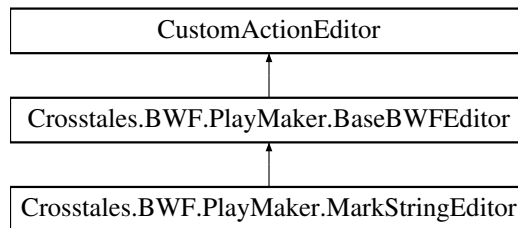
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/MarkString.cs`

## 5.54 Crosstales.BWF.PlayMaker.MarkStringEditor Class Reference

Custom editor for the MarkString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkStringEditor:



### Additional Inherited Members

#### 5.54.1 Detailed Description

Custom editor for the MarkString-action.

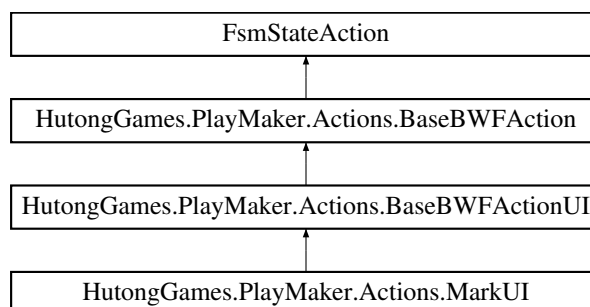
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/MarkStringEditor.cs

## 5.55 HutongGames.PlayMaker.Actions.MarkUI Class Reference

Mark-action for UI-elements in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkUI:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

## Additional Inherited Members

### 5.55.1 Detailed Description

Mark-action for UI-elements in [PlayMaker](#).

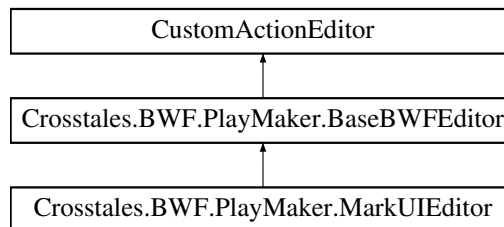
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/MarkUI.cs

## 5.56 Crosstales.BWF.PlayMaker.MarkUIEditor Class Reference

Custom editor for the MarkUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkUIEditor:



## Additional Inherited Members

### 5.56.1 Detailed Description

Custom editor for the MarkUI-action.

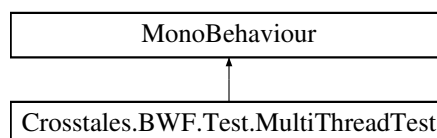
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/MarkUIEditor.cs

## 5.57 Crosstales.BWF.Test.MultiThreadTest Class Reference

[Test](#) for multi-threading of the [BWF](#).

Inheritance diagram for Crosstales.BWF.Test.MultiThreadTest:



## Public Attributes

- string **DirtyText**

### 5.57.1 Detailed Description

[Test](#) for multi-threading of the [BWF](#).

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Test/Scripts/MultiThreadTest.cs

## 5.58 Crosstales.BWF.EditorTask.OCCheck Class Reference

Checks if 'Online Check' is installed.

### 5.58.1 Detailed Description

Checks if 'Online Check' is installed.

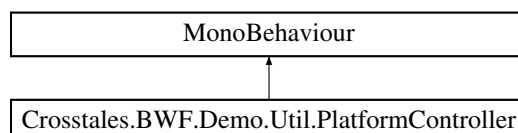
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Editor/Task/OCCheck.cs

## 5.59 Crosstales.BWF.Demo.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.BWF.Demo.Util.PlatformController:



## Public Member Functions

- void **Start** ()

## Public Attributes

- System.Collections.Generic.List< Platform > Platforms  
*Selected platforms for the controller.*
- bool **Active** = true
- GameObject[] Objects  
*Selected objects for the controller.*

### 5.59.1 Detailed Description

Enables or disable game objects for a given platform.

### 5.59.2 Member Data Documentation

#### 5.59.2.1 GameObject [ ] Crosstales.BWF.Demo.Util.PlatformController.Objects

Selected objects for the controller.

#### 5.59.2.2 System.Collections.Generic.List<Platform> Crosstales.BWF.Demo.Util.PlatformController.Platforms

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

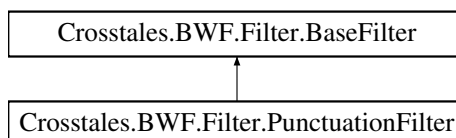
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Demo/↔ Scripts/Util/PlatformController.cs

## 5.60 Crosstales.BWF.Filter.PunctuationFilter Class Reference

[Filter](#) for excessive punctuation. The class can also replace all punctuation inside a string.

Inheritance diagram for Crosstales.BWF.Filter.PunctuationFilter:



## Public Member Functions

- [PunctuationFilter](#) (int punctuationCharacterNumber, string markPrefix, string markPostfix)  
*Instantiate the class.*
- override bool [Contains](#) (string testString, params string[] sources)  
*Searches for bad words in a text.*
- override System.Collections.Generic.List< string > [GetAll](#) (string testString, params string[] sources)  
*Searches for bad words in a text.*
- override string [ReplaceAll](#) (string testString, params string[] sources)  
*Searches and replaces all bad words in a text.*
- override string [Replace](#) (string text, System.Collections.Generic.List< string > badWords)  
*Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).*

## Properties

- System.Text.RegularExpressions.Regex [RegularExpression](#) [get]  
*RegEx to find excessive punctuation.*
- int [CharacterNumber](#) [get, set]  
*Defines the number of allowed punctuations in a row.*
- override bool [isReady](#) [get]  
*Checks the readiness status of the filter.*

## Additional Inherited Members

### 5.60.1 Detailed Description

[Filter](#) for excessive punctuation. The class can also replace all punctuationa inside a string.

### 5.60.2 Constructor & Destructor Documentation

#### 5.60.2.1 Crosstales.BWF.Filter.PunctuationFilter.PunctuationFilter ( int punctuationCharacterNumber, string markPrefix, string markPostfix )

Instantiate the class.

#### Parameters

<i>punctuationCharacterNumber</i>	Defines the number of allowed punctuations in a row.
<i>markPrefix</i>	Prefix for every found excessive punctuation.
<i>markPostfix</i>	Postfix for every found excessive punctuation.

### 5.60.3 Member Function Documentation



5.60.3.1 `override bool Crosstales.BWF.Filter.PunctuationFilter.Contains ( string testString, params string[] sources )`  
[virtual]

Searches for bad words in a text.

#### Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

#### Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.60.3.2 `override System.Collections.Generic.List<string> Crosstales.BWF.Filter.PunctuationFilter.GetAll ( string testString, params string[] sources )` [virtual]

Searches for bad words in a text.

#### Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

#### Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.60.3.3 `override string Crosstales.BWF.Filter.PunctuationFilter.Replace ( string text, System.Collections.Generic.List< string > badWords )` [virtual]

Replaces all bad words in a text. Use this method if you already have a list of bad words (e.g. from the '[GetAll\(\)](#)' method).

#### Parameters

<i>text</i>	Text containig bad words
<i>badWords</i>	Bad words to replace

#### Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.60.3.4 override string Crosstales.BWF.Filter.PunctuationFilter.ReplaceAll ( string *testString*, params string[] *sources* )  
[virtual]

Searches and replaces all bad words in a text.

#### Parameters

<i>testString</i>	Text to check
<i>sources</i>	Relevant sources (e.g. "english", optional)

#### Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

### 5.60.4 Property Documentation

5.60.4.1 int Crosstales.BWF.Filter.PunctuationFilter.CharacterNumber [get], [set]

Defines the number of allowed punctuations in a row.

5.60.4.2 override bool Crosstales.BWF.Filter.PunctuationFilter.isReady [get]

Checks the readiness status of the filter.

#### Returns

True if the filter is ready.

5.60.4.3 System.Text.RegularExpressions.Regex Crosstales.BWF.Filter.PunctuationFilter.RegularExpression [get]

RegEx to find excessive punctuation.

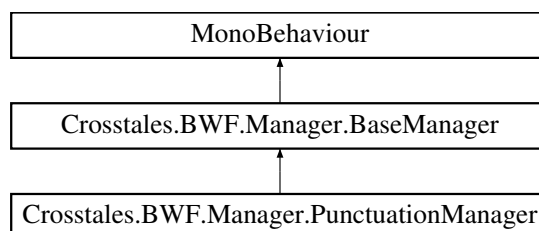
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Filter/PunctuationFilter.cs

## 5.61 Crosstales.BWF.Manager.PunctuationManager Class Reference

[Manager](#) for excessive punctuation.

Inheritance diagram for Crosstales.BWF.Manager.PunctuationManager:



## Public Member Functions

- void **OnEnable** ()
- void **OnValidate** ()

## Static Public Member Functions

- static void **Load** ()  
*Loads the current filter with all settings from this object.*
- static bool **Contains** (string testString)  
*Searches for excessive punctuations in a text.*
- static void **ContainsMT** (out bool result, string testString)  
*Searches for excessive punctuations in a text (call as thread).*
- static System.Collections.Generic.List< string > **GetAll** (string testString)  
*Searches for excessive punctuations in a text.*
- static void **GetAllMT** (out System.Collections.Generic.List< string > result, string testString)  
*Searches for excessive punctuations in a text (call as thread).*
- static string **ReplaceAll** (string testString)  
*Searches and replaces all excessive punctuations in a text.*
- static void **ReplaceAllMT** (out string result, string testString)  
*Searches and replaces all excessive punctuations in a text (call as thread).*
- static string **Replace** (string text, System.Collections.Generic.List< string > punctuations)  
*Replaces all excessive punctuations in a text. Use this method if you already have a list of excessive punctuations (e.g. from the 'GetAll()' method).*
- static string **Mark** (string text, System.Collections.Generic.List< string > punctuations, string prefix="<b><color=red>", string postfix="</color></b>")  
*Marks the text with a prefix and postfix from a list of words.*
- static string **Unmark** (string text, string prefix="<b><color=red>", string postfix="</color></b>")  
*Unmarks the text with a prefix and postfix.*

## Public Attributes

- int **PunctuationCharsNumber** = 3  
*Defines the number of allowed punctuation letters in a row (default: 3).*

## Properties

- static int **CharacterNumber** [get, set]  
*Defines the number of allowed punctuation letters in a row.*
- static bool **isReady** [get]  
*Checks the readiness status of the manager.*

### 5.61.1 Detailed Description

[Manager](#) for excessive punctuation.

### 5.61.2 Member Function Documentation

#### 5.61.2.1 static bool Crosstales.BWF.Manager.PunctuationManager.Contains ( string testString ) [static]

Searches for excessive punctuations in a text.

## Parameters

<i>testString</i>	Text to check
-------------------	---------------

## Returns

True if a match was found

5.61.2.2 `static void Crosstales.BWF.Manager.PunctuationManager.ContainsMT ( out bool result, string testString )`  
[static]

Searches for excessive punctuations in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: true if a match was found
<i>testString</i>	Text to check

## Returns

True if a match was found

5.61.2.3 `static System.Collections.Generic.List<string> Crosstales.BWF.Manager.PunctuationManager.GetAll ( string testString )` [static]

Searches for excessive punctuations in a text.

## Parameters

<i>testString</i>	Text to check
-------------------	---------------

## Returns

List with all the matches

5.61.2.4 `static void Crosstales.BWF.Manager.PunctuationManager.GetAllIMT ( out System.Collections.Generic.List< string > result, string testString )` [static]

Searches for excessive punctuations in a text (call as thread).

## Parameters

<i>result</i>	out-parameter: List with all the matches
<i>testString</i>	Text to check

5.61.2.5 `static void Crosstales.BWF.Manager.PunctuationManager.Load ( ) [static]`

Loads the current filter with all settings from this object.

5.61.2.6 `static string Crosstales.BWF.Manager.PunctuationManager.Mark ( string text, System.Collections.Generic.List<string > punctuations, string prefix = "<b><color=red>", string postfix = "</color></b>" ) [static]`

Marks the text with a prefix and postfix from a list of words.

#### Parameters

<i>text</i>	Text containig excessive punctuations
<i>punctuations</i>	Excessive punctuations to mark
<i>prefix</i>	Prefix for every found punctuation (default: bold and red, optional)
<i>postfix</i>	Postfix for every found punctuation (default: bold and red, optional)

#### Returns

Text with marked excessive punctuations

5.61.2.7 `static string Crosstales.BWF.Manager.PunctuationManager.Replace ( string text, System.Collections.Generic.List<string > punctuations ) [static]`

Replaces all excessive punctuations in a text. Use this method if you already have a list of excessive punctuations (e.g. from the ['GetAll\(\)'](#) method).

#### Parameters

<i>text</i>	Text containig excessive punctuations
<i>punctuations</i>	Punctuations to replace

#### Returns

Clean text

5.61.2.8 `static string Crosstales.BWF.Manager.PunctuationManager.ReplaceAll ( string testString ) [static]`

Searches and replaces all excessive punctuations in a text.

#### Parameters

<i>testString</i>	Text to check
-------------------	---------------

**Returns**

Clean text

**5.61.2.9** `static void Crosstales.BWF.Manager.PunctuationManager.ReplaceAllMT ( out string result, string testString )`  
`[static]`

Searches and replaces all excessive punctuations in a text (call as thread).

**Parameters**

<i>result</i>	out-parameter: clean text
<i>testString</i>	Text to check

**5.61.2.10** `static string Crosstales.BWF.Manager.PunctuationManager.Unmark ( string text, string prefix = "<b><color=red>", string postfix = "</color></b>" )` `[static]`

Unmarks the text with a prefix and postfix.

**Parameters**

<i>text</i>	Text with marked excessive punctuations
<i>prefix</i>	Prefix for every found punctuation (default: bold and red, optional)
<i>postfix</i>	Postfix for every found punctuation (default: bold and red, optional)

**Returns**

Text with unmarked excessive punctuations

**5.61.3 Member Data Documentation**

**5.61.3.1** `int Crosstales.BWF.Manager.PunctuationManager.PunctuationCharsNumber = 3`

Defines the number of allowed punctuation letters in a row (default: 3).

**5.61.4 Property Documentation**

**5.61.4.1** `int Crosstales.BWF.Manager.PunctuationManager.CharacterNumber` `[static], [get], [set]`

Defines the number of allowed punctuation letters in a row.

#### 5.61.4.2 bool Crosstales.BWF.Manager.PunctuationManager.IsReady [static],[get]

Checks the readiness status of the manager.

#### Returns

True if the manager is ready.

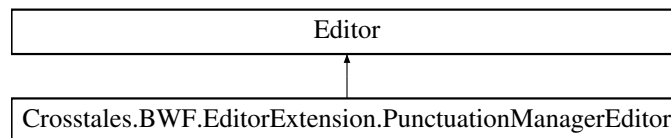
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd\_party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Manager/PunctuationManager.cs

## 5.62 Crosstales.BWF.EditorExtension.PunctuationManagerEditor Class Reference

Custom editor for the 'PunctuationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.PunctuationManagerEditor:



### Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

#### 5.62.1 Detailed Description

Custom editor for the 'PunctuationManager'-class.

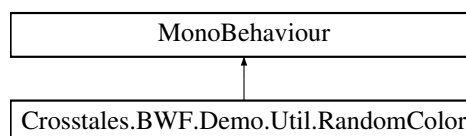
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd\_party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Extension/PunctuationManagerEditor.cs

## 5.63 Crosstales.BWF.Demo.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.BWF.Demo.Util.RandomColor:



## Public Member Functions

- void **Start** ()
- void **Update** ()

## Public Attributes

- Vector2 **ChangeInterval** = new Vector2(5, 15)

### 5.63.1 Detailed Description

Random color changer.

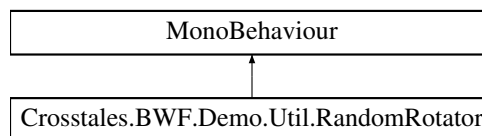
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Demo/↔ Scripts/Util/RandomColor.cs

## 5.64 Crosstales.BWF.Demo.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.BWF.Demo.Util.RandomRotator:



## Public Member Functions

- void **Start** ()
- void **Update** ()

## Public Attributes

- Vector3 **Speed**
- Vector2 **ChangeInterval** = new Vector2(10, 45)

### 5.64.1 Detailed Description

Random rotation changer.

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

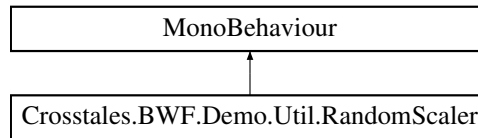
- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Demo/↔ Scripts/Util/RandomRotator.cs



## 5.65 Crosstales.BWF.Demo.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.BWF.Demo.Util.RandomScaler:



### Public Member Functions

- void **Start** ()
- void **Update** ()

### Public Attributes

- Vector3 **ScaleMin** = Vector3.zero
- Vector3 **ScaleMax** = Vector3.one
- bool **Uniform** = false
- Vector2 **ChangeInterval** = new Vector2(10, 45)

### 5.65.1 Detailed Description

Random scale changer.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Demo/Scripts/Util/RandomScaler.cs

## 5.66 Crosstales.BWF.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

### 5.66.1 Detailed Description

Reminds the customer to create an UAS review.

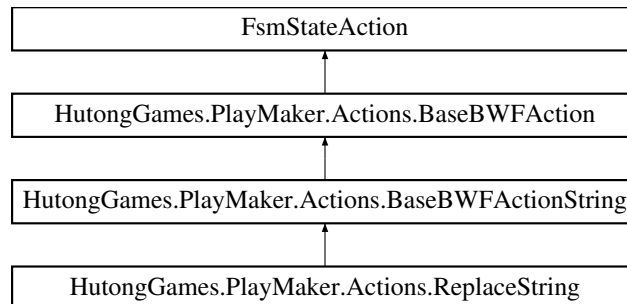
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Task/ReminderCheck.cs

## 5.67 HutongGames.PlayMaker.Actions.ReplaceString Class Reference

Replace-action for strings in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceString:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

### Public Attributes

- FsmBool `ReplaceInput` = true  
*Replace the input text with the replaced string (default: true).*

### Additional Inherited Members

#### 5.67.1 Detailed Description

Replace-action for strings in [PlayMaker](#).

#### 5.67.2 Member Data Documentation

##### 5.67.2.1 FsmBool HutongGames.PlayMaker.Actions.ReplaceString.ReplaceInput = true

Replace the input text with the replaced string (default: true).

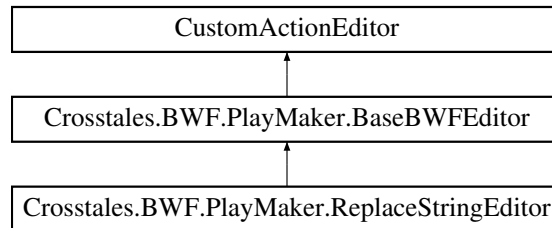
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstaes/BadWordFilter/3rd party/PlayMaker/Scripts/ReplaceString.cs

## 5.68 Crosstales.BWF.PlayMaker.ReplaceStringEditor Class Reference

Custom editor for the ReplaceString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceStringEditor:



### Additional Inherited Members

#### 5.68.1 Detailed Description

Custom editor for the ReplaceString-action.

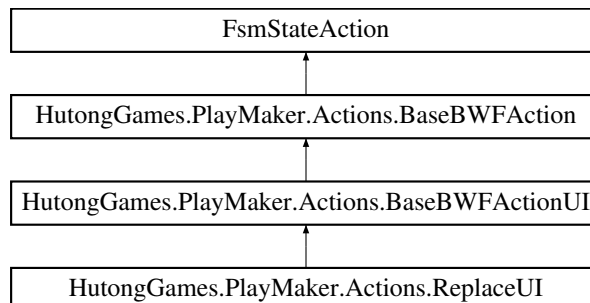
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ReplaceStringEditor.cs

## 5.69 HutongGames.PlayMaker.Actions.ReplaceUI Class Reference

Replace-action for UI-elements in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceUI:



### Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

## Public Attributes

- FsmBool [ReplaceInput](#) = true  
*Replace the input text with the replaced string (default: true).*

## Additional Inherited Members

### 5.69.1 Detailed Description

Replace-action for UI-elements in [PlayMaker](#).

### 5.69.2 Member Data Documentation

#### 5.69.2.1 FsmBool HutongGames.PlayMaker.Actions.ReplaceUI.ReplaceInput = true

Replace the input text with the replaced string (default: true).

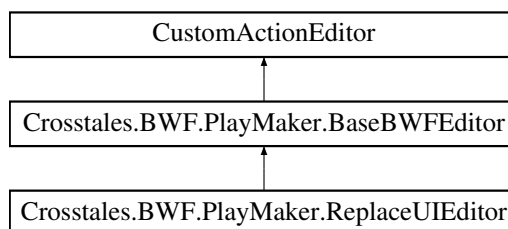
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ReplaceUI.cs

## 5.70 Crosstales.BWF.PlayMaker.ReplaceUIEditor Class Reference

Custom editor for the ReplaceUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceUIEditor:



## Additional Inherited Members

### 5.70.1 Detailed Description

Custom editor for the ReplaceUI-action.

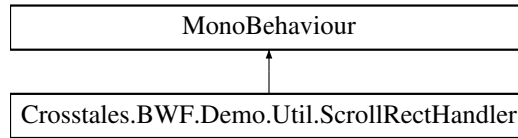
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/ReplaceUIEditor.cs

## 5.71 Crosstales.BWF.Demo.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.BWF.Demo.Util.ScrollRectHandler:



### Public Member Functions

- void **Start** ()

### Public Attributes

- ScrollRect **Scroll**

#### 5.71.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Demo/↔ Scripts/Util/ScrollRectHandler.cs

## 5.72 Crosstales.BWF.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

#### 5.72.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

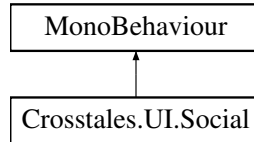
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Editor/Task/SetupResources.cs

## 5.73 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 **Xing** ()
- void **Youtube** ()

#### 5.73.1 Detailed Description

[Crosstales](#) social media links.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/UI/Scripts/Social.cs

## 5.74 Crosstales.BWF.Model.Source Class Reference

Base class for sources.

### Public Member Functions

- override string **ToString** ()

### Public Attributes

- string **Name** = string.Empty  
*Name of the source.*
- string **Description** = string.Empty  
*Description for the source (optional).*
- Sprite **Icon**  
*Icon to represent the source (e.g. country flag, optional)*
- string **URL** = string.Empty  
*URL of a text file containing all regular expressions for this source. Add also the protocol-type ('http://', 'file://', 'https://', 'ftp://', 'mailto:', 'mailto:') etc.).*
- TextAsset **Resource**  
*Text file containing all regular expressions for this source.*

### 5.74.1 Detailed Description

Base class for sources.

### 5.74.2 Member Data Documentation

#### 5.74.2.1 `string Crosstales.BWF.Model.Source.Description = string.Empty`

Description for the source (optional).

#### 5.74.2.2 `Sprite Crosstales.BWF.Model.Source.Icon`

Icon to represent the source (e.g. country flag, optional)

#### 5.74.2.3 `string Crosstales.BWF.Model.Source.Name = string.Empty`

Name of the source.

#### 5.74.2.4 `TextAsset Crosstales.BWF.Model.Source.Resource`

Text file containing all regular expressions for this source.

#### 5.74.2.5 `string Crosstales.BWF.Model.Source.URL = string.Empty`

URL of a text file containing all regular expressions for this source. Add also the protocol-type ('<http://>', '<file://>' etc.).

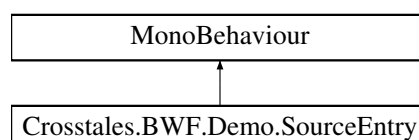
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd_party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Scripts/Model/Source.cs`

## 5.75 Crosstales.BWF.Demo.SourceEntry Class Reference

Wrapper for sources.

Inheritance diagram for `Crosstales.BWF.Demo.SourceEntry`:



## Public Member Functions

- void **Start** ()
- void **Update** ()
- void **Click** ()

## Public Attributes

- Text **Text**
- Image **Icon**
- Image **Main**
- [Source](#) **Source**
- [GUIMain](#) **GuiMain**
- Color32 **EnabledColor** = new Color32(0, 255, 0, 192)

### 5.75.1 Detailed Description

Wrapper for sources.

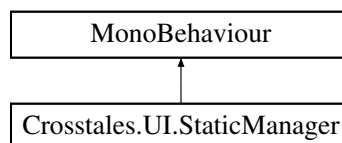
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\\_3rd\\_party/Assets/crosstales/BadWordFilter/Demo/↔ Scripts/SourceEntry.cs](#)

## 5.76 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



## Public Member Functions

- void **Quit** ()
- void **OpenCrosstales** ()
- void **OpenAssetstore** ()

## Public Attributes

- string **AssetstoreURL**



### 5.76.1 Detailed Description

Static Button Manager.

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

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/UI/Scripts/StaticManager.cs`

## 5.77 Crosstales.BWF.EditorTask.Telemetry Class Reference

Gather some telemetry data for the asset.

### 5.77.1 Detailed Description

Gather some telemetry data for the asset.

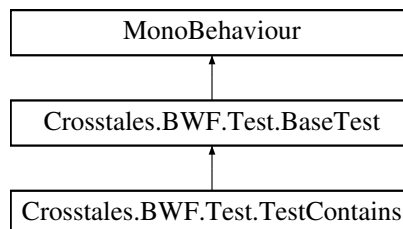
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/3rd party/BWF_3rd_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Task/Telemetry.cs`

## 5.78 Crosstales.BWF.Test.TestContains Class Reference

[Test](#) for the 'Contains()' method.

Inheritance diagram for Crosstales.BWF.Test.TestContains:



### Protected Member Functions

- override void **speedTest** ([Model.ManagerMask](#) mask)
- override void **sanityTest** ([Model.ManagerMask](#) mask)

## Additional Inherited Members

### 5.78.1 Detailed Description

[Test](#) for the 'Contains()' method.

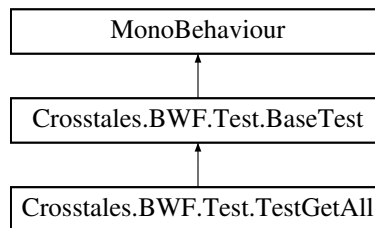
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Test/Scripts/TestContains.cs

## 5.79 Crosstales.BWF.Test.TestGetAll Class Reference

[Test](#) for the 'GetAll()' method.

Inheritance diagram for Crosstales.BWF.Test.TestGetAll:



## Protected Member Functions

- override void **speedTest** ([Model.ManagerMask](#) mask)
- override void **sanityTest** ([Model.ManagerMask](#) mask)

## Additional Inherited Members

### 5.79.1 Detailed Description

[Test](#) for the 'GetAll()' method.

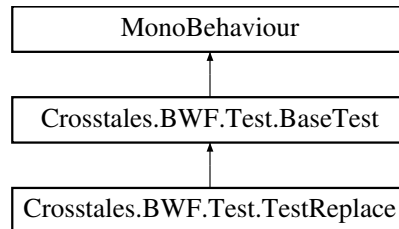
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Test/Scripts/TestGetAll.cs

## 5.80 Crosstales.BWF.Test.TestReplace Class Reference

[Test](#) for the 'Replace' method.

Inheritance diagram for Crosstales.BWF.Test.TestReplace:



### Protected Member Functions

- override void **speedTest** ([Model.ManagerMask](#) mask)
- override void **sanityTest** ([Model.ManagerMask](#) mask)

### Additional Inherited Members

#### 5.80.1 Detailed Description

[Test](#) for the 'Replace' method.

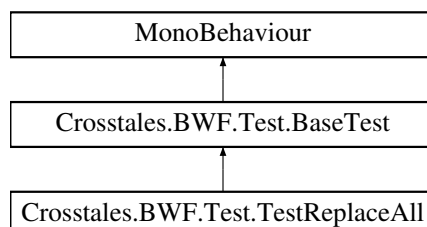
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Test/Scripts/TestReplace.cs

## 5.81 Crosstales.BWF.Test.TestReplaceAll Class Reference

[Test](#) for the 'ReplaceAll()' method.

Inheritance diagram for Crosstales.BWF.Test.TestReplaceAll:



### Protected Member Functions

- override void **speedTest** ([Model.ManagerMask](#) mask)
- override void **sanityTest** ([Model.ManagerMask](#) mask)

## Additional Inherited Members

### 5.81.1 Detailed Description

[Test](#) for the 'ReplaceAll()' method.

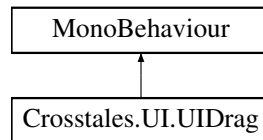
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/↔ Test/Scripts/TestReplaceAll.cs

## 5.82 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows arround.

Inheritance diagram for Crosstales.UI.UIDrag:



### Public Member Functions

- void **BeginDrag** ()
- void **OnDrag** ()

### 5.82.1 Detailed Description

Allow to Drag the Windows arround.

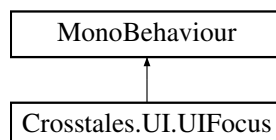
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/UI/Scripts/UIDrag.cs

## 5.83 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



## Public Member Functions

- void **Start** ()
- void **onPanelEnter** ()

## Public Attributes

- string **CanvasName** = "Canvas"

### 5.83.1 Detailed Description

Change the Focus on from a Window.

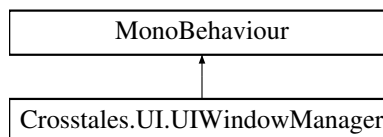
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/UI/Scripts/UIFocus.cs

## 5.84 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



## Public Member Functions

- void **Start** ()
- void **ChangeState** (GameObject x)

## Public Attributes

- GameObject[] **Windows**  
*All Windows of the scene.*

### 5.84.1 Detailed Description

Change the state of all Window panels.

## 5.84.2 Member Data Documentation

### 5.84.2.1 GameObject [ ] Crosstales.UI.UIWindowManager.Windows

All Windows of the scene.

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/UI/Scripts/UIWindowManager.cs

## 5.85 Crosstales.BWF.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

### Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result)

### Public Attributes

- const string **TEXT\_NOT\_CHECKED** = "Not checked."
- const string **TEXT\_NO\_UPDATE** = "No update available - you are using the latest version."

### Static Public Attributes

- static [UpdateStatus](#) **Status** = UpdateStatus.NOT\_CHECKED  
*Update status of the asset.*

### 5.85.1 Detailed Description

Checks for updates of the asset.

## 5.85.2 Member Data Documentation

### 5.85.2.1 UpdateStatus Crosstales.BWF.EditorTask.UpdateCheck.Status = UpdateStatus.NOT\_CHECKED [static]

Update status of the asset.

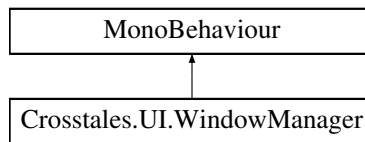
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/BadWordFilter/Plugins/Editor/Task/UpdateCheck.cs

## 5.86 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



### Public Member Functions

- void **Start** ()
- void **Update** ()
- void **SwitchPanel** ()
- void **OpenPanel** ()
- void **ClosePanel** ()

### Public Attributes

- float **Speed** = 3f  
*Window movement speed (default: 3).*

#### 5.86.1 Detailed Description

Manager for a Window.

#### 5.86.2 Member Data Documentation

##### 5.86.2.1 float Crosstales.UI.WindowManager.Speed = 3f

Window movement speed (default: 3).

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

- D:/slaubenberger/git/assets/BWFPro/3rd party/BWF\_3rd\_party/Assets/crosstales/UI/Scripts/WindowManager.cs

# Chapter 6

## More information

### 6.1 Homepage

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

### 6.2 AssetStore

<https://goo.gl/qwtXyb>

### 6.3 Forum

<http://goo.gl/Mj9XpS>

### 6.4 Documentation

<https://www.crosstales.com/media/data/assets/badwordfilter/BadWordFilter-doc.pdf>

### 6.5 Demos

#### 6.5.1 WebGL

<http://goo.gl/9WdQjx>

#### 6.5.2 Android

<https://www.crosstales.com/media/bwf/BWF.apk>



## 6.6 Videos

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

### 6.6.1 Promotion

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

### 6.6.2 Tutorial

<https://youtu.be/W8FxF1IObWM?list=PLgtonIOr6Tb41XTMeeZ836tjHlKg0084S>

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